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GETTING STARTED

THE README FILE

The *Act of War: High Treason™* installation 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 in the *Act of War: High Treason* directory found on your hard disk (default is C:\Program Files\Atari\Act of War - High Treason).

INSTRUCTION MANUAL

The game installation also contains electronic versions of the *Act of War: Direct Action* and *Act of War: High Treason* Instruction Manuals in .pdf format. You will also find Adobe Acrobat Reader 5.1 which enables you to view the manual in .pdf format.

SETUP AND INSTALLATION

1. Start Windows® 2000/XP.

2. If this is a DVD-version, insert the *Act of War: High Treason* game disc into your DVD-ROM drive. 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.

3. If you have downloaded this version, follow the instructions provided with the download.

4. Follow the remaining on-screen instructions to finish installing *Act of War: High Treason*.

5. When prompted to enter your CD- or DVD-key, please make sure to enter it exactly as provided, including dashes. In case of doubt, the CD/DVD key does not contain the numbers 1 or 0, but can contain the letters I and O.

6. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Act of War/Act of War - High Treason to start the game.

Installation of DirectX®

Act of War: High Treason 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.

WHAT'S NEW?

NEW SINGLE-PLAYER CAMPAIGN

"The Day of the Consortium"

The new single-player campaign takes place in 34 action-packed missions in fourteen different theaters of war across the globe. Follow Major Richter, Lieutenant Vega, Sergeant Major Jefferson and our new acquaintance, the expert sniper Sergeant Oz, in a thrilling fight against the largest threat to the world since Direct Action.

MERCENARIES

Mercenary units provide the opportunity to rapidly call in specialized reinforcements almost anywhere on the battlefield. As they're limited in number and expensive to use (and even more expensive to lose!) they should be used as a complement to your regular army rather than make up the bulk of your fighting force.

Mercenary Units become available to rent once you have constructed a Mercenary Command Post structure.

Hiring an Available Mercenary Unit

Click on the icon representing the unit you want to hire, and you will immediately pay an insurance policy and continuous upkeep depending on the category of the Mercenary team:

Category	Refundable Insurance Policy	Non-Refundable Upkeep
Official Mercenaries	$5000	$100 per 5 seconds
Unofficial Mercenaries	$10,000	$200 per 5 seconds
Illegal Mercenaries	$15,000	$300 per 5 seconds

You will notice that the mouse cursor now changes into a deployment marker with a number inside. This is the number of seconds it will take for the Mercenaries to deploy (the further from the Mercenary Command Post, the longer it will take).

Deploying Mercenaries

Simply click on the map where you want to deploy. You will see an observation helicopter arrive, and the count-down timer will start ticking. If the observation helicopter is shot down (penalty: $2000) before the count-down timer runs down, if you can no longer afford to pay the upkeep, or if your Mercenary Command Post is destroyed, the deployment is cancelled and the insurance policy refunded.

Note that aircraft Mercenary Units will charge $1000-$1500 even if you change your mind about calling in the air strike.

Terminating the Deal

Click the icon of a hired Mercenary team to manually terminate the contract. The insurance policy will be refunded, minus an amount proportional to the losses the Mercenary team has suffered.

A deal will also automatically be terminated if you can no longer afford to pay the upkeep, if all members of the Mercenary team are eliminated, or if your Mercenary Command Post is destroyed.

NAVAL VESSELS

Naval vessels are formidable weapons platforms for shore bombardment as weapons against other ships and/or against incoming enemy air raids. Many can deploy helicopters or other aircraft, and some can even deploy ground units. Exploring which naval vessel to use for which purpose, and how to counter the enemy's naval attacks is the core of the Naval battle game modes.

- The Navy game mode is only available in LAN and Online games.

- All naval vessels are deployed at the Shipyard.

- All naval vessels have the Repair special ability. If a ship is damaged, click its Repair button. The ship will effectively shut down and perform repairs. It cannot defend, attack, move, or do anything else while performing repairs, and its vision range is reduced. The ship's helicopter(s) and aircraft can still perform as usual though while the ship itself is repairing. Ships can only repair themselves.

- No naval vessels leave any pilots/POWs behind if destroyed.

- Many naval vessels deploy helicopters or airplanes. By selecting an aircraft and clicking the "Return to ship" button, it will return to the ship for repairs and reloading. By selecting the ship and clicking "Recall," all its aircraft will return to the ship.

- If the "mother ship" is lost, all its aircraft are lost as well.

