

I N T E R N A T I O N A L S P A C E D E F E N C E F O R C E



F I E L D M A N U A L



Warning: Some of the information contained in this field manual is currently unverified. ISDF Intelligence has made extensive field surveys and reconnaissance missions to furnish complete and accurate detail. However, the nature of many of the enemy ordnance, mechanisms, and transports is such that complete accuracy is virtually impossible. Be prepared for undocumented threats.

FM-456-31-9876

FIELD MANUAL

**ENVIRONMENTS, ORDNANCE,
TRANSPORTS, ADVERSARIES**

**INTERNATIONAL SPACE DEFENCE FORCE
FIELD MANUAL**

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All errors, omissions, discrepancies, and suggestions for improvement to ISDF field manuals shall be forwarded to:

COMMANDER
CODE 1930
ISDFTECHMANEDIDIV
3100 ROCKET HIGHWAY
FORT LESSING XX XXXXX-XXXX

on ISDF Field Manual Deficiency/Evaluation Report, form ISDF 111168/30.

FOREWORD

This field manual is intended to instruct ISDF soldiers and commanding officers about the usage of weapons and vehicles. Furthermore, this manual will give vital information about the arena of combat and the alien enemies we face.

ISDF command has provided current intelligence about the capabilities of our foes. Due to the covert nature of this operation and the unusual nature of the enemy, information is vital to our success. All field personnel are expected to be thoroughly aware of the following data.

SAFETY SUMMARY

All field personnel shall follow all regular safety guidelines for combat situations. In addition, the following safety procedures are implemented:

Be prepared for an enemy to change its threat capabilities mid-conflict. Recent intelligence has shown that some enemy soldiers have morphing abilities.

Early conflicts by first-line battalions have shown that the enemy has an unusual amount of intelligence about ISDF capabilities and battle strategies. Strategic planning in unusual directions may aid in fighting these enemies. Additionally, we cannot allow the enemy to gain any more secure information. All soldiers in this conflict must be prepared to die before revealing any intelligence.

**General Braddock's address at
Round Rock, Titan****To the first class of ISDF recruits:**

"Welcome, men and women of the first fleet! You may now proudly consider yourself members of the most powerful fighting force in the world. We are the first line of defence from alien invaders, and our directive is the most important one imaginable—no less than the very salvation of the human race.

Look around you—you will find yourself surrounded by recruits from the most elite forces in the world. We have been watching you—all of you—for years, using the utmost calculated care in recruitment. Our satellite technologies are pointed at military training facilities all over the world, watching, observing, and each of you has done something to distinguish yourself from the pack. Each of you bears the indelible mark of an ISDF soldier. You should all feel an enormous sense of pride in that distinction. But it's an honour you'll have to earn again and again every single day on the battlefield.

Collectively, you have been trained in every field imaginable—guerrilla warfare, terrorist tactics, interrogation, stealth attack, intelligence reconnaissance, scientific innovation, global strategy, and astrophysics. We'll need all of these skills to accomplish our mission—protecting the human way of life and the resources of our solar system.

It's a noble calling, but one that must be performed under cloak of secrecy, in the dark of night. For the people back on Earth—those you left behind—cannot feel safe until they are free from the very worry of alien terrorism, cleansed of even the thought of that threat. It is our job to be the invisible guard at the door, the noble soldier that stops the enemy at the gate, letting the masses sleep in peace. They may never know we're here; we may never get their thanks, but they could not survive without us.

Though each of you once pledged loyalty to an individual nation, the only loyalty that matters now is to this organisation, the ISDF, and to me as its leader. We rise above the world's petty politics and form a greater good in the name of the human race. While bureaucrats on Earth debate the future in their congresses and their parliaments, up here, we are prepared to do something about it.

Here, you'll be expected to go above and beyond what has ever been asked of you before: better targeting, smarter tactics, stronger stamina, greater bravery, higher honour, more raw power. From the lowest grunt to the highest officer, each member of the ISDF must be tireless, unflinching, loyal, and willing to inflict the most brutal of attacks in the name of the cause.

Any enemy we face should be regarded as a threat to your life and the future of your planet. They deserve, and will receive, no mercy. Aliens will not rest until they have conquered, showing no emotion, no compassion, no weakness or fear, and we, too, must fight to the death. For if we fail, there will be no future generations to eulogise us, no one to learn from our mistakes. To put it simply, if we fail, then that is the end of us all. That is the end of the human race. So let us make history together!"

The Battle at Long Ravine, Titan

In early July, 1979, the ISDF began what eventually would be known as the Battle at Long Ravine. The key to this offensive was Hammer Valley, on Titan, which the Furies then held. If Hammer Valley was captured, numerous Fury units would be hopelessly cut off.

One of the key routes for the Fury retreat was via Long Ravine, which ran behind a series of low ridges and then into Hammer Valley. On July 5th, the much overworked and undermanned Fury 1st Division was overwhelmed by elements of the ISDF Gold Squad in Wolverine rocket tanks. The Fury survivors took to their heels and attempted to patch together a defence along the last line of ridges overlooking the vital escape route to Hammer Valley.

The ISDF, refusing to back down and accept this small victory, headed out towards a key series of ridges that overlooked the Fury lines of communication in the sector and laced them with proximity mines to try to break up the Fury forces. Hurriedly, Fury units converged in an attempt to patch up the line and hold the ridges along Long Ravine, which was the key to the Fury defence of Hammer Valley.

The Furies briefly held against the ISDF onslaught, but there were too many Wolverines and not enough Furies. Gradually, one ridge after another was cleared by the ISDF Gold Squad, led by Commander Henry Manson, using a combination of Shadows and Hornet missiles. The remaining Fury mobile forces darted here and there in an attempt to stabilise one another on the ridges, but their efforts were counteracted by the aggressive strength of the ISDF. By July 6th, both the ridges and the ravine were in ISDF hands. On July 7th, the ISDF entered Hammer Valley, the former stronghold of the Fury Group Centre, now littered with dead Fury hulls.

The following is a transcription and formal report of the battle on July 5th, detailing the transmission between Commander Henry Manson and Lieutenant Patrick Flannery as recorded by their Wolverine's black box.

Flannery: We've got them, Commander!

Manson: It's not over yet, soldier! Move that heap up to C ridge and start firing! We can't let 'em get to Hammer Valley.

Flannery: Backup's just across the ravine. Blue squad's on its way.

Manson: Then let's clear the field for them!

Flannery: Roger that.

Manson: I'll cover you. Just keep moving! Go! Go!

[heavy interference]

Manson: I've got A ridge. Flannery, what's the status to the south?

Flannery: I've got the ...[static]...mobile forces on the run.

Manson: If you push them back, we can deliver the Furies to Blue Squad on a platter.

Flannery: [static]...moving direction...heading for the Valley! I repeat, the Furies are heading for the Valley!

Manson: Keep pushing Flannery! Don't let them get past you!

Flannery: Yes sir, I...[static]...They've got me locked! I'm under fire!
...[static]...Mayday!

Manson: Flannery? Lieutenant Flannery?

Flannery: [static]

Manson: Blue squad, come in...

Miller: This is Blue 1, go ahead.

Manson: The Furies are circling at Long Ravine. They got my Lieutenant...[static]....Let's break this party up.

Miller: Roger that.

Form 111168/21a—Rank Promotion/Honours

Investigating Officer: Lieutenant Tom Miller
Service ID: 5894487890657494.12
Report Date: 02/16/80
Incident Date/Time: 07/05/79/1748 hours
Location: Long Ravine, Titan 48° 13 min
South Lat/52° 6 min West Long
- Adjacent to Hammer Valley
(NP162243)
Significant Personnel: Commander Henry Manson
(8546935874253153.56);
Lieutenant Patrick Flannery
(3146528974562312.74)
Commissioning Agency: ISDF
Vehicles Involved: Wolverine Rocket Tank
(M60A8)
Recognition Requested: Commander Manson - rank
promotion; Lieutenant Flannery
- posthumous medal.

