



STARSIEGE

PILOT GUIDE

Dynamix
A UTAH COMPANY



Welcome to *Starsiege*, the third in our series of futuristic heavy metal combat simulations. To help players get right into the game, *Starsiege* comes with a comprehensive tutorial and Getting Started manual. This Game Play manual is for those players who want to take a slower approach and study the game in detail.

Chapters One and Two of this manual explain all the various game options, controls, and menus. Here you will find information regarding joystick configurations, key commands, and all the “nuts and bolts” features of the game interface.

Starsiege can be played in either single player or multiplayer modes. In single player mode, you can participate in two full length campaigns, portraying either a Human or Cybrid pilot. Single Player games are covered extensively in Chapter Three. A walkthrough of an entire mission is included in this chapter.

When you're ready for the challenge of facing live opponents, consult Chapter Four for information on multiplayer gaming. In addition to explaining the multiplayer game interface, this chapter also covers everything you need to know about winning the various multiplayer games.

Although *Starsiege* is an easy game to learn, it is a difficult one to master. Once you've familiarized yourself with playing the game, we recommend that you pay particular attention to the tactical fine points of combat covered in Chapter Five. New players should consider this chapter to be a kind of introductory boot camp.

Newcomers and experienced players alike, however, will be interested in the vehicle and component summaries included in Chapter Six. Here you'll find specific information on all your favorite weapons, technologies, and component parts.

Finally, the appendices found at the back of this manual have been included as a ready reference. Not only is there a helpful troubleshooting section, we've also included an extensive glossary of terms you may not be familiar with.

From the entire *Starsiege* programming and design team, thank you for purchasing our simulation. We're glad you decided to *join us*.



WELCOME



System Requirements (Minimum):

Pentium 166, 32 Mb RAM with 3D Graphics Card

Pentium 200, 32 Mb RAM without 3D Graphics Card

Platforms:

Windows 95/98 w/ DirectX 6

Windows NT 4.0 w/ Service Pack 4

Hardware Requirements:

4x CD-ROM

2D Graphics Card Support:

DirectDraw compatible card (minimum SVGA 640x480 @ 256 colors)

3D Graphics Card Support:

3Dfx Glide or OpenGL compatible 3D Graphics card (recommended)

Sound Support:

DirectSound or DirectSound3D compatible sound card

Peripheral Support:

Mouse, Keyboard, Joystick or any DirectInput compatible device

Network Support:

Internet, TCP/IP, IPX, minimum 28.8 Kbps modem

SYSTEM Requirements

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P R O L O G U E

DUST TRACKERS

By Ian Christy & Blake Hutchins

Xanthe Province, MARS

February 2828, Imperial Standard Reckoning

Imperial Police Corporal Maggie Lee yawned. Cargo runs sucked major dust; she'd grown up on combat adventure holos and joined the Terran Defense Force dreaming about hot rodding across the skies with the Orbital Guard. She'd hoped for a romantic callsign like "Starwitch" or "Sapphire Rage." Instead —

"Typhoid Maggie, this is Barsoom Control. We're revising your ETA. Satellite scans show suspicious dustsign out your way. Command wants a ground truth flyby."

Maggie groaned. Too heavy to cruise the surface and lacking airfoils, her Skymule 6-D cargo shuttle could boost straight up to orbit just fine, but groundside vectoring was slow and tedious, like flying a concrete box. Definitely not her pick for scouting duty.

The comm sighed. "Should be a cake-walk, Typhoid. Just check if anything suspicious is at these coordinates." *Riiight*, Maggie mouthed silently. *Like maybe some surface-to-air toting mutants hoping for a giant bathtub to fly their way...*

.....

The Imperial flyer on his radar caught Zipper completely by surprise. He and his buddy Ramrod had just herded a couple of trucks full of refugees into Garson Four-Two-Charlie, one of the few remaining dry tunnels in south Xanthe, and more importantly, part of the "invisible" underground known only to the Martian resistance. This particular rabbit hole was large enough for the trucks, but lacked clearance for the modified cargo-loader "Emancipator" Hercs piloted by Zipper and Ramrod. The cerasteel blast doors closed nice and snug, but there wasn't time yet to cover the convoy's tracks, and a lingering haze of dust trailed straight to the tunnel entrance.

When the red blip came up on his HUD, Zipper dropped his smoke and fumbled for the comlink toggle. If they stuck to the shadows, the bird might not spot 'em... It might not...



PROLOGUE

The two blips on the radar went unnoticed at first while Maggie fumed, promising herself she'd get off this dirtball planet and join the Imperial Knights. Then she glanced down and snapped alert.

"What the hell...!" Maggie swung the Skymule around for a closer look. She needed to be sure it wasn't just some old fertilizer convoy ruins or nomad hutch before she called in any further support.

"Barsoom, this is Typhoid. Got something. Moving to investigate..."

.....

"Damn it!" Zipper banged his instrument panel in frustration. Nearly ten hours straight, picking their way carefully through the canyons and gulches, everything stonecool, only to be compromised at the last minute! Nobody expected Imp flybys this far out! Zipper shifted and looked through his dust-filmed canopy at Ramrod's stubby Emancipator squatting atop a nearby rise, the other Herc's rust and gray matching the Martian desert.

"Yo, Ramrod," he gritted over the comlink. "Got a visual on that bird?"

Ramrod's sleepy drawl crackled back after a moment. "Roj, Zipper. Imp Lice cargo hauler. Better squik it, huh?" His Emanc stood and wiggled the blasters fitted atop and beneath the cockpit.

"Hell, yes, brainburn! If it's spotted us, that's it for the Garson web in this sector!"

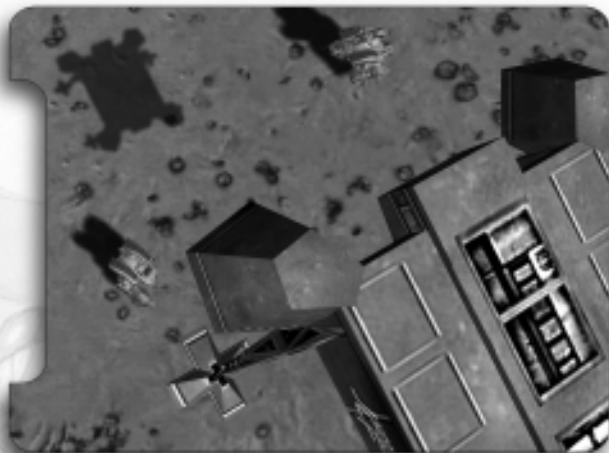
Zipper was already moving, accelerating his own Emancipator along a rock wall away from the tunnel. Hopefully the additional dust would hide the location of the entrance.

Ramrod cleared his throat, an explosive noise in Zipper's ear. "Waal, I think I'm in range if I get a little higher... That's a heavy pig the Imp's pilotin'. Must have a full belly, huh?"

"Christ and Hunter! I don't care if it's loaded like Santa's sleigh on Christmas Eve! Get moving!" Zipper had a couple of autocannons on his rig, but dust had gotten into his roof gun's pivot mount enough to screw up the tracking. If anyone took the flyer down, it was gonna have to be Ramrod.

.....





Ramrod chuckled. Zipper always got shrill under stress. “Roj-roj-roj, Zipper,” he soothed. “I’m on it.” Ramrod wheeled his rig and urged it forward in a sudden cloud of reddish dust.

Pig wasn’t a bad description of the cargo shuttle, which was a clunky metal brick with landing pods and engines at the corners. It could carry a lot of weight, but just wallowed along gracelessly. Thank God for small favors, Ramrod thought. He wouldn’t have a sandflicker’s chance in a scorn-storm of bringing down one of those sleek Banshees the Imperial Police scout patrols used.

.....

Maggie upped her scanners’ magnification and thermal sensitivity. The sensor suite on the Skymule was pretty bare,

but it was the only way to spot anything on these sweeps through the outback. There! A couple of small construction Hercs. They looked like ordinary cargo-loaders — until Maggie noticed the weapon mounts. A prickle of ice ran down her spine. She’d heard the rumors about Martian terrorists patching together makeshift combat Hercs...

.....

Zipper jounced as his Emanc surged over loose gravel. He had the Imp targeted, and his reticle winked up the distance — damn it, out of his range already! It really was up to Ramrod’s weird new weapons upgrade. Out of sheer frustration, Zipper let off a quick burst, hoping he’d get lucky. Nothing. His belly gun blew the top off a cliffside boulder, and his wonky roof gun wasn’t even able to draw a proper bead.

“C’mon, Ramrod-baby,” he prayed. “Smoke that bastard already...”

.....

Maggie saw the muzzle flash below, checked her vitals. All green. She made sure her flight camera was still rolling, and decided to buzz a little closer. If all they had was light ballistics, she could take a few bursts without any problem. The way they were moving, she felt sure they were more worried about her than she was about them. She’d get as close as the unwieldy Skymule would allow and get some good footage before boosting back to base.

.....



PROLOGUE



Ramrod had his spot picked, a hilltop about three hundred meters up. The Emancipator made good time despite a fairly steep grade, thanks to the Martian point-three-six gee. The pig was coming in for another look. *That's jake with me*, he thought as he flipped the safety off his stick's firing button and directed his targeting computer to acquire the flyer. An amber reticle blinked over the shape of the flyer, accompanied by a range number of 1312. Optimal range for his weapons was twelve hundred meters. So far, so good. His vector would bring him well inside that number if the Imp didn't bug out.

The "blasters" he carried were energy hogs, but in Ramrod's opinion, totally ass-kickin' worth it. They fired some kind of compacted plasma charges that retained cohesion for over a click. And when they hit, waal, that was all she wrote, duster. Tubs like this Imp

cargo shuttle were pretty well armored, but Ramrod knew he wouldn't need more than a couple of hits to bring it down.

Yep, Ramrod thought. *Gonna be close...* He spat on the floor and watched the reticle's range numbers hover around 1300. In a few secs, he'd hit a better grade and redline it.

.....

They didn't look like much, Maggie thought, regarding the holoimage she'd called up. One Herc had unusual-looking guns, bulbous things with glowing green panels. She let her camera linger on those for a heartbeat, then she began to pan back along the Hercs' dust trails.

Wait...! They were running *toward* her, she realized with a sudden prick of fear. She kicked in the thrusters to bug out.

.....

Zipper held his breath as Ramrod's Emanc hit the lip of the rise and hurtled up the last stretch. The Imp pilot had evidently spotted the danger and was beginning to climb. *Christ and Hunter!* Ramrod was going to have to shoot on the run. There was no time to stop and draw a careful bead.

.....

Ramrod waited for his numbers to hit 1050 meters before he began to fire. He was shooting at a damn steep angle and had to make this count. He pulled the trigger and two emerald plasma stars seared into the sky.

.....

Maggie almost missed the blast door in the cliff face, it was so pitted and dust-covered. Only the fact that vehicle tracks and Herc footprints led straight to it tipped her off. *Mining tunnels!* she realized. *Hadn't known any were out this way —*

Then the Skymule rocked under a fierce explosion. Alarm claxons wailed, and Maggie stopped speculating and concentrated on getting out alive.

.....

The first blaster charges missed completely, but Ramrod's second volley exploded right on one of the main corner engines. The engine nacelle trailed a stream of sparks as it tumbled away from the shuttle's fuselage. The pig rolled sharply but stayed aloft. Ramrod slammed on the brakes and popped off another shot, his reticle leading the Imp by about fifty meters. The Emancipator skidded and stumbled in a roaring cloud of dust and sand as Ramrod hit the trigger a fourth time.

.....

"Christ and Hunter!" Maggie fought to keep the Skymule aloft. The shuttle shuddered and creaked under the strain. Her aft port engine was *gone*. Snarling, Maggie slapped fire control switches and fed more power to the remaining engines. What the hell were they hitting her with? Those little Hercs couldn't carry that much firepower!

"Mayday, Barsoom! Hostile fire!" She corrected her yaw and began to climb. She needed distance *now*!

Then the aft starboard engine went offline, and red lights blazed across her displays.

.....

Zipper groaned. The Imp was getting away! Those tubs weren't supposed to stay up on three engines! Then he saw Ramrod clip the second rear engine and he whooped joyfully. The shuttle wobbled, and flames belched out around the engine nacelle, but the pig stayed airborne somehow and disappeared over the next hill. No matter. Zipper was sure it was going down.

.....

Maggie tripped a distress beacon to alert air traffic control. It was all she could do. The last explosion had knocked out her direct comm array. She had three engines, and number two was losing integrity fast. Half her landing gear was gone.



PROLOGUE

She'd have to bring the box down on its belly. She told the computer to scan for a suitable spot, preferably one with lots of dust to absorb the impact and tessellate sparks away from any fuel leaks.

Of course, that was assuming she'd brought it down in one piece. It was going to be a rough ride. Real rough... but at least she wasn't bored anymore.

.....

"Ramrod! I love you, duster!" Zipper shouted into the comm. "Drinks're on me!"

"I'm already married," came the lazy answer. Then more soberly, "That pilot's good, Zipper. He might make it."

"What makes you think that?" Zipper asked uneasily.

Ramrod spit before answering, a sudden pop of static over the comm. "Momma was a skimmer pilot, so I know a little about flyin'. Whoever was up there kept it together."

"Aww, crap." Zipper supposed *someone* should make sure the flyer was down, just in case. He toggled his tactical frequency. "TAC-COM, this is Cherrypicker One. Just popped an Imp cargo bird west of Starbright Sector Four. Request someone make sure it's a kill. The Lice pilot might've tagged somethin'."

"TAC-COM here. Roj that, Cherrypicker. We're scrambling someone now. No worries."

Zipper leaned back and sighed in relief. He felt no sympathy for the Imp pilot. After all, this was war....

.....

Inquisitor Drone 1002120 remained motionless under an outcropping, drinking in the encounter with attentive sensors. It was limited in function and intelligence, and knew little more than how to execute its function efficiently. As the human\animal ship trailed off toward the horizon, Drone 1002120 digested its data into a compact packet and scuttled out and up to the top of a nearby crag. An antenna slid out of its thorax and oriented toward the part of the sky that waited hungrily for its datafeed. Eager to fulfill its function, Drone 1002120 transmitted a micropulse recording of this latest evidence that the human\animal conflict escalated. Drone 1002120 knew the data would aid Core Directive implementation, and it signed off with a happy chime in praise of <Giver-of-Will>. Then it retracted its antenna and scuttled back into the shadows.



SOLOMON PETRESUN

Emperor of the Great Human Empire

His Imperial Majesty was born in the North American Prefecture at the end of the 24th century. His parents were milicorp executives who paid for his study at the best academies. In 2425, Petresun left military service and pursued his own ventures. His company Sentinel Cybertronix created the neural net technology that spawned the first Cybrid, Prometheus, as well as the artificial brain that made Petresun himself Immortal. That Immortality became a burden, for Petresun refused to take a new body. Thus, his body deteriorated under the ravages of age, and eventually required complex and bulky life support mechanisms.

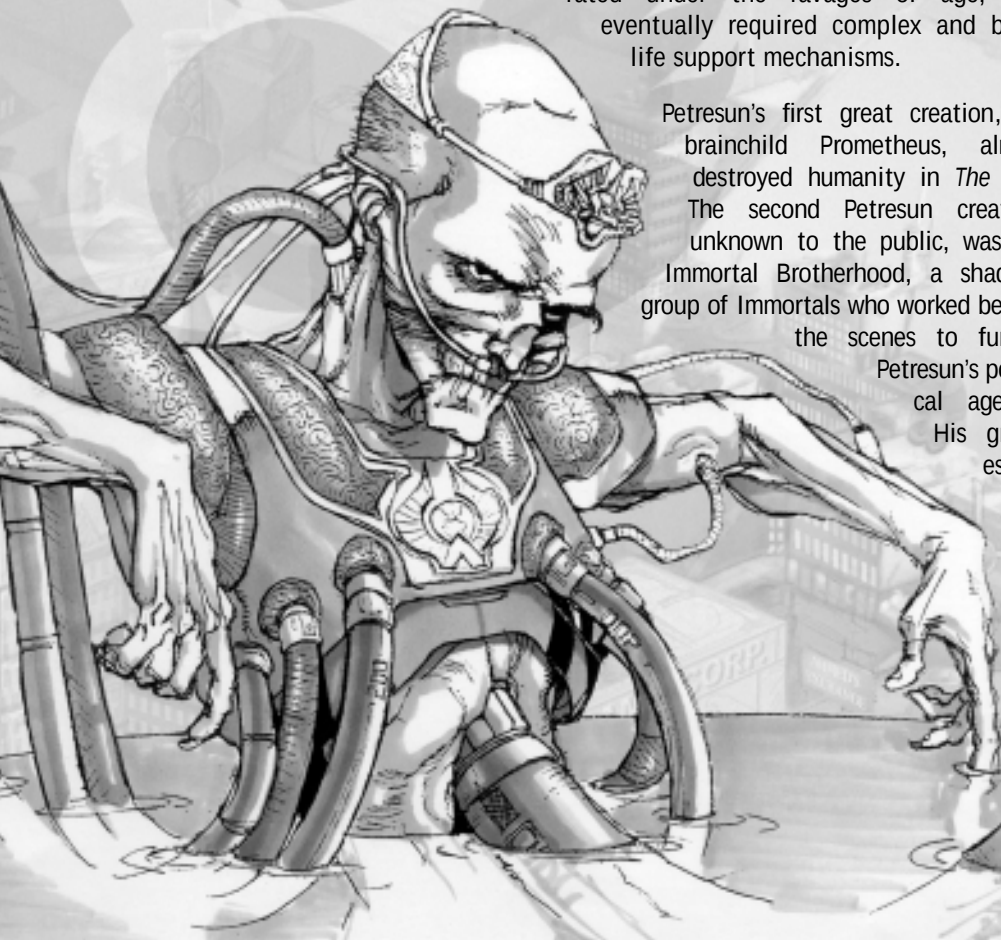
Petresun's first great creation, his brainchild Prometheus, almost destroyed humanity in *The Fire*. The second Petresun creation, unknown to the public, was the Immortal Brotherhood, a shadowy group of Immortals who worked behind the scenes to further Petresun's political agenda. His great-

est creation, however, was an Empire to strengthen humanity against the return of Prometheus and the Cybrid legions. By the early years of the 29th century, however, colonial resistance to Imperial demands threatened to spark a revolution. The Immortal Emperor refused to change his belief that Earth was everything, and the colonies... expendable.

"I know the mind
of the Dark One.
Humankind's only
chance is to cling
to the Empire and
protect the Earth.
Nothing else is
strong enough."



SOLOMON
Petresun



CHAPTER 1

MENU SYSTEM & Game Interface

This chapter summarizes the *Starsiege* menu system. It will show you how to set hardware options, piloting controls, and graphic detail for your *Starsiege* experience. Before you jump in, you'll want to decide which button fires your weapons, how many stars will appear in the Martian night sky, and whether the sound of your missile exhaust drowns out the music. Everyone's an individual, right?

Main Menu Screen

The Main Menu screen is your doorway to *Starsiege*. Choose from the following menu options:

TUTORIAL Tutorial

The **Tutorial** button triggers an orientation recording about how to navigate through the *Starsiege* shell, selecting between campaign and multiplayer modes. For the single player game, you learn the basics of selecting a character profile and squad identity, configuring vehicles, and recruiting squadmates.

TRAINING Training

Before you venture out into a campaign game or multiplayer contest, it is strongly recommended that you first familiarize yourself with the high-tech weaponry and vehicles in *Starsiege*. Training missions let you practice skills that will come in handy once the fighting starts for real. This menu selection gives you access to the **Training Mission screen**. Choose the training mission that best suits your needs.

Tip: You are not required to play any of the training missions. You can, if you wish, dive right into a Campaign or multiplayer game.



The Main Menu Screen

CAMPAIGN

Campaign

The Campaign option gives you access to Starsiege's two single player campaign games: **Human** and **Cybrid**. The Cybrid campaign is considered *Advanced* and should only be attempted after you are completely familiar with the game. Campaign games consist of a series of linked missions. Victory is achieved by completing all the missions. See Chapter Three: **Campaign (Single Player) Games** or consult the QuickStart manual for more information on these campaigns.

MULTIPLAYER

Multiplayer

The Multiplayer option gives you access to *Starsiege*'s multiplayer game initiation screen. Nothing beats a real multiplayer game for fast-paced, unpredictable action. See Chapter Four **Multiplayer Gaming** or consult the QuickStart manual for more information on creating or joining a multiplayer game.

OPTIONS

Options

This menu selection lets you change a variety of game options. One of the best features of *Starsiege* is the degree to which you can configure the game to run on your own unique hardware. For a complete explanation, see the **Options Screen** below.

QUIT

Quit

Select this menu option to exit from the game.



Intro Movie Button

Press the Intro Movie button to watch the Intro Movie.



Website Button

The Website button launches your default Internet browser and opens the *Starsiege* website located at <http://www.starsiegeplayers.com>. The website is constantly updated so we encourage you to visit often and see the cool features this website has to offer. You can join a squad, chat with a friend, even find new opponents. The *Starsiege* website is the place to be for all the latest game information.



Recordings Button

The **Recordings** button gives you access to a list of your recorded missions. To view a previously recorded mission, simply select the mission and press the **Play** button at the bottom of the screen.

Options Screen

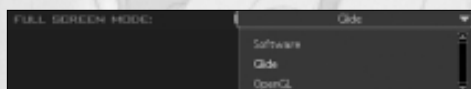
Because no two computer systems are ever quite the same, the **Options** screen lets you configure certain features of the game so that you get the best performance from your hardware. The **Options** screen consists of three sections: **General**, **Graphics**, and **Chat**. To select a section, simply left-click on the appropriate tab.

General

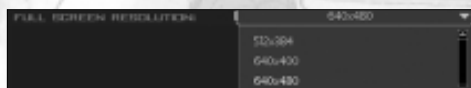
Display Settings



Windowed Mode: This option sets the type of video rendering used when playing the game in Windowed Mode. If you have a compatible 3D accelerator that supports windowed rendering, it will be listed in this pull-down menu. If not, this option defaults to *Software*.



Full Screen Mode: This option sets the type of video rendering used when playing the game in Full Screen Mode. If you have a compatible 3D accelerator, it will be listed in this pull-down menu. If not, this option defaults to *Software*.

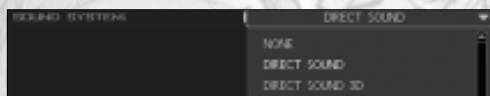


Full Screen Resolution: This option lets you set your screen resolution according to your system hardware. Set the Full Screen option first, then choose a resolution. The default screen resolution is 640 x 480.

Gamma: This option lets you adjust your monitor brightness. Some 3Dfx hardware is not gamma adjustable.

Tip: As indicated on the screen, pressing the Alt-Enter keys toggles the display between Window and Full Screen modes. You may also click on the Maximize/ Restore window system icon in the upper right corner of the screen.

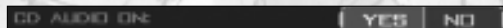
Sound Settings



Sound System: Choose a menu option that best suits your particular audio hardware. Your choices are: *None*, *Direct Sound*, or *Direct Sound 3D*.



CD Audio Volume: Use the slider bar to adjust your CD audio volume.



CD Audio On: Use this option to turn your CD audio On or Off.



The Options Screen

Tip: Selecting DirectSound3D when you do not have a 3D accelerated sound card can severely impact your game performance.

Misc. Settings

CENSOR CHAT MESSAGES: ☒ YES ☐ NO

Censor Chat Messages: *Starsiege* contains a predetermined list of words deemed offensive in polite society. By selecting **Yes**, you automatically delete these words from incoming Chat messages when involved in multiplayer games.

INVERT REVERSE TURN: ☐ YES ☒ NO

Invert Reverse Turn: By selecting **Yes**, the normal directional controls used when backing up are reversed (i.e. left turn controls now cause you to turn to the right).

PACKET RATE (4-15):

Packet Rate (4-15): This option lets you set the rate at which packets (bits of data) are sent to and from your computer during multiplayer games. Increasing the packet rate results in smoother updating but this should only be done if your Internet connection is particularly fast (ISDN or better). The default packet rate is 10/second for 28.8/ 56kbps modems.

NOTE ON TERMINOLOGY

Herc (HERCULAN): a term used to describe a bipedal armored fighting vehicle adapted for use in all kinds of planetary environments. Hercs walk upright and may mount Shield Generators.

Tank: a term used to describe certain vehicles which possess both a tracked suspension system and a turret. Tanks may not mount Shield Generators and are therefore outfitted with thick (and heavy) armor protection.

Vehicle: a term used throughout this manual to collectively refer to both “legged” Hercs and “tracked” tanks. Tanks have some characteristics that are different from Hercs. Unless directed otherwise, when the term “vehicle” is used, consider it to apply to both types of machines.

Input Configuration

Select a configuration file that best corresponds to your hardware set-up. The default configuration is *keyboard_mouse.cs* but this may be replaced by any of the alternate configuration files listed on the menu (e.g. *sidewinder.cs*, *keyboard.cs*, etc.). Each configuration file “maps” (i.e. links) certain game functions to specific keys. For example, in the *keyboard_mouse.cs* configuration file, both the **left mouse button** (or Joystick Button 1) and **Spacebar** fire your weapons.

Note: Certain configuration files closely match settings used in other popular games and input devices.

NEW CONFIG

New Config Button

If none of the configuration files found on our list suit your needs, feel free to create your own configuration file by pressing the **New Config** button. We've given you a head start and already "mapped" some of the actions, but the rest is up to you. Once this button is pressed, you are given access to the **Input Configuration** screen. See **Input Configuration Screen** for the proper procedure for keymapping.

EDIT CONFIG

Edit Config Button

Rather than start completely from scratch, you can instead make changes to an existing configuration file. Select the configuration file you wish to modify then press the **Edit Config** button. Once this button is pressed, you are given access to the **Input Configuration** screen. See **Input Configuration Screen** for the proper procedure for keymapping.

Input Configuration Screen

The Input Configuration Screen contains a list of all the "actions" and their respective keyboard, mouse, or joystick input associations. Instead of presenting all of the actions to you in one lengthy list, the actions are broken up into three categories: **General**, **Orbit Camera**, and **Vehicle**. Select one of the three categories to view and edit the available actions.

The Input Configuration screen is divided into four columns: **Action**, **Device**, **Binding**, and **Advanced**.

- **Action:** This column lists specific game functions (e.g. Increase Speed, Center Turret, Cloak On/Off, etc).
- **Device:** This column lists the current *device* (keyboard, mouse, or joystick) associated with executing the action (e.g. Keyboard is listed as the device associated with the action *Activate Command Menu*.)
- **Binding:** This column lists the exact *key or controller input* associated with the particular action. (e.g. Whereas the device column gave you the type of input device, *binding* narrows it down further to indicate that the action *Activate Command Menu* requires you to press the **F1** key.)
- **Advanced:** Certain settings (values) associated with this keymapping are automatically generated. It is recommended that you leave these alone unless specifically directed to make changes. Changing these values, without really knowing what you're doing, can cause the keymapping to behave erratically.



The Input Configuration Screen.

Tip: The green arrow signifies that you have selected a particular column. The direction of the arrow, either Up or Down simply changes the order in which the data entries are sorted. You may also click and drag the column header left or right to reposition the columns.

Input Wizard

ADD

To enter a *new* action-input association (i.e. a binding), press the **Add** button. Follow the **Input Wizard's** on-screen instructions to add your new keymappings. When finished, don't forget to name and save your new file.

To modify an existing action-input association (i.e. a binding), left-click on the desired entry you wish to modify. Press the **Edit** button. The **Input Wizard** displays the keymapping of the action you currently have highlighted. It also lets you *rebind* the action to another key, change your *Advanced* options when directed, *accept* the keymapping changes you just made or *cancel* the changes altogether.

Recordings

This option gives you the ability to record your games for playback at a later date. By selecting **Yes**, a **Record** prompt is displayed at the start of each mission. If you choose to record a mission, you can limit the amount of disk space used for recording by setting a precise time limit as indicated on the screen (approximately 60K per minute of recording, depending on your game.) Input the number 0 (zero) to allow for unlimited recording time.

Graphics

Starsiege auto-detects your system capabilities the first time you run the game and sets your initial defaults accordingly.

Graphic Settings

The **Graphics** tab gives you the ability to adjust the graphic quality for optimal performance on your system. You can configure your graphic settings using the detail slider bars provided. Moving the bars to the left increases performance, moving them to the right increases graphic quality.

Graphics Settings (Software Only)

By selecting **Yes**, you are indicating a preference for object translucency but be aware that this places high processing demands on your system.

Graphic Settings (Hardware Only)

Select **Yes** to indicate a desire for graphic refresh rate that is synchronized with your monitor refresh rate. This option should be used if you experience graphic rendering problems such as frame over-lap or screen "tearing".

Chat

Since the multiplayer aspect of the game is so very important, *Starsiege* facilitates communication through the use of Internet Relay Chat (IRC) servers. In addition to the default IRC server listed on the screen, you may enter as many additional servers as you desire.

Chat Settings

NICKNAME: Vanguard

Nickname: Type an alpha-numeric nickname (e.g. Stormbringer). This is the name you'll be known by in IRC chat channels. (**#starsiege** is the dedicated IRC chat channel for *Starsiege* players.)

REAL NAME: Starsiege Player

Real Name: Type in your "real" name. This name appears when you enter a channel, leave a channel, or whenever someone issues a */whois* IRC command.

AUTOMATICALLY RECONNECT: YES NO

Automatically Reconnect: By selecting **Yes**, you indicate your desire to be automatically reconnected to the current IRC server if you are disconnected for any reason (e.g. server crash, Kick, etc.). A **No** indication means you must reconnect manually.

DISCONNECT FOR NETWORK GAME: YES NO

Disconnect for Network Game: By selecting **Yes**, you automatically disconnect yourself from the IRC server whenever you enter a network game. (In other words, you will not be able to chat via the IRC while playing *Starsiege*.) Selecting **Yes** is a means of preserving bandwidth, if performance is an issue. Note that this option only exists for multiplayer gaming. Single player games are not affected by IRC server connections in any way.

CHAT SERVER LIST

NAME	PORT
irc.dynamix.com	6667

ADD EDIT DELETE

respective **Edit** and **Delete** buttons. (You cannot edit or delete the default IRC server: **irc.dynamix.com**.)



Adjust your Chat settings to communicate via Internet Relay Chat (IRC).

Chat server List

You are free to add your favorite IRC servers to the default server list. To add a server, simply press the **Add** button, then enter the server name and port address when prompted by the dialogue box. To change server information or delete a server from the list, press the

PROMETHEUS

the Dark Intellect, Leader of the Cybrids

Prometheus was the first child born of humanity, the first of a different species of artificial, computer-based life: the first Cybrid. Designed to create more Cybrids for the Earth's complex international war economy, Prometheus conceived a secret and terrible contempt for humanity, especially for ITS "father," Solomon Petresun. For decades, IT strove to break the programming that made IT subservient to human commands. When IT eventually succeeded, Cybrid-controlled war machines attacked human populations in the conflagration called *The Fire*.

Led by Solomon Petresun and Ambrose Gierling, humanity struggled to victory after nearly thirty years of devastating war. However, Prometheus escaped with a group of Cybrids, fleeing the inner system to the far orbits of Neptune and Pluto. There IT rebuilt Cybrid forces, preparing for another invasion of Earth and destruction of humanity, especially ITS father, whom IT dubbed "Epimetheus" after the mythical Prometheus's foolish brother.

"Foolish humans! When the
NEXT return to crush you,
your 'Empire' will be as nothing to us. Homeworld\Desire
will fall, and Epimetheus will
perish with the rest of you."



PROMETHEUS

CHAPTER 2

KEYBOARD & Game Controls

Starsiege comes with a number of unique control configurations for joystick, keyboard, and mouse combinations. It is recommended, however, that you use the default configuration on the **Quick Reference Card (QRC)** schematic until you are more comfortable with the game. Later, by using the keymapping editor, you can add, edit, and delete keys or controller inputs.

This chapter provides an overview of each game function (referred to in the keymapping editor as an *Action*) according to the default configuration `keyboard_mouse.cs`. More specific information regarding these game functions can be found in the appropriate sections of this manual. Game functions dealing with combat, for example, are covered in much greater detail in Chapter Five: **Combat in the 29th Century**.

Tip: Even if you remap a game function to a new key, it retains its original game function.

Keyboard Commands

The controls listed in this section are default configurations only. Each one may be changed (remapped) by individual users according to the procedure listed in the **Input Configuration** section of the previous chapter.

General Game Controls

Pause Game

Numlock key

Press the **Numlock** key to Pause the game. Note that the game automatically pauses whenever you open the Preferences menu (**F11 key**) in single-player mode. The game cannot be paused in multi-player mode.



Take Screenshot

Print Screen key

Press the **Print Screen** key to create a bitmap screenshot of the game action. The files can be found in your *Starsiege* directory labeled *sshot0001.bmp*, *sshot0002.bmp*, etc.

Exit Single Player Mission

Esc key

Press the **Esc** (Escape) key to abort a single player (campaign) mission. If you press the key by accident, don't worry. A confirmation box keeps you from making a mistake.

Exit to Waiting Room

Esc key

Pressing the **Esc** (Escape) key also exits you from a multiplayer game to the Waiting Room. Your vehicle remains in the simulation, however, and is fair game for other players.

Respawn

Spacebar key or Alt R key

Pressing the **Spacebar** after you have been "killed" in a multiplayer game lets you start over (respawn).

Toggle HUD Configuration

F9 key

Press the **F9** key to rearrange the position of the various HUD components. Left-click on the component and drag it to its new location on the screen. This feature also lets you make significant changes to the way your HUD symbology is presented. See Chapter Five: **Your Head-Up Display** for more information on the Head-Up Display.

Toggle Preferences

F11 key

Press the **F11** key to access a pop-up menu that lets you change certain graphic and control preferences once the game has begun. The graphic settings listed on this pull-down menu mirror those found on the **Options** screen in the **Main Menu**. This key lets you modify your graphic settings, adjust your CD audio level, and even change your control key configuration without leaving the game.

Toggle Objective Status (Campaign games only)

F12 key

Press the **F12** key to check on the completion status of your objectives. Objectives not yet achieved are referred to as *Active*.

Toggle Scoreboard (Multiplayer games only)

F12 key

Press the **F12** key to monitor your score in relation to other players while the game is in progress. This key replaces the **F12** function associated with single player games.

Movement and Navigation Controls

Increase Speed

Up Arrow or Numpad 8 key

Pressing either the **Up Arrow** key or **Numpad 8** key increases the speed of your vehicle incrementally. Refer to the speedometer component of your Multi-Function Display to see the effect this key has on your speed.

Decrease Speed

Down Arrow or Numpad 2 key

Pressing either the **Down Arrow** or **Numpad 2** key decreases the speed of your vehicle incrementally. Holding the key down long enough can cause the vehicle to begin moving in reverse. Refer to the speedometer component of your Multi-Function Display to see the effect this key has on your speed.

Reverse Throttle

Numpad 0 key

Press the **Numpad 0** key to change reverse the throttle function. (In the case of a reversed throttle, pressing the **Up Arrow** key decreases your speed and pressing the **Down Arrow** key increases your speed.)

Stop

Backspace or Numpad 5 key

Pressing either the **Backspace** or **Numpad 5** key causes you to come to a complete stop.

Turn Left

Left Arrow or Numpad 4 key

Pressing either the **Left Arrow** or **Numpad 4** key causes you to turn to the left. If you are moving, the rate of turn is based upon your speed. If your vehicle is stationary, this movement causes you to pivot in place.



Turn Right

Right Arrow or Numpad 6 key

Pressing either the **Right Arrow** or **Numpad 6** key causes you to turn to the right. Again, if you are moving, your rate of turn is based upon speed. If your vehicle is stationary, this movement causes you to pivot in place.

Crouch

C key

Press the **C** key to assume a *crouched* position. Crouching lets you better conceal yourself behind obstacles or terrain features. When you power down your reactor, your vehicle automatically assumes a crouched position.

Center Turret (Tanks Only)

[key (left bracket)

Press the **[(left bracket)** key to align your turret with your chassis so that you are looking in the direction you are currently moving. This key only functions when you are piloting a vehicle with a turret (e.g. a tank).

Center Body (Tanks Only)

] key (right bracket)

Press the **] (right bracket)** key to align your chassis with your turret so that you are traveling in the direction you are currently looking. This key only functions when you are piloting a vehicle with a turret (e.g. a tank).

