

Line Of Defense™

GAME MANUAL

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EPILEPSY WARNING

Some individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to these light patterns on television or monitor screens while playing computer games may induce an epileptic seizure in these individuals.

Certain conditions may also induce undetected epileptic symptoms in persons who have no prior history of epileptic seizures.

If you or anyone in your family has an epileptic condition, consult your doctor prior to playing this game.

If you experience any of the following while playing a computer game : dizziness, altered vision, eye twitches, muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, you must **IMMEDIATELY** discontinue playing the game and consult your doctor.

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1: GETTING STARTED

1.1 SYSTEM REQUIREMENTS

Minimum

64-Bit Windows 7 w/ all service packs
15GB Hard Drive Space
Intel Core i5-760 @ 2.8 GHz / AMD Phenom II X4 955 @ 3.2 GHz
8GB RAM
nVidia GeForce GTX 460 / AMD Radeon HD 6850 or better
DirectX compatible sound card
Broadband internet connection

Recommended

64-Bit Windows 8 or later w/ all service packs
Intel Core i7-3770 @ 3.4 GHz / AMD Phenom II X6 @ 3.0GHz
8GB RAM or higher
nVidia GeForce GTX 760 / AMD Radeon HD 7950 or better
Microsoft Xbox 360 or Xbox One Controller or DirectX compatible joystick

1.2 INSTALLATION

The game can only be downloaded and installed via the Steam client. You can download it directly from Steam by either searching the Steam client or by going directly to the Steam page at <http://store.steampowered.com/app/266620/>

If you received a Steam code, please activate it as follows:

- Launch the Steam client software and log into your Steam account.
- Click the Games Menu.
- Choose Activate a Product on Steam...
- Follow the onscreen instructions to complete the process.

More information: https://support.steampowered.com/kb_article.php?ref=5414-TFBN-1352

After installing the game, you can run it either via the Steam client or the shortcuts created during installation.

1.3 QUICK START

LOGIN

Login with Steam account, then with your server account. If you don't have an account, you will be required to create one. Then select a server to join.

CHARACTER SELECTION/CREATION

If you already have a character on the server, you can select it and continue. If you don't, then you can create one.

EQUIPMENT

Your Starter Kit (free) or Tactical Advancement Kit (optional purchase) determines your equipment loadout.

DEPLOYMENT

If you have a Tactical Advancement Kit, you will be able to select any of the valid deployment locations, otherwise you will only be able to deploy aboard the GCV-Starguard.

If deploying aboard the GCV-Starguard, TER/MIL deploy in the Commander's Quarters & Officers Quarters, and TER/INS deploy in Guest Quarters. These locations are located on deck 1 of the carrier.

GETTING AROUND

As an infantry soldier, you have various means of getting around with or without an aircraft or vehicle.

- Dynamic Jump Pad (DJP): teleport from one planetary location to another, or to a different base. Also from one planetary base to a station or carrier
- T-Shaft: teleport from one location to another within a station or carrier
- Jumpgate: flying an aircraft, teleport from one planetary base to another, or to space
- Automated Transport System: free shuttle transport to various locations on a planet or in space
- Jetpack: fly around inside or outside locations
- Wingsuit/Wingchute: jump from aircraft (or tall building) and fly to any location on the ground below
- High Altitude Insertion Suit: jump to high altitude from one planetary location to another, or from a station or carrier in space to the planet below
- Portable Teleport Unit: teleport from one location to another

1.4 EQUIPMENT

Depending on your game purchase, you will have access to various equipment.

STARTER KIT

The F2P aspect of the game comes with a faction based Starter Kit allowing immediate access to the game without buying anything.

More info on the Starter Kits is in the FAQ: <http://lodmmo.com/faqs/what-are-starter-kits/>

TACTICAL ADVANCEMENT KIT

A TAK is an optional purchase. It contains several bundled items for a low price and which can improve your gameplay experience.

More info on the Tactical Advancement Kits is in the FAQ: <http://lodmmo.com/faqs/what-are-tactical-advancement-kits/>

After you deploy, you should seek out various loot drops in the form of PORTABLE WEAPON PACK, PORTABLE SUPPLY PACK, or PORTABLE MEDICAL PACK which contain various items include weapons, ammo, medkits etc.