- Submarines are special stealth units that can only be detected by units equipped with Sonar devices, i.e. Sea Hawk and Cougar anti-submarine helicopters, other Submarines, and the Visby and Oliver Hazard Perry Class surface ships. Don't confuse the Sonar with the Ping radar, which provides increased vision range.

- Most naval vessels have a "Fire at will" button. When this command is activated, the ship will automatically open fire at any enemy targets in range and in sight.

HEALING AND REPAIR
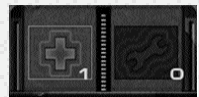
Healing and repairs are now managed similar to air strikes; once you have units capable of healing/repairs, an extra interface button will appear.

To heal/repair, simply click the button, then the area where you want to heal/repair, and the heal/repair units will arrive automatically. Like in *Direct Action,* you can also select the heal/repair units and manually direct it to its heal/repair zone.

EXPERIENCE
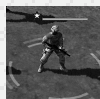
Experience is now earned in five steps, and for all units (even construction units and aircraft!). When you launch an air strike, you'll always pick your most experienced aircraft first. To instead pick your LEAST experienced aircraft first, keep SHIFT pressed while selecting the number of aircraft.

A unit with Elite status (little star) will raise the experience level of all nearby units.

AIR STRIKES

Air strikes are now indicated by icons in the left-hand side of the screen. Each air strike in progress will have its own icon as indicated below. To follow an aircraft in flight, simply left-click the icon. You can cancel an air strike by simply right-clicking on the aircraft's icon. A disengaging aircraft will leave immediately.

Aircraft Selected	Aircraft Locked-on	Aircraft Shot Down
Aircraft Flying	Aircraft Repairing	Aircraft Refueling
Aircraft Hit	Aircraft Attacking	Aircraft Disengaging

Please also note that aircraft are now deployed individually at each Air Control Tower. They will still always enter the battlefield from the Air Control Tower closest to its target though.

When you have aircraft in the air, you can see their weapon range and field of vision on the minimap. To toggle between the normal minimap mode and the aircraft map mode, click the little aircraft icon (right of the minimap).

HEAVY ARTILLERY

MLRS and Piranha artillery units are now classified as Heavy Artillery and have increased range compared to in *Direct Action.* At long ranges, however, artillery fire is both less efficient and less accurate. The Smerch Mercenary unit is also considered Heavy Artilllery. Mortar units (Porcupines, Strykers, MM1 Mortars, etc.) and Paladin tanks are unaffected.

NEW MULTIPLAYER MODES & OPTIONS

MARINE ONE DOWN

In this fast and tactical game mode, the objective is to move the President to the Evacuation Zone indicated by the flare on the minimap. There's no base-building, unit construction or resource harvesting. Instead, you get reinforcements at the Checkpoint Bunkers you contrd/occupy with your infantry units. You also automatically get reinforcements at your starting point. The player who last had a unit in the President's proximity controls him. The President can't be killed or enter buildings or vehicles. Note that the only units that can move faster than the President are Buggies, FAT-Vs, and Fenneks. You can not have A.I.-controlled opponents in the Marine One Down game mode, and it's only available in LAN and Online play.

SCUD HUNT

The SCUD Hunt game mode opens up for many interesting tactical possibilities. To get control of the SCUD launcher, simply move one of your units next to it. It can be launched once every three minutes, and causes even more damage than a regular tactical weapon! It's not necessarily a good thing to have possession of the SCUD launcher – if it's destroyed, the nuke will detonate on the spot, so think twice before you put it in the middle of your base… If it's destroyed, it's respawned in the center of the map. No other tactical weapons or counter-tactical weapons are available in this game mode.

You can not have A.I.-controlled opponents in the Scud Hunt game mode, and it is only available in LAN and Online play.

NEW MULTIPLAYER GAME OPTIONS

GAME SPEED: increases or decreases the overall speed of the game. It affects everything; movement, construction, resource harvesting, etc. Experienced players can increase the speed for faster games, inexperienced players can decrease it. On lower spec systems, reducing the game speed can give a smoother experience.

SHARE VISION WITH ALLIES: if this is set to YES (default), you will share your Fog of War revelations with all players on the same team. If set to NO, each player will have his own Fog of War.

ENHANCED UNIT LETHALITY: increases or decreases the damage inflicted by all units. Increase for faster games, decrease for slower games where it's more important to always use the right weapon.

MAP RESOURCES: set to LOW ($30,000 per Oil Vein), AVERAGE (default; $60,000) or HIGH ($120,000). With LOW resources, POWs and expand bases become more important, encouraging a more aggressive style of play. With HIGH resources, you can more easily build a powerful attack and defense without having to capture expand bases and POWs.

