

terrorALERT \_\_\_\_\_ SEVERE

# ACT of WAR: DIRECT ACTION™

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# Experts: No End in Sight for Oil Crisis

As the price of crude reached a new record price of \$75.30 a barrel yesterday, a new report from the American Energy Production Group issued dire warnings today that no end to today's oil crisis is in sight, and again called on to the White House to act.

The report tackles the by now well-known reason to the crisis — that a rapidly growing global demand is quickly outstripping an equally rapidly diminishing world oil supply — by racking up some remarkable numbers. Last year's global worldwide consumption rate was a startling 6 percent on a year-by-year basis, global car sales last year were up 4 percent, and global investment in alternative energy sources was down for the fourth year in a row, from \$370 billion last year to \$352 billion this year.

The report puts most of the blame on the drying up of oil wells in the Middle East, but Americans are certainly partly responsible, too — their love affair with SUVs continues unabated — but developing countries have found that they, too, have a taste for the black stuff. China, in particular, is relying on oil to fuel its expanding economy.

Everybody, it seems, needs oil.

And as demand is growing, supplies are dwindling. Energy companies have cut their production quotas dramatically. The reasons are varied. Some cite

dwindling reserves, while others point to the increasing cost of extracting remaining oil reserves. The bottom line, though, is the same: Companies are telling us that we are all running out of oil.

Where are we headed? Nowhere we want to be, if history is any indication. The 1970s Arab embargo was devastating. Libya raised the price of oil overnight from \$4.90 a barrel to \$8.25 a barrel. Several Middle Eastern countries voted to stop supplying oil to the United States altogether, effectively turning off the spigot. OPEC nations put up a united front, leaving the global community on tenterhooks. The resulting price hikes and long lines at the pumps were the tip of the iceberg. The embargo led to the one-two punch of rampant inflation and global recession. It took years for the American economy to recover.

And the 1970s crisis was artificial. OPEC chose to stop producing oil for political reasons. They had the goods; they just didn't want to sell to us. Once the political storm had passed, the oil started to flow again.

Today's crisis won't be solved by appeasement policies. There's no angry sheik in this scenario, sitting on an oil well, refusing to sell his wares. The problem is more fundamental. The oilmen can't sell us what they don't have.

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## Experts

*Continued from page 1*

What little crude there is on the market is selling at usurious prices. The energy companies deny responsibility for the price inflation. In their view, the global economy has overwhelmed any efforts at price controls. By this logic, it is the customer's rampant demand that is setting the price.

Some may ask, whatever happened to market competition? Economics 101 professors are clear in their explanation of how industry competition benefits the consumer. But today's oil industry is far different than it was in the 1970s. Mergers and acquisitions have transformed the marketplace. Companies that were once big are now enormous. Historically, oil companies have resisted consolidation, eager to guard their piece of the pie. But as that pie has dwindled, these companies first accepted, and then embraced a merger & acquisition policy as a way to stay afloat in turbulent times.

The situation is bleak. But one company, TransGlobal, presents itself as a small light at the end of the tunnel. CEO

Harold Kingman announced in Davos last month that his company will soon begin drilling in Egypt. TGE engineers have developed new technology that, if successful, will unlock the Egyptian oil reserves previously thought too expensive to extract.

In an effort condemned by other oil conglomerates as predatory pricing, TransGlobal is pricing its crude at 10% below the set commodity price of \$75 a barrel. TGE traders are forthright about their belief that now is the time to capture market share, in anticipation of a coming oil glut.

This scenario holds its own dangers. If TransGlobal succeeds in pushing other energy companies out of the market, competition disappears — and with it, the built-in market mechanisms that keep prices competitive.

But that problem is theoretical. Today's crisis is real.

## GETTING STARTED

### THE README FILE

*The Act of War: Direct Action*™ DVD-ROM game has a ReadMe file that includes the License Agreement and up-to-date information about the game. We strongly encourage you to take the time to read this file in order to benefit from changes made after this manual went to print.

To view the ReadMe file, double-click on the ReadMe.txt icon on the *Act of War: Direct Action* directory found on your hard drive (usually C:\Program Files\Atari\Act of War). You can also view the ReadMe file by clicking on the **Start** button on your Windows® taskbar, and then select Programs > Atari > Act of War: Direct Action, and click on **View ReadMe**.

## SYSTEM REQUIREMENTS

Operating System:	Windows® 2000/XP
Processor:	Pentium® 4 1.5 GHz or AMD Athlon® 1.5 GHz (Pentium® 4 2.2 GHz or AMD Athlon® 2.2 GHz recommended)
Memory:	256 MB RAM (512 MB RAM recommended)
Hard Disk Space:	6 GB free
DVD-ROM Drive:	2X Speed or faster
Video:	64 MB Hardware T&L video card (128 MB hardware T&L video card recommended)*
Sound:	DirectX 9.0c compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher
Multiplayer:	Internet (TCP/IP) and LAN (TCP/IP) play supported. Broadband Internet connection required for online multiplayer play.

\*Note: Hardware T&L video cards that do not support shaders, such as the GeForce 4 MX and the Intel Extreme Graphics family, are not supported.

## SETUP AND INSTALLATION

1. Start Windows® 2000/XP.
2. Insert the *Act of War: Direct Action* game disc into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing *Act of War: Direct Action*.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs > Atari > Act of War: Direct Action > Act of War: Direct Action to start the game. You can also click on the *Act of War: Direct Action* icon on your Windows® desktop to start the game.

**Note:** You must have the *Act of War: Direct Action* disc in your DVD-ROM drive to play.

### Installation of DirectX®

The *Act of War: Direct Action* game requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

## MAIN MENU



The Main Menu opens automatically when you start the game.

**Profile:** View and manage player profile(s), create new profiles, deleted expired ones, view stats and track records.

**Operation:** Play the *Act of War: Direct Action* campaign.

**Engagement:** Engage in a skirmish game against AI opponents.

**Load:** Load a previously saved *Act of War: Direct Action* game.

**LAN:** Create or join a LAN game.

**Online:** Create or join an Internet game via GameSpy.

**Options:** Configure settings for *Act of War: Direct Action*.

**Credits:** View the game credits.

**Quit to Windows:** Exit *Act of War: Direct Action*.

### Profile



Select Profile from the Main Menu to manage player profiles. Existing profiles are listed on the right side of the screen.

**Select:** Activate the currently selected profile.

**New:** Create a new profile.

**Delete:** Delete the currently selected profile.

**Cancel:** Return to the Main Menu.

**Edit:** Edit the selected profile.

**Awards:** View any awards associated with the selected profile.

### Operation (Single-player)



Select Operations from the Main Menu to play the *Act of War: Direct Action* campaign.

**New Campaign:** Start a new single-player campaign.

**Chapter Selection:** Enter a selected chapter.

**Note:** As with a book or a DVD, you can enjoy the chapters in *Act of War: Direct Action* in any order you wish, but playing the single-player campaign out of order might ruin the campaign story for you.

Continue Campaign: Load the last Autosaved game.

Cancel: Return to the Main Menu.

## TIP

### Difficulty Levels

Each time you launch a new Chapter of the single-player campaign, you have the possibility to set your difficulty level: *Standard* (for most players), *Advanced* (for experienced players) and *Expert* (for experienced Act of War: Direct Action players). You can also change the difficulty level at any time in the *Pause Menu*. Changes in difficulty level only affect the currently active player profile.

## Chapter Selection



**Launch:** Select the chapter you wish to play by clicking on its video icon and then click on "Launch" to start (or double-click the video icon). To move to another set of chapters, click on "1-8," "9-16," etc.

**Cancel:** Return to the Main Menu.

## Engagement (Single-player)

Engagement is the single-player skirmish mode, where you can practice against the AI. Clicking here will take you to the Game Set-up Screen, from where you will go straight into the game (see "Game Set-up Screen" on page 10).

## Load



Select Load from the Main Menu to enter or delete previously saved games.

## LAN (Multiplayer)



Select LAN from the Main Menu to start or join a local area network game.

**Create:** Create a new LAN game – clicking here will take you to the Game Set-up Screen, where you can decide the number of opponents, teams, map and difficulty level for AI opponents (see "Game Set-up Screen" on page 10).

**Join:** Join an already created LAN game.

**Refresh List:** Refresh the list containing all available LAN games.

**Cancel:** Return to the Main Menu.

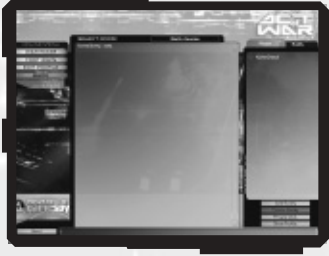
## TIP

### Getting Started in Engagement and Multiplayer Mode

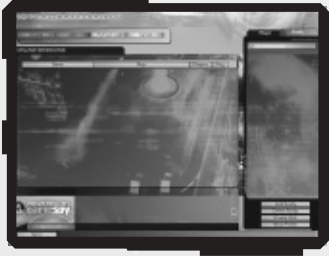
With practice, you'll soon figure out the best way to defeat opponents in the Engagement and Multiplayer modes. Here are some helpful tips to get you started:

1. **Build a Refinery** – For reliable, steady cash flow, build a Refinery close to an (existing) Oil Derrick. Build two additional Tankers to increase oil extraction speed.
2. **Build a Barracks** – Recruit some ground units to scout the surroundings and protect your base.
3. **Build Defense or Offense** – Make the important early decision to either attack opponents immediately with light troops or to first build a strong defense to protect against a rapid enemy attack.
4. **Cash or Conquest** – Decide whether to capture additional oil wells or assault an opponent.

## Online (Multiplayer)

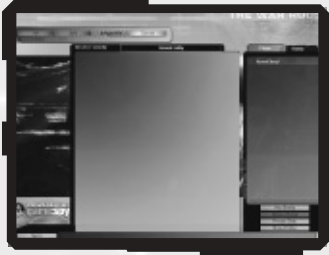


Select Online from the Main Menu to start or join an Internet game on GameSpy. Upon entering this area, you need to log in to or create a new account with GameSpy.



**Fort Irwin:** Fort Irwin is the U.S. Army's training camp in the mountains between California and Nevada, and this is where you want to be if you just want to practice against other online opponents without your ladder ranking being affected.

In Fort Irwin you can chat, create/manage your buddy lists, and either create a game or join an existing game (see "LAN" on page 7).



**War Room:** Try your skill at a Ladder online game. Each game completed in this mode, whether you win or lose, will earn you a number of experience points that count toward your Ladder ranking. The more difficult the opposition, the more points you will earn!

In the War Room you can chat, create/manage your buddy lists, and join a randomly generated game based on your preferences for number and type of opponents: 1 vs. 1, 2 vs. 2 or 4-player Free-For-All.

Cancel: Return to the Main Menu.

## Options



Select Options from the Main Menu to adjust the video and audio preferences.

### Video Settings

**Resolution:** Set the graphic resolution for *Act of War: Direct Action*. Higher resolutions may cause performance issues on slower machines.

**Lighting:** Set the lighting detail from Low to Very High. Try reducing the lighting detail if you are experiencing performance problems.

**Textures:** Set textures details from Low to High. Try reducing the texture resolution if you are experiencing performance problems.

**Cursor:** Select a small or large cursor, depending on your personal preference.

### Sound Settings

**Master:** Adjust the overall volume of all in-game audio.

**Music:** Set the music volume level.

**SFX:** Adjust the sound effects volume level.

**Sound Driver:** Select Stereo if you have a standard system or 3D if you have a surround system.

### Game Settings

**Difficulty Level:** Choose among three difficulty levels: Standard, Advanced or Expert.

**Mouse Click Mode:** Set whether the mouse executes on mouse up or mouse down.

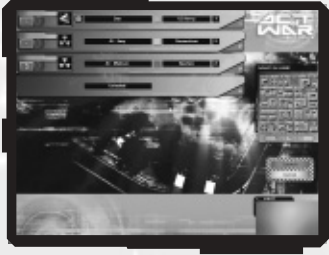
**Sticky Selection:** With this option set to ON, you will always have your latest selection (unit or building) selected. If set to OFF, you will deselect your current selection by left-clicking on the ground.

### Network Settings

If you are behind a router, you need to check the Enable Network Port option. Then, you must configure a port forwarding for UDP packets from your router to the PC running the game. If the default port of 12222 doesn't suit you or if you have more than one PC behind the same router, you can change it below the Enable Network Port option. For additional information on how to configure port forwarding, consult your router manual or go to <http://portforward.com>.

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## Game Set-Up Screen



**Launch:** Start the game. (This button is only available for the player creating the game. Players joining a game will see a "Ready" button.)

**Cancel:** Return to the previous menu.

**Opponent:** You can select an open slot and choose an AI-controlled player, or close the slot to other players. You can set the difficulty level for any AI-controlled players you add.