You can then engage in one of various styles of gameplay, include PvP team deathmatch, Hostile Incarceration or base capture, or just explore the vast game world.

2: GAMEPLAY BASICS

2.1 THE CONFLICT

The game primarily takes place on the distant planet called Lyrius located in the Sirius starsystem.

Once used for bio and weapons based research, this planet was tech rich and home to one of Galactic Command's (GALCOM) primary research installations.

The Sirius star system itself is home to two space sectors with a total of three planets and two moons. Connected via jump anomalies is the Barnard's Star system, also home to three planets and two moons in two space sectors.

Of the ten planets and moons in both star systems, only the Lyrius planet has thus far been colonized and thus habitable. On it are four continents each spanning roughly 16x16km. Each continent was chosen for its unique characteristics, topology and due to being located on different climate zones.

As part of their colonization and research, GALCOM forces constructed a primary colony on each of the four continents. A military starbase was built on each of the four continents, with one being constructed within the walls of an abandoned city.

As the years went by and the planet's resources were depleted, GALCOM's focus shifted to other planets. It didn't take long before the Insurgents, a Terran group that is in direct opposition to GALCOM forces, showed up. They took over the bases and city, then all but killed every single GALCOM military personnel left on the planet. Shortly after, they started to wage war on GALCOM forces in other parts of the star system using Lyrius as their base of operations.

That's when GALCOM finally decided to commit military forces to the planet in a bid to exterminate the Insurgents.

In the game, you play as either a GALCOM military marine (TER/MIL) or Insurgent soldier (TER/INS).



2.2 GAME WORLD

You can display the in-game map using the **M** command.

The game takes place across two large star systems, Sirius and Barnard's Star, both within the Galactic Command mythos.

In this first release of the game, only the Lyrius planet - where the conflict takes place - is colonized and populated. The other planets and moons are there, but they are empty masses of land which will later be colonized through expansions and player housing.

SPACE REGION

There are four space regions each containing a planet, moon or both, primary station and theme.

The four space regions are linked together by jumpgates each of which has a single target destination.

Stations are linked to starbases on the planet via Dynamic Jump Pads. For example you can use the DJP on the HEATWAVE starbase on the planet to go to the ARKANGEL station in space and vice versa.

You can dock a fighter or shuttle with a station or carrier, exit the craft, then walk through the installation in fps mode. From within the installation, you can use t-shafts to move from deck to deck or use a DJP to go to another station or starbase. You can also use an HAIS to enter the planet below.

PLANETARY REGION

There are a number of regions on each planet, each containing a primary starbase (each about 16 sq km) and theme.

The four starbase regions on Lyrius are linked together by Dynamic Jump Pads and jumpgates. Each of which has one or more target destinations in another space or planetary region or station.

In fps mode, you can use a DJP to go from one starbase region to another or to a station or carrier in orbit around the planets. You can also use a jumpgate to fly between starbase regions or to space.

2.3 GETTING AROUND

The space and planetary regions are linked together by various types of jump anomalies.

AUTOMATED TRANSPORT SYSTEM

The ATS is a series of shuttles that fly around the scenes and make frequent stops at special ATS launch pads. They are free to use and are primarily for use by players who do not have the skills or certs to use vehicles and/or aircraft in the game since not everyone is going to be able to do that.

You can hop on or off at any time; even when the shuttle is in flight. This allows you to make jetpack or wingsuit jumps wherever possible.

A shuttle stops for 60 seconds at a space dock (station and carrier) and 30 seconds at a planetary launchpad before taking off for the next waypoint in the pattern.

You can track the shuttles using the in-game map. On a planet, you can also tell which launchpad it is stopping at next because they have a special ATS-LAUNCHPAD identifier on the map which makes them different from the standard launchpads.

All the views (refer to keyboard map) are enabled, allowing you to look around the environment. You can also switch between first and third person views.

To enter the shuttle, get close to it and press the F action key. Then select an available seat position from the menu.

