

# HOW TO TAKE CARE YOUR SQUAD

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## **INTRODUCTION**

This training manual is exclusively prepared for Blade Thrust's squad leader only. If you happen to receive this manual but you are not Blade Thrust's squad leader, kindly return it to the personnel in charge. We regret any inconveniences.

This is a training manual for a squad leader to effectively control his/her squad. Read it so you can better be prepared for several nasty "unforeseen" circumstances that awaits you. You'll end up with less headache, less stressful situation but with more respect and more fun.

You might need to refer this reference OVER AND OVER again throughout your campaign. Some of ideas in this manual takes time to understand. Put this confidential reference in a safe place away from "curious" people.

By the way, throughout this manual, you will stumble upon the word "ops". Its an abbreviation for "operative". So for special operative, we just called them special ops. Sometimes we also called ops working in your squad as squad member. It's the same stuff. You will also stumble upon the word "ammo". Its an abbreviation for "ammunition".

The Alliance Training Division

## **PART 1 - SQUAD LEADER PRIVILAGES AND RIGHTS ( MUST READ! )**

- 1) You will receive a special Personal Digital Assistant ( PDA ) from the Alliance. This is a next generation military grade communication device strapped to your hand for easier input. Use it to communicate your progress to the base. You can also use the PDA to hire new ops or extend the services of ops already in your squad.
- 2) The Alliance will give you 10000 credits which will be put in your account so you can use the money to hire any ops you need. These virtual money can even be converted to coin money by using coin machine which can be found at any Alliance base. The money was donated by some oracles who survives the onslaught of the soldiers.
- 3) The Alliance will give you initial supply of weapon, ammunition, explosive and medical supplies worth 10000 money to kick start on your campaign. You can retrieve these items at the first Alliance base. The money from the supply also comes from the survived oracles.
- 4) The Alliance will provide you a jeep so your squad can travel to another town to carry out your mission. Keep in mind that the jeep isn't yours. Once the campaign is over, you're required to return the jeep to any chief Alliance base.
- 5) You have the right to hire any special ops in the Alliance Special Operative Division as long as the ops isn't injured, missing or already dead! If you hire the ops before 12:00 pm, they will arrive at the base at midnight. Otherwise, they will arrive at the base the other midnight.
- 6) You have access to 3 cabinets at each Alliance base of which you can store any items you've collected during your campaign. Since the campaign takes place in 3 cities/towns, you have access to a total of 9 cabinets! The contents of those cabinets are all yours!
- 7) Any items you retrieve during campaign is considered yours excluding any jackets or pants worn by your ops. If they wear it, then its theirs. But you can order them to remove it as long as they are still in your squad. Don't abuse this privilege!
- 8) You have the right to issue any order to your ops related to carrying out mission. The ops MUST follow your order but the Alliance can't guarantee 100% whether they will follow it or not. After all, they are not soldiers. They are just PROFESSIONAL VOLUNTEER. Use your discretion wisely.

## **PART 2 - SQUAD LEADER RULES AND REGULATIONS**

- 1) Keep a strict professional relationship with your ops. You're forbidden to conduct any activities that lead both of you share some "intimate moment". Plainly speaking, no kissing, no foreplay and no sex! Do not mix pleasure with business.
- 2) You're forbidden to kill any civilian during your campaign. If you ACCIDENTLY kill a civilian, the Alliance will carry out an investigation to assess the validity of your claim. If evidence don't support your claim, the Alliance has the right to REMOVE you from the organization!
- 3) If you happen to be captured by the soldiers, you MUST not reveal the location of any Alliance base to the interrogation officer.
- 4) If you suspect there's a traitor in your squad, contact any Alliance base chief for further investigation. Do not solve the problem by yourself. On that matter, you're forbidden to torture or accidently KILL any ops in your squad.
- 5) You're forbidden to use nerve gas agent to kill your enemy. It's the most inhuman way to kill your enemy as it takes awhile for the agent to take effect. Kill your enemy in short quick death.

Nerve gas agent is outlawed by now defunct International Peacekeeper Organization ( IPO ). As the Alliance aims to rebuilt the organization, we must set a good example.

## **PART 3 - GETTING TO KNOW THE ALLIANCE**

As you work for the Alliance, you might need to know something about the Alliance so you know what to do when you'll end up in trouble.

The Alliance is a secret paramilitary organization set up with the mission to fight Idea Army Force throughout the world. Remnants of Oracle World ( once a global intellectual powerhouse ) and EVF ( those who run combat academy ) are behind the Alliance. Oracle World provides the fund while EVF provides the manpower to train guerilla.

It's the League ( a secret society ) who provides us a training base to train guerilla. They'll also give us access to their secure communication backbone which allow us to spy the soldier and communicate our progress.

### **Guerilla Warfare**

As the Alliance lacks resources to fight the army, the most effective way is to adopt guerilla warfare, striking the army bit by bit until they give up. Since the formation of the Alliance, some brave people are willing to join the Alliance to fight the soldier.

We carefully evaluate the talent of these people, train and group them into several small groups. These groups will form the Alliance attack force, fighting soldiers sectors by sectors throughout the town.

There are 2 types of groups - guerilla and special ops group. Guerilla group consists of 6 persons. In each town, there are 6 of these groups. Special ops group, code named Blade Thrust consists of 6 ops. There is only one special ops group specializing in high profile missions that greatly affect the Alliance.

### **Blade Thrust**

Since Blade Thrust forms a critical component of the Alliance, the squad must be nimble and flexible enough to adapt to the tough missions it has to carry out. That's why a special person has been chosen to lead this squad. He/she has a complete control of this squad from choosing the right ops, choosing which mission to carry out to giving instructions to the squad. It's you!

To motivate special ops to join the squad, you'll hire them. Money seem to have a magical effect to make person interested. Besides that, to motivate the squad, the Alliance has agreed to reward the squad with money for any finished mission objectives. This tells that the Alliance is serious to do whatever it takes to make Blade Thrust an effective attack force.

### **War Campaigns**

In order to successfully destroy the army throughout the world, the Alliance has split the fight into 6 war campaigns:

- 1) South East region ( Valour, Reverence and Honour town ).
- 2) Middle East region.

- 3) North East region.
- 4) South West region.
- 5) Middle West region.
- 6) North West region.

In each campaign, the Alliance has identified 3 major towns or cities controlled by the army. To get rid the army, the Alliance need to kill most of soldiers and destroy most of war machines in the town or city. If the Alliance managed to do these in all 3 major towns or cities, then the Alliance wins the campaign. This is just a small step for a global liberation from Idea Army.

### **Alliance Base**

In order to coordinate attack in each town or city, the Alliance has set up a secret base for each town or city. From the base, the Alliance can monitor the progress of each squad. The Alliance has provided each squad with a Personal Digital Assistant ( PDA ) so they can relay their progress to the base.

Asides from that, the base is also a small trading post for squad to trade weapon, armour or medical supplies they've found in the battlefield.

The base is also the place for special ops to take a rest and store their items. Guerilla sometimes do their routine combat training near the base.

### **Getting to Know Your Enemy ( South East Region )**

Throughout the campaign, you'll fight a lot of soldiers protecting their strategic and economic interest. Due to their extensive combat training, they're definitely not a pushover. They fight stealthily and knows when it's time to take cover. There's a few type of soldiers but the deadliest of them all is elite soldier who loves to snipe you from afar.

The soldiers is powerful because they're equipped with war machine. This computer controlled mechanical fighting beast is the single reason why the soldier manages to invade the whole world in short amount of time. It's tough armour can only be matched by RPG and TNT blast. You have been warned.

Asides from soldier, there are other type of enemies who allies themselves with the soldiers. In Valour town, Red Head ( a fanatic group ) "babysits" a few sectors the soldiers want to control but don't have enough manpower. In Reverence town, Tech Wizards ( a mad science cult ) is given an asylum by the soldiers to do their crazy research. The soldiers also hire gangsters to guard a gun factory.

In Honour town, Cult of Dark Blood ( a dark cult mimicking vampire thirst for blood ) run rampant kidnapping townsfolk. They occupy a deserted mansion and a cemetery on the out skirt of town.

Asides from that, there's talks about the soldier's secret weapon which will be dispatched should the need arise. Details is sketchy right now but we've heard that it's much more devastating than what the soldier has right now. Don't let this bad news distract you.

## PART 4 - CHOOSING THE RIGHT OPS

Choosing the right ops to be included in your squad could be the most important decision you've ever make in this campaign. The ops you choose can either contribute or give you countless nightmare. To complicate things, their service isn't free. You have to pay to use them. Choosing the wrong ops frustrate you and your wallet too.