**Color:** Choose the color for each player.

**Side:** Select which of the three sides to play – Task Force Talon, U.S. Army or the Consortium.

**Team:** Choose teams for each player – players on the same team will not automatically attack each other.

**Select Theater:** If you created the game, you have the option to select on which map to play.

## Make It Stop!

### Gas crisis rages on

These days, Allison McCabe of Dallas can't believe her eyes.

"Is this thing broken?" she asks, tapping the gas gauge at the pump. "That can't be right."

But it is: the total comes to \$147. And that's for one tank of gas.

Allison shakes her head and laughs. "At this rate, my car's going to cost me more than my mortgage!"

Americans across the country are facing the same shocking news at the pump – and they aren't laughing. The price of gasoline continues to skyrocket. Drivers sit in their cars for hours, waiting for to fill up their tanks – and that's on days when they can even buy gas; 65% of gas stations report that their tanks have run dry at least once in the past week.



**Extreme gas prices are just one symptom of the current crisis – costs have risen drastically for most other necessities.**

No doubt about it, America is facing the worst energy crisis it's seen since the 1970's. And those really were the good old days. During the Carter administration, prices did rise dramatically.

*See Stop page 11*

## Stop

*Continued from page 10*

Eventually, though, they leveled out. The international community worked together to resolve the crisis. Within a few short years, the '70's crisis was a distant memory, and Americans quickly returned to their expansive way of life.

Today, no such solution seems likely – or even possible. Prices continue to climb, and there's no end in sight.

The crisis is having a ripple effect across all sectors of the economy. Trucking companies can't afford to send their fleet out as often as they once did. That, in turn, is limiting the flow of goods to retail stores, especially big-box stores like Costco and Sam's Club. Perishable goods in particular, like produce, are impacted by the change. Business owners say they have no choice but to pass the cost increase on to their customers. That would explain why red peppers are now selling for an average of \$8 a pound.

To accommodate this new reality, Americans are making some serious changes to their lifestyles and spending patterns. Summer car trips are a thing of the past. People have cut back dramatically on their household expenses. Gone are the weekend movies and impulse purchases. Couples like Scott and Kristin Laing of San Diego no longer treat themselves to 'date night' away from their two young sons, Jake and Elroy. "We can't even afford the babysitter, much less the dinner tab!" says Scott.

Anecdotal stories like these are backed up by government statistics. The Federal Reserve reports that discretionary spending is down 42% in the last 12 months.

Analysts worry that this dramatic drop in consumer spending will send the American economy, already in a precarious position, into a tailspin from which it may never recover.

Other observers are more optimistic. Environmentalists, in particular, see a large silver lining to today's black cloud. With fewer vehicles on the road, less harmful pollutants are entering the atmosphere. Some consumers are making the switch to electric cars. Lailee Mendelson, a spokeswoman for Honda, says the auto company has seen a huge spike in consumer interest for their hybrid vehicles.

More importantly, some say, Americans are changing some long-standing – and, some say, destructive – habits. Carpooling is back in vogue. So is public transportation. Washington DC's metro system has seen a 73% jump in occupancy in the last six months. Buses are filled to capacity during peak hours. And bicycle sales are at an all-time high.

Some people, like Brad Miller of Atlanta, GA, see an added benefit to his new lifestyle. He now uses his bike to commute to work, a 15-mile round trip he makes each workday. And he's lost 10 pounds since June. "How about that?" he says. "I never lost that much weight when I worked out at the gym!"

Mr. Miller no longer belongs to his neighborhood gym. He can't afford it.

## BASIC TRAINING

In Operation mode, you can play any chapter in any order you wish, but we recommend you play them through sequentially the first time. Playing the missions in order will introduce you to the gameplay fundamentals, including selecting and moving units, combat, building and upgrading structures and more.

## BATTLE SCREEN



1. **Action Panel:** This panel contains all actions that each structure or unit can perform, including attacking, stopping, ambushing and guarding (see “Unit Special Abilities” on page 25). It also displays structure options, such as building and upgrading.

2. **Meter Bar:** This bar shows both your available funds and power supply.

3. **Data Window:** This window contains information about the selected unit or structure, such as health, status, production queue and loaded units.

4. **Aircraft & Tactical Weapons Panel:** Use this panel to call for air support and use tactical weapons (see “Air Strikes” on page 23). This panel will not be available until you have either of these weapons available.

5. **Aircraft Tracking Control:** Click here to follow an aircraft currently en route to its target; consecutive clicks will toggle between your aircraft.

6. **Mini-map:** The mini-map shows terrain, structures, units, fog of war and objectives.

7. **Select Idle Constructor:** Selects one of your currently idle constructor units; consecutive clicks will select the next one.

8. **Set Flare (multiplayer games only):** Click here and then on the map to ignite a flare on the map that is visible only to other members of your team. This is helpful when coordinating your attacks or communicating objectives.

9. **Chat:** Click here to open a chat line where you can type in a message to all other players in a multiplayer game. You can also do this by pressing the Enter key. If you want to send a

private message to your teammates select “Secure line.” If you want to send a message to all players select “Open band.” To close the chat line or to send a message, click the “Send” button or press the Enter key again.

10. **Center on HQ:** Centers the map on your Headquarters building.

11. **See List of Players (multiplayer) or Objectives (single-player):** In a multiplayer game, clicking here opens a window listing the players and their status. In a single-player game, this is replaced by an “Objectives” button that opens a list of current gameplay objectives.

12. **Pause Game (single-player game only):** Pauses the game and offers you the option to save your current game, load a previously saved game, quit the current game or change the video options. (In a multiplayer game, you will only have the option to surrender or resume the game.)

## MOUSE CONTROLS

Most commands are issued using the mouse. As a rule, left-clicking on a unit or structure selects it, and left-clicking on a button issues an order, such as attack. Right-clicking generally issues a command, such as move, to any currently selected unit(s), or sets a rally point for a building.

### BASIC CONTROLS

<b>Left-click</b>	Select unit or building/Click interface button
<b>Rotate mouse wheel</b>	Zoom in/out
<b>Press mouse wheel + move mouse left/right</b>	Rotate camera
<b>Move mouse to screen edge</b>	Scroll map

### WITH UNIT/BUILDING SELECTED

<b>Right-click on map</b>	Move units/Set rally point for building
<b>Right-click on own unit</b>	Load/Repair/Heal
<b>Right-click on own or neutral building</b>	Enter/Repair
<b>Right-click on enemy unit</b>	Attack unit/Capture POW
<b>Right-click on enemy building</b>	Attack building

### ON MINI-MAP

<b>Left-click</b>	Re-center map
<b>Right-click</b>	Move selected unit to destination

See pages 94 and 95 for a list of keyboard commands.

## CAMERA MOVEMENT

To scroll the map, move the mouse cursor to any screen edge. Click and hold the mouse wheel and move the mouse left or right to rotate the camera. Rotate the mouse wheel to zoom in or out.

Press the ‘ (apostrophe) key to turn on the chase camera and follow your currently selected units.

Press the **Spacebar** and the battlefield will shift to center the screen on your last alert.

Press the **Backspace** key to center the camera around your HQ building.



## YOUR ARMY

### Calling in Units

In the single-player campaign, all chapters include a handful of units to get you started and will introduce new units and options as the campaign progresses.

In a multiplayer game or skirmish game against the AI however, you'll need to recruit a capable fighting force on your own, starting with establishing a base with buildings that allow you to call in additional units and gather the resources needed to pay for them. See "Your Base" on page 19 for more information.

### Issuing Unit Commands

#### Moving

Select a unit by left-clicking on it. To select multiple units, you can click and drag a rectangle around units on the battlefield. You can add or remove units from a selected group by holding down the **Shift** key while left-clicking.

#### TIP

##### **Move vs. Attack**

**Move** is the normal movement mode, used to order a unit to move to its destination at any cost, i.e. ignoring enemy attacks.

**Attack** is the aggressive/cautious movement mode, used to order a unit to move to a destination while attacking any enemy that comes in sight.

The fastest way to order units with a **Move** order to return fire if they're attacked is to simply issue a **Stop** order, in which case they'll stop and fire at the most appropriate opponent in range; anti-tank soldiers at tanks, infantry and infantry, etc. Once they've engaged, you can assign individual targets to gain the upper hand.

Most vehicles have the ability to fire while moving, so the difference between **Move** and **Attack** is that if **Attacking**, the vehicle will stop and fight until the target is destroyed, before resuming its movement. If **Moving** however, it will simply drive past the enemy target while also firing at it.

You can select all units of one type on the screen by double-clicking on a unit, or by pressing **Ctrl** while left-clicking on a unit.

To make selected units move to a different spot on the battlefield, right-click on the desired location. You can give other unit commands, such as **Attack**, **Defend** and **Ambush**, by clicking on the buttons in the Action panel. Different buttons will appear depending on the unit type. Hover the mouse cursor over a button to see a pop-up of what that button does and the keyboard command associated with it. For a list of keyboard commands, see pages 94 and 95.

If you order a group of different types of units to move, they will all move at the speed of the slowest unit in the group.

#### Defend

By giving a **Defend** command to a unit, it will stay in its place and automatically attack any enemy unit that enters the "Defend zone" (as indicated by the mouse cursor when the

command is given). If you give a **Defend** command to a **Constructor** unit, it will instead automatically repair any damaged buildings within the **Defend** zone or automatically help other construction units in the zone with new construction projects.

If given to a **Healing** or **Repair** unit, it will automatically move over to and heal/repair any damaged units within the zone.

#### Creating Groups

While you have multiple units selected, you can assign that group to a hotkey by pressing the **Ctrl** key and a number (**1 to 0**). To select this group again, press the number that you have assigned to it. If you press the number a second time, you will center the game around that group of units. (Note: You can assign hotkeys to buildings and individual units in this way.)

#### Setting Waypoints

Hold down **Shift** while right-clicking on the battlefield to assign waypoints to the currently selected group or unit.

#### TIP

##### **Follow Command**

If you give a unit or a group of units a **Move** command with one of your own units as destination, they will follow the targeted unit as if you gave them an **Attack** command. This is particularly useful when, for example, you want to avoid anti-tank ambushes; you simply order your tanks to follow your infantry; the infantry will then be the target of the ambush rather than the much more valuable tanks.

#### Building Rally Points

Select a building and right-click on the map where you want to gather reinforcements called in through that building. A white line will show the line to the rally point, indicated by a flag.

#### Entering Buildings and Vehicles

To make a soldier enter a transport vehicle or building, select it and then move the cursor over the item you want it to enter. When the cursor changes to arrows pointing into an opening and closing door, right-click and the unit will enter (up to the capacity of the building or vehicle). You can also select the vehicle, click the **Load** button, then click the unit you want to load.

To make units unload immediately, select the building or vehicle and click the **Unload** button.

#### Cover/Buildings



Most infantry units can enter buildings through a specific point on the ground level of the building. Once inside, a unit will automatically move to an available window slot. When all window slots are occupied (eight or fewer, depending on building type and damage status), no more friendly units can enter the building. Units automatically move between window slots inside the building in order to spread out and face all surrounding threats with equal force.

### Can Enter Buildings

These are the units that can enter and fight inside buildings. The stars indicate the unit's relative strength in close quarters combat (i.e. when defending or attacking inside buildings). Units with no stars cannot fight in close combat inside a building.

**Task Force Talon** – Task Force Commandos\*\*\*\*; Heavy Sniper\*; Non-Combat Personnel

**U.S. Army** – Delta Force Elite Soldier\*\*\*\*; U.S. Marine\*\*\*; Javelin Missile; Sniper; Non-Combat Personnel

**The Consortium** – Optical Camo Soldier\*\*\*\*\*; AK-74 Soldier\*\*; RPG-7 Soldier\*; SA-7 Grail Soldier; MM1 Mortar Soldier; Non-Combat Personnel

To enter a building, select the unit and right-click on the building. To exit, either select the building and click on the unit in the Data window (that unit will be found right next to the ground level entry/exit point), or click the “Evacuate Immediately” action button (all units will gather around the exit on the ground level).

While inside a building, units are protected from attacks from units outside the building, until the unit's window slot has been destroyed. When window slots are destroyed, units cannot use them anymore, and any unit inside the window is destroyed. Units cannot enter completely destroyed buildings.

You can order infantry units to enter a building containing enemy infantry to try and clear it without damaging the building. You can also order some special infantry units to snipe enemies hiding inside a building. Snipers disregard any protection a building would generally offer a target.

### Roof Entrances

Most buildings also have an entry/exit point on the roof accessible by light infantry units only, either from the ground level (just give a move order to the roof area), or by helicopter. From the roof, infantry units have an increased LOS, are difficult to spot for units on the ground, and are able to assault the building with minimum casualties while approaching its entrance.

### Health & Healing

When a unit is damaged, its health bar drops. A unit is considered Lightly Wounded if it has not received more than 90 percent damage. When a unit's health drops below 10 percent, it is considered Heavily Wounded and cannot move or fight. Health affects movement speed for all units, but doesn't affect combat capabilities until it becomes Heavily Wounded.