Since there is no player control of an ATS shuttle, it doesn't matter which seat you pick because even if you pick the pilot/driver seat, you still won't have flight control of the shuttle.

Once inside the shuttle, the ATS waypoint number & the shuttle departure time are displayed in the HUD.

e.g. ATS-01 / DEP 01:32:04

You can exit a seat at any time by again pressing the F key. If the shuttle is airborne when you do this, you will be in a fall state during which you can activate your jetpack or wingsuit if you have one. If you don't, well, wait and see what happens when you hit the ground.

Using the ATS inside stations and ships is different. You have to go to the docking bay (look on the in-game map), stand in front of the ATS beacon (looks like a T-Shaft platform) and then press F. You will then be transported to an auto-assigned seat in the shuttle waiting in space above the station or ship.

DYNAMIC JUMP PAD

The DJPs are used by infantry to move from one part of the base to another part of the same base or to another base in a different planetary region. For example, you can go from the Heatwave base to the Frostbite base using a DJP.

Some DJPs can also link to stations or capital (e.g. carriers) ships in orbit around the planet.

To use a DJP, move toward it until the icon appears, then press **F** and choose a destination from the menu.

JUMP GATE

Jumpgates are similar to DJP, but are used only by aircraft. Using a jumpgate, it is possible to move from one planetary base to another or to a space region above the planet.

To use a jumpgate, fly toward the center until the icon appears, then press **F** and choose a destination from the menu.

T-SHAFT

A T-Shaft is used to move from one area to another when inside a station or carrier.

To use a T-Shaft, move toward it until the icon appears, then press **F** and choose a destination from the menu.

DOCKING BAYS

While flying around in space, you can also dock your aircraft with a station or carrier, then exit the ship when inside the facility.

To dock, fly around the facility's docking area until you locate the docking bay area which is illuminated in Green. When the docking icon appears, press the **F** key to dock with the station.

To launch from the facility, locate the docking bay, then walk into the Green illuminated area and press **F** to return to your aircraft.

2.4 CHARACTER ATTRIBUTES

During gameplay, your character's important attributes are monitored & tracked. Location based damage is also featured. This means that specific body parts such as head, legs, arms, torso when damaged, will impair their use. For example, if you get shot in the leg, you won't be able to walk or run fast. Head shots are always lethal, regardless of shield, armor or the condition of any other body part.

LIFE FACTOR

This monitors your health. If you take injury such as during combat or the environment (e.g. you fall from a tall building, you drown), your LF will go down. If it ever gets to zero, you will die.

If your LF goes down to 50, this will affect your movement speed and ability; and if it goes down to 25 or less, your vision will be impaired.

If you are injured, you can find a safe place and remain there while your LF gradually increases as you self-heal.

Using a MedKit will cure your injury and increase your LF.

FATIGUE FACTOR

This monitors your stamina and directly affects your health. If you perform strenuous actions (walking, running, swimming, jetpacking, driving, and flying) consistently, your FF will increase and eventually will start affecting your LF which will start to go down.

Since all items in the game have weight, the more stuff you are carrying, the more this will affect your FF as well as your movement speeds.

In order to reduce your FF, you should stop all movement and rest for a bit and it will gradually go down.

Using a MedKit will reduce your FF.

BODY ARMOR

While this is not an attribute, it is part of your combat suit and protects you from weapons fire and similar injury. If your body armor is depleted, you will then start to take bodily injury which affects your Life Factor.

2.5 GEAR & INVENTORY ITEMS

More info available in the online database <http://lodmmo.com/asset/>

In addition to the various types of weapons, the game features various specialty inventory items. These range from combat armor protection to neural implants which give you special abilities.

You are only allowed to carry a certain number of items. These include a primary and secondary weapon, some ammo, weapon attachments, implants and maybe a deployable item.

Inventory items have weight. So the more stuff you carry, the heavier you will be and the higher your fatigue level will go. If you have a high fatigue level, your movement (walk, run, swim etc) will be limited.

Also, each "hard point" on your suit, allows for certain items to be attached. For example, pistols can only be attached to your hip, while the attachment point on your back supports a rifle, jetpack, backpack or similar.

