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UPRISING ™

"The day is coming when all men must choose for themselves whether to follow the path of righteousness; to place themselves in harm's way in the name of what is right and good. The truest test of a man's character must always be in his willingness to lay down his life for the good of humanity. To fight the good fight. To call down the heavens upon his head, and stand, unmolested and unashamed, in the presence of his god..."

— Edward Hawker,
The Code of Rebellion

REBEL HISTORY OF THE IMPERIUM

When humankind discovered the path to the stars, it was cause for great celebration. The people of Earth heralded it as a new beginning for humanity that would unite the world in peace, allowing for expansion and new discovery. That is not what happened.

The people of Earth had become a fractured species, divided over time by petty politics and religious differences. Though some countries banded together in mutually beneficial exploration, others believed that it was their birthright to venture forth and claim new worlds in the name of their beliefs or ideologies. This was the age of the New Pilgrims.

And then, almost overnight, everything changed. Forty generations ago, the planet of Albion, in the Carinae Nebula, was attacked from without by an unknown force. The entire population of Albion was massacred virtually overnight. Though the worlds within Known Space had little liking for each other, a centralized military government was cobbled together to more effectively deal with whatever threat had destroyed Albion. They were given unprecendented powers over people's freedom, all in the name of martial crisis.

The new government sent a powerful fleet out from Earth, the largest military undertaking humanity had ever witnessed. Reports from the front indicated that the fighting was fierce, and it involved a warlike race known only as the Swarm. The military government, under the leadership of General Caston, regularly issued releases indicating that the war was going well, and that the Swarm were being beaten back from Known Space.

Amidst the war efforts, a report from an unidentified source indicated that a new type of alien technology had been discovered on Albion,

"Wars are not acts of God. They are caused by man, by man-made institutions, by the way in which man has organized his society. What man has made, man can change." - Frederick Moore Vinson (1890-1953)

and that humans were capable of using it. It was the first report that humanity had about the war that had not come from the military. It was never known who sent this missive to the people of Known Space; the military was quick to discredit the report as "a bold lie." Though they admitted that the aliens had left behind "artifacts," they also publicly stated that the technology contained within those artifacts would need "further study to determine their viability for wartime use." Albion was quickly placed off limits by the military, who claimed that Albion was so radioactive from the alien bombardment that it could only be described as a hot zone.

The war stretched on. Although the military continued to issue releases about their progress from time to time, the reports became fewer and less detailed. Some people started to wonder at the length of time the war had been going on. Indeed, it seemed to many that the war was, for all intents and purposes, over. To a few, it was clear that the war, if there ever really had been a war, had ended almost the moment it began. People began to complain.

Those that complained loudly disappeared.

When the military promoted General Caston to the rank of Emperor, the populace was outraged. The people of Meridian 58, in the Canis region of Known Space, rioted against the new Imperium. The reprisal against them came swiftly; fully three-quarters of the people on that planet died in the military bombardment.

Though Caston and the few Emperors who followed him were a ruthless lot, not all of the Emperors could be described as such. Under the first female in the lineage, Empress Fuala'au Taliva'a (known to her people as the Flower of the Empire), many new policies were implemented that greatly increased the people's happiness. Over time, however, the Imperium's ranks swelled with members of the privileged class. The Imperium became increasingly corrupt and decadent, inflicting great misfortune upon the populace.

Your homeworld of Caliban, at the very edge of Known Space, has borne the brunt of the Imperium's brutish whims. Raped of its natural resources, the young men of Caliban have been regularly and forcefully conscripted into the Imperium's ranks as lowly fighters in battles that are staged for the amusement of the ruling class. As a young man, you cleverly managed to escape the capriciousness of these actions by quick exercise of your intelligence and fighting skills over those who would have shipped you off into one of these senseless battles. Not all of your friends were quite as skilled as you, though; many of them were taken, never to be heard from again.

In times of oppression throughout human history, there have always been rebel factions who seek to restore dignity to people's lives. The rebellion that comes to the forefront now is much the same. Because of your efforts, you came to the attention of the rebellion's leaders, who took you in and trained you to be the calculating killing machine you are today. But, unlike the Imperium's forces, they did not attempt to strip you of your sense of morality, for it is this sense that, above all others, binds you to your humanity.

The rebellion has decided that now is the time to act, to confront the generations-old Imperium openly on the field of battle. A new technology developed by the Imperium has fallen into rebel hands, and the rebel leaders feel that this could swing the balance of power in the rebellion's favor.

Codenamed "The Wraith", this weapon is a mobile command post of awesome capabilities. Armed with a dizzying array of new technologies, it can be used both offensively and defensively. It carries on board an Imperial teleport unit that focuses the energies of the Hot Zone on each planet, allowing its commander to precisely place troops on the field of battle. Up to this point, rebel troops had to be ferried in by dropship, which not only made them vulnerable to Imperial fire during transport, but also delayed troop movement and deployment. This often resulted in heavy rebel

losses to Imperial troops, because the Imperium's shock troops could be teleported into any area on a planet's surface.

The prototype the rebels have acquired is the only Wraith extant. You have been chosen to command it, and to implement the beginning of the end for the Imperium...

TECHNOLOGY OF THE IMPERIUM

Imperial technology, though it has stagnated somewhat in the last 800 years, remains critical. Without access to it, your mission would be doomed long before it began.

Teleportation

The first teleportation device the Imperium designed was a failure, and yet it showed the path toward a functional model. Its original designation, LRT-I, has long since dropped from the oral histories of most planets, but those that remember it usually call it by its more common name, "The Freezer". It was so-called because the first living specimens put into the transmitter were cooled to absolute zero, shattering into fragments upon emerging from the receiver.

Shortly thereafter, a new model emerged that was entirely successful: living matter was put into the transmitter, and it emerged in perfect form at the receiver. This model was put into production by the Imperium and used to quell disturbances planetside without ever having to bring a dropship near a planet's surface. This new model is well-remembered in the oral histories as "The Gate".

More powerful models were developed over time, capable of teleporting larger objects, until a functional limit was reached. For reasons that are still not entirely understood, The Gate simply could not teleport an object that was over 300 cubic meters in size. This remains the case today.

Likewise, there are distance limits to teleportation. To teleport a human-sized object over a few feet is very easy, but the energy cost increases exponentially with distance. It was mathematically proven that it would take all of the energy in the universe to transport any object the full distance of 3141.59 kilometers. The cost outruns localized

restorable energy sources, such as that provided by a nearby star, at a distance of about 1500 kilometers. The energy provided by several fusion reactors linked to a capacitor capable of storing such a charge could provide enough power to teleport a human-sized item over a distance of about 750 kilometers.

Digital Imaging and Replication

It was still very expensive for the Imperium to move troops and support units through space, and the Imperium badly wanted to reduce costs. There was only so much oppression and taxation a planet would stand for without rebelling, and rebellions, though easy to put down, were costly to control.

One solution came from the same technology that made The Gate possible. Because teleportation involved reducing a thing to numeric data, then reconstructing a model of it at the receiver, scientists immediately saw the value of being able to store the data before it reached the receiver. It took approximately 60 years to find a feasible method of storing these patterns.

Further experimentation showed that a human being's digital image was too complex to be used more than once at the receiving end. A certain amount of mutation, it turned out, was necessary for the continued existence of a human (or any living thing that relied on DNA and RNA for cell replication). After a period of time in storage, all living things, dependant on their normal rate of cell regeneration, were reduced to meaningless data and could not be restored. In like manner, any DNA pattern could not be replicated multiple times while in storage; clones cannot be produced by The Gate. The functional limit for storage of a human being's pattern has been revealed to be no more than two weeks.

Previously, it had been thought that mechanical designs must also break down over time (though much more slowly than the data imprints of living things, to be sure). This has been shown to be incorrect. You can read more about this new development in the section entitled "The Wraith"

at the end of this history.

Hot Zone Technology

Only those belonging to the inmost circle of the Imperium are privy to the origins of the Imperium's ability to detect Hot Zones. Whether these Hot Zones are alien constructions or naturally occurring phenomena is a matter of considerable debate among rebel scientists, but there is a growing concensus that they are a natural phenomenon.

Each planet's Hot Zone location can be calculated using a complex algorithm involving the planet's interior energy content. By this, it is not meant to imply geothermal energy content, but rather, geokinetic energy content.

The Imperium long ago learned how to tap into this geokinetic power signature, using it to quash individual rebellion on a number of planets. The power can be tapped, directed toward the Imperial network of satellites around each planet using a transmitter device, and used for teleporting troops to any location on the planet's surface. The power can be harvested easily, and this is quite a bit cheaper than constructing several expensive fusion reactors on each planet.

Rebel scientists, aided by spies, discovered the Imperium's method of tapping into the power source and can now use it to benefit the rebellion. Unfortunately, the power cannot be transmitted to the network of Imperial satellites, and so must be stored planetside. As such, the rebellion can only teleport troops into the near vicinity of the Hot Zone.

This, however, is the key to taking back Known Space from the Imperium. Since each planet's Hot Zone is an area upon which the Imperium has already constructed several command bunkers (to be put into operation as the need arises), they also hold the key to eliminating the Imperium from that planet. Hold a planet's Hot Zone, and you possess the ability to claim the planet.

There is an added benefit to teleporting troops only within the Hot Zone. Any units that remain within the Hot Zone retain a portion of the geokinetic energy which got them there. As long as units remain in the vicinity of the Hot Zone, they can be teleported back into storage for a partial increase in the amount of geokinetic energy you have to draw from. This can help you avoid the normally heavy casualties of conducting a war; troops can be teleported to a hospital facility at one of the rebel bases (provided they get there within two weeks), healed, and see action again.

Despite the nearly magical properties of the Hot Zones, they do have limitations. The amount of raw power existing above the planet's surface in a given area -- that is, the lingering energy traces of units you have teleported in -- has an upper limit. There will come a point in every battle when you reach the limit of the number of troop types that can safely coexist within the Hot Zone. At that point, your teleport indicator will tell you that you have reached the maximum capacity, and no more units of that type can gate into that area of the Hot Zone.

However, this limitation disappears in a radial effect. If you travel outside the radius of the localized energy maximum, you may begin gating in more units. It is unclear to rebel and Imperium scientists alike why this should be so. Further research is being conducted on the matter.

The Wraith

Developed as a secret weapon by the Imperium, none of the rebel scientists have been able to determine the true origin of the Wraith, nor the origin of many of its weapon systems. Due to the advanced technology carried aboard the Wraith, it seems likely that the Imperium developed it precisely in response to the threat posed by an organized rebellion.

Besides the advanced weapons systems which can be fitted onto the hull, the Wraith also carries an advanced pinpoint teleport transmitter/receiver system, which can gate in troops to its

locale, as long as the Wraith remains within the Hot Zone. This means that the Wraith can act as its own centralized battle front. The transmitter/receiver unit is the only portable system ever designed, and a portion of the rebel troops who liberated the Wraith stayed behind to make certain that the Imperium did not have access to the Wraith designs in their data storage system. They were brave men, and we will sing their praises long after this war is over. Due to their sacrifice, the rebels are the only faction who have access to this technology.

Packaged Orbital Weapons/Energy Resource – Universal Payload System (P.O.W.E.R.-U.P.S.)

The delivery system for P.O.W.E.R.-U.P.S is via high-altitude transport craft. Each payload contains an item that the rebel high command, watching the progress of your battles via comm-link, feels will be useful to your endeavours to eliminate the Imperium from the planet you are fighting on.

