STARSHIP TROOPERS
TERRAN COMMAND

SLITHERINE

THE ARTISTOCRATS

CONTENTS

1. INTRODUCTION

First of all, we would like to thank you for purchasing *Starship Troopers: Terran Command*!

The people of the harsh desert planet Kwalasha need your help. Its mining industries have been disrupted by a new danger that they cannot face alone. You will have to take command of the Mobile Infantry and do your part in the war against the Arachnid threat.

In the face of massive numerical superiority, you will have to combine powerful strategies and effective tactics to save the planet. Deploy your units at critical locations to cover vital choke points, gain superior firepower through prudent use of elevation and blow the Bugs to bits with all the weapons the Mobile Infantry has to offer. Just be careful not to get caught in a trap; the Bugs are well known for their use of surprise attacks and deception.

Save the miners! Secure the Minerals! Ensure that human civilization, not insect, dominates the galaxy now and always!

Of course, it's all presented live on FED NET!

1.1. SYSTEM REQUIREMENTS

Minimum:
OS: Windows 7, 8, Windows 10 (64 bit)
Processor: Intel Core i7 or equivalent
Memory: 8GB RAM
Graphics: Geforce GTX 1050/ Radeon RX 560
DirectX: Version 9.0
Storage: 10 GB available Space

Recommended:
OS: Windows 10, Windows 11
Processor: Intel Core i7 or equivalent
Memory: 16GB RAM
Graphics: Geforce GTX 1070 or equivalent
DirectX: Version 9.0
Storage: 10 GB available Space

1.2 INSTALLATION

Please ensure your system meets the minimum requirements listed above. To install the game, either double click on the installation file you downloaded or insert the Starship Troopers: Terran Command DVD into your DVD-ROM drive. If you disabled the autorun function on your DVD-Rom or if you are downloading from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3 STEAM

If you have purchased your game from the Steam Store, you can download the game by finding it in your Steam library, and then pressing the INSTALL button.

Any games purchased from the Slitherine or Matrix stores that are available on Steam as well can be registered for a Steam Key, which will allow you to add the game to your Steam library. To do this go to http://www.slitherine.com/my_page and enter your serial number that came with the download.

1.4. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the game's Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.5. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games and Slitherine release updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the Check for Updates link in your Game Menu.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Slitherine Group Member account. When you are signed up, you can then register your Slitherine Group products in order to receive access to these game-related materials. Doing so is a simple two step process:

Sign Up for a Slitherine Group Member account - THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to www.slitherine.com and click the SIGN UP button on the top-right, then click "Register" on the subsequent page after filling in your personal information. When you're finished a confirmation email will be sent to your specified e-mail account.

Register a New Game Purchase - Once you have signed up for a Slitherine Group Member account, you can then register any Slitherine/Matrix title you own in your new account. To do so, log in to your account on either the

Matrix Games website (www.matrixgames.com) or the Slitherine website (www.slitherine.com). Click MY PAGE on the top and then REGISTER SERIAL on the right to register your new purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Page. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via www.slitherine.com/member/mypage. Once there select the game you wish to check updates for, then check the downloads link. Certain valuable content and additional downloads will be restricted to Group Members so it is always worthwhile to sign up there.

Remember, once you have signed up for a Member account, you do not have to sign up again at that point you are free to register any product you purchase.

Thank you and enjoy your game!

1.6. UNIFIED LOGIN SYSTEM

Slitherine and Matrix now have a new "Unified Login System". This allows you to access the Slitherine, Matrix and Wargamer sites using just one username and password. To merge your accounts so that they work for all three sites, go to (http://samelogin.slitherine.com/) and enter the details of one of your accounts (ie. Either your Matrix or your Slitherine login). You

will then be presented with the option to merge your accounts (listed as "[Merge my accounts]"), which will then allow you to combine any other accounts you have and/or generate a user for another website using the same details (For instance, if you were called "JohnSmith123" on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a "JohnSmith123" account for Matrix as well, with the same password as the Slitherine login.)

1.7. GAME FORUMS

Our forums are one of the best things about Matrix Games and Slitherine. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to the Matrix or Slitherine website and click on the Forum button which will appear when you hover over the word Community at the top of the page. Note that some games only have forums on one of the websites, so you may be redirected to the other if necessary. Your details will work on both websites, provided you have set up your account with the Unified Login System (see above section for details).

1.8. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to https://www.slitherine.com/contacts, or by sending an email to support@slitherine.co.uk.

2. GETTING STARTED

2.1. THE MAIN MENU

When you open the game for the first time you will be given the option of playing the Klendathu intro mission, which will introduce you to the basics of how to play. This is optional and the mission can be replayed in the Scenarios section later. When you load the game in the future, you will be taken to the main menu where you will find a list of basic options including:

- **New Campaign:** When you enlist in the Mobile Infantry, you will be deployed to the harsh desert planet of Kwalasha, where you will have the opportunity to save humanity by waging war against the Arachnid menace with the latest and greatest military technology ever developed - all presented live on FedNet!

- **Scenarios:** Replay a scenario that you have completed previously at a difficulty level of your choice. You may also replay the Klendathu intro mission or attempt one of the standalone Challenge missions..

- **Load:** Load a previously saved game, including autosaves and your own manually saved games.
- **Options Menu:** Customize a number of game settings including camera, video and audio settings as well as the control layout and the game language.
- **Exit:** Exit the game and return to your desktop
- **Continue:** Load and continue the latest save game.

While FedNet does display the correct time and date for your location on Earth, the temperature listed is that of Kwalasha.

2.2. THE CAMPAIGN

After clicking the 'Campaign' button on the Main Menu, you will be taken to the Campaign selection screen where you can rename your division and choose the difficulty level. Then click "Enlist Now"' to start your career as a member of the Mobile Infantry and become a citizen of the Terran

Federation. If you choose not to enlist, click back to return to the main menu and go get a job on a farm or a mine somewhere else.

Changing the campaign difficulty will affect the amount of damage that your units output with "Normal" set as the baseline. If you're finding the game too easy or too challenging, the difficulty can be adjusted between missions as needed.

The campaign is a series of story driven missions with diverse objectives, ranging from protecting local colonists, clearing out Bug Hives, killing a specific elite enemy force and even just staying alive.

Before each mission, a FedNet broadcast will roll and progress the storyline. The cut scene can be paused at any time and rewatched later. Upon completing a mission, you will be given a chance to review the map before proceeding.

2.3. SCENARIOS AND CHALLENGES

In addition to the standard campaign, you can replay previous missions at different difficulty levels or try your hand at the standalone Special and Challenge missions. The "Klendathu" special will teach you the basics of the game in a live battle exercise that looks like it's right out of a movie while Challenge missions will give even the most skilled commander a run for their money

Players new to *Starship Troopers: Terran Command* are strongly encouraged to play the game's Tutorial, "The Invasion of Klendathu," at least once. This short mission will teach you various game concepts and allow you to become familiar with the game's controls and rules.

2.4. SAVING AND LOADING
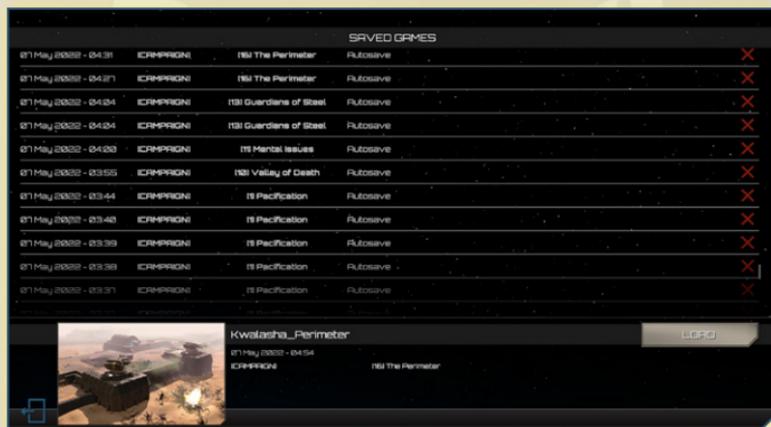
By selecting Load on the main menu, you can bring up a menu listing all of your current save games. To load a saved game, click on the save file and then click the "Load" button.To delete a saved game, press the red X button. To save the game click "CREATE NEW SAVE" and name it before

clicking confirm. The game will also create autosaves every time a new checkpoint is reached

2.5. OPTIONS MENU

Accessible from both the Main Menu and the in-game menu, the "Options" screen lets you customize various aspects of the game. It is divided into four main sections: Preferences, Controls, Graphics and Audio.