STARTING RESOURCES: set to a value between $2500 and $100,000, with $7500 as default. The higher the value, the less important it will be to capture expand bases, POWs and harvest resources. At $100,000, the game can be played without any resource harvesting at all -- at $2500 you can just barely afford to build your first Refinery.

POW GENERATION: YES is default; if set to NO, no destroyed units or structures will generate any POWs, removing one of Task Force Talon's advantages over the Consortium and the U.S. Army. Can potentially cause games to end in stalemates when all map resources have run out and neither side has enough offensive units to destroy the enemy's turrets.

RESOURCE HARVESTING SPEED: if set to LOW, each tanker has a capacity of $500; if at AVERAGE (default), it's $650, and if set to HIGH, each tanker has a capacity of $800, dramatically increasing the speed at which you make money. Banks, ammunition bunkers and POWs are not affected.

SHARE RESOURCES: all incomes from all players on the same team are shared equally, with the exception of income from repatriated pilots and servants. All expenses are individual except penalties if your team's POWs are captured by an opponent with the Hostage Ransom Demand upgrade (or its U.S. Army/Task Force equivalents).

ALLOW TACTICAL WEAPONS: allows or bans the use of Wolverine Missiles (U.S), Falling Stars (Consortium) and Mjolnir Howitzers (Task Force Talon), allowing for longer and more tactical games if set to NO. The construction of these launcher structures (and their counter-measure launchers) are simply disabled in the Construction menu. Note though that you can still deploy the Mercenary Fireworks nuke.

ALLOW AIR STRIKES: allows or bans the use of all types of fixed-wing aircraft (i.e. except helicopters); the construction of Air Control Towers is simply disabled in the Construction menu, allowing for longer and more tactical games if set to NO and giving the U.S. Army a disadvantage compared to the Task Force Talon and the Consortium. Note that Mercenary aircraft are still available.

UNIT CAP: you can set the maximum number of units allowed, to either 50, 100, 150, or "No limit" (default). All units (constructors, tankers, aircraft, etc.) count as one unit. Mercenaries and tactical weapons do not count towards the limit. It is possible to temporarily exceed the limit if you construct a building that comes with a "free" unit, such as Refineries and Field Hospitals.

ALLOW MERCENARIES: allows, limits or bans the use of mercenaries.

DESTROY ENEMY HQ: this alternative victory condition will eliminate any player that loses his last HQ building, thereby eliminating the need to destroy every single enemy building to win the game.

WMD RUN (alternative victory condition): win by having ten (10) Tactical Weapons ready to launch.

POW RUN (alternative victory condition): win by capturing fifty (50) POWs.

NEW 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 Naval Vessels		
Destroyers		
Frigates		
Submarines		
Stealth Combatant Ships		
Amphibious Assault Ships		
All Aircraft		
Helicopters		
Armored Vehicles		
Infantry		
Unarmored Vehicles		
Buildings		
Tactical Weapons		

NEW AND MODIFIED UNITS AND BUILDINGS

MERCENARY BUILDING - THE COMMAND POST

The Mercenary Command Post is required to deploy Mercenary units. You can upgrade it twice to be able to deploy the more powerful teams. The closer the Command Post is to the point where you deploy a Mercenary Unit, the sooner will it arrive on the battlefield.

The Mercenary Command Post costs $800 to construct, the upgrade to allow Unofficial mercenaries $2000, and to allow Illegal mercenaries $2500. The technology requirements vary as follows:

	Requirement for Command Post	Requirement for Upgrade to Unofficial	Requirement for Upgrade to Illegal
U.S. Army	Barracks, Field Generator	DefCon 2	DefCon 1
Task Force Talon	Barracks	SHIELD *or* DRONE technology	SHIELD *and* DRONE technology
The Consortium	Barracks, Motor Pool	Revealed Status	Stealth Armor Lab, Air Control Tower

OFFICIAL MERCENARY UNITS

Mercenaries come in three categories – Official, Unofficial and Illegal – with slightly different deployment and upkeep costs.

SCHWARZER HUND

The Schwarzer Hund team of Official Mercenaries consists of five close assault troops especially trained for capturing and holding buildings.

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

GRIZZLY RESCUE TEAM

The five combat medics of Grizzly Official Mercenary Rescue Team are lightly armed and armored but can heal nearby troops every twenty seconds.

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

DOGS OF WAR

The Dogs of War Official Mercenary squad consists of two Roland II anti-aircraft systems.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground Units.		N/A

UNOFFICIAL MERCENARY UNITS

IRON RAIN
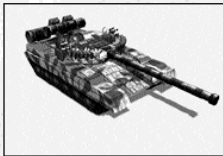

The Iron Rain wing of unofficial mercenaries consists of three Su-25 Frogfoot close-air support aircraft, very effective against enemy ground vehicles only.