There are several different types of P.O.W.E.R.-U.P.S. The most common types are a damage repair system and a full weapons refresh. Other types contain the transmissible data images for assault units. In order to read these data images, the Wraith must be next to the P.O.W.E.R.-U.P.S As the Wraith approaches, sensors on board the Wraith read the type of image contained within the package, then the onboard computer must shuttle the data to either its onboard repair system, weapon system, or to the central data storage facility on the planet.

When unit types are read from the P.O.W.E.R.-U.P.S, this enables that unit type to be stored for later use. You do not need to have the production facility associated with that unit available to you in order to use these data images. Thus, even if you have not yet called in a Barracks, you may be able to gate in several units of Soldiers if you have accessed P.O.W.E.R.-U.P.S for that unit type. Obviously, this can be a great boon to you in your quest to control a planet.

THE UPRISING MENU SYSTEM

MAIN MENU

SINGLE PLAYER
Takes you to the Single Player Menu.
MULTIPLAYER
Takes you to the Multiplayer/Connections screen.
OPTIONS
Takes you to the Options Menu to allow you to change graphics, control, and sound options.
CREDITS
Plays a scrolling list of the Uprising credits.
EXIT
Exits Uprising.

SINGLE PLAYER MENU

QUICKSTART
Takes you to the Quickstart Menu, where you can choose a mission from the list. This gives you access to most of the missions in the game, including the multiplayer maps.
NEW CAMPAIGN
Starts the single-player campaign game.
TRAINING
Takes you to the Training Menu, where you can practice your skills and learn how to play Uprising.
EXIT
Returns you to the Main Menu

MULTIPLAYER CONNECTIONS SCREEN

Player Name

Change your player name in this box.

Connection Type

Choose from IPX (network), Internet TCP/IP, Modem, or Serial. You must choose a connection type before you can start a multiplayer game.

CREATE GAME

Choose this option to host a game.

JOIN GAME

Choose this option to join a game that someone else is hosting.

CANCEL

Returns you to the Main Menu.

OPTIONS MENU

GRAPHICS

Choose this option to set your graphics preferences. The options are as follows:

Hi-Res On/Off - Off starts you in 320x200x256-color mode, On starts you in 640x480x256-color mode. Default is Off. Note to 3Dfx owners: your only option is 640x480x256-color mode.

Hi-Res Texture Map On/Off - This loads the high resolution ground texture maps into memory. Default is On.

Field of View - Sets the width of your field of view (i.e., it changes how much you can see in your peripheral vision). Minimum setting is 20, maximum is 89. Default is 60.

Horizon Distance - sets your length of view to the horizon. Minimum setting is 70, maximum is 200. Default is 160.

Dynamic Lights On/Off - switches on and off dynamic lighting effects (e.g., explosions will light up an area). Default is Off.

Sky On/Off - turns on sky effects, such as clouds. Default is On.

Laser Glow On/Off - turns on and off additional special effects for laser fire. Default is Off.

Shadows On/Off - turns shadows on or off. Default is Off.

Smoke Level - determines how much smoke is created by
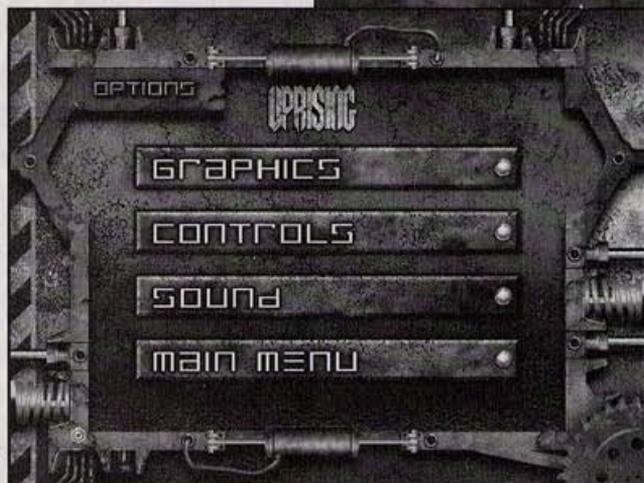
damaged/destroyed units. Minimum is 0, maximum is 2. Level 2 smoke is translucent. Default is 1.

Debris On/Off - switches on and off whether destroyed units create debris (as opposed to wreckage, which is bigger chunks and is always on) when they explode. Default is On.

3D Explosion On/Off - creates a virtual z-buffer which makes explosions and damage fields more realistic. Default is On.

Screen Size - sets the viewing size of the screen. Minimum is 40, maximum is 100 (full screen). Default is 100. Any level less than full screen limits the player to HUD level 1 (transparent HUD).

CONTROLS

This button takes you to the Controls settings screen. From here, you can change the current settings for keyboard controls for almost any feature in the game.

SOUND

Lets you turn on or off the sound effects and redbook (CD) audio, as well as change the volume settings for music and sound

MAIN MENU

Returns you to the Main Menu.

STARTING A NEW GAME

Starting a Campaign Game

To start a new campaign game, left-click on the button marked "Single Player" on the Main Menu, then left-click on the button marked "New Campaign" on the Single Player Menu.

Starting a Quickstart Game

To start a Quickstart game, left-click on the button marked "Single Player" on the Main Menu, then left-click on the button marked "Quickstart" on the Single Player Menu. Choose a scenario from the window on the left (the base difficulty level of the scenario will appear in the window marked "Mission Rating"). Scenarios are organized by single-player, multiplayer and campaign maps; these can be accessed using the buttons above the map list. If you wish to customize your game, left-click on the "Customize" button. Once you are done with customization, left-click on the button marked "Launch". The difficulty level of the mission is directly related to the player rating as displayed in the window marked "Player Rating". The higher the player rating, the easier the mission becomes.

For more information on customizing a game, please see the section of the manual entitled "Customizing a Game".

Starting a Multiplayer Game

To start a multiplayer game, left-click on the button marked "Multiplayer" on the Main Menu. Modify your player name as desired, then choose the type of connection you seek to establish.

For an IPX game, you must be connected to an IPX or IPX-compatible network through Windows 95, and have at least one other player join your game. The host needs to have the Uprising CD in his CD-ROM drive; the guest does not (when asked for a CD, press the "Ignore" button).

"The belief in the possibility of a short decisive war appears to be one of the most ancient and dangerous of human illusions."
- Robert Lynd (1879-1949) Anglo-Irish essayist, journalist

To start a TCP/IP game, the player's connection to the Internet must be open. If you are hosting a game, you will need to know your IP address and to inform your opponent of your IP address. To find out your IP address:
1) On the Windows Start menu, left-click on "Run…"
2) In the text box, type in "winipcfg" (without the quotation marks).
3) Left-click the OK button.

To start a modem game, the players must have Windows 95 compatible modems. The dialing interface will pop up. You must know the phone number of the modem you are dialing in order to start a modem game.

To start a serial game, a serial line must be open and recognized by Windows 95. Each player should know what communications port they are using to connect through.

The host is the person creating the game, and should left-click the Create Game button. Guest players should left-click the Join Game button. Once all players have logged in to the host game, customizations should be made by left-clicking on the Customize button. The host determines the number of tech points all players in a game are allocated. The host also determines what map options are available: whether or not there will be Native Forces and/or Imperium troops in the game, and whether power-ups will be allowed. Each player is responsible for upgrading his technology. The player with the lowest graphics settings becomes the default for each player's graphics settings. Once all customizing is complete and the Customize Menu is closed, the guests should left-click the Ready button, and the host should left-click the Launch button.

For more information on customizing a game, please see the section of the manual entitled "Customizing a Game".

OVERVIEW OF GAME MECHANICS

This section will explain the basics of gameplay, as well as detail the various game interfaces: the Wraith Heads-Up Display (HUD), the Satellite Overview, and the Citadel Command Screen. At the end of this section is a quick-reference detailing all of the default keyboard commands.

Controlling the Wraith

The Wraith is a complex machine, and its control scheme is proportionally complex. Once you learn the basics, however, you are free to experiment with its capabilities.

Basic Maneuvers

The Wraith's primary movement controls use the directional arrow keys, the **R CTRL** key, the **NUM Ø** key, and the mouse. The **U ARROW** and **D ARROW** keys control forward and backward movement. The **L ARROW** and **R ARROW** keys control strafing movement, the **R CTRL** and **NUM Ø** keys turn the Wraith left and right, and the mouse controls the targeting reticle. The turret on the Wraith is fixed by default, so by moving your mouse left and right, you are performing the same actions as that performed by the **R CTRL** and **NUM Ø** keys. You can unlock the turret by pressing **L**. If you are in a command square, press the **F9** key to call for a Citadel dropship.

Weapons Commands

The left mouse button fires the Wraith's primary weapon, while the right mouse button fires its secondary weapon. To select your primary weapon, use the **-** and **=** keys on the top row of your keyboard to cycle through all your weapons one at a time, or use the **1 - Ø** keys to select certain default weapons (see the keyboard shortcut list for more details). To change out your secondary weapon, use the **[** and **]** keys to cycle through your choices. The rate of fire does not double if you have the same weapon in both slots, because there is only one launcher available for each weapon type.

Energy Triangle

Your Wraith's Energy Triangle is one of those systems that goes virtually unnoticed by most commanders, but is vital to those who want to stay alive. To open the Energy Triangle, hit **X**. The default settings are 34% weapons power, 33% speed, and 33% armor strength. You can cycle your weapons power, speed, and armor strength to 100%, or reset the system to default levels, by hitting **C** one or more times. You can also change the Energy Triangle incrementally by left-holding with your mouse and dragging the red crosshairs to a position within the Energy Triangle. To confirm any changes you've made and then exit the Energy Triangle, press the **X** key. To cancel any changes you've made, press the **ESC** key or right-click your mouse.

NOTE: You can also cycle your weapons power, speed, and armor strength to 100%, or reset the system to default levels, without opening the Energy Triangle. Simply cycle through these settings by hitting the **C** key.

Repairing and Replenishing the Wraith

Face it, your Wraith is going to get damaged, sometimes severely. If you are not carrying a Repair System, you must return to the command square of one of your Citadels. Once there, your weapons systems will automatically begin to reload. This can take some time, so be patient. To repair your Wraith in the command square, hit the **F** key.

Teleportation Command Interface

Calling in support units to your position is why the Wraith is such an effective battle machine for the rebellion. All of your teleport commands are arrayed along the top of your keyboard. To call in a squad of Soldiers, press the **F1** key when your Soldier Unit Readiness Indicator flashes bright green. The letters "F1" also appear within the indicator light to eliminate confusion. In like manner, keys **F2** through **F4** call in, respectively, Tanks, AAVs, and Bombers. Pressing **F7** will call in a KSAT strike. For a Bomber Unit or a KSAT strike to be effective, you must have your Primary Target Locking Sight positioned on a structure, unit, or ground location. Bombers and KSAT strikes cannot adjust for moving targets; instead, they will attack the location at which the unit was standing. If your Wraith is near one of your Citadels, you can gate in a Medium Turret with the **F5** key or a SAM Site with the **F6** key. Up to three Gun Emplacements can be gated in for a single Citadel area; you

cannot call for Gun Emplacements if you are not near your Citadel, as the Wraith's portable teleport receiver cannot handle a teleport of that size.