- "Preferences" allows you to change the camera settings, pause the game while tabbed out or change the UI scale as change your language settings.

- "Controls" allows you to change the various key bindings that the units respond to except for ones that are hard-coded into the game such as creating command groups (e.g. by pressing ctrl+1 to set a unit to command group 1). The letters Q-U and A-J hotkeys are bound to the 14 icon positions in the bottom right of the screen called the Control Grid. All actions that can be performed with a

hotkey will be listed in square brackets the first time they appear. A full set of hotkeys is located in section 8.

- "Graphics" allows you to change between full-screen and windowed modes, the graphics quality and the resolution. Before changing the resolution you will be asked to confirm that you have selected the right choice.

- "Audio" allows you to set the master volume as well as the level of sound effects, speech and music.

3. THE USER INTERFACE AND UNIT CONTROLS

3.1. STRATEGIC OVERVIEW

When you first start a mission you will see the Battlefield in the center **1** surrounded by a HUD which helps you understand the overall state of the mission.

The mission's primary and secondary objectives, the reward for completing those objectives and your current level of progress is located in the top left. 2 Temporary notifications of important events will appear underneath this list. You can move the camera to those locations by pressing the spacebar.

The mini-map is located on the bottom left. 3 It displays the layout of the entire map, highlights important locations as well as changes in the state of the Battlefield.

At the bottom of the HUD is a display of your current logistical capacity 4. This includes:
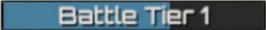
Battle Tier 1 Your current Battle Tier, which determines what sort of buildings you are able to deploy and in turn what type of units you have access to. Your Battle Tier will advance as you deploy new buildings. [Icon Battle Tier 1]
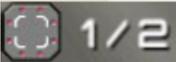
1 / 2 Your total Delivery Platforms and the number that are currently unused. Delivery Platforms are used to deploy buildings and gain access to more advanced units. Additional Delivery Platforms can be acquired by capturing new bases.
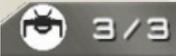
3 / 3 Your current Dropship capacity and the number that are currently available. Dropships are used to deploy new units, reinforce damaged ones and rapidly redeploy them to new locations or disband them if they are no longer needed.
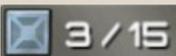
3 / 15 Your total Supply Level and the amount currently available. Supplies are required to deploy and support units. Different unit types have different costs. Your Supply Level can be increased by capturing bases with Supply Depots and by recovering Supply Caches that are strewn around the map.

Your total War Support and the amount that is currently available. War Support is used to deploy buildings, weapon emplacements, and certain advanced units. It is earned by completing mission objectives.

If you want to know more about resources and base management, see section 4.

On the bottom right is the Control Grid **5**. Everything that you can interact with in the game will have icons displayed here when selected; and all icons that appear in the Control Grid can be selected by pressing the hotkeys [Q-U] and [A-J] that correspond to their locations on the grid.

At the bottom to the left of the Control Grid is the Unit Bar **6**. The icons of units that are currently under your control are displayed here. Unselected units are light gray while selected units have a blue background and a gold outline. In a group of selected units, a pair of chevrons will surround the icon of the "focused" unit whose abilities can be activated using the Control Grid.

Lastly, the upper right corner displays information about persistent threats like new subspecies of Bugs or Hives becoming more dangerous **7**. See Section 5.4 and 5.5 for a detailed explanation of the alerts. This particular icon informs you that Hives have started spawning Tiger Bugs.

3.2. THE BATTLEFIELD

Unlike the UI which gives you a strategic understanding of your current mission, the Battlefield (aka the map) is where the fun takes place. Nothing beats the sound of dozens of Morita Assault Rifles firing at once,

the sight of an incendiary rocket soaring through the air and the stench of whatever oozes out of a dead Bug.

Putting fun aside, you need to know how the map works before you can eradicate the Bug menace, starting with how you navigate the map. You can zoom in or out by rotating your mouse wheel or by using the [-/+] keys on your numpad. If needed, you can reset the camera by pressing the number [0].

You can pan across the map holding down the middle mouse button and dragging, or by moving the mouse to the edge of the screen or by using the arrow keys.

The map itself is isometric and is made of different types of terrain such as open ground, elevated cliff sides, underground chasms or good 'ol concrete and plexisteel. Some map features have special qualities; for example, units cannot pass through Thorn Hedges without them first being burned down by Combat Engineers. Other features, such as Gates, will not allow your troops to pass through them if you have ordered them to be closed [Q]. Be careful when giving orders to units without opening your doors as they may decide to take a dangerous long-cut.

Depending on the mission, the map will either be completely undiscovered (shrouded) or covered in the "fog of war". As you explore shrouded areas the underlying terrain and any enemies present will become visible with the exact range depending on each unit's characteristics. However, if you do not maintain a physical presence with either units or buildings in an area, the fog of war will return. Special buildings such as spotlights and security systems can be captured and used to reveal enemy units at long distance. Enemy units may be hiding within the fog of war, so be careful not to move into an area without screening your advance.

3.3. CONTROLLING UNITS

You can select a single unit by left clicking on it or its overhead emblem, or select multiple units by left-clicking and dragging a box around them. Another way to rapidly select units is to double click on them. This will select every unit of a given type that you can see on the map. Individual units can be added to the active group by holding shift and left-clicking on the unit while groups of units can be added by holding shift and double clicking on a unit type. Units can also be selected in a similar manner by left clicking on their icons at the bottom of the HUD.

Groups of units that you have selected may be assigned to a control group using [ctrl] + any [number] so that you can quickly reselect them by pressing that number. Units can be deselected by left-clicking on another location on the map. Units that have been set to control groups will be bracketed with a number indicating what group they are part of.

Double-tapping that number will rapidly move the HUD to the group's current location.

Selected units can be moved by right-clicking anywhere on the map or on the mini-map. To attack a specific enemy, right-click on it. To order an attack-move, press [A] and left-click on the map or hold down ctrl and right-click on the map.. Before giving an order, a faint outline of the units' eventual formation will appear under your cursor. By holding down the right-click button and moving the mouse, you can change the orientation of your units. Finally, if you do not want your units to attack enemy units that approach them, you can toggle off the fire-at-will ability by pressing [D]. If you would like to rename a unit, click the pen icon just above the Control Grid.
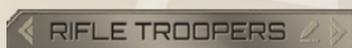
『 RIFLE TROOPERS ✎ 』

Lastly, if you press the arrow icons above the Control Grid you can cycle through your available units. If a single unit is selected, clicking the arrows will select a different unit and move the camera to its location. If a group of units is selected, it will only cycle through units within that group.

3.4. UNIT ICONS

Every unit has an icon above it that conveys a lot of information about its status. In the very center is a symbol representing the unit's type. This is the icon for a Rifle Trooper unit.

The HP bar of the unit is on the left and starts fully green. It will decrease in size and change color to yellow and finally red as the unit takes damage. An important thing to note is that each soldier fights, shoots and dies as an individual. The unit's total firepower is therefore tied to the number of living soldiers and decreases as soldiers are killed.