DO NOT WRITE BELOW THIS LINE

Reviewing Officer:

Review Date:

Incident/Facts Verified?

Meets Recognition Standards?

Temporary Status:

Approve/Disapprove:

Officer Name:

Final Status/Date:

Notification Date:

EYES ONLY

To: Major Bergeson
From: General Braddock
Re: Attached
Priority: High

Intelligence picked this up off the Internet last night. It can't have been up for long—we've been scouring for key words twice a day. Please have your team track down and terminate the source of this site.

www.pandemicstudios.com

ISDF: A Secret History

Everything you've been told about the last 50 years is wrong. When the media looks back on this century, dividing it up, parsing it down to the top 10 or top 100 most important events, they'll be missing the real moments that changed history. For the men that really shaped the future worked behind closed doors, cloaked in secrecy, hidden with ruses about wars that never happened. Thousands of soldiers whose disappearances were written off as accidental or explained, actually died for their country, for their world, in a battle that no monument will ever commemorate.

It all started in 1952, when a meteor fell from the sky. This was no ordinary debris from some distant star, this was Bio-metal. It's impossible to describe the substance if you've never seen it—and it can't be classified under any periodic table. It's metal, yes, but it's alive. It thinks, it remembers. It changes shape before your eyes. It has a soul.

Both U.S. and Soviet scientists studied Bio-metal diligently through the 1950s. Of course, their first thoughts immediately turned to how to use it in battle. This remarkable substance became a weapon; one that would change the face of war forever.

So the world entered the age of Bio-Metal, though only a handful of people knew. This discovery would advance science and technology at a faster rate than the world had ever experienced before. But first we needed more of it. Lots more.

The tensions already existed—they called it the Cold War. But this war became Hot, and moved into space without anyone ever knowing. The United States formed a secret organisation, the National Space Defence Force (NSDF), under the auspices of NASA. The Soviets responded with the Cosmo-Colonist Army (CCA), and a war was on. The race into space became about much more than simply planting a flag on the moon. It became about finding more of the Bio-Metal, finding that elusive source that was sure to be out there in the solar system.

Each new deposit of Bio-metal that was discovered fuelled the fire, providing more spacecraft and more weapons for both the NSDF and the CCA to

continue the war in space. One by one, planets and their satellites fell to one side or the other, each a pawn in the war.

While the raging battle took its toll on both American and Soviet forces, scientific experiments conducted with Bio-metal continued back on Earth. The most astounding of these were conducted by Commander Armond Braddock, a brilliant MIT scientist whose skills had been co-opted by the NSDF.

Braddock took the dramatic step of combining Bio-metal with human flesh, using human scientific subjects in a kind of experiment that's never been attempted before. The confidential files called it "Project Pedigree." Braddock was given unprecedented access to funds and men, operating under the directive to deliver to the NSDF a "Super Soldier" that could tear through troops with an unparalleled fierceness, thereby bringing a swift end to the war.

For the final stage of Project Pedigree, Braddock brought in the Black Dogs, a crack NSDF squadron. The Black Dogs were the best of the best already, the finest physical specimens trained to the maximum capacity of their ability. Braddock took these men and literally fused them into Bio-metal ships, creating a half-man, half-machine force.

It's amazing the Black Dogs even survived this process, let alone maintained the strength to return to battle and fight. This new Squadron, now called the Furies, exceeded every expectation and became the decisive force in the war, ripping the Soviet soldiers to shreds on Europa.

It's not exactly clear what went wrong at this point, but apparently the unpredictability of the alien technology reared its ugly head. Instead of following the battle plan, the Furies started using their super-human abilities to rebel against the man who made these abilities possible—Braddock.

The Furies destroyed Braddock's lab and eliminated the Bio-metal plants that made further experimentation possible. To retaliate, Braddock brought the NSDF and the CCA together under the banner of one cause—defeating the now out-of-control Furies and driving them off the planet.

The NSDF and CCA helped push this new enemy back, sending the Furies into the farthest reaches of the solar system. They disappeared and were believed destroyed. Braddock was heralded as a war hero.

Riding on the wave of his success and his new promotion to General, Braddock spearheaded the creation of the International Space Defence Force (ISDF). The ISDF combined the NSDF and CCA together, crossing national lines to prepare for any potential alien threat to Earth.

In conjunction with the ISDF, the Alliance of Awakened Nations (AAN) was created to deal with the problems of the existence of Bio-metal in modern society—mainly, distribution of the scarce resource among all of the various nations that now wanted to get their hands on it. The AAN chose a regulated allocation method, which eventually distributed Bio-metal to all member nations in due time.

Meanwhile, outside the purview of the AAN, Braddock had been secretly funnelling ISDF funds in order to build a base on Pluto. The purpose of that base is still known only to Braddock and his right hand man, Major Manson.

Official ISDF operations sent out probes, policing the edges of the solar system. Just recently, official and unofficial worlds collided as the Voyager 2 probe was blown out of the sky, attacked by a fierce, unknown enemy. The attack coincided with a raid on the secret base on Pluto, and the resulting Mayday call opened Pandora's box, giving the rest of the ISDF an opening to discover Braddock's covert plans and where they might lead.

ISDF troops were immediately dispatched to respond to the distress call on Pluto, steeling themselves under Braddock's command to face a force like no other, a mysterious enemy with the power to wipe humans off of the face of the Earth altogether....

-JKB1183, President, Society for the Freedom of Truth

****Check this site daily for more secrets the government isn't telling you!!!****

ISDF Personnel Form 2AX-990/ Psychological Interview

Attending physician: Dr. Benjamin Morgenstern
Date of examination: 07/26/55

Subject: Dr. Armond Braddock
Birthdate: 03/03/34
Birthplace: Boston, MA, USA
Referring Institution: Massachusetts Institute of Technology

Meyers-Briggs Personality Classification: ESTJ
Intelligence Quotient: 155

Dr. Braddock presents as a classic manifestation of the genius-level achiever. After performing extremely well at MIT, completing his undergraduate degree at an early age, he was immediately accepted into the Ph.D. research program. There, his facility for applied chemistry and physics brought him to the attention of the NSDF, after his name appeared on an article in the Journal of Astrophysics regarding the propulsion properties of inorganic elements.

Psychological evaluation reveals a strong sense of drive, a need to succeed that could become problematic if left unchecked. Dr. Braddock appears to have a strong sense of self-worth and a highly-developed Ego.

Though he occasionally chose the objective over the individual in mock scenario testing, his proven loyalty to the NSDF and his lack of family ties makes him a strong candidate for officer promotion.

Recommend.

ISDF Personnel Form 2AX-990/ Psychological Interview

Attending physician: Dr. Joann Buckley
Date of examination: 02/14/80

Subject: Lieutenant Henry Manson
Birthdate: 06/12/59
Birthplace: Lubbock, TX, USA
Referring Institution: U.S. Navy Seals

Meyers-Briggs Personality Classification: ENTJ
Intelligence Quotient: 125

Lt. Manson was recruited to the ISDF by Colonel Braddock and referred by Major Shemin of the U.S. Navy Seals after his extraordinary work on undercover operations in Iran.

He presents as a good candidate for ISDF officer promotion, mainly due to his strong loyalty and sense of duty. Lt. Manson does have some past psychological issues (the premature death of a parent and sibling), but he seems to have adjusted to military life quite well. He refers to his squad as his "family," and consistently mentions his missions, his colleagues, and his country when faced with a Rorschach test.