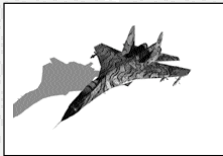| EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.	N/A	N/A

BURNING LEGION

The Burning Legion squadron of unofficial mercenaries consists of three T-80 Main Battle tanks, very effective against all ground targets.

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

DEATH WING

The Death Wing of unofficial mercenaries consists of three Su-27 Flanker fighter aircraft, very effective against all enemy aircraft.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.	N/A	N/A

ILLEGAL MERCENARY UNITS

RAWHIDE
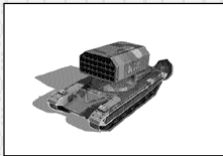
The Rawhide squadron of illegal mercenaries consists of three Smerch Multiple-Launch Rocket systems. They are considered Heavy Artillery and have long range and light armour. Clicking the "Fire at will" button will make Smerch systems automatically open fire at all enemy targets in range and in sight.

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

SHADOW HAWK
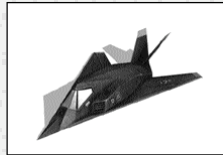
The Shadow Hawk F-117A Nighthawk illegal mercenary stealth bomber is fast and drops a single very powerful - it will instantly destroy any base structure it hits! - self-prioritizing bomb with considerable splash damage.

| EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters, stealth detection radars		N/A

FIREWORKS NUKE TRUCK
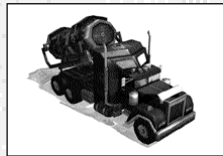
The Fireworks illegal mercenary backpack nuke truck can place a nuclear charge with stealth abilities on a designated location, to be detonated manually from either the nuke or the truck. Move the truck to a safe distance before the detonation!

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, air threat.		N/A

TASK FORCE TALON

TASK FORCE TALON NEW BUILDING
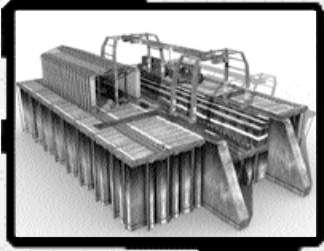
Shipyard
See U.S. Army Shipyard.

TASK FORCE TALON NEW UNITS

OCSW - OBJECTIVE CREW SERVED WEAPON

Deployed out of the Barracks, the lightly armored OCSW teams require a Field Intelligence center to be deployed. They can switch between two ammunition types: High-Explosive and Armor-Piercing.

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

SPINNER TACIT RAINBOW LAUNCHER

The Tacit Rainbow Launchers require SHIELD technology and are deployed in the Spinner Command Center. They launch Titan loiter missiles towards any ground target on the map.

If a Titan missile cannot find a target in the vicinity of its designated target area, it will loiter around the area at high altitude until it spots a target, or the missile is manually destroyed or shot down. The Tacit Rainbow launcher will continue to launch missiles at the designated target area until manually ordered to stop.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Titan Missiles: Anti-air units. **Tacit Rainbow Launchers:** anti-tank units, air threats.		N/A

LCAC
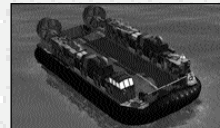
See U.S. Army.

LPD-17 "SAN ANTONIO" CLASS DESTROYER

The San Antiono-class LPD (Landing Platform Dock) requires Drone technology and deploys up to two VTOL F/A-35 close-air support aircraft and a Sea Hawk anti-submarine helicopter that can drop Sonobuoys with stealth detection capability.

The LPD itself has anti-aircraft missiles for anti-aircraft defense, in addition to the F/A-35's air-to-air missiles and a Harpoon missile launcher that fires twin long-range Harpoon anti-ship missiles once every six seconds.