The blue bar on the right indicates that a unit can activate its special ability if it has one. After using the ability, the bar will disappear and then slowly

refill as it recharges. The cooldown time also appears in the control grid over the ability icon. Some units, such as HMG Turrets that have overheated, have a red bar indicating that they are currently unable to fire their default weapons.

By default, nothing appears underneath the unit icon when no enemies are present unless Hold Fire [D] has been toggled, in which case a large red stop sign will appear under the unit icon. If an enemy is within range of a unit, a ring will appear underneath its icon indicating the quality of the unit's line-of-sight. A green ring means that every squad member has line-of-sight of an enemy, a yellow one means that some have line-of-sight and red means none do.

3.5. UNIT ABILITIES

In addition to being able to simply shoot the Bugs, all units have special abilities that will help you achieve victory. Rifle Troopers are able to throw frag grenades that can clear large areas of Bugs, while Combat Engineers

can set incendiary bombs to restrict enemy movement. All special abilities will be covered in depth in section 7.

Certain units are able to call in reinforcements while others have even more explosive solutions. You can activate these abilities by pressing its icon, [Q] for most units, and then following further steps. For example, grenades and turrets will require left clicking on the map after selecting the ability, while passive abilities or buffs will be activated immediately.

When multiple units are selected, press tab to cycle through them to choose which unit's special abilities are activated and displayed on the Control Grid.

3.5. EXPERIENCE AND UNIT LEVELS

As your units fight and kill more Bugs, they will gain experience points and level up, increasing various traits such as accuracy and range. The exact level and number of experience points the unit has can be seen by hovering the mouse cursor over a small bar underneath a selected unit's portrait just above the Control Grid. Unit levels are represented by yellow hexagons above the unit icon. A new unit will have no hexagons while a level 3 unit will have 3.

When units reach level 3, they will unlock a choice of elite abilities. This choice is permanent per unit so choose carefully. Afterwards, the 3 hexagons become replaced by a single large one with a symbol showing the chosen elite ability.

3.6. LINE-OF-SIGHT (LOS)

Understanding how line-of-sight (LOS) works is one of the most important elements of the game. In order for your units to attack the Bugs, they must not only be able to see them and be in range but also have an unobstructed LOS. Like in most games, terrain features such as walls and boulders will block your LOS, but in Starship Troopers: Terran Command, your own units can also obstruct one another's LOS. As explained in Section 3.4, a colored ring will appear underneath units that have potential targets indicating the quality of a unit's LOS.

Here's an example of LOS in action. One unit of Rifle Troopers is standing directly in front of another one blocking the rear unit's LOS.

At times, some members of a unit will have vision of an enemy while others won't. Only those whose vision is unobstructed are able to fire.

The worst case scenario is when units are in very close proximity to each other. In such a case, the vision of several units may be fully blocked. The majority of your soldiers in each unit will not be able to fire and will likely be dead very soon. The solution? Order your units to occupy different locations and create a crossfire where you can do maximum damage.

Indirect fire is not affected by standard LOS rules. Grenades can be launched or thrown over units that would otherwise block vision but they cannot be used at close range. Other units that do not follow standard rules for LOS will be highlighted in Section 7

3.7. ELEVATION

Units can also overcome LOS issues by taking advantage of elevation. A unit that occupies a mountain ridge or a rooftop will be able to shoot at Bugs even if there are friendly units in front of it at a different elevation. You can create multiple overlapping fields of fire by staggering your units and taking advantage of elevation.

In addition to granting units clear LOS, elevation will also increase the distance a unit is able to see into the fog of war. Many units have weapons with a much longer range than the distance they can see into the fog-of-war. A good example would be a pair of Snipers placed on a

rooftop where they can provide supporting fire from a huge distance using another unit's vision.

Conversely, units that are at lower elevation will have their vision blocked by walls, mountains and other escarpments. Be very wary of sending units to occupy areas where the terrain blocks your vision.

3.8. SUPPRESSION

Weapons and abilities in Starship Troopers: Terran Command do more than just inflict damage; they also suppress their targets. A unit that is suppressed will perform suboptimally. Its attack speed and accuracy will decrease and it will lose movement speed and may even become stunned temporarily. As a general rule, weapons like assault rifles will only slightly suppress Bugs that are directly under fire while grenades and shotguns will suppress enemies more heavily and in a larger area. The amount of damage a weapon does is not necessarily tied to its ability to suppress an enemy unit. An E-Pulse Trooper using a battery pack as a flashbang will suppress Bugs more heavily than a High Explosive Warhead. By using suppressive fire, you can slow down swarms of Bugs, giving you time to destroy them before they reach you.

Your units are just as susceptible to suppression as Bugs are, if not more so. A trooper who has been splashed with acid from a Spitter Bug or had his leg impaled by a Warrior Bug will, understandably, not be at the top of their game. A unit that becomes suppressed can rapidly cause the loss of your entire battle line. Not only will the unit be unable to escape the Bugs that are attacking it, other units will have their LOS blocked by the unit that is under attack. At times like this, you will have to make tough command decisions. Do you call for a general retreat? Or use explosives on your own unit to clear vision of the enemy? Or just try to hold on while evacuating the damaged unit?

Some elite units of the Mobile Infantry are able to partially resist the effects of suppression, as are certain subspecies of Bugs. The most ferocious Arachnids cannot be suppressed at all. Against them, the only solution is more firepower.

4. BASE MANAGEMENT AND LOGISTICS

4.1. UNIT DEPLOYMENT

In most missions, you will start with a few units and a partially developed base. You may find that you need more than a single squad, or even multiple squads, of Rifle Troopers to achieve victory. This is where the miracle of telecommunications comes into play. Units can be deployed at any base under your control that has a Drop Site. The locations have various names such as Radio Stations, Radio Posts and Satellite Centers, but they all function the same way.

To deploy a unit, select a base and then either left-click the unit icon in the Control Grid or press the corresponding hotkey. You must also have sufficient resources, an available Dropship as well as control of the building required to support that unit type. Once selected, the unit will rapidly be delivered to an open Drop Site.

All units require a certain amount of Supplies to be deployed. Supplies can be obtained by capturing new bases or recovering Supply Caches that are located on the Battlefield. Only bases that have Supply Depots attached to them will increase the amount of available Supplies. if you lose control of a base you will also lose access to its Supplies. Supplies gained via Supply Caches are permanent. It is possible to have a negative amount of Supplies if you lose control of a base or receive new units from a mission event. There are no penalties for having negative Supplies but you will not be able to recruit new units until you are no longer in the red.

A unit icon will appear in the Unit Bar bracketed by a Dropship until it arrives. If all Drop Sites are currently occupied, their unit icon will appear brown and have a small stopwatch at the bottom. It is possible to order units in the queue to be sent to a new location by selecting it and pressing [Q] then selecting an open Drop Site at another location. If you have sufficient Dropships, units waiting to be deployed can be redirected to

other Drop Sites (even temporary ones) by clicking on the queued unit in the Unit Bar, pressing [Q] and then selecting a different Drop Site.

4.2. BUILDING DEPLOYMENT

All units except Rifle Troopers can only be deployed if you control the building that supports them. These units will appear grayed out in the Control Grid and hovering over their icons will indicate the required building in bold red text.

While Rifle Troopers are essential to winning the war, the Mobile Infantry has access to a wide variety of other units that act as force multipliers. Deployment Platforms are a blank slate, just waiting to be filled with new infrastructure. Deploying a Machine Bay, for example, allows you to call in the big guns like the M11 Babar 'Marauder' bipedal battle vehicle (each comes with a choice of Howitzer, Flamethrower or Vulcan Rotary cannon at no additional charge).

