



Nor law, nor duty bade me fight,
Nor public men, nor cheering crowds,
A lonely impulse of delight
Drove to this tumult in the clouds;
— W. B. Yeats

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Introduction

Thank you for buying and playing UFO: Aftershock!

UFO: Aftershock is a combination of small-squad tactical combat and a global strategy game that pits you against an alien threat. In the strategic part of the game you control the expansion of your territory, research new technologies and manufacture new equipment for your soldiers.

In tactical missions you and your elite squad will fight the alien scum and their local helpers in close combat. You will be using our Simultaneous Action System, designed to give you complete control of the battlefield while capturing the action of combat with an alien threat.

We hope you will enjoy playing it at least as much as we enjoyed making it.

Installation

UFO: Aftershock comes on one DVD. To install the game, simply insert it into your DVD drive. If you have autoplay enabled on your PC, a splash dialog will appear. Select the install option.

If the dialog does not appear, double-click the "My computer" icon and then double-click the DVD drive icon. Here, run the Setup.exe program by double-clicking it.

System requirements

UFO: Aftershock runs on a 100% Intel-compatible computer that meets, or exceeds the following specifications:

Minimum

- CPU 1 GHz
- Nvidia 5700, or ATI Radeon 9500
- 512 MB RAM
- 4 GB free on HDD
- DVD ROM drive, mouse
- Windows 2000/XP with DirectX 9

Recommended

- CPU 2 GHz
- Nvidia 6600, or ATI Radeon 9800
- 768 MB RAM
- 4 GB free on HDD
- Windows XP with DirectX 9

The manual

It is not really necessary to read this manual before you start playing the game. There is an extensive in-game tutorial that should guide you through various stages of the game. We suggest you try playing the game and reading the tutorial first and turn to this manual only when you feel you need more detailed information.

The biggest part of the manual describes the game in detail and tries to outline the workings and relationships of different parts of the game. It is less concerned with controlling the game (this is explained in the in-game tutorial and also in tooltips within the game). In short, the manual answers the 'Why?' questions rather than 'How?'.

UFO: Aftershock is designed to evolve as you play. At certain points of time, you acquire completely new abilities, or the style of the game changes profoundly. As we try to cover the whole game in this manual, there are necessary sections that deal with these more advanced parts of the game. These sections are marked with the following warning:

<Danger: Spoiler>

Read on at your own risk!

Story so far

UFO: Aftershock is a sequel UFO: Aftermath (developed by ALTAR interactive, published by Cenega in 2003). It is not necessary to be familiar with Aftermath in order to play Aftershock. It is not even necessary to know what *happened* in Aftermath (the humans on the Laputa have to find for themselves anyway) but, in case you are curious, here is a brief summary:

<Danger: Spoiler>

In 2004, a giant spacecraft approached the Earth. Silent, it hovered ominously over the world, ignoring all human attempts at communication. After a few days it began to release great clouds of spores into the upper atmosphere. Rapidly multiplying, the spores soon darkened the skies, and before long obscured the sun completely. In later days, this period will be known as the 'Twilight'.

Having reached critical mass in the skies, the spores begin to rain down, and over the course of several days, begin to clog the streets and bodies of water, smothering people in their homes, and burying animals in the wild. During the

'Nightfall', as it would come to be called, most of the higher life forms on the earth were wiped out.

During the Twilight, all human responses were futile. Choosing caution over aggression, the governments of the world didn't realize how quickly the end could come, and were buried alongside those that they governed. A few, however, did survive, sealed in underground bases with stocks of food and oxygen.

After several weeks, the spores seemed to have disintegrated, decomposing and settling into the soil. The world seemed safe again, for a time.

The survivors formed a group called the 'Council of Earth'. Their primary task was to fight the mutants and monsters created by the Nightfall and also the aliens they encounter. Very shortly a new danger appears: the surface of Earth becomes covered by a tangled, slime alien life form that smothers what remains of Earth vegetation.

Over the time, the CoE discover a lot of information about the aliens: they call themselves Reticulans and they are a part of an advanced civilization spanning a score of star systems. The Reticulans that attacked Earth are in fact a splinter rebel group that is trying to conduct a global-scale experiment on Earth: they believe the Biomass will come alive when it gobbles up all of the Earth and that it will become an organic super-computer with almost Godlike psionic powers.

At this point of the story, the Reticulans become aware of the CoE's progress and addresses them directly. The Reticulans offer the CoE a chance to participate on the project, reasoning that even if Biomass is wiped out, it is not going to bring back the dead people, so why not actually honor the memory of the dead by participating in what may be the biggest scientific experiment in the Universe?

The player had to make the choice here, and choosing "Yes" was a way of losing the game. However, in Aftershock, it is precisely this branch of the story we are exploring.

The Game

In UFO: Aftershock your task is to locate, identify and neutralize the alien threat to Earth, giving our planet a chance to recover and rebuild. To achieve this goal, you must try to unify various factions living on the surface into the Commonwealth of Earth.

To bring new territories into the fold, you usually have to fight tactical missions: small scale, squad-level encounters at the places where such a strike can make the biggest impact.

You win these missions by bringing in the best soldiers, with the best equipment. The equipment is manufactured in the factories on your territory, but only

after the laboratories on your territory develop blueprints for it. And it is not free either, you have to have raw materials to construct buildings (factories, laboratories and others), to carry out research, and to actually manufacture anything.

Resources are gathered from the territories in the Commonwealth and this completes the circle: the more territory you control, the bigger your technological advances and the better the chances that you will win more territory.

Let us now take a look at different parts of this process.

Territories

Collectively, your territory is known as The Commonwealth of Earth. The smallest territorial unit is called a *province*. Several provinces form a *country*. Thin black lines separate the provinces of a single country. Thin blue lines separate the countries. The thick blue line is the border of the Commonwealth.

Exploration

At the beginning of the game most territory is unexplored. You have no information about the provinces that make it up. After you win your first mission, you gain your first base and your first two provinces. These belong to the Commonwealth and you know everything about them. They appear blue on the Geosphere view.

There are two intermediate steps: *explored* and *identified* provinces. The former are surrounded by thin blue lines, but their territory is not colored. When you select an explored province, you can see information about it (the owner and available resources). Identified provinces are not permanently displayed on the globe, but they are highlighted when you move your mouse over them. They can be selected, but no information is available about them.

To explore an identified province, first select it and then press the Mission button. An exploration icon will appear over the province and after some time it will be explored. It is only possible to explore one province at a time.

Exploration also occurs automatically, however, this automatic exploration takes a long time, and the provinces that are explored are chosen randomly.

Capitols and resources

There are two kinds of provinces: *capitols* and *resources*. Each country has a single capitol province. You can construct bases in capitol provinces. Resource provinces supply you with the raw materials required for research and manufacturing. When you click a province, information regarding the province is displayed in the window along the right edge of the screen.

Strategic screen

The screenshot shows a strategic map of a planet with various territories and resources. The interface includes a top status bar with time controls and resource pools, a central map with various icons and borders, and a bottom control panel with buttons for Glossary, Squad, Buildings, Bases, Manufacture, Research, and Diplomacy. A right-side panel shows information for Paris, France, including the base owner and a Set Main button. A bottom-right inset shows a detailed view of a base. A log window at the bottom center displays game speed changes.

Time controls

Resource pool:
 Low tech material, high-tech material, alien material

Mon Jan 03 10:35:42 2050

Options System

Paris
France
Base owner: player
Set Main

game speed was changed to 3.
 Game speed was changed to 3.
 Game speed was changed to 2.
 Game speed was changed to 3.

Glossary Squad

Buildings Bases Manufacture Research Diplomacy

The range of the Laputa landing craft

Explored territory (icons show the available resources; the diamond shaped icon is the stash, the round one is the mine)

Another explored territory (no resource icons; this is probably the capitol of the country)

Commonwealth borders

Tracks

Capitol province (the base icon shows the buildings present in the base)

Country borders

Province borders

Resource province (the icon shows the type of resource mined in the province)

Unexplored territory

Laputa

Laputa
Track
Mission

On the Geosphere view, you can tell the two apart by their icons. Over the resource provinces, the smaller, round, or diamond resource icons are displayed. Over the capitol provinces, the large base icon is displayed, this also indicates how many buildings the base has.

When you select a capitol province you can see the base (or place where a base would be) in the round mini-base view window.

Factions

Each province has an owner. This may be you (the Commonwealth), one of the three humanoid factions (Humans, Cyborgs, Psionics), or the province might be neutral – occupied only by mutants and monsters. Your provinces are colored blue, the provinces of other owners are colorless.

The three humanoid factions are not really organized societies like the Commonwealth. They have no government, no coordinated policies, not even a single unbroken territory. They are just a loose coalition of settlements of the same type. The human factions will never attack you, but they do communicate among themselves and if you treat one settlement poorly, the others will soon learn (and vice versa). In the Diplomacy screen you can see their attitude toward you.

Gaining territories

You can capture neutral provinces through a direct assault. To do so, click the Mission button, and then click the target province. This generates a mission wherein your goal is to capture the strategically important installation in that province. If you are successful in this mission, you will then control the province.

When a province is inhabited, launching a mission to that province shows your willingness to help the current inhabitants of that region. If the locals accept your offer, you must fight a mission to help them protect their territory. If the locals refuse your help, you have the option of attacking their settlement and taking the province by force.

When you assist a local faction—whether through your own initiative or in response to a request for help—there is no guarantee that the province will join the Commonwealth. However, every successful mission of this type improves your diplomatic standing with the faction you assist. When you succeed in assaulting a faction that has refused your help, the province falls under your control. However, diplomatic relations with other members of the faction you defeated are harmed as a result of your attack.