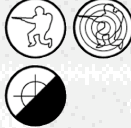| EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Destroyers, submarines.		N/A

DD(X) CLASS MULTIMISSION DESTROYER

The DD(X) Class Multimission Destroyer requires SHIELD technology upgrade, and deploys two RAH-66 Comanche stealth recon/attack helicopters. These can be upgraded with Hellfire missiles. The DD(X) can deliver long range barrage and direct fire with its very powerful twin deck guns, and has anti-aircraft missiles to protect against incoming aircraft and missiles.

| EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Submarines.		N/A

SSN-21 "SEAWOLF" CLASS SUBMARINE

The Seawolf Class Attack Submarine has stealth and stealth detection capabilities. When attacking, a Seawolf submarine will launch two homing torpedoes against its target every 10 seconds. These will loiter around in the target area for 20 seconds, or until they find a target.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-submarine helicopters.		N/A

NEW TASK FORCE TALON UPGRADES

GUOS DRONES
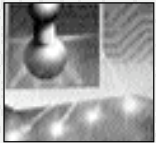
This Barracks upgrade allows Task Force Commandos (and Future Force Warriors) to deploy GUOS Mines at $200 each. These are detonated by selecting the Mine, or automatically when an enemy units comes nearby. GUOS mines have stealth capacity and reveal the Fog of War in their vicinity. A Task Force Commando can only have one GUOS mine deployed at a time. After a mine has been detonated, it takes the Commando 60 seconds to recharge the GUOS Mine launcher.

With the GUOS Drone upgrade, Heavy Snipers can launch regular GUOS reconnaisance drones, at no cost.

FUTURE FORCE WARRIOR

This $550 upgrade of the Task Force Commando requires a SHIELD Control Centre and has to be made individually for each Commando. Future Force Warriors are superior to Task Force Commandos in all aspects.

OIL VEIN NANO-SATURATION

An Oil Derrick with the nano-saturation upgrade is essentially booby-trapped – if the Derrick is destroyed (or sold) and an opponent constructs a new Oil Derrick on top of it, the nano-saturation can be detonated to immediately destroy the enemy Derrick and also cause massive damage on nearby vehicles and structures… While nano-saturated, the Fog of War around the Oil Vein is revealed to you.

F/A-35 BLU-144 BLACK-OUT BOMB
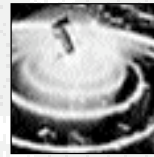
In addition to its normal bomb damage, with this upgrade (purchased in the Aircraft Control Tower), a successful F/A-35 sortie will also black out/disable a target structure for fifteen seconds. This is especially useful for taking out anti-aircraft and anti-tactical weapons defenses.

U.S. ARMY

U.S. ARMY NEW BUILDING
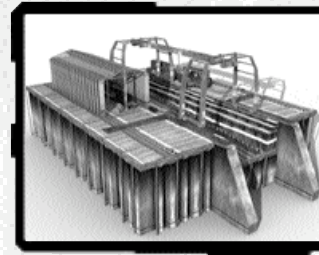
Shipyard

The Shipyard is used to deploy all naval vessels. Like the "Derrick" structure, it can only be constructed on top of a "dock" which only appear in the special Navy maps.

The Shipyard costs $3000 and does not require any previous technology or structures.

NEW U.S. ARMY UNITS

STINGER

Stinger soldiers are deployed at the Barracks. They require DefCon 2 and a Field Hospital. They can Ambush and enter buildings.

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

ELECTRONIC FIGHTING VEHICLE (EFV)

The EFVs are deployed out of the Heavy Armor Depots. EFVs have no weaponry and weak armor, but you can manually switch them on to have either of three very special abilities. Using one of these special powers requires 30 MWs from Field Power Generators. **Electronic Counter Measure:** All nearby allied units (except other EFVs) gain stealth capacity. **EMP:** All nearby buildings (including own and allied) are powered down. (This will often have ripple effects; if a Task Force Talon FOC is powered down, all structures powered by that FOC are also shut down.) **Accuracy:** Increases all nearby allied units' damage. Effects are cumulative if several EFVs have this power switched on.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.		N/A

OH-58D KIOWA WARRIOR

The Kiowa Helicopters are deployed at the Heliport. Kiowas have stealth capacity while not firing or using its Ping radar.

You can manually activate the Ping radar, which will increase the vision range by 2x and reveal enemy stealth units for ten seconds. It takes one minute to recharge this ability.

Kiowa's can manually fire short-range rocket salvos, which are mostly effective against infantry targets. It takes 30 seconds to recharge this ability.

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

MLRS

See MLRS under U.S. Army in the *Act of War: Direct Action™* Manual (a printable pdf version is available on the disc). The MLRS is now classified as "Heavy Artillery".
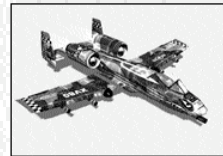
HARRIER

The Harrier is launched from the USS Tarawa Carrier units. If shot down, you can construct more of them. They can launch one powerful Harpoon anti-ship missile each before they have to return to the Tarawa to rearm.