Camera Functions

To switch to an external camera view of the Wraith, press the **TAB** key. A second press of the **TAB** key returns you to the Wraith HUD. There is also an Object Camera, which can be used to understand your opponent's view of the terrain. When your Primary Target Locking Sight is positioned around a unit, press the **K** key to see how that unit sees the world. This can be very useful for gathering information about troop strengths, and will work with both friendly and enemy units and buildings.

Using the Satellite Overview

The surveillance satellite system that the rebels launch prior to surface engagement on any planet gives you quick access to a number of key features. It is vital that you understand and learn how to use these features effectively. It should be noted that you do not need to be in the vicinity of any base while you are using the Satellite Overview interface. To enter the Satellite Overview interface, press the **O** key. To exit it, press either the **O** key or the **ESC** key, or right-click with your mouse.

Managing Structures

You must have a Citadel before you can call for support structures. To call in a support structure dropship, select the base in which you wish to place the building by left-clicking it in the Map Screen. Please note that you can only affect the bases you currently own, which will appear as bright green icons in the Map Screen. If there are no open Command Bunker Building Slots available at the base you have selected, all Available Dropship Buttons will be dark green; at bases with open Command Bunker Building Slots, the Available Dropship Buttons will be bright green. Select a dropship type from the Available Dropship Buttons by left-clicking on its icon. The dropship will appear after a brief interval (a loud roar can be heard if the dropship is in your vicinity), and the building will be deposited.

Remote Repair of Structures

When a Citadel is being attacked, it will flash in the Satellite Overview screen. Left-clicking on the flashing icon will bring up the details of the

damage in the Bunker Information Window. If you have available power (as detailed in the Power Storage Indicator), you can selectively repair any damaged buildings by left-clicking on the building name in the Command Bunker Building Slot List, then left-clicking on the Fix Button. To repair all structures at a base, left-click on the Fix All Button.

Eliminating Unwanted Structures

Once all the geokinetic power at a Citadel base has been extracted and stored, the Active Citadel Power Indicator will drop to zero. At this point, any Power Buildings you have at that base can be "sold" for a slight increase in the amount of available power you have. In the Command Bunker Building Slot List, highlight the name of the structure you wish to eliminate, then click the Sell Button. This will give you room to add another type of structure, and the Available Dropship Buttons will turn bright green to indicate this.

Setting Navigation Points

Navigation Points can be useful for helping you determine directions to areas of the map without having to enter the Satellite Overview. To set up a navigation Point, left-click the Navigation Point Mode Button, then click the area of the map where you want to place the Navigation Point. When you exit the Satellite Overview interface, the Nav points will flash on your Wraith's Radar Image Screen.

Commanding a Citadel

The heart of each of your bases, the Citadel offers you unparalleled emplaced firepower. The guns of the Citadel are capable of reducing even high-tech units to burning rubble in a matter of seconds. To take control of a Citadel from the Wraith, press the **F12** key. To cycle through all of your Citadels, press the **F12** key repeatedly. To take command of a Citadel from the Satellite Overview interface, you can either press the **F12** key (again cycling through your Citadels with repeated presses of this key), or double left-click on a specific Citadel icon in the Map Screen, which will take you to that specific Citadel. To exit from the Citadel Command interface, press the **ESC** key to return to either the Wraith or the Satellite Overview interface, depending on which you entered the Citadel Command interface from.

Fire Control and Citadel Support

Controlling the guns and rotation of the Citadel is similar to controlling

the Wraith, except that the Citadel is stationary. To rotate the turret of the Citadel, move your mouse left or right. To fire the guns, left-hold with your mouse for continual fire, or left-click for single fire. To call in support units, aim your turret at a site where you wish for them to gate in, then press the **F1** through **F3** buttons (if the corresponding units are available). Although Bombers and KSAT strikes may be called in on units, this is not advisable. Each Citadel can support three Gun Emplacements (which can ONLY be called in near a Citadel). Pressing **F5** gates in a Medium Turret, and pressing **F6** gates in a SAM Site.
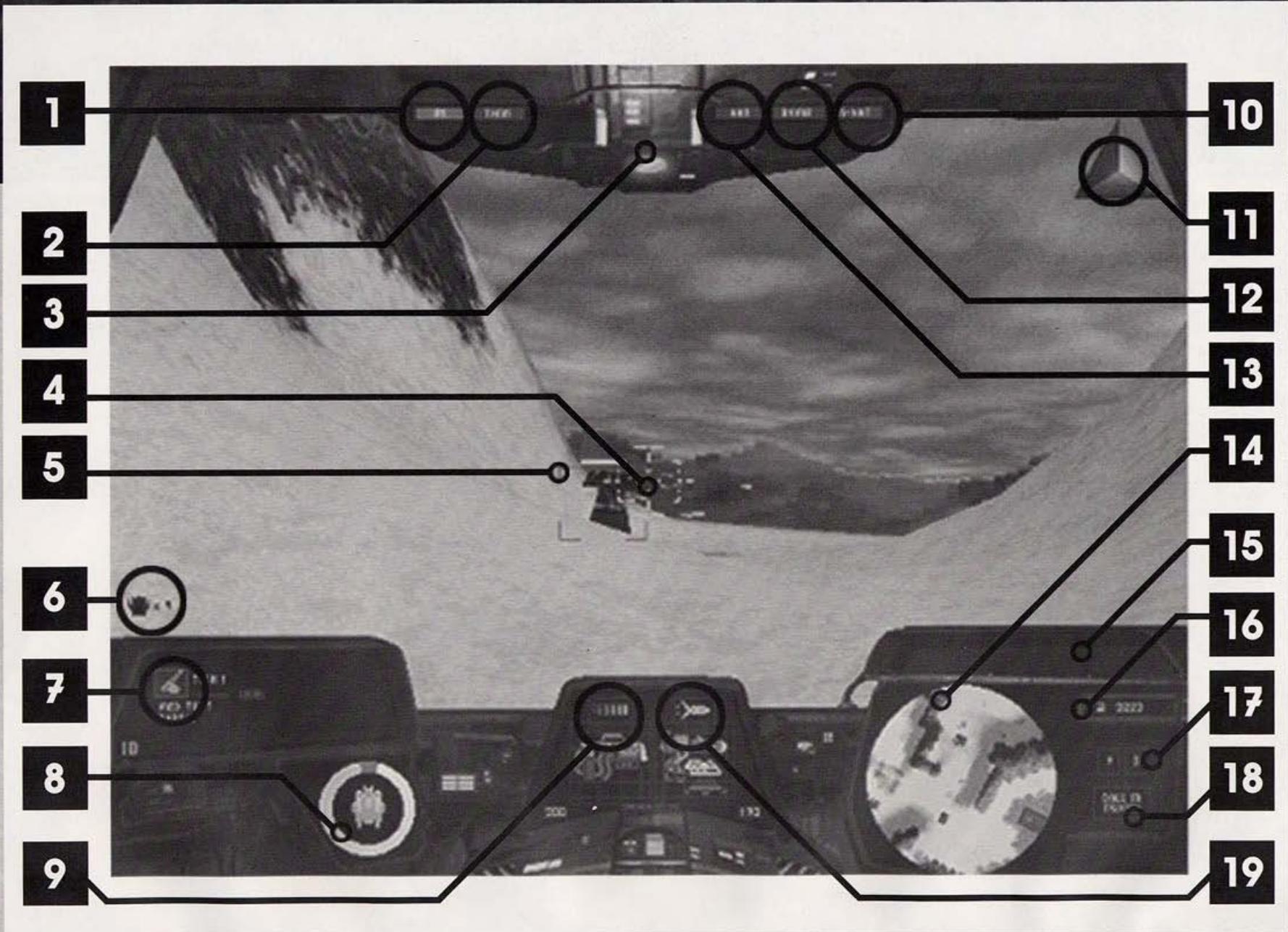
Wraith HUD

Detail Number	Shortcut Key (if any)
1) Soldier Unit Readiness Indicator	F1
2) Tank Unit Readiness Indicator	F2
3) Interior Courtesy Light	none
4) Targeting Reticle for Line-of-Sight Weapons	none
5) Primary Target Locking Sight	none
6) Wraith Images Remaining in Database	none
7) Target Identification Screen	none
8) Wraith Damage Indicator	none
9) Current Primary Weapon Indicator	- / =
10) KSAT Capacitor Readiness Indicator	F7
11) Energy Triangle	X
12) Bomber Unit Readiness Indicator	F4
13) AAV Unit Readiness Indicator	F3
14) Radar Image Screen	none
15) Message Scroll Board	none
16) Power Storage Indicator	none
17) Current Sector Indicator	none
18) Current Action Command Indicator	NUM Enter
19) Current Secondary Weapon Indicator	[/]

SATELLITE VIEW

BUNKER INFORMATION

POWER

BINS

REMOTE CAMERA VIEW
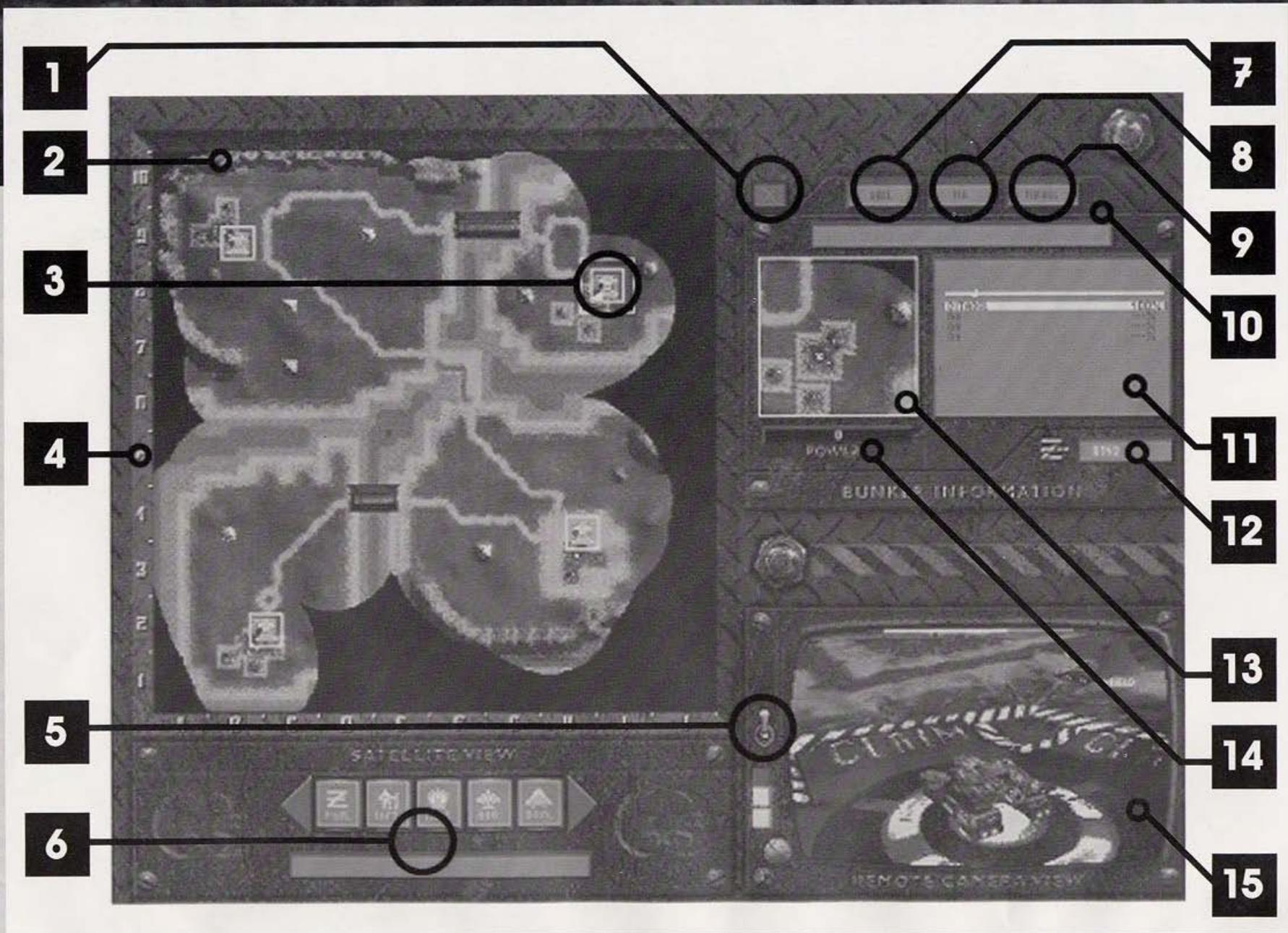
Satellite Overview

Detail Number

1) Navigation Point Mode Button
2) Map Screen
3) Active Citadel Indicator
4) Map Screen Grid
5) Action Switch
6) Available Dropship Buttons
7) Sell Button
8) Fix Button
9) Fix All Button
10) Bunker Information Window
11) Command Bunker Building Slot List
12) Power Storage Indicator
13) Low-Level Map of Active Citadel
14) Active Citadel Power Indicator
15) Remote Camera Viewscreen