To deploy a building, left-click on an empty Deployment Platform and a list of available buildings will appear in the Control Grid. If you have enough War Support and your Battle Tier Level is high enough, you will be able to call down the new building immediately and start deploying new units. Buildings that have already been deployed will have a green checkmark and clicking on their icon will focus the camera on their location.

A building can't be deleted but it can be converted to a different one in the same Battle Tier as long as you don't control any units that are supported by it. Since buildings cannot be disbanded or destroyed, the War Support cost is permanent. You may want to not deploy every possible building if you intend to build multiple advanced units. Additionally, only one building of each type can be deployed at a time. Therefore if you lose control of a base you will also lose access to the unit types that were supported by that base until you recapture it.

4.3. BATTLE TIERS

Your Battle Tier represents your current level of infrastructure and is akin to a tech tree. You can only deploy buildings that are in a tier equal to or lower than your current Battle Tier. To increase your Battle Tier, you must deploy a building of your current tier and then wait for a while until the next tier unlocks. On many missions, especially those early in the campaign, there will be a maximum Battle Tier that can be unlocked. If you hover your cursor over the Battle Tier bar, you can see if you can progress further or not. Only one building is required to increase your Battle Tier, so if you don't need or want to deploy certain units, you can save open Delivery Platforms and War Support for later use. The buildings of each Battle Tier and the units they grant access to are as follows:

Battle Tier 1

Rifle Troopers do not require a building, other than a base and a Drop Site.

A Support Center [Q] allows the deployment of Engineers and Radio Operators.

A Command Center [A] allows the deployment of Snipers and a single Tactical Officer.

Battle Tier 2

A Rocket Depot [W] allows the deployment of Rocket Troopers.

An Ammo Dump [S] allows the deployment of MkII Troopers.

Battle Tier 3

A Power Plant allows [E] the deployment of E-Pulse Troopers.

A Fleet Relay [D] allows the deployment of a single Fleet Liaison Officer.

Battle Tier 4

A Machine Bay[R] allows the deployment of M-11 'Marauders' with three different armament choices.

Battle Tier 5

A Sector Headquarters [T] allows the deployment of Powered Suit Troopers.

4.3. CAPTURING BASES
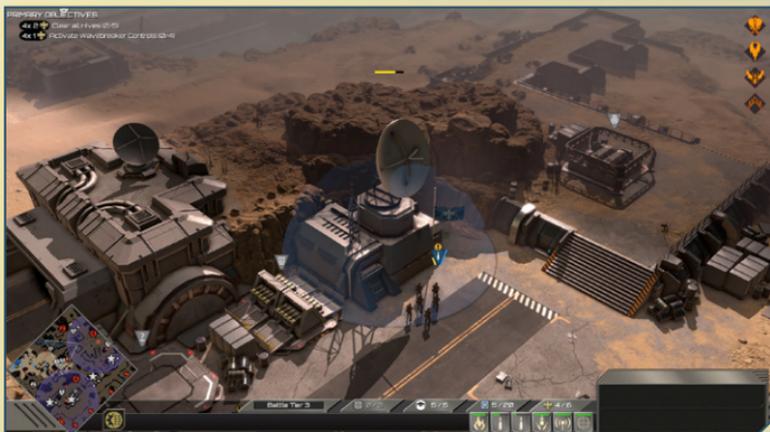
Bases can be captured by bringing units into their capture radius, which appears as a blue circle around the main building and staying there until it comes under your control (as indicated by the yellow bar over the base). There are a few other structures that can be captured and controlled such as Spotlights as well as Supply Caches, which are removed from the Battlefield once captured.

Conversely, Bugs can overrun your base and uncapture it in the exact same manner. Bugs that stay within the capture radius of a controlled base will rapidly cause you to lose control of the base, indicated by a yellow bar that decreases over time. Even if a base is overrun, it can be recaptured in the future unless your primary objective was to defend it. If that happens, you will have to reload and try again.

4.4. UNIT REINFORCEMENT

Over time, even the toughest units will sustain casualties. While you could let them fight to a heroic end and then deploy green recruits, a more effective solution is to head to a Drop Site where you can reinforce the unit up to its full squad size and heal any injured soldiers. To do so select a damaged unit and then select Request reinforcements [F]. After you have paid your respects, click on a Drop Site to confirm your order. When the unit reaches the landing pad, it will be reinforced by a Dropship full of new soldiers. Special units are able to create temporary Drop Sites whose mechanics are described in Section 7. Units reinforced in this way will not suffer any loss of experience and will retain access to their elite abilities. There is no cost to reinforce units except for the consumption of a Dropship. An important thing to note is that damaged units that have not lost any soldiers cannot be reinforced. Marauders, turrets and other structures also cannot be reinforced but can be repaired by Combat Engineers.

4.5. REDEPLOYING UNITS

One of the reasons the Mobile Infantry is such a powerful organization is that it is by definition, "mobile". Just because a unit has captured a Radio station in a remote corner of the map doesn't mean it has to stay there and babysit it forever– or even worse, trudge across the entire battlefield just to rescue a few civilians who got caught in the wrong place at the wrong time.

Units can be rapidly redeployed between any two Drop Sites. To do so, select a unit and then click the unit action Dropship Transport [H]. Then click on the Drop Site you want the unit to depart from and finally click on a different site to confirm your order.

If the Drop Site is empty, a Dropship will occupy the site immediately and stay there until the unit reaches the site and boards. Otherwise it will have to wait until the site becomes free again.If the order is canceled before the unit boards the Dropship, the number of available Dropships will immediately increase.

Multiple units are able to board a single Dropship. Simply select a group of units and order them exactly as you would an individual unit. An important difference is that a Dropship will not take off until every unit has boarded. This can create major bottlenecks if units are far away from each other. To solve this problem, select the distant unit and give it a different order. The units that have already boarded will then take off immediately.

4.7. DISBANDING UNITS

While it is possible to send units to their deaths to recover their supply costs, it's far more efficient and less cruel to simply disband them at a Drop Site [J] (unless they happen to be inexperienced soldiers nowhere near one, under such exigent circumstances a noble sacrifice is to be respected). Please note that disbanded units can never be brought back; you may want to hold on to your experienced units as they are far superior to untrained units even if they do not have an optimal special ability or armament.

Some units such as Combat Engineers can be safely disbanded after deploying defensive turrets for those who are short on supplies. Their turrets still need to be supplied though! This can be risky as damaged turrets cannot be repaired without a Combat Engineer. The turrets themselves can also be disbanded to recover their costs [Q] or in order to relocate them.

5. BUGS

5.1. BUG HIVES

In most missions, the primary objective will not just be to kill Bugs, but prevent them from ever coming back. The only way to do that? Kill lots and lots of Bugs and then go deep into their Hives and destroy them. When you locate a "Bug Hive", send your units over to it and exterminate the Bugs until they stop coming. Then when it's nice and clear, send some of your bravest soldiers inside and blow it to smithereens. It may take a while and they may take some casualties, but when they make it out, the Hive will be locked down for good.

If you think that sounds too easy, you'd be right.
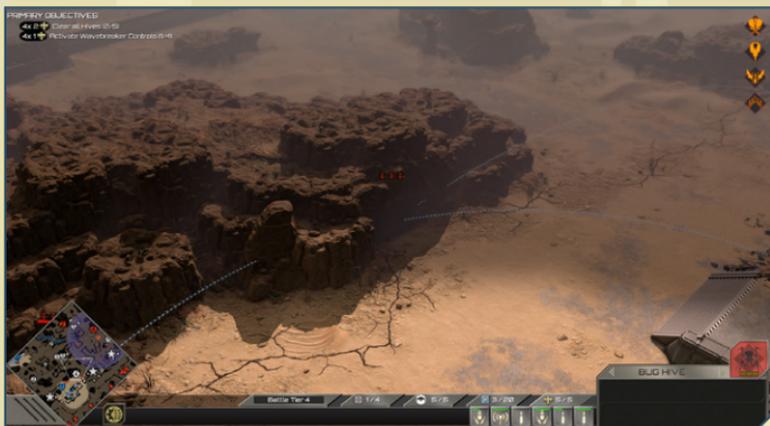
All Hives and Tunnels have small red Bug icons above them representing their strength. When each icon is solid red, that Hive or Tunnel is at maximum strength. A Hive or Tunnel with two Bug icons has a strength of two, three icons means it has three strength points and so on. If a Hive is

active, it will periodically spawn waves of Bugs that will attack your base; otherwise it will only spawn defenders. Tunnels will also spawn Bugs but these will not actively attack your base.