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

A-10 THUNDERBOLT

The A-10 now uses its nose-mounted Gatling gun against ground targets. It will automatically strafe the center of the target circle, inflicting medium damage in a straight line through the center of that circle. They can now also be upgraded with CBU-105 Cluster Bombs.

| EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.		CBU-105 Cluster Bomb

SEA HAWK

Helicopter armed with anti-submarine torpedoes and which, while hovering, can suspend a Sonobuoy that also gives stealth detection and reveals large areas of fog of war. A Sea Hawk can deploy one Sonobuoy every 15 seconds, at no cost, that remains deployed for 90 seconds.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.		N/A

LCAC (LANDING CRAFT, AIR CUSHION)
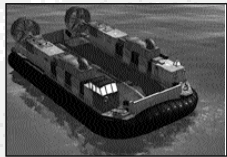
The LCAC has eight transportation slots. To load a unit in the LCAC, move both units close to each other to the shore, select the unit(s) to load and right-click the LCAC.

To unload a unit, move the LCAC close to the shore where you want to unload and click the Unload button. The units will automatically end up on the shoreline. LCACs are very vulnerable to enemy fire.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	All ground units, air threat.	(truck icon)	N/A

"ARLEIGH BURKE" CLASS AEGIS DDG 51 DESTROYER

This guided missile destroyer requires Defcon 1. By activating its Ping radar, the Arleigh Burke can see very far, but can also be seen from far away.

This destroyer can deliver short range barrage fire with its deck gun, its main offensive weapon however are twin long-range Harpoon anti-ship missile that are fired once every nine seconds, and a Tomahawk missile launcher for ground targets.

Has very powerful anti-aircraft defenses with both autocannon and anti-aircraft missiles.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
(building, ship, aircraft icons)	Air threat, submarines, destroyers.	(missile icon)	N/A

LHA-1 "TARAWA" CLASS AMPHIBIOUS ASSAULT SHIP
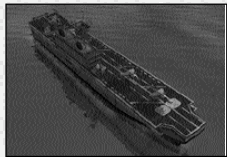
The Tarawa requires Defcon 2. It deploys up to four Harrier II close-air support aircraft, and has an autocannon as anti-aircraft defense (the Harriers also carry air-to-air missiles).

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
(aircraft icon)	Air threats, submarines, destroyers.	(truck icon)	N/A

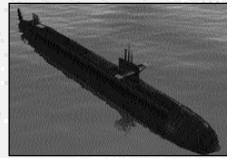## FFG-7 "OLIVER HAZARD PERRY" CLASS FRIGATE

The FFG-7 detects stealth units, including submarines, and deploys one SH-60B Sea Hawk.

The Oliver Hazard Perry has a powerful deck gun capable of indirect barrage fire, and a powerful auto cannon as anti-aircraft defense. Its main offensive weapon however is a long-range Harpoon anti-ship missile that is launched once every ten seconds.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
(ship icons)	Air threats, submarines, destroyers.	(radar, missile icons)	N/A

SSN-688 "LOS ANGELES" CLASS SUBMARINE

The SSN LOS ANGELES Class Attack submarine requires Defcon 2, and has stealth and stealth detection capabilities. When attacking, it will launch one homing torpedo against its target every 8 seconds. This will loiter around in the target area for 12 seconds, or until it finds a target. If ordered to attack a ground building, the Los Angeles will surface and launch very powerful Tomahawk cruise missiles.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
(ship, building icons)	Destroyers, anti-submarine helicopters.	(soldier, missile, radar icons)	N/A

U.S. ARMY NEW UPGRADES

M203 GRENADE LAUNCHER

This upgrade, now purchased per Marine, increases the damage against enemy infantry, and allows large groups of Marines to be effective against buildings and static vehicles.

BRADLEY TOW MISSILES

This upgrade, purchased in the Light Armor Depot, requires DefCon 2. After purchase, your Bradleys can toggle between using its normal 25mm chaingun and TOW guided missiles that are very effective against vehicles. The TOW missiles also have longer range than the chaingun.

FAT-V KEM LAUNCHER

This non-reversible upgrade requires DefCon 1 and is purchased by selecting the FAT-V. The Kinetic Energy Missiles are very effective against all types of static targets.

The FAT-V will automatically fire a KEM every seven seconds at any target within range.

A-10 THUNDERBOLT CBU-105 SENSOR-FUSED CLUSTER BOMBS

This upgrade requires DefCon 2 and is purchased in the Air Control Tower.

The A-10 will automatically drop four cluster bombs on the center of the target circle, causing medium damage to all types of targets in a large area around the point of impact.