Though he perhaps has not steeled himself to the possibility of death and disaster as well as he should, Lt. Manson is still a strong candidate for ISDF secret operations, due to his strong loyalty and sense of duty.

Recommend.

ISDF Personnel Form 2AX-990/ Psychological Interview

Attending physician: Dr. Joann Buckley
Date of examination: 07/16/94

Subject: Yelena Shabayev
Birthdate: 11/11/69
Birthplace: St. Petersburg, Russia
Referring Institution: FSB/CIA

Meyers-Briggs Personality Classification: ISFJ
Intelligence Quotient: 165

Yelena Shabayev was referred to the ISDF after performing undercover operations for the FSB and infiltrating the highest levels of the CIA. Punishment at this stage would only waste her talents. Recruitment is the preferred option.

Ms. Shabayev presents as a qualified candidate, a strong inquisitor and researcher with genius-level IQ. She seems particularly concerned with regulations and record-keeping, and adverse to the guerrilla tactics of some of her colleagues.

Ms. Shabayev does seem somewhat overly concerned with keeping procedures "by the book," which may result in poor decision-making skills in the heat of combat. She also may be a liability with top-secret information, as her sense of justice seems overdeveloped. But she is a fierce competitor and a highly-intelligent achiever.

If her loyalty can be completely assured, then Ms. Shabayev is a remarkable candidate for the ISDF.

Recommend.

ISDF Personnel Form 2AX-990/ Psychological Interview

Attending physician: Dr. Joann Buckley

Date of examination: 05/27/98

Subject: John Cooke

Birthdate: 12/08/78

Birthplace: North Platte, NE, USA

Referring Institution: U.S. Army

Meyers-Briggs Personality Classification: ENFP

Intelligence Quotient: 120

Private Cooke's strongest asset at this stage is his enthusiasm. Though he does have strong family ties, I believe that his curiosity and innate thirst for knowledge could override any desires that might keep him earth-bound.

Private Cooke also appears fairly malleable, a quality which could make him a strong mid-level officer. His patriotism is evident, and when presented with ethical dilemmas, he seems adept at pinpointing the result that's best for the ISDF collective.

Recommend.

Main Menu

Logout

This quits the game immediately.

Options

This allows you to set graphic and gameplay options.

Single

This launches the Briefing screen for the next single player mission which the logged in pilot must complete to advance in the game.

Instant

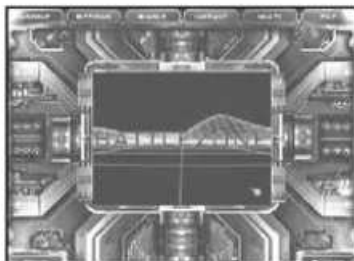
This takes the player to the Instant Action screen where s/he can select from a list of missions and options for immediate play.

Multi

This takes the player to the Multiplayer Selection screen.

File

This allows the player to save the current game or to load previously saved games.

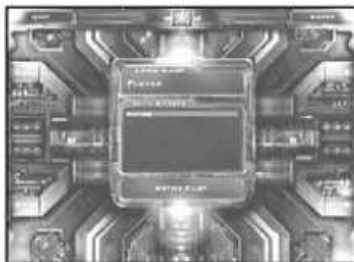


Single Player

Pilot Login

Whenever you play Battlezone II you must login with a new pilot name or select a previously entered pilot's name. The progress for each pilot in the single player campaign and preferences are stored separately for each pilot. So if you wish to restart the game from scratch, or keep two separate sets of preferences, you may want to login as a new pilot.

You can delete old pilot logins from the pilot login screen.



Full Briefing

This screen presents more detailed information about the present situation, both politically and militarily.



Archive

This screen allows you to re-enter missions which you have previously completed. If you wish to replay a mission, select a mission name from the Archive button and press Load.



Play

This is where you launch single-player missions. You may also listen to e-mail and receive technical data on planetary conditions and vehicle configurations.



Shell Screens

Instant Action

Instant Action allows you to jump into a game against the computer. Instant Action missions simulate a battle between two opponents that ends when one side's Recycler is destroyed.

Instant Action Options

Pilot/Commander

If you choose the Pilot option, the computer will take care of building the forces for your side. You only have to worry about fighting in your vehicle and controlling the offensive vehicles that the computer gives you. You should help protect your computer allies Recycler and scavengers so that it can continue to provide you with equipment with which to battle.

If you choose the Commander option, then you have exclusive control over all the units on your side. You must collect resources, build up a force, and destroy your enemy's Recycler.

Difficulty

There are three difficulty settings: easy, medium, and hard. These set the skill settings of the computer's units.



Computer Force

There are three settings for the computer's force size: small, medium, and large. This sets how large of a force your enemy begins with and how fast it is likely to accumulate resources.

Player Force

There are three settings for the player's force size: small, medium, and large. This sets how large of a force you begin the game with.

Options Screen

Note: You can get to an options menu in the game itself by pressing Esc. However, not all of the play options in the shell are available in the game.

Mission Difficulty

This sets how hard the single-player missions will be.

Reverse Mouse

This reverses the vertical movement of the reticle, resulting in "airplane-style" controls.

Accelerate Mouse

This enables "mouse acceleration", slowing small movements for precise control and speeding large movements for faster manoeuvring.

Mouse Sensitivity

This sets the sensitivity of the mouse for vehicle controls. The mouse cursor itself will not be affected.

Automatic Levelling

This setting helps new players control their craft by making automatic adjustments to keep the ship and the reticle level with the horizon. Advanced players may want to disable this feature to permit extreme manoeuvres such as back flips.



Graphic Options

This screen allows you to change the graphical parameters of your game. If your game is running slow, lower some of these options.

See the Technical Help file for details on the individual settings.



Sound Options

Music Volume

This sets the volume that music will be played while you are in the game.

Effects Volume

This sets the volume of various sound effects such as weapons, engine and ambient noises.

Voice Volume

This sets the volume of the voices of the various characters in the game. You should turn this louder if you have a hard time hearing instructions in the game.

Sound Channels

This sets the number of sounds that the program will try to play on your computer simultaneously. If you are encountering performance problems, you may want to reduce the number of sound channels that the game is using. If you have a fast computer and want to maximise the audio of the game, set the number of sound channels to a higher number.



Input Configuration

This screen allows you to remap controls on your keyboard, mouse, or joystick. Battlezone II contains a few default control configurations which you may want to select as a starting point for customising the controls.

You can remap a control by pressing the Clear button next to the control you want to change. Press the Bind button and then simply press the key or button that you want to bind to that control. You should avoid mapping two controls to the same key or button.



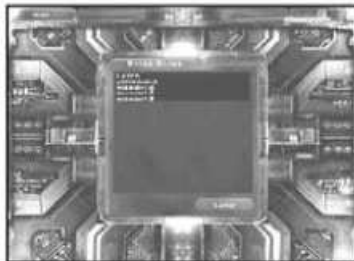
Saving and Restoring Games

File Screen

This screen allows you to load previously saved games.

The Main button takes you back to the main menu. The Load button loads the mission that you have selected on the list in the centre of the screen

To save a game you must be in a mission. Press the Esc key to get to the Options menu and then press the File tab. From this screen, you simply type in a name for your saved game and then click on the Save button.



Keyboard Commands

Esc	Options menu
W	Forward
A	Strafe left (turn left in tracked vehicles)
D	Strafe right (turn right in tracked vehicles)
S	Reverse
C	Deploy/Morph/Use backpack
E	Jump
H	Hop out
Ctrl-B	Bail Out
T	Target
N	Create Nav Beacon
L	Lights
Spacebar	Select unit in reticle or command unit to act on object in reticle
0-9	Command keys
Shift	Hold down to build multiple units
Ctrl	Hold down to select individual units in a group or combine groups
F1-F10	Select group (you may select multiple groups)

Camera Views

As in Battlezone 1, you can change the camera view by pressing Shift and a function key. In the external views, F2, F3, and the arrow keys move the camera.