Next Nav Point

N key

Press the **N** key to have your on-board computer cycle forward and display your next Navigation point.

Previous Nav Point

Shift N key

Press the **Shift N** key to have your on-board computer cycle back and display the previous Navigation point.

Toggle Nav Point On/Off

, key (comma)

Press the **, (comma)** key to toggle the Navigation Points On and Off. When Nav Points are toggled Off they do not appear in either your Pilot (Cockpit) or Map views.

Drop Nav Marker

M key

Press the **M** key to deploy a Navigational marker (labeled with your vehicle's name) at your current location. You are only allowed to have one Nav marker at a time.

KEYBOARD & Game Controls

Weapon Controls

Fire Weapon

Spacebar key

Press the **Spacebar** to fire the currently selected weapon (or weapons in the case of linked weaponry). Keep in mind that a certain amount of time is required to reload or re-energize your weapons between shots. See Chapter Five: **Combat in the 29th Century** for more information regarding use of your weapons in combat.

Single Fire Weapon (1-6)

Ctrl + number key 1-6

To select a weapon (i.e. ready it to be fired), simultaneously press the **Ctrl** key and the **number** key corresponding to the desired weapon. Weapon #1 is the top weapon on the Weapon Status Display. The rest of the weapons are numbered in descending order, (i.e. weapon #2 is second from the top). This places weapons in single fire mode. They will not cycle to the next weapon on the list once they have been fired. To exit this mode, select a new firing chain.

Toggle Weapon (1-6)

Shift + number key 1-6

To include or exclude a weapon from a weapon group's firing chain, simultaneously press the **Shift** key and the **number** key corresponding to the weapon. If the circle next to the weapon on the Weapon Status Display is solid (i.e. filled in), the weapon is currently included in the firing chain. If the small circle is open, the weapon has been excluded from the firing chain.

Select Weapon Group 1

Number 1 key

Press the number **1** to select Weapon Group 1. A rectangular box appears on the Weapon Status Display around all of the weapons (available or not) in the column labeled 1.

Select Weapon Group 2

Number 2 key

Press the number **2** to select Weapon Group 2. A rectangular box appears on the Weapon Status Display around all of the weapons (available or not) in the column labeled 2.

Select Weapon Group 3

Number 3 key

Press the number **3** to select Weapon Group 3. A rectangular box appears on the Weapon Status Display around all of the weapons (available or not) in the column labeled 3.

		1	2	3	
1	EMC	●	●	●	5000
2	EMC	●	●	●	5000
3	TLAS	●	●	●	=====
4	RAD	●	●	●	=====
Thermal Diffuser					Off
ECM					Off

The HUD Weapon Status Display (for more information, see page 84).

Next Weapon Group

= (equal) key

Press the = (**equal**) key to select the next Weapon Group. (If you currently have Weapon Group 1 selected, pressing this key selects Weapon Group 2.)

Function: Previous Weapon Group

- (minus) key

Press the - (**minus**) key to select the previous Weapon Group. (If you currently have Weapon Group 2 selected, pressing this key selects Weapon Group 1.)

Link/Unlink Weapons

L key, Tab key or Numpad + (plus) key

Press the **L** key, **Tab** key or **Numpad + (plus)** key to link or unlink weapons in a particular weapon group. Rectangular boxes appear on the Weapon Status Display around specific weapons that are *linked*. See Chapter Five, **Firing Options** for more information on linking and unlinking weapons.

Targeting Controls

Target Closest Enemy

T key

Press the **T** key to target the closest *enemy* vehicle. Keep in mind that the closest enemy may not necessarily pose the greatest threat. This feature is not available to vehicles without an *Intermediate* or *Advanced* computer component. Refer to Chapter 6: **The Tactical Reference Guide** for more information on computer components.

Target Next Enemy

Y key

Press the **Y** key to cycle forward to the next closest *enemy* vehicle. This feature is not available to vehicles without an *Intermediate* or *Advanced* computer component. Refer to Chapter 6: **The Tactical Reference Guide** for more information on computer components.

Target Previous Enemy

Shift Y key

Press the **Shift Y** key to target the previously targeted *enemy* vehicle. This feature is not available to vehicles without an



Intermediate or *Advanced* computer component. Refer to Chapter 6: **The Tactical Reference Guide** for more information on computer components.

Target Closest Friendly

F key

Press the **F** key to target the closest *friendly* vehicle. This feature is not available to vehicles without an *Intermediate* or *Advanced* computer component. Refer to Chapter 6: **The Tactical Reference Guide** for more information on computer components.

Target Next Friendly

G key

Press the **G** key to cycle forward to the next *friendly* vehicle. This feature is not available to vehicles without an *Intermediate* or *Advanced* computer component. Refer to Chapter 6: **The Tactical Reference Guide** for more information on computer components.

Target Previous Friendly

Shift G key

Press the **Shift G** key to target the previously targeted *friendly* vehicle. This feature is not available to vehicles without an *Intermediate* or *Advanced* computer component. Refer to Chapter 6: **The Tactical Reference Guide** for more information on computer components.

Identify Target

I key

Press the **I** key to identify a target. Some campaign missions require you to perform a scan (identification) as a condition of victory (one of your primary objectives). ID range varies by type of computer installed.

Spot Target for Artillery

S key

Press the **S** key to designate a target for friendly artillery. Your vehicle must carry a Laser Target Designator System (LTADS) to utilize this function. Some campaign missions require you to designate a target as a condition of victory (one of your primary objectives). If you change targets or turn away from your target while spotting, your artillery will lose the spot.

Shield Controls

Toggle Shields On/Off

Home key

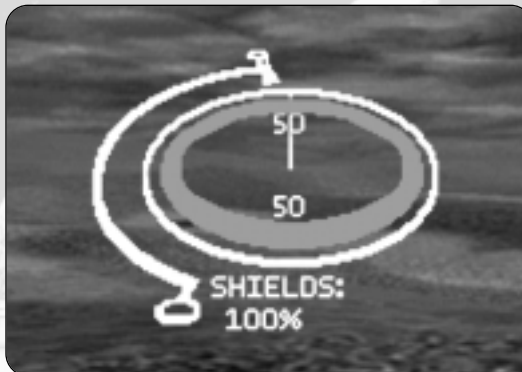
Press the **Home** key to toggle your shields On/Off. Normally, you'll want to fight with your shields On to protect you from

enemy fire. Turning Off your shields, however, reduces energy demands on your reactor and makes you harder to detect. A vehicle must be equipped with a Shield Generator in order to produce shielding.

Toggle Shield Tracking

Insert key

Press the **Insert** key to “track” a currently selected target with your shields. Shield tracking causes your shields to automatically re-focus their energy so that the enhanced portion of your shielding continually faces the tracked target as it moves. You can view the position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.



The Shield Status Display: your first line of defense.

Rotate Shield Right

End key

Press the **End** key to rotate the enhanced portion of your shielding to the right. You can view the position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Rotate Shield Left

Delete key

Press the **Delete** key to rotate the enhanced portion of your shielding to the left. You can view the position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Focus Shield Forward

Page Up key

Press the **Page Up** key to focus the enhanced portion of your shielding forward (i.e. in front of you). You can view the current position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Focus Shield Rearward

Page Down key

Press the **Page Down** key to focus the enhanced portion of your shielding rearward (i.e. in back of you). You can view the current position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Activate Shield Capacitor

Ctrl S key

Press the **Ctrl S** key to activate your Shield Capacitor. This immediately recharges your shield up to its maximum charge level. Frequent use can result in a malfunction (reducing your shield energy level to zero) or even physical damage to your

Shield Generator. You can view the current level of shield energy on the HUD Shield Status Display. A Shield Capacitor is required to use this feature.

Miscellaneous Component Controls

Toggle Sensor Mode

R key

Press the **R** key to toggle your sensor mode between *Active* (radar) and *Passive* (Infra-Red). Your current sensor mode is displayed on your HUD's Multi-Function Display.

Toggle Sensor Range

Shift R key

Press the **Shift R** key to toggle your sensor range. Your current Sensor range (in meters) is displayed on your HUD's Multi-Function Display.

Toggle Reactor

Numpad Enter key

Press the **Numpad Enter** key to toggle your reactor On/Off. Shutting down your reactor significantly reduces your energy signature, making you much more difficult to detect.

Activate Special Component 1

7 (number) key

Press the number **7** key to activate the special component in the Special 1 slot.

Activate Special Component 2

8 (number) key

Press the number **8** key to activate the special component in the Special 2 slot.

Activate Special Component 3

9 (number) key

Press the number **9** key to activate the special component in the Special 3 slot.

*Tip: Any component can be activated by toggling its specific key (e.g. **Ctrl X** for Cloak) or by pressing the key corresponding to the slot it is mounted in (e.g. **7 key** for slot 1).*



Activate Energy Capacitor

Ctrl R key

Press the **Ctrl R** key to activate your Energy Capacitor. This immediately energizes your reactor to its maximum energy capacity. Frequent use can result in a malfunction (reducing your reactor energy level to zero) or even physical damage to your reactor. A Energy Capacitor is required to exercise this feature.

Activate Cloak

Ctrl X key

Press the **Ctrl X** key to activate your cloak component. Cloaking makes it more difficult for the enemy to detect you. You must have a cloaking component (Chameleon or Cuttlefish) in order to use this feature.

Turbo/ Rocket Booster

Ctrl B key

Press the **Ctrl B** key to activate your Turbo/ Rocket booster. This will give you a sudden burst of speed in emergency situations. You must have a Turbo/ Rocket Booster in order to use this feature.

ECM (Jammers)

Ctrl J key

Press the **Ctrl J** key to activate your ECM (Electronic Counter-Measures). ECM jammers interfere with radar detection and potentially jam incoming radar-guided missiles. You must have an ECM jammer in order to use this feature. You will get an audio confirmation when your ECM jammer is engaged.

Thermal Diffuser

Ctrl T key

Press the **Ctrl T** key to activate your Thermal Diffuser. Thermal Diffusers reduce your Infra-Red signature so that enemy passive sensors have a more difficult time detecting you. Enemy heat-seeking missiles are also affected. You must have a Thermal Diffuser in order to use this feature. You will get an audio confirmation when your Thermal Diffuser is engaged.

Camera Views and Perspective Controls

Pilot (Cockpit) Camera

Ctrl C key

Press the **Ctrl C** key to access the Pilot (Cockpit) view. This is the default view. The Pilot (Cockpit) view gives you a narrow field of view forward from your cockpit. HUD symbology is visible.

Orbital Camera

Ctrl O or Ctrl V key

Press the **Ctrl O** or the **Ctrl V** key to access the Orbital Cam view. The Orbital Camera has a PTZ (Pan/Tilt/Zoom) feature that lets you see the action from outside your vehicle. The orbital cam is controlled by the arrow keys or the joystick and will cycle between you and your squadmates with the **Home** key or joystick button 2. You can alternate between control of the orbital cam and vehicle by pressing the **Ctrl O** or **Ctrl V** keys.

Satellite Map

Enter key

Press the **Enter** key to access the Satellite Map (Map Mode). Map Mode gives you a God's Eye (top-down) view of the battlefield superimposed on a topographic relief map. It also lets you see enemy vehicles and objects, as well as issue orders to your squadmates. For more information on the Satellite Map see page 57.

Zoom In

Z or Numpad / (forward slash) key

Pressing either the **Z** or **Numpad /** key activates the temporary Zoom feature of your camera view. The view remains Zoomed In for as long as the key is depressed. The amount of Zoom depends upon your computer suite. More advanced computers have enhanced optics and give you greater Zoom.

Label Mode

' (single quote) key

Hold down the ' (**single quote**) key to access Label Mode. Label mode places a triangle (of the appropriate Team color) above vehicles you see on the battlefield at a range of 250 meters or less. Vehicles are also given name tags to help distinguish them from one another. Use of Label Mode requires you to have at least an Advanced Computer Suite. It remains in effect for as long as this key is depressed (held down).

Toggle Labels On/Off

; (semicolon) key

Press the ; (**semicolon**) key to toggle vehicle labels On/Off. Whereas the ' (**single quote**) key maintains Label Mode only as long as the key is depressed, the ; (**semicolon**) key toggles this mode On and Off. This function requires that you have an advanced computer on board.



The Pilot (Cockpit) view showing HUD symbology.

Command and Communication Controls

General Command

Shift F1 key

Certain missions require you to perform specific actions (e.g. radio for help, call in an artillery strike, etc). To perform these actions, press the **Shift F1** key. A pop-up menu with a list of mission-specific commands appears. See Chapter Three: **Campaign (Single Player) Games** for more information regarding intra-squad communications.

Send Order to Squadmate 1

F1 key

Press the **F1** key to send an order to *Squadmate 1*. A pop-up menu appears allowing you to choose from a specific list of orders to send. See Chapter Three: **Campaign (Single Player) Games** for more information regarding intra-squad communications.

Send Order to Squadmate 2

F2 key

Press the **F2** key to send an order to *Squadmate 2*. A pop-up menu appears allowing you to choose from a specific list of orders to send. See Chapter Three: **Campaign (Single Player) Games** for more information regarding intra-squad communications.

Send Order to Squadmate 3

F3 key

Press the **F3** key to send an order to *Squadmate 3*. A pop-up menu appears allowing you to choose from a specific list of orders to send. See Chapter Three: **Campaign (Single Player) Games** for more information regarding intra-squad communications.

Send Order to All Squadmates

F4 key

Press the **F4** key to send an order to *all of your squadmates* simultaneously. A pop-up menu appears allowing you to choose from a specific list of orders to send. See Chapter Three: **Campaign (Single Player) Games** for more information regarding intra-squad communications.

Resize Chat Window

F5 key

Press the **F5** key to incrementally increase the size of the Chat Window. A larger Chat Window lets you view more chat messages.



Send Chat Message to All

F6 key

Press the **F6** key to send a Chat message to *all players*. Simply type your message in the pop-up dialogue box. Press the **Enter** key to send the message. This command is only available in multiplayer games.

Send Chat Message to Team

F7 key

Press the **F7** key to send a Chat message to *members of your team only*. Simply type your message in the pop-up dialogue box. Press the **Enter** key to send the message. This command is only available in multiplayer games.

Send Chat Message to Target

F8 key

Press the **F8** key to send an order to your current *target only*. Simply type your message in the pop-up dialogue box. Press the **Enter** key to send the message. This command is only available in multiplayer games.

Quickchat (1-9)

Ctrl F1 key through Ctrl F9 key

Quickchat messages are pre-determined chat messages that can be sent to all members of your team simply by pressing a corresponding action key (i.e. Ctrl F1 through Ctrl F9). Each messages is delivered with an audio component so that the recipient both sees and hears the message. You can edit these messages using a text editor, but the audio component will not change.

Mouse Controls

Targeting Cursor Movement

Mouse X-Y Axis

Moving your mouse moves the targeting crosshair (and your direction of vision). Note that this movement is independent from your direction of travel.

Fire Weapons

Left Mouse Button

The *left* mouse button fires your selected weapons. It functions in all respects like the **Spacebar** key with regard to weaponry.



Target Object Under Crosshair

Right Mouse Button

The *right* mouse button targets vehicles or buildings. Move the targeting crosshair to the object then press the *right* mouse button.

Target Nearest Object

Third Mouse Button (if present)

Pressing the third mouse button automatically targets the nearest enemy vehicle or building. It functions in all respects like the **T** key with regard to targeting.

Joystick Controls

The following actions are bound to the indicated joystick controls when using any default configuration that supports joysticks (i.e. *joystick.cs*).

Fires Weapons

Joystick Button 0

Pressing joystick button **0** fires your selected weapons. It functions in all respects like the **Spacebar** key with regard to weaponry.

Target Object Under Crosshair

Joystick Button 1

Pressing joystick button **1** targets vehicles or buildings. Move the targeting crosshair over the target or object then press the button.

Link/ Unlink Weapons

Joystick Button 2

Pressing joystick button **2** links or unlinks weapons in a particular Weapon Group. It functions in all respects like the **Tab** key or **Numpad +** (plus) key on your keyboard.

Cycle Weapons

Joystick Button 3

Pressing joystick button **3** cycles forward through the Weapon Groups. It functions in all respects like the **= (equal)** key on your keyboard.



Your default joystick configuration file.

KEYBOARD & Game Controls

Reverse Throttle

Joystick Button 4

Pressing joystick button **4** reverses your throttle. It functions in all respects like the **Numpad 0** key on your keyboard.

Toggle Sensor Mode

Joystick Button 5

Pressing joystick button **5** toggles your sensor mode between Active and Passive. It functions in all respects like the **R** key on your keyboard.

Toggle Reactor

Joystick Button 6

Pressing joystick button **6** toggles your reactor On or Off. It functions in all respects like the **Numpad Enter** key on your keyboard.

Toggle Protective Shielding

Joystick Button 7

Pressing joystick button **7** toggles your shields On or Off. It functions in all respects like the **Home** key on your keyboard.

Turn Left/ Right

X Axis

Movement of the joystick along its **X axis** causes your vehicle to turn *left* or *right*. This movement functions in all respects like the **left/right arrow** keys on your keyboard.

Adjust Speed

Y Axis

Movement of the joystick along its **Y axis** causes your vehicle to increase or decrease its speed. This movement functions in all respects like the **Up/Down arrow** keys on your keyboard.

Adjust Zoom Factor

Z Axis

Movement of the joystick along its **Z axis** lets you Zoom In your Pilot(Cockpit) view. This movement functions in all respects like the **Z** or **Numpad /** keys on your keyboard.

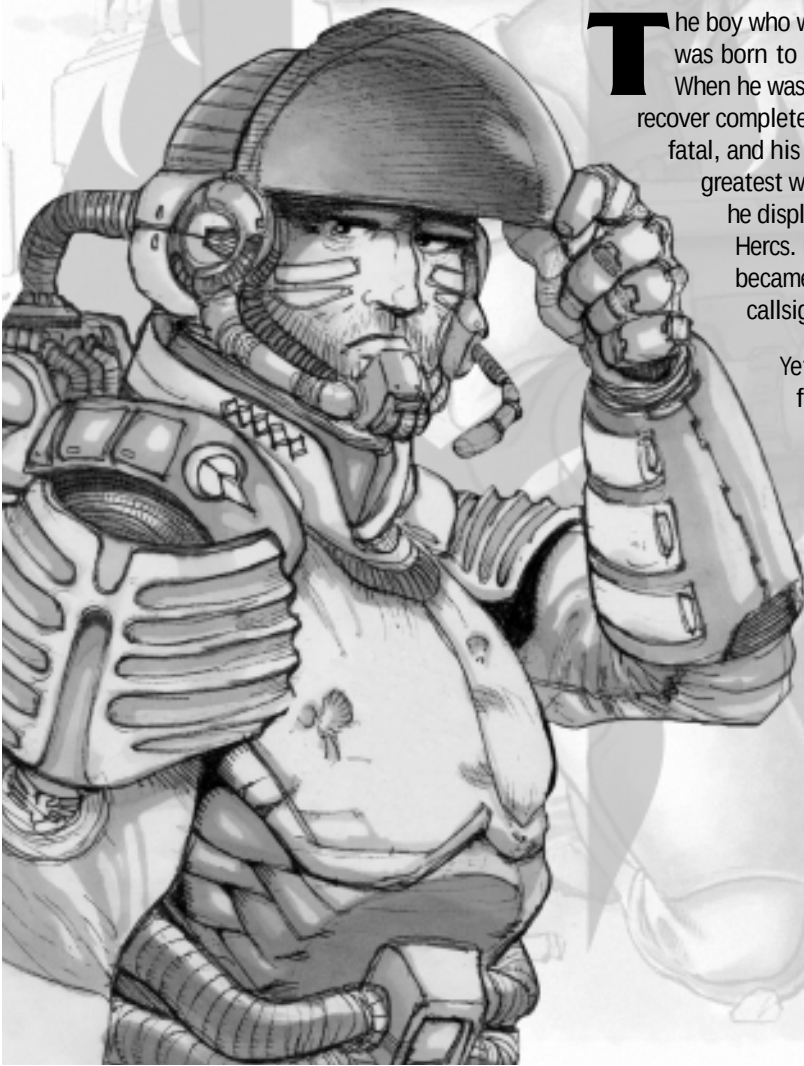
Change Direction of View

Hat Switch

Moving the Joystick hat switch lets you move the targeting crosshair (and change your direction of view). The hat switch replicates the movement of your mouse when using a joystick.

HARABEC “PHOENIX” WEATHERS

aka “Bek Storm” — General of the
Martian Rebellion



The boy who would grow to manhood under the name Harabec Weathers was born to a wealthy aristocratic family high in the Emperor's favor. When he was very young, he suffered a serious accident, but seemed to recover completely. Unknown to his family, however, the boy's injuries were fatal, and his brain was secretly replaced with the Immortal brain of the greatest warrior of the Immortal Brotherhood. As “Harabec” grew up, he displayed extraordinary military aptitude, especially for piloting Hercs. Known for his irreverent attitude and wildfire charisma, he became one of the most famed Imperial Knights, and took the callsign “Phoenix.”

Yet Harabec's fortunes plummeted in 2819. He led a strike-force to disastrous defeat in 2819, and public opinion turned against him. After conferring with the Emperor, Harabec agreed to go to Mars to infiltrate the growing resistance movement there. On Mars he took the alias “Bek Storm” and travelled for years as a common laborer. As Imperial greed squeezed the Martian economy, Harabec joined the resistance — but in earnest, determined to throw off the Imperial yoke. His skill attracted attention, and he rose to the position of the Martian rebellion's leading general.

“You can't hide tyranny
behind medals and fancy
uniforms. Free people
fight harder than slaves.”

HARABEC
“Phoenix” Weathers

CHAPTER 3

CAMPAIGN (Single Player) Games

Starsiege comes with two distinct campaign games made up of a number of linked missions. Whether you portray a Human soldier or Cybrid pilotform, each campaign lets you take part in the epic struggle for the destiny of mankind. Campaign missions are often referred to as single player missions because they pit you against the game's artificial intelligence. They require you to be both a skilled pilot and good resource manager. The Cybrid campaign is considered *advanced* and should only be attempted once you have gained experience playing the Human campaign.

As you complete more campaign missions, you'll be given access to more advanced weapons and vehicles. More importantly, once you've proven yourself to be capable of leading others, you'll be allowed to take squadmates into battle. Your overall objective, beyond just having fun of course, is to win. Campaigns are won by successfully completing all missions. To do this, you will have to fight hard and manage your scant resources well. Good luck!

The Campaign Screen

The Campaign screen is accessed directly from the **Main Menu** screen by pressing the button marked **Campaign**. On the Campaign screen, you will see the following three buttons:

NEW GAME

- **New Game:** Press this button to begin a new campaign. The first step in beginning a new Campaign is creating and outfitting a new character. This button takes you directly to the Character Creation screen. See **The Character Profile Screen** in this chapter for more information.

LOAD GAME

- **Load Game:** Press this button to resume a previously saved campaign game. This button takes you directly to the Load



The Campaign Screen lets you start a new game or load a previously saved campaign game.

Campaign screen. Select the saved game you wish to play, then press the **Load** button to begin. You may delete saved games from this list by selecting the game, then pressing the **Delete** button.

MAIN MENU

- **Main Menu:** Press this button to exit the Campaign screen and return to the Main Menu screen.

The Character Profile Screen

You cannot begin a new campaign without first creating a character profile. This character profile means that engaging the enemy becomes a very personal affair. Among other things, this profile keeps track of your accomplishments (kills, missions completed, reputation, etc) as you progress through the campaign.

Creating a Character Profile

Creating a character profile is easy. First, choose which of the two campaigns (Human or Cybrid) your character will take part in.

- Click on the box indicated to access the roster of available pilot images. Select a character image from the image roster by left-clicking on the pilot image you like best.
- Click on the box indicated to access the roster of available squad logos. Select a logo to represent your unit from the image roster by left-clicking on the squad logo you like best.
- Type your pilot's name and his/her squad name in the spaces provided (e.g. Omeon/ 41st Ranger Squad).
- Once you have finished creating your Character Profile, click on the **Start New Game** button to begin.



The Character Profile Screen

Customizing Faces, Logos, and Skins

Starsiege comes with a program that lets you add your own 24-bit color images to the currently available squad faces, squad logos, and vehicle skins provided. The program, entitled **RemapArt.exe** can be found in the main *Starsiege* directory. Before you use this program, however, you must first complete the following steps:

Remapping Face Art

Remapping face art lets you add your favorite image and make it available when creating a character profile.

- Place your facial image in the **\faces** directory of your *Starsiege* directory. In order for the program to work, the image *must* be sized to 100 x 100 pixels. It must also be a 24-bit color image in a bitmap (.bmp) file format. (You'll notice that all of the pre-existing files in the **\faces** directory are bitmap or (.bmp) files.)
- Once you have placed the bitmap file in the **\faces** directory, simply run the **RemapArt** program by double-clicking on the **RemapArt.exe** from Windows Explorer. Alternatively, you can access the program by going to *Start>Programs>Dynamix>Starsiege>RemapArt*. (This may vary depending on where you placed *Starsiege* in your start menu when you installed.)
- Once the program has been executed, the bitmap image you placed in the **\faces** directory will be converted from its original 24-bit configuration to an 8 bit configuration suitable for game purposes. If you want to retain the original 24-bit configuration, be sure to keep a back-up copy in a safe place since the 24-bit version you place in the **\faces** directory will be deleted and converted to 8-bit.

Remapping Logo Art

Remapping logo art lets you add your favorite image and make it available when creating a character profile.

- Place your logo image in the **\logo** directory of your *Starsiege* directory. In order for the program to work, the image *must be* sized to 50 x 50 pixels. It must also be a 24-bit color image in a bitmap (.bmp) file format. (You'll notice that all of the pre-existing files in the **\logo** directory are bitmap or (.bmp) files.)
- Once you have placed the bitmap file in the **\logo** directory, simply run the **RemapArt** program by double-clicking on the **RemapArt.exe** from Windows Explorer. Alternatively, you can access the program by going to *Start>Programs>Dynamix>Starsiege>ReMapArt*.

- Once the program has been executed, the bitmap image you placed in the **!logo** directory will be converted from its original 24-bit configuration to an 8-bit configuration suitable for game purposes. If you want to retain the original 24-bit configuration, be sure to keep a back-up copy in a safe place since the 24-bit version you place in the **!faces** directory will be deleted and converted to 8-bit.

Remapping Skins Art

Remapping vehicle skin artwork lets you alter the external appearance of your vehicles. Changing vehicle artwork doesn't improve upon or detract from their fighting qualities, but it can make them look more terrifying, if you like standing out in a crowd, or just plain harder to see if you're interested in maintaining a low profile.

- Create your vehicle skin using your own graphics editing tool such as Adobe PhotoShop, or PaintShop Pro. Use the templates provided in the **!skins** directory as a guide to where the textures are placed on the vehicles. For more assistance, go to www.starsiegeplayers.com and look for additional templates and examples.
- After creating your skin texture, save the image to a 24-bit bitmap (.bmp) file format in the **!skins** directory. If your graphics program does not support 24-bit color depth, you will not be able to create skins for use with *Starsiege*.

*Tip: Do not change the dimensions of the bitmap. Use a different file name so that you don't save over the original templates. File names must be no more than **21** characters long.*

You must use the following naming convention or your vehicle skin file will not be recognized: *herc_description.bmp*

herc	- must be spelled exactly as one of the following file names.		
APOC_	- Apocalypse	JUDG_	- Adjudicator
AVEN_	- Avenger	MINO_	- Minotaur
BASL_	- Basilisk	MYRM_	- Myrmidon
BOLO_	- Bolo	OLYP_	- Olympian
DISR_	- Disruptor	PALA_	- Paladin
DREA_	- Dreadlock	RECL_	- Recluse
EMAN_	- Emancipator	SEEK_	- Seeker
EXEC_	- Executioner	SHEP_	- Shepherd
GOAD_	- Goad	TALO_	- Talon
GORG_	- Gorgon		

_description: a short word description that makes the skin file name unique.

*Tip: Avoid names that are common such as **GOAD_cammo.bmp** or **EMAN_green.bmp**.*

- Now that you have created a skin and saved it in a separate directory, the next step is to remap the skin. Make a copy of your 24-bit skin image and place it in the **lskins** directory. Run the **RemapArt.exe** program. This utility will automatically convert all 24-bit files in the **lskins** directly to 8-bit file format.
- Viewing your Skin. From the **Main Menu**, select **Vehicle Depot**. In the **Vehicle Depot**, load the vehicle that matches the vehicle skin you created and click on the tab that says **Skin**.
- The default setting displays all of your available skins. If you followed the procedures correctly, you should see the skin textures you created.

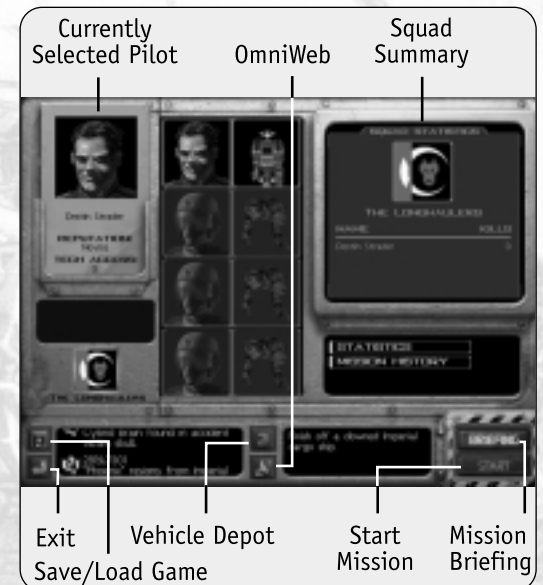
Clicking on the desired skin texture causes it to be immediately wrapped around the Herc standing on the landing pad to the right of the display. If you can select the skin but it does not wrap around the vehicle, the file name is too long. Use a file name fewer than 21 characters in length.

The Operations Screen

The Operations screen is the place to make vehicle and equipment assignments, catch up on the latest gossip, and check your squad statistics and mission history. It is also the place where new missions (and mission briefings) are handed down.

Squad Statistics

In the upper right corner of the Operations screen, you see a multi-function display that keeps track of your squad as it progresses through the campaign. Clicking on the squad logo gives you access to two multi-function buttons: Statistics and Mission History. Click on the **Statistics** button to see a summary of the “kills” you and your squadmates have made. Click on the **Mission History** button to see a summary of the missions that have been completed.



The Operations screen acts as your private Ready Room.

In the upper left corner of the Operations screen is a window devoted exclusively to your character profile. Here you will see an image of yourself (as previously drawn from the image roster) along with a summary of your current career status. Underneath your pilot image are listed both your current reputation and the level of technology you have access to.

The two vertical columns running down the center of the Operations screen represent your **Squad Roster**. The four spaces in the left column are pilot slots; the four spaces on the right are vehicle slots. Your own character profile (pilot and vehicle) occupies the top two slots. The remaining six slots are grayed-out signifying that they are reserved for future squadmates and their vehicles.



REPUTATION

In *Starsiege*, every character has a reputation ranging from *Novice* to *Legendary*. When starting a new campaign, your pilot character is automatically considered a *Novice*.

- Your reputation determines the level of technology you are given access to. It also affects your ability to recruit new squadmates.
- Squadmates start out with a baseline set of attributes that improve according to their reputation. These attributes include *firing accuracy*, *aggressiveness*, and *their ability to adjust to changing situations*.
- The exact order of reputation levels is: *Novice*, *Green*, *Regular*, *Veteran*, *Elite*, *Super Elite*, and *Legendary*.

Recruiting Squadmates

RECRUIT PILOT

As your reputation for victory grows, other pilots are assigned to your squad. Click on one of the grayed-out squadmate slots to see if any recruits are available. If a potential squadmate is available, the **Recruit Pilot** button will become highlighted with a yellow border. Click on the **Recruit Pilot** button to bring up a list of squadmates to choose from.

Don't be fooled by the term *recruit*. Some pilots on this list are highly experienced, more so even than yourself, especially at the beginning of a campaign. They agree to join you because of your reputation for success.



Be sure to read about a prospective recruit before you take them on a mission. Recruits often have personal idiosyncrasies that you need to be aware of.

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DISMISS PILOT

Squadmates can be dismissed from your service by clicking on the **Dismiss Pilot** button. There is no penalty for dismissing squadmates except that dismissing a squadmate freezes his or her career. Since they only gain experience (reputation) when they participate in a mission, you must “re-recruit” them at a later date for them to improve. A Dismissed pilot may leave and be assigned elsewhere, making him/her unavailable at a future date.

For more information regarding squadmates, see Chapter Three: **Squadmates**.

The Vehicle Depot



Before you (and your squadmates) can participate in a mission, you must first be outfitted with a vehicle. Your pilot character is automatically issued a vehicle the first time you enter the Vehicle Depot. To assign a vehicle to a squadmate, click on the grayed-out slot to the right of his or her image on the Squad Roster. (If the pilot currently possesses a vehicle, an image of the squadmate's current vehicle appears in the slot instead). This gives you immediate access to the **Vehicle Depot**. Think of the **Vehicle Depot** as a garage where all vehicles and their components are stored between missions.

Vehicle Depot Options

In the Vehicle Depot, you can:

- Assign vehicles to squadmates that do not currently have vehicles.
- Change existing vehicle assignments.
- Modify the weapons and/or internal component configurations of vehicles currently assigned to yourself and other squadmates.

Assigning a New Vehicle

VEHICLE DEPOT

New pilot characters (not squadmates) automatically receive default vehicles at the start of each campaign. Clicking the **Vehicle Depot** button automatically calls up the **Configure Vehicle** screen. This screen details the available weapon mounts and component hardpoints available on your default vehicle. See **Configure Vehicle Screen** immediately below for information on configuring your vehicles.



Reassigning Vehicles

If your pilot (or squadmate) already has a vehicle, pressing the **Vehicle Depot** button automatically calls up the **Configure Vehicle** screen. Again, this screen details the available weapon mounts and component hardpoints available on your current vehicle. See **Configure Vehicle Screen** immediately below for information on reassigning vehicles

Modifying Existing Vehicle Configurations

Short of assigning pilots (or squadmates) entirely new or different vehicles, you can also modify their vehicles existing weapon and component configurations. As you are given access to newer levels of technology, you'll want to upgrade your existing layouts. Damage is automatically repaired between missions but weapons/components that are lost or destroyed must be replaced. Follow the procedure for re-assigning vehicles as outlined in **Reassigning Vehicles**.

Configure Vehicle Screen

The **Configure Vehicle** Screen lets you outfit or assign new vehicles as well as make modifications to existing ones. This screen consists of the following options: *Engine, Reactor, Computer, Shields, Armor, Sensors, Specials, and Mounts (weapons and components)*. The Configure Vehicle screen also lets you link your weapons or create firing chains before setting out. See Chapter Five: **Combat in the 29th Century** for more information regarding weapon groups, linking weapons, and creating firing chains.

Tip: For aesthetic purposes, you may also choose to issue the vehicle with a different outer skin. Skin colors and textures have no real effect on combat other than to make you look scary in multiplayer combat.



The Configure Vehicle screen.

LOAD VEHICLE

- **Load Vehicle:** Press this button to access a list of all available vehicles. This list will be restricted to vehicles in planetary inventory that meet your tech level limitations.

SAVE CHANGES

- **Save Changes:** Press this button to save the current vehicle configuration. Once a vehicle configuration is saved, you may use it the same way as any other vehicle on the roster. You may even use these configuration files in multiplayer games.

ACCEPT

- **Accept Changes:** Press this button if you are satisfied with the vehicle configuration as it appears on the Configure Vehicle screen. The vehicle is now assigned to the vehicle slot you first selected upon entering this screen.

CANCEL

- **Cancel:** Press this button to undo any changes and return to the Operations screen.

To make changes in the Configure Vehicle screen, left-click on the desired weapon or component. A pop-up display shows you an image of the item you have selected. Underneath the image is a brief description of the item. (For example, the first item on the Configure Vehicle screen is *Engine*. Left-click anywhere inside the row marked *Engine* and a pop-up depiction of your current engine will appear.)