CONSORTIUM

CONSORTIUM NEW BUILDING
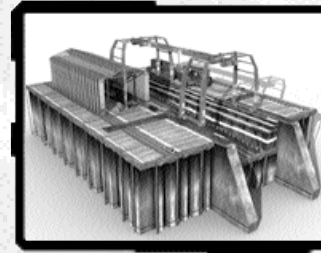
Shipyard

See U.S. Army Shipyard.

NEW CONSORTIUM UNITS

POLARIS SNIPER BUGGY

This affordable, fast scout vehicle requires a Field Prison Camp, carries a Sniper in the back, and is very lightly armored. TIP: to fully utilize its ability to make rapid withdrawals, use the SHIFT key to queue commands for the Polaris Sniper Buggy.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, air threats.		N/A

KAMOV KA-58 BLACK GHOST STEALTH
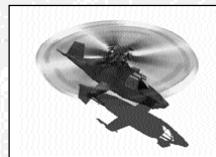
This helicopter has stealth capacity while not attacking and provides superb defense against air targets such as enemy helicopters and Titan missiles.

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

PIRANHA

See MLRS under U.S. Army. The Piranha is now classified as "Heavy Artillery".

TU-160 BLACKJACK

The Tu-160 Blackjack bomber is very fast, and very powerful. Its payload is almost as heavy as the B2 bomber's, and cover a much larger area. It causes tremendous damage on all static targets. It's vulnerable but fast enough to escape many ground anti-aircraft defenses.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.		N/A

COUGAR ANTI-SUBMARINE HELICOPTER

See the "Sea Hawk" in the description of the U.S. Army's new units.
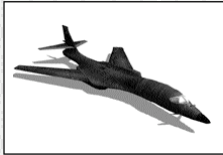
EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.		N/A

"VISBY" CLASS STEALTH CORVETTE

The Visby class stealth corvette requires Revealed Status, and has a powerful deck gun capable of indirect barrage fire, its main offensive weapon however is a long-range Harpoon anti-ship missile that can be launched once every six seconds. It has a sonar for detecting Submarines, a Ping radar for increased vision range, and can deploy a Cougar anti-submarine helicopter.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Destroyers, submarines.		N/A

LCAC
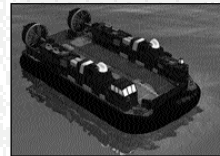
See U.S. Army.

"SEA SHADOW" STEALTH CARRIER
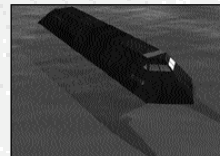
This unarmed stealth vessel requires Revealed Status and can deploy one X-32 JSF VTOL aircraft for offensive purposes. The X-32 has a single Harpoon missile mainly effective against enemy ships but also incoming enemy air raids.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	All vessels, air threats, stealth detection units.		N/A

(X-32 JSF fighter)

ZUBR "BISON" CLASS AMPHIBIOUS ASSAULT SHIP
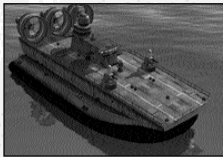
This Air Cushioned Landing Craft requires a Field Prison Camp, and has no offensive weapons, but twin autocannon for anti-aircraft defense. The Zubr basically works like a floating Barracks and Motor Pool combined; it doesn't need to be loaded with units, and has eight transportation slots in total.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
✈	All ground units, air threats, all vessels.	🚚	N/A

"TYPHOON" CLASS SUBMARINE

This Strategic Missile Submarine requires a Field Prison Camp. When attacking, a Typhoon submarine will launch one homing torpedo that will loiter around in the target area for 12 seconds, or until it finds a target. If ordered to attack a ground structure, the Typhoon will surface and launch two very powerful Tomahawk ballistic missiles.
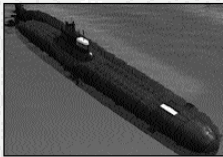
| EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
🚢🏢	Destroyers, submarines, anti-submarine helicopters.	🏃⊚ 🚀◉	N/A

"TARANTUL" CLASS CORVETTE

The fast and light Tarantul corvette's main offensive weapon is two long-range Harpoon anti-ship missiles that are fired once every ten seconds.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
🚤	Submarines, air threats.	➶	N/A

NEW CONSORTIUM UPGRADES

HIND AT-6 SPIRAL MISSILES
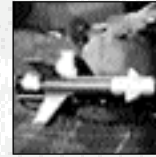
This upgrade requires Revealed status. After purchase, all your Mi-35 Hinds will automatically fire an AT-6 Spiral guided missiles every six seconds. These missiles are effective against all vehicles (including helicopters!) and structures.