Shift-F1	The normal cockpit view.
Shift-F2	External over the shoulder view. This view is recommended for turreted vehicles.
Shift-F3	External third person view.
Shift-F4	Toggles the virtual cockpit off/on.
Shift-F5	Toggles all interface off/ on

The number pad + and - keys allow you to zoom in and zoom out.

	Movement
Mouse X	Steer (Analog)
Mouse Y	Pitch (Analog)
	Control
Mouse 2	Next Weapon
Mouse 1	Fire Weapon
Mouse 3	Special Weapon
	Interface
Del	Delete Nav Beacon
M	Switch Roles
Left Shift	Multiple Select
Ctrl-C	Centre Player (In Satellite View)
O	Show Objectives
I	Show Information
R	Radar
	Command
'	Menu Extra
Tab	Menu Cancel
	Camera
↑	Pitch Up
↓	Pitch Down
←	Yaw Right
→	Yaw Left
Numpad + or =	Zoom In
Numpad - or -	Zoom Out
Insert	Zoom Reset

You can play Battlezone II against other players on the Internet or across your LAN if it supports TCP/IP.

Multiplayer Match Screen

This screen shows a list of all the multiplayer games which are available for you to join. You can restrict the list to deathmatch games or strategy games by pressing the Deathmatch Filter button or by pressing the Strategy Filter button.

Games will be listed in order of their ping time. In general, you should choose the game with the lowest ping time in order to have the smoothest multiplayer game.

For each game the game name, map name, number of players in the game, maximum number of players in the game and ping time is listed. A P indicates that the game is protected by a password that you must know to join the game.

You can get more information about a particular game by highlighting it on the list. Additional information about the game, including what players are currently in the game will be displayed in the top right corner.

To create a game instead of joining a game, select Create Game. A dialog box will ask you to enter the game name, a password (optional), and an optional description of the game.



Multiplayer Options Screen

Creating or joining a multiplayer game will take you to the Multiplayer Options screen.

Change Vehicles

This button allows you to change the vehicle that you will drive in deathmatch games.

Map Selection Window

If you are the host, this control allows you to select the map on which you will play. If you are joining the game, this window will show additional information about the map which the host has selected.

Game Options Window

This window allow you to set a variety of game options as host. As a joining player, you can see which options the host has selected. These options include: the maximum number of players in the game, the maximum number of kills before a game ends, and the maximum time limit of a game.

Communications Window

This window allows you to send messages to other players in the game. Click on the text edit box with your mouse to begin typing a message. Press Enter to send the message.



Hover Vehicle Movement

Pilot your vehicle by using the keyboard and the mouse. Check Keyboard Commands on pages 20-21 and the reference card to get a complete listing of commands.

Basic forward vehicle movement uses the W key. When advancing forward by pressing the W key, use the mouse left and right to turn while moving.

In hover vehicles, use the A key to sidestep left and the D key to sidestep right.

When travelling around the worlds, you will often encounter obstacles such as crates or hills that your vehicle will have difficulty traversing. Use the E key to use your vehicle's turbo thrusters to jump.

Controlling Tracked and Walking Vehicles

Tracked and walking vehicles are turned by using the strafe keys, A and D, rather than the joystick or the mouse. When a tracked vehicle has a turret or articulated head, the turret or articulated head is controlled by the mouse or joystick.

Unlike hover vehicles, tracked and walking vehicles do not travel over water. Instead they sink into the water. Walking vehicles can go into and come out of the water. If tracked vehicles fall too deeply into the water, they are destroyed.

Basic Shooting and Weapon Controls

Use the left mouse button to fire your weapon. The right mouse button allows you to scroll through the weapons. The T key allows you to target whatever unit you are pointing at that is within radar range. If you press T when you are not pointing toward any unit, targeting is turned off.

On Foot

Press H to hop out of your vehicle with the vehicle remaining intact. Press Ctrl-B to bail out of your vehicle. After bail out, the vehicle will self destruct. When your vehicle is destroyed you will automatically bail out.

When on foot, use the keyboard and the mouse to move in the same way you would for vehicles. Pilots travelling around on foot can command a friendly unit to come and pick them up. Pilots can also commandeer an enemy unit which has been abandoned.

However, pilots are more vulnerable when outside of their vehicles. They can be fired upon by enemies. Pilots are also vulnerable to the native creatures of many worlds, who may view them as a tasty snack. Yet, no pilot is defenceless on foot. Pilots have a variety of weapons.

Weapon control is the same for pilots as it is for vehicles. Left mouse button fires the selected weapon, right mouse button switches between weapons. In addition to hand-held weapons, soldiers often have a special pack weapon. This can be used by pressing the C (deploy) button.



Commandeering Vehicles

When on foot you may sometimes be equipped with a long-range sniper rifle. You can use this sniper rifle to kill enemy pilots, thus making their vehicle available for your use.

Switching to the sniper rifle will cause you to crouch and raise the rifle to your shoulder, activating the thermal sniper scope.

The sniper rifle will show the enemy cockpit area as either a bright red or green target. The target is red if you are aiming at an enemy cockpit. If you hit the cockpit with a sniper round, that vehicle may be commandeered. Don't shoot green targets, they are your allies.

Not all vehicles are vulnerable to sniper fire. Walkers, assault tanks, rocket tanks, APCs, and Scavengers cannot be hit by sniper fire.

Morphing Units

The following Scion units can morph: Scout, Sentry, Warrior, and Archer. Scion units that morph have two distinct modes: combat mode and assault mode. In each mode, the unit has different weapons and different physical properties such as speed and turning rate.

In general, the combat mode (which is the default mode) is better for fast combat. The assault mode is generally better for attacking hardened targets. AI pilots will automatically switch between these two modes.

To switch the mode of your Scion unit, press the C (deploy) key.

ISDF Engineers have simplified the battle process, enabling pilots to issue commands with one-button ease. Even in harsh conditions, accidents with friendly fire and battle errors have been minimised. Rest assured that the ISDF Command trusts pilot's judgement, but also understand the life or death situations its soldiers face and the possibility for inadvertent errors.

The Smart Reticle

The smart reticle is a basic combat tool that enables pilots to issue commands to units. Point the reticle at a unit and press the spacebar to access a list of possible commands. Those commands can then be issued when a pilot presses the numeric keys 1 through 0. The Tab key can be used to return to exit the Command menu.

The smart reticle can also be used to direct a selected unit or group of units. When a unit is selected, point your smart reticle at an object that you want that unit to interact with. Your command menu will show which interaction the commander of the friendly believes is appropriate. When you select a friendly unit and point at an enemy unit, the interaction is usually to Attack. When you select a friendly unit and point at another friendly unit, the interaction is usually to Follow. Pressing the spacebar causes the chosen interaction to occur.



You can also use your smart reticle to direct a unit to a particular location on the terrain. While a unit is selected, point at an area on the ground. The area will be highlighted and the selected command will be Go To. Pressing the spacebar will cause the unit to go to the location that is highlighted.

Quick Keys

All units, or groups of units, are organised into one of ten command channels. Command channels allow you to access units even though they are outside your field of view.

The units in a command channel can be accessed by pressing the F1 through F10 keys. For example, pressing F1 automatically selects all the units grouped in the first command channel. Selecting the units in a command channel will open their command menu. Pressing the keys 1 through 0 will give the units in that command menu an order; pressing Tab will deselect them.