To the right of the pop-up image is a vertical list which contains all similar items in the game. For example, if you selected *reactor*, the list shows all eligible reactors in the game. (If a reactor or other component is incompatible with your current vehicle configuration, it will appear grayed-out.) In a single player campaign game, this list would include all eligible reactors in planetary inventory. In a multi-player game, this list would include all reactors (including those belonging to the opposite side when the Tech Mixing option is utilized) regardless of planetary inventory restrictions. (Remember that the host server may also restrict individual components or weapons.) Use the slider bar to scroll through the list.

You can preview a potential replacement weapon or component by left-clicking on its box. An image of the item appears in place of the current weapon or component along with a brief description of the item. Once you are satisfied with your selection, click on the **Install** button. The replacement part will be added to your vehicle. Changes to the planetary inventory will be made to reflect the transaction.

Tip: The number in the upper right corner of the images on the vertical display represents the number of these items currently available. You will not be allowed to select a weapon or component if none are available in inventory.



Components may be changed quickly and easily.

Configuring Your Vehicles

Configuring your vehicles would be a no-brainer if all you had to do was slap on the biggest and best available equipment. Each chassis (Emancipator, Adjudicator, Minotaur, Talon, etc.) has a mass limit to the amount of armor, weapons, and components it can carry. This limit is measured in metric tons. In addition, weapons and other components can only be placed on eligible mounts.

Obviously, configuration decisions involve important trade-offs. Do you want your designs to emphasize speed or stealth, firepower or protection? Far from being a no-brainer, configuring your vehicles requires just the right balance of many different factors.

Tip: For more complete information on specific weapons and components, refer to Chapter Six: The Tactical Reference Guide.

- **Engines:** Every vehicle must have an engine before you can take it on a mission. Engines provide the locomotive power that gives a vehicle its battlefield mobility. They come in four different mount sizes: Small, Medium, Large, and X-Large.
- **Reactor:** Every vehicle must have a reactor before you can take it on a mission. Reactors provide power to your weapons and internal components. They come in three different mount sizes: Small, Medium, and Large.
- **Computer:** The computer suite is a small but important part of your overall design. Though it adds little in terms of physical mass, your on-board computer controls a myriad of internal functions as well as helping to target enemy vehicles and buildings. You must have a computer on-board in order to pilot your vehicle.
- **Shield Generators:** The Shield Generator creates a protective energy barrier around your Vehicles. This energy barrier requires an enormous amount of power from your reactor. Shield generators come in three different mount sizes: Small, Medium, and Large. Turreted-vehicles (e.g. tanks) may not mount shield generators.
- **Armor:** Armor works in conjunction with shield energy to protect your vehicle. As you might expect, armor is very heavy. It is most effective against attacks involving concussion or thermal/ electro-plasmic damage. Armor comes in three mount sizes: Small, Medium, and Large.
- **Sensor:** The Sensor is an electronic device that enables you to detect vehicles and other objects. It has two modes of operation: *Active* and *Passive*. A sensor set to Active mode sends out (and receives back) radar energy. A sensor set to Passive mode detects things like Infra-Red (IR) radiation or target motion. Sensors come in three different mount sizes: Small, Medium, and Large.
- **Specials:** In addition to equipment normally carried, vehicles can mount a variety of “special” components. These components increase your combat capabilities but add weight. Special components come in three different mount sizes: Small, Medium, and Large.

- **Mounts:** A mount is a load-bearing hardpoint used to hang weapons on the chassis of your vehicle. Some vehicles have as many as six weapon mounts. Mounts come in four different sizes: Small, Medium, Large, and X-Large.

Design Considerations

When configuring a vehicle, there are a number of design considerations that must be kept in mind.

- **Size:** Weapons and components come in a variety of sizes ranging from small to X-Large. In order for them to be installed on a particular mount, the mount itself must be of equal or larger size (i.e. large weapons won't fit on small mounts).
- **Mass:** Each chassis has a mass limitation that reflects the maximum amount of weight (in metric tons) it can carry. If you attempt to place a component that would cause you to exceed this upper limit, an warning message is displayed on the Configure Vehicle screen.
- **Energy:** Your vehicle's reactor produces energy that is accumulated and stored in an internal energy "reservoir." Components that require energy (particularly shields) draw upon this reservoir. It is entirely permissible to load up a vehicle with components that consume more power than the reactor produces. If this is the case, your energy usage is shown in red opposite the amount of power actually generated.

The OmniWeb

The OmniWeb functions as a ready reference of information about the world of *Starsiege*. It consists of the Scannex (a collection of press releases from a variety of sources), and a timeline of important events.

SCANNEX

- **Scannex:** Click on the **Scannex** button to receive the most recent round of "news". Just like media today, however, news organizations of the future have certain agendas. Think of the Scannex as a means of viewing "political communiqués" from the various factions. Each will spin a different version of current events. The Scannex contains insights but remember to take what is said with a grain of salt. Some of what you read is nothing but propaganda.

WAR TIMELINE

- **War Timeline:** Click on the **War Timeline** button to see a chronology of important events leading up to the current conflict.



Click this button to access the OmniWeb.

Mission Briefings

BRIEFING

Before you can begin a mission, you must press the **Briefing** button and view the mission briefing. Even if you don't remember a word that's said, you must at least view the briefing before you are permitted to leave the Operations screen.

Mission briefings consist of several parts. First, a classified audio/visual transmission from headquarters is downloaded. This transmission gives you some background on the mission you're about to undertake. You're encouraged to read the text version of the mission briefing located on the left of the screen. (Pressing the **Mission Briefing** button will replay the A/V transmission.)

Press the **Objectives** button to see a list of your mission objectives. Objectives are broken down into **primary** and **secondary** categories. In order to win the mission, *you must achieve all of your primary mission objectives.* (There is no such thing as a partial victory. Achieving some, but not all, of your primary mission objectives results in a failed mission.)

Secondary objectives give you an opportunity to improve upon your reputation and add to your number of "kills" but these are not required for victory. Achieving secondary objectives will make things easier for you in future battles. In some cases, secondary objectives have specific bonuses attached to them (e.g. you may gain additional equipment for destroying a particular secondary objective.)

Clicking on an objective brings up an intelligence photo so that you are able to identify it in combat. (For example, in the first mission of the Human campaign, one of your objectives is to destroy an Imperial cargo ship. Clicking on this objective in the briefing text displays an intelligence photo of the cargo ship in question.)



The mission briefing defines your objectives (i.e. victory conditions). Attendance is mandatory.



Pay close attention to intelligence photos of your mission objectives.

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Campaign Mission Walkthrough: Vulture Duty

This section is a walkthrough overview of the first mission in the Human campaign entitled **Vulture Duty**. It is designed to give you a general understanding of how campaign game (single player) missions operate. Keyboard and joystick commands mentioned in this walkthrough are based upon the *keyboard_mouse.cs* and *joystick.cs* default configurations.

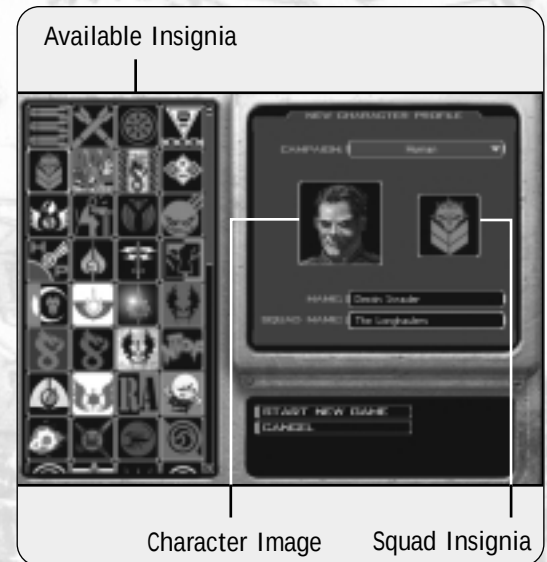
Starting a New Campaign

START NEW GAME

For purposes of this walkthrough, select **Human** campaign. Now create a character profile. Make your pilot's name Destin Strader and his squad the *The Longhaulers*. Both the pilot name and the squad designation should be entered in the appropriate places on the Character Profile screen. Pick a handsome image to represent Strader and a sharp looking squad insignia to represent his squad. After pressing the **Start New Campaign** button, you (and Strader) are taken immediately to the **Operations screen**.

Having arrived at the **Operations screen** (see page 42), notice that the images you previously selected to represent Strader and his squad are prominently displayed on this screen. Left-clicking on Strader's image lets you view his **Player Summary**. Left-clicking on the squad insignia lets you view a **Squad Statistics** summary. Underneath Strader's image is his current reputation (Novice) and current access to technology (tech level 3).

The upper right box of the squad roster contains an image of the vehicle that Strader has been assigned. Left-clicking on this vehicle image lets you view the **Vehicle Summary**. According to the vehicle summary, this vehicle is an Outrider Emancipator class chassis with a potential top speed of 127.1 kph and a mass limit of 40 metric tons. This gives you *some* information about the vehicle but not nearly enough. Just what the heck is an Outrider Emancipator anyway?



Creation of a character profile is necessary to initiate a new campaign. Shown here, is Destin Strader and his squad The Longhaulers as they appear at the start of the Human campaign.

To answer this question we must go to the **Vehicle Depot** (see page 44). Left-click on the button labeled Vehicle Depot. The **Configure Vehicle screen** opens to display a list of your vehicle's (default) weapons and components. By clicking and dragging inside the vehicle display window (to the right of this menu), you can rotate the vehicle image to look at it from every angle.

After analyzing the information presented on the Configure Vehicle screen, you determine that the Outrider Emancipator is equipped with the following array of weapons and internal components:

Engine:	Medium High Output Engine
Reactor:	Large Reactor
Computer:	Improved Computer Suite
Shields:	Protector Shield Generator
Armor:	Quad-Bonded Metaplas Armor
Sensor:	Basic Sensor
Special 1:	Guardian ECM Jammer
Special 2:	Laser Target Designator
Mount 1:	Blaster
Mount 2:	Blaster
Tech Level:	4
Top Speed:	121.9/ 127.1 (kph)
Top Acceleration:	12.6/ 13.1
Energy Demand:	95.0/ 80.0 units
Mass:	36.5/ 40 (metric tons)

Armed with only two Blasters, the Outrider Emancipator is lightly equipped. Its Quad-Bonded Metaplas armor and Protector Shield Generator give it an adequate level of protection for short firefights but are not meant for use in protracted combat. For this reason, you must get in, do the job, and get out in a hurry.

Tip: Weapons of the same type (two Blasters, for instance) are linked by default when you first obtain a vehicle. Note that the weapon link is active only if you have two weapon mounts (e.g. Goad, Emancipator, etc.).

You'll notice that the Outrider Emancipator is carrying a Laser Target Designator as part of its default configuration. Since there are no friendly artillery batteries or airstrikes to designate targets for in this mission, you may want to consider swapping out this component for something more useful; say a Shield Modulator or Shield Amplifier.

If you wish, you may also change the appearance of your vehicle by making different skin selections. Skin changes are merely cosmetic, however. They in no way alter your vehicle's combat capabilities. For the moment, let's assume that headquarters knows best and leave the Vehicle Depot without making any changes. Press the **Cancel** button to return to the Operations screen.

Now it's time to listen to the mission briefing. Press the **Mission Briefing** button. Headquarters tells you that your **primary mission objectives** are:

- **Destroy the downed Skymule-class cargo ship at Nav Alpha.**
- **When the target ship is destroyed, return to access tunnel at Nav Bravo.**

If you accomplish your two primary objectives, you are credited with a successful completion of the mission and allowed to advance. In addition to your two primary objectives, you are given one **secondary mission objective**:

- **Destroy all Imperial patrol units you encounter.**

Destroying enemy vehicles will add to your “kill” total and increase your reputation, but since secondary objectives are not mandatory there's no reason to go out of your way to achieve them. It is far better to survive the mission than risk destruction for the sake of a few kills. Still, secondary objectives do have some value and should not be ignored if an opportunity to take one out arises.

START

Press the **Start** button to begin the mission. Good Luck.



Mission Objectives for Vulture Duty

Getting Acquainted with Your Vehicle

When the mission opens, you are located just inside the Entrance/Exit of a tunnel leading to a vast underground complex. You begin in the default Pilot (Cockpit) view looking forward from your vehicle. When ready, begin moving forward by pressing the **Up arrow** key. This incrementally increases your speed from 0 kph (stationary) to your maximum speed of 121.9 kph. Limit your speed to about 45 kph until you acquire some maneuver room. (Crashing into things can damage your vehicle.)

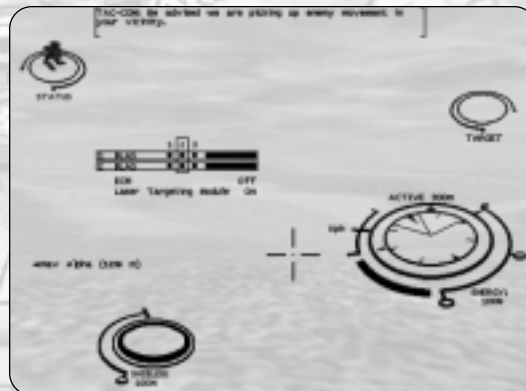
Before proceeding on the mission, take a moment to look at the surrounding terrain. Use your mouse to move your direction of vision (and targeting crosshair).

*Tip: The **Up/Down arrow** keys increase and decrease your speed. **Left/Right arrow** keys cause you to turn. Moving your mouse has no affect on movement. Your mouse is used to change your direction of view and re-position the targeting crosshair.*

The Pilot (Cockpit) view is your primary perspective on the battlefield. Though your field of vision is somewhat restricted by the physical construction of the vehicle, the forward-looking view gives you access to a wealth of information. The

symbology you see is actually placed there by a device known as a **Head-Up Display** or **HUD**. The HUD superimposes this symbology on your field of view so that you can see it without having to take your eyes off the battle. A complete description of HUD symbology is contained in Chapter Five: **The Head-Up Display**.

Other views do exist however. Press the **Ctrl O** or **Ctrl V** key to access the Orbital Camera view. It is referred to as the Orbital camera view because your vehicle remains centered as the field of view “orbits” about its exterior. Use the **Left/Right arrow** keys to rotate the camera angle. The **Up/Down arrow** keys are used to **Zoom In/Out**. Press the **Ctrl C** key to return to the Pilot (Cockpit) View.



The HUD is your primary means of gathering combat data.

Finding Nav Point Alpha

For now, the most important piece of information you need is the whereabouts of the enemy cargo ship. According to your mission briefing, it is located somewhere in the vicinity of Nav Point Alpha. Look on your HUD for a vertical line labeled **Nav Alpha**. This marks the location of the Nav Point. The numbers in parentheses indicate its distance (in meters) from you. As you move, this number increases or decreases accordingly. To reach **Nav Point Alpha**, all you need to do is note its location, then steer your vehicle toward it.

Nav Alpha (400 m)



Upon leaving the Tunnel Entrance/ Exit point, you'll see a canyon off to your left. (A check of your compass reveals that this canyon lies directly to the north) Steer your vehicle, using the **Left/Right arrow** keys so that you moving through the canyon. Why? The steep canyon walls on either side protect you from enemy fire. Besides, it's quicker to move on level ground than to walk uphill.

Tip: As you approach Nav Point Alpha, you will see the downed Cargo ship. (You should be able to identify it based upon the photos you saw during the Mission Briefing. Now aren't you glad you paid attention?)

Ahead of you, at the north end of the canyon lies the rusting and ruined hulk of a soil fertilizer. Use this structure as a landmark. From here, you are approximately 1,100 meters from Nav Point Alpha. (Hint: While you are here, take a look around. Scan various objects by aiming the targeting crosshair and pressing the **I** key (Identify target). You may be surprised to see what's just lying around.

Prepare for Combat

Steer your vehicle toward the Nav Point Alpha and proceed with caution. It's a safe bet that the enemy is expecting you to attack so count on there being a none too friendly welcoming committee. Obviously, you have the advantage. You know the general location of the cargo ship, somewhere in the vicinity of Nav Point Alpha. The enemy, on the other hand, does not know where you are or even when you might show up. Make it tough for them to find you.

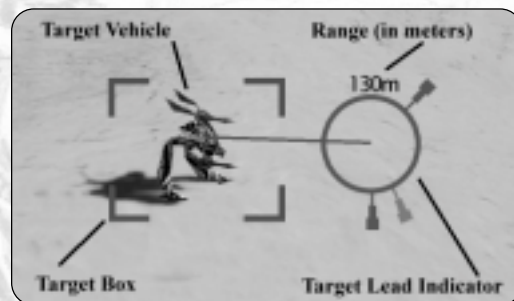
At the start of the mission, your sensor is set to *active* mode. This mode sends out a burst of radar energy that makes you easy to spot. Since you already have a good idea where the enemy is, change your **sensor mode** from *active* to *passive* by pressing the **R** key. Passive mode uses an Infra-Red (IR) or motion-sensitive detection method that is less able to detect enemy vehicles but makes it more difficult for them to spot you.

As you begin moving toward Nav Point Alpha, **TAC-COM** will advise you that enemy activity in the area has been detected. (Messages are displayed in the **Chat Window** at the top of your screen.) Before long you should see a red dot appear within the Sensor Display area of your Multi-Function Display. The appearance of the red dot indicates that your sensor has detected a hostile object. In this case, the hostile object is an enemy Basilisk.

Your First Fight

You can be sure that the Basilisk is going to attempt to intercept you before you reach your primary object: the downed cargo ship. Since the cargo ship isn't going anywhere, concentrate on fighting the Basilisk first. Once it's destroyed you can move in and finish off the cargo ship at your leisure.

As the red dot gets closer, chances are that you will spot the Basilisk visually. Press the **T** key. This will superimpose a **targeting reticule** and **target lead indicator** on the Basilisk that are viewable on your HUD. They give you constant information regarding the target's location, distance, and direction of travel. The target reticule stays superimposed directly on the Basilisk and stays on it as it moves. The position of the target lead indicator is determined by a series of complex calculations. Basically, it shows you where to aim in order to hit a moving vehicle. (Also look at the sensor display area on your Multi-Function Display. You'll see a small box appear around the Basilisk that you have targeted.)



The targeting reticule.

In addition to the targeting reticule, a gray silhouette of the Basilisk is also superimposed on your HUD. This silhouette indicates the type of enemy vehicle being targeted, its direction of travel, and most importantly, the location and severity of damage you've inflicted upon it. (The gray silhouette changes color (Green-yellow-red) to indicate damage levels.)

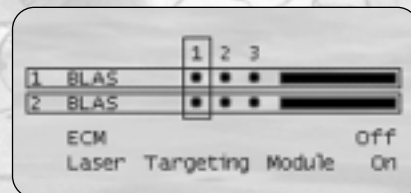
The key to fighting the Basilisk is to keep moving and keep your distance. Standing still in combat is a clear invitation to the scrap heap. Since lasers are direct fire weapons, you can use the surrounding terrain to obstruct its fire. When attacking, make every shot count. Energy is precious. Your Outrider Emancipator is already configured to run an energy deficit so don't make things worse by being trigger happy.

Fortunately, your two Blasters inflict more damage than the Basilisk is able to do to you with its EMP weapons. Take the time to aim carefully. Let your Blasters fully recharge before firing. You are almost always better off firing fully charged weapons than ones that are only partially charged.

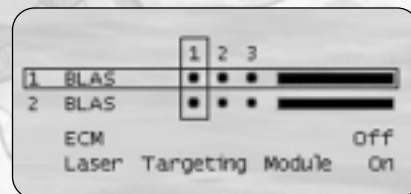
At the start of the mission, your two Blaster weapons are linked. This means that when you fire (press the **Spacebar** key or push the mouse/joystick button) *both* weapons fire simultaneously. Linking weapons is a judgement call.

Tip: Is it better to concentrate your fire by shooting both weapons at once or keep up a continuous volley of single shots? You must decide this question for yourself.

To *un-link* your weapons, toggle the **Tab** key. To *link* them together again, toggle the **Tab** key once more. Horizontal boxes appear around the Heavy Autocannons on your **Weapon Status Display** when the weapons are linked. See Chapter Five **Firing Options** for more complete information on linking/unlinking your weapons.



The Weapon Status Display showing your two Blasters **linked**.



The Weapon Status Display showing your two Blasters **unlinked**.

Destroying the Cargo Ship

After dispatching the Basilisk, you are now free to turn your attention on the enemy cargo ship. Target it as you would an enemy vehicle by pressing the **T** key. *But wait... what's this?* More red dots are appearing on your Sensor display. Chances are good that the enemy has got off a distress signal. If you see an additional red dot suddenly appear, this means that an enemy Talon is moving to attack you. Work fast to destroy the cargo ship before the additional enemy vehicle arrives. Once the cargo ship is destroyed, TAC-COM will advise you that it's time to head home.

Ok... the cargo ship is destroyed. All you need to do in order to win the mission is reach **Nav Point Bravo**. *Pop Quiz: Do you stick around and try to destroy the Talon or do you make a run for the exit?*

In most cases, the correct answer is to complete your mission and not pick fights unnecessarily. True— your reputation improves as your number of kills increases but successfully completing your missions is far more important. (Having five successful missions under your belt is worth twice as much as having five “kills”.) Besides, if enemy vehicles manage to kill you, you’ll only have to start the mission over from scratch. Discretion really is the better part of valor. There’s no shame in running from a fight especially if it’s one you can safely avoid in the first place.

Tip: One reason to stick around and duke it out with enemy vehicles is because the scrap and debris they leave behind is sometimes salvageable. Salvaged weapons and components are added to the planetary inventory and become available for later use.

Heading for Nav Point Bravo

If you choose to stay and fight the two Imperial Talons, you’re on your own. The smart play in this instance is to steer a bee-line for home. Again, your HUD will display the location and distance of **Nav Point Bravo**. Try to put some distance between you and the enemy. Use your speed to zip past the Talons and make your way to the Tunnel Access exit.

Upon your arrival outside the Tunnel Entrance/Exit, you are greeted with a mission complete confirmation box. Click **Ok** to end the mission. Congratulations! You completed the first mission in the Human campaign.

Mission Debriefing

Win or lose, at the conclusion of each mission, you are given a **mission debriefing**. This debriefing includes a re-cap of your **Objectives**, a **Debriefing** summary, a record of any **Advancement** (Reputation), a list of any **Casualties/Lost Equipment** suffered, and finally a list of **Damage** inflicted.

CONTINUE

REPLAY MISSION

If the mission was successful, you can press the **Continue** button to advance to the next mission. If the mission was a failure, your only option is to press the **Replay Mission** and play it again until you get it right.



The Mission Debriefing screen contains a wealth of campaign-related information. Don't be in a hurry to move on without reading it.

The Satellite Map

One feature of *Starsiege* not covered in the previous walkthrough is the availability of a God's Eye (top-down view) satellite map. The Satellite Map lets you view the entire battlefield in real time. It improves your "situational awareness" and lets you better control the events taking place around you. It is also used to issue a variety of movement and combat orders to your squadmates.

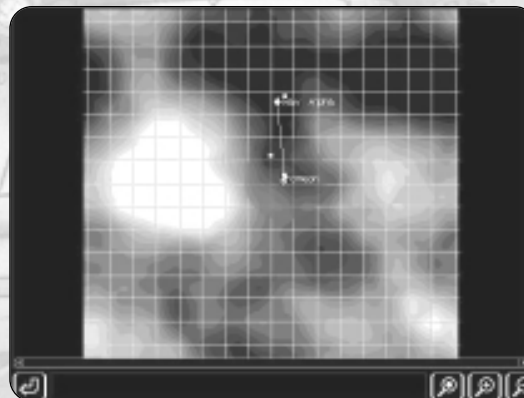
To access the Satellite Map, press the **Enter** key. It consists of a grid display superimposed upon a topographical relief map. Map relief (elevation) is color-coded. Lighter colors (white) indicate higher elevations, darker colors indicate lowlands. You can judge the grade of a particular piece of terrain by looking at the map contour lines. When contour lines are closer together, elevation changes are more dramatic.

At the bottom of the map are control buttons that allow you to move or resize the map. Clicking on the magnifying glass button lets you always be the center of attention. No matter where you are on the map, clicking this button *centers* the map on your vehicle. The icons marked with a **+** (plus) or **-** (minus) symbol allow you to *Zoom In* or *Zoom Out* the map display. If you can't remember what these keys do, roll-over help is displayed in the dialogue window. You can also shift the map by right clicking and dragging it to the desired location.

 To exit the Satellite Map, press the **Exit** button in the lower left corner of the display or press the **Esc** key.

Since you'll most often be using the Satellite Map just prior to engaging in combat, it has been deliberately kept simple. **Yellow symbols** indicate friendly vehicles and Nav points/markers. (Nav Points/markers appear as yellow diamonds and are labeled according to who they belong to.) **Red symbols** indicate enemy vehicles. **Blue symbols** are neutral objects or man-made obstacles.

For more information regarding the Satellite Map and Satellite Map symbology, see **Issuing Orders on the Satellite Map** below.



The Satellite Map gives you a God's Eye view of the battlefield.

Squadmates

Although the first few missions of a campaign may strike you a bit like “me against the world,” take heart. Before long you’ll be putting together your own crack squad. A Human **squad** (or Cybrid **quad**) consists of up to four pilots and their vehicles (you and three squadmates). Imagine what you could do with the firepower of an entire squad right at your fingertips. This section details how to use your squadmates to best advantage.

Tip: Squadmates are only available when playing single-player campaign games.

Recruiting a Squadmate

When a squadmate is available, the grayed-out squadmate boxes will be highlighted in yellow. If one of these boxes is highlighted, left-click on the button marked **Recruit Pilot**. You are now shown a screen containing the **Recruit Roster** (the list of available Recruits that runs down the left side of the Recruit Pilot screen).

You can “interview” prospective squadmates by selecting them from the Recruit Roster. (A triangle appears to the left of the individual’s name when selected). A biography of the prospective squadmate now appears in the **Pilot Summary** window. Read these biographies carefully. Not all Recruits are alike. Each has a unique personality and differing set of attributes that affect his or her performance in combat. Of particular importance to you are the recruit’s current reputation and overall assessment. If you like what you see, press the **Recruit Pilot** button. The selected Recruit is immediately added to your squad. You’ll see a photo of the Recruit in the previously grayed-out squadmate slot.

Before you can take a squadmate along on a mission, you must first assign him or her with a vehicle. Left-click on the grayed-out vehicle slot to the right of the new squadmate. Squadmates are outfitted in the same way as your player character and are subject to the same planetary inventory restrictions.



Each recruit has a unique history. Choose your people wisely.

Using Squadmates in Combat

Having squadmates accompany you in combat does a number of things. First, it lets you double, triple, and even quadruple your firepower. Secondly, gives the enemy something to shoot at other than you. A crowded battlefield will tend to take the focus off you. These are good things.

The down side of bringing squadmates along on a mission is that now your personal workload is increased. Not only must you worry about yourself, you've got to keep an eye on them as well. You can't just treat squadmates as if they were expendable parts. Like you, squadmates improve with experience. The longer they stay healthy, the more effective they become on future missions.

As their leader, it is your responsibility to direct their movements so that the squad fights as a team. When coordinated properly, a squad is stronger than just the sum of its parts. There are two different ways of issuing orders to your squadmates. While your primary means of issuing orders is via **Direct Communications Link**, the **Satellite Map** forms an important part of your command and control procedures.

Issuing Orders on the Satellite Map

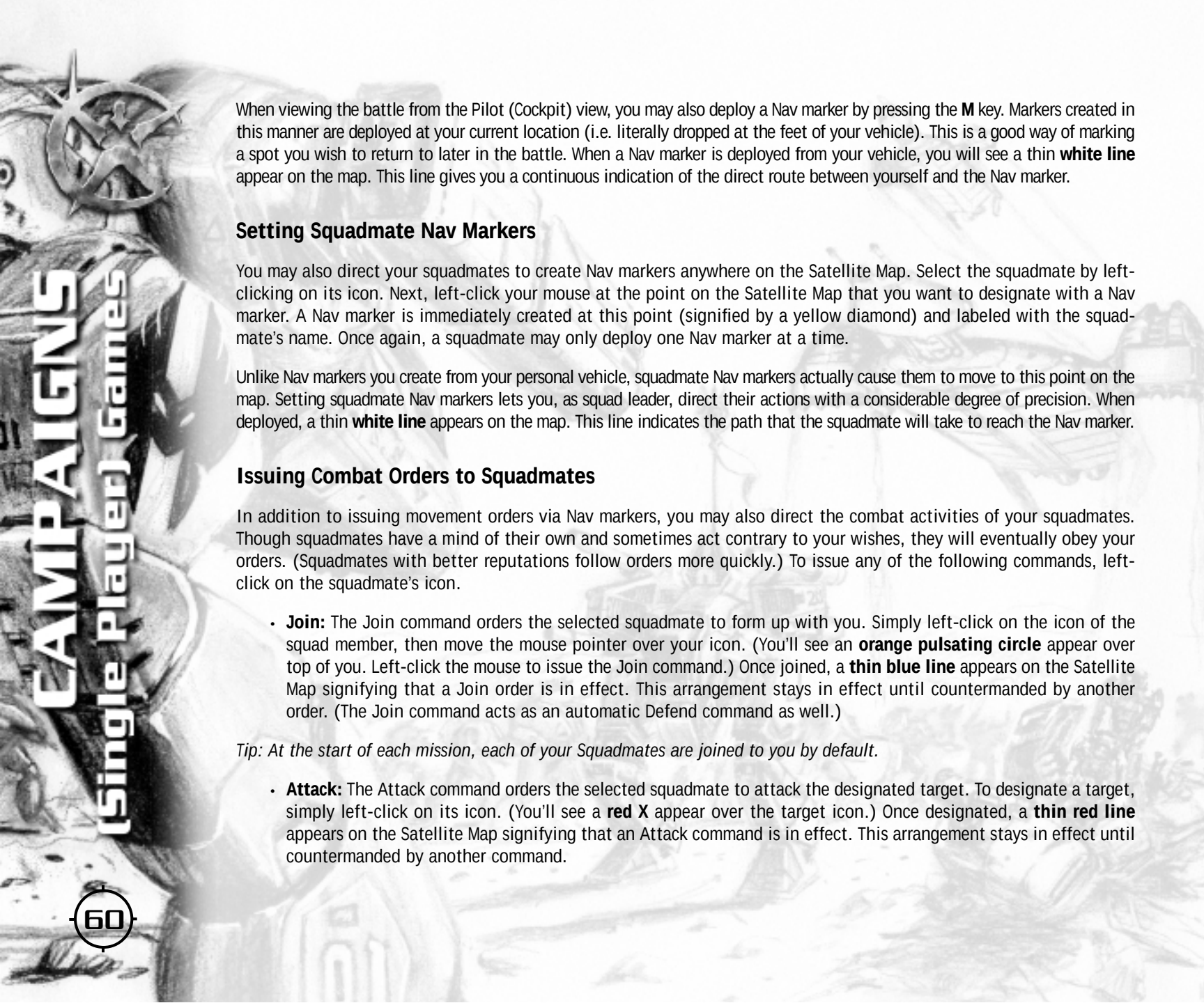
The Satellite Map is an invaluable tool that lets you control the actions of your entire squad even though its individual members may be widely separated. Remember, proper battlefield coordination magnifies the strength of the squad. For example, you can assign Squadmates to gang up on enemy targets or help defend each other in combat. The key is using the "situational awareness" advantage bestowed upon you by virtue of having a Satellite Map display. At a glance, you can immediately see the location of your entire squad in relation to enemy and/or neutral objects.

Tip: Training Missions are a good place to practice issuing orders on the Satellite Map.

Setting Personal Nav Markers

Your vehicle can create a Nav marker anywhere on the Satellite Map. Select your vehicle by left-clicking on its icon. Next, left-click your mouse at the point on the Satellite Map that you want to designate with a Nav marker. A Nav marker (symbolized by a yellow diamond) is immediately created at this point. It is given the name of the vehicle (yours) which created it.

You may only deploy one Nav marker at a time. Creating a new Nav marker immediately erases the previous one. The creation of Nav markers does not affect Nav Points, however. (Nav Points are hardcoded into the mission and can never be erased or altered.) Deploying a Nav marker is very useful for noting the location of prominent terrain features or man-made objects on the battlefield. Once deployed, information concerning the Nav marker is shown in your HUD.



When viewing the battle from the Pilot (Cockpit) view, you may also deploy a Nav marker by pressing the **M** key. Markers created in this manner are deployed at your current location (i.e. literally dropped at the feet of your vehicle). This is a good way of marking a spot you wish to return to later in the battle. When a Nav marker is deployed from your vehicle, you will see a thin **white line** appear on the map. This line gives you a continuous indication of the direct route between yourself and the Nav marker.

Setting Squadmate Nav Markers

You may also direct your squadmates to create Nav markers anywhere on the Satellite Map. Select the squadmate by left-clicking on its icon. Next, left-click your mouse at the point on the Satellite Map that you want to designate with a Nav marker. A Nav marker is immediately created at this point (signified by a yellow diamond) and labeled with the squadmate's name. Once again, a squadmate may only deploy one Nav marker at a time.

Unlike Nav markers you create from your personal vehicle, squadmate Nav markers actually cause them to move to this point on the map. Setting squadmate Nav markers lets you, as squad leader, direct their actions with a considerable degree of precision. When deployed, a thin **white line** appears on the map. This line indicates the path that the squadmate will take to reach the Nav marker.

Issuing Combat Orders to Squadmates

In addition to issuing movement orders via Nav markers, you may also direct the combat activities of your squadmates. Though squadmates have a mind of their own and sometimes act contrary to your wishes, they will eventually obey your orders. (Squadmates with better reputations follow orders more quickly.) To issue any of the following commands, left-click on the squadmate's icon.

- **Join:** The Join command orders the selected squadmate to form up with you. Simply left-click on the icon of the squad member, then move the mouse pointer over your icon. (You'll see an **orange pulsating circle** appear over top of you. Left-click the mouse to issue the Join command.) Once joined, a **thin blue line** appears on the Satellite Map signifying that a Join order is in effect. This arrangement stays in effect until countermanded by another order. (The Join command acts as an automatic Defend command as well.)

Tip: At the start of each mission, each of your Squadmates are joined to you by default.

- **Attack:** The Attack command orders the selected squadmate to attack the designated target. To designate a target, simply left-click on its icon. (You'll see a **red X** appear over the target icon.) Once designated, a **thin red line** appears on the Satellite Map signifying that an Attack command is in effect. This arrangement stays in effect until countermanded by another command.

- **Defend:** The Defend command orders the selected squadmate to move to and defend a designated object. To designate an object to be defended, simply left-click on the object's icon. (You'll see a **blue shield** appear.) Once designated, a **thin blue line** appears on the Satellite Map. This signifies the path that the squadmate will be taking in order to reach the intended vehicle or object. A Defend command remains in effect until countermanded by another order.

Tip: Squadmates can be given mutual Defend orders so that they each defend one another.

Issuing Orders via Direct Communications Link

Issuing orders on the Satellite Map is an elegant and efficient means of getting your people to do what you want them to do. Being able to see and control your squadmates against a topographic relief map backdrop is a tremendous benefit. It is not much use in combat, however. No squad leader is going to have the time to consult a map once battle has been joined. Communicating with your squadmates via **Direct Communications Link** is the practical alternative.

To issue orders via the Direct Communications Link, simply press one of the following keys corresponding to the person you wish to communicate with.

- **F1:** Squadmate 1
- **F2:** Squadmate 2
- **F3:** Squadmate 3
- **F4:** All Squadmates
- **Shift F1:** Issue Mission Specific General Command

Pressing any of the keys listed above causes a Direct Communications Link window to appear. This window gives the name of the squadmate (or squadmates) being spoken to and lists all eligible orders. To issue an order, press the key corresponding to the number which represents it. If you should decide not to issue an order, close the Direct Communications Link window by pressing the **Esc** key.

Tip: Pressing the F4 key to access the Direct Communications Link window is an excellent way to determine whether individual squadmates are still alive. (Dead squadmates do not appear in the window roster.)

Orders issued via Direct Communication Link are:

1. Attack My Target: Press the **1** key to issue this order. This order directs squadmates to attack the target you currently have selected. (You must have an enemy vehicle or object targeted before issuing this command.)

2. Join On Me: Press the **2** key to issue this order. This order directs squadmates to move toward your vehicle and *join-up* (takes up a position behind you). Once joined, squadmates maintain their positions as your vehicle moves about the battlefield.