Occasionally, a province might decide to join the Commonwealth spontaneously, without your intervention. This usually happens when the province is surrounded by Commonwealth territory for an extended period of time.

You can also lose provinces when they are attacked. This does not happen in the early stages of the game, but later, when other organized opponents appear,

it is a distinct possibility. When a province is attacked, you must fight a defensive mission to maintain control of the province (alternatively, a defensive mission can be fought by your *militia* if it is present in the country).

Cultists and Starghosts

<Danger: Spoiler>

In later stages of the game several other races appear, two of which can also own territory – Cultists and Starghosts. The Cultist territory is red, Starghosts' is yellow. Both races can attack the Commonwealth provinces and capture them, and while it is possible to capture Cultist territory, it is not possible to attack the Starghosts.

The Cultists will never ask for help and there is no way of taking their provinces other than by force. They are also adept at infiltrating and persuading people to join them, so it is possible that one or more of your provinces will suddenly convert to Cultist, without a fight. This usually happens when a province is surrounded by Cultist territory for some time.

You can decrease the chance of that happening by increasing the knowledge level of the base in the country, but you cannot eliminate it altogether.

The Starghosts gain territories only to put their Pillars of Death in them and convert them into a psionic wasteland. Once this happens, there is no way of winning the territory back.

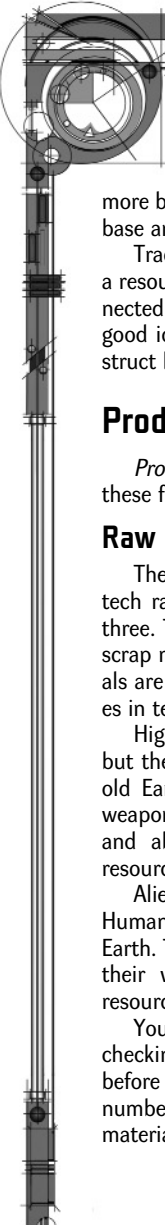
Connecting territories

Your first base is the main *base*: it serves as the hub of your planet-side operations, and the clearinghouse for all of your resources. In order to function, your other bases must be connected to it via *tracks*.

Tracks facilitate the transport of material to and from a country. The latter is important for adding a country's resources to the common resource pool, while the former is necessary for the base to operate: without a connection you cannot construct buildings, manufacture items, or research technologies in the base.

To build a track, click the territory in which you want to start the track (this province must already be connected to the track, or it must be your Main Base). Next, click the Track button, then a neighboring province where you want the track to end. A dim line connects the two provinces. This is a track that is under construction. After some time, the track turns bright yellow to show that it is complete and functioning.

There is no raw material cost to build a track, but you must pay an upkeep cost to keep your tracks functioning. The upkeep cost of your track network is displayed in the Overview window. To decrease upkeep, you can destroy tracks.



To destroy a track, follow the same procedure you used to build it. The fewer tracks you have, the more vulnerable your resource network becomes. Losing a single province containing a track could disable one, or more bases if the track in that province is the only connection between the main base and the network.

Tracks move materials to the central storage area. Delivering materials from a resource province to the country's capital is free, but the capital must be connected to the network for the material to be added to your resource pool. It is a good idea to connect all bases to the network even if you do not plan to construct buildings in them.

Production

Production encompasses *manufacturing*, *research* and *base building*. All of these functions require *raw materials* and are performed in *buildings*.

Raw materials

There are three kinds of raw materials: *low-tech*, *high-tech* and *alien*. Low-tech raw materials (represented by blue icons) are the most common of the three. These are the remnants of the civilization that once flourished on Earth: scrap metal, spare parts for simple machinery, and so on. Low-tech raw materials are usually found in abandoned factories, industrial buildings, or warehouses in territories inhabited by Humans.

High-tech raw materials (represented by red icons) are also of Earthly origin, but they are more scarce. They are made up of the more advanced remains of old Earth: high-tech control systems, advanced computers, and cutting-edge weapons. High-tech raw materials are commonly found in nuclear power plants and abandoned military bases. Cyborgs are most likely to use high-tech resources.

Alien raw materials (represented by green icons) are the rarest of the three. Humans did not make them — they were created by the aliens that invaded Earth. The only places to find Alien raw materials are abandoned alien bases, or their wrecked spacecraft. The faction most closely associated with Alien resources are the Psionics.

You can monitor the amount of each raw material type in your possession by checking the display in the center of the upper edge of the screen. The number before the slash shows how much of that raw material you currently possess. The number after the slash tells you how quickly you are gaining, or losing that raw material type.

Each resource province can yield up to two resource types: permanent resources and limited resource stashes. All resource provinces have permanent resources (represented by round icons). These are *mines* that yield a regular flow of resources—usually ten units per day, unless production is increased by the presence of certain buildings. The other resource type is a *stash*—a special resource (diamond icon) that disappears from the map and is added to your resource pool the moment you take control of the province.

To see the total amount of raw materials a country supplies to the resources pool, select it on the Bases Screen.

Buildings

Buildings are constructed on the Bases Screen. Select a base from the list on the left side of the screen to display that base in the main window. Each base has four to six building slots. Move your mouse over the base display to highlight the building slots.

To construct a building, click a building slot on the base and then click a building on the list of available building types. When you select a building, its description is displayed in the lower right corner of the screen. You can also see how much it will cost and what the required Knowledge Level for it is. The total amount of resources required for construction of a building is subtracted from your resource pool when you start construction. When you demolish a building, you recover half of its construction cost.

There are four kinds of buildings: *factories*, *laboratories*, *knowledge*, and *defense*. The filter buttons on the building list allow you to display only the building types you want to view. As you research new floor plans, more buildings become available for construction.

As you might expect, factories allow you to build equipment and weapons, and laboratories allow you to research and develop plans for new items. These buildings rely on the global track network to coordinate their work. For example, when you research a new technology, all laboratories of the appropriate type join in the research effort for that item—assuming they are all connected to the track network. The same rule applies to factories—all factories of a like type connected to the network join in all production efforts.

On the other hand, knowledge and defense buildings only work locally—their effects are confined to the base in which they are located. Knowledge buildings increase the Knowledge Level of the base, which increases the speed at which materials are mined. In addition, some buildings require a minimum Knowledge Level in order to be constructed. A higher Knowledge Level also increases the base's resistance to enemy propaganda. Defense buildings train militia units that help defend the country if attacked.

Base management screen

Use these buttons to access other management screens

Use the buttons to display the buildings of the type you want to build

Income from the selected base

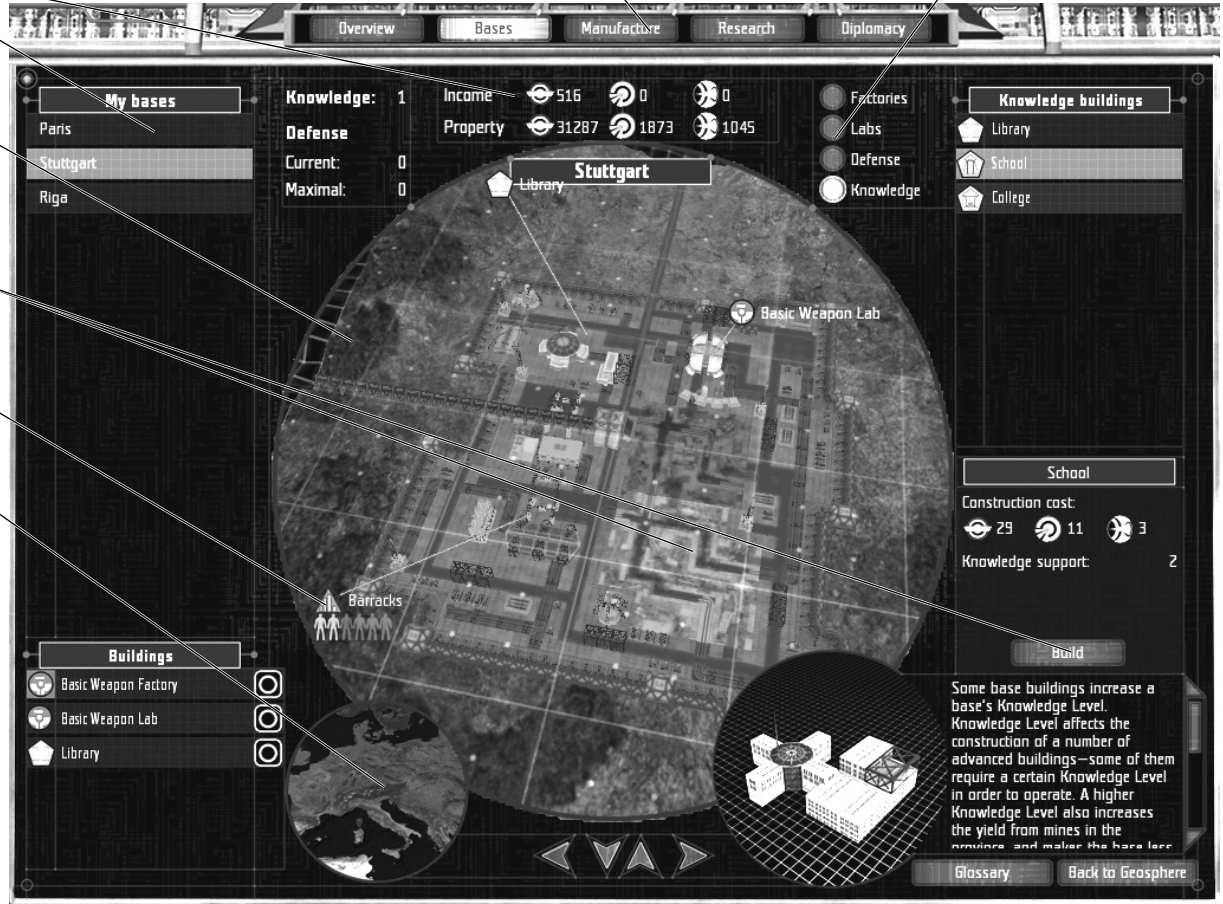
List of bases

Aerial view of the selected base. Use right mouse button to rotate it, left mouse to select slots, or buildings and mouse wheel to zoom in and out

A free building slot is selected. You must first select a place, then select a building you want and the press the Build button

The Barracks are producing militia. Currently, two Recruits of six possible are present in the base

The position of the base on the globe



Some base buildings increase a base's Knowledge Level. Knowledge Level affects the construction of a number of advanced buildings—some of them require a certain Knowledge Level in order to operate. A higher Knowledge Level also increases the yield from mines in the province, and makes the base more

Manufacturing

The factories you build allow you to produce new items. The Manufacture Screen displays a list of all factory types currently in operation at your bases, and the total number of factories of each type. The center portion of the screen shows a list of all items you can manufacture. For each item listed, there are two icons—the type of factory that manufactures the item (on the left), and the item's production status (on the right).