### Squad Panel



Squad Panel represent your entry point for managing any operatives in your squad. To access Squad Panel, click Squad Button ( button with 2 faces on it ) on Main View Panel. From this panel, you can hire new operative or even remove any operative that does not satisfy you. Remember, you are THE boss. They are just your employees. If they suck, fire them!

### Hire Ops Panel



You'll hire your ops through your PDA. During campaign, when you want to hire ops, click Hire Ops Button ( button with face and money ) on Squad Panel will lead to Hire Ops Panel.

There's plenty of operatives you can choose but not all of them are available to be hired. Some of them probably are dead, missing or injured. A few of them are probably already in your squad.

You can hire up to 5 ops. So the total maximum number on your squad is 6 ( including you ). When you click any ops, their portrait will be shown along with their name, personality, career path and daily rate. This information will give you some idea whether you want to hire him/her or not.



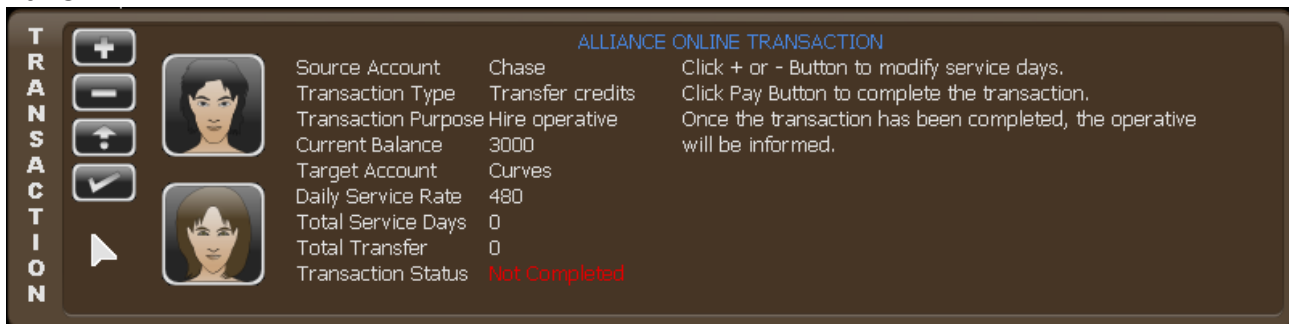
## Daily Rate

Daily rate mean how much you're going to pay to use the service of ops for a period of single day. Higher rate means that the ops has better skill compared to ops with lower rate.

The best strategy is to choose the best ops you can afford. This mean ops with higher daily rate. With better skilled ops, your squad become more effective. They'll shoot better. Less time spent in unlocking doors or cabinets or bandaging squad member. They also good in selling or buying items too.

## Transaction Panel

If you believe certain ops is worthy to be included in your squad and he/she is available, click Transaction Button ( see on your right ) on Hire Ops Panel will lead to Transaction Panel.



Since you're working for the Alliance, the Alliance has set up an on-line account for you so you can use money on the account to pay for the service of ops or to receive money from the Alliance. These transactions are done electronically through your PDA. During these transactions, the PDA will connect to the Alliance Operation Server.

Once you click Pay Button ( button with arrow and coin ), the transaction will be processed and your money on the account will be deducted. Those money goes to the ops you're going to hire.

When you start campaign, the ops will be with you at the Alliance base right from the beginning. During campaign, if you hire new ops, he/she will be with you at certain Alliance base at certain time as specified in Squad Panel. When you start scenario, the ops will be with you at the target sector right from the beginning.

For any ops in your squad ( except you, of course ), you can extend their service through Transaction Panel. Their remaining service day will increase.

## Ops Leaving the Squad

Ops starts and ends their service around midnight ( 12:00 am ). When ops has run out of their service, they let you know and they'll automatically leave the sector even if the sector is still occupied by enemy. He/she will drop all the items carried ( except item worn on torso and pant ) onto the ground.

## **Conflict Within Squad**

Since the ops comes from different background, it's not unusual for some of them to like or dislike others. Naturally, ops who likes certain ops will boast his/her morale if they're put in the squad. It goes the other way for ops who dislikes certain ops. Keep this in mind when choosing your ops.

## PART 5 - GIVING INSTRUCTION TO YOUR OPS

You can give instruction to your ops through your PDA. Each ops in your squad has a small wrist device of which instruction from your PDA will be sent to the device through radio signal. The device will show an icon with some beep sound to represent specific instruction from you.

### Main View Panel



You can give instruction through Main View Panel. On the leftest part are several buttons that will lead to Main Menu, Inventory, Tactics, Squad, Map and Option Panel.

Those wide buttons with name on it represent you and ops in your squad. If you click it, all current information about the ops such as their behaviour mode, stance, movement, health, energy and morale level will be shown. You can also see what items they're carrying on their hands and even action they're going to do with the items.

These vital information will give you an idea on how the ops is doing. Next to these information are buttons that represent specific instruction that you can give to the ops.

### Behaviour, Stance and Movement ( 1st Row )

Behaviour mode represent a set of rules your ops can follow during combat. Plainly speaking, behaviour mode refer to how much freedom you want to give to your ops. If you are control freak, then you're better setting them to Drone all the times. If controlling up to 6 ops at a single time scares you, then set some of them to either Assist or Guard. More details will be discussed in Tactics Section.

Stance shows whether the ops is in stand, crouch or prone position. Observing this information can sometimes save your ops from unnecessary death. Anyone in stand stance has a better chance to be hit by someone than anyone in prone stance. Anyone in prone stance has better chance to successfully hit someone than if he/she is in stand stance. Can you see the connection here?

Movement shows whether the ops move slow, normal or fast. It's OK to set all of your ops to move fast because enemy don't pay attention to footsteps. If you're impatient type of person, you might want to set to move fast if that makes you happy. Slow moving person can be irritating, right?

## **Health, Energy and Morale ( 3rd, 4th and 5th Row )**

Health is simply the most important information you're going to observe. If health drops to 0, then the ops is considered dead. Dead ops is useless because they do nothing.

Health is precious. If your ops get injured, some of his/her health point will be taken. There is no magical item to restore the lost health point immediately. That poor fellow need to rest to heal himself/herself. This can takes days.

Pay attention when your ops get injured. They let you know if they bleed. Stop the bleeding with first aid kit. Instruct your medical specialist to perform bandage with first aid kit on the injured ops. Painkiller shots can also do the trick.

Energy is also important. Watch out if the energy level becomes sleepy as the ops might faint and fall to the ground. Fainted ops is useless because they do nothing. It takes awhile for them to recover.

Luckily there are some chemicals your ops can take to boost their energy level. Alternatively, let them rest to recover their energy.

Morale can influence your ops motivation. Sometimes they refuse your order if they're dejected, depressed or crazy. But persistence pays. Issue the order over and over again until they follow the order. Luckily there are some chemicals your ops can take to boost their morale level.

## **Items on Their Hands ( 6th and 7th Row )**

Your ops can carry 2 items on both their hands or just 1 item on their primary hand ( left or right, doesn't matter ). If there's item on primary hand, then item action ( 8th row ) will show what they're going to do with it. Besides that, there is a column of buttons that show any other actions that they can do with it.

For instance, your ops carry a rifle. Item action might show that the rifle is used to target torso, fire in single shot and shoot carefully by aiming on target. This is what the ops will do if they shoot enemy with it. Asides from that, there's some buttons that give him/her option to target head or leg, fire in burst shots, shoot fast by not aiming or even dropping it.

These item actions and options buttons can save you a lot of time when handling multiple ops. Once you set item actions for each ops, they will follow it until the item is removed from their hand. You don't have to worry whether to shoot head, torso or leg each time your ops attack enemy. Clearing primary hand allow your ops the ability to do unarmed combat. Rest is also possible in this situation.

## **Voice Instruction**

As it turns out, giving instruction through PDA is limited. Most of instruction is done manually by voice. You'll communicate with your ops through radio signal. There's plenty of instructions you can give based on object the ops see.

But first you must choose which ops that's going to receive your instruction by clicking the button with their names on it. You can only issue instruction to a single ops at a single time. Issuing instructions to multiple ops at a single time is not possible due to the limitation of radio technology we have. If you want to move multiple ops at a single time, we have come up with a nice solution by setting up specific behaviour mode. This will be explained in Tactics Section.

It is possible for multiple ops to interact with each other. You can instruct the ops to share item with another ops, exchange place between themselves or perform bandage on injured ops.

The ops can interact with a lot of objects such as people, desk, cabinet, door, stairs or item on ground. Each of these objects has their own set of instructions you can give to your ops. Except for ranged attack or throw, once you have given the instruction, the ops will move closer to the object. Once they get close to the object, they will carry out the instruction.