NOTE: You can control an entire battle from Satellite Overview mode, as all keyboard shortcuts are enabled while using this view.
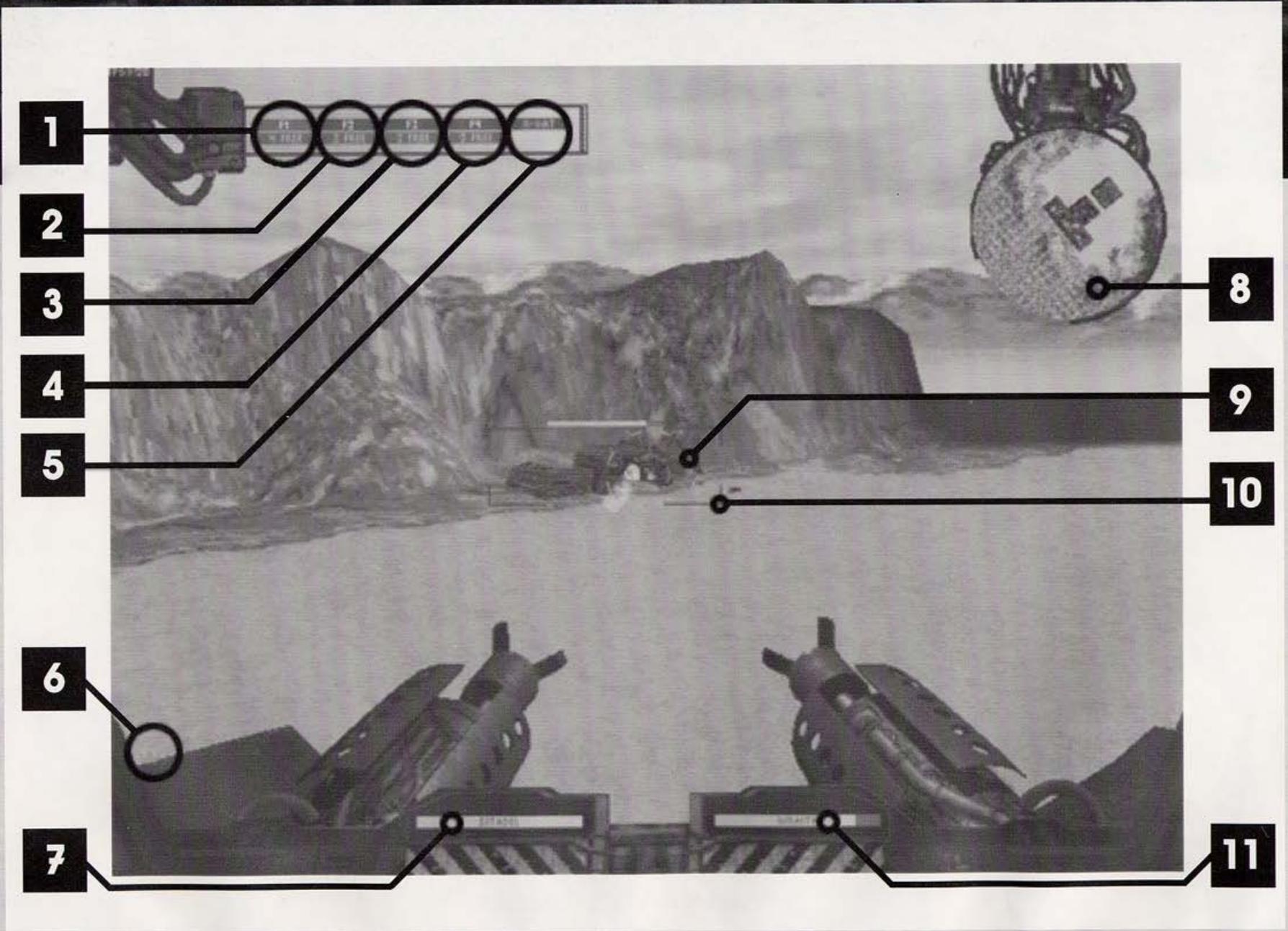
Citadel Command Screen

Detail Number

Keyboard Shortcuts

NOTE: "NA" means "not assigned".

Move Forward:	**U ARROW**	Select Friendly Unit:	**END**
Move Backward:	**D ARROW**	Unit Menu Popup:	**R SHIFT**
Turn Left:	**R CTRL**	Weapon Menu Popup:	**L CTRL**
Turn Right:	**NUM Ø**	Object Camera:	**K**
Strafe Left:	**L ARROW**	Change Tank View:	**TAB**
Strafe Right:	**R ARROW**	Look Up:	**A**
		Look Down:	**Z**
Weapon 1 Cycle Next:	**=**		
Weapon 1 Cycle Prev:	**-**	Pause:	**PAUSE**
Weapon 2 Cycle Next:	**]**	Chat Message:	**M**
Weapon 2 Cycle Prev:	**[**	Display Call-in Keys:	NA
		Snapshot:	**SYSRQ**
Repair Wraith at Citadel:	**F**		
Cycle Power Settings:	**C**	Call in Barracks:	**Q**
Call in Citadel:	**F9**	Call in Tank Factory:	**W**
		Call in AAV Factory:	**E**
Deploy Soldier:	**F1**	Call in Bomber Factory:	**R**
Deploy Tank:	**F2**	Call in Power Plant:	**T**
Deploy AAV:	**F3**	Call in KSAT Facility:	**Y**
Deploy Bomber:	**F4**		
Deploy KSAT:	**F7**	Weapon Laser:	NA
Auto-Action:	**NUM ENTER**	Weapon HSM:	NA
Call in Turret:	**F5**	Weapon Cupid:	**1**
Call in SAM:	**F6**	Weapon Helix:	**2**
		Weapon Spline:	NA
Overhead Map:	**O**	Weapon Mole Torpedo:	**3**
Jump to Citadel:	**F12**	Weapon Flame Gun:	**4**
Increase Radar Coverage:	**PG UP**	Weapon Mine:	**5**
Decrease Radar Coverage:	**PG DN**	Weapon Mortar:	**6**
		Weapon Remote Health:	**7**
Toggle Target Lock:	NA	Weapon Anti-matter Disc:	**8**
Toggle Turret Lock:	**L**	Weapon Hive:	**9**
Toggle Gun Lock:	**G**	Weapon BFM9000:	**Ø**
Toggle HUD Type:	**F11**	Weapon Mine Layer:	NA
Energy Triangle:	**X**		
Weapon 1 Fire:	**L SHIFT**		
Weapon 2 Fire:	**L CTRL**		

UPRISING UNITS AND DESCRIPTIONS

REBELS

The rebels are your forces, and they are loyal to you. They will fight to the death for the rebellion. Each unit type and Tech level is detailed in the following section.

The Wraith

The mobile command post prototype stolen by the rebels from the Imperium is easily the most powerful surface-bound weapons platform humanity has ever seen. The chassis is capable of accepting differing levels of armor and onboard systems. It can be equipped to carry 13 different weapons; each weapon can be upgraded to different technology levels.

Chassis

Tech Level 1: Standard Chassis
Durable and fast — very expensive to replace, the Wraith's lightweight, reinforced chassis is both a strength and a weakness.

Tech Level 2: Reinforced Chassis
Provides improved armor and durability.

Tech Level 3: Advanced Chassis
Dynamic reinforcement, miniaturization, and redundancy greatly improve the Wraith's survivability.

Weapons

Gatling Laser
The default weapon on the Wraith, it has a maximum energy charge of 200 units. Energy for this weapon is replenished from the onboard fusion reactor, which also provides power for the engines

> *"The enemy advances, we retreat. The enemy camps, we harass. The enemy tires, we attack. The enemy retreats, we pursue."*
> *- Mao Tse-Tung*

and shields. Three tech levels, with progressively greater impact: 100 kilocycle (kc), 109 kc, and 123 kc.

Limited Heat Seeking Missiles

The Wraith's default secondary weapon system, the LHSM offers decent damage potential against both ground and air targets. Three tech levels, offering greater damage, range, and rate of fire: Alpha-class, Beta-class, and Gamma-class.

Cupid Missile Rack

Though unguided, the Cupid missile can inflict enormous amounts of damage. Three tech levels, with tech level 2 bringing increased ammo capacity and tech level 3 bringing increased damage potential.

Helix Missile System

The Helix missile is a medium-damage guided missile. Three tech levels, with tech level 2 offering increased damage in exchange for reduced ammunition stores, and tech level 3 combining level 2's damage with level 1's ammunition capacity.

Spline Gun

The Spline Gun emits a charged, high-velocity carrier wave of electrons within a plasma field that effectively strips targeted Tanks', AAVs', and Bombers' atoms of their protons. These protons travel back along the Spline Gun's emission and are used to repair your Wraith. There are three tech levels, each corresponding to an increased drain level: Standard, Improved, and Ultra Spline Guns.

Mole Torpedo

The Mole Torpedo is a "digger" that impacts the earth and proceeds to tunnel underneath the ground. It is extremely useful for undermining turrets, although it has no effect against buildings placed atop command bunkers. Three tech levels offer increasing ground penetration and ammo carrying capacity.

Flame Gun

The Flame Gun is one of the few weapon upgrades you can buy for the Wraith that will damage buildings. Three tech levels, each increasing the ammo capacity of the weapon, and the second increasing

the amount of damage the weapon does.

Land Mine

The Land Mine seeder drops land mines. Each mine uses Identify Friend / Foe (IFF) technology, so you and your units are safe when navigating your own mine fields. Three tech levels, each corresponding to a greater ammo carrying capacity.

Mortar

The only indirect fire weapon the Wraith can currently accept, the Mortar is another weapon capable of damaging buildings. Three tech levels: Standard, High Explosive (HE), and High Explosive Armor Piercing (HEAP).