When you select a factory on the Manufacture Screen, the factory's production queue is displayed, and the list of items available for manufacture is filtered to show only those items that can be manufactured in the selected factory. Selecting an item automatically selects the factory (if available) and displays information regarding the item in the upper right section of the screen. Also listed is the amount of material required to produce the item.

You can add an item to the production queue (if you have the proper type of factory), move an item up and down the list to raise or lower its priority, or increase/decrease the quantity of the item that you want the factory to manufacture. When you add an item to the production queue, its material cost is immediately deducted from your resources. If you remove an item from the queue, the materials that would have been used to manufacture that item are returned to your resource pool.

Research

Research serves several purposes in the game. First, it allows you to develop technologies that allow the construction of new buildings, the production of new items, and the handling of captured items. Second, researching some technologies can effect global change. For example, the completion of certain research projects makes other factions more cooperative. Finally, research is the only way you can find out what really happened on Earth and who your real enemy is.

The Research Screen is similar to the Manufacture Screen. The list on the left displays the available laboratory types, and the technologies available for research are displayed in the center of the screen. Selecting a laboratory filters the technologies list so that it displays only those technologies that can be researched by the selected lab type, and selecting a technology automatically selects the laboratory where it can be researched.

There are three basic technology classifications: *finished*, *available*, or *unavailable*. (*In progress* and *queued* are different states of *available*). The classification is determined by the state of the technology's *prerequisites*. When you select a technology on the list, its prerequisites are displayed in the bottom center of the screen.

The three icons that appear in front of the prerequisite's name provide additional information about the prerequisite. The left-hand icon shows whether the prerequisite is an item, or a technology. The middle icon indicates whether, or not you currently possess the prerequisite. The right-hand icon indicates whether the prerequisite is *required*, or *supporting*.

If a required prerequisite is not available — it is a technology that has not yet been researched, or an item that you do not have — technologies that have this prerequisite are unavailable for research until you research, or obtain the prerequisite. Supporting prerequisites merely speed up the research when available. You can begin research on an item if you don't have its supporting prerequisite, but the research will take longer.

You can add a selected technology to the research queue and move it up and down in the queue. Research does not require the expenditure of resources in and of itself, but your laboratories require an ongoing expenditure of resources for upkeep while research is in progress. The resource expenditure for a research project is, therefore, the cost of laboratory upkeep for all labs of the type engaged in the research multiplied by the amount of time it takes to complete the research. More labs mean faster overall research time, but higher upkeep.

Defense

Defense buildings in your bases produce *militia*. These are units that can defend the provinces in the country if they come under attack. The Mission Information Window displays a button 'Militia' for if the mission appears in territory where militia can operate. Pressing the button will send in the local militia and the mission will be won, or lost depending on the relative strength of the attackers and the militiamen. If you decide to handle the mission yourself, militiamen may, or may not be present to assist, depending on the mission's objectives.

Producing militia is free: it does not cost any resources, it only takes time. Once you finish a defense building, it starts training militia. You can see its progress in the Bases Screen. Once the building trains its full quota of militiamen, it does nothing else, until any militia units are lost. This can happen when you let them handle an incursion alone, or if they fight alongside your forces.

Knowledge

Knowledge buildings increase the Knowledge Level of a base. This effect is free, the building does not consume resources once it is completed. You can see how much each particular building adds to a base's Knowledge Level. The Knowledge Level of the base is simply the sum of all these contributions, so if you build two versions of the same building it will add twice as much to the

Manufacturing management screen

Use these buttons to access other management screens

Cost of the selected item

List of available factories

List of equipment that can be manufactured in the selected factory

Ammunition box: the ammo for the selected weapon appears there, but only if you have appropriate factory

The production queue in the selected factory. Use the +/- buttons to increase the number of items to be produced

My Factories

Factory Name	Location	Count
Advanced Weapon Factory	NA	1
Basic Weapon Factory	1d 12h	1
Ordnance Factory	NA	1

Products

Produced In Progress Available
 Queued Stored All

Product Name	Count
AK47 Assault Rifle	1d 1h

Queued manufactures

Item Name	Count
SPAS 15 Shotgun	1d 12h 3

Ammunition

Ammunition Name	Count
Shotgun Cartridge	0d 1h

SPAS 15 Shotgun

This shotgun, a more advanced version of the SPAS 12, features both manual and semi-automatic operation. It carries up to 6 12-gauge rounds in its detachable magazine. Despite having a lower ammo capacity than the SPAS 12, the advantages of this model over its predecessor are a faster rate of fire in semi-automatic mode and faster reloading time. Like all shotguns, the SPAS 15 is most effective at shorter ranges. Our Basic Weapon Factories can manufacture the SPAS 15. No special training is required to use this weapon.

Cost	Property 1	Property 2	Property 3
11	4	0	
31132	1812	1017	

Go to Squad
Glossary Back to Geosphere

Research management screen

Use these buttons to access other management screens

Prerequisites of the selected technology: the first and last are technologies (1st column), first and second are required (2nd column), all three are available (3rd column)

List of available laboratories

List of technologies that can be researched in existing laboratories. Select a lab to limit the selection to techs available in that lab only.

Button 'No Lab' displays technologies you cannot research because of the lack of the appropriate lab

The research queue in the selected laboratory

My laboratories

Basic Weapon Lab	0d 6h	4
Energy Weapon Lab	0d 5h	2
Jet Propulsion Lab	5d 15h	1
Laputa Lab	0d 21h	1
Medical Lab	NA	1

All labs No lab

Total cost	35	10	0
Property	86098	74759	113110

Technologies

Finished In Progress Unavailable
Queued Available All

Energy Weapons	0d 5h
Grenade Launcher Blueprints	2d 0h
Increased Landing Craft Capacity	5d 15h
Pistol Blueprints	0d 6h
Reconciliation	2d 0h
Reticular Aftermath	0d 21h
Wargot Ship Probe	1d 12h
Wargot Weapon Adaptation	0d 12h

Queued technologies

Pistol Blueprints	0d 6h
Wargot Weapon Adaptation	0d 12h

Prerequisites

- Basic human weapons
- Grenade launcher
- Missile launchers blueprints

Grenade Launcher Blueprints

After we develop these blueprints, we can manufacture grenade launchers.

Overview Bases Manufacture **Research** Diplomacy

Down Up Clear Glossary Back to Geosphere

Knowledge Level, i.e. building two Libraries (each adding 1 to the Knowledge Level) has the same effect as building one School (which adds 2 to the Knowledge Level).

The Knowledge Level has a threefold impact: Firstly, it is a prerequisite for certain buildings: such buildings cannot be built in a base with an insufficient Knowledge Level. Secondly, it increases the speed of resource production in the country. And thirdly, it protects the base from 'indoctrination' attacks by the Cultists.

Spaceship construction and Mothership missions

<Danger: Spoiler>

When you develop the technology 'New Spacecraft' the Spaceship Construction Window will become available to you. Here you can assemble your spaceship before taking off to your destination.

The ship consists of four module types: Control Center, Engines, Living Quarters, and Stores. The ship has to have one Control Center, one, or two Engines and one to eight Living Quarters and Stores combined. The number of Engines depends on the number of 'payload' modules: up to four modules will do with one Engine, five or more needs two. For example, a ship with two Living Quarters and two Stores requires one Engine module. A ship with five Living Quarters and two Stores requires two Engines.

Each Living Quarters module can accommodate up to four soldiers and each Stores module can store up to 200 kg of material. The point of this phase of the game is to play a string of missions without access to the usual supplies of men and material. You can only take a limited number of men and material with you.

You use the buttons 'Load to Ship' and 'Unload from Ship' to stock equipment on the spacecraft. When you send a soldier to the ship, all their equipment is automatically put in the Stores modules (if available). You cannot use men, or equipment stored in a spacecraft in an Earth mission, unless you unload them again. When (and if) you return from your mission, all soldiers and equipment will be unloaded automatically. However, it is worth pointing out that there is no reason why you shouldn't load soldiers and material just immediately prior to take-off.

Once you are satisfied with the supplies you are taking with you, you can press the 'Assault Mothership' button. You cannot launch the craft if it hasn't enough components, if there are no soldiers aboard, or there is no equipment for them.

On the Wargot Mothership there are no production screens. There is only a 3D projection of the ship, with territories inhabited by the Wargots highlighted.

Some of these territories must be conquered - these are marked with mission pins, just like they are on Earth.