Keep in mind that some instruction requires certain conditions before it can be done. Instruction can't be done if these conditions aren't met. Some action such as bandage and pick lock requires the chosen ops to carry specific items on their primary hand and have the right skill to perform the action. Ranged attack is only possible if the weapon isn't jammed. Throwing is only possible if the chosen ops has enough strength to throw too far to the target. For melee or unarmed combat, chosen ops can only attack target in stand or crouch stance.

During certain situation when you issue some instruction, the ops might automatically do something before they can carry out the instruction. For instance, if there's item on secondary hand when the ops attack, he/she will automatically empty it to their inventory. If target is outside weapon effective range when the ops attack, he/she will automatically move closer. If ammunition has run out when the ops attack, he/she will automatically reload it.

These automatic actions do take some precious seconds that you can't spare. So before you issue any attack, make sure you've checked the requirement. It doesn't take too much time to check for smooth uninterrupted action. It can get tiresome at first to memorize the requirement but once you get hang of it, it becomes natural.

## **Map View**

On the right part of Main View Panel is a map which show the whole view of the sector you're occupied. Since your PDA can send signal, we're able to triangulate the signal strength to pinpoint your exact location. On the map, you're represented as a small dot.

Unfortunately, the feature can't be used yet because the electronic specialist who work on the feature has gone missing. We are looking for a replacement as we speak. Have you known anyone we will able to hire?

## **PART 6 - HANDLING ITEMS**

Asides from choosing the right ops and giving the right instruction to ops, your squad can only be effective if they are using the best weapon and armour they can get.

When you start campaign or scenario, the Alliance has provided your squad with some weapon and armour. These initial supply can be found in a cabinet at the first Alliance base. As you carry out your mission, you'll find better weapon and armour left behind by dead enemy. Don't feel shy to take it.

Even if you don't need them ( there's plenty of them ), be greedy. You can sell them to doctor, weapon specialist or tailor at any Alliance base. You need all the money you can earn to pay for ops you hire.

### **Armour Comparison**

Although denim jacket/pant does look sexy, it's almost useless in combat. Leather jacket/pant does give some protection. It's combat jacket/pant that gives better protection. As all soldiers wear combat jacket/pant, this give them some advantage. If you get your hand on this armour, don't hesitate to wear it ( even if it has some blood stains on it ).

### **Weapon Comparison**

Forget melee weapon such as knife as you're not going to use it most of the time. It's the ranged weapon such as rifle that you need to keep attention. Don't bother with pistol as using it doesn't make you a lethal killing machine. You can use Sub Machine Gun ( SMG ) if rifle isn't available. You should use a rifle as your primary weapon. It deals good damage and has greater range. Generally speaking, a good weapon should deals high damage, has greater range and fire quickly.

### **Ammo Comparison**

Choosing the right ammo is straightforward as some ranged weapon only accepts certain type of ammo. This situation applies to weapon that accept Long Range ( LR ) or Frozen Liquid Nitrogen ( FLN ) ammo.

Some other ranged weapon can accepts 2 types of ammo. This situation applies to weapon that accepts Hollow Point ( HP ) or Armour Piercing ( AP ) ammo. Since most enemy wear armour, AP ammo seems a better choice compared to HP ammo. However, the difference between both ammos are not that big enough ( especially with single shot fire ).

### **Explosive Comparison**

If enemy hides and you know where he/she hides, just throw some fragment grenade, stun grenade or tear gas canister will solve some of your problem. Stun grenade temporarily paralysed them for about 10 to 20 seconds while tear gas canister will force them to get out of their hiding place. Lock explosive is handy to be used at locked door or cabinet. Use TNT explosive to blow big stuff such as server or war machine.

## Medical Supplies Comparison

First aid kit or painkiller shot can be used to stop bleeding. Ginseng, testosterone or methamphetamine pill can boost energy. Once methamphetamine effect wears out, morale drops. Its overdose kills. Cigarette or anti depressant pill can boost morale. Once both of these chemicals wears out, morale drops. Anti depressant overdose kills.

You wouldn't notice instant difference once you consumed these chemicals. The difference will be seen bit by bit over several minutes until the effect wears out. How long the effect wears out depends on the type of chemicals and how much pills are consumed.

Generally speaking, chemicals in the type of herb ( such as ginseng ) or hormone ( such as testosterone ) wears out much faster than pure drug ( such as painkiller or anti-depressant ). It's the synthetic drug ( such as methamphetamine ) that lasts longer.

Chemicals that wears out much faster has lighter effect than compared to chemicals that last longer. So your body might be able to tolerate several ginseng or testosterone pills but won't survive if you consume several methamphetamine pills.

Since chemicals has different effect, using several type of chemicals at the same time is wasted. If your body has already contain a strong presence of certain chemical, your body will reject any new chemical if the new chemical is weaker than what's on your body. Some chemicals such as ginseng or testosterone can be used from time to time. It's the pure or synthetic drug that can get you into trouble. You've been warned.

## Inventory Panel



Each ops has several slots of which items can be put on it. However some slots can accept certain type of items only:

- 1) Head slot can only accept helmet.
- 2) Face slot can only accept goggle or mask.
- 3) Ear slot can only accept sound enhancer device.
- 4) Torso slot can only accept jacket.
- 5) Both hand slots can accept any items.
- 6) Leg slot can only accept pant.
- 7) Backpack slots can accept any items.
- 8) Pouch slots can only accept small items.
- 9) Key slots can only accept keys.

You can see what items are put on these slots through Inventory Panel. In Main View Panel, click any wide button with ops name on it and then click Inventory Button ( bag graphics on it ).

### **Moving or Switching Items**

You can "remotely" organize items put on any slots. You can move items from any slot to another slot or you can switch items from different slots. To move item, click any item. The item will be highlighted to show it's ready to be moved. Then click any vacant slot. The highlighted item will be put into vacant slot.

To switch items, click any item. It will also be highlighted. Then click any target item you want to switch. The highlighted item will be put into target slot while the target item will be put into highlighted slot.

If you change your mind, just click any highlighted item to turn it into normal item. The item will not be moved or switched. Keep in mind that moving or switching items doesn't necessarily work. Moving item is only possible if vacant slot can accept highlighted item. Switching item is only possible if target slot can accept highlighted item and highlighted slot can accept target item. This can very confusing at first but you'll get used it.

Asides from moving or switching items, you can combine items of similar type. This is only possible with coins. Click any coins to highlight it and then click any target coins. The highlighted coins will be combined with target coins.

### **Encumbrance**

You can also see how much weight each ops carry. Encumbrance refers to the current capacity each ops carry. Low encumbrance means ops carry too little items or many items with low weights. High encumbrance means ops carry too many items or few items with heavy weights.

Encumbrance can affect movement. If encumbrance is less than 100%, ops can move fast, normal or slow. If encumbrance is between 100% to 200%, ops can only move normal or slow. If encumbrance exceeds 200%, ops can only move slow.

### **View Item Details and Accessories**

Only item graphics will be shown on the PDA. To see what item is all about, right click any item. Item panel will be shown on the right side of Inventory Panel. You'll see many details about the item.

The Alliance has taken the trouble to identify and do some analysis for each relevant item you might encounter in your campaign. Strong and weak features of each item will help you to compare items within the same type.

Asides from item details, you can also see accessories that might be installed with the item. Big items can be equipped with up to 3 different accessories while small item with just 1 accessory.

For ranged weapon, accessories that can be installed are ammo clip/magazine, rifle scope, laser guide and gun silencer. For explosive, accessories that can be installed are detonator and timer. As you can see, only some items can accept accessories and it must be of specific type.

Knowing which accessories can be installed on certain item is part of your learning process. This valuable knowledge will help you in maximizing the true potential of an item ( philosophical talk? ).

### **Installing or Removing Accessories**

Installing or removing accessories is only possible if item panel is shown. To install accessory, make sure there's empty accessory slot on item panel. Click any item to be made accessory to highlight it and click any empty accessory slot. The highlighted item will be put into the accessory slot.

Keep in mind that ammo can only be put into the first accessory slot on item panel.

### **Give/Take Panel**

Sometimes you might want to exchange items between ops. This can happen if certain ops has run out of ammo and other ops has it. In Main View Panel, click wide button with ops name on it that want to give item ( chosen ops ). Instruct the ops to initiate give/take process to any ops who will receive the item ( target ops ).

You can "remotely" organize the give/take process. When the chosen ops initiate give/take process, Give/Take Panel will be shown. At Give/Take Panel, the left panel represent the chosen ops ( current panel ) while the right panel represent target ops ( next panel ). Chosen ops can give item to target ops and can also take item from target ops. It's the same situation for target ops.