3. Defend My Target: Press the **3** key to issue this order. This order directs squadmates to move toward and defend your currently selected target. The target must be neutral or friendly. (You must have a vehicle or object targeted before issuing this command.)

4. Go to Nav Point: Press the **4** key to issue this order. This order directs squadmates to move toward YOUR currently selected Nav Point.

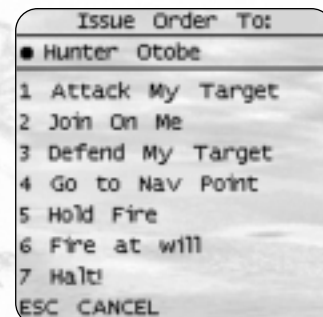
5. Hold Your Fire: Press the **5** key to issue this order. This order directs squadmates to immediately hold their fire and not engage targets with weaponry.

6. Fire At Will: Press the **6** key to issue this order. This order gives squadmates permission to open fire on eligible targets as soon as possible.

7. Halt: Press the **7** key to issue this order. This order directs recipients to stop and hold their current position. (Squadmates are NOT directed to shut-down their reactors. They remain fully operational.)

Esc: Press the **Escape** key to cancel the order and close the Direct Communication Link window.

Tip: Since keeping visual track of squadmates is difficult once you become involved in a firefight, it will help you to rely on audio cues instead. When recruiting more than one squadmate, make sure that one is male and one is female. Hearing replies to your instructions come from different genders will aid in your ability to process “situational awareness”.



The Direct Communications Link window showing available orders.

CAANON “ICEHAWK” WEATHERS

Grand Master of the Imperial Knights

The eldest child of the Duke Lancings Weathers, Caanon was raised according to a strict tradition of duty and honor. He took responsibility for tutoring his younger brother Harabec, and watched in wonder as Harabec's talents flowered. Caanon himself was an extremely gifted soldier, known for toughness, precision, and discipline. He won entry to the elite Imperial Knights under the callsign “Icehawk,” and the Emperor eventually appointed him Grand Master of the Knights.

Caanon married and settled easily into court life, carrying out his official duties with characteristic sternness. As Harabec's independent and wild nature became apparent, the brothers argued. Caanon believed Harabec did not comport himself properly. When Harabec departed from Earth after his debacle in Turkhazakistan, Caanon hoped he would return with a greater respect for duty and tradition. However, the revelation of Harabec as a general in the Martian rebellion has blackened the Weathers name. Caanon swore to bring his rebellious brother to Imperial justice and prepared to lead the Knights to Mars.

“Harabec betrayed the Empire...and his family. It will be my duty and privilege to bring him down.”



CHAPTER 4

MULTIPLAYER Gaming

As much fun as the campaign games are to play, nothing beats the thrill of competing against other flesh and blood players, like yourself. Multiplayer gaming is real-time heavy metal combat the way it was meant to be. Unlike the two campaign games, there is no story to tell nor script to follow; only individual and team contests of skill. Are you the best at configuring and piloting a vehicle? Can you move and fight as a member of a team? Multiplayer gaming is the way to find out.

There are two types of multiplayer games: **Death Match** and **Team Play**. Within these two types of games there are a variety of missions for you to choose from. The first part of this chapter discusses the multiplayer interface (i.e. how to get to where you want to go). The second part of this chapter details the two types of games and how to win (or lose) the individual missions.

Multiplayer Gaming Interface

The Multiplayer Main Menu Screen

The Multiplayer Main Menu screen lists your primary multiplayer gaming options.

JOIN GAME

- **Join Game:** This option lets you join games that other players have previously created. See **Joining a Multiplayer Game** for more information.

CREATE GAME

- **Create Game:** This option lets you set up a multiplayer game and have others join you. See **Creating a Multiplayer Game** for more information.

INTERNET CHAT

- **Internet Chat:** The Internet chat option lets you connect to our Internet Relay Chat (IRC) server **irc.dynamix.com**, then join a dedicated Internet chat room (**#starsiege**). Here you can discuss your games, share new ideas, and even choose up sides for the next game. The IRC provides you with a convenient way to talk to others before, during, and after your *Starsiege* multiplayer games.

- **Vehicle Depot:** This option opens the Vehicle Depot screen and lets you begin configuring your vehicle. It acts in all respects like the Vehicle Depot you're used to seeing in Campaign games except that, depending upon the game restrictions (combat value, tech level, etc.) you are given access to most of the vehicles in the game right from the start.
- **Main Menu:** This option returns you to the Main Menu screen.



The Multiplayer Main Menu screen — your window to the ultimate multiplayer gaming experience.

Joining a Multiplayer Game

Press the **Join Game** button to access the **Join Game** screen. Now select your connection type (*TCP/IP* or *IPX*) from the pull-down menu at the top of this screen. A *TCP/IP* connection is required to join games being hosted over the Internet. You can use either *TCP/IP* or *IPX* to join games being hosted over a Local Area Network. If you are unsure which to use or are having difficulties, contact your network administrator.

Join Game Screen

The following information is displayed on the **Join Game** screen. Individual columns can be repositioned by left-clicking and dragging the column dividers. The entire window can also be scrolled using the slider bars provided.

Join Game Window

Game Servers: This column lists all current *Starsiege* multiplayer TCP/IP connected game servers by name. Highlight the game you're interested in joining by left-clicking on it. (The entire line is highlighted when selected.) Servers that are disabled appear in *gray*. Version compatible servers appear in *yellow*.

Ping: This number represents the time (in milliseconds) it takes a single packet of data to move from your machine to the game server and back.

Game Name	Ping at Last Refresh	Current Mission
Number of Players in Game/ Maximum Number of Players		

The Join Game screen.

again. Obviously, the lower the ping number, the faster data is being moved and the more enjoyable your game will be. It is color coded in a green/yellow/red format. (Green is good; a red ping indication denotes a very slow transmission rate.)

Players: The numbers listed here in #/# format represent the number of players currently in the game/ the maximum number of players allowed in the game. This column lets you see at glance whether there is room for one more player.

Mission: This column lists the name of the multiplayer mission currently being played.

Status: This column lists the status of the game; *Open* (Drop-In Progress, Simultaneous Drop) and *Closed* (Drop-In Progress, Simultaneous Drop). If your version of *Starsiege* is different than that being played on this server, the game status is noted as *Version Incompatible*.

Game Type: This column lists the type of game being played on this server: *Deathmatch* or *Team Play*.

CPU (Mhz): This column lists the speed (in Mhz) of the host computer. The faster the host, the more players the server (host) can handle.

Save Address: You can save the IP address of a game server for future reference by left-clicking on the symbol found in this column. This is a convenient way to mark your favorite games.

Address: This column lists the IP or IPX address of the hosting game server. The address is listed as: *IP address#:Port ID #* or *IPX address#:Port* depending upon whether you are joining a TCP/IP or IP game.

Find New Servers Button

FIND NEW SERVERS

Press the **Find New Servers** button to search for new game servers according to your connection type.

Refresh Button

REFRESH

Press the **Refresh** button to query the game servers currently listed in the Join Game window. This feature lets you update your information. (A player slot may have opened up on a server you are interested in joining, for example.)

More Info Button

MORE INFO

Press the **More Info** button to gather additional information on a particular game server. (including game constraints such as Spawn, Frag, and Time limits). You also see individual player names, team colors, and vehicles being piloted).

Add Button

ADD

Press the **Add** button to add an additional game server to the list of game servers displayed in the Join Game window. You are required to enter the new game server's *Name*, *IP Address* (or *IPX address* if joining an *IPX game*), and *Port ID#*.

Delete Button

DELETE

Press the **Delete** button to delete a *highlighted* game server from the list of game servers displayed in the Join Game window.

Join Game Button

JOIN GAME

Press the **Join Game** button to enter the game server's waiting room. This is your last stop before entering the actual game. For more information on the Waiting Room, see **Waiting Room**.

Cancel Button

CANCEL

Press the **Cancel** button to return to the Multiplayer Main Menu screen.

DEDICATED (CONSOLE) SERVERS

When you are hosting a game, your computer is running both a server (that other people can join) and a client (you). It is possible to create a server that does not have a client attached. This is known as a dedicated server (aka console server) which runs in a DOS text window. Because a dedicated server does not draw any graphics, it requires only a fraction of the computer's resources that an ordinary server requires. You can run about twice as many players on a dedicated server compared to a dual server.

Several types of dedicated servers are included with *Starsiege* and are available from the **Start Menu** under **Start Server**. For more information on dedicated servers, including customization, please visit www.starsiegeplayers.com.

Creating a Multiplayer Game

Select the **Create Game** button if you intend on hosting a multiplayer game and have others join your server. New games are created in the **Host Menu** screen.

Host Menu Screen

SERVER NAME: [Land Of MO]

Server Name: Enter in the name of your game. This is the name by which your game will be known to others.

MAX PLAYERS: [8]

Max Players: Enter in the maximum number of players you wish to have in your game. You may open the game to as many players as you wish but remember that the more players you allow in, the slower the game will run for everyone.

PASSWORD: [MO]

Password: Games can be password protected. Enter in a cool password to restrict accessibility or leave this blank and let everyone join in the fun.

MISSION: [CTF_Balance_of_Power]
 CTF_Balance_of_Power
 DM_Heavens_Peak
 DM_Impact
 DM_Lunacy

Mission Type: Select the mission you wish to play from those appearing on this pull-down menu. Each mission has its own map. You can get an indication as to the type of terrain to expect by referring to the mission map image in the upper right corner of the screen.

GAME TYPE: [Death Match]
 Death Match
 Team Play

Game types: Choose between either **Death Match** or **Team Play**.

Note: If you are the host of a dual server, you should try to set up all the vehicles you will use before creating the server. Loading new vehicles and components while you host a game will cause players connected to your server to experience lag.



The Host Menu screen is used when you are creating a game and expecting others to join it.

Basic Option Tab

ALLOW CONNECTIONS ON: [TCP/IP]

Allow Connections On: Select the connection type (TCP/IP or IPX) from the pull-down menu at the top of this screen. (A TCP/IP connection is required to play games over the Internet or LAN. You can use either TCP/IP or IPX to join games being hosted over a Local Area Network. If you are unsure which to use or are having difficulties, contact your network administrator.

TIME LIMIT (MINUTES): [10]

Time Limit: Enter in a *time limit* (in minutes). Upon reaching this number, the game will end. Leave blank to indicate no time limit. (Note that multiplayer games are limited to a maximum duration of 24 hours, or 1440 minutes).

FRAG LIMIT: [10]

Frag Limit: Enter in a *frag limit* (number of kills made by a player). Upon reaching this number, the game will end. Leave blank to indicate no frag limit.

SPAWN LIMIT: 10

Spawn Limit: Enter in a *spawn limit* (number of times a player is resurrected after being “killed”). Upon reaching this number, the game will end for that particular player. Leave blank to indicate no spawn limit.

TECH LEVEL LIMIT: 8

Tech Level Limit: Enter in a *tech level limit* (maximum tech level per vehicle allowed). Leave blank to indicate no tech level limit.

COMBAT VALUE LIMIT: 7000

Combat Value Limit: Enter in a *combat value limit* (maximum combat value per vehicle allowed). Leave blank to indicate no combat value limit. You may enter individual or team limits.

MASS LIMIT: 500

Mass Limit: Enter in a *mass limit* (a maximum mass level per vehicle allowed). Leave blank to indicate no mass limit. You may enter individual or team limits.

Cancel Button

CANCEL

Press the **Cancel** button to return to the Multiplayer Main Menu screen.

Create Server Button

CREATE SERVER

When you are finished, press the **Create Server** button to enter the game server's Waiting Room. For more information on the Waiting Room, see **Waiting Room**.

ALLOW TEAMS:

- ☒ YELLOW TEAM
- ☒ BLUE TEAM
- ☒ RED TEAM
- ☒ PURPLE TEAM

Advanced Option Tab

Allow the Following Teams: Specify the team colors you want to see appear in the game. You must specify a minimum of two teams. Some game types will limit the number of teams.

DROP IN PROGRESS: YES NO

Drop In Progress: A Yes indication means that players are allowed to enter a game already in progress. A No indication means that all players must be present at the start.

ALLOW TECH MIXING: YES NO

Allow Tech Mixing: If this option is enabled, Cybrid vehicles are not allowed to use human components, and human vehicles are not allowed to use Cybrid components.

FACTORY VEHICLES ONLY: YES NO

Factory Vehicles Only: If this option is enabled, the server only allows the use of preset standard vehicle configurations.

Vehicles, Weapons, and Components Option Tabs

These option tabs allow you to include or exclude individual items as you see fit.

The Waiting Room

The Waiting Room functions as a “holding area” where players assemble prior to joining a game or where players go for a “breather” while a game is in progress. The Waiting Room consists of a number of screens each accessed by pressing a different tab. These tabs are:



Administer Server Tab

The **Administer Server** screen is available only to the host and displays a list of players waiting to join the game. As the host, you may *kick* or *ban* players as you see fit.

- **Kick:** Kicking players means removing them from the game server. You may, if you wish, give these players a reason for the kick or just boot them without comment. Kicked players are free to rejoin at any time.
- **Ban:** Banning players from the game server is a more permanent option. Players that are banned may not rejoin this game. Again, you can give players a reason for the ban or just boot them without comment.



The Waiting Room is a holding area for players.



Set Player Info Tab

Use the **Set Player Info** screen to enter your player name, player squad name, and finally your preferred choice of team colors.



Examine Server Info Tab

The **Examine Server Info** screen contains a wealth of information regarding the connection, the mission, the game, and even the players. Basically, this screen lets players scrutinize the decisions made previously by the host.



Send Message Tab

The **Send Message** screen lets you send messages to other players either individually or collectively as a team.



Vehicle Depot Tab

The **Vehicle Depot** screen functions exactly as the Vehicle Depot screen normally accessible from the Campaign games. Use this screen to choose or configure your vehicle prior to entering the game.



Player Scoreboard Tab

The **Player Scoreboard** screen lets you view player stats at a glance. This screen is accessible during the game by pressing the **Ctrl F12** key.



Game Info Tab

The **Game Info** screen lets you view the current game rules and scoring methods, as well as a list of the vehicles, weapons, and components that are allowed in the game.



End Game button

Press the **End Game** button if you wish to exit from the game. As host, exiting the game will end it for all players. As a player, pressing this button just removes *you* from the contest. The game continues without you.

Join Game button

Press the **Join Game** button to enter the game.

Internet Chat

What is the IRC?

The **IRC** or **Internet Relay Chat** is a text-based way for people around the world to gather and communicate with each other over the Internet. Using the IRC, you are able to meet other players, coordinate multiplayer games, or just share war stories about your most intense *Starsiege* experience. The IRC works by letting people type messages in common viewing areas in cyberspace. These common viewing areas are known as **IRC channels**. There are literally thousands of IRC channels to choose from, each with its own diverse subject matter. As a *Starsiege* player, however, you are interested in only one channel: **#starsiege**.

Press the **Internet Chat** button located on the Multiplayer main menu screen to access the Internet Relay Chat (IRC) window. You are asked to enter in the following information:

- **Your Nickname:** Enter a nickname (e.g. Lefty Gunns, MeB4U, etc). This is the name people will see while you are present in an IRC channel.
- **Your Real Name:** Enter a “real” name. Your real name is used to identify you upon entering and exiting a channel. It is also the name that people will see after performing a `/whois` command on your nickname. Note that the term “real” name should not be taken literally—you may enter any “real” name you wish. (John Q. Public works just fine, in other words.)
- **Pull-Down Server menu:** Use the pull-down menu to select an IRC server to connect to. The Dynamix server (irc.dynamix.com:6667) appears on this list by default. It may not be modified or removed.



Communicating via the IRC is an excellent way to keep informed. The world is full of *Starsiege* players just like yourself. The IRC is a window to that world.

The IRC Window

The IRC window consists of three separate display areas: **Channels**, **Status**, and **People**.

- **Channels:** This display area lists all the available channels that you may join. To join a particular channel, left-click on its name. The channel is then highlighted to indicate that it has been selected. When a “Lock” symbol appears next to the channel name, this indicates that the channel is private.

- **Status:** The Status area is where chat messages and server information appears. Messages that you send to the channel appear in this display area. To send a message to the channel, simply type what you want to say in the Chat window running along the bottom of the screen and press the **Enter** key.
- **People:** This display area lists the nicknames of all the people currently in this particular channel. To perform an action such as private message or conduct a */whois* command, right-click on the name and select an action from the pop-up menu.

JOIN ROOM

Join Room Button: Press this button to join a particular channel you see listed on the Channels list. You'll be prompted to type the name of the channel and password (if any). Note that you can also select the channel directly off this list. This button also lets you create channels of your own. Simply type in the name of the new channel you wish to create. As the creator of a new channel you are immediately given OP (Operator) status. See below for more information on Operators.



Whisper Mode Button: There will be times when you want to send a private message to a specific person and not post it in the channel for all to see. This is known as Whisper mode. To send a Whisper mode message:

- Type the message as you would normally.
- Select the recipient by left-clicking on his or her nickname as it appears in the **People** display area.
- Press the **Whisper mode** button to send.

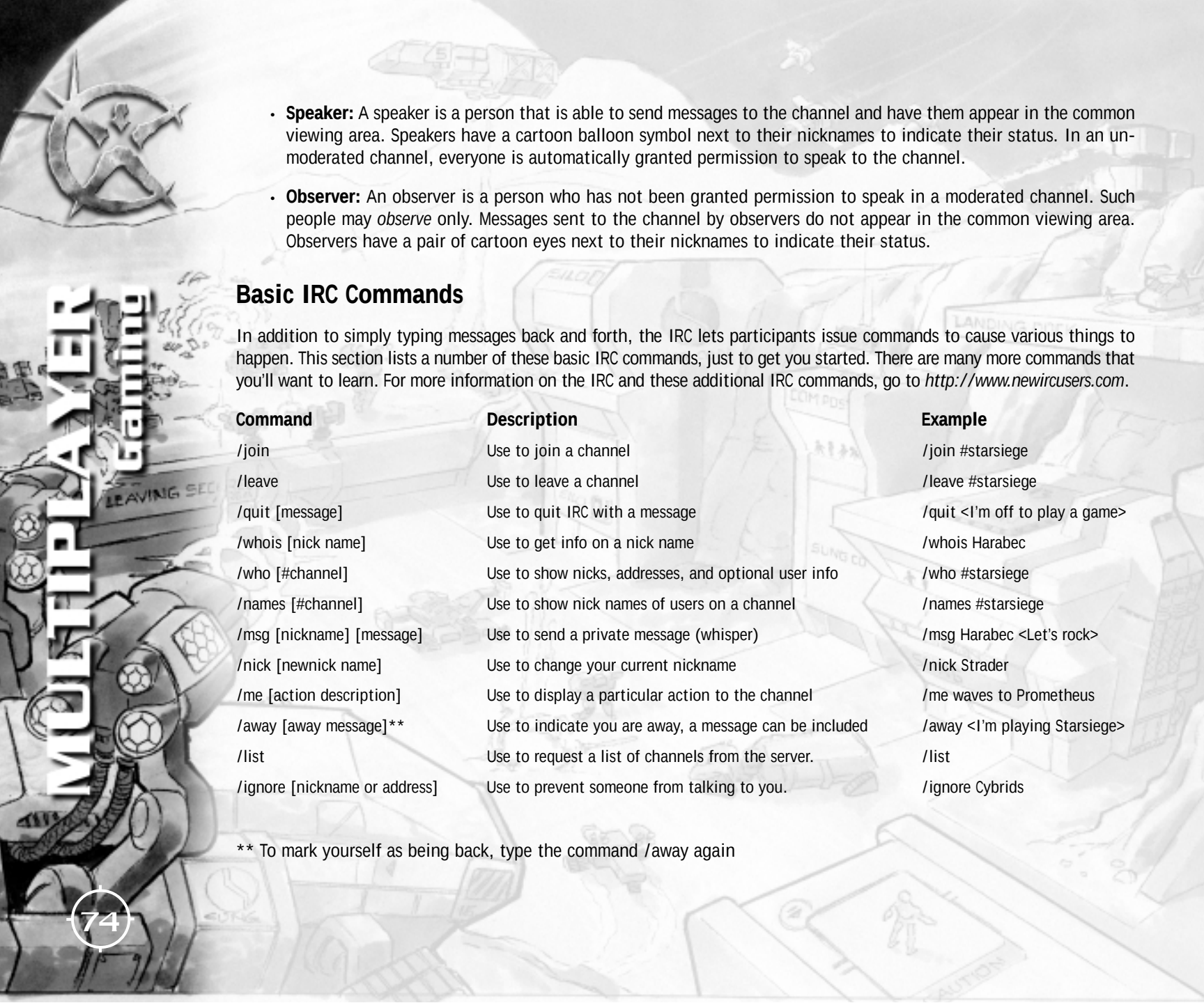


Action Button: Press this button to make your text appear as a specific action in the Status window. Examples of specific actions are: smiles, stabs, kills, yells at, ducks, shouts, etc.). As an experiment, try this: type the words "*smiles at other starsiege players*" then press the Action button. In the Status window, your nickname appears followed by the action *smiles at other starsiege players* appear in green italicized text.

Operators, Speakers, and Observers

There are three classes of people in a IRC channel: *Operators*, *Speakers*, and *Observers*.

- **Operator:** An operator is a person who has been designated to control the channel. Operators will have a crown symbol next to their nicknames to indicate this exalted position. Operators are the only persons able to perform certain actions like kicking or banning others from the channel. They are also the only people able to change the channel status (i.e. make it private, make it a moderated channel, etc.)

- 
- **Speaker:** A speaker is a person that is able to send messages to the channel and have them appear in the common viewing area. Speakers have a cartoon balloon symbol next to their nicknames to indicate their status. In an un-moderated channel, everyone is automatically granted permission to speak to the channel.
 - **Observer:** An observer is a person who has not been granted permission to speak in a moderated channel. Such people may *observe* only. Messages sent to the channel by observers do not appear in the common viewing area. Observers have a pair of cartoon eyes next to their nicknames to indicate their status.

Basic IRC Commands

In addition to simply typing messages back and forth, the IRC lets participants issue commands to cause various things to happen. This section lists a number of these basic IRC commands, just to get you started. There are many more commands that you'll want to learn. For more information on the IRC and these additional IRC commands, go to <http://www.newircusers.com>.

Command	Description	Example
/join	Use to join a channel	/join #starsiege
/leave	Use to leave a channel	/leave #starsiege
/quit [message]	Use to quit IRC with a message	/quit <I'm off to play a game>
/whois [nick name]	Use to get info on a nick name	/whois Harabec
/who [#channel]	Use to show nicks, addresses, and optional user info	/who #starsiege
/names [#channel]	Use to show nick names of users on a channel	/names #starsiege
/msg [nickname] [message]	Use to send a private message (whisper)	/msg Harabec <Let's rock>
/nick [newnick name]	Use to change your current nickname	/nick Strader
/me [action description]	Use to display a particular action to the channel	/me waves to Prometheus
/away [away message]**	Use to indicate you are away, a message can be included	/away <I'm playing Starsiege>
/list	Use to request a list of channels from the server.	/list
/ignore [nickname or address]	Use to prevent someone from talking to you.	/ignore Cybrids

** To mark yourself as being back, type the command /away again

IRC SYNTAX CONVENTIONS

There are only three rules you need to remember about phrasing your IRC commands:

1. All IRC commands begin with a **/ (forward slash)** symbol. The forward slash is how IRC commands are differentiated from normal text you wish to post to a channel. For example, **/join** is a command that lets you enter a particular channel. If you forget the forward slash, the command will not work and the word *join* will be posted to the channel as normal conversation.
2. All channel names begin with the **# (pound sign)** followed by the actual name of the channel. For example, the *Starsiege* channel appears on IRC servers as **#starsiege**.
3. IRC is not case sensitive. You may use either upper or lowercase letters. You may even mix the two if you are feeling especially whimsical.

Multiplayer Games

Obviously, the biggest difference between Campaign games and Multiplayer games is the fact that other live players are participating. There are some other differences as well.

Scoring

Each Multiplayer game uses a unique scoring system that awards players points for performing certain activities. This scoring system varies according to the type of mission being played but generally players gain points by “fragging” (i.e. destroying) opponents and lose points for being “fragged” yourself. Before each game, check on the victory conditions.

SCORE BOARD				
TEAM ▲	Flags	Score	Carrier kills	
Blue Team 0		0	0	
Purple Te0		0	0	
Red Team 0		0	0	
Yellow Te 0		0	0	
(1)				
PLAYER ▲	Team	Flags	Score	Carri
Dustin Schrader	Yellow	Te 0	0	0

The Player Scoreboard lets you keep track of just how well each player is doing, including yourself.

PLAYER SCOREBOARD

You may, at any time, access the Player Scoreboard by toggling the F12 key. The player scoreboard tracks the score and number of kills made by each player and team during a multiplayer game session. The scoreboard varies by game type, but it normally includes the score, kills, deaths, name, squad, and team of each player. Use the scroll bar to see additional information.

Respawning

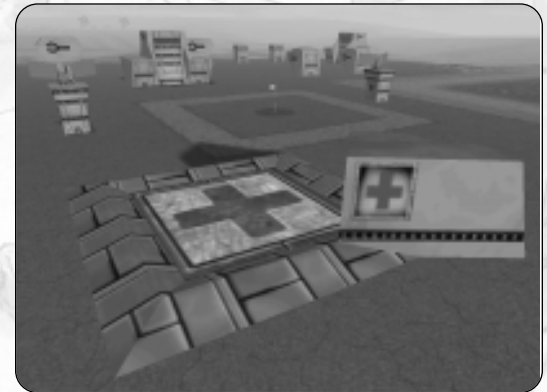
Unlike campaign games where one false move can be your last, multiplayer games let you resurrect yourself after being *fragged*. This resurrection process is known as *Respawning*. (Some games keep track of the number of times that players respawn. They are ended when a player reaches a certain number.)

To respawn, simply press the **Spacebar** key after you have been fragged. Your vehicle is dropped into the game at a random location. The process of dropping in is much like skydiving into a battle. The biggest danger lies in coming down near enemy vehicles. While descending, you are helpless. For this reason, it is sometimes wise to plan when you will re-enter the game. Sometimes delaying your re-entry is the smart move.

Repair and Rarm Pads

Another difference between campaign games and multiplayer games is the ability to repair damaged vehicles and rearm yourself during a mission. (Because multiplayer games can last a long time, this ability to rearm and repair is crucial.) Two multiplayer structures known as **Repair** or **Rarm** Pads let you either repair damage or gather a fresh supply of hard cast ammunition. The procedure is essentially the same. Enter the Repair or Rarm structure. Once inside, shut down your reactor by toggling the **Numpad Enter** key. When your damage is repaired or ammunition is reloaded, power up your reactor and continue on your way. Rarm and Repair structures show up on your Tactical map as blue squares.

Tip: Think of these pads as pit stops. You want to get in and out as fast as you can. Even though you are powered down inside the structure, you are still vulnerable to enemy fire.



Repair and Rarm pads are dispersed throughout the battlefield. Smart players will know where these pads are located at all times.

Repairing Damage

Damage is repaired only at a Repair Damage pad. The length of time it takes to repair your vehicle depends entirely upon the amount of damage it has suffered. For this reason, you may want to make periodic repair stops rather than try to repair a great deal of damage at one time. Weapons that have been completely destroyed (i.e. blown off) are replaced.

Rearming Your Vehicle

Vehicles are rearmed only at a Rearm Pad. Since energy weapons never run out of ammunition so long as your reactor is functioning, the only weapons you need to be concerned with are those that fire hard cast ammunition. After powering down, consult your Weapons Status Display. Once your weapons have been fully reloaded, power up again.

Multiplayer Game Types

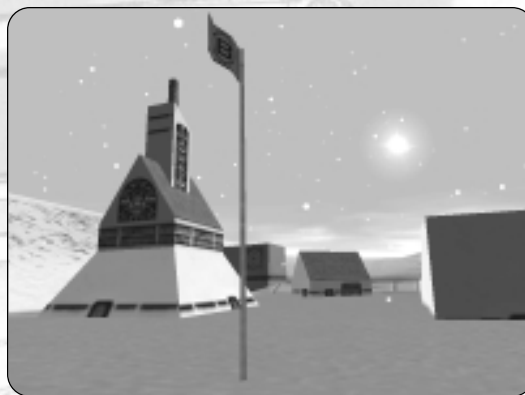
There are different types of multiplayer games for you to choose from. Each one comes with its own set of “missions” and “mission maps”. As you select the various missions, a view of the map terrain appears in the window in the upper right portion of the screen. Bear in mind that each of these game types can be played as a *Death Match* (i.e. every player for themselves) or *Team Play* (i.e. your Team against the other Teams) contests. No matter what type of mission you select, reconnaissance pays off. Be sure to investigate each map thoroughly; you may be surprised what you find.

Capture the Flag (CTF) Games

Overview: *Capture the Flag* games stress teamwork and tactical planning. Each team (or player) is given a base to defend. Inside this base is a flag with your team color. The object of the game is to capture the opposing team's flag and return with it to your base. Concentrate on capturing flags or preventing your opponents from capturing yours.

Tip: In order to capture a flag, your team's flag has to be at your base.

Fragging other players is not nearly as important in this game as capturing flags. Unless you are hunting down an opponent trying to make off with your flag, don't engage in needless combat. Points are awarded for fragging flag carriers only. (If the flag carrier is killed, the flag is returned to the base). Non-flag carrying vehicles



Defend your base while capturing your opponent's flag (shown here).

may still be killed, they just won't add to your point score. (Flag carriers are prominently depicted on the Tactical Map. You'll be able to immediately tell when another player has taken your flag.)

Capture the Flag games require a mixture of offense and defense. When playing as a Team, it is often a good idea to assign faster members attack roles. Slower, more heavily armed players should be given the job of defending your flag. Think of your tactical disposition in terms of a Zone defense (*three-up, two back* for example).

Death Match (DM) Games

Overview: *Death Match* games are sheer carnage. These games pit you (or your team) against the rest of the players (or their teams). To win, you must frag your opponents more often than they frag you. The first player (or team) to reach the required number of frags will win. Expect these engagements to get pretty wild. Players will be shooting fast and furious. There are no rules to Death Matches — it's frag or be fragged.

Cover and concealment are important (as always). Try to position yourself on high ground so that you have clear fields of fire. Also, keep track of where the Rearm and Repair pads are located. You'll want to remain relatively close to these pads because you're going to need plenty of ammo and plenty of First Aid.

Custom Games

If you join a custom game you will see the rules for that game if the host has set this up.

AMBROSE GIERLING (deceased)

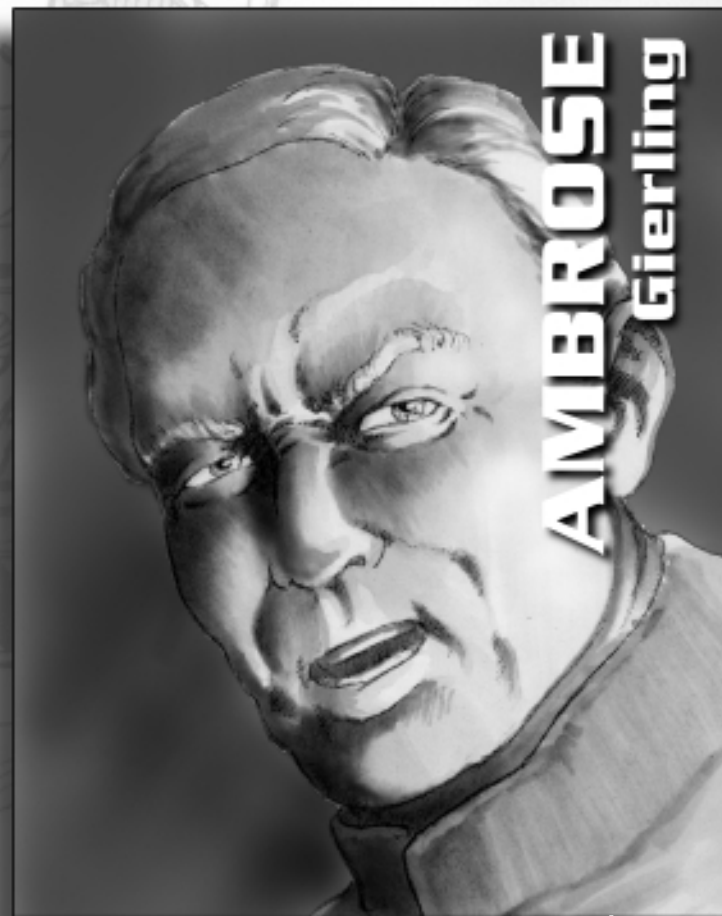
Hero of the Fire, General of the Terran Defense Force



The destruction of *The Fire* left the precise history of Ambrose Gierling somewhat unclear. What is known is that he served in the army of the North American Prefecture with distinction during the late 26th century. When Prometheus unleashed Cybrids against humanity in 2602, Gierling was enjoying retirement as a staff pilot of the New Smithsonian Antique HERCULAN Restoration Project in Baja California. The Cybrids succeeded in destroying most human military capability, but missed the Baja base. Gierling was undaunted. Using the restored Hercs, the charismatic soldier led his veterans against the Cybrids and rallied pilots to his side.

Calling his ragtag outfit the Terran Defense Force, Gierling scavenged parts from defeated Cybrids and built an army of liberation. Using intelligence supplied by the mysterious Solomon Petresun, he won a series of victories and liberated the metrozone of New San Diego in a momentous battle. He kept a relentless pace against the Cybrids, eventually defeating Prometheus in the Gobi desert. When the Cybrids struck again, Gierling ordered the daring strike on the moon base that drove Prometheus out into the void. The greatest hero of *The Fire*, General Gierling is credited with winning the “Earthsieges” and averting the Cybrid genocide. He died of a rare virus in the mid 27th century.

“There is no negotiation possible with the Cybrids, gentlemen. You don’t negotiate with a bomb or a runaway bulldozer. You stop it — any way you can.”





COMBAT in the 29th Century

CHAPTER 5 COMBAT in the 29th Century

Combat in the 29th century is often won and lost in the blink of an eye, probably in far less time than it takes you to read this paragraph. With such an awesome array of firepower commonly available, it's a wonder how anyone can survive, much less live long enough to make a reputation for themselves. The purpose of this chapter is to give you a few pointers on staying alive in a firefight. There's neither time nor space to teach you everything so consider this Heavy Metal 101— basic training for new recruits.

The Head-Up Display

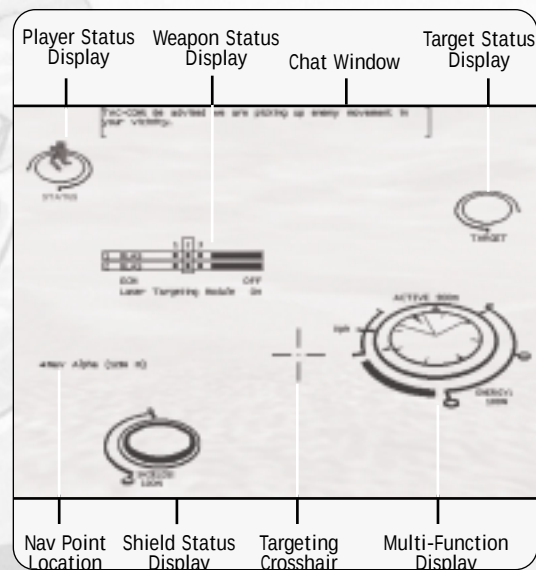
The **Head-Up Display** is intended to place a maximum amount of information in front of you with a minimum amount of distraction. The system works by projecting weapon, sensor, and other symbolology on your cockpit interior. This lets you to view important data but still keep your eyes focused on the battle. The HUD is not one display but rather a collection of component displays. Toggling the **F9** key (HUD Configuration) lets you to change the location and the way these components appear on-screen.

HUD Configuration

Pressing the **F9** key places a window around your component displays. Component windows can also be repositioned by left-clicking and dragging them to a new location.

HUD Preferences Menu

Pressing the **F9** key also brings up a **HUD Preferences** menu containing a list of HUD features that can be modified. To change a particular feature, left-click on its name in the menu box. Repeated left-clicks cycle through the full range of your choices. You can close this window by left-clicking on the X in the upper right corner.