New units will automatically go into the free command channel with the lowest number. You can move units between command channels and group like units into a single command channel.

Grouping/Ungrouping Units

Selecting a Group

In Battlezone II, up to ten similar units can exist in a group. There are up to ten groups, and each one corresponds to a particular function key, F1-F10. You select a group by pressing the function key associated with that group. A group can only contain units of the same type.

Building Multiple Units Into a Group

Hold down the Shift key while you order your Recycler or Factory to build a unit. Press the key to build that unit one time for each unit that you wish to build into the group. This will allow you to queue up multiple units. These units will be automatically grouped.

Selecting Multiple Groups

You can select multiple groups by pressing their associated function keys before pressing a number key to give a command or the Tab key to deselect. You can toggle the selection of any group off or on by pressing the associated function key.

Selecting Individual Units in a Group

Hold down the Ctrl key while pressing the function key for a group. That will give you a list of individual units that you can select.

Alternately, you can point at an individual unit and press the spacebar. This selects the unit you are pointing at only, not its group.

Moving Units to Another Group

You can change what group number a unit is in by pressing Ctrl and a function key. Then press the number key to select the units. Finally, press Ctrl and a function key to assign the units to that group.

Example: I want to switch the units from group 1 to group 5. I press Ctrl-F1, then select all the units using the 1 through 10 keys. Then I press Ctrl-F5. The units that were in group 1 are now in group 5.

Combining Units From Two or More Groups Into a Single Group

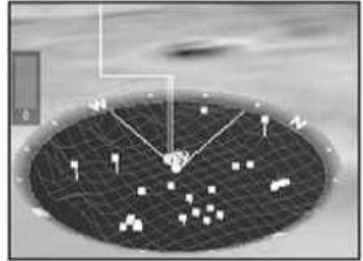
Units that are of the same type may be taken from different groups and combined into a single group. Select the groups you want to combine by pressing their function keys. Then hold down the Ctrl key while selecting the group you want them to go into.

Example: I have one Turret each in groups 1, 2, and 3. I want all three Turrets to be in group 3. I press F1, F2 and F3 to select all three groups. Then I hold down the Ctrl key while pressing F3. This puts all three Turrets in the F3 group.

Radar

The topographical map is located to the lower left of the vehicle console. Many hours of surveying were done and the latest satellite information has been implemented. This map has been engineered to alert pilots to topographic hazards as well as to ensure that the planet's environment can be used as an asset to skilled dogfighters. A floating directional compass is superimposed on the map to allow pilots to chart their courses and move according to orders.

Radar information is also shown on this map. Enemy vehicles and encampments are displayed in red, friendlies in green. Friendly units are displayed with a number corresponding to their command channel.



When certain commands are chosen, such as attack and service, the command menu will present the pilot with a numbered list of units on which the command may be executed. The numbering will also be shown in the topographic radar display.

There are certain considerations that every ISDF pilot must take into account with regards to his/her topographic radar. Many action commands such as Attack, Service, and Build can only be executed on units within the range of the pilot's topographic radar. Also, in dog fighting, topographic radar is an excellent tool for the enemy as well. Standing very still will cause hover units to disappear from radar.

The R key toggles your radar between topographic mode and overview map mode. The topographic mode shows the area around the pilot in great detail. The overview mode shows the entire combat area without much detail. This mode is useful for getting information on the total battle situation. The overview mode, like the satellite view, only shows enemy vehicles when they are within radar range of a friendly unit. Enemy buildings are only shown when they have been discovered by a friendly unit. Unlike the topographic mode, the overview mode does not rotate.

Selecting Production Units

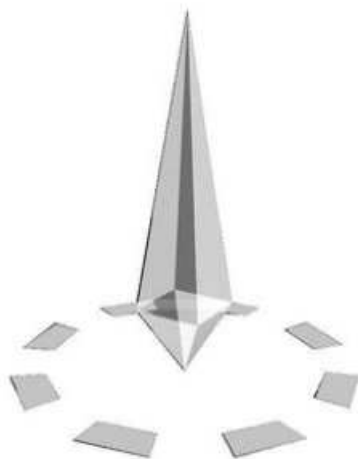
The Recycler (when deployed), the Factory, and the Armoury are not units, but buildings. Still, because these buildings are used to create units, you can control them by pressing a particular key for each building. Pressing 1 when no unit is selected selects the Recycler. Pressing 2 when no unit is selected selects the Factory. Pressing 3 when no unit is selected selects the Armoury. When you select these units, your command menu will present the units or objects that these buildings can produce.

To create a unit, select the production building and then press the appropriate number key for the desired unit. If you are able to build the unit, the name of the unit will be highlighted. If you are unable to build a unit, the name of the unit will be greyed out, but pressing the appropriate number key will inform you of the amount of scrap you need to collect and/or the prerequisite building needed to build the unit.

Navigation Beacons

Pressing the N key allows a pilot to create a Navigation Beacon. After you press N, your smart reticle will highlight the location on the terrain where the Navigation Beacon will be placed. When your smart reticle is pointing at the appropriate location, press the spacebar to place the Navigation Beacon.

Navigation Beacons are useful for helping a pilot find his or her way through the world. They also help direct units toward a particular area, because you can always order a unit to go to a Navigation Beacon. For example, it is often a good idea to place a Navigation Beacon in the middle of your base. If your base is threatened, you may select units in the field and order them to go to the Navigation Beacon at your base. This allows you to quickly bring units home to defend your base from anywhere on the map.



Selecting Navigation Beacons

You can select a Navigation Beacon by pointing at it and pressing the spacebar or by selecting it from the Navigation Beacon menu. The ~ (tilde) key opens the Navigation Beacon menu. When the Navigation Beacon menu is open, pressing 1 through 9 selects a particular Navigation Beacon. Pressing Tab closes the Navigation Beacon menu without selecting any Navigation Beacon.

When a Navigation Beacon is selected, it is bracketed in your HUD so that you can see in which direction you would have to turn to head toward that Navigation Beacon. When the Navigation Beacon is near the centre of your HUD, the distance to the Navigation Beacon will be displayed in meters. When a Navigation Beacon is selected, your smart reticle can point to it, no matter how far away it is.

Satellite View

The satellite view is an invaluable tool for an ISDF commander who wishes to carefully control distant units. The pilot can get to the satellite view by accessing the console on a Relay Bunker or an Antenna Mound. Accessing consoles is discussed on page 32.

The satellite view shows the battlefield from an aerial point of view. In this mode you may select units by pointing at them with your mouse and pressing the left mouse button. You can tell them where to go by selecting their destination and pressing left mouse button. You can select many units by holding down the left mouse button and dragging the mouse cursor so that it creates a box. When you lift up on the left mouse button, all units within that box will be selected.



You can move your mouse cursor to the edges of the map to scroll the map left or right and up or down. In the satellite view, Ctrl-C centres the camera view on your location.

Pressing the N key allows you to place Nav Beacons in the satellite view. After you press N a small text edit box will appear. The text edit box gives you the unique opportunity to edit the name of the Nav Beacon before you place it. You can give Nav Beacons names such as "Home Base" which may help you remember their purpose.

Although the satellite view is very powerful, pilots should remember that while they are in it they are still vulnerable to attack from enemy units. Pilots should keep an eye out on their own position, to make sure that they are not being attacked while staring intently at their satellite display.

Deploying the Recycler

The Recycler is the most important unit in Battlezone II. It begins as a large, slow, treaded vehicle. When ordered to deploy, it unfolds into a building. That building can store scrap and can build a number of important vehicles. Whenever you have a Recycler, protect it carefully.