To give item, click any item to highlight it. Then click any empty slot across the next panel. The highlighted item will be put into the empty slot. To take item, click any item across the next panel to highlight it. Then click any empty slot on current panel. The highlighted item will be put into the empty slot.

Just like moving or switching process, giving or taking process doesn't necessarily work. Giving item is only possible if empty slot across the next panel can accept highlighted item. Taking item is only possible if empty slot on current panel can accept highlighted item.

### **Taking Items From Dead Bodies**

Asides from initial supply of weapon and armour given by the Alliance, most of weapon and armour you'll use throughout campaign are going to be retrieved from dead enemies your squad killed. This is the harsh reality of guerilla warfare. Fighting for a weak under equipped side against a strong well equipped side isn't going to be easy.

In Main View Panel, click wide button with ops name on it whose going to retrieve the item. Instruct him/her to initiate give/take process to the dead bodies.

Just like give/take process between ops, you can "remotely" administer the give/take process. Give/Take Panel will be automatically shown.

## **Put/Take Items**

Throughout the campaign, you'll find plenty of desks or cabinets that stash a lot of valuable items you can take. These desks or cabinets are also the perfect place to stash all items you've collected from dead enemies. So your ops can carry just the necessary items for combat. They can walk much faster too.

With so many desks and cabinets, searching for its content can be a daunting task. But it's worth it. The items you've found can be sold to earn some money.

But wait a minute. You might wonder if it's all right to take someone's stuff. Of course it's not all right. Stealing is bad - we know that. But we're now in hard times. We need all the help that we can. Those items can help us in our struggle to get rid of those soldiers. As a squad leader, it's you who are going to make the decision to loot or not to loot.

In Main View Panel, click wide button with ops name on it which represent ops whose going to search the desk or cabinet. Instruct him/her to initiate put/take process to the desk/cabinet.

Just like give/take process between ops, you can "remotely" administer the put/take process. Give/Take Panel will be automatically shown. Both process is quite similar.

## **Defeating Lock Mechanism**

If the desk or cabinet is unlocked, then the searching can begin. If it's locked, the ops will automatically search for keys in his/her key slot and try the key on the lock. This process takes several seconds based on how much keys in key slot. If there is no match key, searching can't be done.

If any desk or cabinet is locked, you can instruct any covert operative to pick lock it. Only covert operative has lock picking skill. Make sure she has locksmith kit on her primary hand. Then instruct her to pick lock it.

Lock picking is always successful if the ops has the skill. It's the time taken to finish it that makes the difference. Higher skill makes the process finish faster.

Alternatively if covert operative isn't available, lock on the desk or cabinet can be destroyed with lock explosive. This job can only be done by explosive specialist. Make sure he has lock explosive on his primary hand. Then instruct him to install lock explosive on the desk or cabinet.

Just like lock picking, using lock explosive is always successful if the ops has the skill. It takes less than 10 seconds to install it. Since lock explosive only produces tiny explosion, it is safe to stand next to the desk or cabinet.

## Selling or Buying Items

Throughout the campaign, your squad will collect a lot of items. By selling these items to certain people, you'll earn yourself some money. There are some people you can meet at the Alliance base that's willing to buy items your squad had collected. You can also buy some items from them.

The trader only buy or sell certain items. The doctor is only interested at medical supplies. The weapon specialist is interested at weapon/explosive. The tailor is interested at jacket/pant. So not all items can be sold.

The traders only works at day so don't expect to see them at night. In Main View Panel, click wide button with ops name on it which represent ops whose going to sell items. Instruct him/her to talk to the trader.

## Talk Panel

Once the ops is ready to talk, Talk Panel will be automatically shown. You can "remotely" monitor their conversation. Actually there's not much to talk about. Instruct the ops to ask the trader to see his/her wares. If the trader has something to sell, Buy/Sell Panel will automatically shown.

## Buy/Sell Panel

BUY / SELL		Name	Pinch	SELL				Total Selling Price	0	YOUR MONEY				BUY			
		Trade Item	Weapon					Total Purchase Price	0								
		Start Hour	07:00	0	0	0	0	Your Total Money	999	950	49	0	0	0	0		
		End Hour	19:00														
		Discount(%)	11														
		Trader Money	15001	0	0	0	0										

	BODY	BACKPACK	POUCH	KEY																	
	H																				
	F																				
	E																				
	T																				
H1																					
H2																					

You can "remotely" administer the transaction through Buy/Sell Panel. Lower left panel represent the ops inventory while lower right panel represent trader's cabinet which consists of items you can buy.

To sell, click any item on inventory to highlight it. Then click any empty slot on Sell Slot to move it. The selling price for the item will automatically shown. Once you click Sell Item Button, money from trader will be put on Money Slot. Item on Sell Slot will go straight to trader cabinet. It's trader's stuff right now.

There are 3 situations trader refuse to buy your items:

- 1) The item don't belong to the type of item he/she usually sells. For instance, doctor refuse to buy any rifle.
- 2) There's not enough empty slot to put your item on his/her cabinet. After you've sold something, check items on lower right panel. If you've sold too many items, the panel will become full with lots of items.
- 3) He/she has run out of money. It's possible for trader to run out of money if you sell plenty of expensive items.

To buy, click any item on lower right panel to highlight it. Then click any empty slot on Buy Slot to move it. The buying price for the item will automatically shown. To pay, click any money on inventory to highlight it. Then click any empty slot on Money Slot to move the money. Once you click Buy Item Button, the item you've bought will automatically put on the inventory. The trader will take the money put on Money Slot and will return the balance.

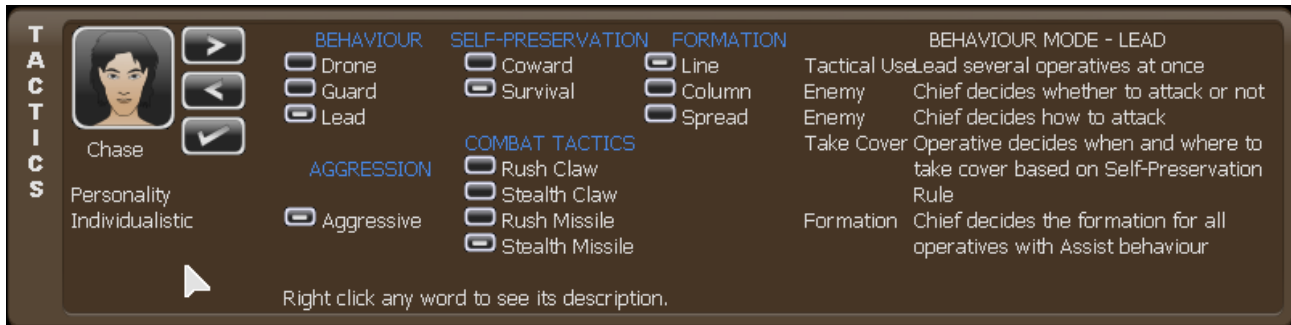
There are 2 situations trader can't sell his/her items:

- 1) There's not enough empty slot to put his/her item on your inventory. He/she will try to put item on hand slot. If both slots are full, he/she will try the backpack slots. If the backpack slots are full, he/she will try pouch slots. If pouch slots are full, then the transaction is halted. So before you buy something, check your inventory if the item you'll buy can fit into the inventory.
- 2) You don't put enough money on Money Slot.

## PART 7 - PLANNING TACTICS

Tactics refer to how to organize your squad and how they are going to behave in the battlefield. Tactics can be very important because only organized squad can work like a lethal team.

### Tactics Panel



Tactics Panel will allow you to plan tactics for your squad. In Main View Panel, click Tactics Button ( 2 figure graphics below Inventory Button ).

### Organize Squad Through Behaviour Mode

The first thing you should do is to organize your squad by setting each ops behaviour mode. Behaviour mode refer to how much freedom you want to give to your ops. If it's set to either Drone or Lead, you can control the ops. If it's set to either Guard or Assist, you can't control the ops. Ops with Guard behaviour will stand still and keep an eye on enemy. Ops with Assist behaviour will automatically follow wherever ops with Lead behaviour go.

You can organize your squad into several settings based on the specific situations:

1 ) If the idea to control up to 6 ops at single time overwhelms you, you can set a single ops to Lead behaviour and set other ops to Assist behaviour. This the only way to move multiple ops at single time. When you issue order to the ops with Lead behaviour to move to certain place, any other ops with Assist behaviour will follow the ops.

2 ) Set each ops to Drone mode so you will be able to control each ops. Every ops starts with Drone mode so you don't have to change behaviour mode. The idea is to focus your attention to a single ops at a single time. Once he/she has done whatever task you have in mind, move to another ops. If you follow this strategy, you shouldn't have big problem.