The goal in this sub-campaign is to destroy the three strands that keep the mothership together. A mission description shows if it will be possible to destroy a thread at any particular location. As a rule, you must first fight your way through to get to the areas where the threads are exposed and vulnerable.

Diplomacy

Your decisions and performance in tactical missions influences your standing with the humanoid factions on Earth. You can see your relationships with the factions with whom you have established contact on the Diplomacy Screen.

These factions are usually neutral with regard to one another, but your presence can tip the balance of power. Maintaining good relationships with the locals is essential for the well-being and growth of Commonwealth.

Your relationship with each Earth faction can be either positive or negative **Shouldn't this read** - *Your relationship with each Earth faction can be either positive, negative or neutral.* On the Diplomacy Screen, the bar graph next to each faction's name is green for those factions with whom relations are positive and red for those factions with whom relations are negative. There are three buttons next to each faction: Send Material, Ask for Material, and Ask for People.

Trading material

If you are in need of resources, you can ask a friendly Earth faction for help. To do so, click the Ask for Material button. This opens a window that lists available materials and allows you to select the materials you need. The amount of materials you receive as a result of your request depends on how friendly you are with that faction. When you request materials from a faction, your diplomatic standing with that faction is reset to *neutral*.

Sending materials to a faction can improve your diplomatic relationship with that faction. To send materials to a faction, click Send Material, and specify the material and quantity you want to send from your reserves on the following screen. Factions generally prefer to receive materials that are not available to them. For example, Cyborgs place a higher value on low-tech and alien materials than they do on high-tech materials.

Asking for people

Although you start off with a number of available soldiers, you are bound to lose some people in battle. The only way to enlist more soldiers is to recruit them from the factions on Earth. To recruit new soldiers, click the Ask for People but-

Spaceship construction screen

Currently the ship has one Engine module, there is room for one more.

The image of the spaceship. Image is updated as you add modules to the ship.

This slot is disabled until another engine module is added.

Currently the ship can have up to four payload modules.

The screenshot displays the spaceship construction interface. On the left, a 3D model of the spaceship is shown with various modules attached. To its left is a list of available modules: 'Engines & Fuel' (with one slot filled and one disabled), 'Control Center', and 'Modules' (with three slots). On the right, a summary panel titled 'Spaceship construction' shows the current state of the ship's components: 'Spacecraft Control Center Module' (5), 'Spacecraft Engine Module' (500), 'Spacecraft Living Quarters Module' (500), and 'Spacecraft Stores Module' (500). Below this, the 'Store' and 'Living quarters' capacities are shown as 400 and 4 respectively, with 'Load' and 'Unload All' buttons. At the bottom, there are buttons for 'Assault Mothership' and 'Back to Geosphere'.

The capacity of the Store and Living quarters modules

Use this button to access Team Management screen to load soldiers and equipment.

ton. This opens a list of people that are willing to leave their home and join your cause. You can view each potential soldier's statistics by clicking on them.

The Earth factions expect compensation (in the form of material units) in exchange for the people that you recruit. A soldier's cost is based solely on the soldier's statistics—the current state of your diplomatic relations with the faction providing the recruits has no effect whatsoever on the cost. However, your diplomatic relations with the faction *does* affect the quality of soldiers offered. For example, if you ask for people from a faction with whom you have poor relations, the soldiers they offer will have very low statistics (and thus be rather ineffective) But, on the upside, at least they will be inexpensive!

Squad

Everything hinges on your soldiers: they win the territory that feeds production and production churns out ever more sophisticated gear for soldiers to use. It is therefore necessary to understand how this system works: what is the interaction between skills, abilities, etc.

A soldier's properties are influenced by his or her race, *attributes* and *abilities*. Race cannot be changed, attributes can be increased during *level-up* and abilities may be gained through *training*. The soldier's performance is also influenced by *equipment*.

Races

There are three races in the game, corresponding to the three humanoid factions that reside on Earth: *Humans*, *Cyborgs* and *Psionics*. They differ from one another both in natural ability and in the types of equipment they can use.

Humans

Humans are still the main inhabitants of the planet Earth. They live an almost tribal existence, with small groups banding together in villages on every continent around the globe. Humans are both male and female.

Humans can be equipped with armors and helmets and can carry most equipment. They have no special abilities and their best role in a squad is as scouts, or light fighting units.

Cyborgs

Cyborgs are offshoots of humans who are born to human communities and develop their mutation sometime shortly after birth. The Cyborg mutation manifests itself as a reduced immune response to electronic implants, and the development of a central nervous system that is easily connected to silicon-based computer hard-

ware. This allows them to use cybernetic devices to enhance their skills and abilities. The Cyborgs are all male.

Cyborgs can be equipped with body, leg, arm and eye implants. This is also their special ability. The implants are mechanical enhancements that improve certain skills. Once a Cyborg is equipped with an implant, the implant is **permanently** attached and cannot be removed.

Although implants cannot be removed once installed, they can be upgraded. For each basic implant, there is an advanced version. An advanced implant simply enhances the effects produced by the already-installed basic version.

The normal role of Cyborgs is as an offensive, front-line unit.

Psionics

The Psionics have a highly developed mental capacity and powers that are far beyond those of average human beings. These heightened mental powers are caused by a mutation — one that apparently only manifests itself in females. Psionics are born to human communities and develop the mutation sometime shortly after birth.

Psionics can be equipped with a circlet, collar, vambraces and suit. The first three are special devices enhancing some ability of the Psionic wielding them to project an effect on friendly, or opposing forces in battle. Unlike many conventional devices, like medikits, psionic equipment does not require activation — it is always 'on'. The effects produced by each psionic device are explained in their descriptions.

The Psionics can carry the least equipment with them in and they have the special ability of Psi detection (see section on Detection in Combat). Their best role in a squad is as a support unit.

Skills and Attributes

The performance of a soldier in combat is determined by their *skills*. There are fourteen skills (their detailed description is below), each of them influences a different aspect of tactical combat. The values of skills are displayed on the left part of the Team Management Screen.

The values of all skills are derived from the values of six basic *attributes* (also listed below). Attributes are fundamental and they can be increased when a soldier gains a level (see Experience and Levels), but do not directly influence skills e.g. a chance to spot an enemy. Skills are secondary, derived from attributes and cannot be directly modified, but all calculations in game (chance to hit, chance to spot, amount of damage, etc.) are based on them.

Team management screen

Slots for Helmet and Armor. For other races these will be replaced by race-specific equipment slots.

Humans have the largest backpack. Other races can carry less into a mission with them.

Use these tabs to switch between squads. Currently selected is squad A. The squad's soldiers and equipment are saved when you switch to another squad (or exit the Team Management Screen).

The pool of available soldiers. Drag a soldier to the left to add them to the current squad.

Soldiers in the current squad

Use these buttons to view stats for different weapon modes

Unload button is the only way of unloading ammo from a weapon

Use **Training** button to access Training mode where you can allocate Attribute points and manage training.



Scale

The values of both Skills and Attributes are expressed on a seven-point scale. It has the following values:

Awful
 Poor
 Average
 Good
 Very good
 Excellent
 Heroic

We purposefully refrain from using numbers here. It is not true that Average is 3 and Good 4. The difference between the various levels gets higher at higher levels and this description is actually more accurate than a number would be. If, occasionally, a value of skill surpasses Heroic, it is displayed as Heroic + 2 for example.

Skills

There are fourteen skills in total and for easier orientation we divide them into four groups:

Combat Skills: Combat skills are mostly used when calculating the chance to hit. Each skill applies to a different type of weapon. See the section Attack resolution for more information

Long Range: Long Range skill influences the chance to hit with sniper rifles.

Rifles: Rifles skill influences the chance to hit with assault rifles.

Close Rang: Close Range skill influences the chance to hit with pistols and sub-machine guns as well as with melee weapons.

Missiles: Missiles skill influences the chance to hit with rocket/grenade launchers when throwing grenades and other objects.

Mechanical: Mechanical skill is important for repairing drones and using deployable equipment.

Defense Skills: These skills influence the soldier's survivability in combat: whether they can avoid or withstand damage. See the Attack resolution section for more information

Dodge: Dodge skill is the soldier's ability to avoid being hit.

Hit Points: The number of hit points – the amount of damage the soldier can withstand – is calculated from this attribute.

Movement Skills: These are the skills that influence how fast the soldier moves and carries out their orders.

Speed: Speed governs how fast the soldier walks, runs, handles weapons and in general the timing of most actions.

Capacity: Capacity influences how much the soldier can carry.

Detection Skills: These skills pertain to the chance of spotting, or being spotted. See the section on Detection for more information

Stealth: Stealth is the ability to avoid being spotted by the enemy.

Observation: Observation is the ability to notice enemies.

Special Skills: These are the skills that do not fit into any of the groups above.

Medical: Medical skill is the ability to heal wounds in the field.

Enemy: Enemy skill enables the soldier to hit enemies more effectively.

Psi Power: Psi power influences the chance to hit with a psionic attack and it is also the measure of the soldier's ability to withstand psionic attack.

Attributes

Attributes are the fundamental statistics. Skill values are derived from them.

Physical Attributes:

Strength: Strength mainly influences Capacity, Missiles and Close Range skills.

Agility: Agility mainly influences Rifles, Missiles and Speed skills.

Dexterity: Dexterity mainly influences Mechanical skill and, to a lesser degree, a variety of defensive skills.

Mental Attributes:

Willpower: Willpower mainly influences Psi Power, Long Range and Rifles skills.

Intelligence: Intelligence mainly influences Enemy and Medical skills.

Perception: Perception mainly influences Observation and Stealth skills.

Experience and Levels

Soldiers gain *Experience Points* by participating in missions. The amount of experience gained depends on the outcome of the mission, number of participating soldiers, and other factors.