RAILGUN TURRET EMERGENCY BACKUP

This upgrade has to be purchased individually for each Railgun Turret, and allows the turret to stay operational for ten seconds in case of a power-out.

AMPHIBIOUS ASSAULT VESSELS

Three vessels can construct units while at sea - the Zubr, the San Antonio, and the Tarawa. The two latter will automatically deploy the newly constructed units in an LCAC which can be launched at any time, for free, after unit construction is complete (this LCAC disappears after it's unloaded its troops). The Zubr brings its constructed units to the shore itself.

Different units require a different number of slots (each vessel has eight slots):

	TARAWA	SAN ANTONIO	ZUBR
Can construct (slots required)	U.S. Marine (1)	TFT Commando (1)	AK-74 (1)
	Javelin (1)	Heavy Sniper (1)	Kornet (2)
	Stinger (1)	OCSW (2)	SA-7 (1)
	Bradley (3)	Stryker (3)	AMX-10 (3)
	Avenger (2)	Spinner (4)	BTR-80 (3)
	M113 (3)		Tunguska (3)
	Paladin (3)		Akula (4)

Example: a Tarawa can construct two U.S. Marines, one Bradley and one M113 for a total of eight slots. When construction is complete, the "Launch LCAC" button is activated.

Launch LCAC
Open Construction menu

Tarawa construction menu

San Antonio construction menu

Zubr construction menu

KEYBOARD SHORTCUTS

COMMAND	SHORTCUT KEY(S)
Cycle between inactive builders	- (the minus key)
Cycle between HQs	BackSpace
Select all units of the same type on screen	Ctrl left-click or Double left-click on a unit
Select all fighting units on map	Alt + F
Assign unit(s) to group	ctrl + 0 to 9
Note: You can now assign a unit to more than one group, in which case the 'group #' on the screen will be replaced by a '[+]' indication instead.	
Add/Remove a unit in the selection	Shift + left click
Select numbered group	number (1 to 0)
Select an airborne/super weapon strike	F1 – F4
Show numbered group (release key to return to current camera position)	Alt + number (1 to 0)
Highlight the next unit type inside selection*	Tab
Highlight previous unit type inside selection*	Shift+Tab
Give order to only active units in selection (the ones that have a larger icon in the bottom of the HUD)*	press Ctrl while giving the order

* Example: you have ten units selected -- 5 Marines and 5 Javelins. You'll notice at the bottom of the screen that the icons for the Marines are larger than for the Javelins, and the Action Area shows the available actions of Marines. To give an Attack order to the Marines only, without deselecting the Javelins, press Crtl while right-clicking on the Marines' target. To give a different attack order to the Javelins, without deselecting the Marines, press TAB, then press Ctrl while right-clicking on the Javelins' target.

Select Jefferson	Numpad 0
Select Oz	Numpad .

MENUS SHORCUTS

COMMAND	SHORTCUT KEY(S)
Open Main Menu	ESC
Quicksave (Operation and Engagement only)	F5
Quickload (Operation and Engagement only)	F10
Objective menu (Operation mode only)	Alt + O
Player status (multiplayer only)	Alt + O
Tactical Pause (single-player only; freezes game without opening the pause menu, allowing you to give orders to your units)	pause
Fast scroll	ctrl + press mouse wheel + move mouse
Show health bars of all units on screen	Home

CAMERA SHORCUTS

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, or page up/page down, or Scroll mouse wheel
Rotate camera	Ctrl + right/left arrows, or Press mouse wheel + move mouse
Restore default camera direction (North)	End
Camera chase selected unit	' (apostrophe)
Aircraft chase camera	left-click aircraft icon to the left of the screen
Center camera on numbered group	press [number of group] twice
Move the camera to spot of last notification (construction and upgrade complete notifications only)	Spacebar
Save camera position	Ctrl + F1 to F4
Recall camera position	Alt + F1 to F4

MINI-MAP SHORCUTS

COMMAND	SHORTCUT KEY(S)
Signal on mini-map	Alt + G
Toggle normal and aircraft mini-map mode	Alt + A

MESSAGE SHORCUTS

COMMAND	SHORTCUT KEY(S)
Open chat interface to send message to all players	Shift + Enter
Open chat interface to send message to allied players only	Enter
Send chat message	Enter (when done typing message)

VARIOUS SHORCUTS

COMMAND	SHORTCUT KEY(S)
Scatter formation of selected units	Alt + S
Deselect all	Alt + B
Sequence actions and orders	Shift + order
Screenshot	PrintScreen
Toggle Full Screen / Windowed mode	Ctrl + Enter

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... and all the Beta testers!

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