If you don't need to use certain ops for awhile, it's a good idea to set his/her behaviour to Guard.

### Aggression

Once you organize the squad, it's time to set their aggression and self preservation. Aggression refer to the attitude towards enemy within sight:

- 1) If it's set to Pacifist, he/she won't attack any enemy within sight.
- 2) If it's set to Aggressive, he/she will definitely attack. This rule only makes sense if the ops has been given some freedom when their behaviour mode is set to either Guard or Assist. If it's set to either Drone or Lead, the rule is irrelevant because you as squad leader hold the decision whether to instruct him/her to attack or not.

Personality affect aggression. Ops with friendly personality ( a few female ops has the personality ) can only be set to Pacifist. Keep in mind that this rule only applies if his/her behaviour is set to either Guard or Assist. If it's set to either Lead or Drone, he/she can attack on your instruction.

Ops with optimistic, calm or pessimistic personality can either be set to Pacifist or Aggressive. Ops with individualistic, aggressive or psychopathic personality can only be set to Aggressive.

## **Self Preservation**

Self preservation mean how much ops can tolerate pain before they take cover to hide:

- 1) If it's set to Coward, he/she will take cover if he/she is slightly injured.
- 2) If it's set to Survival, he/she will take cover if he/she is badly injured.
- 3) If it's set to Warrior, he/she will take cover if he/she is very badly injured.

Self preservation is special because when any ops can't tolerate pain, they will act on their own even if their behaviour is set to either Lead or Drone. If they are already in hiding position, you can still control them. But once they see any enemy, they'll automatically take cover. It can be pretty irritating.

Personality affect self preservation. Ops with friendly or pessimistic personality can only be set to Coward. Ops with optimistic, calm or individualistic personality can only be set to either Coward or Survival. Ops with aggressive or psychopathic personality can only be set to either Survival or Warrior.

As you can see, a tough squad consists of mainly ops with aggressive or psychopathic personality. On the other hand, a bunch of ops with friendly or pessimistic personality will make the squad "soft". That might not give the impression of lethal team.

## **Combat Tactics**

Combat tactics mean how the ops is going to attack enemy within sight.

- 1) If it's set to Rush Claw, ops will run towards enemy and attack them relentlessly with melee weapon until the enemy is dead or he/she can't tolerate pain of which he/she will take cover.
- 2) If it's set to Stealth Claw, ops will sneak toward enemy and attack them only once with melee weapon before he/she take cover. This sneak attack can be deadly especially at night.

3) If it's set to Rush Missile, ops will run towards enemy and attack them relentlessly with ranged weapon until the enemy is dead or he/she can't tolerate pain of which he/she will take cover. This combat tactics is usually used by non soldier enemy.

4) If it's set to Stealth Missile, ops will sneak toward enemy and attack them only once with ranged weapon before he/she take cover. This is the most impressive combat tactics usually used by soldiers.

Just like aggression rule, combat tactics only applies if ops behaviour is set to either Guard or Assist. If it's set to either Drone or Lead, combat tactics is irrelevant because you as squad leader hold the decision on how to attack enemy.

You can set any combat tactics that fits your style to any ops but there is an exception. Ops with Assist behaviour can't be set to either Stealth Claw or Stealth Missile combat tactics. This is because using these combat tactics forced them to take cover after every attack. This is not possible because they have to follow ops with Lead behaviour all the times.

## **Formation**

Formation is important if squad is combined to a group of ops with Lead behaviour and a bunch of ops with Assist behaviour. Only ops with Lead behaviour will be able to set formation for his/her group.

Certain formation that's suitable for certain situation might not be useful for another situation.

1) Line formation is effective in long confined space especially corridor. However it can become annoying if enemy is spotted in front of the line as follower from behind the leader will try to get closer to enemy.

2) Column formation provides good fire power if enemy is spotted in front of the column. The formation isn't effective in confined space such as small room.

3) Spread formation isn't effective in confined space.

## **PART 8 - HANDLING COMBAT**

To carry out your mission successfully, you must be skilful in combat. Learning to refine your attack could save you and your squad from becoming easy target.

### **Line of Sight**

All creature can only see through their line of sight. They'll see everything in front of them until the view is blocked by something such as wall, close door, closed window, objects and dark spots. If they can't see you, they can't harm you. So make use of objects around you. If you've been spotted, find objects and hide behind it.

### **Light - Ally or Enemy?**

Use light to your advantage. When you move to place occupied by enemy, always move in darker spot. During daylight, don't stay outdoor for too long. You'll be easy target. During night, don't get too close to any light source such as lamp or street light.

One interesting fact – enemy which don't use night vision goggle can't see you ops in the dark no matter how close they are to your ops. They can be next to you but still can't see you! Use this fact to your advantage.

### **Crouch Stance is the Best Policy**

When you move to place occupied by enemy, it's always a good idea to move in crouch stance and get close to any object you can hide such as cabinets. You're less likely to be spotted by enemy because their view is blocked by the object. Even if they do see you, you're much harder to be hit than if you're in stand stance.

### **Sound is Important**

Although enemy can't see you, they can pick up any suspicious loud sound nearby such as gunshot, items being thrown, someone falling, scream and of course explosion. They will automatically go to the point where the sound is made. This is most of time is a bad thing to happen. So always be prepared.

Just as enemy can hear any suspicious loud sound, so do your ops. Any ops will let you know if they hear any suspicious loud sound nearby. Pay attention to the direction they said.

It seems you can set your ops to move fast because enemy don't pay attention to footsteps. Although your ops pay attention to any footsteps, they don't recognize it as suspicious sound.

### **Real Time Combat**

As the world moves in real time, so do the combat. If you see enemy, don't waste any time - attack him/her. The enemy will do the same to you. Hesitation, even if it only takes a few seconds can means life or death.

Unless the enemy gets really close to you, his/her attack isn't always 100% successful. Each time you attack, several factors will influence your attack. Through the deep understanding of physical science and with some help from the bright guy at the League, we will share these factors to you so you can become one mean big bad lethal killing machine ( exaggeration is good! ).

## **Chance to Hit for Ranged Attack**

Chance to hit for ranged attack =  
((( marksmanship skill + gun status ) X 0.4 )  
+ aim + rifle scope + laser guide  
- (( stance modifier + body spot ) X distance )) X light

Several factors that will improve your chance to hit are your marksmanship skill, gun current status, your aim and additional gun accessories that improve your aim. Several factors that degrades your chance to hit are stance modifier, body spot and distance between you and target. All of these factors are combined and modified by light status on target spot. It represent your chance to hit.

Weapon you use in ranged attack is very important because it'll affect your chance to hit asides from your marksmanship skill. Since there is nothing you can do about your marksmanship skill, pay attention to the current status of your weapon. If you carry multiple ranged weapon, choose the one with highest current status even if there are better weapon in term of damage and such. This is because chance to hit take into consideration roughly the average of both your marksmanship skill and the weapon's current status.

## **Aim**

If you aim your attack, you'll improve 5% chance to hit. In addition, if rifle scope and laser guide are installed, you'll be given another 5% and 10% while you're aiming. So you'll gain up to 20% chance to hit just by aiming your attack.

Unfortunately, aiming your attack takes precious 2 seconds before you can pull the trigger. In real time world, this takes too much time especially if the enemy is around the corner pointing his/her gun towards you. So aiming your attack is suitable if you want to snipe enemy from afar.

## **Distance, Stance Modifier and Body Spot**

The big factor that degrades your chance to hit is distance. If you're far away from enemy, then your chance to hit is lower. Get closer and your chance to hit will improve. The distance will then be modified by stance modifier and body spot.

Stance modifier refer to the combination of your stance and enemy stance. Lower number is better.

- 1) If you lie prone while enemy stands, it's 0.1.
- 2) If you lie prone while enemy in crouch stance, it's 0.2.
- 3) If you lie prone while enemy lies prone, it's 0.3.

- 4) If you're in crouch stance while enemy stands, it's 0.2.
- 5) If you're in crouch stance while enemy in crouch stance, it's 0.3.
- 6) If you're in crouch stance while enemy lies prone, it's 0.4.
- 7) If you stand while enemy stands, it's 0.3.
- 8) If you stand while enemy in crouch stance, it's 0.4.
- 9) If you stand while enemy lies prone, it's 0.5.

Body spot refer to specific body area you target on enemy. Lower number is better.

- 1) If you target torso, it's 0.2.
- 2) If you target leg, it's 0.4.
- 3) If you target head, it's 0.5.