**Note:** You can automate healing tasks for healing units by using the Defend command.



Lightly Wounded U.S. soldiers heal automatically while in the vicinity of a Medical Black Hawk helicopter or a Field Hospital. Heavily Wounded soldiers can be medevaced in two ways, either by landing a Black Hawk helicopter next to them, or by selecting the Heavily Wounded soldier and clicking the “MedEvac” action button. Once you order the Black Hawk to return to the Field Hospital, its patients will be healed and ready for action again after a short while.

### Can Heal

**U.S. Army** – Medical Black Hawk; Field Hospital

**Task Force Talon** – Nanowave Healing Center;

**Consortium** – BMM-1; Field Prison Camp

### The Consortium



Lightly Wounded Consortium soldiers heal automatically while in the vicinity of a BMM-1 vehicle or a Field Prison Camp. Heavily Wounded soldiers are picked up automatically if you move a BMM-1 next to them, or by selecting the Heavily Wounded soldier and click the “MedEvac” action button. Once brought back to the Field Prison Camp, each patient is exchanged for its deployment cost in funds, which can be used to call in new units.

### Task Force Talon



Task Force Talon soldiers all wear nano-technology suits containing a variety of systems that heal and stabilize injuries. The technology however requires massive amounts of energy that is transmitted as waves from a distance.

To heal Wounded Task Force Talon soldiers, select the Nanowave Healing Center, click the “Send Healing Nanowave” action button, then set the zone of healing on the ground. You can also heal a soldier by moving it to the vicinity of a Healing Center to heal it.

## Vehicle Repairs



Unless a vehicle's health reaches zero, at which point it is destroyed, it can be repaired at an appropriate repair building.

To repair a damaged U.S. Army vehicle, select it and click the "TechEvac" button (or right-click on the Repair Depot). An Angel Repair helicopter will fly in, pick it up, and bring it back to the Repair Depot. You can also move the damaged vehicle to the vicinity of the Repair Depot.

To repair a damaged Task Force or Consortium vehicle, select it and click the "MedEvac" button. Depending on your force, either a Repair V-22 or a Repair FAT-V will arrive and start repairing the damaged vehicle. You can also move the damaged vehicle to the vicinity of a VTOL Pad or landed Repair V-22 (the Consortium) or Repair & Logistic Center or parked Repair FAT-V (Task Force Talon)

Aircraft are automatically repaired between each mission. Helicopters must land close to a repair unit or building.

Most destroyed vehicles will leave behind one or more Non-Combat Personnel (drivers/pilots). These can be moved as usual, albeit slowly, but cannot fight. If a driver/pilot is brought back to your HQ, you will receive \$250. You can also take enemy Non-Combat Personnel as a prisoner of war (POW).

**Note:** Like healing units, repair units can be given a Defend command to automatically repair all units within a certain area.

### TIP

#### **Can Repair Vehicles**

**U.S. Army** – Angel Repair helicopter; Repair Depot

**Task Force Talon** – Repair FAT-V; Repair & Logistic Center

**Consortium** – Repair V-22; VTOL pad

## YOUR BASE

### Building a Base

In order to call in new units to send into battle, you need to build a base. Every building in your base provides a particular function or allows you to call in a particular type of unit. Some buildings have prerequisites, such as the existence of another type of building.

### TIP

#### **Construction Units (can repair buildings)**

**U.S. Army** – Excavator

**Task Force Talon** – Drone Constructor

**Consortium** – Mi-17 Hip Construction Helicopter

To construct a building, select your construction unit (U.S. Army Excavator, Task Force Talon Drone Constructor, or Consortium Mi-17 Hip Construction Helicopter) and then click on one of the building type buttons. The cursor will change to show the footprint of that type of building. Move the building around the map until it turns green and click to place it. If the cursor appears red, it means you are unable to build in that location. Once the construction sequence is completed, the building is operational.

You can order several construction units to help with the construction, which will increase construction speed. If you remove a construction unit before construction is complete, or it is destroyed, construction will stop but can be resumed at a later point. You can also cancel a partly finished construction and receive a refund.

**Note:** You can order a single construction unit to construct a sequence of buildings by pressing and holding the **Shift** key while issuing that unit construction commands.

### TIP

#### **Why Can't I Build?**

When you try to construct a building, you will see a silhouette of the building and a green or red "footprint." If the footprint is green, you can left-click to place the building, but if it's red you can't. It can be red for a number of reasons:

- You can only build on flat terrain
- You cannot build on top of other buildings
- Oil Derricks must be built on top of Oil Deposits
- You can only build on revealed areas of the map
- The Consortium can only build near its other buildings (with the exception of Oil Derricks)
- Task Force Talon can only build close to its Headquarters and Forward Operations Center buildings
- Task Force Talon's Field Prison Camp and Nanowave Healing Center are extensions of the Barracks and S.H.I.E.L.D. Control Centers, respectively. In order to construct these, there must be a free space next to these "parent" buildings. If there isn't, the button to construct the extension will be disabled.

## Power Requirements

The U.S. Army requires a certain level of electrical power in order to run its bases. You can construct Field Generators to generate the power you need.

While in Undercover status, the Consortium has no power requirements but can only construct buildings near existing buildings. When in Revealed status, the Consortium must maintain an electrical power level by constructing Tokamak reactors.

The Task Force Talon can disregard electrical power but can only construct and maintain operational buildings in the vicinity of a Forward Operations Center or a Task Force Talon HQ.

## Upgrading Buildings and Units

Upgrades are acquired in buildings. Just like with units, you must meet certain prerequisites to acquire upgrades and they require funds. There are three types of upgrades:

- **Unit Upgrades:** These upgrades either affect a single type of unit (for example all M1A2 Abrams tanks) or all units in a family (for example all aircraft). Upgrades are permanent, and they affect all the appropriate units currently on the field and all of the units that will be produced later in the game.
- **Buildings Upgrades:** These upgrades typically only affect the buildings where they are acquired, but sometimes all buildings of the same type are affected. They typically increase the defensive capabilities of the building.
- **Technology Upgrades:** Most of the Technology upgrades are built in the player's HQ and unlock parts of the Technology Tree (DEFCON Levels for the U.S. Army, Undercover/Revealed Status for the Consortium, and S.H.I.E.L.D./Drone Technology for the Task Force Talon). Other Technology affects the economical rules of the game.

## Alert Status (U.S. Army)

The tech tree of the U.S. Army is limited by its Alert Status (see "U.S. Army" on page 46). DEFCON levels are Alert Status Upgrades of the U.S. Army HQ. At the beginning of a game the U.S. Army HQ status is at DEFCON 3, which only gives you access to a limited selection of buildings and basic units.

If you have enough funds and have met the building requirements, you can upgrade to DEFCON 2 and then DEFCON 1 to gain access to more powerful units and upgrades.

## Exposure Status (The Consortium)

The Exposure Status – Undercover or Revealed – of the Consortium is dependent on its HQ. At the beginning of a game, the Consortium HQ Exposure Status is Undercover, which only gives you access to a limited selection of buildings and basic units.

If you have enough funds and have met the upgrade requirements, you can change your Exposure Status to Revealed to gain access to more powerful units and upgrades.

## Technology Status (Task Force Talon)

The Technology Status of the Task Force Talon HQ determines which units and upgrades you have access to. At the beginning of a game, the Task Force Talon TFT Technology Status is Battlefield, which only gives you access to a limited selection of buildings and basic units.

If you have enough funds and have met the upgrade requirements, you can upgrade to S.H.I.E.L.D. Technology Status and/or to Drone Technology Status to gain access to more powerful units and upgrades.

## Building Repairs

You can repair damaged (or only partially completed) buildings by selecting a Construction unit and right-clicking on the damaged building. If you give a Construction unit the Defend command, it will automatically repair all damaged buildings within the Defend zone, always starting with the building closest to the center of the Defend zone.

## Selling Buildings

You can sell any building that you don't need any longer, that is beyond salvage following an enemy attack, or that blocks construction of another building. Selling a building will return half the initial construction cost and, for the Task Force Talon, the Drone Constructor will become available again. Damaged buildings will yield a lower return, relative to the amount of damage.

### TIP

*Task Force Talon Drone Constructors become available again once you sell a building.*

## FUNDS

Funds are required to call in units, construct buildings and purchase upgrades. Maintaining a solid economy is absolutely essential, particularly in the multiplayer game.

You can earn funds in several ways:

**POWs** – One way to earn funds is by capturing prisoners of war (POWs). See "Prisoners of War" on page 22 for more information.

**Oil** – Exploiting Oil Deposits is the fastest and easiest way to earn funds. Build an Oil Derrick on top of an Oil Deposit, then build a Refinery close to the Oil Derrick. The Refinery will generate a Tanker that automatically gathers oil from the Oil Derrick and return it to the refinery.

**Banks** – Occupy a bank building to automatically generate funds until the bank transfer is completed.

**Non-Combat Personnel** – You earn money by returning Non-Combat Personnel – downed helicopter and aircraft pilots, drivers from destroyed vehicles and servants that have abandoned destroyed buildings – to your HQ. Non-Combat Personnel will automatically stop and surrender as soon as an enemy ground unit comes within firing range, and they are very slow to move, so you may want to consider evacuating them with vehicles or helicopters to avoid capture.

### TIP

*Oil is an exhaustible resource – when there's no more oil, you will need to rely on other sources of income.*

## Prisoners of War



Heavily Wounded enemies and enemy Non-Combat Personnel can be captured as prisoners of war (POWs), which provides an immediate monetary reward. If you have a prison building, POWs will generate additional money at regular intervals.

Only certain units (U.S. Marines, Delta Force Elite Soldiers, Task Force Commandos, AK-74 Soldiers, Snipers and Optical Camo Soldiers) have the ability to take POWs.

There are two ways to capture POWs: right-click on the enemy unit with an appropriate unit selected; or click the Capture action button and then left-click on the map. All soldiers within the area clicked will be captured. **Note:** You can order a single unit to capture a sequence of POWs by pressing and holding the **Shift** key while clicking on the units to be captured.

### TIP

#### Can Capture Prisoners

Only infantry units carrying light personal firearms are able to capture Prisoners of War:

**Task Force Talon** – Task Force Commandos; Heavy Sniper

**U.S. Army** – U.S. Marine; Delta Force Elite Soldier; Sniper

**The Consortium** – AK-74 Soldier; Optical Camo Soldier

Up to a maximum of ten enemy POWs will automatically be transferred to and stored inside a prison building (Field Hospital, Field Prison Camp or Field Intelligence Center). Each POW automatically generates \$50 every 10 seconds it is held in a prison building.

By interrogating a POW in a prison building, a part of the map will be revealed to you, but the POW will be lost. Filled with 10 POWs, a prison building generates almost as many funds as an Oil Deposit, and is an infinite resource. The player that best manages to control this human resource will probably win in the long run.

## COMBAT

Combat is, of course, the heart of *Act of War: Direct Action*. Each unit brings different abilities to the battlefield, and you'll need to rely on a combination of them all in order to succeed.

To order a unit to attack, select it, click on the Attack button and then click on the intended target unit or building – or simply right-click on the target.

If you want to move your unit “aggressively,” attacking everything it encounters on sight, you can use the Attack command and order your unit to attack a certain location on the map – your unit will then move to that location and attack all enemies it encounters along the way and continue until it either reaches the destination, or dies trying...

If your infantry units are attacked while moving, the fastest and easiest way to order them to fire back is to simply issue a Stop command – they will then stop in their tracks and immediately fire back at the closest/most dangerous target.

Some units have special attack abilities, such as attacking while moving, sniping, ambushing, overrunning, and more. See “Unit Special Abilities” on page 25 for a complete list of unit-specific abilities.

### Line of Sight/Stealth

In order for a unit to attack a target, it must be able to see it. Each unit has a vision range, beyond which it can't target. A unit's Line of Sight (LOS) can be obscured by buildings, trees, units, terrain features and other obstacles. Targets beyond a unit's LOS can only be attacked by indirect fire.

Units with Stealth capabilities are considered to be outside LOS until they fire. Some highly trained infantry units can be ordered to Crawl, which gives them limited stealth capabilities until they either attack or move right next to an enemy unit. All stealth units can also be detected by units with the Stealth Detection special ability.

Units inside buildings (see “Cover/Buildings” on page 15) have a 360-degree LOS, regardless which window slot they currently occupy. They cannot, however, see through adjacent buildings.

### Experience

All units can gain experience from killing enemies and taking POWs. As a unit gains experience, its health increases and its attacks inflict more damage. Each unit can gain up to 3 military ranks.

### TIP

Units gain a health increase when gaining more experience.

### Friendly Fire

If, by accident, you happen to kill one of your own units, you will suffer a \$200 penalty.