You have the ability to drop anything that you are carrying; including un-used implants.

Some weapons have multiple firing modes which can be selected using **Q** & **E**.

Weapons such as pistols and rifles can also either be site aimed (Aim Down Sight) or scoped (i.e. with a zoom scope attachment) using the **RIGHT-MOUSE** button. If the weapon has a scope, then it will replace ADS functionality. You can remove the scope if you prefer to use ADS for the weapon.

There are also two types of knives. The combat knife is for single strike melee attacks. A throwing knife sticks to a player and automatically falls out after a period time. However, as long as the knife is stuck to the target player, they will continue to take damage. Using a MedKit will cause the knife to detach and drop.

Below are some of the special and important inventory items available and how to use them. Check the online database for a full list of inventory items and their usage.

IMPLANTS

To use an implant, you need a Bio-Injector. To use, press **9** to cycle to the one you want to equip, then press the fire button to use.

If you don't have this item, the only way to activate/use your implants, is at an Implant Augmentation Chamber (IAC) located around the base and inside some installations (station, carrier etc).

JETPACK

Given the vast expanse of the planetary bases and installations, you need a jetpack to get around fast. Especially if you don't have access to aircraft and vehicles for whatever reason (e.g. you don't have the required CTC).

Press **C** to activate the jetpack. Use the movement keys (**WSAD**) to fly around.

The device uses energy cells; so if it runs out while you are airborne, you will fall to the ground. And if you hit the ground or any object when you fall, you will take damage and possibly die.

MEDKIT

These come in different amounts and increase your LF while lowering your FF. To use, press **9** to cycle to the one you want to equip, then press the fire button to use. You can only have up to 100 MedKit units in your inventory.

PORTABLE WEAPON PACK

These can be found in various places in the game world. They usually contain weapons, weapon attachments, ammo, grenades, mines and deployable weapons. To use, stand close to the item, then press and hold **F** to interact with it. The longer you hold the key, the more ammo you will get; up to the allowable limits for the weapon.

PORTABLE MEDICAL PACK

These can be found in various places in the game world. They only contain MedKits in various amounts. To use, stand close to the item, then press and hold **F** to interact with it. The longer you hold the key, the more MedKits you will get; up to the allowable limits.

PORTABLE SUPPLY PACK

These can be found in various places in the game world. They usually contain energy cells, implant injector, implants, jetpacks, wingsuit/wingchute, HAIS units and standard inventory items. To use, stand close to the item, then press and hold **F** to interact with it. The longer you hold the key, the more items you will get; up to the allowable limits.

WINGSUIT/WINGCHUTE

When you absolutely, positively have to go behind enemy lines in one piece, a wingsuit will do the trick.

To use, jump out of an aircraft or a tall building. Depending on your altitude (200m or higher), press **Y** to activate the wingsuit.

Once airborne, you have 30 seconds in which to press **Y** and activate the wingchute. If you ever fall to the ground from high altitude without your wingchute, you will take damage and possibly die.

Use the movement keys (**WSAD**) to control your flight path. Pressing and holding down **D** only slows down your descent; it does not make you move backwards.

HIGH ALTITUDE INSERTION SUIT

These suits allow you to go from one part of a planetary base to another, or from an airlock in a station or ship in orbit, to a location on the planet below. The MK1 is for planets only, while the MK2 works on planets, and also from a station or ship in orbit around the planet. You can find the MK1 inside a Portable Supply Pack, and a MK2 is usually hanging on a wall near the docking bay airlock in stations and ships.

To use, equip it, then press **H** to activate the suit. It will activate, enclose your character and shoot you up into the sky.

During the descent to the ground, use **WSAD** keys to control your flight path. Pressing and holding down **D** only slows down your descent; it does not make you move backwards.

When close to the ground, press **H** to engage landing mode. Failure to do this will cause you to crash in the ground and die.

The suit requires Energy Cells for operation.

2.6 STATS & LEADERBOARDS

Online leaderboards: <http://lodmmo.com/leaderboards/>

The game tracks various player stats which can be viewed from within the game's **ESCAPE** screen or the online leaderboards.