## Light

The biggest factor that affect chance to hit is light status on target spot. It ranges from 0.1(darkest) to 1.0(brightest). During daylight, outdoor area is the brightest (1.0) while indoor area light can range from 0.9 to 0.7. During night or in underground level, the light can range from 0.3 (dark) to 0.6(bright). The bright area is area illuminated by any light source such as lamp or street light.

If any enemy stands on a dark spot (0.3), he/she can't be seen. The enemy holds the advantage if he/she can see you instead. Night vision goggle can solve this problem. It can help you see anything on dark spot. It adds 0.2 to any dark or lightly lit spot (0.1 to 0.4). For instance, for a dark spot of 0.3, night vision goggle will add 0.2 to produce 0.5 so you can see any enemy on the spot.

## Chance to Hit Example ( Ranged Attack )

For instance, you lie prone as enemy stands on a bright spot, targeting his torso 20 metres from him and you don't aim your attack. Here is the chance to hit calculation:

```

Marksmanship skill - 50
Gun status - 80
Aim bonus - 0
Rifle scope bonus - 0
Laser guide bonus - 0
Stance modifier - 0.1
Body spot - 0.2
Distance - 20
Light - 1.0
Chance to hit - ((( 50 + 80 ) X 0.4 ) + 0 + 0 + 0
- (( 0.1 + 0.2 ) X 20 )) X 1.0 = 46

```

If you take the initiative to aim and your weapon has rifle scope and laser guide on it, the chance to hit will significantly improve:

Marksmanship skill - 50  
 Gun status - 80  
 Aim bonus - 5  
 Rifle scope bonus - 5  
 Laser guide bonus - 10  
 Stance modifier - 0.1  
 Body spot - 0.2  
 Distance - 20  
 Light - 1.0  
 Chance to hit = ((( 50 + 80 ) X 0.4 ) + 5 + 5 + 10  
 - (( 0.1 + 0.2 ) X 20 )) X 1.0 = 66

However if enemy moves to indoor area, he stands on normally lit spot(0.7). Suddenly your final chance to hit doesn't look so good.

Marksmanship skill - 50  
 Gun status - 80  
 Aim bonus - 5  
 Rifle scope bonus - 5  
 Laser guide bonus - 10  
 Stance modifier - 0.1  
 Body spot - 0.2  
 Distance - 20  
 Light - 0.5  
 Chance to hit = ((( 50 + 80 ) X 0.4 ) + 5 + 5 + 10  
 - (( 0.1 + 0.2 ) X 20 )) X 0.7 = 46

### Chance to Hit for Throwing

Chance to hit for throwing =  
 ( throwing skill -  
 (( stance modifier + body spot ) X distance X 2 )) X light

The only factor that will improve your chance to hit is your throwing skill. The item to be thrown doesn't affect chance to hit. Aiming doesn't work with throwing. Several factors that degrade your chance to hit are stance modifier, body spot and distance between you and target. All of these factors are combined and modified by light status on target spot. It represent your chance to hit.

Calculating chance to hit for throwing is just the same as ranged attack. The difference is distance need to be multiplied by 2. As throwing requires you to stand, stance modifier will be limited between 0.3 to 0.5.

### Chance to Hit Example ( Throwing )

For instance, you stand as enemy stands on a bright spot, targeting his torso 10 metres from him. Here is the chance to hit calculation:

Throwing skill - 50  
 Stance modifier - 0.3  
 Body spot - 0.2  
 Distance - 10  
 Light - 1.0  
 Chance to hit = 50 - (( 0.3 + 0.2 ) X 10 X 2 )) X 1.0 = 40

## Chance to Hit for Unarmed/Melee Attack

Chance to hit for unarmed/melee attack =  
( unarmed/melee attack skill -  
(( stance modifier + body spot ) X opponent skill )) X light

The only factor that will improve your chance to hit is your unarmed or melee skill. If any weapon is used, it doesn't affect chance to hit. Aiming doesn't work for unarmed/melee attack. Several factors that degrade your chance to hit are stance modifier, body spot and opponent's unarmed/melee skill. All of these factors are combined and modified by light status on target spot. It represent your chance to hit. Based on chance to hit number, the game will decide if your attack is successful or not.</p>

Calculating chance to hit for unarmed/melee attack is just the same as ranged attack. The difference lies in stance modifier and body spot. As the attack requires you to stand and target can't be in prone stance, stance modifier could 0.3 or 0.4. For some attack, not all body spot are valid. The target stance could also affect which body spot is valid. If certain body spot is invalid in some situation, the nearest body spot is automatically chosen instead.

## Chance to Hit Example ( Unarmed )

For instance, you stand as enemy stands on a bright spot, targeting his torso next to him. Here is the chance to hit calculation:

Unarmed skill - 75  
Stance modifier - 0.3  
Body spot - 0.2  
Enemy unarmed skill - 50  
Light - 1.0  
Chance to hit = 75 - (( 0.3 + 0.2 ) X 50 ) X 1.0 = 50

## Damage

If the attack is successful, then damage can be calculated. For ranged attack and throwing, damage comes from the the weapon itself. For melee attack, damage comes from both the weapon and attacker strength. For unarmed attack, damage comes from attacker strength.

There's 4 type of damage - point, blast, stun and nerve damage.

- 1 ) For point damage, it'll affect specific body spot ( head, torso or leg ). Point damage comes from ranged, melee or unarmed attack.
- 2 ) For blast damage, it'll affect all body spot. Blast damage comes from most explosive excluding stun grenade.
- 3 ) For stun damage, it will temporarily paralyse target for 10 to 20 seconds. It comes from stun grenade.
- 4 ) For nerve damage, the effect is the same as blast damage. It comes from nerve gas canister.

Before damage can create injury, target body armour will suppress or resist the damage. This only applies to point or blast damage. Stun or nerve damage will go straight to body bypassing any body armour.

Body armour consists of cloth on specific body spots and skin. If damage is more powerful than body armour, then the target will suffer body damage. Health points will degrade and he/she bleeds. Your ops will suffer shock damage that degrades a little bit of energy and morale.

Any point or blast damage can tear or damage cloth on specific body spots. Don't be surprised to find many jackets or pants that you can't use and beyond repair. If you badly want that jacket worn by the enemy, you shoot him at the head or leg instead. If you shoot at the torso, the jacket might be useless to you when you retrieve it.

## PART 9 - CARRYING OUT MISSION

As a squad leader, you're making a lot of tough decision and one of them could be to choose which mission to carry out first. As each mission has their own set of objectives, some of them requires certain type of operatives. If you choose a mission and later while carrying it out you realized you haven't bring certain type of ops, this will definitely affect your ability to finish some mission objectives which halts you from earning some needed credits. Without enough credits, you wouldn't be able to keep your existing ops in the squad.

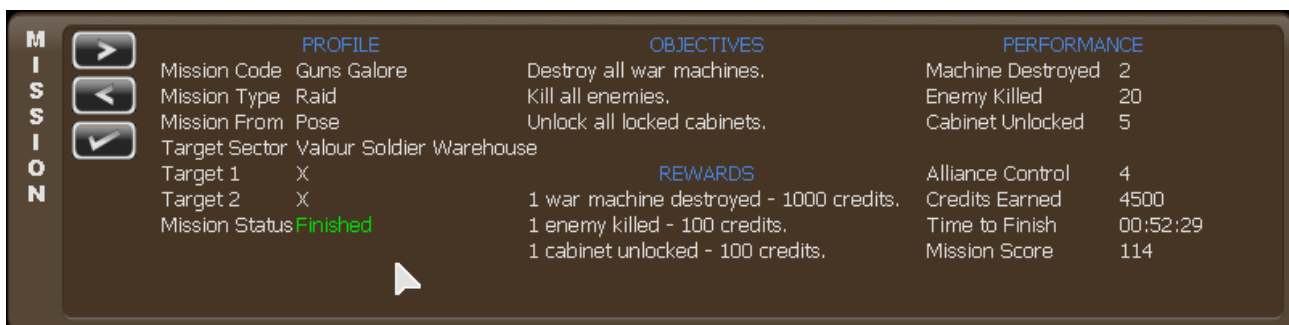
### Mission Panel



Fortunately, choosing the right mission is made easier with the help of your trusty PDA. Your PDA contains most information you need to know about all missions. In Main View Panel, click Squad Button ( button with 2 faces on it ). Once you get into Squad Panel, you are automatically connected to the Alliance Server. Click Mission Button ( button with paper on it ).

In Mission Panel, you'll see a list of mission code name and its status. Click any radio button associated with the mission to select it and click Objectives Button will lead you to Mission Detail Panel.