As you approach a Hive or Tunnel, its red icons will start flashing, indicating that it is under attack. Hives and Tunnels that are under attack will unleash waves against your units until there are none left. As you destroy these waves, the flashing Bug icons will gradually be replaced with dull lifeless ones indicating that the Hive or Tunnel is no longer at full strength.

A key difference between Hives and Tunnels is that if you approach a Tunnel, the other nodes in the Hive network will not send waves to defend it. The Hive, however, is the key structure to Bug "society". If you approach it, every Bug in the entire network will move towards your units and attack them. As you get closer to the central Hive, the Bugs will become more and more desperate, unleashing as many waves as they can. Since all Hive Networks have unique Tunnel networks, consider their layout when

making your attack plans. Is the central Hive surrounded by Tunnels in each direction? Then it might be better to clear them out individually. Is there a choke point nearby? If so, you might be able to lure the entire colony into an ambush and call in a TAC strike killing them all at once.

After a node has lost a strength point, a red bar will appear above the Hive or Tunnel. When it fills up, it will gain a solid red Bug icon and spawn a group of defenders. A Hive or Tunnel where all of the Bug icons are dull is depleted for the time being. If left alone, it will gradually recover and return to full capacity unless you destroy the central Hive.

5.2. ENTERING HIVES

A Hive can only be cleared when it is depleted, that is to say, all the Bug icons above the Hive itself are dull. If you hover your cursor over a Hive that is depleted you will see the Hive Network's total strength and your Army Strength.

A Hive's strength is equal to the total number of solid red Bug icons in the Hive network while your Army Strength is determined by the number of units you currently have selected that are able to enter a Hive. Some units do not contribute to army strength because they are too few in number or too big to fit.

To enter a Hive, select your units and right click on it. They will then enter the Hive single file and either die fighting or emerge victorious, shutting down the Hive for good. Destroying a central Hive will also destroy all the Tunnels connected to it.

While it is possible to clear a Hive without reducing its strength to zero, it is not recommended. A Hive that is at zero strength can be cleared by a single unit and will take no casualties. In desperate circumstances entering a Hive with 1 or 2 strength points might be the right move, but anything higher than that is almost certain to spell failure.

After units have started to enter a Hive, you will not be able to give them orders until they have gone in and reemerged. Be careful not to order too many units into a Hive as you could take severe losses while those units are not under your control.

5.3. BUG LAIRS AND BROOD NESTS

In addition to Hives, smaller Bug Lairs and Brood Nests can send trouble your way. These need to be destroyed or they will continue to spawn new units that will attack you if you approach them. Bug Lairs will spawn Warriors while Brood Nests will spawn Drones. Their health is displayed overhead by a bar that changes from green to red as you damage it. Unlike Hives, Bug Lairs and Brood Nests must be attacked directly to be destroyed. They are particularly vulnerable to incendiary and explosive weaponry.

5.4. HIVE ALERTS

When important events that impact the Battlefield take place, an alert warning will flash across your screen accompanied by an announcement. Some alerts that have persistent effects, such as the presence of new subspecies of Bugs will appear as icons on the top right hand side of the HUD while others will be indicated on the minimap.

New Hive Activity Detected indicates that a Hive that was previously passive has become active and will begin sending waves of Bugs to attack your closest base. These waves are indicated by a Danger Symbol on the minimap

Hive Growth Detected indicates that every Hive and Tunnel on the map have increased in strength. Hives and Tunnels that have increased in strength will have an additional Bug icon appear above them and will spawn a greater number of Bugs when attacked.

Infestation indicates that an empty or previously cleared Hive has become infested. The new Hive can be active or passive depending on the scenario.

5.5. BUG SUBSPECIES

Over the course of the campaign you are going to crush, kill and destroy innumerable hordes of Bugs. The most common subspecies you will encounter are Warrior Bugs. Warrior Bugs spawn at every active Hive, Tunnel and Bug lair. They are lightly armored, move quickly and travel in large packs.

Drones are not generally seen above ground as their role is to ensure a Hive is functioning as intended. They are similar in appearance to Warriors but are weaker and have lighter armor. Don't underestimate them as they are still deadly up close and in numbers. Drones are only spawned at Brood Lairs.

Another common subspecies you will encounter are Chariot Bugs. These Bugs are lightly armored and move very slowly but are still capable of damaging your units if you let them. Seriously, go try and pet them and see what happens. Chariot Bugs usually indicate the presence of a Brain Bug as their primary role is to carry those immobile monstrosities.

All other Bugs are uncommon or dangerous enough that you will be warned of their appearance by an icon in the top right of the HUD.

Hopper Bugs are a winged variety of Arachnid capable of flight. They are lightly armored but more than make up for it with their speed. When approached, they will circle your units before making a dive attack and skewering whoever was unlucky enough to get in the way.

Spitter Bugs are unarmored and more fragile than other subspecies of Bugs but are very dangerous if left alone, as they spit a highly suppressive caustic stream at a medium distance. Their projectile stream splashes upon impact and is able to hit many units

at once. It also drastically reduces the movement speed and rate of fire of any unit for a short time. Make sure to shoot them before they spit on you.

Tiger Bugs behave like Warrior Bugs, but they are easily distinguished by the orange and black stripes on their exoskeleton and their giant fang-like claws that can slice through body armor with ease. Tiger Bugs are larger, more durable and have thicker armor than their Warrior Bugs but move a little more slowly as a result. They also ignore explosions that would stun or slow down other Bugs.

Royal Guard Bugs exist to protect Hive Queens from being captured at all costs. Even if that means killing them. If you encounter them out in the open, it's a sure sign that the Bugs are getting desperate. Royal Guard Bugs are the toughest "small" Bugs you will encounter. Military Intelligence is currently unsure whether to classify them as having medium or heavy armor, but field reports from front line troops say that small arms fire has nearly no effect. After they have taken a significant amount of damage, they will become enraged. An enraged Royal Guard will partially regenerate its health and continue to attack your units until you either destroy it or it eventually collapses from exhaustion. Enraged Royal Guards have reduced movement speed so it's often prudent to enact a tactical withdrawal and wait it out.

Besides the typically stationary Plasma Bugs, Tanker Bugs are the largest and most heavily armored Bug you will encounter. Their black chitinous armor is nearly impervious to small arms fire and somewhat resistant to grenades and other light explosives. Tanker Bugs spew a stream of flammable corrosive liquid from a spout on top of their heads, which must charge up before it can be fired. The target of the blast can be predicted and agile units are able to move out of the way if they react quickly enough. Units that don't move out of the way

will be incinerated and the ground will be set alight for a short duration. Any units that move through the fire will be heavily damaged. When a Tanker Bug is finally defeated, it will collapse leaving behind a pool of fire that will melt any units that walk onto it.