Remote Repair

Not really a weapon, the Remote Repair module allows you to repair damage to your Wraith without having to first return to a base. In terms of a Standard Wraith chassis, the Basic RR module will repair a chassis that is up to two-thrids damaged, while the standard RR module will repair a chassis that is over two-thirds damaged. The Advanced RR module will repair damage up to about three-quarters of the Standard Wraith Chassis, and the Ultra RR module will repair a Wraith that is slightly over three-quarters damaged.

Anti-Matter Disk

Utilizing the same basic terraforming technologies that have been used for centuries, the Anti-Matter Disk spins across the field of battle, leaving a path of destruction in its wake. There are three tech levels to the Anti-Matter Disk, with each increase in tech level representing a corresponding increase in ammunition capacity.

Hive Missile

The Hive Missile system launches a literal swarm of missiles that are capable of destroying even the most heavily armored units in only a couple of shots. Because of the massive amount of heat generated by the Hive's chemical rockets, there are no separate tech levels. There is only so much that heat shielding can do before it becomes totally ineffective, after all...

BFM9000

Nicknamed the "Up Uranus!" missile system, the BFM9000 offers true heat-seeking capabilities. It is exceptional at targeting aircraft. There is only one tech level for the BFM9000, because the defense contractors who designed it refused to go near the slightly more powerful BFM9001, which was highly unstable due to its nitroglycerine launch delivery system.

Mine Layer

The Mine Layer launches a drone that places IFF land mines. The two tech levels differ only in the number of mines that the drone will lay. A level 1 Mine Layer lays 14 mines, while a level 2 Mine Layer deposits 20.

Mobile Units

Your mobile units' effectiveness depends on their technology level. The higher the tech level, the better suited they are to do their jobs. Each type of mobile unit has five different tech levels, and each increase in level has a correspondingly higher price.

Soldiers

The lightest, slowest unit you can build, they are also one of the few types of units who are effective against buildings. All boosted Soldier units receive a Pantherette, a single-shot armor-piercing rocket launcher.

Tech Level 1: Recruits

Armed with a Mark I laser rifle, a satchel charge, and an CuproSteel ablative flak jacket, Recruits are your basic cannon fodder.

Tech Level 2: Green Units

Slightly better trained than Recruits, Green Units are equipped with Mark II lasers, which have a slightly better rate of fire and damage potential. They also carry a satchel charge and wear the CuproSteel flak jacket.

Tech Level 3: General Infantry

Better training gives the General Infantry unit greater mobility under fire.

They carry the Mark II laser, a satchel charge, and NuChrome reflective full-body armor.

Tech Level 4: Veterans

Their training over, Veterans have earned their stripes on the killing fields. They come armed with the Mark III laser, making them more useful against Tanks in the Tech Level 1 class. Again, a satchel charge and NuChrome reflective full-body armor is standard issue.

Tech Level 5: Elite Guard

These troops have learned battlefield tactics from the best, and so have the greatest mobility of any Soldier class. Not only do they carry the Mark III laser, they also sport GammaSteel full-body battle armor.

Tanks

Maneuverable and heavily armored, tanks are the workhorse of your harassment forces. They are quite capable against most ground units, particularly infantry. Higher tech levels result in increased efficiency against flying units. All boosted tank units come equipped with an armor-piercing guided missile.

Tech Level 1: Wildcat

The Wildcat is extremely effective against Imperium and Native Soldier units, as well as being moderately effective against other Tanks. It has very little in the way of firepower, horsepower, or armor. It is armed with a 100 kilocycle laser cannon.
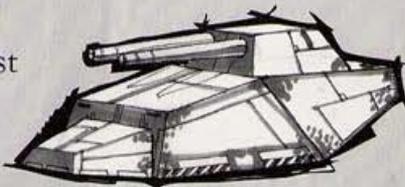
Tech Level 2: Hyena

The only noticeable difference between the Wildcat and the Hyena is the Hyena's durability. Its armor is ten-ply Asbesteel and NuChrome reinforced ablative armor; lighter weight than the Wildcat's armor, this somewhat increases the maximum speed of the Hyena.
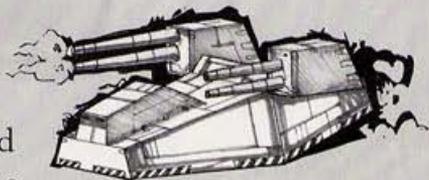
Tech Level 3: Cheetah

The Cheetah is aptly named; its increase in mobility over the Hyena and Wildcat is quite noticeable. This is due mainly to the Cheetah's advanced CarbonWeave composite armor. It comes equipped with a 120 kilocycle main gun.
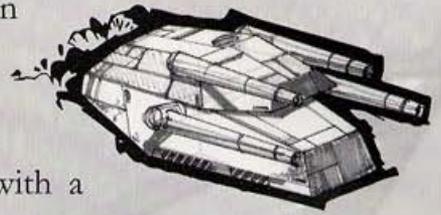
Tech Level 4: Leopard

The leopard takes a speed hit due to its heavy QuadRhod rhodium electroplate armor, but this is more than made up for by its incredible durability. Coupled to the Leopard is a 140 kilocycle laser cannon.
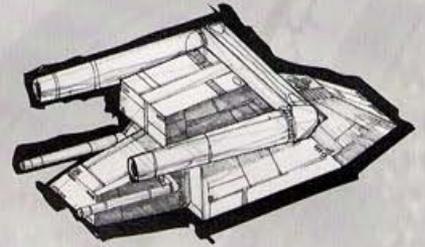
Tech level 5: Puma

The Puma's armor is further enhanced by a dynamic repair ability that utilizes mist electroplating as an onboard system. Though this system is not 100% efficient (the armor that has been lost cannot be replaced), it is extremely fast and reliable. The 140 kilocycle laser cannon remains standard.
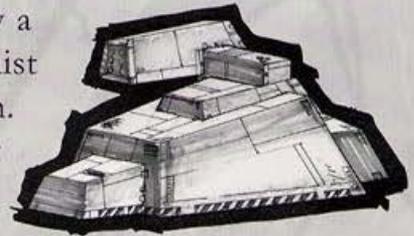
AAVs (Aerial Assault Vehicles)

AAVs are nimble and capable of laying down a stream of fire so heavy that it will turn solid Soldier units into a creamy red nougat-like substance. They are extremely deft, and can usually dance out of the way of enemy fire. AAVs on torpedo runs are vulnerable, however, due to the time required to get a firm weapons lock.

Tech Level 1: Sparrow

The Sparrow is the most basic of aerial assault platforms. Moderate speed combined with minimal firepower help make the Sparrow, at best, a decent bomber-hunter, and, at worst, a distraction. It is equipped with a Grenadier missile system. A boosted Sparrow carries a single Mole Torpedo.
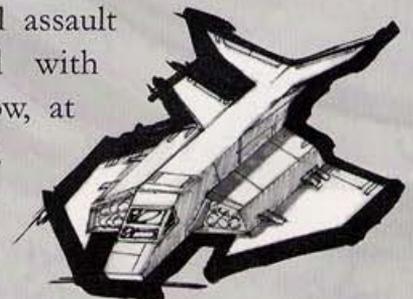
Tech Level 2: Crow

The Crow, though still a low-tech craft, nevertheless seems to be a quantum leap over the Sparrow. A more powerful engine increases the speed, while 3-mm CuproSteel plating adds to the Crow's durability. The Grenadier missile launcher remains stock. Boosted Crows receive a Mole Torpedo and a 100 kilocycle laser, making them much more effective against ground units.
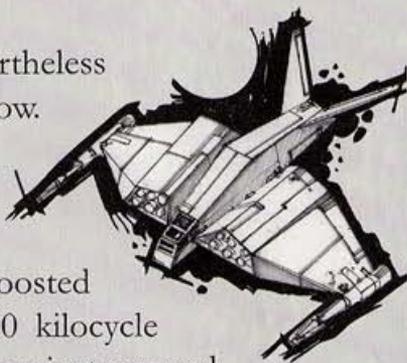
Tech Level 3: Hawk

The Hawk sports a better weapons system than the Crow, with Pilum missiles and a 100 kilocycle laser cannon as standard equipment. In addition, the Hawk also carries double cross-ply layers of 3-mm CuproSteel armor, reducing the damage it takes from small arms fire. Boosted Hawk receive a Mole Torpedo and 120 kilocycle laser cannon.
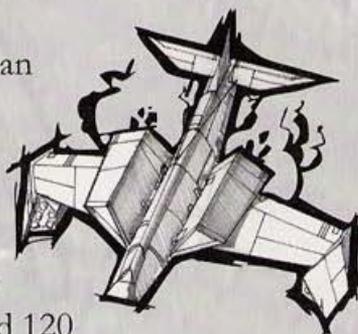
Tech Level 4: Condor

The dynamic mist electroplating armor repair system found on the Puma tank has been modified to meet the needs of the Condor, while the weapons have been upgraded to include a 120 kilocycle laser cannon as standard. The engines have also been tweaked for optimum performance; you'll notice a marked increase in speed between the Hawk and the Condor. A boosted Condor carries a Mole Torpedo and 160 kilocycle laser cannon.
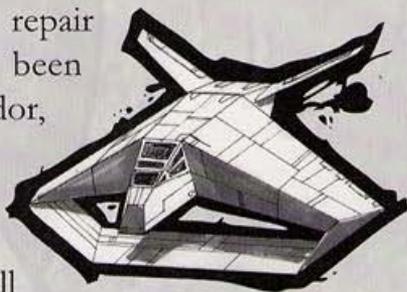
Tech Level 5: Eagle

A twin mist electroplater and triple cross-ply 3-mm CuproSteel armor increases the durability of the Eagle even further. Although the cannon remains at the 140 kilocycle level, the Pilum missiles have been changed out for an Attila missile system, increasing the Eagle's punch. Boosted Eagles get a Mole Torpedo and 160 kilocycle laser cannon.
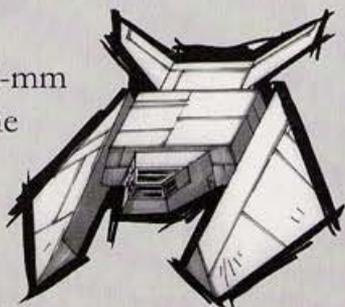
Bombers

Big, slow-moving hulks, bombers almost beg for a squadron of AAVs to protect them from attack. They make very easy targets, but when they strike, they strike hard. A single bomber is capable of laying waste to an entire enemy building in one run. Because of their fearsome bombing abilities, they are often one of the first vehicles an enemy Citadel will target.

Tech Level 1: LR-12

The LR-12 almost seems to crawl across the sky, but its pinpoint accuracy with its payload of three Atlas-class bombs can bring a chill to the hearts of the enemy. Its airframe is sheathed in 1-mm CuproSteel armor. Boosted LR-12s receive a 40 kilocycle anti-AAV laser.
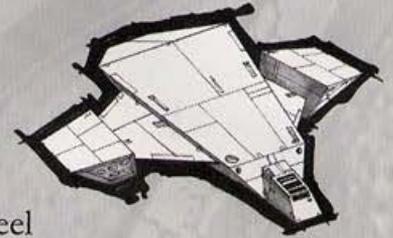
Tech Level 2: LR-18

An increase in speed is the LR-18's biggest asset over the LR-12, although the newer high-yield Titan-class bomb payload certainly doesn't hurt. A 40 kilocycle anti-AAV laser cannon is mounted on boosted LR-18s.
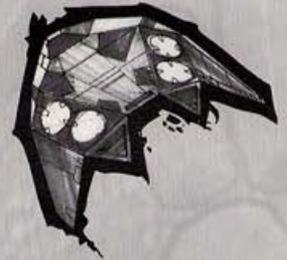
Tech Level 3: LR-23

3-mm CuproSteel armor covers a titanium-alloy airframe, resulting in a higher durability rate for the LR-23. Due to the changes in materials, however, the LR-23 can only support a deliverable payload of two Atlas-class bombs. Also standard are two countermeasures flares for deceiving heat-seeking missiles. Boosting LR-23s gives them a 40 kilocycle anti-AAV laser cannon.