When a soldier accumulates enough experience, they can advance to the next level. Each time the soldier levels-up, they earn one *attribute point* that can be used to increase one of the soldier's attributes. The amount of experience required to attain the next level is displayed in the upper left corner of the screen.

When you select the Training tab you will see how many un-allocated attribute points the selected soldier has: this is the number after the label 'level-ups'. Every soldier who has at least one unspent level-up is indicated by an icon over their portrait in the Team Management Screen.

Attribute points are allocated by clicking the plus button next to the attribute. As you do, you will notice that some of the skills (displayed in the left part of the screen) change as well. More information about the relationship between skills and attributes is found in the Skills and Attributes section.

Do not be afraid to experiment! Until you press the Confirm button, you can review your selection and award the attribute point wherever you want.

Abilities and Training

Training gives a soldier one, or more special *abilities*. When the Team Management Screen is in Training mode, it displays all available soldier training options. Each training type has a minimum requirement in terms of soldier attributes—only soldiers that meet or exceed these requirements are eligible for that type of training.

Each training type has three levels, and each level of training has different requirements. A soldier can have a maximum of three different types of training. Therefore, you must select training types carefully for each soldier. You cannot replace a training type that the soldier has already learned with another.

Each level of every training type gives the soldier one, or more new abilities. Some abilities are common to more training types: for example the 'Heal unconscious' ability is common to both Medic and Doctor training. Every training type, however, has some abilities that are unique to it. You will do well to consult the in-game Glossary on what type of training you want to choose for a soldier.

Abilities

This is the complete list of abilities available in the game:

Equipment Abilities

This group of abilities allows the soldier to use weapons, or equipment that requires this type of training. To determine if an item requires particular equipment training, see its description. This group includes:

Sniper Equipment

Medical Equipment

Scout Equipment

Rocket Equipment

Deployable Equipment

Heavy Equipment

Commando Equipment

First, Second and Third-Level Implant

First, Second and Third-Level Psionic

Bonus Abilities

These abilities increase one of the soldier's skills by 1. This group includes:

Sniper Bonus: increases Long Range skill.

Grenade and Rocket Bonus: increases Missiles skill.

Rifle Bonus: increases Rifles skill.

Close combat: increases Close skill.

Medical Bonus: increases Medic skill.

Dodge: increases Dodge skill.

Acute Hearing: increases Observation skill.

Enemy Abilities

These abilities enable the soldier to get important information about the enemy. They all pertain to the enemies the soldier can see.

View Enemy Target: Ability to view any planned attacks. Planned enemy attacks are displayed in the same manner as planned allied attacks — as numbers that appear over the target's head, showing the alien's chance to hit that target.

View Enemy Health I: Ability to determine health status. Move the mouse cursor over the enemy for which you want information in order to see the enemy's health statistics.

View Enemy Weapon: Ability to see the specifics of a currently equipped weapon. To see the statistics of the enemy's weapon, move the mouse cursor over the enemy.

View Enemy Health II: Ability to constantly monitor health statistics. A health bar (identical to the health bar that appears over your soldiers) is visible for each enemy the soldier can see.

View Enemy Armor: Ability to determine armor statistics. To view the armor statistics, move the mouse cursor over the enemy in question.

Special Abilities

This is the most interesting group of abilities. Each of them gives a soldier a new specific faculty, not available to the other soldiers. It includes:

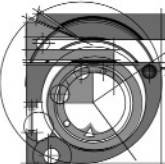
Target Body Parts: Target body parts training allows a soldier to aim at a specific body part on a target (as opposed to targeting the enemy as a whole). A targeted attack often has a lower chance of hitting, but can do additional damage, or provide other valuable bonuses depending on the targeted body part:

Head: inflicts greater damage

Hands: disarms the enemy

Legs: causes the enemy to fall down

Body: identical to an untargeted attack in both effect and accuracy



When a soldier has this ability, a diagram of the enemy appears when in aimed mode, allowing you to select the body part you want to target.

Heal Stun: Under normal circumstances, a soldier is only able to heal temporary damage on the battlefield. However, when a soldier has heal stun training, they are able to heal a victim's stun (blue) damage as well. This ability is automatic — when the soldier uses a medikit, the victim's temporary damage and some of their stun damage are healed.

Heal Unconscious: Under normal circumstances, a soldier equipped with a medikit can only apply first aid to conscious victims. When the soldier has heal unconscious training, they are also able to apply healing to victims who are unconscious (have no green remaining on their health bar). This ability is automatic — a soldier with a medikit can simply heal both conscious and unconscious victims.

Advanced Healing: A soldier with advanced healing is able to cure a number of special afflictions, including paralysis and blindness. No special actions are required to utilize this skill — when the soldier uses a medikit on a victim, any special affliction the victim is suffering is automatically cured along with the normal healing effects imparted by the medikit.

Heal Permanent Damage: Under normal circumstances, it is impossible to heal permanent (black) damage that is suffered by a victim in battle. However, a soldier with the heal permanent damage ability is able to do so. This ability is an automatic side effect of using a medikit on a victim — in addition to the medikit's normal healing effects, some of the victim's permanent damage is also healed.

The effects of the healing only apply to the current battle. Healing permanent damage does not change the amount of time the injured victim will have to spend in the hospital recuperating between missions from his wounds.

Stabilize Victim: This medical ability allows a soldier to stop unconscious units from bleeding, thus preventing them from dying from loss of blood during the course of the battle. This ability is automatic — when the soldier uses a medikit on an unconscious soldier, the victim is stabilized.

Reanimate: Reanimation is an advanced medical technique that allows a soldier to bring a dead victim back to life. The effect does not work on all victims — those who have been dead for a prolonged period of time, are badly mutilated, or burned cannot be saved.

Reanimation is automatic — when a soldier uses a medikit on a suitable dead victim, the victim is revived.

Enemy Sight: Enemy sight allows a soldier to temporarily see through the eyes of the enemy. If any soldier in the squad has this ability, the Enemy LOS mode

is available. When this mode is activated, the line of sight for all enemies who can see at least one of your soldiers who has enemy sight ability is highlighted on the map.

Calculate Hit Probability: When a soldier with this ability is present, you can click the chance to hit number on the map for a detailed summary of all of the elements that went into calculating the hit probability — the soldier's skills, the enemy's cover, movement, and so on.

Rocket Tracking: A soldier with the rocket tracking ability is able to determine where an enemy rocket, or grenade is going to land. When the weapon is launched, or thrown, a marker appears on the map at the explosive's projected point of impact. As the weapon moves along its track, the marker converges on the precise point of impact.

Ambidextrous: A soldier with ambidextrous training can use two one-handed weapons (pistols, for example), or one-and-a-half handed weapons (sub-machineguns, for instance) simultaneously. When using this ability, both of the soldier's weapons work as one — therefore, both weapons must fire at the same target.

Force of will: Normally, when a soldier is critically wounded in combat, the soldier's projected plan is interrupted. Soldiers with the Force of Will ability are able to shrug off the effects of the critical hit and continue their plan uninterrupted.

Inspiration: A soldier with inspiration ability is able to rally allied soldiers and reduce the effects of psionic attacks have on their actions. The inspiration ability essentially provides the allied soldiers with a 1-point boost in their Psi Defense skills.

Group Attack Bonus: A soldier with this ability is able to communicate his knowledge of an enemy to nearby allied soldiers. If the soldier with the group attack bonus ability has a higher Enemy skill than that of his fellow soldiers, it is this soldier's Enemy skill that is used to calculate the amount of damage inflicted in an attack.

Rapid Attack: Soldiers with the rapid attack ability are able to close quickly on an enemy's position when engaging in a melee attack. When you plan a melee attack for a soldier with this ability, the soldier crosses the last five meters to the target in a blur of motion, hitting the enemy before it has a chance to react.

Perseverance: Normally, a soldier whose health bar is completely red falls unconscious. When the soldier has perseverance, however, the soldier can continue to move and function in this condition.

Knock-back Resistance: Explosions cause a great deal of knock-back damage — when they go off they generally knock soldiers in the blast radius to the

ground. Soldiers with knock-back resistance are able to maintain their footing when hit by explosions that would normally knock them down.

Run Encumbered: Soldiers who are carrying more than 100 percent of their maximum carrying capacity are generally unable to run. When they have the run encumbered ability, however, soldiers retain their ability to run even when their maximum carrying capacity is exceeded.

Health and Injury

When a soldier (or any other unit in the game) is hit, they suffer *damage*. The amount of damage sustained depends on the kind of weapon used and on the type of armor the soldier is wearing. The total amount of damage/health is displayed on the soldier's health bar.

There are three types of damage: *stun*, *temporary* and *permanent*. Stun damage is the equivalent of a minor concussion, and its effects disappear over time. Temporary damage refers to minor wounds that can be healed in the field. Permanent damage represents serious wounds that can only be healed when the soldier is returned to the Laputa.

The ratio of stun/temporary/permanent damage depends on the type of weapon. On the health bar, the three types of damage are color-coded for easy identification: stun damage is gray, temporary damage is red, and permanent damage is black.

When the sum of all three types of damage the soldier has suffered exceeds the soldier's hit point total — there is no green left on the soldier's health bar — the soldier falls unconscious.

There are two types of unconsciousness: *stunned*, or *incapacitated*. The former happens when part of the total damage is stun damage (i.e. part of the healthbar is grey). In this case the soldier eventually recovers and can continue to fight.

However, if there is only temporary and permanent damage (the healthbar is only red and black) the soldier is incapacitated. The soldier does not recover consciousness on his own — he is bleeding and his temporary damage slowly turns permanent over time if it is not healed.