Scorpion Bugs bear a slight resemblance to their Terran cousins. The major difference being that instead of stinging their prey, they shoot a long range beam of superheated plasma out of their tail. While their rate of fire is slow, the beam is not and is near impossible to dodge. It can puncture even the thickest armor and poses a major threat to slow moving Marauders. Scorpion Bugs are highly durable, coming in at a close second to Tanker Bugs. They prefer to stay behind the main swarm and provide covering fire making them difficult to destroy without long range weapons

Plasma Bugs serve as living artillery pieces and anti-air defense for the Arachnids. They are easily spotted thanks to their enormous abdomen full of bright blue plasma. Plasma Bugs are able to launch a plasma burst across the entire Battlefield that will devastate anything that it hits. Plasma bursts are so destructive that you will be alerted when one takes place and the target location will be indicated on the map and minimap by a large purple biohazard symbol. They are heavily armored and almost as durable as a Tanker Bug. When a Plasma Bug is killed, it will collapse and leave behind a puddle of burning plasma which will kill any soldiers that walk into it.

Plasma Grenadiers are a smaller more mobile subspecies of Plasma Bugs. That's not saying much as almost everything is smaller than a Plasma Bug. Plasma Grenadiers launch bursts of plasma into the air that explode upon impact, damaging units in a medium radius. Their bursts appear on the Battlefield as small purple

circles alerting you to move out of the way. They are much slower than other Bugs of similar size and are only lightly armored, but they make up for this weakness with their incredibly long range.

Bombardier Bugs are so small and so fast you'll barely notice that they're there until they explode right in your face. These little critters scuttle along hidden within swarms of other Bugs and self-destruct when they make it to your front lines. They're about as resilient as a cockroach, which could be a good or bad thing depending on your point of view. Standard procedure is to bombard the other Bugs in a wave with explosives and hope the Bombardier Bugs experience premature detonation.

Information regarding Brain Bugs is classified.

6. THE MINIMAP

The minimap is one of the most overlooked features in RTS games. Not only can it help you zip around to different areas of the map, it can help you plan your overall strategy and keep you up to date on your tactical situation at a glance. Here is an example of a minimap where all the terrain is visible at the start of the mission.

The first thing to note is the white outline of the area of the map that is currently visible on your screen. Clicking on a different part of the minimap will move the camera to that location.

Bases are represented by shield icons with a number that displays how many supply depots and deployment platforms are connected to it.. Some bases only have Drop Sites and will have a dash in the center in place of a number. Bases under your control are blue, bases outside of your control are gray while bases controlled by allied units are green. When a base is captured or lost, it will change color accordingly.

Hives are represented by hexagons with a number that displays how many Tunnels are connected to the Hive. This number includes the Hive itself so it will always be at least one. Passive Hives have static hexagons. They will spawn Bugs to defend themselves if approached but will not actively attack your bases. Active Hives are represented by flashing hexagons and regularly spawn waves of units that will attack your base. If a Hive changes state, it will be reflected on the minimap.

When waves spawn at Active Hives, a Danger symbol will appear on the minimap and move as the Bugs draw nearer and nearer to their target. (That's you by the way.)

In some missions, you will be invaded by waves of Bugs that spawn at the edges of the map. On the minimap these invasion paths appear as solid red arrows. The minimap will track the waves spawned at these locations the same way as with Active Hives.

Units (and structures) under your control are displayed as blue squares, allied units have green squares while enemy units and structures such as brood nests appear as red squares. In most missions, there will also be Supply Caches that you can capture, which appear as gray squares with an X through them.

There are two exceptions to these rules. If a location is currently a primary objective, its icon will be replaced by a star, and anything you have currently selected will be indicated in white.

There are many other special events that are outside the scope of this manual which you will discover as you play through the game; just remember that when you hear an announcement, look at the minimap to see if anything has changed.

7. ADVANCED UNIT INFORMATION

As described earlier in the unit controls section, units can attack Bugs with their standard attacks and have access to special abilities. Most of those abilities fall into two broad categories, those that activate as soon as they are selected and those that require you to place a target on the Battlefield after selecting them. If you understand how one works, you understand how the rest do. Abilities with more complicated mechanics will be explained in greater detail. All Special and Elite abilities have a shared cooldown. Assume that any ability involving explosives, fire or anything that children should not handle without parental supervision

will damage your own units unless otherwise stated. Standard attacks will never damage friendly units.

7.1. BATTLE TIER 1

Rifle Troopers [Q] Cost: 3

Rifle Troopers are the backbone of the Mobile Infantry. Armed with only a Morita Assault Rifle, a suit of standard issue body armor and absolutely no bubblegum, they'll be with you from the very beginning and follow you to the gates of hell. Their large squad size, rapid rate of fire and decent range make them incredibly versatile soldiers. They are effective at killing large numbers of lightly armored enemies including flyers but will struggle against anything larger than a Warrior Bug. They serve a valuable role as screening forces for your more vulnerable specialized units and are numerous enough to effectively risk sending into Bug Hives. As they level up, they become more accurate and reload their weapons more efficiently.

Special Ability

MX-90 Grenades [Q]

MX-90 Grenades are a targeted ability. They can be thrown by selecting the ability and left-clicking where you want it to land within the green circle around the unit. When you hover your cursor over the Battlefield , a red zone and a green zone will appear. Grenades cannot be thrown into the red area and your unit will move into range of the target if it is beyond the green zone. Units near the center of the explosion will be damaged but all units within the blast will be stunned for a few seconds, including your own. Grenades do not require LOS and can be thrown over objects or off walls and cliffs.

Elite Abilities

Shotgun Suppression [W]

Shotgun Suppression is an activated ability. When selected, your Rifle Troopers will immediately stop firing their standard Morita ammunition and switch to its underslung shotgun attachment for a few seconds. The shotgun ammo can hold off and even destroy waves of Bugs coming from all directions. It will also momentarily stun enemies that it does not outright kill. Like the standard Morita Assault Rifle, the shotgun attachment has poor armor penetration.

Boom Bundle [W]

This improvised bundle of grenades has a very powerful blast but cannot be thrown very far. Left click on the Battlefield to place the explosive and then get out of the way. It has a longer fuse, a larger blast radius and is far more powerful than a standard issue grenade.

Combat Engineers [W] Cost 2

Combat Engineers are troopers that have found zen on the battlefield, understanding the circle of construction and destruction. On offense, they wield short range flamethrowers that damage and suppress any Bugs within their cone of fire. They are especially effective at holding choke points where they can incinerate dozens of Bugs at the same time but are vulnerable against Hoppers as they cannot fire into the air. Combat Engineers wear a heavier version of combat armor than standard infantry, shielding them from the heat of their flames. As they level up, their rate of fire increases.

Special Abilities

M7 Incendiary Grenade

Combat Engineers can also throw short range M7 Incendiary Grenades in the same way as Rifle Troopers. Incendiary Grenades do no damage but instead create an impassable pool of fire that blocks all movement for a medium duration.

In a defensive capacity, Combat Engineers can construct three different types of turret emplacements and repair most damaged structures or vehicles that you encounter throughout the campaign.

HMG Turret Cost 1

This turret's twin machine guns are highly effective against lightly armored targets but can only fire for a limited time before they overheat. A bar on the right hand side of the turret icon will fill up while the turret is firing until it reaches the top at which point the turret will shut down until it has fully cooled off. If the turret stops firing before it overheats, the bar will slowly decrease over time. HMG Turrets can shoot over units but their LOS will be blocked by buildings and terrain.

Rocket Launcher Turret Cost 2

Requires Rocket Depot

Rocket Launcher Turrets can destroy even the most heavily armored targets but have a low rate of fire and must reload between each shot. They are also ineffective against faster Bugs due to their high firing arc and slow projectile speed. Rockets, like grenades, are capable of shooting over other units and structures. Rocket Turrets will not cause damage to friendly units.