Tech Level 4: LR-40

The LR-40 over-torqued engines serve it well. Not only is is faster than its predecessors, it can also carry a larger payload of 5 Atlas-class bombs. Standard equipment found on the LR-40 are two countermeasures flares and a 40 kilocycle anti-AAV laser cannon. LR-40s
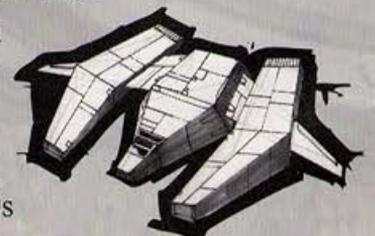
that are boosted gain the benefit of a 100-kilocycle anti-AAV laser cannon.

Tech Level 5: LR-51

The undisputed heavyweight champion of the world. The LR-51's stock in trade includes a payload of 5 Armageddon-class bombs, triple cross-ply 9-mm CuproSteel armor, two countermeasures flares and twin 60 kilocycle anti-AAV laser cannons. Boosting an LR-51, though it seems somewhat unnecessary, will add a 100 kilocycle anti-AAV laser cannon.
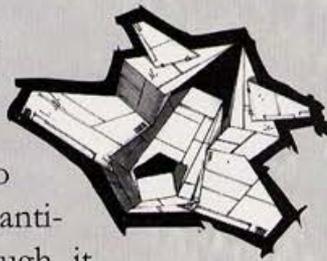
Gun Emplacements

Gun emplacements help to defend your bases from attack; in fact, gun emplacements may only be positioned near one of your own Citadels. Different technology levels offer differing amounts of combat effectiveness.

SAM Sites

Surface-to-air missiles have been around since the early days of rocketry. Although they have been continually enhanced and redesigned, SAM launchers remain basically the same as when they were first developed, delivering multiple rounds of explosive ammunition to incoming aircraft.
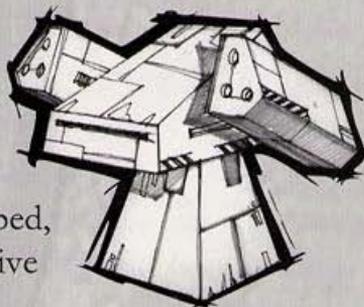
Tech Level 1: Salvo

The Salvo SAM Site is your basic production model, providing inexpensive defense against inbound air raids.

Tech Level 2: Barrage

The Barrage refines the design of the Salvo, delivering higher-yield rounds at an increased rate of fire.

Tech Level 3: Rake

The highest level of technological development, the Rake sends massive-yield tracer rounds across the sky at a rate of fire that seems incredibly unlikely.

Turrets

A mounted laser cannon with auto-targeting features, Turrets are capable of defense against both air- and land-bound targets.

Tech Level 1: Alpha Class
An Alpha Class laser turret is an effective means of defending your bases against most low-tech enemy units.

Tech Level 2: Beta Class
The Beta Class laser turret can demolish all types of inbound enemy units at a greater distance and with a better rate of fire than the Alpha Class laser turret. A 5-mm CuproSteel jacket enhances the turret's durability.

Tech Level 3: Gamma Class
QuadRhod armor gives this turret a decided edge against most enemy units up to tech level 4. Twin 160 kilocycle lasers provides plenty of punch.

Command Buildings

These are the buildings that give you zonal control and provide you with the raw power necessary to teleport in new units and droplift in production facilities. They must be droplifted into place atop command bunkers; the droplift pilots automatically place them when you call for them.

The Citadel

The Citadel is your command headquarters for each hot zone. It is a tall, mounted gun emplacement that transforms the power collected by the Power Buildings into a usable form of energy.

Tech Level 1: Spitter
The Spitter is armed with twin 160 kilocycle laser cannons.
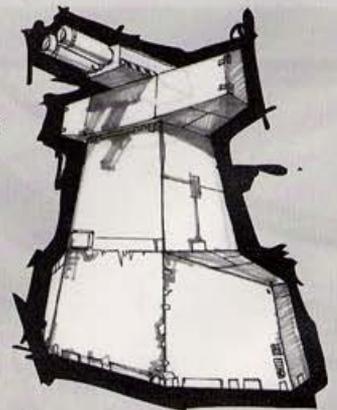
Tech Level 2: Shrike
The Shrike's laser cannons have been upgraded to the 200 kilocycle type.

Tech Level 3: Saracen
The Saracen is further upgraded with twin 240 kilocycle laser cannons; the cooling plant has also been modified to allow for a better rate of fire.

Tech Level 4: Slammer
The Slammer's twin 260 kilocycle guns can knock low-tech AAVs out of the sky in one pulse.

Tech Level 5: Slaughterhouse
The ultimate in firepower, the Slaughterhouse 300 kilocycle laser cannons can reduce medium-tech tanks and AAVs to a smoking, charred mess in a single burst.

Power Building

These energy mining facilities have been designed to seek out and tap residual power left over from former hot zone activity.

Tech Level 1: 210 tHz Model
Capable of tapping power at a moderate rate of flow, the 210 tHz Model is cheap and reasonably efficient

Tech Level 2: 270 tHz Model
Slightly better rate of power flow than the 210 tHz Model, this model reduces the time needed to reduce a power source to zero.

Tech Level 3: 330 tHz Model
This Power building is quite effective for fast power production.

Tech Level 4: 390 tHz Model
The *creme de la creme* of Power Buildings, the 390 tHz Model produces power one-and-a-half times as rapidly as the 210 tHz Model.
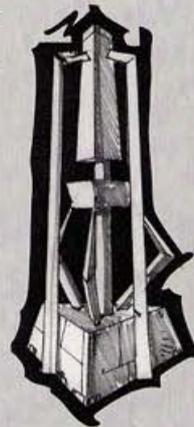
KSAT Building

The KSAT building is a focuser for the energy beamed from each Citadel to the orbital satellite relays. It produces a focused beam of raw energy that can decimate standing structures. It requires large amounts of power for each use. In order to build a KSAT Building, you must own two Power Buildings.
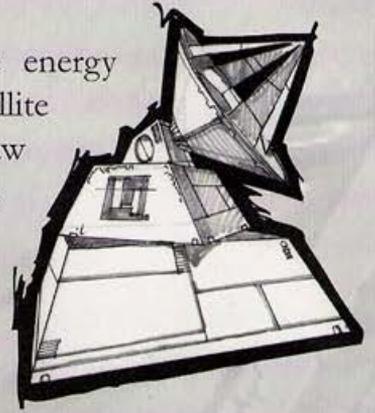
Tech Level 1: PeaceKeeper

The PeaceKeeper employs a garnet focusing crystal that causes damage with rays produced and magnified in the near-infrared spectrum. Each shot costs 900 units of power.

Tech Level 2: Warmonger

The Warmonger's beryllium focusing crystal allows a tighter beam of coherent energy (produced in the near-ultraviolet region of the energy spectrum) that causes more severe damage. Cost per use is, again, 900 units of power.

Tech Level 3: Punisher

The ultimate KSAT building, the Punisher uses a trio of focusing crystals (sapphire, emerald, and aquamarine) within a plasma matrix to produce the most destructive power currently available. 900 units of power is required for each use.

Production Facilities

These structures supply troop-building elements and are equipped with short-range teleport telemetry apparati.

Barracks

The name "barracks" has survived through aeons of human history, despite the fact that this type of building no longer houses soldiers away from the battlefield. One barracks converts and stores enough energy to teleport in a squad of four soldier units with each use.
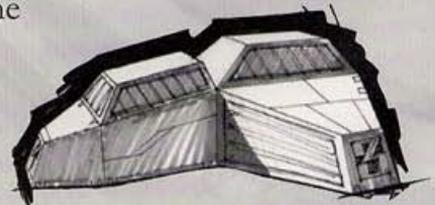
Tank Factory

A modern-day motor pool. They are fairly inexpensive to bring to the Hot Zone, but keep tabs on the power you spend to gate in tanks. Tanks are one of the more expensive units in Uprising. One tank factory converts and stores enough energy to teleport in one tank with each use.
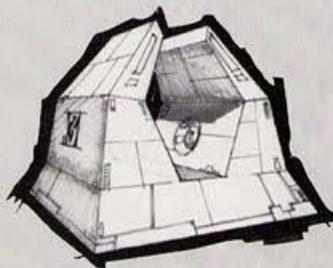
AAV Production Facility

This is the equivalent of having an airfield and hangar. They regenerate the power stored in their capacitors at a fairly modest rate, which makes AAVs time-consuming to bring into battle. The AAV Production Facility converts and stores enough energy to teleport in one Aerial Assault Vehicle with each use.
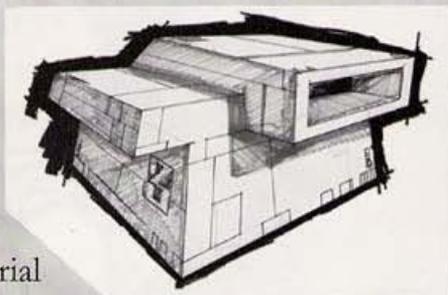
Bomber Facility

This platform structure converts and stores enough energy to teleport in one Bomber with each use. It is the least armored production facility that can be built. Due to the massive unit type it is responsible for gating in, it should come as no surprise that the Bomber Facility's capacitors have the longest recharge time of any unit production facility.
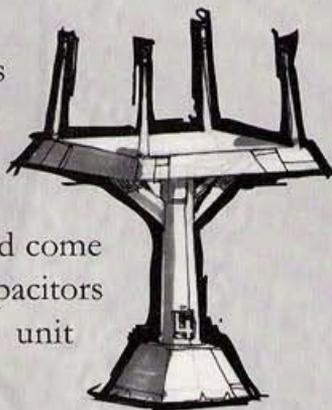
Booster Facilities

There is a Booster Facility for each type of Mobile Unit. In order to build a Booster Facility for a particular unit type, you must own two standard Production Facilities for that unit type. In other words, if you have two Barracks, you can build a Soldier Booster Facility.
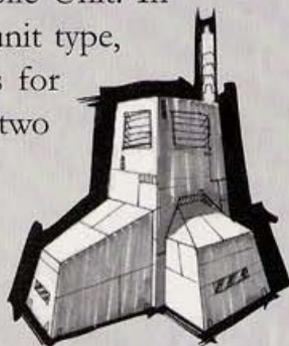
IMPERIUM

The Imperium is your primary foe. Though the unit types are similar to your own, never make the mistake of believeing that they are the same. The Imperium uses different alloys for their armor, different designs for their weapons, and different blueprints for their buildings and mechanized units.