Only players who have purchased a Tactical Advancement Kit have their stats tracked in the game or leaderboards.

2.7 AWARDS & DECORATIONS

List of CEP & CTC awards http://lodmmo.com/cep_ctc/

COMBAT EXPERIENCE POINTS

These are awarded for performing various in-game actions such as killing the enemy, healing a fellow team mate, destroying or hacking enemy installations etc. They are also used to gain rank within each class.

Accumulated CEPs and various ranks also unlock various Combat Training Certs (CTC) which you can then acquire.

You can lose CEP for various actions ranging from killing other friendly players to destroying friendly units. If your CEP drops below the required amount for a rank, then you drop in rank. And if you drop in rank below some CTC which you already have, they will be deactivated – only to be reactivated when your CEP and rank build back up. For example if you have CTC that allows you to fly a certain class of gunship, if you lose CEP and rank to below the required levels, the CTC will deactivate and you will no longer be able to fly that gunship class.

COMBAT TRAINING CERTIFICATES

These are neural implants which once acquired are injected into the side of your neck. Once activated, they give you various abilities ranging from hacking into installations to flying gunships.

Some CTC implants also give you a boost in physical abilities e.g. the ability to run faster, jump farther and faster, sustain more injury than normal etc.

You can acquire CTC but not activate them until needed.

You can only have a certain number of CTC implants active at any one time.

MEDALS & RIBBONS

During the game, as you gain CEP, you will be awarded various ribbons and medals either for performing specific actions or based on your accumulated CEP.

List of medal & ribbon decorations <http://lodmmo.com/asset/>

2.8 GAME PLAY MODES & OBJECTIVES

PLAYER VS PLAYER COMBAT

The primary objective of the game is full-on PvP in which both sides of the conflict engage in combat and earn Combat Experience Points for doing various actions (including terminating hostiles) in the game.

HOSTILE INCARCERATION

The GCV-Starguard carrier has a detention hold where prisoners (usually pesky intruders) are housed until transferred to a station's holding facility.

Hitting someone with a Hostile Incarceration Dart (HID) thrown or fired from a TKR9 weapon, instantly teleports them to the detention hold aboard the GCV-Starguard.

Once there, the victim can only come out if i) someone (with the Advanced Programming Spec II CTC) hacks into the terminal outside the door and drops the force-field or ii) a five minute timer elapses.

To lower the forcefield, interact with one of the terminals near it. Then press and hold **F** until the operation completes.

PLANETARY BASE CAPTURE

Each base has a set of key installations which serve a specific function at the base.

When all these installations are either disabled (through hacking or destruction) or destroyed, the base is essentially taken over and then belongs to the other side.

Even when all bases belong to the other side, the game does not end. The opposing side can continue the fight.

In order to capture a base or station location, a player with a Remote Access Pad, must hack into terminals located there.

To hack into a TacOps terminal, stand next to it, equip the RAP and use the "Hack Into Terminal" option displayed. This will display a Yellow hexagonal icon around your character.

A countdown timer, display in your interface, then begins for a period of 60 seconds. For the starbase itself, it takes 90 seconds.

For each enemy infantry that is within 25m of the terminal being hacked, the timer counts down 30% faster. Similarly for each friendly unit within this range, the timer counts up 30% faster.

If the capture timer elapses, the unit is captured and the alliance changes to that of the victor (Military or Insurgent).

The timer is incremental. For example if a player is within the capture range for 10 secs (it goes down to 50 secs) and then leaves, the timer stays at 50 secs until either someone from the same team makes it go down further by standing next to it or someone from the opposing team stands next to it and makes it go up again to max of 60 secs.

Once the ten key installations and the starbase building have been captured, the base (e.g. Heatwave) is considered captured.

The icons (key installations & starbase) on the mini-map will go from Green to Red depending on whether or not the facility is captured.

Upon the successful capture of a starbase, each member of the winning team is given bonus Combat Experience Points. The players capturing the installations as well as the starbase installation itself, get more CEPs than other players in the team.