### Air Strikes



Aircraft are available once you have built an Aircraft Control facility (Air Force Control Tower for the U.S. Army; Air Control Tower for the Consortium or Task Force Talon). These let you order air strike missions on the map. To order an air strike, select an aircraft from the Aircraft Control Panel or directly by selecting an Aircraft Control Facility. Then, select the spot on the map where you want to call in the air strike.

A dynamic line will appear on the mini-map from the Aircraft Control Facility to the target, showing the flight course of the aircraft. This path cannot be changed, but you can construct several Control Facilities in different parts of the map – the attack will always be launched from the one closest to the target.

While flying toward its final target, any aircraft (except the B2 Stealth bomber) will use up to half of its payload to engage opportunity targets.

You can launch a combined air strike with several aircraft of the same or different types by making several selections in the Aircraft Control Panel before designating a target. For example, you may wish to send an escort of F-15s with your B2 Bomber attack, or launch a simultaneous attack with several YF-23s to eliminate an enemy base in one strike.

Depending on the aircraft type and upgrades, different targets will be attacked.

If your base includes an Early Warning Radar upgrade, you will be alerted to incoming enemy air strikes as blips on the mini-map and as target footprints on the battlefield. You will also be able to see all enemy stealth aircraft.

## TIP

### Aircraft Targeting

The aircraft targeting marker gives a good indication which type of targets will be attacked by which aircraft:

#### Task Force Talon

- **RQ-4A Global Hawk** – 2x anti-tank missiles (requires upgrade)
- **FA-35 Joint Strike Fighter** – 2x anti-aircraft missiles; 4x guided bombs effective against structures only

#### U.S. Army

- **F-15 Eagle** – 3x anti-aircraft missiles
- **A-10 Thunderbolt** – 4x anti-tank missiles
- **B2 Spirit** – 8x non-guided bombs effective against all ground targets in target area

#### The Consortium

- **YF-23 Black Widow** – 2x anti-aircraft missiles; 2x anti-tank missiles; 2x guided bombs effective against structures only (requires upgrade)

## Tactical Weapons

Tactical Weapons provide you (and your opponent) with devastating power. To create Tactical Weapons, you must first build the appropriate facilities.

The U.S. Army can launch a classical tactical nuke or the more powerful plasma nuke from its Wolverine missile silo.

The Task Force Talon's Super Heavy Howitzer can be armed with traditional high-explosive shells or a nuke salvo.

The Consortium's Falling Star uplink allows it to redirect killer satellites and crash them to Earth, and with their Ebola upgrade they become even more deadly against infantry.

To prevent Tactical Weapons attacks, your base must include an Anti-Tactical Weapons building armed with a sufficient amount of charges. Both the U.S. Army and Consortium defense systems are static and protect an area around the launcher, while the Task Force Talon's Guardian Drones can be moved to wherever protection is needed.

# UNIT AND BUILDING REFERENCE

## UNIT SPECIAL ABILITIES



### Ambush

Most infantry units can be ordered to lay an ambush under vegetation (bushes, trees, etc.). While in Ambush mode, units are in limited Stealth mode (see "Line of Sight/Stealth" on page 23). In this position, they can only be seen at close range, by stealth-detection units or when firing.



While in Ambush mode, units will only attack an enemy that comes within 50 percent of its own attack range, OR within 50 percent of another ambushing friendly unit's attack range. An ambushing unit will inflict double damage.



### Assault Building

Most infantry units can assault a building by moving into and taking position inside it. While moving into a building, infantry units are very vulnerable.



If the building you are assaulting is already occupied by enemy infantry, a battle will take place inside the building. Some units (Heavy Snipers, Javelin Missiles, Snipers, RPG-7 soldiers, MM-1 Mortar Soldiers) will, however, fire on the building from the outside even if given an assault order.

**Note:** Depending on which type and how many enemy units are defending a building, assaulting it with infantry can be a very costly and risky and cause serious casualties. If you need to eliminate the defenders, it may be better to destroy the building with armor or artillery or try and assault the building via the roof by means of a transport helicopter. Snipers are otherwise an excellent way to prepare an assault.



### Crawl

Some highly trained infantry units can be ordered to crawl. Crawling gives limited stealth capabilities (see "Line of Sight/Stealth" on page 23), but the movement speed of the infantry unit is lowered to half of its normal speed.



Crawling infantry make good scouts. The limited stealth capabilities last until the unit either attacks or comes close to an enemy unit. Units with stealth-detection capabilities can reveal crawling infantry within their LOS.



### Snipe at Buildings

Sniper units can be ordered to snipe at enemies hiding inside a building. The attack cursor lets you know that the building is occupied, but it doesn't always mean that you can snipe inside the building.



If a sniper has LOS to an enemy unit inside a building, he will disregard any protection the building would normally offer.



## Capture

Infantry units armed with rifles (U.S. Marines, Delta Force Soldiers, Task Force Commandos, AK-74 soldiers, Snipers, Optical Camo Soldiers) can capture enemy Heavily Wounded units and Non-Combat Personnel. When a unit is given the order to capture, it moves to the target and then captures it as a POW (see "Prisoners of War" on page 22).



## Change/Add Weapon

Some units can be ordered to change their weapons or add weapons if previously unarmed. This is a permanent modification of the unit and require funds. Weapons are changed/added just like upgrades: select the unit and left-click on a new weapon in the Action panel to buy it. Changing a unit's weaponry this way may modify some or all of its special abilities, so change weapons with care.

## TIP

### Can Change Weapons

#### Task Force Talon

- **Stryker** - Can change from its normal infantry transportation mode to be equipped with either a heavy mortar for indirect fire support or a heavy anti-tank gun.

#### The Consortium

- **AK-74 Soldier** - Can exchange its assault rifle with either an RPG-7 anti-tank rifle or an MM1 mortar.
- **Ural Tanker** - Can be charged with explosives to turn it into a mobile bomb truck.



## Change Firing Mode

Some units can be ordered to change their firing mode. It takes a couple of seconds to do this, during which time the unit is vulnerable. Firing mode is changed just like an upgrade: select the unit and left-click on the new firing mode in the Action panel. A unit's firing mode can be changed as many times as you want and it doesn't cost anything.

## TIP

### Can Change Firing Mode

#### Task Force Talon

- **S.H.I.E.L.D.** - Can change between anti-tank missiles and a Gatling gun (effective against infantry).
- **UGCVC Spinner Drones** - Can change between an anti-tank gun, anti-aircraft missiles and remote-controlled bomb drones.

#### The Consortium

The two indirect fire units of the Consortium do not strictly change their firing mode, but as they take a couple of moments to shift between movement mode (unarmed) and firing mode (can't move), you'll need to manually determine where you want them to deploy.

- **Porcupine Mortar** - Can't move while in indirect fire (turret) mode, limited fire-power while in movement mode.
- **Piranha** - Can't fire when in mobile mode; can't move while in firing mode.



## Fire While Moving

All armed vehicles, except artillery, will fire automatically at all enemy targets while moving. Most often, it will attack the closest target, unless that target is considered harmless. To order a vehicle to attack a specific target, you will need to manually issue an Attack command (see "Combat" on page 22).



## Heal Infantry

You can heal infantry in three ways, according to the camp and the unit (see "Health & Healing" on page 16).



Certain vehicles and buildings have a healing zone around them. For vehicles, this healing zone is effective only when the vehicle is stationary and on the ground. Any injured infantry units in the healing zone will be healed.

You can Medevac U.S. Army Heavily Wounded units to a Field Hospital. After a short time the infantry will leave the Field Hospital in full health.

Task Force Talon soldiers can be healed by standing within a Nanowave Healing zone.

Consortium infantry must stand within the healing zone of a BMM-1 or move to the vicinity of a Field Prison Camp.



## Repair Vehicle

You can repair vehicles in two ways, according to the camp of the unit (see "Vehicle Repairs" on page 18).



Certain vehicles and buildings have a healing zone around them. For the vehicles, this healing zone is effective only when the vehicle is stationary and on the ground. Any damaged vehicle units in the zone will be repaired.

You can Medevac damaged U.S. Army vehicles to a Repair Depot. After a short time the vehicle will exit the Repair Depot completely repaired.

The Consortium has the V-22 Repair Rotorcraft, which repairs all ground vehicles and landed helicopters within its healing zone. It must be on the ground to repair.

Task Force Talon vehicles can be repaired by a Repair FAT-V from the Repair and Logistics Center. It must be stationary to repair.



## Transport Infantry

Some transport vehicles can load infantry units (see "Entering Buildings and Vehicles" on page 15). A transport vehicle can have up to eight transport slots, depending on the vehicle type. While loaded, units inside lose all of their special abilities and are not able to attack, but enjoy the protection of the transporting vehicle. If the carrier is destroyed, units inside will evacuate automatically.



Most infantry units occupy one slot, but Consortium Kornet Missile and U.S. Army Mortar Squad units occupy two.



## Transport Infantry/Vehicle

Some transport vehicles can load infantry and vehicle units to carry them (see "Entering Buildings and Vehicles" on page 15). A transport vehicle can have up to eight transport slots, depending on the vehicle type. While loaded, units inside lose all their special abilities and are not able to attack, but enjoy the protection of the transporting vehicle. If the carrier is destroyed, units inside will evacuate automatically.



Vehicles occupy two to four slots, depending on the vehicle type.



## Detect Stealth Units

Certain units can detect all stealth units within their LOS (see "Line of Sight/Stealth" on page 23). As long as the stealth unit is in the LOS of the detector unit, it loses its stealth property, and all units are able to see it. But, if the stealth unit leaves the detector's LOS, it regains its stealth ability, unless it has fired on an enemy or has been hit.

## TIP

### Can Detect Stealth Units

**Task Force Talon** – RQ-4A Global Hawk; Buggy; Repair FAT-V; S.H.I.E.L.D. (requires upgrade); Sentry Turret

**U.S. Army** – FAT-V Scout Patrol; Delta Force Elite Soldier; ADATS Turret

**The Consortium** – Fennek; Railgun Turret



## Overrun Infantry

All ground vehicles can overrun infantry. Simply give a move order that directs the vehicle to drive over the enemy infantry. They will automatically avoid your own soldiers, but will crush POWs if you aren't careful.

Aside from heavy vehicles like main battle tanks, all vehicles are slowed when they overrun infantry.



## Indirect Fire

Artillery units have the ability to fire farther than their own LOS, as long as the target is within the LOS of a friendly unit.



You can force artillery units unit to fire on a position outside its LOS. To do this, click the "Attack Zone" order, then the target ground. The artillery unit will fire on this position until you order it to do something else. Be careful, indirect fire can damage your own units as well.



## Splash Damage

Some powerful units can deal damage in a small zone around their intended targets. All units (friend or foe) in the zone will take damage. The damage is slightly lower in the border of the splash zone.



## Large Splash Damage

Some very powerful units can deal damage in a large zone around their intended targets. All units (friend or foe) in the zone will take damage. The damage is slightly lower in the border of the splash zone.



## Stealth

Stealth units are invisible to most enemies, and remain invisible as long as they don't perform any aggressive actions (fire, overrun infantry, capture, etc.). They also lose their stealth ability if they come into the LOS of a stealth-detection unit (see "Line of Sight/Stealth" on page 23).



Once detected, a stealth unit must wait a certain amount time before regain- ing stealth status. During this time, the unit must not perform an aggressive action, receive damage or come into the LOS of a stealth-detection unit.



### Fire and Forget

Units with fire and forget capability have a massive advantage over regular units as their weapons “home in” and automatically hit their intended target. This also means that once its weapon is fired, the unit does not need to keep a LOS to its target any longer. For example, a U.S. Army Javelin Missile can move back into the cover of an armored transport as soon as he has launched his missile, and an A-10 missile will hit its target even if the aircraft is shot down before impact.
















### No Pilot/Drone

Drone units don’t have any drivers or pilots. If they are destroyed, they do not leave any Non-Combat Personnel behind on the field for the enemy to capture.

## UNIT EFFECTIVENESS

### Effective Against

Certain units are more effective when attacking certain targets. The icons used in the unit descriptions on the following pages indicate the unit’s effectiveness against the targets.

TARGET	EFFECTIVE AGAINST	VERY EFFECTIVE AGAINST
All Aircraft (helicopter & planes)		
Helicopter		
Armored Vehicles		
Infantry		
Vehicles		
Buildings		
Tactical Weapons		

# Pentagon, White House Clash Over Counterterrorism

## Rumors Persist; European Allies Cautious

WASHINGTON, DC - According to unnamed sources at the Pentagon, the President has authorized the creation of an elite counterterrorism unit, one authorized to operate outside of international authority.

Such news, if true, would mark a turning point in America’s fight against terrorism. Historically, even covert units have obeyed standards set by the United Nations during the Cold War.

“Shadow soldiers, operating with impunity?” said one Pentagon official, who asked not to be named. “That kind of unit can undermine our chain of command. And that kind of accountability is one of the tenets on which our modern army is based.”