Mobile Units

Soldiers

Tech Level 1: Tyros
Tech Level 2: Initiates
Tech Level 3: Blackguards
Tech Level 4: Shock Troops
Tech Level 5: Death Squads

Tanks

Tech Level 1: Burr
Tech Level 2: Thorn
Tech Level 3: Dirk
Tech Level 4: Blade
Tech Level 5: Hammer
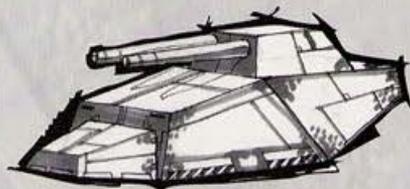
AAVs

Tech Level 1: Pigeon
Tech Level 2: Raven
Tech Level 3: Falcon
Tech Level 4: Raptor
Tech Level 5: Terror Bird
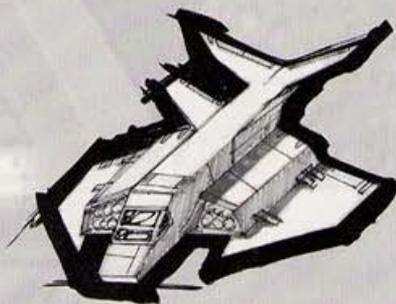
Bombers

Tech Level 1: Ash Loon
Tech Level 2: Steel Galewind
Tech Level 3: Bear X-MO
Tech Level 4: Blue Guthwulf
Tech Level 5: Red Darvath
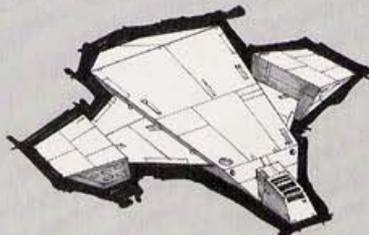
"Let us not hear of generals who conquer without bloodshed. If a bloody slaughter is a horrible sight, then it is ground for paying more respect to war."
- General Caston

Gun Emplacements

SAM Sites
Tech Level 1: I-AM1
Tech Level 2: I-AM2
Tech Level 3: I-AM3

Turrets
Tech Level 1: Crossbow
Tech Level 2: Enfilade
Tech Level 3: Fusillade
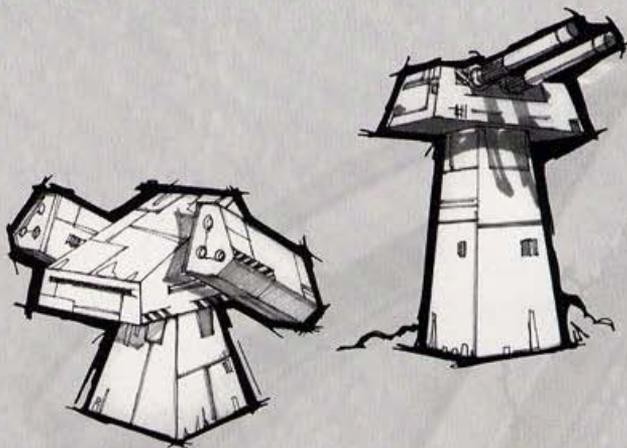
Command Buildings

Citadel
Tech Level 1: Whip
Tech Level 2: Flail
Tech Level 3: Scourge
Tech Level 4: Mace
Tech Level 5: Bane

Power Building
Tech Level 1: Megalith 100
Tech Level 2: Megalith 200
Tech Level 3: Megalith 300
Tech Level 4: Megalith 400

KSAT Building
Tech Level 1: Hand of the Emperor
Tech Level 2: Heart of the Emperor
Tech Level 3: Eye of the Emperor

Production Facilities

All Imperium Production Facilities are similar to rebel production facilities, although the Imperium's armoring of the buildings may be different.

NATIVE FORCES

There are almost always natives who call each world you will fight upon home. They may be friendly to either the rebels or the Imperium, but mostly they just want to be left alone. They will almost always support the status quo of the Imperium. For obvious reasons, Native Forces tend to be underpowered and underarmored, though this is not always the case. Natives do not use Command Buildings.

Mobile Units

Soldiers

Tech Level 1: Chuffs
Tech Level 2: Novum Units
Tech Level 3: Squadrilles
Tech Level 4: Berets
Tech Level 5: Silencers

Tanks

Tech Level 1: TJ-10 Sorrow
Tech Level 2: TJ-10a Creeper
Tech Level 3: TJ-23 Skullbasher
Tech Level 4: TJ-25 Macerator
Tech Level 5: TJ-33b Ragnarok
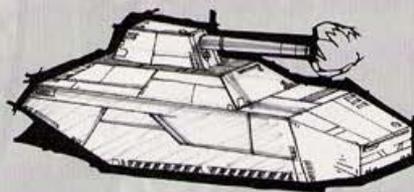
AAVs

Tech Level 1: Flying Squirrel
Tech Level 2: Batwing
Tech Level 3: Dragonfly
Tech Level 4: Mistral
Tech Level 5: Archangel
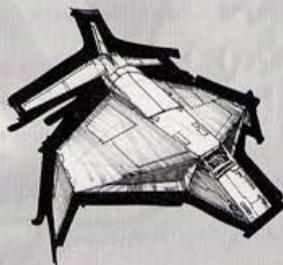
Bombers

Tech Level 1: Supporter
Tech Level 2: Deliverance
Tech Level 3: Devastator
Tech Level 4: Eliminator
Tech Level 5: Reviler AF-A
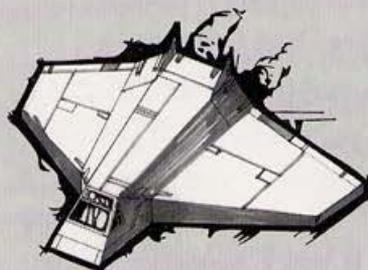
Gun Emplacements

The Natives employ a different array of Gun Emplacements. Although they utilize SAM Sites, they do not use Medium Turrets. Their massive Heavy Turrets pack as much power into one shot as an equivalent Citadel releases in an entire laser cannon burst.

SAM Sites
Tech Level 1: Monk
Tech Level 2: Priest
Tech Level 3: Cardinal
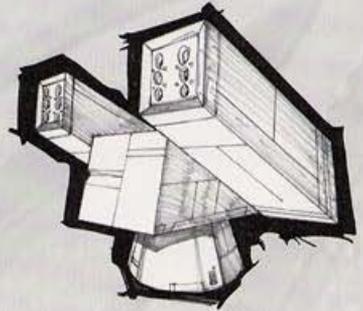
Light Turrets
Tech Level 1: Burin
Tech Level 2: Chisel
Tech Level 3: Brand
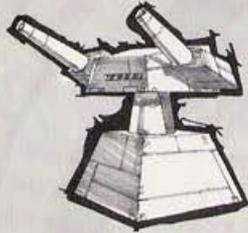
Heavy Turrets
Tech Level 1: Fiend
Tech Level 2: Devourer
Tech Level 3: Hellspawn
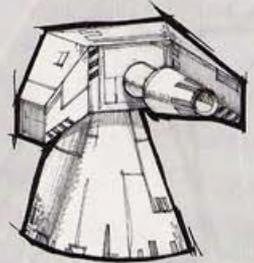
Production Facilities

Because the Natives use only the technology that the Imperium allows them to have, their Production Facilities have a decidedly antiquated air about them. Some of the facilities use a unique teleportation strategy.

Barracks

Soldiers can be gated in from these buildings, although the Native Forces cannot teleport with near the frequency of a standard Imperial teleporter. This is due to the relatively small capacitors that the Imperium has seen fit to equip these facilities with.
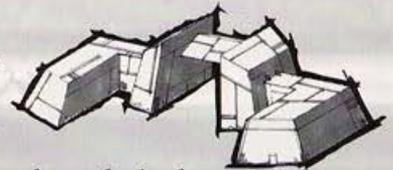
Tank Factory

The Natives' Tank Factories are an interesting compromise of form versus function. Although these buildings
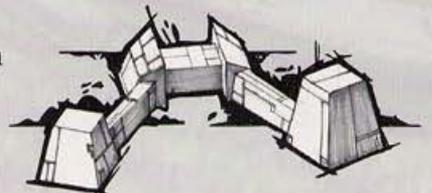
contain teleporters, they gate the Tank units into an underground "garage"; Tanks must then be lifted to the surface in order to commence battle.

AAV Launch Structure

This is another Imperium leftover from the time when the Imperium was quite young. The old AAV Launch Structures required the AAV to teleport in inside the building, then the launch doors would open and the AAV would take flight. It was a cumbersome operation, and the Native Forces have figured out a method of teleporting AAVs directly into the Hot Zone near the structure without requiring them to be gated onto the launch platform.
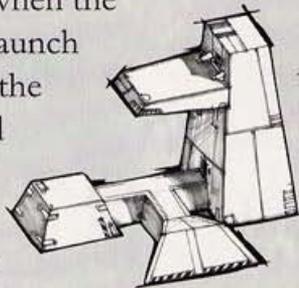
Bomber Platform

The monstrous Bomber Platform harkens back to the days when the Imperium ignored miniaturization technology. The way these structures work is similar to the more modern design currently employed by the rebels and the Imperium, but they are less efficient, requiring longer capacitor recharge times to successfully gate in new Bomber units.
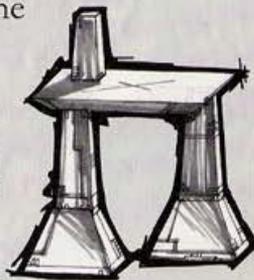
CUSTOMIZING YOUR GAME

Customizing your game is an integral part of both the Quickstart and Multiplayer games. There are several levels of customization you can go through for each type of technology. Troop types and associated costs are printed here for easy reference. These costs are not applicable in the Campaign game.

Wraith Options

These consist of chassis and weapon upgrades. Only the chassis, laser cannons, and limited heat-seeking missiles begin at Tech Level 1. Most Wraith upgrades have three Tech Levels; those that don't are marked with an "*".

All costs listed are in Tech Points, and each cost is in addition to the previous Tech Level's cost.

Component	Tech Level	Cost
Chassis	Level 1	Free
	Level 2	20 TP
	Level 3	40 TP
Laser Cannon	Level 1	Free
	Level 2	25 TP
	Level 3	50 TP
Heat-Seeking Missiles	Level 1	Free
	Level 2	8 TP
	Level 3	12 TP
Cupid Missiles	Level 1	12 TP
	Level 2	8 TP
	Level 3	10 TP
Helix Missiles	Level 1	25 TP
	Level 2	15 TP
	Level 3	10 TP

"All warfare is based on deception."
- Sun Tzu, The Art of War

Spline Gun	Level 1	14 TP
	Level 2	14 TP
	Level 3	14 TP
Mole Torpedo	Level 1	29 TP
	Level 2	22 TP
	Level 3	28 TP
Flame Gun	Level 1	15 TP
	Level 2	9 TP
	Level 3	6 TP
Land Mine	Level 1	8 TP
	Level 2	7 TP
	Level 3	6 TP
Mortar	Level 1	30 TP
	Level 2	20 TP
	Level 3	18 TP
Remote Health	Level 1	20 TP
	Level 2	15 TP
	Level 3	20 TP
	Level 4	25 TP
Anti-Matter Disk	Level 1	60 TP
	Level 2	30 TP
	Level 3	40 TP
Hive Missile*	Level 1	35 TP
BFM9000*	Level 1	40 TP
Mine Layer*	Level 1	20 TP
	Level 2	16 TP

Tech Options

Tech Options allows you to increase the Tech level of your units and buildings. Tech Level 1 for all units is always FREE.