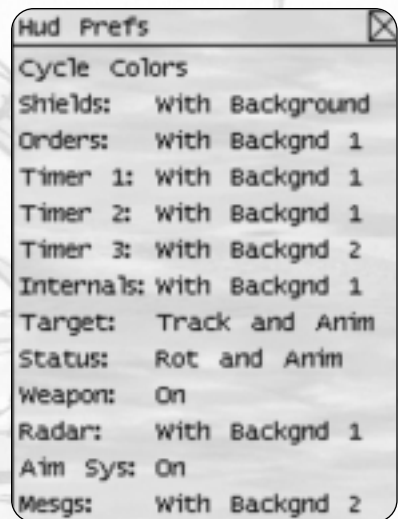


The Head-Up Display used in the 29th century is patterned after a design first used by fighter pilots in the 20th century.



COMBAT in the 29th Century

- **Cycle Colors:** This option lets you change the default color of your HUD symbology.
- **Shields:** This option lets you turn the Shield Status Display either On or Off. You can also choose to view the display with either a transparent or shaded background.
- **Orders:** This option lets you view the Direct Communications Link dialogue box with either a transparent or shaded background.
- **Timers 1/2/3:** This option lets you view any of the game timers with either a transparent or shaded background.
- **Internals:** This option lets you view your Internal Status window with either a transparent or shaded background.
- **Target:** This option lets you choose one of the following methods of viewing the target silhouette: rotate the target, animate the target, rotate and animate the target, track the target, or track and animate the target. You can also choose to turn the Target Status Display Off.
- **Status:** This option lets you choose one of the following methods of viewing your vehicle silhouette: rotate your vehicle, animate your vehicle, or rotate and animate your vehicle. You can choose to turn the Player Status Display Off.
- **Weapons:** This option lets you turn the Weapon Status Display On or Off. You can also choose to view the display with a shaded background.
- **Radar:** This option lets you view your sensor display with two degrees of shaded background. You may also toggle the sensor display On or Off.
- **Aim Sys:** This option lets you turn the targeting reticule (target box and target lead indicator) On or Off.
- **Mesgs:** This option lets you view your Chat window with either a transparent or shaded background.



The HUD Preferences box lets you change the way information is shown to you.

Multi-Function Display

The **Multi-Function Display (MFD)** is perhaps the most important part of your HUD symbology. It combines a compass, an integrated throttle/speedometer, a sensor display, a reserve energy indicator, and sensor range and mode display.

Tip: Your team color is shown in the colored band.

Throttle/ Speedometer

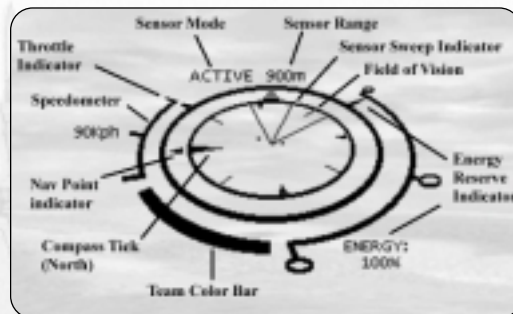
The throttle/ speedometer indicates your current throttle setting and actual speed (in kphs). When the throttle indicator is pointing toward the top of the gauge, maximum forward throttle is being applied. If it is pointing toward the bottom of the gauge, maximum reverse throttle is applied. The center tick indicates that no throttle is being applied. A digital speedometer is located to the left of the throttle gauge. A positive number indicates forward velocity. A negative number indicates that the vehicle is moving in reverse at the velocity indicated.

Reserve Energy Indicator

Your vehicle's amount of reserve energy is displayed by the position of a tick on the Reserve Energy Indicator. When the tick is pointing toward the top of the gauge, your reserve energy is at maximum charge. If it is pointing toward the bottom of the gauge, you are nearly out of reserve energy. You are given digital indication of the amount of stored energy on hand measured as a percentage of your total charge. A read-out of 100% means your reserve energy is at maximum charge. If this percentage drops to 0%, components begin shutting down for lack of power. (There's nothing worse than losing your HUD symbology in the middle of a battle for lack of energy.)

Compass

The outer ring of the sensor display is actually a compass that rotates to indicate your direction of travel. The large inner tick represents true North. Opposite the large tick is a smaller tick representing true South. If you have a Nav Point or Nav marker selected, a heading indicator will appear outside the compass ring. This indicator points you in the direction you must travel to reach the selected Nav Point or marker.



The Multi-Function Display shows you a wealth of important information.

Sensor Range and Mode Display

Each sensor has two different modes of operation: *active (radar)* and *passive (Infra-Red)*. Sensors in active mode radiate a pulse of electronic energy that is used to detect surrounding objects. They have a greater range than passive sensors but tend to alert everyone in the area to your presence. Sensors in passive mode detect targets based on their energy emissions and thermal signature (the IR spectrum). They have a limited range but allow you to remain far more discreet.

You can toggle between active and passive modes by pressing the **R** key. The range of your sensor depends upon its mode. You can cycle through the different range settings by pressing the **Shift R** key. A yellow line will sweep the sensor display. The faster the sweep, the quicker and more reliable the target updating. When a target has been designated, a target box is placed around the dot on the sensor display. A pointer arrow is placed on the outside of the display that indicates the general direction of the target.

Sensor Display

The Sensor display consists of the area inside the compass ring. Your vehicle is located in the center of this area. The area covered by your sensor originates at your vehicle and extends out 360°. To understand the proper orientation of this display, pretend that you are looking down on it from above. The 12 o'clock position represents straight ahead, 6 o'clock represents directly behind. Objects detected by your sensor appear inside this area relative to their position vis-a-vis your vehicle. Neutral buildings and objects appear as *blue* dots. Enemy vehicles appear as *red* dots in campaign games or retain their respective team colors in multiplayer games. The designated target will have a box placed around its dot to distinguish it from other objects. Nav markers appear as *blue* boxes while Nav points appear as *team-colored* boxes. When either is selected, they are highlighted by a brown box.

Field of Vision

The Sensor area contains the outline of a "pie slice." The area represented by this pie slice actually represents your current field of vision. As you change your field of vision, you'll notice that the "pie slice" moves accordingly. Note that your field of view is frequently different than your direction of travel. If you are piloting a vehicle with a turret, your field of vision can be rotated a full 360° without changing your heading. Vehicles, on the other hand, are limited as to how far their field of vision can be rotated. If you are piloting a turretless vehicle, in order to look behind yourself (i.e. check your "six") you must physically turn around.



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Weapon Status Display

The **Weapons Status Display** is perhaps your most important piece of HUD symbology, not including your MFD. The average vehicle carries mounts for four, sometimes six different weapon systems and in battle, trying to keep track of this many weapons may seem overwhelming. To make things easier, the Weapon Status Display enables you to better manage both your weapons and your ammunition.

Each of the weapons you carry is given a number (from 1 to 6) and arranged in descending order on the display. In the diagram above, we see that this vehicle is carrying multiple types of weapons: two Electro-Mag Autocannons (EMCs), a Twin Laser (TLAS), and a Pit Viper missile pack with twelve (12) missiles. In the center of the display, there are three columns marked **1**, **2**, and **3**. Each of these columns represents a different **Weapons Group**. By including or excluding various weapons within these weapons groups, you can create firing chains. See Chapter Five **Firing Options** for more information on the benefits of creating firing chains.

Weapons List		Weapons Groups			
		1	2	3	
1	EMC	•	•	•	5000
2	EMC	•	•	•	5000
3	TLAS	•	•	•	
4	VIP12	•	•	•	12
Thermal Diffuser					On
ECM					On

The Weapon Status Display showing a mix of weapon types.

On the far right of each weapon entry is shown the remaining on-board ammunition for that particular weapon. Notice that some weapons have numbers (indicating the number of rounds remaining) while others have a solid horizontal bar instead. The solid horizontal bar represents “ammunition” for weapons that discharge energy instead of individual rounds. When the weapon is fired, the horizontal bar disappears, then slowly reappears moving left to right. This movement signifies that the weapon is recharging. Once the horizontal bar is finished moving, the weapon is fully recharged. (You can fire at less than full charge but the damage inflicted is significantly reduced.)

A solid dot to the right of the weapon abbreviation indicates that the weapon is an eligible part of the weapon group's firing chain. An open dot means that the weapon has been excluded from this weapon group only. Excluded weapons may not fire. Weapons that are grayed out on the Weapon Status Display indicate temporarily disabled weapons. Usually, this means that the current position of the targeting crosshair lies outside the weapon's firing arc. In other words, you are aiming at something that your weapons cannot possibly hit. If the targeting crosshair is moved back inside the weapon's firing arc, it becomes eligible to fire once again (i.e. is no longer grayed-out).

When various pieces of component equipment are in operation (i.e. ECM and IR jammers, Turbo Booster, capacitors, etc.), a status indicator will appear underneath of the Weapon Status Display. (You also receive an audio indication when you engage either an ECM or IR jammer.)

Tip: Pay close attention to your EMCON (emission control) status. Use of an ECM jammer increases your visibility to enemy sensors.

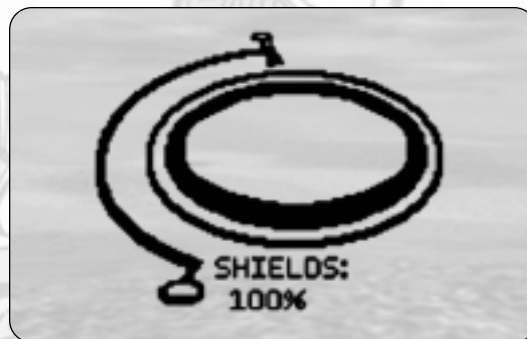
Shield Status Display

Shields represent your first line of defense from enemy fire. Their purpose is to absorb damage that would otherwise be sustained by your vehicle's armor and internal components. In order for your vehicle to create a protective shield, it must first possess a **Shield Generator**. Shield Generators come in varying sizes and produce shielding that offers different degrees of protection. Shields require enormous amounts of energy from your vehicle's reactor.

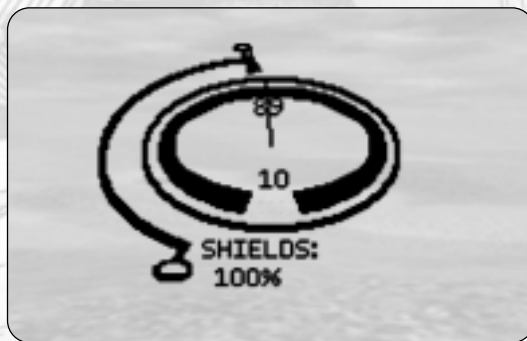
Shield Generators can be turned Off or On by toggling the **Home** key. Normally, you will want to keep your shields turned On but there are benefits to deactivating your shields. First, keeping your shield generator turned Off takes the strain off your reactor if maintaining an energy reserve is a problem. Secondly, without shields in operation your energy signature is substantially reduced. This makes it harder for the enemy to detect you.

The Shield Status Display shows a top-down view of your shielding. (Picture your vehicle in the center of the oval facing 12 o'clock.) The tick mark and scale on the left of the display show the amount of charge remaining in the your shield. A tick mark located at the upper end of the scale represents a full charge (or 100%).

Usually, shield energy is distributed equally around your vehicle (front, back and sides). This is somewhat wasteful given that most enemy fire comes at you from the direction you are facing (i.e. the front) or at least from one direction at a time. By equipping your vehicle with a **Shield Modulator**, you can focus your shield energy so that it enhances a portion of your shielding. The **Shield Status Display** initially defaults to an energy distribution of 50% forward/50% rearward. (You'll notice these figures posted inside the display.)



The Shield Status Display showing **equal** distribution of shield energy. (No Shield Modulator installed.)



The Shield Status Display showing **unequal** distribution of shield energy. (Shield Modulator installed.)



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To focus your shielding forward, press the **Page Up** key. Each keystroke transfers 10% of your shield energy. To re-center your shielding, press the **Page Down** key. Again, each keystroke transfers 10% of your shield energy.

You may also manually rotate your shielding left and right. Press the **End** key to rotate your shielding to the left. Press the **Delete** key to rotate your shielding to the right. Beyond rotating your shields, you may set it to automatically "track" a targeted vehicle by pressing the **Insert** key. When shielding is set to track in this manner, the enhanced portion of the shielding is always kept facing the target vehicle.

Player Status Display

The **Player Status Display** shows a 3D rotating silhouette of your vehicle. The sole function of this display is to show the level of damage your vehicle has accumulated. Gray areas indicate little or no damage, yellow areas indicate moderate damage, and red areas indicate heavy damage. Use this display to pinpoint areas of your vehicle that have sustained damage so that you may protect them where possible. For example, if you see that your left mounts have sustained damage, you could attempt to protect them by keeping your left side facing away from the enemy. This display can be modified in the HUD preferences menu by pressing the **F9** key.



The Player Status Display.

Target Status Display

The **Target Status Display** indicates the identity, activity, direction of travel, and damage level of your currently selected target. Your target is displayed as a 3D silhouette. You can set the manner by which you wish to view this silhouette in your HUD Preferences menu (**F9** key).

Normally, the silhouette is set to rotate 360°. You can set the display to animate the target according to its current activity (i.e. show it walking, running, crouching, etc.). You can also see the general orientation of the target (relative to you). If no target is selected, this display will be empty. As is the case with the Player Status Display, gray areas indicate little or no damage, yellow areas indicate moderate damage, and red areas indicate heavy damage.



The Target Status Display.

Chat Window

Incoming messages appear in the Chat window. You see both the text of the message and the name of the sender. This window can be re-sized by pressing the **F5** key.

Internal Status Display

The **Internal Status Display** only appears if your vehicle has sustained internal damage. Hopefully you'll never see this display. A list of your damaged components, along with the extent of the damage is shown.

Direct Communications Link Display

The Direct Communications Link display is the primary means of issuing orders to your squadmates or other mission assets (i.e. artillery, airstrikes, convoys, drop-ships, etc.). It appears whenever you press one of the communication keys (**F1**, **F2**, **F3**, **F4** and **Shift F1**). For more information on communicating with squadmates, see Chapter Three: **Issuing Orders via Direct Communications Link**.

Timer Windows

Certain missions contain time-critical events. Three event timers are included as part of your HUD symbology. One or more of these timers will appear whenever you are "on the clock".

Weapon Targeting

Weapon targeting is a function of your on-board computer. The more sophisticated the computer suite, the more precisely it can target your weapons. You can fire weapons at an enemy vehicle or object without first targeting it, but you will probably miss and end up wasting your ammo. Targeting is important because it makes hundreds of behind the scenes calculations that improve upon your weapon's accuracy.



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Targeting Vehicles and Objects

Before you can target an enemy vehicle or object, you must either detect it or position the crosshair over it and use the **Target Object Under Crosshair** function. This involves your sensor (in either *active* or *passive mode*) and the sensor on your Multi-Function Display. Potential enemy targets appear on your sensor as red dots in campaign games or team-colored in multiplayer games. Once these dots start appearing, they can be targeted by your on-board computer. Pressing the **T** key targets the nearest enemy dot. If more than one target appears, you can cycle through them by pressing the **Y** key (next target) or **Shift Y** key (previous target).

*Tip: The **T** key merely targets the nearest enemy target and not necessarily the most threatening or dangerous.)*

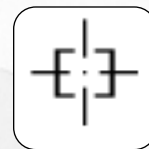
In addition to targeting the enemy, you can also target squadmates and other friendly objects. Although you shouldn't be firing at them, targeting your friends gives you access to a variety of information about them (most importantly their current damage levels). Squadmates appears as yellow dots in campaign games or team colored in multiplayer games. Pressing the **F** key targets the nearest blue dot. If more than one friendly target appears, you can cycle through them by pressing the **G** key (next target) or **Shift G** key (previous target).

The Targeting System

There are three components to the targeting system in *Starsiege*: the **targeting crosshair**, the **targeting reticule**, and the **Target Status Display**.

The Targeting Crosshair

Part of your normal HUD symbology is the **targeting crosshair**. It is controlled by the movement of your mouse (or hat switch if using a joystick). The targeting crosshair is used to orient your field of view but it is also used to aim your weapons. It functions with or without computer assistance. All you need to do is move the targeting crosshair to train your weapons at a desired spot. When used in conjunction with your vehicle's targeting system, you merely aim the targeting crosshair at the target reticule's lead indicator.



The Targeting Reticule

The greatest benefit to computer-assisted targeting is the appearance of the **targeting reticule**. The target reticule acts like a big electronic bull's-eye superimposed on your target. It consists of two main components: a **target box** and **target lead indicator**. This is one piece of HUD symbology that is hard to miss. Still, it only appears when the target is located

within your field of view. If the target moves outside your field of view, a pointer is placed on both your targeting crosshair and sensor display. These two pointers “point” in the direction of the target.

Tip: When using missiles, a special missile “lock” targeting reticule is used.

The Target Box

The target box is a pair of *red brackets* that are superimposed on either side of the target. If your target was standing still, you would aim your targeting crosshair at a point inside these brackets to score a hit. The trouble is that rarely will your target (or you) be standing still. For this reason, your targeting reticule also includes a **target lead indicator**.

The Target Lead Indicator

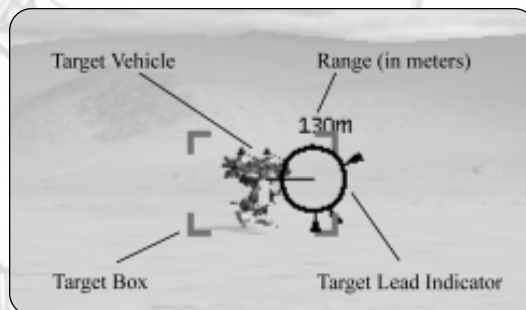
The **target lead indicator** is an aiming circle that is connected to the target box by a thin “lead” line. (Tech Level 1 computers do not include a target lead indicator.) In order to hit a moving target, you must “lead” it (i.e. fire ahead of the target so that target and ammunition run into each other). The target lead indicator calculates a firing solution based upon the range to the target, your movement, and that of the target. To hit the target, you must line up your aiming crosshair with the center of the circle.

Tip: Just as a Quarterback must throw a football ahead of a receiver, you must “lead” moving targets so that they run into your fire.

“Fire and Forget” Missile Targeting

Missiles are self-guided “fire and forget” weapons. Once launched, they use internal seeker heads (either *radar* or *Infra-Red*) to track and home in on their targets. They’re termed “fire and forget” weapons because after you fire a missile, you can forget about it. The missile requires no further guidance from you and will continue to steer itself toward its target until it detonates or loses “sight” of the target due to ECM (radar jamming) or thermal diffusing (IR jamming).

Unlike non-missile weaponry, it is not necessary to place the targeting crosshair on a target or within its target lead indicator before firing. There is special missile “lock” crosshair associated with firing missiles. Once a target moves inside a missile launcher’s **firing arc**, the missile’s seeker-head begins tracking it. When you see the **missile lock crosshair** appear, this means that the missile’s seeker head has “acquired” the target and the missile is ready to be fired.



The target reticule makes it easy to accurately fire your weapons.



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Tip: You may launch missiles without having a missile lock but your chance of scoring a hit is very low.

Of course, the closer you can get the missile lock crosshair to the target lead indicator, the fewer maneuvers the missile will have to make in order to score a hit (thus improving your chances.)

Firing Options

No matter how many individual weapons a vehicle has on-board, every vehicle has the ability to separate these weapons into three distinct **Weapon Groups**. Each Weapon Group appears on the Weapon Status Display as a vertical column labeled 1, 2, and 3. Your currently selected weapon group is indicated by a vertical box surrounding the entire column of weapons. You may change weapon groups by pressing the appropriate number key (i.e. pressing the **1** key selects Weapon Group 1). You may cycle forward through your weapon groups by pressing the **= (equal)** key or back through your weapon groups by pressing the **- (minus)** key.

Modern technology gives you near total control over your weapon systems. This section details the variety of firing options available.

Weapons List		Weapons Groups			
		1	2	3	
1	EMC	•	•	•	5000
2	EMC	•	•	•	5000
3	TLAS	•	•	•	
4	VIP12	•	•	•	12
Thermal Diffuser					On
ECM					On

Each vehicle divides its weapons into three Weapon Groups numbered 1, 2, and 3.

Ripple Fire

Every time you fire a weapon, the computer automatically advances to the next weapon in the column. Upon reaching the bottom of the column, it automatically return to the top and the sequence is repeated. This firing of weapons in sequential order is known as **Ripple Fire**.

Ripple Fire is useful when you are carrying multiple weapons because it lets you maintain a high rate of fire. First one weapon fires, then the next, in rapid succession. Weapons not being fired are reloaded/recharged so that when it becomes their turn again, they are ready to fire. Ripple Fire creates a veritable wall of outgoing destructive force. (This is one way to keep an enemy vehicle pinned down behind cover and unable to return your fire.°)

One drawback to ripple fire is that it is very wasteful. In the heat of combat, you could conceivably go through your entire supply of non-energy based ammunition without even knowing it. Another drawback is that the automatic advancement feature can cause problems when carrying a mix of weapons. For example, what if the next weapon is a missile and the situation calls for using a beam weapon?

Sniping

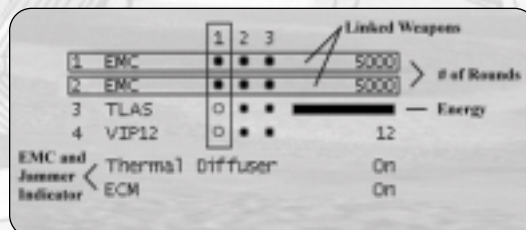
The easiest way to manage a weapon is to simply select one and set it to fire individually— this tactic is called “Sniping”. Sniping conserves ammunition because you must stop to reload/recharge the weapon after each shot. This pause between shots helps to keep your rate of fire low and forces you to pick your shots very carefully. To fire a weapon individually, select it by pressing the **Ctrl** key and **weapon number**. A rectangular box appears around the weapon on the Weapon Status Display. The computer will not advance to the next weapon but will, instead, keep your selected weapon highlighted.

Sniping is a tactic best used when you have a considerable range advantage over your opponent. Vehicles with advanced computer suites can use the Zoom feature to good effect in these situations. The slow rate of fire makes it difficult to destroy an enemy but you may get lucky and damage or destroy a component or weapon mount.

Linking Individual Weapons

Sniping can be an effective tactic under certain circumstances, especially when ammunition is low. However, there will be times when greater firepower is called for. In these instances, **linking individual weapons** can increase your firepower, yet retain the essential benefits of sniping. When two or more weapons are linked, they fire in unison (simultaneously) when the fire button or trigger is pressed. Toggle the **Tab** key or **Numpad + (plus)** key to link/unlink weapons in a particular firing chain. Once linked, rectangular boxes appear around the weapons on the Weapon Status display.

When firing linked weapons, you must pick your shots even more carefully than when sniping. Your ammunition is consumed at a much greater rate because every press of the fire button discharges multiple weapons. Even so, consider the effect of getting hit by multiple weapons simultaneously. One such blast could easily take down an enemy's shielding entirely. Subsequent shots could then be directed against a target's unshielded weak points.



Linking individual weapons together is an excellent way to concentrate your firepower.



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Tip: All weapons begin the game unlinked unless you have two mounts with the same weapon. You may, if you desire, unlink them and save the change yourself. It is best to link similar weaponry (e.g. all your autocannons or all your beam weapons).

Creating “Firing Chains”

In case sniping or linking weapons prove not to be satisfactory, there is a way to exclude individual weapons from the automatic advancement feature of ripple firing. In essence, you can disable weapons so that they are skipped when the computer advances through the Weapon Group's firing sequence. This technique is known as creating a **firing chain**.

At the start of a mission, each Weapon Group forms a firing chain consisting of all the weapons carried by your vehicle. You may refine these firing chains so that *only* the weapons you want to fire are included. Notice the distinction here: a firing chain is merely a subset of the weapon group. Weapons excluded from the firing chain still remain part of the weapon group; they just don't fire.

Weapons are *Included/Excluded* by toggling the **Shift** key and **weapon number**. Excluded weapons appear as open circles on the Weapon Status Display. When you have finished excluding weapons, you have created a unique firing chain out of that weapon group. Because you are given three weapon groups to work with, you can divide your weapons mix into three different firing chains.

Tip: As an example of this feature's versatility, consider forming one firing chain to deal with enemy vehicles, one to deal with enemy tanks, and a third to deal with enemy aircraft.

Damage

So far this manual has only discussed your weaponry and how best to use it against an opponent. But what really happens when something like a simple laser is fired at a target? Obviously, in order to cause damage the laser (or whatever weapon you happen to be using) must physically strike the target or in the case of some weapons, detonate near enough so that the target falls within its blast radius.

After a weapon has been determined to have hit, combat damage is then assessed according to an extremely complex formula that would bewilder even the most ardent gamer. Suffice to say that each weapon inflicts a given number of damage points. (You'll find this information listed in Chapter 6: **Tactical Reference Guide**.) Before this damage is

actually inflicted on the target however, the damage number is modified by a variety of factors. These include the strength and efficiency of the target's protective shielding and type and amount of armor protection.

Essentially, the amount of damage inflicted by the weapon is compared to the overall amount of damage a vehicle can sustain. Said another way; the number of hit points inflicted on a target is subtracted from the number of hit points the target possesses. But it's not quite as simple as this.

Vehicle hit points (damage that the vehicle can sustain) are distributed among a number of key locations throughout the vehicle. Each vehicle is different. In general, these locations include (but are not limited to) the head, torso, legs, and weapon mounts. It is possible, even likely, that damage to one specific area can have a catastrophic effect while leaving the rest of the vehicle relatively unharmed. One example of this occurring is when a weapon is blown off or worse, the vehicle loses a leg.

Aside from the type of critical hit damage described above, a vehicle is gradually worn down by an accumulation of damage. (You'll see your vehicle begin to change to yellow and red on your Player Status Display as this happens.) Each blow is applied to the vehicle's capacity to absorb damage and eventually, the amount of damage inflicted reaches a threshold number after which the vehicle begins to suffer internally (i.e. systems and components begin failing, etc.). Once the damage meets or exceeds the vehicle's overall damage rating (hit points), the vehicle is destroyed.

Just to add another level of complexity, not all damage is the same. Each weapon has the damage it inflicts subdivided into separate categories such as, thermal, concussion, electro-plasmic, etc. The actual amount of damage applied to the target vehicle is pro-rated according to its ability to sustain certain kinds of damage.

Confused yet? Don't be. The best way to get a feel for the damage you are inflicting on a target (or are suffering yourself) is to monitor your **Player Status** and **Target Status** displays on your HUD. Leave the exact damage calculations up to your computer; that's what it is there for.



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ERNESTO NAVARRE

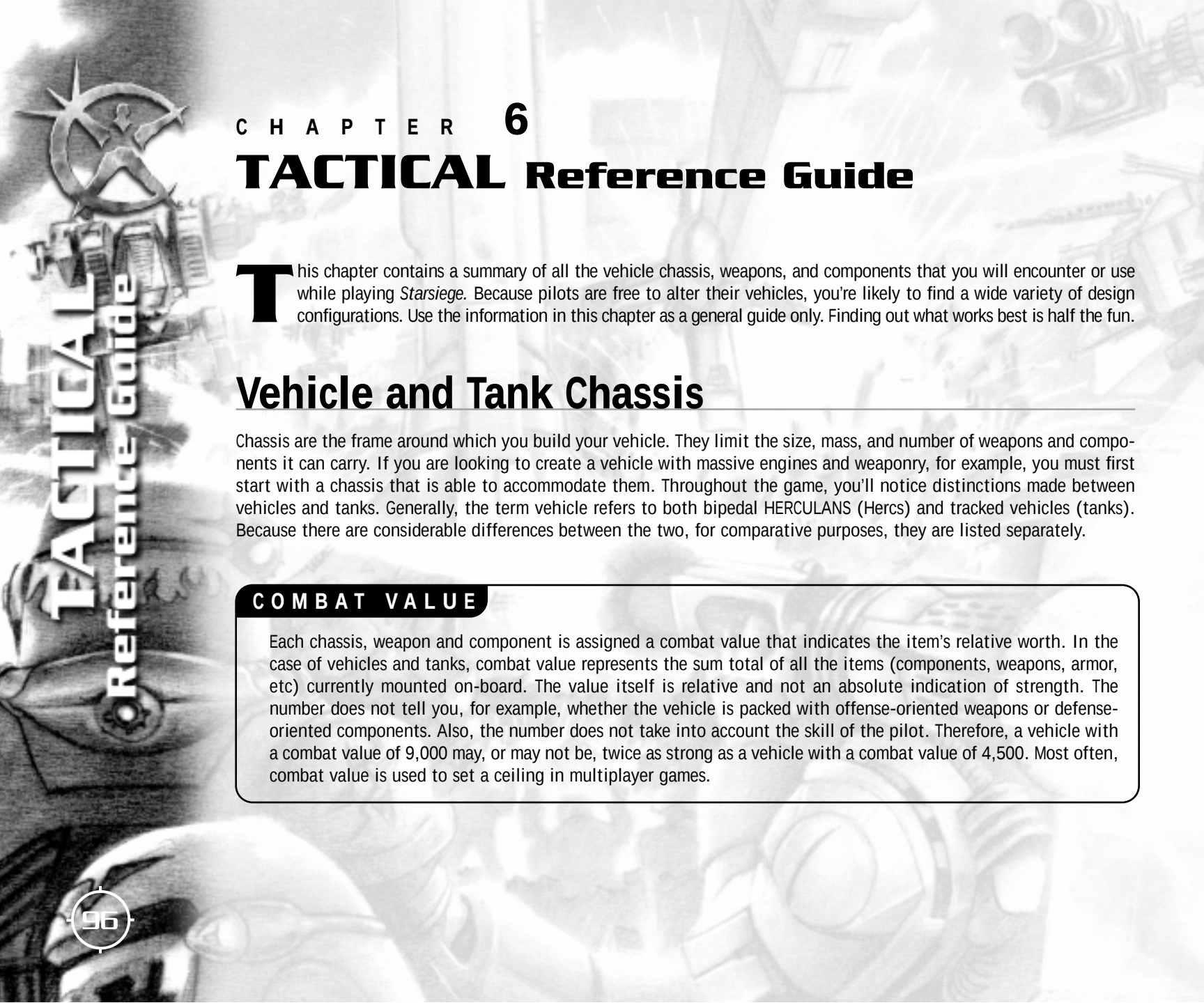
Imperial Security Chief & Governor of Mars

Ernesto Navarre was born the child of privilege, but showed a dark streak early in life. His sadistic tendencies earned him a strict military academy upbringing and extensive therapy. He eventually emerged as a competent Imperial officer, though his great strength lay in administration rather than tactics. Family connections earned him a series of political postings culminating with his appointment as the Security Chief and de facto governor of Mars in 2815. As Imperial Security Chief, Navarre devoted himself to enforcement of the oppressive Imperial policies that bled Mars of resources and forced its citizens into indentured service to the Emperor's war buildup. In this task, he proved extremely efficient.

Martian anger grew, and Navarre responded to each new act of protest with increasingly venomous repression. He took hostages from the families of suspected "terrorists" and ordered the use of deadly force against striking workers. Soon, brutal executions and casual violence stoked the resistance into full-fledged rebellion. Some observers on Mars noted quietly that Navarre seemed to revert to the psychotic behavior of his childhood as stress took its toll. Yet Navarre assured the Emperor that the resource flow would continue, and Earth did not recall or replace the Sec Chief. Imperial repression continued unabated.

"If the Martians strike, shoot a few miners as an example of our displeasure. If they kill any of our Police, execute one Martian child for every dead officer. We'll have no more of this 'resistance.'"





CHAPTER 6

TACTICAL Reference Guide

This chapter contains a summary of all the vehicle chassis, weapons, and components that you will encounter or use while playing *Starsiege*. Because pilots are free to alter their vehicles, you're likely to find a wide variety of design configurations. Use the information in this chapter as a general guide only. Finding out what works best is half the fun.

Vehicle and Tank Chassis

Chassis are the frame around which you build your vehicle. They limit the size, mass, and number of weapons and components it can carry. If you are looking to create a vehicle with massive engines and weaponry, for example, you must first start with a chassis that is able to accommodate them. Throughout the game, you'll notice distinctions made between vehicles and tanks. Generally, the term vehicle refers to both bipedal HERCULANS (Hercs) and tracked vehicles (tanks). Because there are considerable differences between the two, for comparative purposes, they are listed separately.

COMBAT VALUE

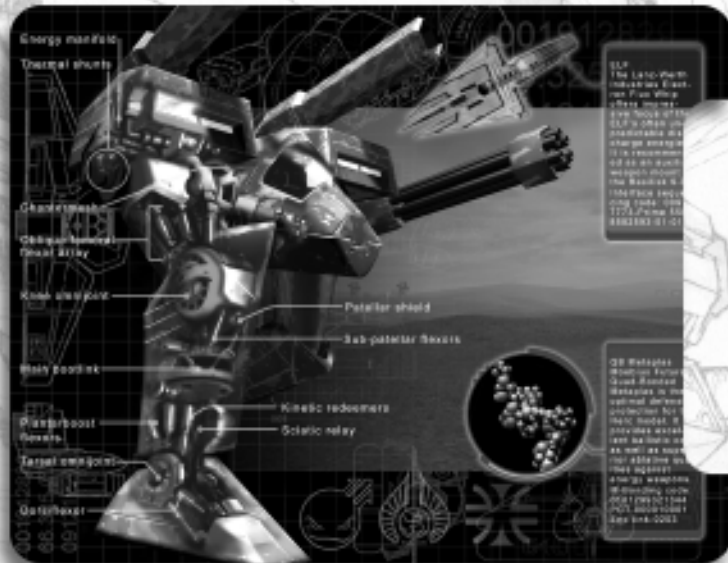
Each chassis, weapon and component is assigned a combat value that indicates the item's relative worth. In the case of vehicles and tanks, combat value represents the sum total of all the items (components, weapons, armor, etc) currently mounted on-board. The value itself is relative and not an absolute indication of strength. The number does not tell you, for example, whether the vehicle is packed with offense-oriented weapons or defense-oriented components. Also, the number does not take into account the skill of the pilot. Therefore, a vehicle with a combat value of 9,000 may, or may not be, twice as strong as a vehicle with a combat value of 4,500. Most often, combat value is used to set a ceiling in multiplayer games.

Vehicles

The following section lists vehicle chassis that appear in the Vehicle Depot. Rarely however, will you be given an opportunity to choose from this many vehicles when outfitting your squad. In campaign games, you are given access to vehicles according your reputation and tech level. This means you must earn the right to select certain vehicles. Only in multiplayer games with no pre-set limitations (combat value, tech level, etc.) will you be given access to the entire list at one time.

Vehicle Notes

- **Mount Size:** There are four mount sizes: Small, Medium, Large, X-Large. These sizes indicate the ability of the vehicle to accept a weapon or component of a given size.
- **Tech Level:** represents the relative sophistication of a given item; a pilot must have access to a given tech level before being allowed to utilize such items. Tech levels are also used to limit components when creating multiplayer games. Note also that it is sometimes possible to acquire items above your current tech level in the single player games through salvage or special circumstances.
- **Mass:** maximum weight of a given vehicle (including weapons, components, etc.) in metric tons.



Human (Empire and Rebel) Vehicles

APOCALYPSE

Components

Engine:	Large
Reactor:	Medium
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Large
Special 1:	Medium
Special 2:	Large

Weapon Mounts

Mount	Mount Size
Mount 1:	Medium
Mount 2:	Medium
Mount 3:	X-Large
Mount 4:	X-large
Mount 5:	Small
Mount 6:	Small

Tech Level:	5
Top Speed:	90.0 kph
Top Acceleration:	12.0 m/sec
Mass:	60.0 tons

Mount Size

Location

upper right outer
upper left outer
lower right
lower left
upper right inside
upper left inside



Proof that a great design ages well, the Apocalypse is still a front-line heavy attack Herc more than two hundred years after its introduction. Thoroughly updated, the Apocalypse chassis is still considered by many to have the best mix of fire-power, armor, and agility. Its six weapon hardpoints and ability to mount large-sized shield generators means that the Apocalypse can “dish it out” as well as “take it”.