If a stunned soldier is hit, the damage is applied as normal. It is important to realize that the soldier has more stun damage than displayed on the healthbar: this excess stun damage is what keeps the soldier unconscious. If you move your mouse over the healthbar, you will see how much total stun damage the soldier has.

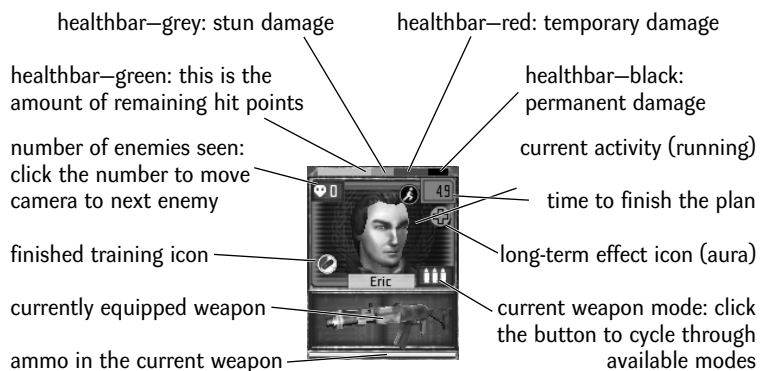
If an incapacitated soldier is hit, all temporary damage is applied but permanent and stun damage is ignored. It follows then, that nobody can be killed by a weapon that delivers only stun damage.

When all of a soldier's damage is permanent (the health bar is completely black), the soldier is dead.

Healing on the Laputa

When a soldier returns from a mission, all stun and temporary damage is healed immediately. However, permanent damage must be healed in sickbay. A soldier with permanent damage of 20% of their total hit points, or more is automatically taken out of the squad and sent to sickbay. You can put a soldier that is recuperating from their wounds back in a squad, but you do it at your own (or rather their own) risk: the permanent damage will be carried into the next mission.

Face Panel



Items

On the right of the Team Management Screen there is a list of all the available equipment in your stores. The filtering options at the bottom of this list allow you to display items from specific equipment categories. You can also filter the equipment list by selecting an equipment slot. For example, if you right-click an armor slot, only armor is displayed on the equipment list.

Click an equipment item to display information about that item — range and accuracy (for weapons), defensive statistics (for armor), and so on. If you are

unfamiliar with the meaning of an equipment statistic, move your mouse over it. A tool-tip pops up to explain the statistic in question.

To equip your soldier with an item, drag the item from the equipment list to the desired equipment slot. Not all equipment can be used in all equipment slots. If you attempt to drag the item into a slot that is not permitted, you are prevented from doing so.

Some items have a red, or yellow background on the Team Management Screen. This is to warn of limitations: yellow indicates items you have no ammunition for; red indicates items the soldier cannot use (usually because a special ability is required to use them).

Composing items

Certain items — mostly ranged weapons, but also implants and some others — can be modified by attaching various *add-ons*. If you select a modifiable weapon a Compose button will appear under its statistics. Pressing the button will open the Compose Screen.

On the Compose Screen, right-click a weapon's add-on slot to see what add-ons (if any) from your stores can be attached to that slot. To attach an add-on, drag it onto the weapon's add-on slot.

After you have modified the weapon, you must enter a name for the new weapon configuration. A default name appears at the bottom of the Compose Screen, but you can enter a new name if you so desire. Click the Set Name button to close the Compose Screen. The newly modified weapon now appears in your stores.

Item modes

Some items — especially weapons, can be used in more than one *mode*. For example, most assault rifles can be used either in 'single shot' or 'burst shot' mode (abbreviated to 'single' and 'burst'). The item can, in theory, have any number of modes, but in reality most have only one or two. You cycle through available modes by pressing the 'Weapon Mode' button just above the weapon's picture.

If you attach an add-on that is also a weapon (e.g. an under-barrel grenade launcher) its mode or modes will be added to that of the original weapon. So an assault rifle that originally had two modes (single and burst) will have three with a grenade launcher attached (single, burst, grenade).

Note that not all add-ons add a new weapon mode: e.g. a silencer only modifies certain stats of the weapon, but has no 'mode' of its own.

Ammunition and Reloading

Most weapons require ammunition. Ammunition comes in standardized calibers (e.g. 5.56x45 mm) and there may be several weapons that can use ammo of this caliber. As a rule, it is also possible to manufacture several kinds of ammunition of any given caliber (e.g. armor-piercing, anti-personnel, etc.).

Ammunition is produced and packaged in standard boxes (e.g. fifty rounds), but different weapons have different capacities of magazines. If you reload a weapon, only enough rounds are taken from the box to fill the weapon's capacity. The number on the Team Management Screen refers to the total number of rounds in your stores.

A weapon can be loaded with any ammunition of the right caliber and so, if there is more than one variant of ammo of that caliber, it is clear that the weapon can use several different types of ammo. One of those types is designated as default. The weapon is automatically loaded with the *default* ammo when you equip your soldier with it.

To load a weapon with a different ammunition type you must first unload it. Click the 'unload' button and then drag the new ammunition into the slot containing the weapon. It is not possible to load a new type of ammo while there is ammo of another type still in the magazine.

Special items

There are other items in UFO: Aftershock, beyond weapons and ammunition and armor. The following sections do not deal with all of them, only with the groups that are in some way special.

Mines

Mines are called 'deployable equipment' and special training is required for using them. To lay a mine, put it in your hand (as if it were a weapon) and the 'Attack' button will change to 'Deploy'. Click the button and then click the space you want to deploy the mine to.

Once deployed, the mine is assigned a *conspicuousness* level (see section on Detection), depending on the soldier's Mechanical Skill. The mine is visible for all friendly units and these units can move over it without danger.

An enemy mine is invisible unless it is *spotted* (again, see Detection for details on this). A spotted mine is still dangerous — it will explode if you move into its vicinity — but it can be targeted by ranged weapons and made to explode.

Drugs

Drugs include medikits and also stimulants. Medikits are easy to use and understand: they heal temporary damage (see section on Health and Injury), and with proper abilities also stun, or even permanent damage. Most specialized medikits cannot be used without a special ability.

Stimulants are drugs that can temporarily increase one of the soldier's skills. When applied, an icon will appear over the soldier's face notifying you of the fact.

Drones

<Danger: Spoiler>

Later in the game you gain the option to construct *drones* that you can add to your squad. To do so, select a drone *core* from the equipment list and then click Compose to open the Compose Screen. The first step is to select a drone chassis type – wheeled, tracked, walking, hover, or jet.

After you select a chassis type, you can add other components to the drone – weapons, scanners, and so on. When you have finished adding equipment to the drone, enter a name for the drone and click the Set Name button. The newly designed drone is added to your list of available equipment.

To add a drone to your squad, drag the drone into your squad, just as you would a soldier. To edit the drone's equipment, select the drone on the equipment list and then click Compose.

Drone weapons have much more ammunition capacity than handheld weapons. However, drones cannot carry spare ammunition into battle, and soldiers cannot carry spare drone ammunition. Once their ammo supply is depleted, drones cannot fire their weapons. A drone's ammo magazines are automatically reloaded when the drone returns to the Laputa (if there is a sufficient supply of ammo available).

Psionic equipment

<Danger: Spoiler>

The psionics use a wide array of equipment that influences other units (both friend and enemy) yet which need not to be activated and consume no power. Such items are called *modeless* because they have no 'item mode'.

When a soldier comes under the influence of such a device, an icon is displayed over his face panel (on the right) indicating the nature of the influence (a tooltip that appears when you move your mouse over the icon will clarify things). When this device influences an enemy, an icon can be seen on the information circle that appears when you move your mouse over them.

Combat

The tactical missions are where you are most likely to spend most of your time. It is therefore important to understand how the combat system works.

SAS

UFO: Aftershock uses the Simultaneous Action System (or SAS for short) for controlling your squad in combat. The basic premise of the system is a simple one: you have to plan a string of actions – go here, take the gun, fire at the enemy – for all your soldiers and then press the Run button. Your squad executes your orders until one of the following happens:

- One or more soldiers complete all planned actions.
- Some planned action cannot be completed (e.g. the enemy hides and it is no longer possible to attack it).
- Something important happens (e.g. a new enemy is spotted, a soldier is attacked, etc.)
- You pause the game.

Whatever the cause, the game stops running and the soldier 'responsible' for it (i.e. the one who completed the plan, whose plan was interrupted, or who spotted the enemy) informs you. You can now review all your plans, amend them as needed and then run the game again.

See the Options Screen to modify actions when the game pauses.

Possible orders

Most orders in the game can be entered either as a default order by right-clicking the target or by clicking the appropriate button on the command panel in the lower right corner of the screen. The meaning of the order is the same, regardless of the way it was entered. You may want to take a look at the table of Default Orders in the Controls section. It describes what order is issued under various circumstances.

No order: Wait vs. Watch

When you have more than one soldier at your disposal, it often happens that you only want some of your squad to take part in an action, while the rest wait. When this happens, give those units the Wait, or Watch order. Both work in a similar way – the soldier does nothing but observe their surroundings – the difference is that with the Watch order the soldier readies their weapon, thus shortening the time it would take to start firing, but prolonging the time it would take to start moving.

You should use Wait if you think you it is more likely the soldier will be moving and Watch when you think the soldier is more likely to be firing as the next command.

Movement and its modes

Right clicking on an empty space issues the Move order. A thin line of the soldier's color will be traced to the destination square. You can use the movement button to plan movement to places currently occupied by the enemy (if you use your mouse in this case, you will issue the Attack order instead, as this is the default order for right-clicking an enemy).