Details remain sketchy, but there has been speculation that new counterterrorism units are currently operating in the European theater.

Interest in counter-terrorist activities is at an all-time high, following recent terrorist attacks in Zurich and Caracas. (Yesterday, FEMA concluded its investigation into last month’s oil-refinery explosion in Houston, labeling the disaster “an industrial accident.”)

White House officials continue to deny reports that any such group exists, and some in the West Wing have gone so far as to question the Pentagon’s motivations.

“The Pentagon has been pursuing an increase in federal funding for some time now,” said one White House official. “Their requests have been met with our

full support, and both the House and Senate are considering appropriations bills as we speak. Despite this concrete support, there are factions within the Pentagon that would like to assert their dominance...frankly, they’d like to be the only game in town.”

International reaction has been muted. At last week’s European Alliance meeting in Milan, officials expressed generic support for America’s war on terror. Prime Minister Niles Philpott described America and Britain as “great allies, who stand shoulder-to-shoulder in this deadly and treacherous time.” Attendees judiciously avoided discussing the situation in detail in public. Privately, however, officials expressed support for such a unit. The European Union has historically been more aggressive in the war on terror, and covert units have operated in Europe for decades. French CT units, in particular, are granted a degree of leeway that would be almost unthinkable for an American fighting force.

It is this difference, say Pentagon sources, that must be preserved. “Can we remain a free and open society if we allow this kind of subterfuge to go on?” asked one official.

Administration officials responded to these allegations with disbelief. “Nobody is more interested in keeping secrets than the Pentagon,” said one official. “Somebody is trying to make political hay here, make no mistake about it.”

## TASK FORCE TALON

The Task Force Talon is an elite military direct action task force gathered from all branches of the U.S. military. They are a direct action team – the opposite of covert ops – and intend to be able to counter any situation in the world within 24 hours.

Under the command of major Jason Richter reporting directly to the White House, the TFT has access to experimental hi-tech and intelligence sources outside the normal chain of command.

Task Force Talon combat tactics should rely on speed and flexibility rather than firepower. Even more so than the U.S. Army and the Consortium, a successful TFT commander must be careful not to lose his units to the enemy.

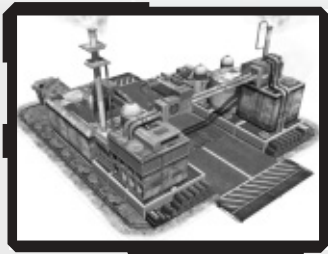
## BUILDINGS

### STANDARD



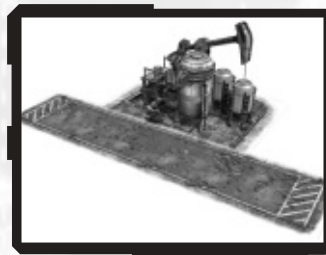
#### Task Force Talon HQ

Primary control center that deploys Drone Constructors and allows S.H.I.E.L.D./Drone upgrades and the Account Hacking upgrade.



#### Refinery

Gathering center for oil extraction and control center for Oil Tankers.



#### Derrick

Placed over an Oil Deposit, this structure acts as a mining point from which Oil Tankers can extract oil.



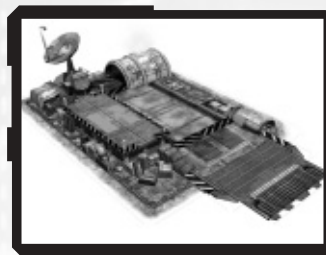
#### Forward Operation Center (FOC)

Required for the construction of additional structures and supplier of Drone Constructors. Allows upgrade of FOC Structural Reinforcement.



#### Barracks

Infantry training center used to call in Task Force Commandos and Heavy Snipers. Allows the addition of a Field Intelligence Center, as well as the acquisition of the Close Quarter Battle Capture Training and GUOS Drone Deployment Capacity upgrades.



#### Vehicle Command Center

Scout unit training center used to call in RAH-66 Comanche, Stryker ICV, and Buggy reinforcements. Allows the Buggy Light Stinger Launcher upgrade to give Buggies anti-aircraft capability, and the Comanche Hellfire Anti-Tank Missile upgrade to give Comanches anti-tank capability.



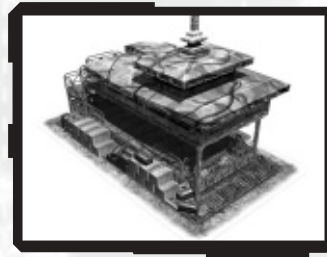
### Field Intelligence Center

This extension to the Barracks allows you to keep up to ten POWs, which generate funds on an on-going basis. It also lets you interrogate POWs to reveal parts of the map.



### Sentry Turret

Machinegun defensive turret. Allows upgrade to Sentry Turret Extended Anti-Tank Capability and Sentry Turret Extended Anti-Aircraft Capability.



### Nanowave Healing Center

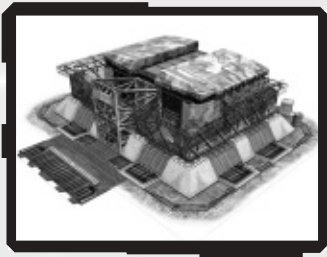
This addition to the S.H.I.E.L.D. Control Center allows you to heal your infantry units from a distance. It is the only healing device of the Task Force Talon and expensive to develop and use, but very powerful as it doesn't require and physical presence of medevac units. Can be upgraded with a High Density Nanowave Antenna, which increases the size of the healing zone.



### Mjolnir Super-Heavy Howitzer

Offers deployment of Nuclear Artillery Salvo, or Red Mercury Fusion Shell Salvo once you've acquired the Red Mercury Fusion Technology upgrade.

## S.H.I.E.L.D.



### S.H.I.E.L.D. Control Center

S.H.I.E.L.D. (Super High-Speed Infantry Electronic Defensive System) unit training building where you can call in and upgrade S.H.I.E.L.D. units. Allows upgrade of S.H.I.E.L.D. Millimetric Radar for stealth detection, and the addition of a Nanowave Healing Center.



### Repair & Logistics Center

Command center where you call in V-44 Heavy Transport rotorcraft and Repair FAT-Vs. Allows upgrade to give the V-44 stealth capability.

## DRONE



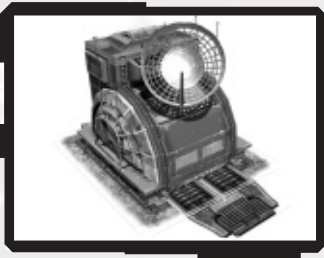
### Spinner Central Command

Distance command center of all Task Force Talon Spinner drones. Allows the Counter Artillery Radar and Stealth Drone Capacity upgrades.



### Aircraft Control Tower

Aircraft Control Tower for the Global Hawk Drones and FA-35 Joint Strike Fighters. Allows the Early Warning Radar and Global Hawk Hellfire Missile upgrades.



**Guardian Drone Ballistic Defense**  
Control center where you call in and control Anti-Tactical Weapon Guardian Drones. Allows Ballistic Warning System and Guardian Drone Speed, and Distance enhancement upgrades.

## TASK FORCE TALON UNITS

### NON-COMBAT PERSONNEL



Useless without their vehicles, but valuable if returned to your base. Note that non-combat personnel are very slow and therefore easy to capture for the enemy – you may want to consider sending in armored vehicles or even V-44 Heavy Transport rotorcraft to evacuate them.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, armed ground units	N/A	N/A

### DRONE CONSTRUCTOR



Used to build any structure. As soon as the structure is completed, the drone enters the building and cannot be used again unless the structure is sold.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, armed ground units	N/A	N/A

### OIL TANKER









Used to extract oil from an Oil Derrick.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, armed ground units	N/A	N/A

## TASK FORCE COMMANDO










The commando soldiers that make up the ground troops of the Task Force Talon have been hand-picked from all branches of the U.S. military. Their primary roles are to provide eyes and ears on the ground for more powerful units and to clear and defend buildings. Few other infantry units are their match in urban combat. They carry light personal firearms that can be upgraded to launch GUOS surveillance drones.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Ground units, vehicles	   	GUOS Drone Deployment

## HEAVY SNIPER









Elite soldiers armed with 35mm Model 82A1 scoped rifles, the Task Force Talon's snipers are the deadliest infantry units on the battlefield. These guns are so powerful they can even take out light vehicles. Heavy snipers are the Task Force's primary anti-tank units until the creation of S.H.I.E.L.D. units or the anti-tank upgrade of Comanches. Slow firing rate and average movement speed.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Ground units, vehicles	    	N/A

## BUGGY












This is the standard Task Force Talon recon and rapid attack unit. It is very fast, has good vision range and thermal detection goggles that allows it to spot stealth units. It can carry up to two soldiers, is equipped with a 12.7mm machinegun and a 20mm grenade launcher, but its greatest advantage may be that it you can upgrade it with light Stinger missiles for highly mobile anti-aircraft capabilities.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Air threats, armed ground units	   	Buggy Light Stinger Launcher – Can fire a light surface-to-air Stinger missile against all air targets

## STRYKER



This unit is a versatile light armored transport that can be modified to carry either a 105mm medium gun or a deadly anti-troop mortar. With medium armor and high speed, it's always best to move Strykers in a platoon (at least three or four vehicles in different modes) for maximum firepower and protection. Use the ICV (Infantry Combat Vehicle) to transport troops, then modify it into a Mounted Gun System (MGS) against armor, or in a Mortar Carrier (MC) against enemy troops. Adaptability is the Task Force Talon's best weapon on the battlefield.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Air threats, ambushing anti-tank soldiers	     	N/A

## RAH-66 COMANCHE



Fast and stealthy, but without armament and lightly armored, the Comanche helicopters are normally only used for scout and recon missions in advance of an attack. However, once upgraded with anti-tank missiles they become invisible killers and fast and highly mobile fire-brigade units.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes, elite infantry units, stealth-detection units		Hellfire II anti-tank missiles

### TIP

*Although the Comanche is very effective against enemy vehicles, once upgraded it loses its stealth capacity whenever it fires its missiles.*

## S.H.I.E.L.D.



The S.H.I.E.L.D. (Super High-Speed Infantry Electronic Defensive System) units are prototypes of the CID (Cybernetic Infantry Device) units and the infantry units of the next century: fast, with Kevlar armor to resist to light missiles and shells, an exoskeleton to support carrying a heavy machinegun coupled with a fast anti-tank mini-missile launcher, S.H.I.E.L.D. units are the perfect "hit and run" troops.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, armored vehicles, ambushing anti-tank soldiers		S.H.I.E.L.D. Millimetric Radar for stealth detection

## REPAIR FAT-V



Operating out of the FAT-V ("Future All-Terrain Vehicle"), this is the fastest ground repair unit, and features repair capability when stopped. It's a very useful unit near the front line (behind your troops, of course), but you need to protect it from enemy fire: this is always a juicy target! Like the U.S. Army's Scout Patrol FAT-V, this unit can also detect stealth units in its vicinity.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units		N/A

## V-44 HEAVY TRANSPORT



This is the biggest transport VTOL (Vertical Take-Off and Landing) aircraft: very fast, moderate protection, with enough room for soldiers or light vehicles. You can use it to drop troops and vehicles behind enemy lines, make emergency evacuations, or build a Forward Operations Center and Sentry Turret behind enemy lines! **Beware:** This VTOL is only armed with a double mini-gun against infantry, so provide an escort if possible, or clear the skies with FA-35 and Global Hawks before flying into enemy territory.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes, elite infantry units		V-44 Stealth Capacity

## UGCV SPINNER DRONE



This unit is the versatile main battle tank of the Task Force Talon. It's unmanned and very powerful in each of its three combat modes: anti-tank gun, bomb drone launcher and surface-to-air missile launcher. It's perfect for countering any enemy threat. Although slow and expensive, it does not drop Non-Combat Personnel on the field if it's destroyed.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Air threats, ambushing anti-tank soldiers	 	Spinner Counter-Artillery Radar – Can detect enemy indirect fire units  Spinner Stealth Drone Capacity – provides bomb drones with stealth capability.

## RQ-4A GLOBAL HAWK



Like the Comanche helicopters, the Global Hawk drones are fast scouts with excellent visual range and stealth-detection capability. The drones can be upgraded to carry two Hellfire missiles to provide CAS (Close Air Support) capabilities.