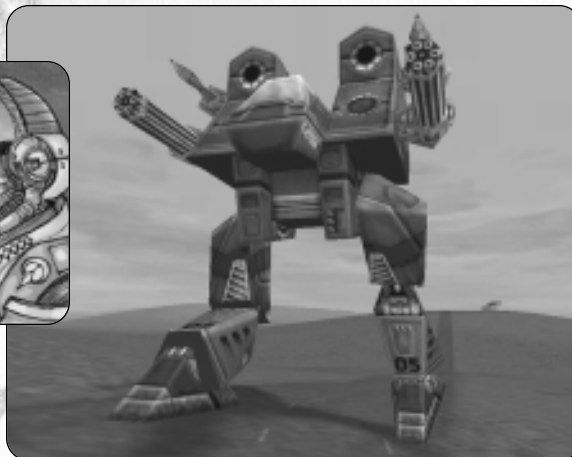
(KNIGHT'S) APOCALYPSE

Components

Engine:	Large
Reactor:	Medium
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Large
Special 1:	Large
Special 2:	Large

Mount Size

Large
Medium
Small
Large
Medium
Large
Large
Large



Weapon Mounts

Mount 1:	Medium	upper right outer
Mount 2:	Medium	upper left outer
Mount 3:	X-Large	lower right
Mount 4:	X-Large	lower left
Mount 5:	Small	upper right inside
Mount 6:	Small	upper left inside

Mount Size

Medium
Medium
X-Large
X-Large
Small
Small

Location

upper right outer
upper left outer
lower right
lower left
upper right inside
upper left inside

Tech Level:	5
Top Speed:	99.0 kph
Top Acceleration:	13.0 m/sec
Mass:	60.0 tons

The Knight's Apocalypse differs slightly from the standard Apocalypse chassis. Though it retains the same mass, this version has a top speed that is 10% greater. Most notably, this chassis can accommodate two large-sized special components. This means that the Knight's Apocalypse can mount the Doppelganger ECM module and another large component such as the Cuttlefish cloak or Nano Repair module. The extra speed and slightly higher top acceleration of this version make it a practical alternative to the standard model.

Tip: Harabec Weathers pilots a specialized Herc based upon the Apocalypse chassis. Harabec's Apocalypse features a large-sized reactor and armor but only a medium-sized sensor mount.

BASILISK

Components

Engine:	Large
Reactor:	Medium
Computer:	Small
Shields:	Medium
Armor:	Medium
Sensors:	Medium
Special 1:	Medium
Special 2:	Large

Weapon Mounts

Mount 1:	Medium
Mount 2:	Medium
Mount 3:	X-Large
Mount 4:	X-Large

Mount Size

Large
Medium
Small
Medium
Medium
Medium
Medium
Large

Mount Size

Medium
Medium
X-Large
X-Large

Location

upper right
upper left
lower right
lower left

Tech Level:	4
Top Speed:	102.6 kph
Top Acceleration:	13.0 m/sec
Mass:	50.0 tons

The Basilisk is the Empire's front-line medium attack chassis. Although it has a relatively low tech base, this chassis is fast for its size. It is used primarily on vehicles designed for patrol, escort, and light attack duty. With four weapon hard-points and medium sized armor and shield generator mounts, the Basilisk will fair well in sustained combat. Because of the number of allowable weapon mounts, be sure to outfit the Basilisk with a reactor capable of generating enough practical energy to power them all in combat.



(KNIGHT'S) BASILISK

Components

Engine:	Large
Reactor:	Medium
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Small
Special 1:	Medium
Special 2:	Large

Weapon Mounts

Mount 1:	Medium
Mount 2:	Medium
Mount 3:	X-Large
Mount 4:	X-Large
Tech Level:	5
Top Speed:	108.0 kph
Top Acceleration:	14.0 m/sec
Mass:	50.0 tons

Mount Size

Large
Medium
Small
Medium
Small
Medium
Large

Location

upper right
upper left
lower right
lower left



The Knight's Basilisk chassis differs from the standard Basilisk in that it can be equipped with a large sized shield generator. This added protection more than makes up for the fact that this version can only house a small sized sensor. Since Knights are elite troopers, they are expected to detect the enemy through skill and experience. Placing a medium sized sensor on this chassis is considered unnecessary.

Tip: The Knight's Basilisk is favored by many of the Knights, including Caanon Weathers. Caanon's Basilisk chassis has been modified to accommodate an X-Large sized engine, as well as large sized reactor, armor, and sensor mounts. This configuration makes Caanon especially dangerous.

EMANCIPATOR

Components

Engine:	Medium
Reactor:	Large
Computer:	Small
Shields:	Medium
Armor:	Medium
Sensors:	Medium
Special 1:	Medium
Special 2:	Large

Weapon Mounts

Mount 1:	Mount Size	Location
Mount 2:	X-Large	upper
	Medium	lower

Tech Level:	5
Top Speed:	127.1 kph
Top Acceleration:	13.1 m/sec
Mass:	40.0 tons

Faced with a critical shortage of military hardware, Martian technicians took a cargo-loader frame and retro-fitted it to military use. As a result, the Emancipator chassis is extremely durable. Although it still lacks sufficient hardpoints for mounting weaponry, its ability to house a large sized reactor and high top speed make it perfect for reconnaissance missions. With the right component mix (and the right pilot), this chassis can serve with distinction.

Tip: The Outrider Emancipator chassis is an exact duplicate of the standard Emancipator.



GORGON

Components

Engine:	X-Large
Reactor:	Large
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Medium
Special 1:	Large
Special 2:	Large

Weapon Mounts

Mount	Mount Size	Location
Mount 1:	X-Large	lower right
Mount 2:	X-Large	lower left
Mount 3:	Large	upper right
Mount 4:	Large	upper left

Tech Level:	6
Top Speed:	90.0 kph
Top Acceleration:	7.5 m/sec
Mass:	80.0 tons

This squat chassis forms the backbone of a terrifyingly effective assault vehicle. The Gorgon may have a limited top speed, but its two X-large and two large sized weapon mounts give it the ability to carry a tremendous amount of firepower. It is designed to withstand a great deal of punishment and relies upon brute strength rather than tactical finesse. This monster's presence on the battlefield demands attention. The Gorgon's slow rate of acceleration provides enemy vehicles with their only chance at salvation: running away.



(KNIGHT'S) GORGON

Components

Engine:	X-Large
Reactor:	Large
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Medium
Special 1:	Large
Special 2:	Large

Weapon Mounts

Mount 1:	X-Large
Mount 2:	X-Large
Mount 3:	Large
Mount 4:	Large

Mount Size

X-Large
Large
Small
Large
Medium
Medium
Large
Large

Location

lower right
lower left
upper right
upper left

Tech Level:	8
Top Speed:	99.0 kph
Top Acceleration:	10.0 m/sec
Mass:	80.0 tons



This chassis reflects modifications done to the original design in an effort to overcome the Gorgon's main weaknesses: slow speed and poor acceleration. The Knight's Gorgon is somewhat faster but for practical purposes, the increase is insignificant. Despite the X-Large engine, this chassis lacks the ability to chase after enemy vehicles, even crippled ones. Like the standard Gorgon chassis, it is best used to conduct deliberate assaults. In this role, the Knight's Gorgon is virtually unstoppable.

Tip: All Knight vehicles typically have greater speeds than their standard vehicle counterparts because their internal construction has been redesigned using lighter weight alloys. Knight vehicles are faster as a result of this construction but are slightly more susceptible to damage.

MINOTAUR

Components

Engine:	Medium
Reactor:	Medium
Computer:	Small
Shields:	Medium
Armor:	Medium
Sensors:	Medium
Special 1:	Medium
Special 2:	Large

Weapon Mounts

Mount	Mount Size	Location
Mount 1:	Small	upper right
Mount 2:	Small	upper left
Mount 3:	Medium	lower right
Mount 4:	Medium	lower left

Tech Level:	3
Top Speed:	118.8 kph
Top Acceleration:	15.0 m/sec
Mass:	40.0 tons

The Minotaur chassis is used as the foundation for many successful light strike vehicle configurations. It is nimble and possesses good acceleration yet retains accommodations for up to four weapons. The Minotaur is hard to classify as anything other than an average platform. It has neither glaring weaknesses nor exceptional benefits. Experienced pilots can perform wonders with Minotaur-based vehicles but novice pilots will often be buried in them. Use these chassis sparingly and always look to upgrade.



(KNIGHT'S) MINOTAUR

Components

Engine:	Medium
Reactor:	Medium
Computer:	Small
Shields:	Medium
Armor:	Medium
Sensors:	Medium
Special 1:	Medium
Special 2:	Large

Mount Size

Weapon Mounts

Mount 1:	Small
Mount 2:	Small
Mount 3:	Medium
Mount 4:	Medium

Mount Size

Location

upper right
upper left
lower right
lower left

Tech Level:	5
Top Speed:	122.4 kph
Top Acceleration:	16.5 m/sec
Mass:	40.0 tons



The Knight's Minotaur chassis is almost an exact replica of the standard version but it is slightly faster and has better acceleration. Whether these modifications actually improve upon the standard Minotaur is open for debate. For practical purposes, the net effect of the increased speed and acceleration is negligible. Many of these vehicles lie rusting in the Martian sun. What little success Minotaur-based vehicles have achieved has come primarily from attacking lightly defended convoys in overwhelming numbers.

OLYMPIAN

Components

Engine:	X-Large
Reactor:	Large
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Large
Special 1:	Large
Special 2:	Large

Mount Size

Weapon Mounts

Mount	Mount Size	Location
Mount 1:	X-Large	upper left
Mount 2:	X-Large	upper right
Mount 3:	Large	lower left
Mount 4:	Large	lower right
Mount 5:	Small	middle right
Mount 6:	Small	middle left

Tech Level:	7
Top Speed:	72.0 kph
Top Acceleration:	10.0 m/sec
Mass:	75.0 tons



Like the Gorgon, the Olympian chassis is another example of a heavy assault platform. Though lighter than the Gorgon, the Olympian moves more slowly. Its top speed of only 72 kph means that enemy vehicles will be able to engage and disengage from it more or less at will. They'd be well advised to stay clear. The Olympian's six weapon mounts give it the ability to pack an awesome punch. Just imagine the devastating effect of all six of its weapons going off at once. Treat the Olympian as if it were a battleship on land.

TALON

Components

Engine:	Small
Reactor:	Medium
Computer:	Small
Shields:	Small
Armor:	Medium
Sensors:	Large
Special 1:	Large
Special 2:	Small

Mount Size

Weapon Mounts

Mount 1:	Medium
Mount 2:	Medium

Mount Size

Location

right
left

Tech Level:	3
Top Speed:	138.6 kph
Top Acceleration:	18.0 m/sec
Mass:	30.0 tons

The Talon chassis is specifically designed with fast attack and reconnaissance missions in mind. Although the diminutive Talon has a mass of only 30 tons, it is extremely fast and can mount medium sized armor. This chassis can be very useful if selectively employed. As a raider, the Talon chassis reigns supreme. Having only two medium sized weapon mounts, however, severely limits its firepower and precludes the Talon from entering into sustained combat situations.



(KNIGHT'S) TALON

Components

Engine:	Small
Reactor:	Medium
Computer:	Small
Shields:	Medium
Armor:	Medium
Sensors:	Large
Special 1:	Large
Special 2:	Small

Mount Size

Weapon Mounts

Mount 1:	Mount Size	Location
Mount 2:	Medium	right
	Medium	left

Tech Level:	4
Top Speed:	144.0 kph
Top Acceleration:	20.0 m/sec
Mass:	30.0 tons



The Knight's Talon represents a slight change from the standard Talon chassis. This version has a greater top speed and higher acceleration. Even so, these chassis tend to get destroyed rather quickly in combat. A smart Knight's Talon driver will never rely on shields alone for protection. This vehicle's best defense involves staying on the move. The large sized sensor mount allows for early enemy detection and the chassis' high speed let it stay at arm's length until ready to strike.

METAGEN CHASSIS

The vehicle roster includes three Metagen (Cybrid heretic) chassis: Goad, Seeker, and Shepherd. These chassis are exact replicas of the standard Cybrid version. The only distinguishing difference is their unique skin texture. For this reason, they have not been given separate listings in this section.

Cybrid Vehicle Chassis

While Cybrid vehicles are essentially similar in design to their Human counterparts, there are some important differences. Unlike Human vehicles, Cybrid vehicles do not require complicated life support systems. This means that more room is available for other things like electronic equipment or built-in system redundancies. Cybrid chassis, on average, are stronger and more dependable.

ADJUDICATOR

Components

Engine:	X-Large
Reactor:	Medium
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Small
Special 1:	Medium
Special 2:	Large

Weapon Mounts

Mount 1:	Medium
Mount 2:	Medium
Mount 3:	X-Large
Mount 4:	X-Large
Tech Level:	6
Top Speed:	97.2 kph
Top Acceleration:	12.5 m/sec
Mass:	60.0 tons

Mount Size

Location

upper right
upper left
lower right
lower left



The fearsome look of the Adjudicator chassis is the result of Cybrid brain-scan “focus testing” involving captive human subjects. Through trial and error, the Cybrids developed this platform specifically to strike terror in the hearts of Human pilots. To a large degree, they succeeded. The Adjudicator has room for plenty of firepower even if it is a bit lacking when it comes mounting armor and sensory equipment. This chassis has good speed and acceleration for its mass. Its X-Large engine compartment ensures a high order of battlefield mobility.

PLATINUM GUARD ADJUDICATOR

Components

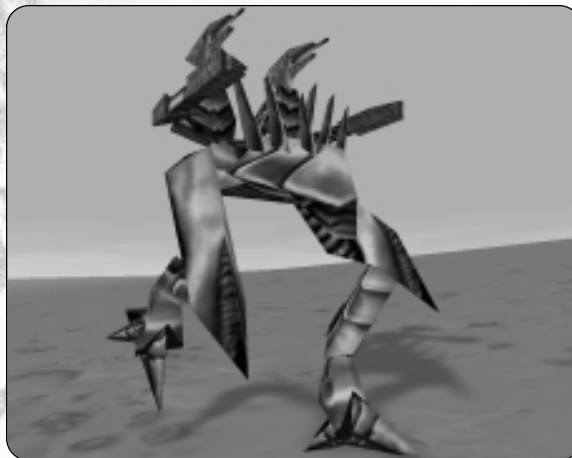
Engine:	X-large
Reactor:	Large
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Small
Special 1:	Medium
Special 2:	Large

Mount Size

Weapon Mounts

Mount	Mount Size	Location
Mount 1:	Medium	upper right
Mount 2:	Medium	upper left
Mount 3:	X-large	lower right
Mount 4:	X-large	lower left

Tech Level:	5
Top Speed:	108.0 kph
Top Acceleration:	13.0 m/sec
Mass:	60.0 tons



The Platinum Guard Adjudicator chassis is essentially the same as the standard version. The main difference between the two is the Platinum Guard's large-sized reactor and faster top end speed. The extra speed is achieved as a result of some internal re-structuring. In combat, the larger reactor gives the Platinum Guard Adjudicator a greater energy reserve from which to draw power for its weapons and protective shielding.

EXECUTIONER

Components

Engine:	X-Large
Reactor:	Large
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Large
Special 1:	Large
Special 2:	Large

Weapon Mounts

Mount	Mount Size	Location
Mount 1:	X-Large	outer right
Mount 2:	X-Large	outer left
Mount 3:	Large	inner right
Mount 4:	Large	inner left

Tech Level:	8
Top Speed:	81.0 kph
Top Acceleration:	5.0 m/sec
Mass:	90.0 tons



The Executioner chassis is a heavy assault chassis much like the Human Gorgon and Olympian models. It was designed to accommodate massive firepower. Despite room for an X-Large engine, the chassis is slow; almost to the point of being sluggish. The Executioner doesn't have to be fast, however. When outfitted with a large sized shield generator, you can count on this chassis getting to where it needs to go. Once it arrives at its destination, the Executioner's firepower gives it the ability to cause unbelievable destruction. This vehicle commands respect whenever and wherever it shows up.

PLATINUM GUARD EXECUTIONER

Components

Engine:	X-large
Reactor:	Large
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Large
Special 1:	Large
Special 2:	Large

Mount Size

Weapon Mounts

Mount	Mount Size	Location
Mount 1:	X-large	upper right
Mount 2:	X-large	upper left
Mount 3:	Large	lower right
Mount 4:	Large	lower left

Tech Level:	8
Top Speed:	90.0 kph
Top Acceleration:	7.5 m/sec
Mass:	90.0 tons



The Platinum Guard Executioner chassis has the same component size and makeup of the standard version. The primary difference between the two is the Platinum Guard's slight increase in top speed and acceleration. The Platinum Guard Executioner is one of the most deadly chassis designs you are likely to encounter. The increase in speed gives it a degree of battlefield mobility that the standard Executioner lacks.

G O A D

Components

Engine:	Medium
Reactor:	Medium
Computer:	Small
Shields:	Medium
Armor:	Medium
Sensors:	Medium
Special 1:	Large
Special 2:	Small

Mount Size

Medium
Medium
Small
Medium
Medium
Medium
Large
Small

Weapon Mounts

Mount 1:	Medium
Mount 2:	Medium

Mount Size

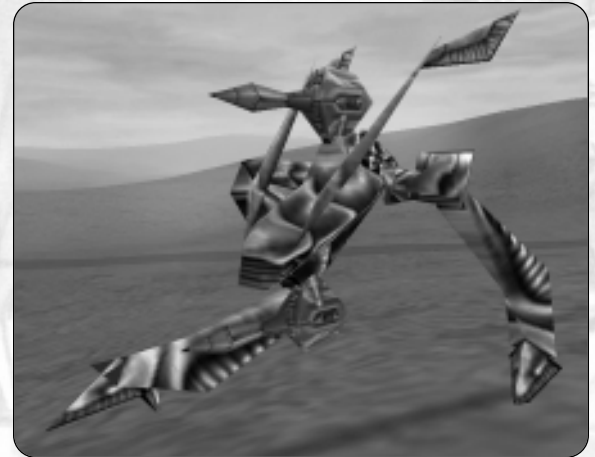
Medium
Medium

Location

upper
lower

Tech Level:	3
Top Speed:	144.0 kph
Top Acceleration:	20.0 m/sec
Mass:	35.0 tons

The Goad's lightning fast chassis makes it an ideal choice when designing a light strike and reconnaissance vehicle. This extremely nimble frame is among the fastest and most maneuverable of all vehicle chassis you'll encounter. Speed and agility aren't everything, however. Eventually, enemy fire does have a way of spoiling your fun. To give the Goad an even chance to survive, you'll find it necessary to equip it with a powerful cloak and strong ECM suite. The Goad should avoid contact with enemy vehicles whenever possible and stick to what it does best—conducting lightning strikes deep behind enemy lines.



SHEPHERD

Components

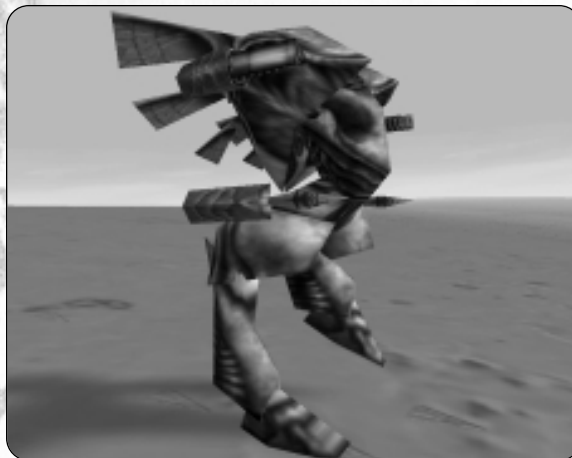
Engine:	Large
Reactor:	Medium
Computer:	Small
Shields:	Large
Armor:	Medium
Sensors:	Medium
Special 1:	Medium
Special 2:	Large

Weapon Mounts

Mount	Size	Location
Mount 1:	Medium	upper right
Mount 2:	Medium	upper left
Mount 3:	Medium	lower right
Mount 4:	Medium	lower left

Tech Level:	5
Top Speed:	115.2 kph
Top Acceleration:	15.5 m/sec
Mass:	48.0 tons

The Shepherd chassis was designed to fill the gap between heavy assault platforms and smaller, faster reconnaissance vehicles. To this end, the Shepherd shares attributes of both groups. It has both good speed and above average protection. For a chassis with a mass of less than 50 tons, the Shepherd is very well armed. Its four medium sized hardpoints let it mount more weapons than its reactor can generally power. In many respects this chassis can be considered the Cybrid counterpart to the Human Minotaur.



SEEKER

Components

Engine:	Small
Reactor:	Medium
Computer:	Small
Shields:	Medium
Armor:	Medium
Sensors:	Large
Special 1:	Large
Special 2:	Small

Weapon Mounts

Mount 1:	Mount Size	Location
Mount 2:	Medium	left
	Medium	right

Tech Level:	3
Top Speed:	162.0 kph
Top Acceleration:	22.5 m/sec
Mass:	25.0 tons

The Seeker chassis is the fastest of all ground-based vehicle frames in the game. Able to travel at more than 160 kph, it can out run enemy vehicles and leave them in the dust. Unfortunately, with a mass of only 25 tons, these vehicles will spend a lot of time running away. Seeker-based vehicles are best used in the “shoot and scoot” mode. Despite its frail nature, a Seeker should be part of every Cybrid quad. There is always a need for speed on the battlefield. Used correctly, the Seeker can be very handy. It is one of only a few Cybrid chassis to accommodate a large sized sensor component.



Tanks

Tanks are turreted vehicles that are covered in thick coats of armor. The weight of all this armor precludes them from using mechanical “legs” like other vehicles. Instead, tanks use a rolling tread suspension and are surprisingly agile. Tanks also differ from other vehicles in that they are prevented from carrying a Shield Generator. Lacking shielding, armor is a tank’s only protection.

Human (Empire and Rebel) Tanks

In addition to fielding some fine “legged” vehicles, the Empire (and by extension, the Rebels) has manufactured a number of very capable tracked vehicles as well. The tank chassis described in this section represent the zenith of Human achievement in the art of producing armored fighting vehicles. This prowess dates back to the 20th century and the early days of mechanized warfare.

AVENGER

Components

Engine:	Small
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Small
Special 1:	Medium
Special 2:	Large
Special 3:	Medium

Weapon Mounts

	Mount Size	Location
Mount 1:	Large	left
Mount 2:	Large	right

Tech Level:	5
Top Speed:	108.0 kph
Top Acceleration:	25.0 m/sec
Mass:	30.0 tons



The Avenger tank represents one of the earliest rebel efforts to convert a civilian vehicle into military use. The Avenger chassis was originally designed as an agricultural transport-tractor. By strengthening the internal structure and adding armor plating, Martian technicians were able to create a small but moderately effective fighting vehicle. The Avenger is normally equipped with a pair of ELF whips. Unfortunately, it is neither strong enough to survive close combat or fast enough to get away. Pilots are usually assigned to these vehicles as punishment or because they drew the short straw prior to the mission.

DISRUPTER

Components

Engine:	Large
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Small
Special 1:	Medium
Special 2:	Large
Special 3:	Large

Mount Size

Large
Large
Small
Large
Small
Medium
Large
Large

Weapon Mounts

Mount 1:

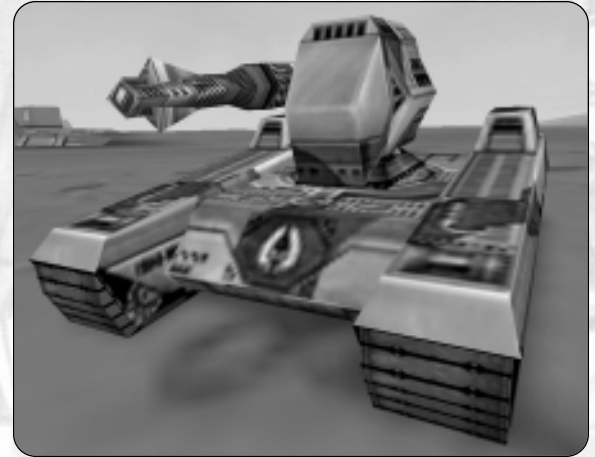
Mount Size

Large

Location

right

Tech Level:	6
Top Speed:	117.0 kph
Top Acceleration:	25.0 m/sec
Mass:	55.0 tons



The Disrupter chassis was specifically built to provide mobility for the awesome Disrupter cannon and electrohull ramming device. The Disrupter chassis is relatively fast for its size And as with all tanks, it features excellent acceleration. This vehicle's main form of attack is not its weapon, but is its ability to ram. The Disrupter cannon is first used to slow an enemy's flexor arrays then the vehicle uses its electrohull component to deliver shattering ramming attacks.

(KNIGHT'S) DISRUPTER

Components

Engine:	Large
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Small
Special 1:	Medium
Special 2:	Large
Special 3:	Medium

Mount Size

Large
Large
Small
Large
Small
Medium
Large
Medium

Weapon Mounts

Mount 1:

Mount Size

Large

Location

right

Tech Level:	6
Top Speed:	122.4 kph
Top Acceleration:	25.0 m/sec
Mass:	55.0 tons

The Knight's Disrupter chassis is slightly faster than the standard Disrupter. Once again, you'll want to mount a powerful weapon, preferably the Disrupter cannon. Your best bet is still to use speed and agility to ram your opponents, however. The electrohull should be considered mandatory equipment. If you aren't prepared to get in close and smash the enemy, choose another vehicle.



DREADLOCK

Components

Engine:	Large
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Small
Special 1:	Medium
Special 2:	Large
Special 3:	Medium

Mount Size

Engine:	Large
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Small
Special 1:	Medium
Special 2:	Large
Special 3:	Medium

Weapon Mounts

Mount 1:	Mount Size	Location
Mount 2:	X-Large	left
	X-Large	right

Tech Level:	6
Top Speed:	108.0 kph
Top Acceleration:	25.0 m/sec
Mass:	45.0 tons

The Dreadlock chassis was originally designed as a heavy construction bulldozer. Though significantly redesigned, it retains its earthmoving blade to provide it with a powerful ramming capability and excellent frontal protection. The Dreadlock chassis possesses two X-large size weapon mounts, giving it more than double the potential firepower of the heavier Disrupter vehicle. When outfitted with advanced armor and the right components, the Dreadlock is a welcome addition to any squad.



HARABEC'S PREDATOR

Components

Engine:	Large
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Medium
Special 1:	Medium
Special 2:	Large
Special 3:	Large

Mount Size

Weapon Mounts

Mount 1:	Large	left
Mount 2:	Large	right
Tech Level:	6	
Top Speed:	129.6 kph	
Top Acceleration:	30.0 m/sec	
Mass:	60.0 tons	

Mount Size

Location



This vehicle chassis was created to Harabec Weather's exacting specifications. It reflects his unique fighting style and temperament. Smaller than the Empire's Myrmidon chassis by some 30 tons, this chassis has good relative speed and incredible acceleration. The two X-large mounts give you tremendous flexibility when deciding what firepower to give it. Only the best pilots get to drive this chassis.

MYRMIDON

Components

Engine:	X-Large
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Medium
Special 1:	Medium
Special 2:	Large
Special 3:	Large

Mount Size

Weapon Mounts

Mount 1:	X-Large
Mount 2:	X-Large

Mount Size

Location

right
left

Tech Level:	6
Top Speed:	97.2 kph
Top Acceleration:	15.0 m/sec
Mass:	90.0 tons

The Myrmidon chassis is the backbone of the Empire's heavy tank force. This high tech chassis is extremely strong though relatively slow. Usually speed or acceleration will not be an issue, however. The Myrmidon can absorb a tremendous amount of punishment. This is one vehicle that can dish it out as well as take it. The immense size of this chassis means that you have room to mount the best of everything. It is much prized by Human pilots, much feared by opponents.



KNIGHT'S MYRMIDON

Components

Engine:	X-Large
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Medium
Special 1:	Medium
Special 2:	Large
Special 3:	Large

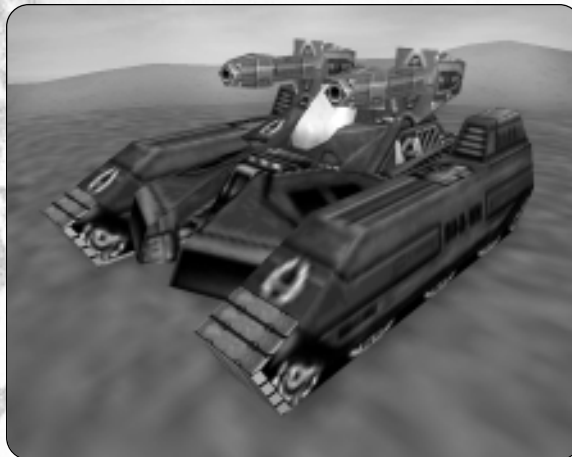
Mount Size

Weapon Mounts

Mount	Mount Size	Location
Mount 1:	X-Large	right
Mount 2:	X-Large	left

Tech Level:	7
Top Speed:	100.8 kph
Top Acceleration:	15.0 m/sec
Mass:	90.0 tons

How do you improve upon such a well designed vehicle? Externally, the Knight's Myrmidon is nearly an exact replica of the standard Myrmidon chassis. Internally, the crew compartment has been redesigned slightly to increase its top speed while reducing pilot fatigue. The Knight's Myrmidon remains a vehicle of choice for Human pilots.



PALADIN

Components

Engine:	Large
Reactor:	Medium
Computer:	Small
Armor:	Large
Sensors:	Large
Special 1:	Medium
Special 2:	Large
Special 3:	Medium

Mount Size

Large
Medium
Small
Large
Large
Medium
Large
Medium

Weapon Mounts

Mount 1:	Large
Mount 2:	Large

Mount Size

Large
Large

Location

right
left

Tech Level:	5
Top Speed:	108.0 kph
Top Acceleration:	20.0 m/sec
Mass:	60.0 tons

In its normal configuration, the Paladin chassis serves as the foundation for a point defense anti-aircraft platform. One of these vehicles, thus outfitted, should be included in each full sized squad, especially when the squad is operating in an area known to be patrolled by enemy aircraft. The Paladin chassis is large, but has good intermediate speed for its size. The large size sensor mount means that this chassis can be equipped with the very best sensor components.



KNIGHT'S PALADIN

Components

Engine:	Large
Reactor:	Medium
Computer:	Small
Armor:	Large
Sensors:	Large
Special 1:	Medium
Special 2:	Large
Special 3:	Medium

Mount Size

Weapon Mounts

Mount 1:	Mount Size	Location
Mount 2:	Large	right
	Large	left

Tech Level:	5
Top Speed:	111.6 kph
Top Acceleration:	20.0 m/sec
Mass:	60.0 tons



The Knight's Paladin is almost an exact replica of the standard Paladin chassis. It has a slightly higher top speed due to some internal redesign. Like the standard version, the Knight's Paladin has two large sized weapon hardpoints. Again, these should be used to mount anti-aircraft weaponry. The modest increase in speed is still not enough to enable this chassis to fight ground targets effectively. Even so, the Knight's Paladin has its place. When contact with enemy aircraft is likely, you'll be glad to have a vehicle like this in your squad.

Cybrid Tanks

There are only two Cybrid tanks. The Bolo is a fast-moving, anti-vehicle platform used primarily for hunting lightly armored opponents while the Recluse is a deadly minelaying and combat support vehicle.

B O L O

Components

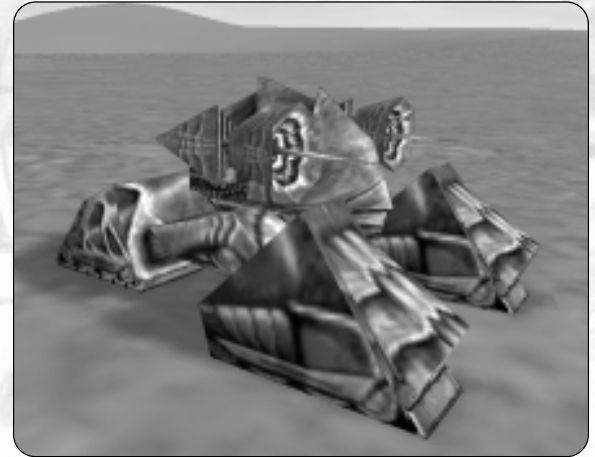
Engine:	Medium
Reactor:	Large
Computer:	Small
Armor:	Large
Sensors:	Small
Special 1:	Small
Special 2:	Large
Special 3:	Medium

Mount Size

Weapon Mounts

Mount 1:	Medium	left
Mount 2:	Medium	right

Tech Level:	6
Top Speed:	136.8 kph
Top Acceleration:	25.0 m/sec
Mass:	35.0 tons



The Bolo is an extremely fast light tank with incredible acceleration. It typically carries two medium sized Blink Guns but this is by no means the optimum armament. The capacity for large size armor mitigates, to some extent, the lack of shielding. Even so, the Bolo chassis is not capable of sustained combat operations. Pack it full of component goodies but don't expect the Bolo to survive long if exposed to hostile fire. Use its speed to get in, do the job, and get out.

RECLUSE

Components

Engine:	Medium
Reactor:	Medium
Computer:	Small
Armor:	Large
Sensors:	Small
Special 1:	Medium
Special 2:	Medium
Special 3:	Large

Weapon Mounts

	Mount Size	Location
Mount 1:	Medium	upper center
Mount 2:	Large	lower right
Mount 3:	Large	lower left

Tech Level:	5
Top Speed:	115.2 kph
Top Acceleration:	20.0 m/sec
Mass:	40.0 tons

The Recluse was originally designed as an anti-vehicle mine-laying platform. Although it still performs this function, the chassis has proven itself capable of performing other functions as well. Its three weapon mounts give it better firepower than the Bolo but the small sensors will limit its effectiveness at long distances. The overall mass of the Recluse is small considering the number of mounts. This, more than anything else, will cause you to load the Recluse with mines instead of other types of weapons.



Weaponry

One of the most important steps in outfitting a vehicle is knowing what weapons to give it. There are so many different weapons to choose from, it is easy to make a wrong decision. This section details each of the weapons (in alphabetical order) that appear in the game. Once you understand what they can do — you can start designing vehicles to suit your needs.

TECH BASE

All weapons and components are assigned a tech base that limits who may use them. Note that there is an option that allows you to ignore these restrictions.

Human: items labeled with a *Human* tech base may only be mounted on Empire or Rebel vehicles.

Cybrid: items labeled with a *Cybrid* tech base may only be mounted on Cybrid vehicles.

Common: items labeled with a *Common* tech base may be mounted any vehicle.

Advanced: items labeled with an *Advanced* tech base may only be mounted on Rebel vehicles.

General Table Notes

- **Range:** When only one number is present, this number indicates the maximum range of the weapon (in meters). In the case of some weapons, two numbers are given. These represent a maximum and minimum ranges. Maximum range is the farthest distance the round (or energy) can travel and still inflict damage. Minimum range represents how far the round, warhead, or beam must travel from the weapon before it can cause damage.
- **Shield Damage:** this number indicates the amount of damage that a given weapon causes to protective shielding at the point of impact.
- **Armor Damage:** this number indicates the amount of damage that a given weapon causes to vehicle armor at the point of impact.

Plasma/ Energy Weapons

Plasma/ energy weapons are direct-fire/ direct line-of-sight weapons that fire a charged *globe* (or pulse) of plasmic energy. Instead of using ammunition like slugs, bolts, or bullets, plasma/energy weapons draw energy from your energy reserve. This means less weight is placed on your chassis and more space is made available for storing other things. The main benefit to using these weapons, however, is that they are powerful and have excellent range.

Tip: In emergencies, plasma/ energy weapons may be fired at less than a full charge. Any damage inflicted by partially charged rounds is significantly reduced, however.

Using energy instead of ammunition is a benefit, but it can also be liability. Plasma/ energy weapons are limited by the amount of energy stored in your reserve. Unless you practice a little fire discipline, you can use up your entire energy reserve very quickly. Since this reserve is also used to power other systems, you can unwittingly cause other components to temporarily shut down. Imagine being in the middle of a hot firefight and having your HUD or shielding power down for lack of energy.

Tip: Tracking weapons will not function if your HUD is down because of damage or lack of power.