There are three movement modes: *crawl*, *walk* and *run*. The first is the slowest and least conspicuous, while the third is the fastest and most noticeable. Walk is a sort of compromise between the two (crawling is really very slow).

The three movement modes are closely tied to the three stances: *prone*, *crouch* and *stand*. In order to change the movement mode you must change a soldier's stance. Clicking the 'Prone' button for example orders the soldier to lie down and this will also make them crawl when moving. Crouch corresponds to walk and standing corresponds to running.

So, for example, if a soldier is prone at one end of a street and you want him to spring across it then kneel down and open fire, you press the 'Stand' button, then right-click the destination square, then click the 'Crouch' button before right-clicking the enemy.

The change of stance/movement mode is not retroactive – any planned movement orders will not be affected. If you plan a movement somewhere and then realize, that the soldier is going to crawl there, you have to cancel that order, switch the stance and plan the movement again.

To select the direction you want a soldier to face after they complete a movement order, right click the destination square and then drag the mouse in the direction you want the soldier to face when they reach the destination point.

Attack and aiming modes

Right clicking on an enemy issues the Attack order. A number will appear next to the target's rectangle in the soldier's color, showing the chance of hitting it. This chance is an estimate based on the current situation. The enemy will often move, so the actual chance to hit when the soldier fires his weapon may differ from what you see. The number will be constantly updated when the game runs.

When firing ranged weapons, there are two possible aiming modes: *quick shot* and *aimed shot*. Aimed shot mode results in the highest accuracy, but limits the number of times the weapon can be fired in an attack. Quick shot mode allows the soldier to fire more times, but reduces the soldier's accuracy (there is a penalty -3 to the skill used for calculating chance to hit). Aiming mode is unrelated to weapon mode (single shot, burst shot, and so on), see Item modes.

When you order an attack on an enemy it will be repeated automatically as long as possible (i.e. either until the enemy moves out of range, or is out of combat) so there is generally no need for you to enter several attacks. There is noth-

ing, however, that would prevent you from doing so: simply right-click the enemy several times and you will see a number in parenthesis next to the chance to hit. This is the number of planned attacks.

Use the buttons in the lower section of the command panel to change the aiming mode used by the selected soldier, or soldiers. Keep in mind that the new aiming mode only applies to the attacks planned *after* the mode is changed. To change the aiming mode of an attack that has already been planned, you must cancel the attack, change the aiming mode, and then plan the attack again.

If you do not plan anything after the last attack order, several planned attacks will behave exactly as one: the soldier will keep attacking as long as possible. However, it is possible and sometimes advisable to plan a couple of attacks and then something else. The soldier will then only perform the given number of attacks and then go to the next order regardless of the enemy's state. You may want, for example, to move from cover, shoot an enemy and run back. This is very easy to enter: right-click the place you want to move to, right-click the enemy and finally right click the place you want the soldier to hide in.

Attack Unit vs. Attack Ground

It is important to understand the difference between the Attack Unit and Attack Ground commands. The former is always associated with an enemy unit and the soldier will always try to hit that unit, not the space it was standing on when the attack command was issued. The Attack Ground command, though, is associated with a single square. The soldier will try to hit that square regardless of who happens to be there, or in its vicinity.

The difference between Attack Unit and Attack Ground should not be confused with the difference between direct and indirect fire, or the difference between normal and area-effect weapons (see below).

Reload and equip

The most frequent equipment action is reloading the current weapon and as such it has its own button on the command panel. When you press it, the soldier will try to reload from his belt and if this is not possible, to reload from their backpack, with the same ammo type he was using before.

All other equipment operation must be planned by entering the Equip Screen (either by right-clicking the soldier's portrait, or by pressing the button on the toolbar). Here you rearrange the soldier's possessions any way you want. You can also pick up any items lying on the ground.

All the rearrangements you make in the Equip Screen are only planned for the soldier – they will not actually take place until you run the game. 'Planned' equipment has a yellow background on the face panel to warn you that this is not the soldier's current equipment.

Tactical Mission

Line of Sight button: the areas that are not in the line of sight of any of your soldiers will be dark colored (use only when the game is paused)

Change the game speed

Open the view mode drop down list: the number of available viewing modes depends on the equipment and abilities of your soldiers.

Attacks planned on the enemy: the numbers are color-coded to match the soldiers.

Soldier's healthbar

Soldier's action progress bar: this indicates the progress of an action (like aiming, or firing a weapon) where there is little visual feedback as to its progress (as opposed to walking, for example)

The message log: follow the log to see why the game is paused, what was the outcome of an attack and other important information. The log can be resized dynamically.

Use these buttons to change the stance/movement mode of the selected soldier. The buttons below switch between aimed and quick shot.



Use

In UFO: Aftershock, only doors are usable. To open a door, either right-click it, or press the Use button then click the door.

To use your non-combat equipment, simply use the Attack button: it changes based on what the selected soldier is carrying in their hands. For example, when a soldier is equipped with a medikit, the Attack button changes to a Heal button, and when the soldier is carrying a scanner, it changes to a Scan button. Regardless of the button's function, it is always used in the same manner: click the button, and then click the target to plan the action.

Canceling orders

It often happens that you want to cancel the orders you entered: you might have simply made a mistake, or the situation evolved so that the old orders are no longer relevant. In any case there are several ways you can go about it.

There are two buttons on the command panel: Cancel Last Action (CE) and Cancel Plans (C). The former removes just the last order in the queue, while the latter removes them all. Both buttons only apply to the selected soldiers.

It is also possible to replace the order queue for the selected soldier when you hold down the Alt button while entering new order.

Lastly, it should be pointed out that it is never possible to cancel the action that is currently in progress. If, for example, a soldier is reloading his gun, he must finish the reloading before he can do anything else.

Issuing Combat Orders

In UFO: Aftershock you will usually wish to give your soldiers more than one order at a time, you want to plan a sequence of orders, the order queue. This works automatically: after you enter the first order, the next order is queued after it and so on. You can always cancel the orders by pressing C, or by clicking either of the Cancel buttons.

When you run a game and then select a soldier, the first order you give him will erase the old order queue (if there is one) and will become the first order of the new one. This is quite natural as you usually select a soldier when you want to change his orders. However, you can force an added order into the queue by pressing the Shift key when issuing that order.

Attack resolution

At the heart of every tactical combat game is the system for attack resolution: what influences the chance to hit, how the damage is calculated, etc. Without going into the actual formulas, here are underlying principles.

Basic ranged attack

All attacks are resolved by the following steps:

- **Determine Chance to hit:** depends on the weapon's maximum and effective ranges, the attacker's skill with the weapon, defender's size, Dodge skill, speed and stance, distance between the two and the defender's cover from the attacker's point of view.
- **Determine Hit:** when the chance to hit is known, a random number is generated and compared with it. Depending on the result, the attacker scores either no hit, a normal hit, or critical hit. A Critical hit does triple normal damage. The damage is then adjusted by the attacker's Enemy skill.
- **Calculate and Apply Damage:** when the total damage is calculated, the part absorbed by the defender's armor is subtracted, depending on the type of damage. The type of damage also influences the split between stun, temporary and permanent damage. The damage is applied immediately; if the defender loses more than 30% percent of its total hit points, its plan is interrupted.
- **Apply special effects:** some weapons do not damage the target, but have different special effects (paralyze, confuse, etc.). Here the defender's armor may influence the length of effect, or how difficult it will be for the defender to break it. In the following paragraphs we shall indicate briefly how some special cases differ from this basic model.

Ground attack

Ground attack, i.e. an attack that targets a square as opposed to an enemy unit, differs in certain crucial respects. For one thing we assume that the attacker does not hit the intended target square and we must find out which square was actually hit. We have the following approach:

- **Calculate deviation:** we take a random number and use it to find the actual hit square within the distance calculated in the previous step. The squares closer to the intended target are more likely to be hit.
- **Calculate actual hit square:** A random number is applied to find the actual terrain square that is hit within the distance calculated in the previous step. Terrain squares closer to the intended target are more likely to be hit.
- **Apply damage:** if it is an area damage weapon, we calculate and apply damage to all units and structures in range (see below). If it is not, we only apply damage to structures on the actual hit square. It is not possible to hit a unit using ground attacks with a non-area effect weapon.

Throwing attack

Throwing attack is a Ground Attack with something that is thrown by hand, i.e. usually a hand grenade. This is a special case of Ground Attack (see above). The attack

resolution is carried out exactly as described previously, the only difference being that the maximum range depends on the attacker's Missiles skill.

Area damage

Some weapons do what is known as *area effect damage* - that is they explode on the square where they land and damage all nearby units. You can tell the Area Effect weapons by looking at their statistics: they always have the Area datum that indicates the radius of the area affected by the blast.

An attack with an area damage weapon is always a ground attack. From the point of view of attack resolution, though the way it was entered makes a huge difference for you. If you order a soldier with a rocker launcher to move and attack an enemy, the soldier will interpret it as Attack Unit order and attack the square the enemy is standing on at the time of attack, not the square the enemy was standing on when the attack order was given. Had it been the Attack ground order, the latter would be true and the soldier would attack the square he was told to attack, regardless of the position of other units.

When calculating the area damage, we take the radius of the affected area into account (this is a weapon statistic) and we then process the attack calculations normally, with the following exceptions:

- The chance to hit is influenced neither by the attacker's skill, nor by the defender's Dodge, or speed. It is influenced by the defender's stance and size.
- The damage dealt by the weapon decreases with the distance from the actual target square.