**Note:** This drone loses its stealth capabilities when it fires its Global Hawk Hellfire missiles, so be sure to adjust your tactics once you've acquired this upgrade.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters	 	Global Hawk Hellfire missiles

## FA-35 JOINT STRIKE FIGHTER



This fighter bomber was designed for two purposes: air superiority and laser-guided bombing runs. It is not as good as the F-15 for fighter missions, but sufficient to survive until it can drop its four GPS-guided bombs on target. Over an enemy base this aircraft is always devastating, but with no stealth protection and no ECM pod, you will need to eliminate enemy surface-to-air defenses first in order to achieve best results.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters, aerial stealth-detector radar		N/A

## GUARDIAN DRONE



The Guardian drone mobile ballistic interception system will launch an extremely effective high-speed missile salvo to counter any incoming enemy tactical weapon, but will self-destruct in the process.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, armed ground units		Guardian Drone speed and distance enhancement

## TFT UPGRADES

### STANDARD



#### **GUOS Drone Deployment**

All Task Force Commandos can now launch GUOS drones: small, limited-range, stealthy "fire-and-forget" surveillance devices that will briefly reveal a zone. After it returns, the GUOS takes a few moments to recharge before you can re-launch it.



#### **Close Quarter Battle (CQB) Capture Training**

In order to generate more POWs and surviving crew members from incapacitated enemy vehicles, all your infantry units are trained in non-lethal fighting techniques, and your ground vehicles are equipped with non-lethal ammo.



#### **FOC Structural Reinforcement**

All of your Forward Operation Centers get a 50 percent damage resistance bonus.



#### **Account Hacking**

By hacking and accessing bank accounts revealed by enemy prisoners, you cause major financial damage to your opponent. Each time you capture an enemy unit, half of that unit's cost is also deducted from that enemy's available funds.



#### **Comanche Hellfire II Anti-Tank Missile**

The Comanche can now fire Hellfire II missiles, which are faster than Apache missiles but less damaging.



#### **Buggy Light Stinger Launcher**

All buggies can now launch a light surface-to-air Stinger missile, dramatically improving Task Force Talon's anti-aircraft capabilities on the battlefield.



#### **Sentry Turret Extended Anti-Tank Capability**

Adds anti-tank capability to Sentry Turrets.



#### **Sentry Turret Extended Anti-Aircraft Capability**

Sentry Turrets can now target aircraft, and are much more effective against helicopters.

### S.H.I.E.L.D.



#### **S.H.I.E.L.D. Millimetric Radar**

All S.H.I.E.L.D. units can now detect non-aircraft stealth units within LOS.



#### **V-44 Stealth Capacity**

All your V-44 Heavy Transport rotorcraft gain stealth capabilities.



#### **Red Mercury Fusion Technology**

Your Mjolnir Howitzers are armed with red mercury fusion shells, which cause considerably more damage than the regular nuclear shells.

### DRONE



#### **Spinner Counter-Artillery Radar**

All Spinner drones now have counter-artillery radar, which detects incoming rockets and shells. The mini-map shows the location of all artillery units that fire within the detection area.



#### **Spinner Stealth Drone Capacity**

All bomb/recon drones launched by a Spinner operate in full stealth mode.



#### **Early Warning Radar**

As soon as an enemy initiates an air strike, the Early Warning Radar warns you and provides information about the types of incoming aircraft and the estimated arrival time. Will also detect stealth aircraft (YF-23s, B2 Bombers and Global Hawks).



#### **Global Hawk Hellfire Missile**

All Global Hawks are now equipped with two Hellfire air-to-ground missiles that will automatically be fired at vehicles in or en route to the target area. Global Hawk Drones lose their stealth capabilities while firing missiles.



#### **High Density Nanowave Healing Center Antenna**

Increases the size of the Nanowave Healing Center's healing zone.



#### **Guardian Drone Speed and Distance Upgrade**

Increases the size of the protection zone of the Guardian drones, and doubles their movement speed.



#### **Tactical Warning System**

Provides you with a warning as soon as a tactical weapon is being prepared and indicates when the weapon is ready.



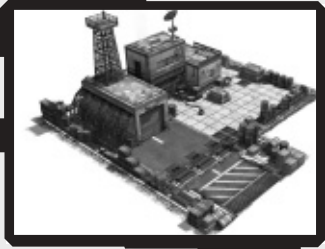
## U.S. ARMY

In *Act of War: Direct Action*, "U.S. Army" is used as the common term for all units under the Pentagon's command: Army, Navy, Marine Corps and Air Force. Specialized and powerful, it is equipped to handle any threat, anytime, anywhere.

If the U.S. Army has any weakness on the battlefield, it's the lack of multi-purpose units that can quickly adapt to changing circumstances – most of its units are highly specialized for certain roles. Nevertheless, its F-15 Eagles can achieve and maintain total air superiority, while its Abrams tanks and Paladin self-propelled artillery pieces have few matches on the ground.

## BUILDINGS

### DEFCON 3



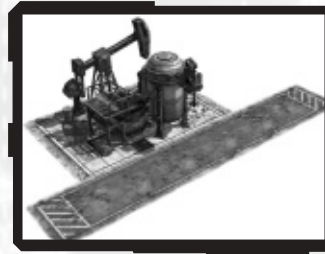
#### HQ DEFCON 1, 2 and 3

Primary control center, which deploys Excavators and allows DEFCON Alert Status changes and the World Media Support upgrade.



#### Refinery

Gathering center for oil extraction and producer of Oil Tankers.



#### Derrick

Placed over an Oil Deposit, this structure acts as a mining point for Oil Tankers.



#### Barracks

Infantry training center used to call in U.S. Marines, Javelin Missiles, Mortar Squads, Snipers and Delta Force Elite Soldiers as reinforcements. Allows upgrades of M203 Grenade Launchers and Non-Lethal Fighting Training.



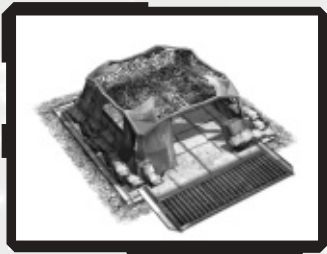
#### Field Generator

Facility for generating electrical power for units and structures. Can be upgraded with the Emergency Battery ability, which allows the base to continue to operate for ten seconds without power.



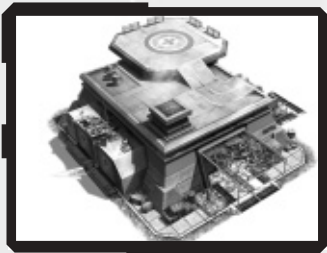
#### Light Armor Depot

Light-armored vehicle depot where you can call in FAT-V Scout Patrol, Bradley, Avenger, and M-113 reinforcements. Allows upgrading the Avengers' Stingers to the RMP Block II model.



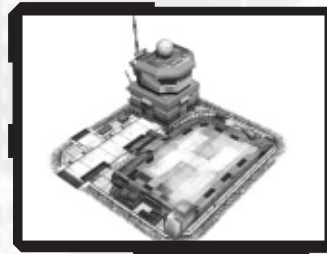
### Sandbags Shelter

Defensive structure with room for up to four soldiers.



### Field Hospital

This structure is where prisoners are interrogated by the CIA (revealing critical information about the enemy). Friendly soldiers are healed before returning to the combat zone in the hospital and a medical Black Hawk can be sent from this building to rescue Heavily Wounded soldiers on the battlefield.



### Heliport

Helicopter control facility used to call in AH-64D Longbow Apache and UH-60 Black Hawk reinforcements.



### Air Force Control Tower

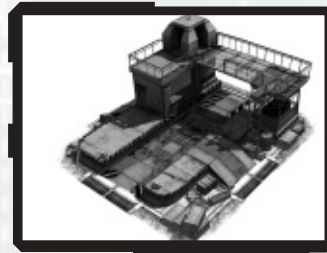
Aircraft center used to deploy A-10 Thunderbolt air-to-surface support aircraft, F-15 Eagle fighters and B2 Spirit bombers. Can be upgraded with an Early Warning Radar that displays incoming enemy airstrikes. The ALQ-119 ECM Jamming Pod upgrade makes all of your aircraft more resistant to incoming missiles, and the AIM-120 AMRAAM upgrade gives your F-15s increased range.

## DEFCON 2



### ADATS Turret

Heavily armored turrets that can fire eight anti-aircraft or anti-tank missiles before reloading. When not firing, the turret is protected by a heavy titanium shell. The ADATS turrets also have Stealth Detection capabilities and can be upgraded with an E-3 Sentry AWACS Link for improved anti-aircraft capabilities, and a J-STARS Link for increased anti-tank capabilities.



### Repair Depot

Vehicle repair depot operating the HMRH-92 Angel repair helicopter. Allows Advanced Logistic Support upgrade.



### Heavy Armor Depot

Vehicle depot that can deploy Abrams, Paladins and MLRS reinforcements. Lets you upgrade your Abrams tanks with Reactive Armor, and your MLRS units with Counter-Artillery Radar.



## DEFCON 1

### Wolverine Missile Silo

A heavily protected, underground Wolverine cruise missile launcher silo. By acquiring the Plasma Charge Technology upgrade, your Wolverine missiles become even more deadly!



**PATRIOT Ballistic Defense System**  
 Anti-tactical weapon ballistic launcher able to intercept up to four enemy Tactical weapons.

## U.S. ARMY UNITS

### NON-COMBAT PERSONNEL




Useless without their vehicles, but valuable if returned to your base. Note that non-combat personnel are very slow and therefore easy to capture for the enemy – you may want to consider sending in armored vehicles or even helicopters to evacuate Non-Combat Personnel.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, armed ground units	N/A	N/A

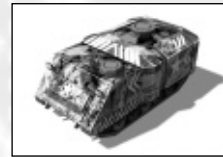
### EXCAVATOR



Construction vehicle used to build all structures.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, armed ground units		N/A

### OIL TANKER








Used to extract oil from an oil derrick.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, armed ground units		N/A

### U.S. MARINE



The Marine is the standard infantry unit of the U.S. Army. Well-trained and well-armed, he is good at assaulting and defending buildings. Marines are fast and a full squad can be a threat to low-flying helicopters. You can ask a Marine to crawl, ambush, and capture POWs. Arm your Marines with M203 grenade launchers for more firepower against light vehicles or groups of enemy infantry.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Ground units, vehicles	  	M203 grenade launcher – Every fifth round fired is a 40mm high-explosive shrapnel grenade, which is very effective against groups of infantry

## JAVELIN MISSILE



The Javelin anti-tank soldier, with its "fire and forget" anti-tank missile, is the best weapon to use against armor and buildings. You need to protect it from enemy infantry, but when ambushing or in a building, this unit can be very lethal to even the most heavily armored vehicle. It can't lock target on moving enemy infantry, and is not very good in building combat: it usually destroys the targeted enemy AND the room it is in when firing its anti-tank missiles in an enclosed space!

### EFFECTIVE AGAINST



### VULNERABILITY

Ground units,  
helicopters, vehicles

### SPECIAL ABILITIES



### UPGRADES

N/A

## MORTAR SQUAD



This team of well-trained soldiers can fire indirect mortar shells at medium range. They need time to set their mortar in position, are slow, and can't enter buildings due to the size of their equipment. You need to protect them or hide them behind the front line. They are most when placing the enemy under constant indirect suppression fire.

### EFFECTIVE AGAINST



### VULNERABILITY

Ground units,  
helicopters, vehicles

### SPECIAL ABILITIES



### UPGRADES

N/A

## SNIPER



The sniper is the ultimate sharpshooter of the U.S. Army. One man, one gun: low rate of fire, poorly protected, but very deadly. A sniper can eliminate most infantry targets with a single shot, and can also target units inside buildings. You can order snipers to crawl or ambush and thereby hide from enemy sight. Snipers are perfect for scouting (large field of vision using their scoped rifles), capturing enemies and stealthy sabotage missions.

### EFFECTIVE AGAINST



### VULNERABILITY

Ground units,  
helicopters, vehicles

### SPECIAL ABILITIES



### UPGRADES

N/A

## DELTA FORCE ELITE SOLDIER



The Delta Force is the elite infantry of the U.S. army, the best of all Special Forces. Very well-trained, armed with a fast and accurate sub-machinegun, he is deadly good at taking and defending a building and even a serious threat to low-flying helicopters. You can ask Delta Force units to crawl and to hide from enemy sight. He is an ideal unit for scouting, capturing and performing stealth-detection missions with his thermal goggles.