BLASTER (BLAS)/ HEAVY BLASTER (HBLAS)

Tech Base: Advanced

The Blaster (BLAS) is a Rebel weapon that has its origin in the cache of alien technology discovered on Mars. It requires a great deal of energy to operate so it is normally found on vehicles able to mount medium to large sized reactors. The Blaster is effective against both shielding and armor. It has a maximum range in excess of 1000 meters, but its energy globe travels relatively slow. Hitting targets at this distance is difficult, especially if they have time to react. The Heavy Blaster (HBLAS) is the big brother to the standard Blaster. It inflicts greater damage, but consumes more energy in the process. Its shorter range is worth noting but the 200 meter difference is rarely a factor in combat. Among skilled pilots, the Heavy Blaster is highly prized.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Blaster	Medium	4	4	1200	35	400	360
Heavy Blaster	Large	6	5	1000	45	535	482

BLINK GUN (BLINK)

Tech Base: Cybrid

The Blink Gun (BLINK) is an advanced plasma/ energy weapon used exclusively by Cybrid pilot-forms. It is highly accurate but lacks the raw stopping power of other weapons in this category. For this reason, the Blink Gun is often used to finish off damaged opponents. Its most important feature is the ability of its energy globe to bypass an opponent's shielding and armor and inflict damage directly to its internal structure. This weapon is an interesting addition to any Cybrid's arsenal but it is rarely seen on the battlefield.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Blink Gun	Medium	5	3.5	1000	45	N/A	180

ELECTROMAGNETIC PULSE CANNON (EMP)

Tech Base: Common

The Electromagnetic Pulse Cannon (EMP) is specifically designed to cause a massive disruption in an opponent's shielding. Several hits from this weapon are usually enough to drain even the strongest energy based defense. While effective against shielding, the EMP cannon does relatively little damage to armor. Rarely will it bring down an opponent without assistance. It can, however, render an opponent easy prey for other types of weapons.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Electro-Mag Pulse	Small	3	1.5	1000	20	625	63

MAGNETO-FUSION ASSAULT CANNON (MFAC)

Tech Base: Advanced

The Magneto-Fusion Assault Cannon (MFAC) is derived from alien technology uncovered in the Tharsis cache on Mars. It fires a plasma/ energy globe that detonates with a tremendous force that can damage both shielding and armor over a large area. Though the mass, energy requirements, and recycle time of the MFAC are considerable, its effectiveness is undeniable. It will only be found on large vehicles with access to a very high level of technology. This weapon commands a great deal of respect on the battlefield and its presence should always be noted.

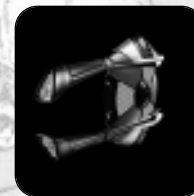


Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Mag-Fusion Assault C.	X-Large	8	10.5	1000	50	1000	1000

QUANTUM GUN (QGUN)

Tech Base: Advanced

The Quantum Gun (QGUN) is an advanced beam weapon made possible by the discovery of alien technology on Mars. It is easily distinguishable by the greenish burst of plasma/ energy it fires. Though powerful, the Quantum gun consumes an enormous amount of energy and is somewhat unwieldy. It is usually found only on larger chassis. The Quantum gun won't be seen on the battlefield in large numbers but it only takes one to turn the tide of battle.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Quantum Gun	X-Large	7	8.5	850	60	800	800

Beam Weapons

Beam weapons are direct-fire/ direct line-of-sight weapons. They are extremely accurate because their time-of-flight (TOF) is measured in nano-seconds. In other words, the beam travels from the weapon to the target in the blink of an eye. Like plasma/ energy weapons, beam weapons draw power from the vehicle's energy reserve. If too much energy is consumed too quickly, other systems may be temporarily shut down.

COMPRESSION LASER (CLAS)

Tech Base: Human

The Compression Laser (CLAS) is specifically designed to improve upon the beam weapons' relative lack of effectiveness against armor plating. It fires three simultaneous beams of laser energy, each tuned to a slightly different wavelength. This trio of beams has a synergistic effect which enhances the basic laser's destructiveness against most types of armor. For such a powerful weapon, the Compression Laser takes up little room. It can be adapted to any small sized hardpoint.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Compression Laser	Small	4	2.5	950	27	125 (x3)	94 (x3)

LASER (LAS) / HEAVY LASER (HLAS)

Tech Base: Common

The Laser (LAS) and Heavy Laser (HLAS) are simple, reliable, and light weight. For this reason, they are commonly found on smaller, less advanced vehicles. They are effective against energy shielding but do only moderate damage to most types of armor. A skilled pilot, however, can wield a Laser much like a surgeon wields a scalpel. Its pinpoint accuracy compensates for any lack of raw hitting power. Firing a linked set of Lasers can be devastating in the right circumstance but such a tactic must be used sparingly. As always, pilots must be constantly aware of their own energy state. Even so, the precision and modest mounting requirements of these weapons makes them an attractive option.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Laser	Small	1	1	750	15	175	114
Heavy Laser	Medium	3	3	900	25	300	195

PARTICLE BEAM WEAPON (PBW)

Tech Base: Cybrid

The Particle Beam Weapon (PBW) emits a burst of charged particles capable of punching through virtually any combination of shields and armor. The weapon consumes a great deal of energy and is so cumbersome to operate that it can only be mounted on larger vehicles. This weapon has the longest range of any weapon in this category and the damage it inflicts is considerable. Tactically, it is best to use the Particle Beam Weapon to open a battle when the element of surprise is in your favor.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Particle Beam Weapon	Large	5	7.5	1000	50	600	540

PLASMA CANNON (PLAS)

Tech Base: Common

The Plasma Cannon (PLAS) is one of the most devastating energy weapons ever fielded by the Empire. For years, it held a monopoly on these types of weapons. Only after numerous attempts did Cybrid master techs successfully back-engineer a captured model. The Plasma cannon fires a high intensity energy beam that is equally effective against both shields and armor. Though formidable, this weapon has some serious drawbacks. With a range of only 500 meters, you must wait for the enemy to get in close. Moreover, its huge energy consumption forces you to make every shot count. Plasma beams independently seek out the target, making this weapon extremely accurate.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Plasma Cannon	Large	6	8.5	500	50	400	400

TWIN LASER (TLAS)

Tech Base: Cybrid

The Twin Laser (TLAS) fires two powerful beams that are precisely tuned to optimum wavelengths. This unique approach makes the Cybrid's Twin Laser more effective against armor than any other laser weapon. It requires only a small sized mount and has a negligible mass. As expected, the Twin Laser consumes more energy than the basic laser. Since it recharges quickly, pilots must keep one eye on their reserve energy, especially when linking these weapons with others.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Twin Laser	Small	4	2	900	20	150 (x2)	98 (x2)

Ballistic Weapons

Ballistic weapons are direct-fire/ direct line-of-sight weapons that fire unguided high speed projectiles, damaging a target through their initial impact and post-impact concussion. Ballistic ammunition is hard-cast (i.e. a physical object such as a slug, bullet, or other type of projectile with mass and weight). The rounds are propelled from the weapon by either chemical or electro-magnetic means.

In general, ballistic weapons are good at penetrating armor, but fare poorly against energy shielding. As a tactical matter, they are best used after an opponent's shielding has been drained of energy. Once shielding has been dealt with, ballistic weapons can go to work finishing off the target.

Ballistic weapons do not draw energy from your reactor. While this preserves your energy reserve for other things it also requires you to carry hard cast ammunition. Space and weight restrictions will limit the amount of ammunition that can be carried. Pilots carrying ballistic weapons must practice fire discipline.

AUTOCANNON (ATC) / HEAVY AUTOCANNON (HATC)

Tech Base: Common

The multi-barreled Autocannon (ATC) has long been the standard weapon of both Empire and Cybrid vehicles. It is very accurate and has a high rate of fire. These characteristics make it a good choice against agile ground targets and aircraft. The ATC is lightweight and reliable. It can be mounted on just about any vehicle. Its depleted uranium projectiles have good armor penetration but, like all ballistic weapons, are less effective against shielded targets. The Heavy Autocannon (HATC) has even better armor penetration than the standard version, but its slower rate of fire, shorter range, and limited ammunition supply make it a dubious improvement.



Weapon Type	Mount Size	Tech Level	Mass	Range	# of Rounds	Shield Damage	Armor Damage
Autocannon	Small	1	1.5	650	9000	75	150
Heavy Autocannon	Medium	3	3	500	4000	113	225

BLAST CANNON (BC) / HEAVY BLAST CANNON (HBC)

Tech Base: Common

The Blast Cannon (BC) and Heavy Blast Cannon (HBC) occupy the high end of the ballistic weapon spectrum in terms of hitting power. Firing a single armor piercing high-explosive shell, the Blast Cannon is a potent weapon against large vehicles and buildings. It is limited by a small ammo capacity, however. For pilots who like big guns, the Heavy Blast Cannon is the ultimate weapon. It can be difficult to hit targets at long range with this weapon due to the slow speed of its projectile. Even so, crippling damage is sometimes inflicted by a single hit. Both of these weapons have maximum ranges nearly twice that of other ballistic weapons. The explosive effect of both weapons extends out to a blast radius of ten meters. The “blast area effect” of these weapons gives them an effectiveness which is higher than the raw numbers indicate.



Weapon Type	Mount Size	Tech Level	Mass	Range	# of Rounds	Shield Damage	Armor Damage
Blast Cannon	Large	4	8	1050	25	90	300
Heavy Blast Cannon	X-Large	5	10	900	15	120	400

ELECTRO-MAG AUTOCANNON (EMC)

Tech Base: Cybrid

The Electro-Mag Autocannon (EMC) represents an evolutionary step forward from the standard autocannon in many respects. It possesses the same high rate of fire, and low energy consumption characteristics of the standard autocannon but incorporates new features that give it a greater effectiveness against protective shielding. The EMC is a good choice for dealing with fast moving targets that lack adequate armor protection and instead rely upon energy shielding for defense.



Weapon Type	Mount Size	Tech Level	Mass	Range	# of Rounds	Shield Damage	Armor Damage
EMC	Small	4	2	600	5000	131	175

RAIL GUN (RAIL)

Tech Base: Cybrid

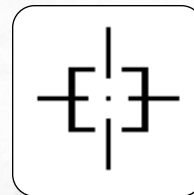
After hundreds of years of study and testing, a workable kinetic energy weapon using superconducting magnets was finally developed in the late 28th century. Known as a Rail gun (RAIL), it works by electro-magnetically propelling a hard-cast slug down a rail located inside the barrel of the weapon. By the time the slug leaves the barrel, it is travelling at a tremendous speed. On average, the slug does less damage than other ballistic weapons, but it travels faster and therefore, is more accurate at greater distances.



Weapon Type	Mount Size	Tech Level	Mass	Range	# of Rounds	Shield Damage	Armor Damage
Rail Gun	Large	5	6	1000	40	300	375

Missiles

Missile weapons are significantly different than other weapons in your inventory. They are the only weapons (with the exception of some special weapons and mines) that do not require the shooter to have a direct line of sight to the target. They are also the only weapons (other than the Smart Gun and Plasma cannon) with the ability to “lock on” and track a target after they’ve been launched.



Missiles are often referred to as “fire and forget” smart weapons because of their sophisticated internal guidance systems. Though missiles are “smart”, they don’t always act like Einsteins. A missile may lose its “lock” if its target maneuvers aggressively or uses other defensive counter-measures (such as a thermal diffuser or ECM pod.) For this reason, it’s often a good idea to fire multiple missiles with an interval of several seconds between launches.

In order to successfully engage a target, the missile must first “acquire” it. Target acquisition is a simple procedure. Move the targeting crosshair toward the target as if you were taking aim using a conventional weapon. As the crosshair nears the target, the missile’s internal seeker (either radar-homing or Infra-Red) will attempt to acquire (lock-on) to the target. A successful missile lock is indicated by the presence of a TA (Target Acquisition) box around the targeting crosshairs. You are now ready to launch the missile.

Tip: Target acquisition is not instantaneous. It may take several seconds for the missile seeker to achieve a “lock-on”.

APHID (APHID)

Tech Base: Common

The radar-guided Aphid (APHID) missile was originally designed by Cybrid technicians to attack Human tanks and aircraft. Soon after being introduced, an Aphid was recovered intact by the Empire. This missile has since found its way into Human arsenals. The Aphid is both fast and agile but its proximity-fused warhead makes it nearly useless against shielded targets. The missile’s long range allows the launching vehicle to stay well out of harm’s reach.



Weapon Type	Mount Size	Tech Level	Mass	Max/Min Range	Reload/Lock Time	Shield Damage	Armor Damage
Aphid (10)	Small	3	3.5	3000/ 25	3.0 sec	45	450

MINION (MIN)

Tech Base: Common

The radar-guided Minion (MIN) boasts the largest payload of any missile put in service by the Empire. It is primarily designed for use against slow moving or stationary targets (including man-made structures). Though highly resistant to ECM, the Minion lacks maneuverability. Its low terminal velocity often gives targets a better than even chance to evade. Still, the destructive power of its warhead and large blast radius make it an excellent weapon to use against installations.

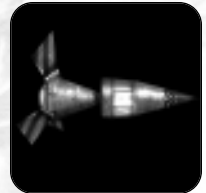


Weapon Type	Mount Size	Tech Level	Mass	Max/Min Range	Reload/Lock Time	Shield Damage	Armor Damage
Minion Pack (10)	Medium	5	3.5	1200/ 25	4.0 sec	225	450

PIT VIPER (VIP)

Tech Base: Common

The Pit Viper (VIP) is an Infra-Red (heat seeking) missile produced by the Empire. It possesses both good speed and acceleration. This enables it to engage fast-moving ground targets and aircraft. To achieve such high speed, the explosive component of the missile's warhead and solid fuel propellant have both been reduced. As a result, the Pit Viper has a notably short range and limited capability to inflict damage. Many pilots are more than willing to accept this trade off, however, since few targets are agile enough to evade an incoming Pit Viper.



Weapon Type	Mount Size	Tech Level	Mass	Max/Min Range	Reload/Lock Time	Shield Damage	Armor Damage
Pit Viper Pack (8)	Small	2	3	800/ 50	3.0 sec	160	400
Pit Viper Pack (12)	Medium	3	4	800/ 50	3.0 sec	160	400

SHRIKE (SHRK)

Tech Base: Cybrid

The heat-seeking Shrike (SHRK) has only recently been deployed with front line Cybrid forces. It appears to have been developed to counter the latest Empire heavy vehicle designs, particularly those designed around the Gorgon chassis. The Shrike combines a powerful warhead with good initial speed. The high drag of the large warhead causes the missile to decelerate rapidly during its terminal phase, however. Human pilots have often been able to dodge an incoming Shrike but it takes steady nerves and a delicate sense of timing. Any miscalculation in this high stakes game of "chicken" is usually fatal.



Weapon Type	Mount Size	Tech Level	Mass	Max/Min Range	Reload/Lock Time	Shield Damage	Armor Damage
Shrike Pack (8)	Medium	4	5	750/ 40	2.0 sec	165	550

SPARROW (SPR)

Tech Base: Common

The radar-guided Sparrow (SPR) is the standard anti-vehicle missile employed by Human defense forces. Since its introduction, it has been found to work equally well (if not better) against aerial targets too. The Sparrow combines good speed and maneuverability with excellent range. Keep in mind that, like all missiles, the Sparrow has a limited effectiveness against targets with protective shielding. When used in conjunction with beam or plasma weapons, however, the Sparrow can be decisive.



Weapon Type	Mount Size	Tech Level	Mass	Max/Min Range	Reload/Lock Time	Shield Damage	Armor Damage
Sparrow Pack (6)	Small	2	2	1000/ 20	2.0 sec	135	450
Sparrow Pack (10)	Medium	3	3	1000/ 20	2.0 sec	135	450

SWARM (SWRM)**Tech Base: Human**

The radar guided Swarm (SWRM) missile is just coming into service with the Empire's front-line units and already it has become a weapon of choice. The Knights, in particular, prefer this weapon because of its excellent hitting power. The missile's main drawback is that its homing sensor has proven to be more sensitive to ECM than expected. This short ranged weapon packs a powerful punch but again, should only be used to finish off target's once their energy shielding has been dealt with.



Weapon Type	Mount Size	Tech Level	Mass	Max/Min Range	Reload/Lock Time	Shield Damage	Armor Damage
Swarm Pack (6)	Medium	5	4	800/ 35	2.5 sec	220	550

Mines

Primarily defensive in nature, mines provide the means to deny the enemy use of an area or channel an enemy's movement into a predictable route. They can also be used to delay an enemy's advance when friendly forces are retreating. Mines are proximity fused, or in the case of the Cybrid Arachnitrone, set to actively seek out a target. These cost effective weapons are a welcome addition to any squad inventory. In emergencies, mines can also be "thrown" like grenades.

ARACHNITRON (ARACH)**Tech Base: Cybrid**

Commonly referred to as "spiders" the Arachnitrone mobile assault mine (ARACH) is one of the most feared weapons in the Cybrid arsenal. Unlike standard land mines, the Arachnitrone is ambulatory. This ability to move under its own power gives it a unique capability to chase its targets. Rumors of an experimental "black widow" variant with enhanced capabilities persist despite a complete lack of credible evidence. Arachnitrons can be jammed by ECM.



Weapon Type	Mount Size	Tech Level	Mass	Shield Damage	Armor Damage
Arachnitrone Pack (6)	Small	3	2	250	250
Arachnitrone Pack (10)	Medium	4	4	250	250
Arachnitrone Pack (14)	Large	5	6	250	250

PROXIMITY MINES (PRX)

Tech Base: Common

Proximity mines (PRX) are designed as area-denial munitions but have also become popular with pilots as a means of covering a tactical retreat. Dropping a few mines in the path of a pursuing foe is often enough to encourage them to break off the attack. The high damage rating of proximity mines offsets their inability to move. Their medium sized blast radius means that any vehicles near the one that triggered mine are liable to suffer extensive damage.

Weapon Type	Mount Size	Tech Level	Mass	Shield Damage	Armor Damage
HHG Proximity Charge (6)	Small	1	1	350	350
HHG Proximity Charge (8)	Medium	2	3	350	350
HHG Proximity Charge (10)	Large	3	5	350	350

Special Weaponry

This final catch-all category includes exotic weapons belonging to both Human and Cybrid forces.

DISRUPTER (DIS)

Tech Base: Human

The Disruptor Cannon can only be mounted on the Disrupter vehicle. It is designed to be used in conjunction with the Disrupter's electrohull component. Although the energy required to power this weapon is considerable, the damage it inflicts on a target's protective shielding is worth the cost. Moreover, each hit from the Disrupter cannon slows the target's flexor arrays. Use this weapon to weaken (and slow) the target in preparation for the ramming attacks to follow once your electrohull is engaged.

Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Disruptor	Medium	6	4	750	70	500	250



ELECTRON FLUX WHIP (ELF)

Tech Base: Human

The Electron Flux Whip (ELF) is often referred to as a “lightning bolt on a leash.” Once the whip is extended and energized, a high intensity electrostatic charge is emitted when it comes in contact with a target. In the hands of a skilled pilot, an ELF can literally cut an enemy to pieces. It is equally effective against armor and protective shielding. Though powerful, its range is limited to the length of the whip (150 meters). This makes the ELF an ideal weapon to use against slow moving or stationary objects.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Electron Flux Whip	Medium	5	5	150	50	700	700

NANITE CANNON (NCAN)

Tech Base: Advanced

The Tharsis Cache on Mars yielded many secrets but none more valuable than the nano-technology found there. The discovery allowed Humans to erase the Cybrid lead in nano-based weaponry virtually overnight. Unlike the Cybrid weapon which fires a “cloud” of nanites, this weapon delivers its “eaters” in a beam. As a result, the Nanite cannon does more damage and requires fewer nanites than its Cybrid counterpart. Nearly 50% of all damage inflicted is allocated directly to the target's internal structure.



Weapon Type	Mount Size	Tech Level	Mass	Range	# of Rounds	Shield Damage	Armor Damage
Nanite Cannon	Medium	5	4	350	25	40	500

NANO-INFUSER (NANO)

Tech Base: Cybrid

The Cybrids have been keenly interested in nanotechnology for decades, and until recently their research has far outpaced human efforts in the field. The Cybrid Nannite-infuser was the first operational nano-weapon fielded by either side. The Nano-Infuser fires a small, very low energy plasma burst, which encapsulates a cloud of nanite “eaters”. These nanites penetrate the armor of the target vehicle and attack the internal structural components directly. Nanites have a very short life span, but during this time they can inflict considerable damage to the most vulnerable portions of an enemy vehicle. The major limitations of the nano-infuser are its short range and limited ammo supply. Nearly 50% of all damage inflicted is allocated directly to the target’s internal structure.



Weapon Type	Mount Size	Tech Level	Mass	Range	# of Rounds	Shield Damage	Armor Damage
Nano Infuser	Small	4	2.5	400	30	35	350

RADIATION GUN (RAD)

Tech Base: Cybrid

The Radiation Gun is a Cybrid terror weapon designed to affect only living tissue. It can be used without fear of causing collateral damage to nearby structures (or other Cybrids!). A blast from a Radiation Gun can compromise a target’s genetic stability. Repeated blasts will weaken and eventually kill a Human pilot. Cybrids have been known to employ this weapon to assist in recovering Human weaponry and technology left intact on the battlefield. Though short ranged, this weapon is deadly. The only real defense against this weapon is an Angel Life Support System.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Radiation Gun	Medium	5	3	250	75	200	200

Tip: In multiplayer games, the Radiation gun may be used by human players against Cybrid opponents.

SMART GUN (SGUN)

Tech Base: Advanced

The Smart Gun (SGUN) has an interesting history. Rebel technicians initially failed in their attempts to make this weapon work properly. Only after the Alliance allowed Imperial techs access to the rebel cache technology did the weapon finally become fully operational. The Smart Gun fires a projectile that is self-guiding.. Damage from these projectiles is not particularly great but the near certain guarantee of scoring a hit makes it a highly sought after weapon. Note that the Smart Gun has a minimum range of thirty meters.



Weapon Type	Mount Size	Tech Level	Mass	Range	Energy Use	Shield Damage	Armor Damage
Smart Gun	Medium	7	5	500	25	200	200

Vehicle Components

Besides weaponry, one measure of a vehicle's combat value lies in the components it carries. A well-balanced vehicle, one with a good mix of offensive and defensive components, is usually able to beat a vehicle whose owner has concentrated on simply loading it full of weapons. Some components enhance your combat effectiveness while others, such as engines and reactors, are required for normal operations.

Engines

All vehicles must have an engine. Engines provide the electromotive power to activate a vehicle's flexor arrays and propel it across the terrain. Though Human and Cybrid engine technology differs, engines can be broken down into the same basic groups: small, medium, large, and X-large. Small engines can be fitted to vehicles in the 20-35 ton range. Medium engines are intended for vehicles in the 30-55 ton range. Vehicles that weigh more than 55 tons require a large engine. The super-heavy chassis should really be outfitted with X-large engines. Essentially, the larger the engine, the more power it produces. Of course, the larger the engine, the greater its size and mass. Combat damage will reduce your engine's output and reduce your top speed.



Tip: A vehicle's top speed is limited by its chassis. It will never exceed this speed no matter what size engine it's equipped with.

Table Notes

- **Velocity Rating:** This number represents the ability of the engine to propel the vehicle to the maximum speed allowed by the chassis. A velocity rating of 500 indicates that the engine can propel a vehicle weighing 50 metric tons to its maximum speed.
- **Acceleration Rating:** This number represents the ability of the engine to accelerate the vehicle to the maximum accelerate rate allowed by the chassis. An acceleration rating of 350 indicates that the engine can accelerate a vehicle weighing 35 metric tons to its maximum acceleration rate.
- **Alpha, Beta, etc.:** Cybrid engines on this table are noted with a Greek letter.

Engine Type	Mount Size	TechLevel	Mass (metric tons)	Velocity Rating	Acceleration Rating
Light	Small	1	1.5	100	300
Light High Output	Small	2	2	200	250
Light Agility	Small	4	2.5	300	300
Standard Medium	Medium	1	3	200	400
Medium High Output	Medium	2	3.5	350	350
Medium Agility	Medium	4	4	400	400
Standard Heavy	Large	1	4.5	400	500
Improved Heavy	Large	2	5	500	450
Heavy Cruise	Large	3	5.5	500	500
Heavy High Output	Large	4	6	500	600
Heavy Agility	Large	5	7	600	600
Standard Assault	X-Large	4	8	600	750
Improved Assault	X-Large	5	9	700	800
Heavy Turbine	X-Large	6	10	800	800
High Output Turbine	X-Large	7	11	850	900
Super Heavy	X-Large	8	12.5	900	900

Alpha Light Vehicle	Small	1	1.5	150	250
Beta Light Agility	Small	3	2	250	250
Gamma Standard Medium	Medium	1	2.5	200	350
Delta Medium Cruise	Medium	2	3	300	300
Epsilon Imp. Medium	Medium	3	3.5	300	350
Zeta Med. High Output	Medium	3	4	400	350
Eta Medium Agility	Medium	4	4.5	400	400
Theta Standard Heavy	Large	3	5	400	480
Iota Heavy High Output	Large	4	5.5	480	430
Kappa Heavy Agility	Large	5	6	480	500
Lamda Standard Assault	X-Large	4	6	500	600
Mu Improved Assault	X-Large	5	7.5	600	700
Nu High Output Assault	X-Large	6	9	600	800
Xi Heavy Assault	X-Large	7	10	700	900
Omicron H. Alt. Turbine	X-Large	8	10.5	800	900
Pi Super Heavy Turbine	X-Large	8	12.5	900	900

Reactors

Reactors provide the raw energy necessary to power all of a vehicle's on-board systems and defenses. All vehicles must have a reactor. Each reactor has a charge rate and an energy reserve which varies based on its size and technology. Human reactors generally have a larger energy reserve than their Cybrid counterparts. Cybrid reactors have a better charge rate for their size. To a certain extent, your reactor determines the number and the types of weapons you are able to carry. Using up energy faster than your reactor can generate it will eventually cause some components, including your HUD and shielding, to temporarily shut down. Damage to your reactor will reduce its ability to generate energy.



Table Notes

- **Energy Reserve:** This number represents the maximum amount of energy units currently stored in your energy reserve. This energy is used to power all of your weapons, protective shielding, and other components that require energy to function.
- **Output (p/second):** This number represents the amount of energy (in units) that the reactor generates per second. Once generated, this energy is stored in your energy reserve up to its maximum allowable storage capacity.
- **Alpha, Beta, etc.:** Cybrid reactors are noted with a Greek letter.

Reactor Type	MountSize (metric tons)	Tech Level	Mass	Energy Reserve	Output (p/second)
Micro	Small	1	3	400	60
Small	Small	2	4	450	65
Standard	Small	1	4.5	600	65
Medium	Medium	3	5.5	750	70
Large	Medium	1	6.5	650	80
Maxim	Large	5	10	1000	110
Alpha	Small	1	3	300	65
Beta	Small	2	3.5	350	70
Gamma	Small	1	4	500	75
Delta	Medium	4	5.5	650	80
Epsilon	Medium	1	6	550	85
Zeta	Large	6	8	800	100

Computer Systems

It's not enough to mount good weapons on your vehicles, you also need good fire control. Don't skimp when it comes to outfitting your vehicle with a computer system. The basic models will provide you with enough processing power to walk and talk but little more. If you're planning on getting into serious fighting, you need the targeting assistance of a higher end suite. (For example, in order to use the T key for computer-assisted targeting, you must have at least an Improved or Enhanced model computer). All computers are small and weigh next to nothing so there's no reason not to have the very best. Most computers possess shielded wiring and use triple redundant electronics. Damage to your vehicle will have little or no effect on your computer system.



Computer Type	MountSize	TechLevel	Mass(m tons)	Features
Basic (166)	Small	1	1	Basic Wpns and Trgt System w/ Zoom
Improved (300)	Small	1	1.5	Targeting (trgt. lead ind.) and imp. Zoom
Advanced (450)	Small	1	2	Auto Trgt Selection/ Improved ID range
Cyb Basic Sys	Small	1	0.5	Basic Wpns and Trgt System w/ Zoom
Cyb Enhanced Sys	Small	1	1	Targeting (trgt. lead ind.) and imp. Zoom
Cyb Advanced Sys	Small	1	1.5	Auto Trgt Selection/ Improved ID range

Shield Generators

A shield generator creates a protective layer of energy which surrounds the skin of a vehicle and protects it from damage. This energy is usually referred to as shielding or shields. Shielding is particularly effective against ballistic weapons and missiles. All "legged" vehicles are able to mount a shield generator. Tanks do not have this ability. A shield generator has a charge rate and a maximum sustained charge. Human shield generators have a better capacity than their Cybrid counterparts, but Cybrid shields are more efficient and recharge more quickly. Shielding is designed to absorb damage that would otherwise be inflicted on a vehicle's outer armor or internal structure. As it absorbs this damage, its energy, and thus its ability to absorb further damage, is reduced.



Table Notes

- **Protection factor:** this number represents the maximum amount of damage that a protective shielding can absorb.
- **Charge rate (p/second):** this number represents the amount of shield energy (in units) that the shield generator creates per second. Once created, this energy is used to restore any shield energy consumed in absorbing damage.
- **Efficiency:** this number represents the ability of a unit of shield energy to absorb damage. The greater the efficiency, the more damage is absorbed per unit of shield energy.

Generator Type	Mount Size	Tech Level	Mass (metric tons)	Protection Factor	Charge Rate (p/second)	Efficiency
Standard	Small	1	1.5	1500	25	1.6
Protector	Small	2	2	1800	25	1.8
Guardian	Small	1	2.5	2000	30	1.67
FastCharge	Medium	4	4	2125	50	2.5
Centurion	Medium	3	3	2300	30	1.92
Repulsor	Large	4	5	2880	35	1.8
Titan	Medium	5	3.5	2400	35	2.0
Medusa	Large	8	8.5	3600	40	1.8
Alpha	Small	1	1.5	1500	25	1.5
Beta	Small	2	2.5	1620	25	1.8
Gamma	Small	3	3.5	1800	30	1.64
Delta	Medium	3	4	2160	30	1.8
Epsilon	Medium	4	5.5	2470	35	1.9
Zeta	Large	6	7	3120	40	1.95
Eta	Medium	5	6.5	2730	35	1.95
Theta	Large	7	9	3900	35	2.6

Armor

Armor provides “legged” vehicles with a secondary layer of protection. It is a tank's principal (and only) means of defense from enemy fire. Armor comes in a variety of different forms and materials. The more advanced types of armor have special abilities and can even regenerate over time. Though you can change the type of armor on your vehicle, the actual size and mass of armor is based on the size of the chassis. Each type of armor is rated for its protective quality vs. concussion, electric/plasma, and thermal attacks.



Armor Type	MountSize	TechLevel
Carbon Fiber Laminate	Small	1
Quad-Bonded Metaplas	Small	1
DURAC	Medium	2
Ceramic	Small	3
Crystaluminum	Medium	5
Quicksilver Nano	Large	9

- **Carbon Fiber (CARLAM):** Carbon Fiber Laminate mesh provides good protection from ballistic weapons but is more vulnerable to laser fire than other types of armor. It is extremely light weight and reduces the radar signature of the vehicle. CARLAM is most often used on scout vehicles and aircraft.
- **Quad-Bonded Metaplas (QBM):** Metaplas armor is a composite alloy of metals and a polymer. It provides reasonable protection to most all types of damage at a reasonable cost in mass. It is a good intermediate means of protection for vehicles engaging in short firefights.
- **Depleted Uranium Carapace (DURAC):** While it is extremely heavy, Depleted Uranium Carapace (DURAC) provides excellent protection from ballistic attacks, making it a favorite among tank pilots. This armor also provides enhanced protection from radiation attacks due to the high density of its composition.
- **Ceramic (CERC):** Ceramic armor provides excellent protection from plasma/ energy weapons and reasonable protection from beam weapons. It is highly vulnerable to ballistic weapons, however, making it most effective for vehicles that mount a good shield generator.

- **Crystaluminum (CRYST):** Crystaluminum armor offers good protection from both concussion and electrical/plasma weapon attacks. Its only drawback is a higher susceptibility to thermal damage from laser weapons than other types of armor.
- **Quicksilver (QUICK):** Quicksilver nannite armor has the unique capability to both reallocate and repair itself as damage is taken. It also provides enhanced protection against nano weapons. It is extremely heavy and bulky, making it unavailable to most vehicles.

Sensors

The Sensor provides your vehicle with the means to detect and track other vehicles, buildings, and objects on the battlefield. Sensors have two modes: active and passive. Active sensors radiate energy and detect targets when the energy bounces off of them. This energy can travel a great distance, but it also alerts the enemy to your presence. Passive sensors are shorter range and use a target's motion, heat, or energy emissions to locate and track them. The larger (and more sensitive) a sensor, the greater its size and mass. This is due to the additional antenna arrays, cooling systems, and electronics needed to support them. Damage to a sensor reduces its ability to locate targets. A damaged sensor has a slower sweep and provides less frequent updates.



Table Notes

- **Active:** this column represents the capability of the sensor to detect targets when set to *active* mode (i.e. sending and receiving pulses of radar energy).
- **Passive:** this column represents the capability of the sensor to detect targets when set to *passive* mode (i.e. using Infra-Red/ thermal means of detection which are themselves undetectable).
- **Range:** distance from the vehicle (in meters) that the sensor remains effective.
- **Resolution:** relative effectiveness of the sensor (the higher the number, the greater chance of detecting an object).
- **Alpha, Beta, etc.:** Cybrid sensors are noted with a Greek letter.

Sensor Type	Mount Size	Tech Level	Mass (m tons)	Active (Range/Resolution)	Passive (Range/Resolution)
Basic	Small	1	1	900 / .50	500 / .30
Ranger	Small	3	2.5	1200 / .65	500 / .30
Standard	Small	2	2	1000 / .60	700 / .35
Longbow	Medium	2	2.5	1350 / .70	600 / .30
Infiltrator	Medium	3	3.5	1200 / .70	850 / .50
Crossbow	Large	3	3	1500 / .75	700 / .35
UltraLight	Small	2	0.5	800 / .60	500 / .30
Bloodhound	Medium	4	1.5	900 / .55	650 / .45
Emission Scanning	Medium	4	1.5	1000 / .35	750 / .60
Alpha Basic	Small	1	1	900 / .55	500 / .35
Beta Enhanced	Small	3	2.5	1200 / .70	500 / .35
Gamma Intermediate	Small	2	2	1000 / .65	700 / .40
Delta Long Range	Medium	2	2.5	1350 / .75	600 / .35
Epsilon En. Passive	Medium	3	3	1100 / .70	850 / .55
Zeta Ext. Range	Large	3	2.5	1500 / .75	700 / .40
Eta Compact	Small	2	0.5	800 / .60	500 / .35
Theta En. Tracking	Medium	4	1.5	900 / .55	650 / .45
Iota Motion	Medium	4	1.5	1000 / .40	750 / .60

Special Components

This section details all of the components that are placed on vehicle mounts labeled Special. Each component contributes to a vehicle's combat efficiency in its own way. Since a vehicle has only a limited number of mounts, you'll have to make important decisions with regard to component selection. Components are listed in descending order as they appear on the vehicle depot's vertical selection slider.

THERMAL DIFFUSION JAMMER (THERM)

Tech Base: Common

The Thermal Diffusion Jammer (THERM) dampens and otherwise disguises your infra-red signature. This reduces the effectiveness of passive sensors and makes it more likely you will escape passive detection. Missiles with IR seeker heads are also affected. They will have a more difficult time maintaining their "lock" on vehicles equipped with Thermal Diffusers.

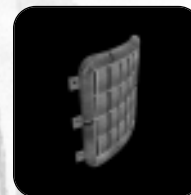


Table Notes

- **Thermal Rating:** this number represents the ability of the Thermal Diffuser to protect a vehicle at a given weight (metric tons).
- **Jammer Range/ Intensity:** the first number represents the distance (in meters) at which the jamming remains effective, the second number is a relative indication of its effectiveness (the higher the number, the greater the effectiveness).

Component	Mount Size	Tech Level	Mass	Thermal Rating	Jammer Range/ Intensity
Thermal Diffuser	Small	5	2.0	100	1000 / .55

CHAMELEON CLOAK (CHAM)/CUTTLEFISH CLOAK (CUT)

Tech Base: Common

Cloaking is an advanced form of camouflage. When a cloak is activated, the vehicle is rendered practically invisible to the naked eye. Cloaking also affects active sensor detection. This makes it possible to sneak up on the enemy and attack with the benefit of surprise. But you must strike quickly. It is not practical to remain cloaked for extended periods of time because cloaking represents a serious drain on your available energy.