### Mission Detail Panel



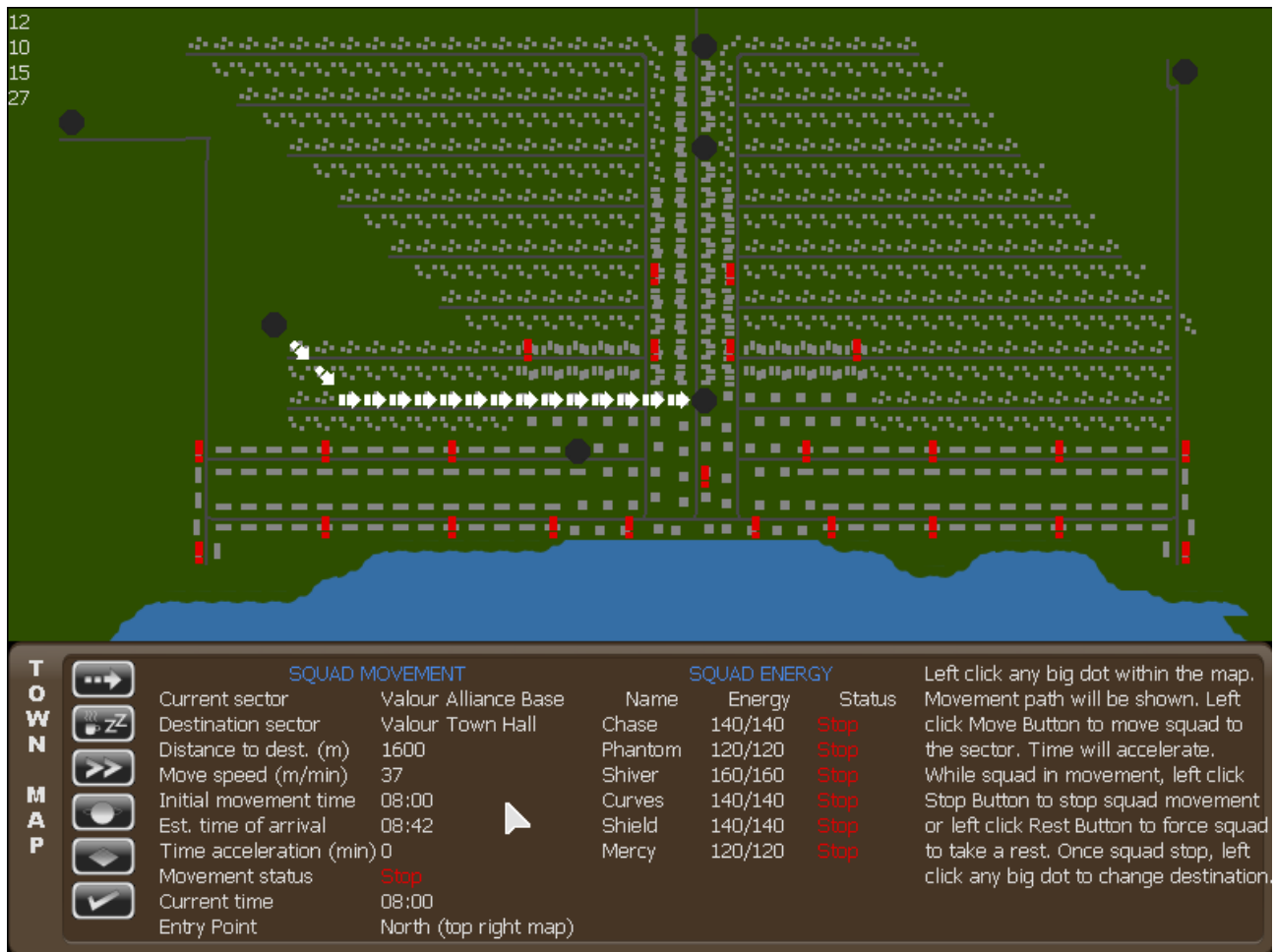
In Mission Detail Panel, there are a lot of information you need to know about the mission you've already selected. The most important information could be mission objectives.

If certain mission asks about rescuing someone, assassinating someone or total elimination of enemy, any type of ops is capable to accomplish it. For mission that require you to unlock something, then any covert ops or explosive ops might come in handy. Covert ops can pick lock it or explosive ops can destroy it with lock explosive.

For mission that require you to destroy server or war machine, explosive ops is suitable to destroy it with TNT explosive. You can't use RPG launcher to destroy server so that makes explosive ops important.

Once you choose the right mission, it's time for some serious action. Take note of target sector, it's where you'll carry out your mission. Make sure the squad has been properly equipped with weapon, armour and ammo. The initial supply can be found at a cabinet inside the first Alliance base.

### Town Map Panel



A town can be divided into several hundred sectors which can be categorized into residential ( house ), commercial ( shop ), industrial ( factory ) or administration ( public building such as town hall ). All soldiers or their allies can be found in commercial, industrial or administration sectors. These are the sectors that the Alliance will focus on. You can see these sectors through your PDA.

In Main View Panel, click Map Button ( button with diamond graphics on it ) to go to Town Map Panel. Icon with exclamation mark ( ! ) represent sectors occupied by soldiers or their allies. Several squads including your squad will be dispatched to these sectors to fight them. Icon with big dot represent the Alliance base and sectors reserved for your squad. Except for the Alliance base, your squad has the privilege to fight any enemies in these sectors.

## **Move Between Sectors**

To move between sectors, click any big dot. Movement path will be shown. If movement path isn't shown, click another big dot. On squad movement section, destination sector will show the sector name which the big dot represent. If that's not the sector you want to go, just click another big dot.

If you've seen the right sector name, you can click Move Button ( button with path graphics on it ). Your squad will then move from the current sector to the destination sector by foot. Although your squad has been provided with a jeep, your squad can't move between sectors by the vehicle. It's for security reason.

The soldiers has set up checking posts on most main roads throughout the town. If your squad move by the jeep throughout the town, you'll definitely stumble upon them. The jeep might be destroyed during the fight especially from the war machines. After all, these unnecessary fight should be avoided as it will weaken your resources.

## **Synchronized Movement Speed**

As your squad moves between sectors, your squad will move at the speed of the slowest ops to make sure the slow poke doesn't get left behind. This is maddening as it takes much longer time to move between sectors. If the slow poke bothers you, another time just hire any ops who can walk faster. Slow poke generally has low agility.

Fortunately, as squad moves slower, less energy is used compared to if the squad moves faster. The squad will not feel much tired when they arrive at destination.

## **Rest**

It's always a bad idea to fight enemy with tired squad. If you're concerned with energy of your ops, you can instruct them to take a rest during movement. One ops with the freshest energy will watch while the rest take a rest. Of course you can interrupt this process at any time.

Keep in mind that if any ops get sleepy ( low energy ), the squad will automatically take a rest to let the poor dude get some needed rest. There's nothing you can do about it. Although you can interrupt the process several minutes later, you'll end up annoying yourself as the sleepy dude will force the squad to automatically take a rest again.

## **Retreating Squad**

Since you control a relatively small squad fighting a large number of enemies in a target sector, you don't have to finish the mission in single attempt. There's no penalty to retreat. You can carry out a series of attacks on a single target sector and retreat when your ops get injured. Along the way, you pick up any items left behind by dead enemies.

These incremental attacks could lift some stress out of your squad. It's OK for your ops to get injured as your squad can retreat from the fight. To retreat your squad, click Map Button in Main View Panel. In Town Map Panel, select the big dot that represent the Alliance base and then click Move Button. Your squad will quickly leave the target sector.

## **World Map Panel**

Once your squad has finished all missions in a town, it's time to move on to another town. Other squads will try to get rid the rest of soldiers in the town. Make sure your squad is at the Alliance base. In Town Map panel, click World Map Button ( button with planet graphics on it ) to go to World Map Panel.

That's not much to look at, isn't it? The map represent the whole region of which the campaign takes place. This is almost the equivalent of 1/12 of the world. You can only see a few dots which represent towns/cities. This is major towns/cities in the region of which controlling it will give the Alliance control of the region. These towns has strategic advantage to us because it has port which serves trade around the region. There are other smaller towns and settlements in the region but those doesn't provides us strategic advantage.

To move to another town, click any big dot. Movement path will be shown. If movement path isn't shown, click another big dot. On squad travel section, destination sector will show the town name which the big dot represent. Click Move Button to move to the town.

Your squad will aboard a jeep parked at the Alliance base and then travel to the destination town by the jeep. Since the Alliance base is located on the outskirts of town, your squad will use any offroads to get out of the town. So travel between towns can only be done by the jeep. Walking by foot is tedious and unnecessary.