### EFFECTIVE AGAINST



### VULNERABILITY

Ground units,  
vehicles

### SPECIAL ABILITIES



### UPGRADES

N/A

## FAT-V SCOUT PATROL



Using the highly mobile but lightly armored Future All-Terrain Vehicle, the “FAT-V”, this is the standard U.S. recon unit: very fast, long vision range, with thermal detection goggles for spotting stealth units. It can carry up to four soldiers. These scout patrols are not as well-suited for “hit and run” offensive tactics as the M113s or Bradleys, but it’s always a good idea to escort a main battle force with Scout patrols for stealth detection.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, armed ground units	   	N/A

## M2A3 BRADLEY



This unit is a perfect fighting vehicle, especially for early “hit and run” attacks on a weak enemy position. With medium armor, 20mm cannon, and fast speed, it’s always better to move them in platoons of at least three or four vehicles. You can also use it to transport infantry behind enemy lines for a surprise unloading of reinforcements.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Air threats, ambushing anti-tank soldiers	  	N/A

## AVENGER



This unit has only one purpose – to use its arsenal of Stinger missiles to keep the skies clear above your forces. It’s a perfect escort vehicle for all ground forces or as mobile air-defense for a base. **Beware:** This unit is very vulnerable alone. Try to hide it or protect it.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Any ground units	  	Block II RMP Stinger Missiles – All Avengers fire a FIM-92A Stinger Block II missile which have increased range and inflict twice the damage

## M113



The M113 is an excellent heavy transport for up to eight infantry units. With its medium speed, strong resistance to enemy fire and M60 machinegun, you can use it to reinforce your front line or assist a main assault force against infantry without any risk of losing troops on the way. Trying to go directly through enemy defenses to breach their line and drop troops behind is also a viable option.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, ambushing anti-tank soldiers	  	N/A

## UH-60Q MEDEVAC BLACKHAWK



This is the main medical evacuation helicopter for the U.S. Army: fast, moderate protection, with enough room for eight wounded soldiers. Always look for a safe path to avoid any surface-to-air defenses or fighters.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units		N/A

## M1A2 ABRAMS



With its huge firepower and nearly impenetrable armor, the M1A2 Abrams is the most powerful ground unit on the battlefield and perfect for ground assaults against any defenses. Be aware though they are vulnerable against helicopters and large groups of anti-tank infantry, so make sure to escort them with Avengers, Apaches, and/or Marines loaded in Bradleys or M113s.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Air threats, ambushing anti-tank soldiers	 	Full Spectrum Active Protection – Once purchased, your M1A2 tanks will partially deflect missiles and shells fired against it for the first six seconds of any combat. This ability is not automatic and requires a 60-second recharge time

## M109 PALADIN



This strong artillery unit is capable of powerful long-range attacks. This vehicle must be stopped before you can fire it. The damage zone of a shell is not very big, but all the firepower is concentrated. This is a perfect weapon against small and slow or stationary targets.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Air threats, armed ground units	  	N/A

## MLRS









This is the most powerful artillery unit in *Act of War: Direct Action*, but it's very vulnerable and requires good protection. Always position this unit to the rear of a battlefield. This vehicle must be stopped before you can fire it. Large groups of enemy infantry or slow-moving damaged vehicles are perfect targets for the MLRS. **Note:** The MLRS doesn't discriminate with its splash damage – watch out for "friendly fire."

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Air threats, armed ground units	  	Counter-Artillery Radar – Your MLRS units can see and attack firing enemy artillery units beyond their normal visible range

## AH64D APACHE





This attack helicopter is the spearhead of the U.S. Cavalry. Fast, with strong anti-tank firepower, heavy armor and a nose cannon for light vehicle and infantry, the Longbow Apache is a very versatile weapons system. In case of enemy air superiority, try to land it on the ground, but don't forget to protect it from ground attack units.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
    	Anti-air ground units, fighter planes, elite infantry units		N/A

## UH-60 BLACKHAWK





This is the main U.S. transport helicopter: fast, moderate protection, and with space for eight soldiers. You can use it to drop troops behind enemy lines, for emergency evacuations or assaulting buildings from the rooftop. You can try to clear the LZ (landing zone) before a drop with its light machinegun, but it's usually not very effective.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes, infantry units		N/A

## F-15 EAGLE






This jet is built for air superiority: any unfriendly units flying above the battlefield will be targeted by this plane. Extremely fast, with three Sidewinder AIM-9M air-to-air missiles and good resistance to anti-air weapons, the F-15 also makes a good air escort.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters		AIM-120 AMRAAM Long-Range missile – The F-15 Eagle does twice the damage to enemy targets, and has twice the range  ALQ-119 ECM Jamming Pod – All U.S. planes are more difficult to target and have 50 percent more armor

## A-10 THUNDERBOLT II "WARTHOG"



This plane was designed for CAS, (Close Air Support): All ground vehicles are targeted by its four Maverick AGM-65D air-to-ground missiles. But even with its strong armor and dual engine this plane is painfully slow, so try to not let it fly unescorted.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Anti-air ground units, enemy fighters		ALQ-119 ECM Jamming Pod – All U.S. planes are more difficult to target and have 50 percent more armor

## B2 SPIRIT



This stealth bomber can drop a powerful bomb carpet in a very concentrated zone. Perfect for eliminating static targets, buildings or enemy energy generators. But it's very hard to hit any moving units with this weapon. Always try to escort it with F-15s – the B2 is VERY expensive.

### EFFECTIVE AGAINST



### VULNERABILITY

Anti-air ground units, enemy fighters, aerial stealth detector radar

### SPECIAL ABILITIES



### UPGRADES

ALQ-119 ECM Jamming Pod – All U.S. planes are more difficult to target and have 50 percent more armor

## U.S. ARMY UPGRADES

### DEFCON 3



#### World Media Support

Repatriation pays \$500 instead of \$250 to your camp.



#### CIA Bank Account Freeze

The CIA freezes the bank accounts revealed by enemy prisoners. Each time the player captures an enemy, half of that unit's cost is also deducted from the opponent's available funds.



#### U.S. Marine M203 Grenade Launcher

All U.S. Marines are equipped with grenade launchers that automatically fire a grenade every five rounds, inflicting additional damage on enemy infantry.



#### Non-Lethal Fighting Training

In order to generate more POWs and surviving crew members from incapacitated enemy vehicles, all your infantry units are trained in non-techniques, and your ground vehicles are equipped with non-lethal ammo.



#### Emergency Battery

If a blackout occurs, the player gains 10 additional seconds of reserve power supply. The player can take advantage of this additional time to fix the situation.



#### Avenger Block II RMP Stinger Missiles

The Block II upgrade of the reprogrammable microprocessor-enhanced Stinger missiles increases both range, speed and accuracy of the regular Stinger missiles, dramatically improving the Avenger's surface-to-air capabilities.

### DEFCON 2



#### Deep Forage Derrick Technology

The maximum capacity of this Oil Derrick is increased by 20 percent.



#### E-3 Sentry AWACS Link

This upgrade increases the damage inflicted by the ADATS Turrets' surface-to-air missiles.



#### J-STARS Link

This upgrade increases the anti-tank missile damage for ADATS turrets.



#### M1A2 Abrams Full Spectrum Active Protection (FSAP)

The FSAP upgrade allows you to activate an advanced system of anti-tank missile countermeasures for your Abrams tanks. Once activated, your tank will be completely protected from all incoming fire for six seconds, after which it takes one minute to reactivate the system. This is particularly useful just before launching an attack against a strong defense or to cover a safe escape from a hot zone.





### **MLRS Counter-Artillery Radar**

Equips all MLRS units with a millimetric radar capable of detecting the trajectories of incoming rockets and artillery shells, allowing you to locate and target enemy artillery units outside of normal vision range.



### **ALQ-119 ECM Jamming Pod**

These inboard jamming pods provide all your aircraft with the additional ability to sustain damage from incoming missiles, and makes them more difficult to lock on to.



### **Early Warning Radar**

Acquiring the Early Warning Radar upgrade will increase the warning time you get for incoming enemy air strikes, indicate enemy aircraft targets and reveal stealth aircraft – all to help you defend against the attack. (If you can't defend, at least you have sufficient time to move or sell the potential target).



### **AIM-120 AMRAAM Long-Range Missile**

Long-range missile that causes twice as much damage as the Sidewinder.



### **Advanced Logistic Support**

This upgrade doubles the repair speed of the Repair Center.

## **DEFCON 1**



### **Plasma Charge Technology**

Upgrades all standard Wolverines to "Baby Nuke" Wolverines. This plasma shell is extremely efficient against buildings and vaporizes units standing near ground zero. Aircraft are not affected by the explosion.



### **Tactical Warning System**

Provides an advance warning when a tactical weapon is being prepared by an enemy.

## **CONSORTIUM**

Very little is known about the Consortium and the people behind it. What is known is that through various means of bribes and infiltration, they have managed to gain control over a large number of armed groups around the world – terrorist organizations, armed militias, freedom fighters, mercenaries – and equipped them with weapons sometimes so advanced not even the Task Force Talon has any effective countermeasures.

The Consortium operates in two dramatically different modes, undercover and revealed. While undercover, they rely on large numbers of inexpensive infantry and lightly armored vehicles to quickly gain an advantage in numbers. The longer the battle goes on, though, the more this advantage is lost. They soon need to reveal their full power – including their revolutionizing Akula stealth drone tanks.

Once revealed, the Consortium is a formidable opponent. It has the disadvantage, however, of having to rely on capturing large numbers of POWs to finance its expensive high-tech forces.

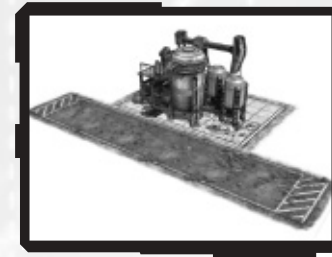
## **CONSORTIUM BUILDINGS**

### **UNDERCOVER**



#### **Undercover HQ**

No information available.



#### **Derrick**

Placed over an Oil Deposit, this structure acts as a mining point for Ural Tankers. Can be upgraded to be set to self-destruct, which will temporarily render the Oil Deposit useless to the enemy.



### Refinery

Gathering center for oil extraction and producer of Ural Tankers.



### Barracks

Infantry training center used to call in AK-74 Soldiers, RPG-7 Soldiers, MM-1 Mortar Soldiers, Kornet Missiles, and SA-7 Missiles as reinforcements. Allows the Terrorist Hostage Capture Training upgrade.



### Motor Pool

Motor Pool used to call in AMX-10 RCs, Porcupine mortar tanks, BTR-80s and Tunguskas as reinforcements. Allows the Porcupine Rapid Stealth Deployment and Tunguska Extended Radar and Stealth Detection upgrades.



### Chopper Pad

Helicopter pad acting as a base for Mi-35 Hinds. You can also acquire the FFAR Hydra Rocket Pod upgrade here, allowing your Hinds to fire deadly rockets salvos.



### Field Prison Camp

Evacuation and interrogation center that is used to create BMM-1s.

## REVEALED



### Revealed HQ

No information available.



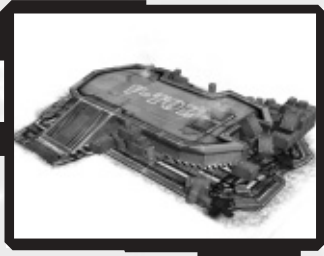
### Tokamak Reactor

The Tokamak reactors are high energy-producing devices required to power the Consortium bases on the battlefield. They can also be super-charged to act as powerful defensive weapons – select any of your Tokamaks and click the “Supercharge” button, and they will all generate a damaging force-field around them. You can cancel the force field at any time, but be careful as it’s also very damaging for the reactors themselves.



### Railgun Turret

Active defense structure primarily effective against vehicles and the main stealth detector of the Consortium.



### **VTOL Pad**

High tech helipad used to deploy V-24 Transport and V-22 Repair rotorcraft. Allows upgrade of V-24 Marking Rocket Pod.



### **Stealth Armor Lab**

High-tech facility where Fenneks, Akulas, Piranhas, and Optical Camo Soldier can be called in as reinforcements. Allows the Akula Heavy Depleted Uranium Warhead and Piranha Counter-Artillery Radar upgrades.



### **Air Control Tower**

Aircraft center used to launch YF-23 "Black Widow" airstrikes. Allows acquisition of the EGBU Laser-Guided Bomb and Early Warning Radar upgrades.



### **Sleeping Cell**

Structure for instantly transferring units to/from other Sleeping Cells.



### **Falling Star Uplink**

Tactical weapon site with the ability to track up to three devastating Falling Star killer satellites at a time. Allows upgrade of Ebola Fever Strain, which makes both the Falling Star satellites and the MM-1 Mortars much more deadly to affected infantry targets.



### **Electromagnetic Shield Ballistic Defense**

Anti-tactical weapon defensive structure with the ability to protect against up to four Tactical weapon strikes at a time. Can be upgraded with the Electromagnetic Shield Relay Antenna which increase the protected zone, and the Ballistic Warning System.