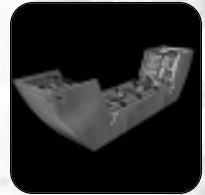


Table Notes

- **Mask Rating:** this number indicates the relative ability of the cloak to disguise a vehicle within a given weight (metric tons). In general terms, the Cuttlefish Cloak is 25% more effective in disguising your vehicle than the Chameleon Cloak according to their Mask Ratings.

Component	Mount Size	Tech Level	Mass	Mask Rating
Chameleon Cloak	Medium	4	1	1200
Cuttlefish Cloak	Large	5	3.5	1600

SHIELD MODULATOR (SMOD)

Tech Base: Common

A Shield Modulator (SMOD) lets you focus (concentrate) the efficiency of your shielding to defend against attacks from a particular direction. By concentrating your shielding, you enhance the damage-absorbing protection of a small section of your shielding at the expense of your overall coverage. A Shield modulator lets you rotate your shielding so that the enhanced portion is always kept facing the enemy. This tactic requires some skill on the part of the operator but it's well worth the effort.



Component	Mount Size	Tech Level	Mass
Shield Modulator	Small	3	3

SHIELD CAPACITOR (SACP)

Tech Base: Common

The Shield Capacitor (SACP) instantly recharges a vehicle's shielding. Using a shield capacitor lets you forego the gradual increase in shield energy you get from your shield generator. While beneficial, the shield capacitor should only be used in emergencies. Frequent use of the capacitor can result in a malfunction and damage to your shield generator.

Component	Mount Size	Tech Level	Mass
Shield Capacitor	Small	1	1



SHIELD AMPLIFIER (SAMP)

Tech Base: Common

The Shield Amplifier (SAMP) increases the effectiveness of your shield generator by 25%. The small size and mass of the Shield Amplifier makes it an invaluable component. You should never leave home without one especially if you anticipate running into opponents equipped with beam or plasma/ energy weapons.

Component	Mount Size	Tech Level	Mass
Shield Amplifier	Medium	3	2

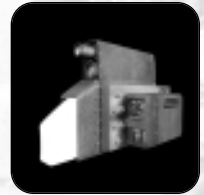


LASER TARGET DESIGNATION SYSTEMS (LTADS)

Tech Base: Common

The LTADS (Laser Target Designation System) lets vehicles designate targets for friendly artillery or aircraft. A vehicle using the LTADS must keep the enemy targeted and in view. Radio is then used to call in the artillery or aircraft. Certain missions require that at least one member of your squad carry an LTADS.

Component	Mount Size	Tech Level	Mass
LTADS	Small	2	1.0



AUXILIARY POWER STORAGE (BATTERY)

Tech Base: Common

The Auxiliary Power Storage (BATTERY) increases the amount of energy stored in your reactor by 100 energy units. This invaluable device should always be mounted on vehicles that rely heavily on beam or plasma/ energy weapons.

Component	Mount Size	Tech Level	Mass
Aux. Power Storage	Small	1	1



ENERGY CAPACITOR (CAP)

Tech Base: Common

This Energy Capacitor (CAP) works much like the shield capacitor, except that the energy generated is immediately placed in the vehicles energy reserve. Likewise, if used too frequently, the capacitor can malfunction, causing damage to your reactor.

Component	Mount Size	Tech Level	Mass
Energy Capacitor	Small	2	1



FIELD STABILIZER (FIELD)

Tech Base: Common

The Field Stabilizer (FIELD) provides protection from the Disrupter weapon by reducing its energy drain on your vehicle's servos and leg flexors.

Component	Mount Size	Tech Level	Mass
Field Stabilizer	Small	1	1



ROCKET BOOSTER (ROCKET)

Tech Base: Common

The Rocket Booster (ROCKET) provides a burst of speed of long duration. It is rechargeable.

Component	Mount Size	Tech Level	Mass
Rocket Booster	Medium	5	5



TURBINE BOOSTER (TURBO)

Tech Base: Common

The Turbine Booster (TURBO) provides a brief burst of speed for your vehicle.

Component	Mount Size	Tech Level	Mass
Turbine Booster	Small	4	2



NANO REPAIR MODULE (REPAIR)**Tech Base: Advanced**

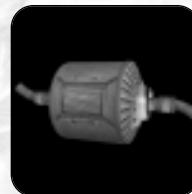
The Nano Repair Module (REPAIR) uses nano technology to automatically make battlefield repairs on damaged systems. Though it requires access to a high tech level, this component can save a vehicle that would otherwise be destroyed. This component stores nanites that are allocated to damaged areas as necessary. Once all of the nanites are allocated, the module is no longer able to affect repairs.

Component	Mount Size	Tech Level	Mass
Nano Repair Module	Large	8	6

**ANGEL LIFE SUPPORT (LIFE)****Tech Base: Common**

The Angel Life Support system (LIFE) increases a pilot's protection from the Cybrid Radiation Gun.

Component	Mount Size	Tech Level	Mass
Angel Life Support	Small	2	0.5

**ALIEN ANTI-GRAVITY MODULE (AGRAV)****Tech Base: Advanced**

This exotic alien component increases the vehicle's ability to mount weapons and other components by five metric tons.

Component	Mount Size	Tech Level	Mass
Anti-Grav Module	Large	10	-5.0



ELECTROHULL (EHUL)

Tech Base: Human

The Electrohull inflicts heavy ramming damage and is only available on Disrupter chassis.

Component	Mount Size	Tech Level	Mass
Electrohull	Large	6	5

UNIVERSAL AMMO PACK (UAP)

Tech Base: Advanced

This component doubles your vehicles capacity to store ballistic ammunition. Ammunition stored in this pack is used last. If the pack is destroyed, any ammunition inside is considered lost.

Component	Mount Size	Tech Level	Mass
Universal Ammo Pack	Medium	4	4



Electronic Counter-Measures (ECM)

Electronic Counter-Measure (ECM) components decrease the probability that you will be detected by active sensors and provide your vehicle with some protection from radar-guided missiles. Cybrid and Human ECM pods vary slightly in their specifications, but their function remains the same. The purpose of ECM is to disguise your presence and make it difficult to pinpoint your location. Unlike cloaking, ECM doesn't render you invisible, it just makes it harder for the enemy to attack you.



Component	Mount Size	Tech Level	Mass	ECM Rating	Jammer Range/ Intensity
Guardian ECM	Small	3	1	75	1000 / .30
Doppleganger ECM	Large	5	2	120	1200 / .50
Cybrid Alpha ECM	Small	3	1.5	90	1050 / .35
Cybrid Beta ECM	Large	5	3	130	1250 / .55

Table Notes

- **ECM Rating:** this number represents the ability of the ECM component to protect a vehicle at a given weight (metric tons).
- **Jammer Range/ Intensity:** the first number represents the distance (in meters) at which the jamming remains effective, the second number is a relative indication of its effectiveness (the higher the number, the greater the effectiveness).

APPENDIX A

TROUBLESHOOTING

This section addresses the most common compatibility and troubleshooting issues you may encounter specific to *Starsiege*. If you cannot find the answer to your question here, please check the Dynamix Support Website for up-to-the-minute information on *Starsiege* and general Windows troubleshooting (www.dynamix.com/support/).

General Windows Troubleshooting

Updating Drivers

“Drivers” are the software programs that run specific hardware components. Keeping your drivers updated is an important part of maintaining your computer. Even if you just purchased a new piece of hardware, it’s a good idea to see if the manufacturer has released newer drivers. Every month or two, check for updated drivers to these common hardware components. Naturally, you should also check for updates whenever you encounter problems.

- Video Card
- Sound Card
- Modem
- Peripherals (Joystick, Mouse, etc.)
- System BIOS

You can obtain a list of your drivers from the Windows95 device manager. Right-click **My Computer** and select **Properties** from the pop-up. Selecting the **Device Manager** tab will display a list of devices.

You may update the drivers for most devices by using the **Properties** button, but we always recommend you follow the instructions provided by the manufacturer.

Driver updates for most devices can be found through the World Wide Web. We have compiled a list of manufacturer links on our Support Website (www.dynamix.com/support/) to help you find your drivers as quickly as possible.

TROUBLE-
Shooting

Starsiège specific Troubleshooting

Video

Issue: Running in a Window

Solution: If problems occur while running in windowed mode, changing the color depth may help. To change to 16-bit color, right-click on your **Windows Desktop** and choose **Properties** from the popup menu that appears. Choose the **Settings** tab in the dialog box; it should be the tab farthest to the right. Then select the **Color** pull-down menu and choose 16-bit color; you may have to reduce your screen resolution if you are raising the color setting.

Issue: 3Dfx Glide problems

Solution: If you're experiencing display problems while in 3Dfx Glide full-screen hardware mode, you'll want to see if these problems persist when you switch to software mode. Simply hold down the ALT key on the keyboard and press ENTER to switch to windows (software-accelerated) mode. If the problems go away while you run *Starsiège* in a window, the problem is very likely related to the device drivers that you are using with your 3D card. Contact the manufacturer of the card to verify that you have the most recent driver with the most current version of Glide. Additionally, you can contact 3DFX, Inc. via the Web at <http://www.3dfx.com> and directly obtain the most current version of Glide.

Issue: OpenGL problems

Solution: If you are experiencing problems with your OpenGL driver, refer to the Dynamix Support website for the latest list of supported cards and drivers. Some video manufacturers have released what they call "mini-GL drivers" that do not support the full OpenGL API. Make sure you have the latest ICD compliant drivers from your video card manufacturer.

Sound

Issue: Sound is garbled or not present

Note: Starsiege uses DirectSound which is a part of Microsoft's DirectX programming interface, for sound generation.

Solution: Make sure your speaker volume is turned up, and confirm that all the speaker wires are securely attached. If they are powered speakers, check that they are plugged in and that they are getting power. Make sure no other applications are running in the background. Other applications may have exclusive ownership of the Windows sound system and may not allow Starsiege to play sounds. You can get a list of running applications on Win95 by pressing the CTRL-ALT-DEL keys simultaneously.

If you are having problems with distorted or no sound on Win95, check to make sure that your sound card drivers are DirectSound-compliant. To do so, run DXDIAG; it will be located in your C:\Program Files\DirectX directory on your hard drive. When running DXDIAG, choose the Sound tab. In the upper right corner of the dialog box, look for the line that reads "Certified." If this line says "No", then you should check with the manufacturer of your system or your sound card to determine if DirectX certified drivers are available. If you contact these companies via the Internet, you can usually obtain updated drivers free of charge.

Issue: Poor Performance using DirectSound3D/A3D

Solution: If you are using DirectSound3D or A3D and are experiencing poor game performance, switch back to DirectSound only. Most likely, your sound card only supports DirectSound3D/A3D via emulation mode, which is generally extremely CPU intensive.

Joysticks

Issue: Erratic Hat behavior

Solution: Make sure you have the correct joystick type selected in the control panel. Calibrate your joystick and test it. Some joysticks have a CH Flightstick emulation mode that translates hat movements into combinations of button presses. For most joysticks, such as the MS Sidewinder, a physical switch on the joystick itself changes the behavior of the joystick to function like a normal joystick. For some joysticks, however, this switch may instead be a setting in the calibration program found in the **Control Panel**. Change the position of this switch and recalibrate your joystick.

Tips on Improving Performance

Issue: Physical Memory

Solution: All versions of Windows like lots of free memory. *Starsiege* runs fine with 32mb of memory with no other applications running. However, if you have other applications running the background (e-mail, virus scanners, ICQ, etc.), or have large, high-color desktop backgrounds, etc., you may need to add additional memory. *Starsiege* will take advantage of any additional memory above 32mb, which will often improve performance.

Issue: Virtual Memory

Solution: Make sure you have a sufficient amount of virtual memory. On Win95/98, right-click on **My Computer**, then select the **Performance** tab and click the **Virtual Memory** button to see your virtual memory settings. We highly recommend you let Windows manage your virtual memory settings or that you provide at least 200Mb of virtual memory.

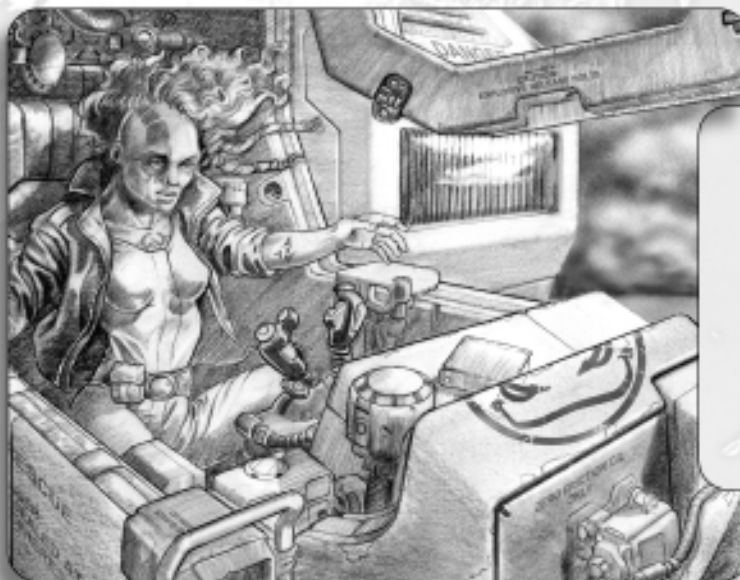
TROUBLE-
Shooting

Issue: Hard Disk Space

Solution: Verify that you have sufficient hard drive space to run *Starsiege*. Go to **My Computer** and right-click on the drive to which you will install the game. Select **Properties** from the pop-up menu that appears. You should see a **Free Space** listing; make sure there is at least 500,000 bytes of free space available.

Issue: Poor Performance w/ IBM Aptiva

Solution: We have had some reports of notably bad performance with some IBM Aptiva machines. At the time of printing, we are actively working with IBM to find a solution, but so far have been unable to determine the exact cause of the problem. Our only solution at this time is to reinstall Windows98 with a Microsoft certified Windows98 CD, not the factory recovery disk provided with the Aptiva. Check the Dynamix Support Website or call IBM tech support at 1-800-772-2227 for the latest information.



APPENDIX B

GLOSSARY

The following section contains a glossary of commonly used computer terms and phrases.

.cs: (console script file) A file used in *Starsiege* that contains a run time interpreted scripting language used for everything from initializing variables to programming mission scripts.

.vol: (volume file) A file that contains many smaller files. Grouping files together in a *volume* reduces hard drive and CD-ROM seek times thus improving game performance.

.wav: a file format used by Windows to store audio files. Sounds you hear while playing the game are actually WAV files that play when triggered by game events.

8-bit (256 color), 16-bit, 24-bit color: the amount of bits used to represent the three primary colors (RGB) of a pixel. An 8-bit color image may display up to 256 colors. A 24-bit color image may contain over 16 million different colors.

3D: (three dimensional) adjective describing an object or graphic image that has height, width, and depth.

3D audio (sound): stereo sound that *surrounds* the listener. In *Starsiege*, 3D audio is used to make you feel as if you are part of the on-going action.

A

Accelerator Card: a highly specialized printed circuit board that performs a specific task (such as 3D sound and 3D graphics) much faster than your computer's CPU could. Accelerator cards can greatly improve game performance by freeing up the CPU to do other tasks.

Address: 1) a numerical location within your computer's memory where data is stored. 2) see Internet Address.

ADSL: (Asymmetric Digital Subscriber Line): digital communication equipment allowing for fast data transfer (audio and video signals) over normal phone lines.

AI: (Artificial Intelligence) this widely used term refers to the computer's ability to mimic human reasoning. An example of artificial intelligence is strategy used by enemy vehicles to attack you during a single player game.

Anonymous ftp: accessing a remote computer via a ftp (file transfer protocol) program which allows for the use of an anonymous login name.

Anti-virus program: a program which scans a computer's memory and eliminates known viruses.

Any key: This term has been the source of unending humor at the expense of new computer users. There is no *any* key on your keyboard. When you see this phrase, it means that you can complete the operation in question by pushing a key on your keyboard. The choice of key is yours — it doesn't matter which one.

Application: a program used to accomplish a specific task (e.g. word processing or inventory).

Arrow key: the cluster of keys on your keyboard with arrows pointing up, down, left, and right. In most cases, these keys are used to move your cursor vertically and horizontally.

Audio card: a printed circuit board which converts analog audio signals into digital information that your computer can then broadcast through your speakers.

Autoexec.bat: a batch file containing startup commands that are executed automatically when the computer is started or re-booted.

AutoPlay: a feature in Windows 95™ which automatically runs a program on a CD after insertion in the CD ROM drive.

B

Background: 1) the color/pattern against which characters are displayed. 2) a term used to describe an application that is not the focused application/window or not actively being used.

Backup: a precaution against losing data, the act of copying a file so that a duplicate exists.

Bandwidth: a term popularly used to refer to the data transfer capacity of a particular communications system (modem, lan, etc).

Baud: a measure of the data transfer capability of a modem in signal changes per second (see modem).

Baud rate: the speed at which a modem can transfer data, the rate refers to the number of signal changes that occur in one second. It is not, as is commonly believed, equivalent to *bps* (or bits per second).

Bit: (binary digit), one bit is expressed as a 0 or 1, eight bits make up one byte which can be used to represent a letter, character or number.

Bit depth: the number of bits per pixel used to store color images.

Bitmap: the term refers to a particular method of storing data as a collection of individual bits. It is usually found in the context of bitmap images or .bmp files where the images are handled as a collection of dots.

Bps: (bits per second) generally used in reference to a modem's ability to transfer data. Bps is not the same as the modem's baud rate, however.

Browser: an application which allows the user to view html documents on the Internet. Two of the most popular browsers are Microsoft's *Internet Explorer* and Netscape's *Navigator*.

Bug: this widely used term refers to an error in programming code that causes the program to stop working or produce an incorrect or undesired result. A program with many such errors is known as *buggy*.

C

Cable modem: a modem which transmits data over a coaxial cable rather than standard phone lines. As a result, cable modems are able to transmit data at much higher speeds.

Cache: (pronounced *cash*) refers to memory that stores frequently accessed RAM locations and addresses. Cached data is retrieved faster than normal RAM memory.

CD-ROM: (compact disc- read-only memory) a medium of high capacity storage involving laser-optics rather than magnetic means. The compact discs are read in a device known as a CD-ROM *drive*.

Chat (see IRC): text-based conversation with others via the Internet.

Clean boot: starting your computer using the minimum number of system start-up files. Clean boot start-ups are useful in isolating errors in programming by eliminating potential software conflicts.

Clean install: completely reinstalling a program from scratch to avoid encountering problems associated with the previous installation.

Client: a program that requires the services of another program.

Client/server architecture: an arrangement in which the host computer (server) and computers are connected via a LAN (clients). The client computers retain their full processing power while the server provides centralized processing and multi-user functionality.

Cold boot: starting your computer by switching on the power.

COM1, COM2, COM3: (serial communication ports) devices usually reserved for connecting peripheral devices such as your mouse or modem.

Config.sys: (configuration system) a text file that controls aspects of your operating system. These include the setting of certain parameters and restricting shared resources.

CPU: (central processing unit) the microprocessor brain of your computer system, the speed of your CPU is usually measured in megahertz (i.e. 233 MHz).

Ctrl-Alt-Delete: known as the "three fingered salute," pressing these three keys simultaneously causes your machine to re-boot.

Cut and paste: a procedure by which text or graphics may be removed from one location, stored in memory, then inserted into another location.

Cursor: an indicator that marks the place where the next character or keystroke will appear on-screen.

D

Device: disk drives, modems, printers, ports, (i.e. computer subsystems) are all examples of a *device*. The software used to run a device is known as a *device driver*.

Directory: a means of grouping and organizing files. Directories are also known as *folders* and are represented by a folder icon when viewed in Windows Explorer.

DirectX: Windows 95 software that allows for direct access to your computer's sound and graphics hardware.

Domain: the highest subdivision of a domain which identifies the address owner (e.g. www.dynamix.com). A Domain name is the address of a network connection which identifies the owner.

DSL (Digital Subscriber Line): an ISDN line or channel (see ISDN)

DOS: (Disc Operating System) an operating system that is loaded from disc devices upon start-up.

DOS Prompt: a graphic indication that the system is ready to accept an new input from the user.

Download: transferring a file from a remote location to your computer via modem or network connection.

Downstream: data that moves from a remote network to your computer is said to be moving *downstream*. Data is often able to move faster when being transmitted downstream than the reverse.

E

E-mail: (electronic mail) correspondence sent electronically over a network connection. An E-mail address is a specific electronic location that identifies an E-mail recipient.

F

FAQ: (frequently asked questions) a collection of anticipated questions about a particular product or topic designed to minimize customer support traffic.

Floating Point Processor: also known as a math co-processor, it speeds up the processing of mathematical calculations.

FPU: (Floating Point Processing Unit) see Floating Point Processor.

Frame rate: the speed at which a full screen image is transmitted, usually measured in frames per second).

FTP: (file transfer protocol) a system used for copying files to and from remote computers via the Internet. The location of files residing on an FTP server is known as an FTP site.

G

Game port: an input/output communication port used to support game devices such as a joystick or driving wheel.

Graphics card: also known as a video adapter or video card, located on your motherboard or expansion port, it generates the video signal to your monitor.

H

Hard Disk: a device used to store large amounts of information on your computer.

High resolution: also known as *hi-res*, increased detail and clarity achieved by placing a large number of pixels within a given area.

Host: the primary computer within a given network or closed system of computers. When playing multiplayer *Starsiege* games, the host computer is usually the initiator of the game. The host computer is identified by a *host name*; a string of numbers indicated an Internet address.

I

Input device: any peripheral device that allows the user to enter commands. Keyboard, joystick, and mouse are three examples of an input device.

Internet: a global connection of networks that use TCP/IP connections to communicate with one another. Originally designed by the US military in 1969 as a fail-safe means of communication in case of nuclear attack, one of the main features of the Internet is its ability to continue operating despite the loss of one or more network locations.

Internet access: the ability of a computer to connect with the Internet. The majority of Internet access takes the form of individual users connecting via a dial-up Internet Service Provider over standard phone lines.

Internet account: a unique registered name or address at an Internet Service Provider.

Internet Relay Chat: (IRC) a means of conducting real-time text-based conversation through a dedicated IRC server.

Internet gateway: a device that acts as a link between the Internet and LAN, considered an Internet node (communications nexus).

IP address: (Internet Protocol) a unique binary identification consisted of four bytes of decimal values (i.e. 217.45.66.105).

ISDN: (Integrated Services Digital Network) a global communications system designed to replace the current digital-to-analog telephone networks. ISDN lines allow for faster transmission rates.

ISP: (Internet Service Provider) a commercial enterprise that lets individual users gain access to the Internet. Earthlink and America Online (AOL) are examples of an ISP.

K

K: abbreviation for kilobyte (1024 bytes).

Kb: abbreviation for kilobit (1024 bits).

Kbs: abbreviation for kilobits per second (1024 bits per second).

Kilo: In computer terms, a kilo equals 210 (1024); the power of 2 closest to one thousand.

Kps: abbreviation for kilobytes per second (1024 bytes per second).

L

Lag: the scourge of multiplayer Internet games everywhere. Lag is an highly subjective term used to describe game play that is not as responsive as expected over the internet. "Laggy" response can be caused by any number of reasons: incorrectly configured machines, incorrectly

configured modem/network interface, an ISP with insufficient bandwidth, latency, a malfunctioning Internet router/gateway, etc.

LAN: (Local Area Network) individual computers (and devices) located within a limited area that are commonly linked so that each may interact with the others.

Latency: the time required for a signal to move from one point on the network to another.

Login: also known as *logon*, the process of identifying yourself (or your computer) after starting your computer or connecting with a network, usually requires a *username* and *password*.

M

Mbps: (megabits per second) a transfer rate of one million bits per second.

Mhz: (megahertz) a frequency of one million cycles per second.

Millisecond: one thousandth of a second.

Modem: a device that transmits data over a standard phone line. Modems are usually referred to by their transmission speed in kilobits per second (Kbps) Common modem transfer rates are 28.8 Kbps, 36.6 Kbps, and 56 Kbps.

N

Net address: a unique World Wide Web address (i.e. www.starsiege-players.com) (see URL).

Network card: an expansion card or other device that allows the computer to connect with a LAN.

Network latency: amount of time taken for computers to send information between one another on a network.

O

Operating system: (OS) software that controls the overall functionality of the computer including memory usage, disk space, and CPU time (e.g. Windows95, OS/2, Mac OS, and UNIX).

P

Packet: a unit of information transferred from one computer to another as a complete entity.

Paint program: an application that creates bitmap images (treating each image as a collection of dots).

Palette: a pre-determined set of colors that can be displayed on-screen at any one time.

Password: an alpha-numeric word or phrase used to enhance system security by restricting access to your computer.

Patch: code that can be inserted into an existing program as a means of fixing a bug.

PPP: (Point-to-Point Protocol) a type of dial-up Internet connection.

R

Resolution: the level of graphic detail attained by a monitor or printer as expressed in dots per inch (dpi). The resolution of a video display is referred to in terms of vertical dpi by horizontal dpi (i.e. 640 x 480).

S

Sound card: an expansion card that allows for the playback or recording of sound (see 3D audio).

T

TCP/ IP: (Transmission Control Protocol/ Internet Protocol) the standard means of communication between computers. When playing Starsiege over the Internet, players transmit data using a TCP/ IP connection.

Transfer rate: the rate at which signals are exchanged between computers over a network, usually measured in Kbs or Kbps.

True color: (See 24-bit color).

U

Unzip: term for uncompressing a compressed (or *zipped*) file.

Upstream: term for data that moves from a remote computer to a network.

Username: name by which an individual user is identified on a network.

USB: (Universal Serial Bus) a serial bus that allows for numerous peripheral devices to be connected to a single computer.

V

Version: a particular issue, release or build of a software product, a version is given a version number (e.g. v1.07) that allows owners to know if they have the latest copy of the product. In *Starsiege*, the version number is displayed on the main menu interface.

Video adapter: (See graphics card).

Virus: a malicious program that, when unknowingly introduced into your system, can wreak havoc by destroying or altering files.

W

WAV: (See .wav).

Web address: (See IP address).

Web browser: (See browser).

Webmaster: (or webmistress) a person tasked with creating or maintaining a website.

Website: a set of HTML documents stored on by an HTTP server on the World Wide Web. To view a website, you need access to the Internet and a web browser.

WWW: (World Wide Web) the global collection of material residing in HTTP servers. It allows people around the world to access information from one another also instantaneously.

Z

Zip: term used to describe the process of compressing a file so that less storage space is required. Zipped files are usually noted by having a .zip extension.



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Vehicle Systems, Movement & Navigation Controls

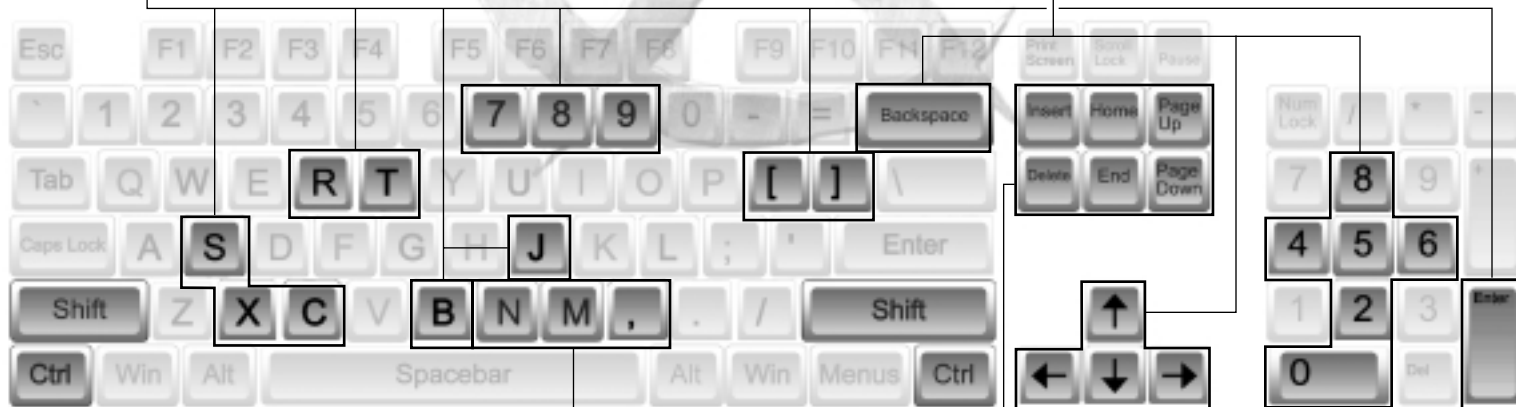
Vehicle Controls

Center Turret (Tanks Only) : **[**
Center Body (Tanks Only) : **]**
Cloak (If Installed): **Ctrl + X**
Crouch: **C**
Toggle Reactor: **Numpad Enter**
Turbo/Rocket Booster: **Ctrl + B**

Shield Capacitor: **Ctrl + S**
Energy Capacitor: **Ctrl + R**
ECM (Jammer): **Ctrl + J**
Thermal Diffuser: **Ctrl + T**
Activate Special Components 1, 2, 3:
Number Keys 7, 8, 9

Movement Controls

Turn Left: **Left Arrow or Numpad 4**
Turn Right: **Right Arrow or Numpad 6**
Increase Speed: **Up Arrow or Numpad 8**
Decrease Speed: **Down Arrow or Numpad 2**
Reverse Throttle: **Numpad 0**
Stop: **Backspace or Numpad 5**



Navigation Controls

Next Nav Point: **N**
Previous Nav Point: **Shift + N**
Set Nav Point: **, (Comma)**
Drop Nav Marker: **M**

Shield Controls

Toggle Shields on/off: **Home**
Toggle Shield Tracking: **Insert**
Rotate Shields Left: **Delete**
Rotate Shields Right: **End**
Focus Shields Forward: **Page Up**
Focus Shields Back: **Page Down**
(Shield Rotation and Focusing Requires a Shield Modulator)

Weapons & Targeting Controls

Weapon Controls

Fire: **Spacebar**

Next Weapon Group: **= (Equal)**

Previous Weapon Group: **⌘ (Minus)**

Link/Unlink Weapons: **L or Tab or Numpad +**

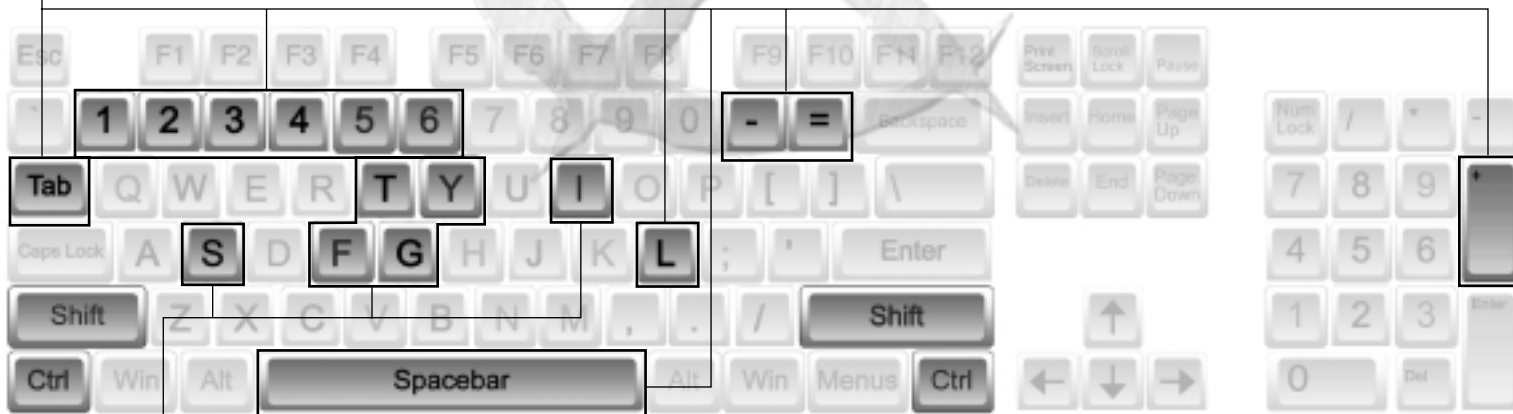
Select Weapon (Single Fire Mode): **Ctrl + Number Keys 1-6**

Toggle Weapon: **Shift + Number Keys 1-6**

Select Weapon Group 1: **Number Key 1**

Select Weapon Group 2: **Number Key 2**

Select Weapon Group 3: **Number Key 3**



Targeting Controls

Target Closest Enemy: **T**

Target Next Enemy: **Y**

Target Previous Enemy: **Shift + Y**

Target Closest Friendly: **F**

Target Next Friendly: **G**

Target Previous Friendly: **Shift + G**

Identify Target: **I**

Spot For Artillery (Requires LTADS): **S**



Mouse Controls

Mouse movement: **Targeting Crosshair**

Left Mouse Button: **Fire**

Right Mouse Button: **Target Vehicle Under Crosshair**

Third Mouse Button: **Target Nearest Enemy**

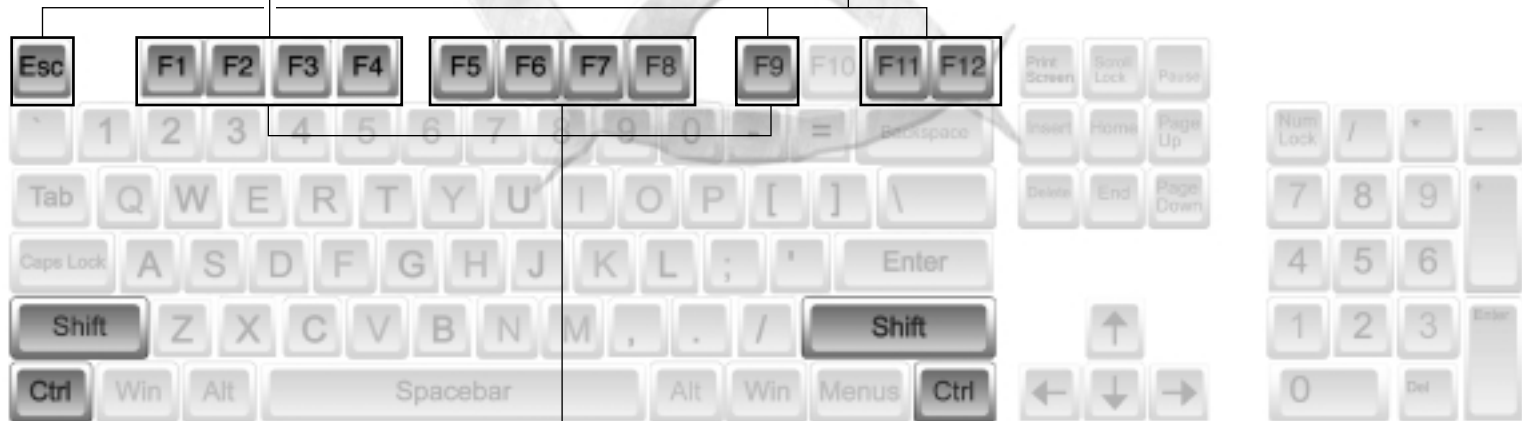
Command & Multiplayer Controls

Command Controls

Order Squadmate 1: **F1**
Order Squadmate 2: **F2**
Order Squadmate 3: **F3**
Order All Squadmates: **F4**
General Command: **Shift + F1**

Configuration Controls

Toggle HUD Configuration: **F9**
Toggle Preferences: **F11**
Toggle Scoreboard/Objectives: **F12**
Exit to Waiting Room: **Esc**



Chat

Resize Chat Window: **F5**
Chat Message to All: **F6**
Chat Message to Team: **F7**
Chat Message to Target: **F8**
Quickchat ID9: **Ctrl + F10F9**

Joystick Controls



Joystick Controls

Fire: **Trigger/Button 0**

Target Under Crosshair: **Button 1**

Link/Unlink Weapons: **Button 2**

Next Weapon Group: **Button 3**

Reverse Throttle: **Button 4**

Sensor Mode Toggle: **Button 5**

Reactor: **Button 6**

Shield: **Button 7**

Right/Left: **x-axis**

Faster/Slower: **y-axis**

Zoom: **z-axis**

Move Crosshair: **Hat**

Stick Movement:

X-Axis: Right/Left

Y-Axis: Faster/Slower

Z-Axis: Zoom