## **PART 10 – KEEPING TRACK OF CAMPAIGN**

While you carrying out your mission, there's plenty of Alliance activities running in the background such as collecting goodies from raid mission, collecting proceeds from mine or plant, monitoring guerilla squads daily attack and provide training to guerilla recruit.. At the end of the day ( around midnight ), the Alliance will inform you of these activities so you can keep track of what the Alliance has achieved for the day.

Keep in mind that you have very limited control of these activities. So your best bet is to hope that these people doing the best they can. Otherwise, the campaign is going to continue for a long time!

### **Collecting Goodies From Raid Mission**

"The Alliance has collected and sold items from raid mission. The proceeds \*\*\*\*\* is put into the Alliance fund."

If your squad has successfully finished the raid mission in the town, one guerilla squad will be dispatched to target sector to search all big cabinets and collect the goodies. The squad will carry out the goodies, brought it to the Alliance base and sell all of them to traders to raise fund for the Alliance. The Alliance will inform you how much money raised from this activity.

So don't be surprised to find out that the content of all big cabinets are gone if your squad revisit the sector. You might want to carry out this mission early to give a boost to the Alliance fund. You can also boost the Alliance fund if you put loot you don't want at the big cabinet before the squad arrive.

### **Collecting Proceeds From Mine/Plant**

"The Alliance collect \*\*\*\*\* from mine/plant."

The Alliance has made deals with several mine and plant owners which their mine or plant has been overtaken by soldiers. If the Alliance can liberate the mine or plant, the owners are willing to share some proceeds from the mine or plant every day for up to 60 days.

If your squad has successfully finished any supply line assault mission, then Alliance can start receive the proceed from the mine or plant at the target sector. The Alliance will inform you how much proceeds are received for the day.

### **Pay Any Credits Owed**

"Good news! The Alliance paid you \*\*\*\*\* credits. The Alliance owes you \*\*\*\*\* credits."

It is possible for the Alliance to run out of money. The Alliance has to fund a lot of activities with very limited fund. If your squad has successfully completed any mission objectives, the Alliance will reward your squad with credits. But if the Alliance has run out of money, then the Alliance will owe the credits.

Your squad has been given a priority so whenever the Alliance has some money, the first thing they do is to pay the credits owed. The Alliance will inform you how much credits the Alliance paid.

## **Guerilla Squad Daily Attack**

"From \*\*\* guys, we killed \*\*\* soldiers, destroyed \*\* machines, \*\*\* escaped but we lost \*\*\* fighters."

There are up to 6 guerilla squads for each town and each squad consists of up to 6 persons. So there are up to 36 guerillas for each town. Since the Alliance take part in 3 towns, there are up to 108 guerillas at one time ready to fight the soldiers. Just like special ops squad, guerilla squad has the freedom to choose which sector to fight and when it is the right time for them to do that. The exception to this is sector reserved for your squad ( shown as big dot on Town Map Panel ). Your squad can't also fight soldiers reserved for guerilla ( shown as exclamation mark on Town Map panel ).

Just like special ops squad, guerilla squad will also receive credits for every soldiers killed or war machine destroyed. Because of this, guerilla squad will only attack if the Alliance has adequate money to pay for the reward. If the Alliance has run out of money, the guerilla will not do any attack for the day.

This is very important because if the guerilla didn't attack, no soldiers get killed so the Alliance control in the town didn't improve for the day. The campaign will take much longer to complete. So do your best to carry out missions that gives money to the Alliance.

If the Alliance has the money, each guerilla try to kill one soldier or destroy one war machine for the day. Guerilla rank will determine his/her attack chance against the soldier or war machine. If he/she succeed in this attack, the soldier is killed or war machine destroyed. If he/she failed, the soldier or war machine will counter attack. If the soldier or war machine succeed in this attack, the guerilla is killed. If they failed, the guerilla escaped saving his/her live.

The Alliance will monitor all these daily attacks. At the end of the day, the Alliance will sum up all of their daily attacks so you can keep track how much soldiers or war machines get destroyed by guerilla for the day. You can also keep track how much guerillas get killed for the day.

At the beginning of campaign, 108 guerillas are ready to fight the soldiers. But throughout the campaign, as guerilla get killed and the Alliance does not have enough money to train recruit, the total guerilla that will fight the soldier for the day could be less than 108. Depending on the aggressiveness of soldiers, this is quite normal.

It is possible for the total guerilla number to dwindle to half especially if there's plenty of guerilla get killed and the Alliance has run out of money. There's nothing you can do about it. There are things that beyond your control. This is something that you have to accept.

## Train Guerilla Recruit

"The Alliance withdraw \*\*\*\*\* credits to train \*\* guerillas."

If any guerilla get killed during the attack, the squad leader will request any recruit from the Alliance. if a recruit exist in recruit pool, the Alliance will assign the recruit to the squad. Up to 6 recruits can be put into recruit pool for each town.

If a recruit is taken from recruit pool, the Alliance will try to replace him/her. The Alliance will try to find any civilian whose willing to become guerilla recruit and train him/her which is going to cost money. The cost depends on the campaign toughness. If campaign is tough, it will cost more money to train a recruit and the recruit only reach low rank once he/she has finished the training. The Alliance will inform you how much credits the Alliance paid for the training and how much recruit are taken.

Basically, it only take a day to train a recruit ( mostly marksmanship training ). Once he/she has finished training, he/she will be put into recruit pool for the town. If any squad request a recruit, he/she will be assigned to the squad.

## Campaign Panel



The screenshot shows the Campaign Panel for 'South East Liberation'. On the left, there is a vertical 'CAMPAIGN' label and a 'VIEW NEWS' button. The main area displays various statistics and a table of performance metrics. On the right, there is a 'VIEW BRIEFING' button and a goal description.

		South East Liberation			To win the campaign, the Alliance must have 90% control of all cities/towns.	
		Valour	Reverence	Honour		
The Alliance Fund	5100	10	2	2		
Blade Thrust Fund	53270	517/600	580/600	579/600		
Credits Due	0	28/30	30/30	30/30		
City/Town Name	The Alliance Control (%)	Commander Status	Alive	Alive		Alive
	Current Soldiers/Allies	Command Server Status	Functional	Functional		Functional
	Current Machines	Soldier Killed by Guerilla	22	20		21
	Machine Destroyed	Machine Destroyed	0	0		0
	Guerilla Casualty	Guerilla Casualty	6	9		6

If you want to see a summary of the Alliance performance, go to Campaign panel. In Main View Panel, click Squad Button ( button with 2 faces on it ). Once you get into Squad Panel, you are automatically connected to the Alliance Server. Click Campaign Button ( button with rifle on it ).

From time to time, both current soldiers and current machines number should decrease which allow the Alliance to exert more control for each town. You can also see how much soldiers or machine destroyed by guerilla.

Roughly speaking, guerilla can kill as much as 80% of total soldiers or destroy as much as 66% of total machines in each town. The rest is handled by your squad. Even if the Alliance has achieved necessary 90% control, the guerilla won't stop until they kill every soldier they could find!

## **ADVERTISEMENT – LADY JUNK, YOUR SUPPLY SOLUTION PARTNER**

It's nice to meet you, fellow fighter! My name is Lady Junk. I'm here to offer you a fabulous deal you simply can't refuse. No doubt you and your squad are constantly being burdened by the endless items moving from battlefield to the base to sell the item. You wish there could be a much simpler solution to this insanity. Well love, your wish has become true! There is indeed a simpler solution!

That why I'm here to proudly offering you a deal - instead of carrying those items to the base, you can simply sell those items to me straight at the battlefield! Just choose any dead enemy and I will buy ANY working item carried by the enemy at 20% discount. Yes, you heard it right. I buy any working item. This is really useful for item you can't sell to the traders such as helmet and goggle. I buy food too. If the item isn't jammed or has 0 quantity, I'll buy it.

### **How to get this offer?**

My men will handle the transaction for me. They will go the battlefield to inspect the item. That is why you must make sure the battlefield is clear of any enemy before my men can enter the sector. Once the battlefield is clear, just go to any dead enemy and execute give/take process. On Give/Take Panel, there is an option to sell all the items carried by the enemy to me. Click it and it's done. You get the money and my men get the items. It's that simple.

### **How you get paid?**

I'll pay the money through your on-line account with the Alliance. For every successful transaction, I'll pay you credits which will be sent to your account. Check Campaign Panel to see how much money you'll gain from the transaction. I'm sure you'll think this is convenient as you don't have to carry lots of coin money.

So what are you waiting for? Take advantage of this offer and make you life much easier. You don't have worry about mundane task of carrying items and selling it to trader. This gives you time to focus on what's important - how to get rid the enemy. Leave the mundane task to me.