To start a base you must first deploy your Recycler. The Recycler can deploy on any piece of land that has an area which is 32 meters by 32 meters and square. When you select the Recycler and tell it to deploy, it unfolds into a permanent building.

Resources

All units that are created by the ISDF and Scion forces are created with Bio-metal. Bio-metal can be found in one of two forms: as chunks of bio-metal scrap found on a planet's surface or within a naturally occurring bio-metal pool. Sometimes Bio-metal pools are referred to as "scrap pools."

You can tell how much scrap you have by looking at the scrap gauge in the lower left hand corner of your display. The scrap gauge tells you how much scrap is in your scrap supply with the number at the bottom of the scrap gauge. It also shows you how many deployed Scavengers you have. Each yellow segment of the scrap gauge represents a deployed Scavenger. Each red segment represents an upgraded Scavenger. Your scrap gauge also tells you your capacity to store scrap. The green part of the bar represents your Recycler, which can hold 40 units of scrap. Each yellow or red segment of the bar represents 20 additional units of scrap storage. Scrap storage can be important, because you may need to save up for some of the more expensive units.

Scavengers collect Bio-metal. In an undeployed state they drive around and collect Bio-metal scrap when it is nearby. They also deploy over scrap pools to slowly pump out scrap from within the ground.

Bio-metal scrap can sometimes be found lying about on a planet. Bio-metal scrap comes in chunks; each chunk is worth five units of scrap. It is also often left behind from destroyed units in a battle. If you tell your Scavenger units to Scavenge they will automatically check for any bio-metal scrap within radar range. If they find any, they will go to it and suck it up. Once a Scavenger has sucked up 20 units of scrap (or four chunks of scrap) they will return to the home Recycler or to a deployed Scavenger to deposit the scrap into the player's scrap supply.

Scavengers can be told to deploy on a scrap pool. Also, if you give a Scavenger a Scavenge command when there is no bio-metal scrap around but there is a pool it can deploy on, the scavenger will deploy on that pool. Scavengers told to Scavenge pick up bio-metal scrap as their first priority and deploy on scrap pools as their second priority.

A deployed Scavenger serves two purposes. First, having at least one deployed Scavenger allows you to pump bio-metal out of the ground. Second, each deployed Scavenger increases your scrap storage.

Pumping scrap

If you have at least one deployed Scavenger you are pumping scrap. This means that your scrap capacity (as shown in the scrap gauge) is always filling up. Due to the pumping mechanism, different parts of the scrap storage fill at different rates.

Unit	Capacity	Fill Rate (scrap per second)
Recycler	40	0.33
Deployed Scavenger	20	1.0
Upgraded Scavenger	20	2.0

CREATING BUILDINGS

Once you have a deployed Recycler and some scrap you can create buildings. Each side has one unit which can be used to create new buildings. For the ISDF, this craft is the Constructor. For the Scions this craft is the Builder. Both units have two special commands, build and upgrade.

You can order a Constructor to build a building if you have enough scrap to purchase that building, enough power, and all the prerequisite buildings needed to make that building available. For example, to build a Service Bay you need 50 scrap and a Factory.

If you are able to build a building you must select a flat area of the ground on which to place the building. For the ISDF, each building must be placed adjacent to another building on the player's team (except for Gun Towers and Relay Bunkers). Scion buildings can be placed on any piece of level terrain.

Power

All buildings except the Recycler require power to be built and to function once they are built. Scion buildings are powered by Power Lungs which come with the building when it is created. If the Power Lung (or Lungs, in the case of upgraded buildings) are destroyed, they must be replaced for that building to function. When one Scion building loses power, no other Scion building loses power unless its Power Lung is destroyed.

ISDF buildings are powered by Power Generator buildings. Each Power Generator can power three other buildings. The power display in the top left corner tells you how many more buildings you have power enough to build. When this number is negative (because a power generator was destroyed) all ISDF buildings are without power and therefore they do not function. Unlike the Scions, when one ISDF building is without power, all buildings are without power.



Unlocking Units and Buildings

Certain units can only be built when you have the buildings which are prerequisites for building those units. For example, a Mortar Bike is created by a Factory but can only be created when the player has both a Factory and an Armoury. Some units require two buildings to be built before they can be produced.

Certain buildings require other buildings as prerequisites before they can be built. For example, you cannot order your Constructor to build an Armoury before you have built a Factory. You must build a Factory first, then an Armoury.

Upgraded buildings always require the building they are upgraded from as a prerequisite. For example, an upgraded Scavenger requires a deployed Scavenger. A Scion Forge requires a Kiln because the Kiln is converted to a Forge by upgrading. A Scion Overseer Array requires an Antenna Mound.

Consoles

Inside many player-created buildings there is a console. When you walk up to a console, a line in your interface will be drawn to the console in the same way that a line is sometimes drawn to friendly units to indicate that you can select them. Like a friendly unit, a console may be "selected" by pressing the spacebar.

When a console is selected you enter a special interface (or unit, in the case of Gun Towers) which is unique to that building. Each interface is special and allows you to do special things in the game, as noted below.

Recycler

The Recycler is the heart of the ISDF base. It can build the following units: Scavengers, Scouts, Turrets, Constructors, Service Trucks, and Tugs.

Recyclers can also build Service pods. You use these to repair craft by either driving over them or by ordering other craft to drive over them.

When you have an Armoury, the console within the Recycler will allow you to customise the units it creates.



Factory

Factories build all the other units not created by the Recycler. These include: Missile Scouts, Tanks, Rocket Tanks, Assault Tanks, Walkers, APCs, Mortar Bikes, and Bombers.

When you have an Armoury, the console within the Factory will allow you to customise the units it creates.



Armoury

The Armoury can build weapons, special devices for craft, and shields. When you order an Armoury to build one of these items for you, you select the item you want, then point on the ground where you want the item to be delivered. The Armoury launches the item into the air. It will eventually land on the ground at the point you specified.



Tech Centre

The ISDF Tech Centre allows for advanced unit designs. If your base has a Tech Centre, you may build an Atilla Walker, which is the most powerful ISDF unit.



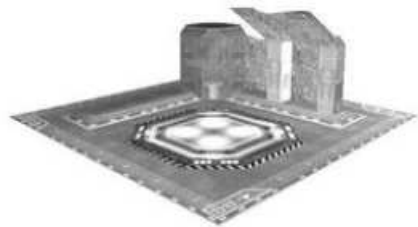
Bomber Bay

A Bomber Bay allows you to build a single Bomber. This Bomber can be used for long-range strikes against the enemy. Only Scion Archers and ISDF Rocket Tanks can attack an incoming Bomber.



Service Bays

Service Bays unlock the Service Truck. When you drive onto a Service Bay you will automatically begin repairing damage to your ship and rearming. If you order units to the Service Bay they will automatically repair and rearm themselves.



Relay Bunkers

Relay Bunkers are unique ISDF units because they do not need to be built adjacent to another building. Relay Bunkers can be built on any piece of level ground. Gun Towers can be placed adjacent to relay Bunkers.

Inside Relay Bunkers there is a console. If you go up to this console, point at it and press the spacebar, you get the satellite view.



Gun Towers

Gun Towers are your best general defensive unit. As long as they are powered they will attack any enemy unit in range.

Inside Gun Towers there is a console which you may select. By selecting that console you can control the Gun Tower directly. To get out of the Gun Tower press the Hop Out key.



Training Centre

The Training Centre contains extra pilots. If an unoccupied vehicle is placed near a Training Centre by a Tug, a pilot will get out of the Training Centre and enter the vehicle.



Modifying Units

When you have an Armoury or Stronghold, you can use the console inside your Recycler, Factory, Kiln, or Forge to customise the units they create. Inside the Recycler console you can replace the weapons which normally come with a unit with different weapons. In the future, all units thus modified will be created with the weapons you have specified. They will also have an additional fixed cost over the price of a standard unit.