Melee attacks

Melee attack is resolved in a different manner from ranged attacks (described above). The resolution follows these steps:

Melee attacks are resolved as follows:

- **Calculate Attacker's strength:** this depends on the weapon's Accuracy and the attacker's Close combat skill.
 - **Calculate Defender's strength:** this depends either on his Dodge Skill and speed (if he has no weapon), or on his weapon's Accuracy and Close Combat Skill (if he has one).
 - **Determine chance to hit:** this depends on the ratio of attacker's and defender's strength.
 - Damage is resolved as normal.
- The attacker must stand next to the target to be able to engage in melee combat.

Friendly fire

Occasionally, you might see numbers in brackets over other units in the vicinity of the planned target of an attack. These numbers, which are color coded to

correspond to the attacking soldier's color, indicate the chance of this *other* target being hit instead of the intended target. The possibility of hitting targets other than the intended target is known as *friendly fire*.

Friendly fire is calculated for all units, including your soldiers. So, if you see a percentage in brackets over one of your own soldiers, there is a chance that that soldier could be hit by friendly fire if the planned attack is executed.

Detection

The essence of tactical combat is to see without being seen. In UFO: Aftershock there are many ways in which to detect enemies and also many ways to be detected.

All your soldiers are able to locate the enemy *visually* and *aurally*. This is to say, every soldier can see and hear the enemy. There are other modes of detection that require special equipment: *psionic*, *infrared*, *night vision*, *movement and heartbeat*. Psionic detection is an in-born capability of Psionics, so they do not need special equipment for this.

When one of your soldiers sees the enemy, it simply appears on the map. However, if an enemy is *spotted* in any other manner, a special marker is displayed on the map to indicate the enemy's location.

If you are able to identify the enemy, the enemy's position is indicated with a red exclamation mark (!). If you are unable to identify the enemy, the enemy's position is indicated with a yellow question mark (?). Click an enemy position marker to display the radial info. The lower part of the icon shows you how you are detecting the enemy.

If you are able to identify an enemy detected by any means other than sight, the enemy's position is indicated with a red exclamation mark (!). If you are unable to identify the enemy, the enemy's position is indicated with a yellow question mark (?). Click an enemy position marker to display the *radial info* for that enemy. An indicator at the lower part of the icon shows you how you are detecting the enemy.

Spotting

Spotting works in a very similar way for all detection modes. We shall outline these principles using the simplest case of seeing; we shall then describe how other modes differ from it.

Firstly, we determine if there is a *Line of Sight* from the observer to the target, and if there is, how much *cover* is obscuring it. The cover depends on the detection mode: for seeing this is just how much of the target is obscured by intervening obstacles; for hearing it may be how much sound-absorbing material there is between the target and observer.

If there is line of sight, we must calculate if the target is within *visibility range*. This depends on the following conditions:

- Basic range; different for day and night
- Observation Skill, movement mode and orientation of the observer
- Stealth Skill, size and movement mode of the target.

Actually, we calculate two ranges from these stats: one, *inside range*, is the distance where spotting is automatic. The other, *outside range*, is the furthest distance where there is any chance of spotting the target; if it is any further away, the observer cannot see it.

For targets between inside and outside visibility range, a probability of spotting is calculated and after random check, the target is either spotted, or it is not. These checks are repeated periodically.

Line of Sight can be displayed when the game is paused. Click the LoS button on the toolbar at the top of screen to activate the line of sight display. In LoS mode, the areas not visible to your soldiers are dark.

Just because an enemy does not appear in your soldiers' line of sight doesn't mean that there is no enemy there. The chance of spotting an enemy depends on a number of factors that does not depend on your soldiers: the size, Stealth skill, and stance of the enemy. A very careful and stealthy enemy, or an enemy equipped with a cloaking device might be well within your soldiers' line of sight before it is spotted.

Detection modes

Some of your soldiers and the devices they carry can locate enemy units that are undetectable by sight and sound alone. Open the View menu at any time to see a list of all of the detection modes that are available to your squad.

When you switch into a different View mode, you see the scene as it appears to the soldiers with the equipment, or abilities that allow you to use that mode. Any question mark (?) icons on the menu are resolved into actual images of the enemies detected. Although alternate viewing modes are very useful, the image they provide is never as clear as the normal viewing mode.

Psi, Infra, and Night Vision

These viewing modes are available through special add-ons (and Psi is also an in-born capability of Psionics). This means it works very much like ordinary seeing: it needs not be turned on and it doesn't 'cost' anything to use.

Psi

Psi vision is the ability to perceive the brain activity of live, conscious, intelligent beings. It does not work on machines and it works poorly with animals. The basic visibility range does not depend on day/night, but is rather small. Psi ignores cover, i.e. it is possible to see through walls and doors.

Infra

Infra vision is the ability to perceive heat emissions. In this manner, it can spot warm-blooded organisms and also machines. Also, most weapons and equipment emit heat when used and this is easily spotted with infra vision.

The basic visibility range is the same in night and daytime missions but is lower than that of normal seeing.

Night

Night visors use image enhancement technologies to increase image contrast in darkness. Night vision is only useful in nighttime missions, where it negates the lower visibility range: a soldier with night visor goggles can see as far as in a normal daytime mission. Night vision has no effect in daytime missions.

Heartbeat and Movement

Heartbeat and movement detection are only available through special active scanners. This means that these devices must be equipped in hand and *used* (click the Attack button – it now reads 'Scan'). Once activated, the scanner will check all possible targets and highlight those that are within its range. The markers will stay in place for five seconds, before disappearing again. In principle, these scanners work very much like hearing.

Heartbeat

Heartbeat scanners detect biological processes – heartbeat, respiration, and so on – in combat situations. The basic range of a heartbeat scanner is substantially larger than that of hearing. The effectiveness of this type of detection depends on the race of the target.

Movement

Movement scanner (also called Doppler scanner), this detects moving targets.

Missions

We have already covered the most important aspects of playing and winning tactical missions – see sections on Combat, Detection and also on Squad and Items. This section deals with the remaining aspects of the missions.

Deployment

Most missions start with deployment. Your squad arrives at the scene in the alien landing craft and before the mission starts you usually have the opportunity to select a landing site for your capsule. Translucent icons of the capsule mark the available landing sites. Move the mouse over an icon to highlight it. Click to select the landing site. When selected, the landing site icon turns green.

There are missions when you don't arrive via the capsule at all and in these missions you cannot choose your deployment site.

When choosing the landing site you have no specific information about the enemy's whereabouts, you can only see the mission layout. However, depending on the mission objectives and opposition you should be able, over a time, to make an educated guess about the enemy's positions and intentions.

Minimap

Pressing the Map button on the toolbar opens the Minimap screen. It shows an overall tactical view of the mission area. Your soldiers appear as green icons on the map, and enemy units that you have spotted appear as red icons. Note that the Minimap is for tactical viewing purposes only – you cannot issue orders on the Minimap.

You can rotate the Minimap using the same controls you use to rotate the main tactical map. You also have the option of switching the Minimap to a top-down, 2D mode.

Environments

Most missions in UFO: Aftershock take place in decrepit, dilapidated structures. Parts of them are usually easy to knock down: you can use grenades, or missiles and the Attack Ground command to blow holes in walls, or destroy objects like barrels, or car wrecks.

There are some limitations though: it is never *possible* to destroy a passable object, i.e. a structure it is possible to walk on. It is never possible to destroy all the supports of an upper floor, therefore the upper floor will never collapse and come crashing down. It is also not possible to blow holes in the ground.

Objectives

To complete a tactical mission, you must meet its objectives. These can be as simple as eliminating a certain number of hostile units in the area, or as complex as guiding a group of civilians to a safe location.

Whatever your objectives, you can always review them by clicking the Objectives button on the toolbar.

Mission Areas

Many mission objectives work with areas. Your objective may be to reach an area, find somebody, or something, destroy an installation, etc. Whatever the case, the important areas are always highlighted in green, while important objects, or units have their own markers. There is also a thick, white arrow at the edge of the screen pointing at the target. Click the arrow to move the camera toward the area.

Capture objective

In some missions your objective will be to capture an enemy. To do this, you must first stun them; that is, injure them so much they pass out (but not so much that they are incapacitated). Then you must be close to the enemy when they come to again. If this happens, the enemy will appear in your squad and you can control them as you do your other men.

The captive, however, has no weapon and it is impossible to equip him with one. You must also bring one less soldier into the mission than the full capacity of the capsule, so that you can take the captive back!

Protect objective

In other missions your objective is to protect a group of civilians. You start in the same area as the civilians and they start moving in the direction of their destination. One of them is their leader: you can control him or her as you do your soldiers. The civilians follow their leader (if possible) and it is your task to get them to the destination with as few losses as possible.

Linked missions

Some tactical missions are what we call linked missions, i.e. two different missions in one. The objective in the first phase of the mission is to reach the exit area. You then enter the next part of the linked mission by pressing the Next area button on the toolbar. Once you get to the next area, there is no going back.

Aborting missions

You can abort a tactical mission at any time before you fulfill the objectives. The mission then counts as lost, but you may be able to save all, or some of your men in this manner. Only the men in the capsule will be saved.

Picking Up objects

There may be some interesting equipment in the mission, e.g. the weapons of the enemies you killed. You can pick those items up manually during the course of the mission, or you can have the game do it for you. At the end of each mission, the game determines the items you would have been able to recover and adds them to your supplies.



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It will help us to provide you with support in a fast, efficient way.

Information Required:

Computer model (CPU, CDROM, RAM, Video/Sound card, DirectX version, Windows version).

In order to get this information, please go to "Run" in your Windows Start menu and type 'dxdiag' in the command line then press the enter key. The DirectX diagnostic program will start.

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Please use the email address provided. All support enquires to the company address, or phone number(s) cannot be answered by our staff.

For more information and updates please visit:

www.ufo-aftershock.com

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