After a base is captured, the dormant security androids in standby mode, will activate and hunt down every client from the opposing team.

SPACE STATION CAPTURE

This works the same way as planetary base capture, except that the terminals located inside the station need to be hacked into.

WORLD EVENTS

Periodic world events are designed to give players the opportunity to hone skills, gain CEP and CTC, earn medals, ribbons etc. These events pitch both sides of the conflict against AI controlled hostile entities which include androids, aircraft, and other infantry soldiers.

For more information, please refer to the online game docs at <http://lodmmo.com/game-docs/gameplay-modes/>

2.9 ACTIVITIES

In addition to standard combat tactics, the game's open-world nature gives a wealth of things that you can do. Below is a partial list. The rest is up to your imagination.

- Collect Energy Cells that are periodically generated around the base by the solar and nuclear reactors. These ECs are very valuable commodity because a lot of installations (e.g. defense systems), crafts (e.g. aircraft) and devices (e.g. jetpack) require them for operation. As these ECs have value, you can trade or sell them.
- Perform repairs of installations, vehicles, player armor etc using a Portable Repair Unit (PRU).
- Perform medic operations to infantry in the field using a Portable Medical Unit (PMU).
- Go behind enemy lines and using a Target Designator Unit (TDU), send enemy infantry and unit locations to your team, making them for strike action.
- Locate large enemy infantry positions or key units (e.g. a Mobile Forward Base) and use a Waypoint Designator Unit (WDU) to mark their position for strike action,
- Obtain the required CTC to fly a transport gunship or shuttle and use your skills to take combat troops to and from the battle. Be sure to have a jetpack or wingchute because getting shot down behind enemy lines is not fun.
- Though units spawn at the Asset Requisition Center (ARC) frequently, with the right aircraft and vehicle CTC, you can obtain these assets and deliver them to your team.
- Obtain the required CTC to command and operate a Mobile Forward Base (MFB), then deploy it in a remote location or behind enemy lines for use by your team.
- Obtain the required CTC and go acquire some androids. Regardless of your role (combat, medic, engineer etc) in the battlefield, androids are designed for pure combat roles. So having a few of them around as support units is invaluable.
- Use Hostile Incarceration Darts (thrown or fired from a TKR9 weapon) to immediately remove hostiles from the game world and directly to the Detention Hold aboard the GCV-Starguard.
- In case you haven't already figured this out yet, as infantry, you can use a DJP to go to a station (or carrier) in space; and vice version. Similarly, you can take a fighter from the planet, fly to space, dock with a station (or carrier) and from there, return to the planet via a DJP (or using an HAIS if you have one) from inside the installation. Knowing the many ways to move around the game world gives you a significant advantage in terms of plotting and planning various strategies. Insurgents are quite notorious for planting various types of deployable (e.g. YN99s) ordnance around jump locations, airlocks and docking bays. They are lethal; and only grenades and mines are effective at destroying them quickly.

3.0 SQUADS & FIRETEAMS

The key to success in this game, is team work. You will not have much of a good time going the “run and gun” route. So you are better off creating or joining a fireteam or squad. You can do this from within the game’s menu interface at any time.

FIRETEAM

A fireteam is a group of up to 16 players from the same side and working as a team. They are the equivalent of player guilds. They can also contain AI controlled Androids.

The person creating the fireteam becomes the leader and with the ability to setup map waypoints with specific orders for each member or the entire fireteam.

Groups that want to create larger fireteams can do so by creating several 16 player fireteams and giving them different named designations. e.g. Fireteam Alpha, Fireteam Bravo, Fireteam Charlie etc.

The following CTC are required to create a Fireteam.

- Advanced Programming Spec III
- Advanced Tactical Specialist
- Tactical Insertion Protocol

There is no CTC requirement to join a Fireteam. You need 500 CEP to join a fireteam.

SQUAD

A squad is a team of up to 4 players from the same side and working as a team. They can only contain human players.

The person creating the squad becomes the leader.

Squad leaders cannot set waypoints or give orders to the team.

The following CTC are required to create a squad.