To undo the modification of a unit, go into the console and select the unit which you previously modified. Then select Default. This returns the unit to its original configuration and cost.

Upgrading Buildings

Certain buildings can be upgraded by the ISDF Constructor or the Scion Builder. Deployed Scion and ISDF Scavengers can be upgraded to increase the speed at which their capacity is filled.

Certain Scion buildings can be upgraded. The Scion Kiln can be upgraded to a Forge, and the Scion Antenna Mound can be upgraded to an Overseer Array. Upgrading buildings costs additional scrap.

To upgrade a building, select the command Upgrade on your Scion Builder or ISDF Constructor. The unit's Command menu will now show a list of buildings within your radar range that can be upgraded. Press the key corresponding to appropriate building to upgrade the building. Alternately, you can press the Upgrade key and point at the building you want to upgrade and press the spacebar.

ISDF RECYCLER



This is the initial unit of any base. Protecting the Recycler is almost always the number one concern of an ISDF pilot.

Built by:	Nothing	Armor:	Heavy
Propulsion:	Tracked	Weapon	None
Speed:	Slow	Hardpoints:	

ISDF SCAVENGER



Like the old NSDF Scavenger, this unit can drive around, picking up scrap to deliver to the base. Now Scavengers can deploy on a scrap pool and become a building which pumps scrap out of the ground.

Built by:	Recycler	Armor:	Heavy
Propulsion:	Tracked	Weapon	None
Speed:	Slow	Hardpoints:	

ISDF CONSTRUCTOR



The ISDF Constructor creates all base buildings except for the Recycler. The Constructor can also upgrade Scavengers to make them pump bio-metal scrap more quickly.

Because most ISDF commanders (except Cmdr. Shabayev) are not trained to drive construction vehicles, the player cannot pilot Constructors.

Built by:	Recycler	Armor:	Heavy
Propulsion:	Walking	Weapon	None
Speed:	Slow	Hardpoints:	

ISDF SERVICE TRUCK



The Service Truck repairs units automatically. It can also be ordered to repair specific units, including the player. Because this unit is actually a robot, the player cannot pilot this vehicle.

Built by:	Recycler	Armor:	Heavy
Propulsion:	Tracked	Weapon	None
Speed:	Slow	Hardpoints:	

ISDF "HANDYMAN" TUG



The ISDF Tug can be used to carry a variety of useful objects, including unpiloted vehicles.

Built by:	Recycler	Armor:	Light
Propulsion:	Hover	Weapon	None
Speed:	Medium	Hardpoints:	

ISDF "RATTLER" TURRET



The Rattler is an excellent early unit to use for defense. It can easily hold off lighter units such as Scouts and Sentries. Since Rattlers are mobile*, you can move them around, sending them to defend forward positions quickly.

*When deployed, the Rattler can not move.

Built by:	Recycler	Armor:	Light
Propulsion:	Hover	Weapon	Dual Guns
Speed:	Slow	Hardpoints:	

ISDF "THUNDERBOLT" SCOUT



Because of their great speed and excellent radar range, Scouts make ideal command vehicles. Scouts on your team will target enemy units whenever they come within the Scout's radar range. This provides an excellent warning and identification system.

Built by:	Recycler	Armor:	None
Propulsion:	Hover	Weapon	Dual Guns
Speed:	Fast	Hardpoints:	Rocket Special

ISDF "AVENGER" MISSILE SCOUT



The Avenger is excellent in combat against other fast units such as Scouts and Sentries.

Built by:	Factory	Armor:	None
Propulsion:	Hover	Weapon	Dual Rockets
Speed:	Medium	Hardpoints:	Specials

ISDF "JACKAL" MORTAR BIKE



The Jackal is good at taking out fixed emplacements, especially Turrets. It is vulnerable to agile units such as Scouts, Sentries, and Warriors.

Built by:	Factory	Armor:	None
Propulsion:	Hover	Weapon	Mortar
Speed:	High	Hardpoints:	

ISDF "SABRE" TANK



The Sabre Tank is perhaps the most well rounded combat unit on the battlefield. It can battle fast units and it has a decent chance against buildings and defensive units.

Built by:	Factory	Armor:	Light
Propulsion:	Hover	Weapon	Cannon
Speed:	Medium	Hardpoints:	Dual Guns Mortar Special

ISDF "GRIFFIN" ROCKET TANK



The Griffin is good protection against lighter attackers such as Tanks or Scouts even when it is outnumbered.

Built by:	Factory	Armor:	Heavy
Propulsion:	Tracked	Weapon	Rocket
Speed:	Slow	Hardpoints:	Rocket

ISDF "SENTINEL" ASSAULT TANK



Although the Sentinel is tough enough to duke it out with ordinary hover tanks and win, its greatest advantage is its long range cannon. Positioned correctly, the Sentinel can take out enemy gun towers without getting into their range of fire.

Built by:	Factory	Armor:	Heavy
Propulsion:	Tracked	Weapon	Cannon
Speed:	Slow	Hardpoints:	Dual Mortar

ISDF "ATTILA" WALKER



The Attila is an extremely tough unit that can go toe-to-toe with any other unit in any other army. Its one potential weakness is that it can be swarmed, in which case its slow speed may prove detrimental.

Built by:	Factory	Armor:	Heavy
Propulsion:	Walking	Weapon	Dual Guns
Speed:	Slow	Hardpoints:	Dual Cannons

ISDF APC



The APC flies from place to place, dropping off troops. The troops can defend an area or they can be used to attack a base. Groups of soldiers from APCs are excellent for taking out a base.

Built by:	Factory	Armor:	None
Propulsion:	Flying	Weapon	Soldiers
Speed:	Medium	Hardpoints:	

ISDF "LIBERATOR" BOMBER



The Liberator can only take off from a bomber bay and attack a target. Once it is launched it can't be sent back. The Liberator can be used to safely attack areas that may be unreachable by any other method. Liberator strikes can be particularly effective against pilots in Relay Bunkers or Antenna Mounds.

Built by:	Factory	Armor:	None
Propulsion:	Flying	Weapon	Bomb
Speed:	Medium	Hardpoints:	

Information on the following alien units is unsubstantiated. Be prepared for undocumented threats.

SCION RECYCLER



The general purpose unit for building the units for the Scions. Protect this building at all costs, for if it is destroyed so are the hopes for victory.

Built by:	Nothing	Armor:	Heavy
Propulsion:	Tracked	Weapon	None
Speed:	Slow	Hardpoints:	

SCION SCAVENGER



Like the ISDF Scavenger, this unit can collect scrap by picking up scrap or by deploying over bio-metal pools.

Built by:	Recycler	Armor:	Heavy
Propulsion:	Tracked	Weapon	None
Speed:	Slow	Hardpoints:	

SCION HAULER



The Hauler can be used to pick and haul just about everything.

Built by:	Recycler	Armor:	Light
Propulsion:	Hover	Weapon	None
Speed:	Medium	Hardpoints:	

SCION HEALER



Useful for repairs in the field, the Healer can repair units automatically.

Built by:	Recycler	Armor:	Light
Propulsion:	Tracked	Weapon	None
Speed:	Medium	Hardpoints:	

SCION SCOUT



It's puzzling that the Scion Scout is essentially analogous to the ISDF Scout, except that it morphs.

Built by:	Recycler	Armor:	Heavy
Propulsion:	Hover	Weapon	Gun (C)/(A)
Speed:	Fast/Medium	Hardpoints:	Special Shield

SCION GUARDIAN



The Scion Guardian is like the ISDF Turret, but slightly tougher.