Grenade Launcher Turret Cost 2

Requires Ammo Dump

This turret is highly effective against tightly packed groups of Bugs with light or medium armor. Grenade Launcher Turrets fire a series of grenades in quick succession that explode on contact with the ground, heavily damaging and suppressing units in their blast radius. It cannot fire again until it has fully reloaded. An isolated turret will most likely be overrun before it finishes reloading. Like other grenades, it can fire over units and structures but does not cause damage to friendly troops.

All Turrets must be facing their targets in order to fire. Due to their slow rotation speed, they are not effective at holding positions where Bugs have multiple routes of attack. Turrets cannot be ordered to attack individual units and will attack enemy units as soon as they come into range. When they are disbanded or destroyed, their War Support cost will be refunded like regular units.

Elite Abilities

Blazing Spear

Elite Combat Engineers can unleash a superheated high-pressure flame for a sustained period of time that will incinerate Bugs that have light and medium armor. After you select this ability, a white line will appear on the Battlefield allowing you to choose both the direction and length of the flameburst. This ability will damage friendly units.

Demolition Charge

After selecting this ability, choose a location on the Battlefield where you want your Combat Engineers to place a Demolition Charge. After the charge has been placed, it can be selected and set to explode after 10 or 30 seconds in the Control Grid. The timer does not have to

be set immediately and can be activated at a later time in the same way if another friendly unit is present. After a Demolition Charge is set, it can be detonated prematurely by targeting it with one of your units. They will also explode if they are hit by any other explosive. There is no limit to the number of Demolition Charges that can be placed by a unit of Combat Engineers. This ability will damage friendly units.

Radio Operators [S] Cost: 2

Radio Operators are vital to the operational and tactical goals of the Mobile Infantry. They are equipped with a slightly weaker variant of the Morita Mk 1 Rifle as well as Radio Comms backpacks, which allow them to call in Dropship Support and relay information to nearby units in the heat of battle.

Special Ability

Assign Drop Zone [Q] [skill Icon]

After selecting this ability, Radio Operators can place a temporary Drop Site by left clicking on an area of flat terrain. Units can use it as if it were a regular Drop Site until the white bar that appears above it empties. Your other units can also summon a Drop Site by selecting any ability that uses a Dropship (redeploying, healing, disbanding) and clicking on flat terrain near a Radio Operator that has a charged skill.

Elite Abilities

Gunship Fire Support [W]

After selecting this ability, left-click on the map to call in a DR-4 Viking which will hover over a target area and provide defensive fire support for a medium duration. A large indicator will appear under the Dropship and it will begin shooting at enemies within it with light arms fire. This ability will not damage friendly units

Inspiring Broadcast [W]

When activated, this ability boosts the rate of fire of nearby units and makes them more resistant to suppression. It will also attract enemies in a wide radius causing them to change targets and rush towards the Radio Operators. Use this skill with caution as the Radio Operators are immobilized for the lengthy duration of the broadcast.

Snipers [E] Cost 2

Snipers work in pairs and excel at killing lightly armored targets at long range. They are effective scouts, gaining increased range and vision on elevated terrain. Snipers do not follow standard LOS rules and can pick off Bugs with pinpoint accuracy when an ordinary trooper would be unable to fire. As they gain experience, their rate of fire will increase as will their range.

Special Ability

Action Mode [Q]

When activated, Snipers experience a dramatic increase in movement speed and rate of fire at the expense of range for a short duration. While the ability is active, they follow standard LOS rules.

Elite Abilities

Sensor Flare [W]

After selecting this ability and left clicking a location on the Battlefield, Snipers will launch a Sensor Flare that reveals the fog of war where it lands. Any Bugs that are nearby will become enraged and attempt to destroy it. While phosphorus burns with the heat of a thousand suns, it will not damage friendly units.

Crippling Shot [W]

Although the DMR Morita Mk I used by Snipers is ineffective against armored targets, units with this ability can take careful aim and hit a weak spot on a single target, doing massive damage. Any target that survives will be stunned for a long duration. After selecting this ability, left click on an enemy unit and the Snipers will do the rest. Snipers will never "accidentally" hit your own units.

Tactical Officer [D] Cost 1

Tactical Officers are thoroughly trained in military leadership and are true believers in the values of the Federation. A good Tactical Officer will push your units beyond their limits. They are armed with a special Morita MkIII Assault Rifle that has a grenade launcher attachment. Tactical Officers do not block LOS and can shoot through friendly units. Only one Tactical Officer can be deployed at a time.

Special Ability

Designate Target [Q]

The Tactical Officer can launch a flare highlighting a medium-sized area of the battlefield . Any Bugs that are attacked in this area will take additional damage. Unlike the Sensor Flare, it does not uncover the fog of war or aggravate nearby Bugs.

Elite Abilities

Aggressive Tactics

A Tactical Officer can temporarily boost a unit's performance by selecting this ability and then clicking on the unit you want the Officer to shout at. The boosted unit will earn experience at 3x the normal rate and gain bonus movement speed, accuracy and armor penetration for the duration of the ability.

Defensive Tactics

Tactical Officers can also order their units to take a defensive stance in the same manner. A boosted unit will earn experience at 3x the normal rate. It will also gain an increased rate of fire and become resistant to suppression at the cost of movement speed for the duration of the ability.

7.2. BATTLE TIER 2

Rocket Troopers [R] Cost 2

Equipped with M55 Rocket Launchers, Rocket Troopers are the go-to unit when you are facing highly armored enemies like Tankers, Scorpion Bugs, and Plasma Bugs. Inexperienced Rocket Troopers will struggle against large numbers of fast-moving Bugs due to their small squad size and low rate of fire. As they gain experience, Rocket Troopers will gain bonus range and reload more quickly. A Rocket Troopers standard attack will not damage friendly units but all other Warheads will.

Special ability

High-Explosive Warhead [Q]

All Warheads are targeted abilities used in the same manner as grenades. High-Explosive Warheads are slow-moving long ranged projectiles. They deal heavy damage over a medium sized area but are ineffective against heavily armored Bugs.

Elite Abilities

Canister Warhead

A Canister Warhead explodes mid-air, showering all units within a large area with a barrage of shrapnel. Although devastating to smaller Bugs, the explosion will fail to effectively penetrate medium armor.

Firestorm Warhead

Alternatively, Rocket Troopers can launch an incendiary Firestorm Warhead. When it reaches its destination, it will burst into flame and create an impassable pool of fire for a significant duration. Unarmored targets caught in the initial blast will be heavily damaged and nearby units will have their movement speed slowed as long as they remain near the flames.

Mk II Troopers [F] Cost 3

Armed with hybrid Morita Mk II Assault Rifle-Grenade Launchers, these units are effective against compact groups of targets with light to medium armor. The grenade launcher cannot be fired at short range so the unit performs best when positioned behind screening forces. As Mk II Troopers level up, they will reload their weapons more quickly.

Fragmentation Barrage [Q]

After selecting a location on the Battlefield, Mk II Troopers will launch a sustained barrage of Fragmentation Grenades within a medium area for a brief duration. Fragmentation Grenades are less accurate than the unit's standard grenades and will not land exactly where they are targeted. This ability will damage friendly units

Flak Grenades [W]

After selecting a location on the Battlefield), Mk II Troopers will fire a series of air-burst grenades, clearing the skies of airborne Bugs in a massive area while leaving all other units unscathed.

Ripper Blast [W]

After selecting this ability and choosing a location on the battlefield, Mk II Troopers will unleash several volleys of short range

Ripper Grenades in a wide cone doing heavy damage to units with light or medium armor. This ability can damage friendly units.

7.3. BATTLE TIER 3

E-Pulse Troopers [T]

E-Pulse Troopers use the experimental E-Pulse 44 Rifle, which fires charged projectiles in place of standard ammunition. It does more damage, has better armor penetration and is much more accurate than the standard Morita Assault Rifle but has a shorter range and a reduced rate of fire. As E-Pulse Troopers gain experience, their rate of fire will increase.