Unit Type	Tech Level	Cost
Soldiers	Level 2	4 TP
	Level 3	8 TP
	Level 4	16 TP
	Level 5	23 TP
Tanks	Level 2	7 TP
	Level 3	11 TP
	Level 4	22 TP
	Level 5	35 TP
AAVs	Level 2	5 TP
	Level 3	10 TP
	Level 4	18 TP
	Level 5	26 TP
Bombers	Level 2	7 TP
	Level 3	18 TP
	Level 4	17 TP
	Level 5	25 TP
SAM Sites	Level 2	15 TP
	Level 3	40 TP
Laser Turrets	Level 2	15 TP
	Level 3	40 TP
Citadel	Level 2	8 TP
	Level 3	16 TP
	Level 4	28 TP
	Level 5	40 TP

Tech Options (cont)

Unit Type	Tech Level	Cost
Power Building	Level 2	8 TP
	Level 3	14 TP
	Level 4	24 TP
KSAT Building	Level 2	36 TP
	Level 3	72 TP

Buy Options

You can also purchase troops to take into battle with you. These costs vary by unit type, but each unit you buy costs the same, no matter how many you buy.

Item	Minimum	Maximum	Cost
Lives	1	9	16 TP
Soldiers	0	19	4 TP
Tanks	0	19	8 TP
AAVs	0	19	6 TP
Bombers	0	19	16 TP

Map Options

The Map Options cost nothing in the way of Tech Points, but they do change the Mission Rating. They are included so that you can further adjust the difficulty of the mission you select to play. All options are self-explanatory, except for Scripts On/Off. This option is AI-dependent. Basically, scripts tell the AI to perform certain opportunistic actions within each level, such as ambushing you if you appear to be in a vulnerable area, such as in a narrow canyon with an impassible wall to either side of you.

TIPS and STRATEGIES

The suggested tips and strategies presented here have been culled from a number of sources, including the designers and beta testers.

Own only one Power Building at a time. You should only ever have one Power Building operating on any given map. You can use a cyclical effort to keep power flowing in without compromising your ability to field troops.

For example, let's say you have landed on a planet and taken over a Citadel site with room for four buildings and 5000 units of unextracted power. You've called in your Citadel. The first building you should call in (after the Citadel, natch) is a Power Building. You then opt for a Barracks and a Tank Factory. Exploring the planet, you come across another Citadel site with room for three buildings. Taking that over, you call in another Barracks and an AAV Production Facility. After awhile, you notice the power meter in your Wraith isn't moving (or is declining). Pop up the Satellite Overview, click on the Citadel where you've located your Power Building, and sell your Power Building. Immediately call for a new Barracks at that site. Now click on your other Citadel, sell the Barracks there, and buy a new Power Building.

This type of "roaming power extraction" enables you to always have the highest number of Production Facilities operable while still maintaining a positive power flow. It should be noted, however, that in order to build a KSAT Building, you need to own two Power Buildings.

Get new Citadels ASAP. It should go without saying that you should try to get new Citadels ASAP. The more Citadels you have, the more buildings you can have, and, therefore, the more troops you can produce. Remember that the Imperium is building Citadels as well; if you wait too long, you'll be left with no un-owned command sites.

Fortify your Citadels immediately. Generally, two Medium Turrets and one SAM Site make for exceptional defenses. You should always use the Citadel turret interface (F12) for placing your defenses, as you get a

"Peace hath her victories, no less renowned than War."
- John Milton (1608-1674)

better overview of the base than you do from the Wraith.

Initial production should focus on Soldiers and AAVs. Soldiers are cheaper than Bombers and do the same job. They are also harder to hit and faster to generate. AAVs make for vital air support cover for your Soldiers, as well as helping to distract enemy Citadels and SAM Sites from incoming Bombers.

Bombing something back to the Stone Age is a risky proposition. Bombers are big, slow, under-armored, and they fly only in straight lines to their target. Before you call for a bombing raid, try to make sure that the terrain a Bomber will cross has been explored; otherwise, almost anything with more power than a slight gust of wind will knock them out of the sky and you won't even know it.

Know where your enemy's reach exceeds his grasp. Knowing where an enemy Citadel's range ends can help you avoid unnecessary headaches. Take out the outlying buildings around an enemy Citadel first, since the Citadel won't be able to replace them.

The only good enemy Citadel is a dead enemy Citadel. When you go for the attack, ignore all the buildings at the Citadel command bunker. Focus all your forces on taking down the Citadel first, then provide what cover you can from approaching enemy units. Once the Citadel goes, take out any other buildings as quickly as possible. Watch out for the enemy trying to erect a new Citadel, and make sure you stay off the command bunker that the dead Citadel previously occupied. Citadels are costly, and new Citadels are very vulnerable to attack, but if you get one dropped on your head, you're in a world of hurt.

Ignore Turrets that ignore you. If an enemy Turret is out of range of (and therefore not bothering) your units, leave it alone. If you destroy it, you are begging for the Citadel that placed it to put a new one in a location that WILL bother you. The enemy is bound by the "three turrets per Citadel" rule that you must adhere to, and the computer will NEVER sell its turrets.

Become the gnat. Have you ever tripped over an exposed tree root or bit of crumbled sidewalk because you were distracted by a gnat? This is your chance to play the gnat's role in life. Immediately after you send

troops against a Citadel, get the Citadel gunner's attention by firing at him from your Wraith. Because the Citadel's guns fire in rapid bursts, it is quite easy for the Wraith to sidestep incoming fire. Be certain to gate in some accessory troops to take care of any attention you may be receiving from mobile enemy units. While you keep the Citadel turret busy, your Soldiers will be merrily planting satchel charges at its base.

When the coast is clear, call your Bombers. Immediately after you destroy an enemy Citadel, call in Bomber strikes against any remaining buildings in the area. If you can time it properly, you can claim the site before the enemy can place another Citadel.

AAVs are a Citadel's best friend. Use AAVs as patrol aircraft around your Citadels. Offensive pushes from the enemy usually include only Tanks and Soldiers, followed by a possible Bomber strike. AAVs are very well equipped to deal with these threats.

Don't ignore your Wraith's special systems. Use the Energy Triangle to distribute Wraith power to firepower and shields while in battle, and to speed for quick maneuvering between command sites. Setting all power to shields attracts enemy forces to your Wraith, and away from your other units.

Micromanagement is for commanders who have a death wish. Don't try to do everything yourself. Rely on your allied units to do a lot of your dirty work for you. Call in units to serve as decoys and draw enemy fire away from your Wraith.

Etablish redundant Production Facilities. Having two factories of the same type makes units regenerate twice as fast, and also allows for you to build booster buildings. Upgrade when possible!

Protect your investments. Citadels are especially vulnerable while they are coming on-line. Make sure to guard them until the particle animation dissipates and the Citadel becomes fully self-defending.

See the forest for the trees. Check on your Citadels periodically from the Satellite Overview and repair your bases whenever needed. Listen for audio clues for when your Citadels are under attack. Never attempt to engage the enemy from the Satellite Overview screen.

Keep moving! A good Wraith commander keeps his operation extremely mobile. The imperium didn't go to all the trouble of building a Wraith prototype to be able to sit still. Only go to overhead map mode to manage Citadels when your Wraith is out of harm's way.

You cannot win the war if you do not understand your enemy. Use the **K** key (where you can see from a targeted units viewpoint, even enemy units) to scout out enemy bases and to see where enemy units are coming from. Using this, you can also see what units of yours are being hurt the most. To help you stay aware of this important but subtle feature, remember the mantra: "K is for Knowledge."

The Union's stand at Gettysburg succeeded because of the terrain. Use terrain to your advantage where you can. Take a high position to kill on-coming forces, while placing your new units closer to the Citadel.

Dirty fighting is allowed in wartime. Best use for land mines: lay them over the call-in square of your own Citadels. Harmless to you; deadly to your enemies.

Use the Remote Repair Unit only when your Wraith is in immediate danger. The spline gun can act as a repair unit when you're not engaged in battle. It will suck hit points out of anything - trees, rocks, wreckage, whatever.

"Circle the wagons" worked as well for the Indians as it did for the pioneers. Your Wraith can drive faster than any turret can take aim. Learn to strafe in a circle around turrets while shooting them in the back and sides.

Guns are cheap; ammo isn't. Conserve the ammunition for your special weapons (anything other than the Gatling Laser and Limited Heat Seeking Missiles) - once you run out, you don't get any more for the entire level unless you get a "Full Weapons Refresh" P.O.W.E.R.-U.P.S. Even if your Wraith is destroyed and regenerated, or you return to one of your Citadel claim squares, your special weapons do not refresh. Considering this, you should always make it a point to upgrade the Tech Level for your Gatling Laser and Limited Heat-Seeking Missile.

Know your weapons. Be aware of the targeting properties of different weapons. Some, such as the spline gun, stick on a target until the target is destroyed or out of range. Others, such as the BFM9000 missile, are extremely well-guided — if something is targeted when you fire, you're almost guaranteed a hit. Finally, some weapons, like the mole torpedo, will retarget if they successfully destroy their primary target.

Even when you're out of ammo, you're still a force to be reckoned with. Don't be shy about running things over, especially soldiers. Often, it's the best way to kill them: you waste no ammunition and they're just as dead.

Building-killers are your greatest asset. When you are faced wih a technology upgrade choice, always upgrade your Soldiers and Bombers first. Once they are up to at least Tech level 3, then you can concentrate on other aspects of upgrading.

Helmut's Guide to Siege Strategy

"You will spend a lot of time laying siege to enemy Citadels. Nothing matches the chaotic intensity of battling for control of a Citadel site that is already occupied. Be prepared to lose a lot of units and spend a fair amount of power.

Enemy Citadels are almost always defended by gun emplacements and a variety of mobile units, not to mention the Citadel's own cannon. You SHOULD NOT try to take all of this on using only your Wraith.

I've found that a two-step strategy works well. First, clear out any independent production facilities that might be located near the Citadel but are not actually connected to it, and send in some Tanks to deal with the Citadel's outlying gun turrets. Then attack the Citadel itself using a combination of units that consists primarily of Soldiers.

Be prepared for a pitched battle. The Citadel, will focus on your incoming Soldiers first, and will likely manage to take out many of them. At the same time, it will be gating in support units of its own to aid in the battle. I've found that having two Barracks online is essential for an effective battle strategy; the ability to gate in eight Soldiers at a time (as opposed to four at a time) will often swing the

odds in your favor. Keep pumping out Soldiers at the highest rate you can, before the AI can repair the Citadel that is under attack.

A Bomber attack is most useful when the Citadel is occupied with other things. Therefore, before you call for a Bomber, make certain you have the Citadel distracted, either through having a number of AAVs in the area, or by firing on the Citadel with your Wraith.

Once you destroy a Citadel tower, you cannot establish your own Citadel before you clear out all remaining enemy production facilities. However, these will be more vulnerable to attack without the Citadel to protect them. Send in Soldiers and Bombers on these targets only after the Citadel is destroyed.

If the enemy calls in a new Citadel dropship, target the dropship and deploy whatever AAVs you can before the craft can plant the new Citadel. If the new Citadel makes it to ground in working order, you will have about seven seconds to destroy it before it comes online. In its weakened "powering up" state, the Citadel is vulnerable to any and all weapons; it is essential to start gating in whatever mobile support units you have available during this phase.

— Helmut Kobler, Designer

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