- Advanced Programming Spec I
- Tactical Insertion Protocol

There is no CTC requirement to join a squad. You need 150 CEP to join a squad.

3.1 AIRCRAFT & VEHICLES

There are various assets (aircraft, ground & naval vehicles) units on each base. There are also various defense systems which can be controlled by players.

Some of these assets require CTC and/or CEP to use. If you don't have the required CTC or CEP, you will be unable to use the driver/pilot positions on any asset.

To use an asset (aircraft, vehicle), get close to it and the seat position icons (driver, passenger) will be displayed. Then press **F** to display the available seats and use the mouse controls to select a seat. You can press **F** again to exit.

As the driver/pilot in some assets, you will have control over the weapon systems so you can fire the guns, launch missiles etc. In other cases, you only have movement (**WSAD**) controls while other player positions (e.g. gunner) have control of weapon systems in the asset.

Though you have the ability to eject from an asset at any time, doing so at high altitude without a jetpack or wingsuit is ill-advised.

3.2 CONSOLE & CHAT COMMANDS

The following commands can be used in the chat window.

SERVER CONSOLE RELATED

/online Displays number of players currently on the server

/where Displays your current location in the game world

CHAT RELATED

Select a chat channel by selecting pressing **J** (squad/fireteam), **K** (team) or **L** (all) depending on which channel you wish to use. The displayed chat tab will stay on the last selected tab unless another is manually selected.

Enter the text you want to send and press **ENTER** to send it. Press **ESC** to cancel.

To send a message directly to another player, type **/w *playername message*** and press **ENTER**.

To reply to a direct message from another player, type **/r *playername message*** and press **ENTER**.

Messages in the chat window are color coded as follows:

Yellow:	Outgoing messages	White:	Incoming general messages
Dark Blue:	Sent whisper to another player	Cyan:	Received whisper from another player
Orange:	System messages		

4: INTERFACE

4.1 BASICS

The main interface is the same regardless of whether you are infantry, flying an aircraft or driving a vehicle.



- 1.** Chat interface. Various chat channels appear here as well as the chat logs.
- 2.** Mini-Map interface. You are always at the center of the map with a directional indicator showing your current heading.

The map zoom level is to the left and your current heading is at the top.

Your current stance (stand, crouch etc) is to the right side of the map.

MAP ICON LEGEND

circle	- Jumpgate, DJP, T-Shaft, Dock Point
square	- Key Building, Terminal, Supply Platform, Implant Augmentation Chamber
diamond	- other players

- 3.** The bottom left indicator is your current Combat Experience Point (CEP) level.

- 4.** Current game world time.

- 5.** Item interface.

First row : number of grenades (left), number of ammo clips / total rounds (middle), current weapon icon (right)

Second row : Health level (top), armor level (middle), fatigue level (bottom)

Third row : Jetpack energy level (top), Oxygen sensor (middle), Portable Shield Unit (bottom).

The jetpack and PSU levels are only displayed if you have them in inventory. The Oxygen sensor is displayed if you go under water.

MAP LEGENDS & COLOR CODING

There are several types of maps in the game. The larger in-game map displayed using **M** as well as the mini-map available in infantry, aircraft and vehicle interfaces.

Green	: Friendly player client
Red	: Hostile player client
Yellow	: Defense systems
Blue	: Key Buildings, Terminals, Supply Platform, Implant Augmentation Chamber
Grey	: Damaged unit, unit under repair
Purple	: Jumpgate, Dynamic Jump Pad, Docking Bay/Point, T-Shaft
White	: Assets (vehicles, aircraft, naval)

EXTERNAL MAP ICONS

hexagon	: Defense systems (not deployable weapons)
box	: Key Buildings, stations, starbases
circle	: Dynamic Jump Pad, Jumpgate
circle	: (Red border, White center, Red slash) damaged unit (for the 3 types above plotted on map)
circle	: (Green border, White center, Green wrench) unit under repair

INTERNAL MAP ICONS

circle	: Dynamic Jump Pad, Jumpgate, Docking Bay/Point, T-Shaft
square	: Key Buildings, Terminals, Supply Platform, Implant Augmentation Chamber
diamond	: Player clients