Special Ability

Battery Overload [Q]

When activated E-Pulse Troopers temporarily supercharge their rifles, gaining bonus range, damage, armor penetration and an increased rate of fire for a short duration. After the ability expires, the overheated weapons will become unusable for a short duration.

Elite Abilities

Battery Flashbang

E-Pulse troopers can create a makeshift flash bang by wiring a battery pack to short circuit. Similar to a grenade, the battery pack will explode after a short delay, causing no damage but stunning all units in a medium area. This ability can stun friendly units.

Light the Way

When activated, E-Pulse troopers redirect energy from their rifles to their head mounted flashlights gaining bonus vision at the cost of a reduced rate of fire.

Fleet Liaison [F] Cost 1

Fleet Liaisons don't like to be sent planetside; it's rather dusty on Kwalasha after all. Equipped with only a Morita Pistol, Fleet Liaisons will require constant babysitting by the rest of your units. To make up for this Fleet Liaisons have access to two special abilities. Like other units, they can only choose one elite ability. Only one Fleet Liaison can be deployed at a time.

Special Abilities

Assign Drop Zone [Q]

After selecting this ability, a Fleet Liaison can place a temporary Drop Site just like a unit of Radio Operators. Units can use it as if it were a regular Drop Site until the white bar that appears above it empties. Units in transit will reach their destination even after the bar has emptied.

TAC Strike[W]

Fleet Liaisons can request TAC Fighters to perform a surgical bombing run at a target location. After selecting this ability, hold down the left click button where you would like to call in the strike and then rotate the mouse to change the direction of the strike. After a brief delay, a long strip of terrain will be carpet bombed with high explosive shells that are effective against groups of light and medium armored targets. This ability can damage friendly units.

Elite Abilities

Marines Drop Cost 5

A Fleet Liaison can request immediate backup from the fleet without dealing with the red tape of setting up a Drop Site. After choosing a location on the Battlefield, DR-8 Skyhook will rapidly descend and unload

a full squad of Marines. Marines are elite troopers armed with Morita Carbine Assault Rifles which are effective against lightly armored targets. Because of their rigorous training, Marines are faster, more accurate and resistant to the suppressive effects of enemy attacks. They do not follow standard LOS rules and can shoot through friendly units. They will still block the LOS of your regular units. You can request as many Marines as you can support. When they die or are disbanded, their supply costs will be refunded. Marines do not have a special ability nor do they gain experience; they are already elite.

Orbital Strike

A Fleet Liaison can also request the fleet to bombard an area of the Battlefield from orbit with dozens of high-explosive missiles. This ability has an extremely long range and duration but the missiles are very inaccurate. Each missile will destroy lightly armored units and heavily damage larger targets. This ability can damage friendly units.

7.4. BATTLE TIER 4

M-11 Babar 'Marauder' Cost 4   2

The M11 Babar 'Marauder' bipedal battle vehicle is the product of decades of research by the Federation. All Marauders are armed with a Morita Cross Heavy Machine Gun, which deals heavy damage to lightly armored targets. Each Marauder is then supplemented with an additional super weapon. Marauders do not have an initial special ability but will unlock a choice of elite abilities at level 3. Unlike regular units, it cannot be healed at Drop Sites but can be repaired by Combat Engineers. Like other units, its Supply and War Support costs will be refunded if it is destroyed or disbanded.

All M-11 Marauder variants have the same choice of elite abilities, one is a long range artillery barrage; the other functions like a panic button if the Marauder becomes surrounded.

Mortar Barrage [Q]

After choosing a location on the Battlefield, the Marauder will fire a series of high explosive rounds in a large area for a long duration. The howitzer shells are inaccurate and have a very large spread. Sometimes they will even land outside the target radius. This ability will damage friendly units.

MX-113 Incendiary Drop Charge [Q]

When activated, the M-11 Marauder instantly releases a powerful shockwave doing massive damage to lightly armored units within a medium sized radius of the Marauder. Heavily armored Bugs will survive the blast but still take significant damage. This ability will damage friendly units.

M-11 Marauder (Howitzer)

The Howitzer variant of the M-11 Marauder is equipped with an M779 Ultralight-Weight High Velocity Field Howitzer that does massive damage and can penetrate even the heaviest armor. Since the howitzer has a long reload time, this variant will benefit most from the use of combined arms and infantry screening.

M-11 Marauder (Rotary Cannon)

The Rotary Cannon variant of the M-11 Marauder is equipped with an M648 Vulcan Rotary Cannon. Doubling down on the theory that more bullets means more dead Bugs, the Rotary Cannon fires a near endless torrent of high caliber armor piercing bullets. Although most research has indicated that Bugs do not experience emotions like humans

do, the M648 is one of the few weapons that has been known to trigger a flight response in Arachnid nerve stems.

M-11 Marauder (Flame Thrower)

Equipped with an M2A 5-2 Flamethrower, this variant incinerates swarms of Bugs with light and medium armor. While this variant of the M-11 Marauder does not have the long range of the Howitzer or the limitless firepower of the Rotary Cannon, it is unmatched at close range and in the narrow confines of urban environments. Because it is less reliant on a screening force than the other variants, it excels at leading the charge against heavily infested Hives.

7.5. BATTLE TIER 5

There is only one Battle Tier 5 unit and that's how it should be. Powered Suit Troopers.

Powered Suit Troopers [J] Cost 3 ▨ 1 🛡

Powered Suit Troopers are the heroes of the Federation. Their bravery and skill at arms is unquestioned. These elite troopers wear special suits of armor, granting them increased speed, mobility and protection while their highly accurate Morita Mk1 Rifles can dispatch all but the most ironclad Bugs with ease. As they gain experience, they will reload their weapons at a faster rate.

Special Ability

MX-90 Fragmentation Grenades

Despite their elite status, Powered Suit Troopers have not forgotten where they came from and continue to put their faith into standard regulation MX-90 Fragmentation Grenades. Why fix what isn't broken?

Elite Abilities

Powered Suit Troopers have a choice of three permanent upgrades at level 3.

Morita Mk III "Saw"

Choosing this upgrade replaces the Powered Suit Troopers' Assault Rifles with Mk III "SAW" squad automatic weapons, which have increased range, damage and armor penetration as well as a greater rate of fire.

Twin Rocket Pack

Choosing this upgrade will equip the Powered Suit Troopers with shoulder mounted rocket launchers that they can fire along with their Assault Rifles. Shoulder-mounted rockets do less damage than those of Rocket Troopers but penetrate armor just as effectively.

Engineering Tools

Choosing this upgrade will refit the Powered Suit Troopers with a welding attachment, allowing them to construct turrets and repair structures in the same manner as Combat Engineers. The welding attachment is rather bulky and the unit will lose the ability to throw MX-90 Grenades.

8. HOTKEYS

Options Panel: F10
Quick Save: F5
Quick Load: F8
Select Next Unit: PageDown
Select Previous Unit: PageUp
Next Focused Unit: Tab
Jump to Notification Ping: Space
Take Screenshot: Print Screen
Zoom In: (Keypad) Plus
Zoom out: (Keypad) Minus
Reset Camera: Keypad Period/0
Camera Up: Up
Camera Down: Down
Camera Left: Left
Camera Right: Right

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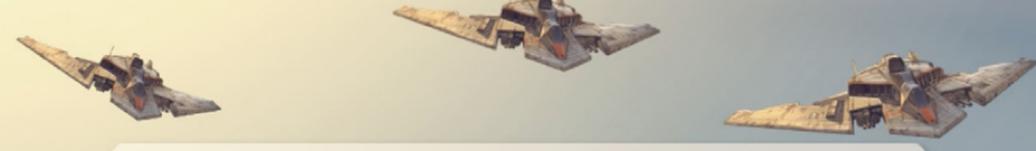
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