## CONSORTIUM UNITS

### NON-COMBAT PERSONNEL




Useless without their vehicles, but valuable if returned to your base. Note that non-combat personnel are very slow and therefore easy to capture for the enemy – you may want to consider sending in armored vehicles or even helicopters to evacuate Non-Combat Personnel.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, armed ground units	N/A	N/A

### URAL TANKER



Simple tanker truck used to extract oil from an Oil Derrick. Can be converted into a Ural Bomb Truck for offensive purposes.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, ground units	 	N/A

### MI-17 HIP HELICOPTER









Similar to the Task Force's Drone Constructors or the U.S. Army's Excavators, the MI-17 Hip Helicopters build all Consortium structures.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes	N/A	N/A

### URAL BOMB TRUCK



Modified version of Ural Tanker armed with an explosive charge, which you can detonate at will. It loses its ability to collect oil, but cannot be recognized by the enemy as an offensive vehicle.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Air threats, ground units	 	N/A

## AK-74 SOLDIER



The AK-74 Soldier is the standard Consortium infantry unit. Well-armed but poorly trained and with a slow fire rate, the AK-74 is mostly useful as a scout and for capturing and defending buildings. They are fast on the ground and, if you can gather a full squad, can pose a threat to unarmored helicopters. You can change their weapons to face new threats and order them to capture POWs.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, vehicles		N/A

## RPG-7 SOLDIER



The RPG-7 rocket launcher soldier is basically the old "bazooka" unit from WWII. They can cause major damage to all static vehicles and groups of infantry, especially when ambushing or inside a building, but cannot lock on to moving targets. **Beware:** RPG-7s are not very good in combat inside buildings – they usually destroy the targeted enemy AND the room from which they fire their rockets.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopters, vehicles		N/A

## MM-1 MORTAR SOLDIER



This well-trained soldier can fire indirect light mortar shells at medium range. Protect them and use them to put the enemy under constant indirect suppression fire. They're very useful for emptying a building full of enemy infantry.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopters, vehicles		Ebola Fever Strain – Ebola virus strains are loaded in all of the MM1 mortar shells, causing slow and inevitable death to all affected infantry units unless they receive immediate medical attention

## KORNET MISSILE



The Kornet Missile team is the deadliest anti-tank unit on the battlefield and can easily take out even the most heavily armored vehicle with its long-range "fire and forget" armor-piercing missiles. Protect them from enemy infantry. They can't lock target onto moving infantry, and can only target stationary soldiers. Particularly effective when inside a BTR-80 Armored Personnel Carrier. **Note:** Kornet Missile teams cannot enter buildings.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopters, vehicles		N/A

## SA-7 MISSILE



The SA-7 Missile soldier is the basic surface-to-air unit of the Consortium. With his small shoulder-launched surface-to-air missile launcher, he can quickly take out anything flying over the battlefield. When ambushing or in a building this unit is deadly to any flying target, but he has no other weapon so be sure to protect him from enemy infantry.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, infantry, vehicles		N/A

## AMX-10 RC



This is the standard Consortium light tank. Its guns deal impressive damage, but its slow rate of fire and average armor make it somewhat vulnerable. AMX-10s are most effective when used in platoons of four to five vehicles or accompanied by an infantry escort. These vehicles are well-suited for fast "hit and run" missions or as a cheap last line of defense. Their guns are also devastating against enemies entrenched in buildings.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, ambushing anti-tank soldiers		N/A

## PORCUPINE MORTAR



A cheap mobile defense tank that can be deployed under sandbags to gain protection and better firepower with its mortar. Perfect for a first-line infantry defense or for slowing down enemy forces. You can also use the Porcupine in attack, but its slow speed and the need to deploy it before firing effectively make it hard to manage.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, artillery, long-range anti-tank snipers	 	Porcupine Rapid Stealth Deployment – Porcupine can be deployed twice as fast on the field. When deployed, the Porcupine is in stealth mode

## BTR-80 ARMORED PERSONNEL CARRIER







This unit is a good armored transport: fast speed, medium resistance to enemy fire and capable of a limited defense against enemy vehicles. You can use it to reinforce your front line or assist a main assault force with some infantry without much risk of losing troops on the way. Carrying the highly trained Kornet soldiers inside gives the BTR-80 a substantial offensive bonus to its anti-tank missiles.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, ground units	 	N/A

## TUNGUSKA





This unit was built for only one purpose: superior ground-to-air support. It's an excellent escort unit for ground forces or a typical second line of air-defense for a base. The Tunguska can try to use its gun against ground forces, but it's not very efficient.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Any ground units, armored vehicles.	 	Tunguska Extended Radar and Stealth Detection – Tunguska can now acquire air targets at 50 percent longer range, and can also detect and lock on to stealth aircraft

## BMM-1









Armored Medical Transport that can carry up to eight Heavily Wounded soldiers. When brought back to the Field Prison Camp, Heavily Wounded soldiers aren't healed but instead refund their full initial deployment cost.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threats, ground units.	 	N/A

## FENNEK











This experimental unit was built around an Optical Camo engine: invisible, very fast, long vision range, thermal detection equipment for spotting stealth units, and a two-passenger capacity. Not really good for offensive missions, but an excellent support vehicle to provide stealth detection. It's an ideal transport for Optical Camo Warriors.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, ground units.	    	N/A

## AKULA






This experimental unmanned heavy tank was built around a new railgun cannon and features an Optical Camo system. Medium speed, stealth protection, and a powerful cannon (but low armor), the Akula is the perfect "hit and run" unit. Backstab your enemy, hit them hard and run fast. If destroyed, the Akula does not leave a pilot behind.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Air threats, ambushed anti-tank soldiers, stealth-detection units.	   	Akula Depleted Uranium Warhead – Akula now fire an armor-piercing Sabot depleted uranium shell that causes considerably more damage than a standard shell

## PIRANHA











This powerful artillery unit is capable of long-range indirect fire attacks. This unit must be stationary before it can fire. Its damage zone is bigger than that of the U.S. Paladin, but the vehicle itself is more resistant. Small and slow (or static) targets are ideal targets for the Piranha.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
 	Air threats, armed ground units	   	Counter-Artillery Radar – The Piranha can see and target enemy artillery beyond its normal vision range

## OPTICAL CAMO SOLDIER









The new era of elite soldier – invisible and deadly. Very well-trained, armed with a fast and very accurate machinegun, the Optical Camo Soldier is unmatched for taking and defending buildings. They are also a serious threat to low-flying helicopters. Optical Camo Soldiers are perfect for scouting, capturing and performing commando strikes against other infantry units.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
  	Ground units, vehicle, stealth-detection	    	N/A

## MI-35 HIND-D








This attack helicopter is the export version of the famous Mi-24 Hind. It's a versatile air transport: slow, heavily armored, good transport capacity, and a nose canon for defense against light vehicles and other helicopters. In case of enemy air superiority, try to land it on the ground. It is, however, relatively useless as an offensive weapons unless upgraded with rocket pods, which provide devastating firepower against enemy infantry.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Anti-air ground units, fighter planes	 	FFAR Hydra Rockets Pod – Hind helicopters can fire a powerful FFAR Hydra rocket salvo, which is very effective against enemy infantry

## YF-23 "BLACK WIDOW"



This fighter bomber was designed for multi-role missions: air superiority, CAS (close air support), and even laser-guided bomb platforms. But, like all planes designed as "all-in-one" systems, it's not the best in any of the three roles. Fortunately, the YF-23 is invisible to low-tech radar, and is always a fast answer to any threat on the battlefield. But, this versatility comes at a high price.


EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
   	Anti-air ground units, enemy fighters, aerial stealth detector radar		EGBU-15 Laser Guided Bomb – Your YF-23s are equipped with two EGBU-15 laser-guided bombs, which are very effective against structures only



## V-24 TRANSPORT ROTORCRAFT




This is the fastest VTOL (Vertical Take-Off and Landing) transport: very fast, moderate protection, with enough room for eight soldiers. You can use it to drop behind enemy lines, make emergency evacuations, or launch a fast assault at a building from the rooftop. This helicopter is not armed, so make sure to provide an escort or clean away resistance with YF-23s before flying into enemy territory.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units.		V24 Marking Rocket Pod – The V24 can fire a marking rocket on the ground to recon a zone before landing or scouting an enemy area

## REPAIR V-22 ROTORCRAFT



This is the fastest repair VTOL unit: fast, featuring moderate protection and repair capability while on the ground. It's a very useful unit near the front line, but you need to protect it from enemy fire: this is an attractive target for the enemy!

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units.		N/A

## CONSORTIUM UPGRADES

### UNDERCOVER STATUS



#### Terrorist Hostage Capture Training

All units (soldiers and vehicles) are trained to capture more prisoners. For each "killed" soldier, odds are 25 percent higher to incapacitate instead of killing.



#### Oil Derrick Self-Destruction

Once you have acquired this upgrade, you can manually self-destruct the Oil Derrick, rendering the Oil Deposit useless to anyone else for several minutes.

### CONSORTIUM HQ



#### Tunguska Extended Radar and Stealth Detection

Gives your Tunguskas the ability to detect stealth air units, plus a 100 percent increase in detection and shooting range against all aircraft.



#### Porcupine Rapid Stealth Deployment

Your Porcupines deploy more quickly and gain stealth capabilities.



#### Mi-35 Hind-D, FFAR Hydra Rocket Pods

Your Mi-35 Hind-Ds receive 70mm rocket pods that cause massive damage against a designated zone on the ground; especially effective against infantry.



#### Hostage Ransom Demands

You extort your opponents for ransom, and each time you capture an enemy unit, half of that unit's cost is deducted from that enemy's available funds.



#### Tokamak Emergency Self Destruction

With this upgrade, your Tokamak reactors can be individually set to initiate a self-destruct sequence, which, while activated, causes tremendous damage to all surrounding structures and units. This can be a viable last line of defense.



#### Akula Depleted Uranium Warhead

Your Akulas now fire an armor-piercing Sabot depleted uranium shell, which causes considerably more damage than a standard shell.



#### Piranha Counter-Artillery Radar

Your Piranhas are equipped with counter-artillery radar, which can detect incoming rockets and shells, thereby revealing the position of the enemy's artillery units.



#### V-24 Transport Marking Rocket Pods

Your V-24 Transports can now launch a marking rocket that reveals the targeted landing zone.



#### EGBU-15 Laser-Guided Bomb

Enhanced laser-guided bomb for the YF-23 that causes tremendous damage to buildings.



### **Early Warning Radar**

Acquiring the Early Warning Radar upgrade will increase the warning time you get for incoming enemy air strikes, indicates enemy aircraft targets and reveals stealth aircraft – all to help you defend against the attack. (If you can't defend, at least you have sufficient time to move or sell the potential target).



### **Electromagnetic Shield Relay Antenna**

Increases the size of the zone protected by your Electromagnetic Shield Pulse by 50 percent.



### **Tactical Warning System**

Provides an advance warning when a tactical weapon is being prepared by an enemy.



### **Ebola II Hemorrhagic Fever Strain**

Your Falling Star killer satellites and MM-1 Mortar shells are charged with a small dose of the Ebola virus strain, causing slow and inevitable death to all affected infantry units (even your own!) unless they receive immediate and sustained medical attention.

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## **NOTES**

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- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
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# KEYBOARD SHORTCUTS

## BATTLEFIELD SHORTCUTS

COMMAND	SHORTCUT KEY(S)
Highlight the next unit type inside selection	Tab
Highlight previous unit type inside selection	Shift+Tab
Cycle between inactive builders	+ (Shift+=)
Cycle between HQs	BackSpace
Select all units on screen of same type.	Ctrl + left click or Double left-click on a unit
Add/Remove a unit in the selection	Shift + left click
Assign selection to a numbered group	Ctrl + number (1 to 0)
Select numbered group	number (1 to 0)
Display health bars of the on-screen units	Home
Issue an order to units highlighted within a selection	Ctrl + order
Select a hero (when he appears on the map)	number 1 to 0 (on numpad)
Select a airborne/super weapon strike	F1 – F4
Show numbered group (release key to return to current camera position)	Alt + number (1 to 0)
Spread units	Alt + S
Break unit formation	Alt + B
Sequence actions and orders	Shift + order
Screenshot	PrintScreen

## CAMERA SHORTCUTS

COMMAND	SHORTCUT KEY(S)
Move camera	directional arrows
Move camera to position on mini-map	left click on mini-map
Zoom camera in/out	Ctrl + up/down arrows page up/page down Mouse wheel
Orbit camera	Ctrl + right/left arrows Ins/Del Press mouse wheel + move mouse
Restore default camera direction (North)	End
Camera chase selected unit	Click mouse wheel ~ (tilde) click on the portrait
Camera chase plane	Alt + ~ (tilde)
Center camera on numbered group	corresponding number (1 to 0) with group selected
Move the camera to spot of last order	Spacebar
Center the camera on unit	click on unit's portrait

## MINI-MAP SHORTCUTS

COMMAND	SHORTCUT KEY(S)
Signal on mini-map	Alt+ G
Hide the ground	Alt + T

## MESSAGE SHORCUTS

COMMAND	SHORTCUT KEY(S)
Send a message to all ingame players	Enter if there are no alliances Ctrl + Enter if there are alliances
Sends a message to allies	Enter

## MENUS SHORTCUTS

COMMAND	SHORTCUT KEY(S)
Open Main Menu	Escape
Quick Save	F5
Quick load	F10
Objective Menu	Alt + O
Allies Menu	F11

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