Built by:	Recycler	Armor:	Light
Propulsion:	Hover	Weapon	Dual Guns
Speed:	Medium	Hardpoints:	

SCION BUILDER



This is the constructor unit for the Scions. It is responsible for building all buildings and is not pilotable.

Built by:	Recycler	Armor:	Light
Propulsion:	Walking	Weapon	None
Speed:	Medium	Hardpoints:	

SCION SENTRY



The Scion Sentry is a morphing unit. It is a fast unit that can easily outclass a Scout.

Built by:	Kiln/Forge	Armor:	Light
Propulsion:	Hover	Weapon	Dual Guns
Speed:	Fast/Medium	Hardpoints:	Special Shield

SCION WARRIOR



The Warrior is like a lighter version of the ISDF tank, except that in assault mode it has extra punch against hardened targets.

Built by:	Forge	Armor:	Light
Propulsion:	Hover	Weapon	Cannon
Speed:	Medium/Slow	Hardpoints:	Dual Guns Special Shield

SCION LANCER



The Scion Lancer is a morphing unit
The Lancer is extremely effective in combat against mobile units.

Built by:	Kiln/Forge	Armor:	Light
Propulsion:	Hover	Weapon	Rocket
Speed:	Medium/Slow	Hardpoints:	Special Shield

SCION MAULER



The Scion Mauler moves at medium pace when traveling, but charges quickly when on the attack. Unlike most Scion units, the Mauler is heavily armored. It is well-armed and fast, making it perfect for attacks against almost any defensive position.

Built by:	Forge	Armor:	Heavy
Propulsion:	Walking	Weapon	Dual Cannon
Speed:	Medium/Fast	Hardpoints:	

SCION TITAN



The Scion Titan has awesome destructive force against almost any unit.

Built by:	Forge	Armor:	Heavy
Propulsion:	Tracked	Weapon	Dual Cannon
Speed:	Slow	Hardpoints:	Dual Guns

WEAPONS

Guns

Standard Machine Gun (ISDF) Projectile weapon

Pilots are equipped with this basic armament for extra-vehicular defensive needs. While impractical against enemy ships, it can be useful for engaging or evading light infantry.

Pummel Gun (ISDF) Projectile weapon

Similar to a shotgun, this weapon fires a concentrated burst that is highly effective at close range.

Cold Fusion Laser (ISDF) Energy weapon

This engineering marvel is, technically, a miniature power plant. It can deliver high-energy blasts at great distances, making it ideal for sniping. Its major drawback is a long cool-down time that dramatically reduces the rate of fire.

Ion Gun (Scion) Energy weapon

This is the standard-issue Scion Sentry weapon for extra-vehicular use. It fires dual beams of green and yellow ion energy. While dependable, it is not effective against armoured vehicles.

Cannons

Blast Cannon (ISDF) (Gun Tower) Energy weapon

A larger, more powerful version of the Cold Fusion Laser. Best for use against light-armoured targets at great range. It is hindered by the same long cool-down time and heavy ammunition requirements.

Stabber (ISDF) Projectile weapon

This is the standard-issue ISDF cannon weapon. It fires rapid bursts with only a slight drain on ammo, making it highly versatile. It is particularly effective at close-range against light-armoured targets.

Plasma Cannon (Scion) Energy weapon

Fires single bursts of radioactive plasma. It is the standard-issue weapon for both Scion Scouts and Warriors. It is not recommended for use against well-armoured targets.

Plasma Stream (Scion) Energy weapon

A more intense variant of the Plasma Cannon. It fires a steady stream of radioactive plasma over a much shorter distance. It also drains ammo much faster than the Cannon.

Super Stabber (ISDF) Projectile weapon

Improvements in shell design make the standard Stabber rounds more damaging to armour. A slower reload rate and increased ammo consumption limit its use to primarily the stronger enemy vehicles.

Arc Stream (Scion) Energy weapon

A continuous stream of electrical energy that can disable an enemy vehicle in seconds. Steep ammo needs make it prohibitive for use against less armoured vehicles. Save it for well-armoured vehicles and buildings.

Quill Cannon (Scion) Projectile weapon

A devious Scion concoction, this weapon fires a burst of razor-sharp metal debris that slices through armour. It is one of the Scion's few projectile-based weapons.

Fang Cannon (Scion) Projectile weapon

A more intense variant of the Quill Cannon. It expels a larger burst of metal shards at a much shorter range. It also drains ammo much faster than the Quill.

Mortars

Standard Mortar (ISDF) Explosive Weapon

A good tool to precede a direct assault. It lobs a blind explosive shell up to 300 meters. Use it with caution, though. The mortar cuts with a dull blade, and can easily damage friendly units if hurled into a close-range melee.

Manual Detonation Mortar (ISDF) Explosive Weapon

A clever variation on the standard mortar. It allows the pilot to manually choose the instant at which the shell will explode. This makes it dramatically safer and more precise at close range. It is also far superior at hitting moving targets.

Splinter (ISDF) Projectile weapon

The Splinter is an excellent tool to use against multiple attackers. Upon exploding, it launches deadly shrapnel in all directions, completely saturating the area within its blast radius. It is well-suited for enemy base attacks. And of course, it is extremely hazardous when used in the vicinity of friendly units.

Resin Gun (Scion) Corrosive weapon

A corrosive chemical compound that can eat through any type of metal. It tends to linger on the target unit, affecting mobility as well as hull integrity. If the chemical resin hits the ground after being released, it can remain there for some time and still damage anything that passes over it.

Acid Cloud Mortar (Scion) Corrosive weapon

The shell of this mortar releases a dense cloud of toxic gas that completely fills the area within its blast radius, steadily damaging any units within as well as limiting visibility. The cloud is at its most devastating when fired at a stationary building. The building cannot escape the cloud and must endure its effect until it dissipates.

Missiles

TAG (ISDF) Projectile weapon

First marks the enemy with a "leader round" that burrows into the target's hull. Once embedded, the round beacons a salvo of 10 homing shells from the launcher. The shells seek out their leader round and barrage it heavily.

FAF Missile (ISDF) Explosive weapon

Stands for "Fire and Forget." Once fired, the missiles automatically home in on the target via its radar signal. They do only minor damage, but have a fast reload rate and a low ammo cost.

Image Shadower (ISDF) Explosive weapon

Faster and more agile than the FAF Missile, the Shadower locks onto its target's visual image pattern. Once locked, these missiles are hard to shake and do a great deal of damage.

Rockets

Thermal Hornet (ISDF) Explosive weapon

A very powerful but slow-moving rocket that follows its target's heat signature. Advanced armour plating has reduced thermal discharge in most ground units, however, it does remain effective against the lighter armour of airships.

Comet Cruise XL (ISDF) Explosive weapon

Like a sledgehammer, the XL is a blunt, powerful weapon for use against strong but disabled targets. It is slow-moving and easily shot down by base defences. Save it for the final moments of an assault, once enemy resistance is eliminated.

Salvo (ISDF) Explosive weapon

Fires a spread of blind rockets. It can deal enormous damage, but is only practical at close range against slow-moving targets.

Specials

Solar Flare (ISDF) Energy Weapon

A mine that releases a large plume of fire into the air. It serves well as both a defensive barrier and a countermeasure to heat-seeking missiles and rockets.

Proximity Mine (ISDF/Scion) Energy Weapon

Standard-issue mine that detonates when it senses motion directly above it.

Blink Device (Scion)

Scion teleportation device. The device will teleport you a random distance in the direction you are facing.

Shields (Scion Only)

Deflection (anti-projectile)

Deflects solid projectiles away from the ship's hull, dramatically reducing the amount of damage sustained. It has no effect on energy weapons.

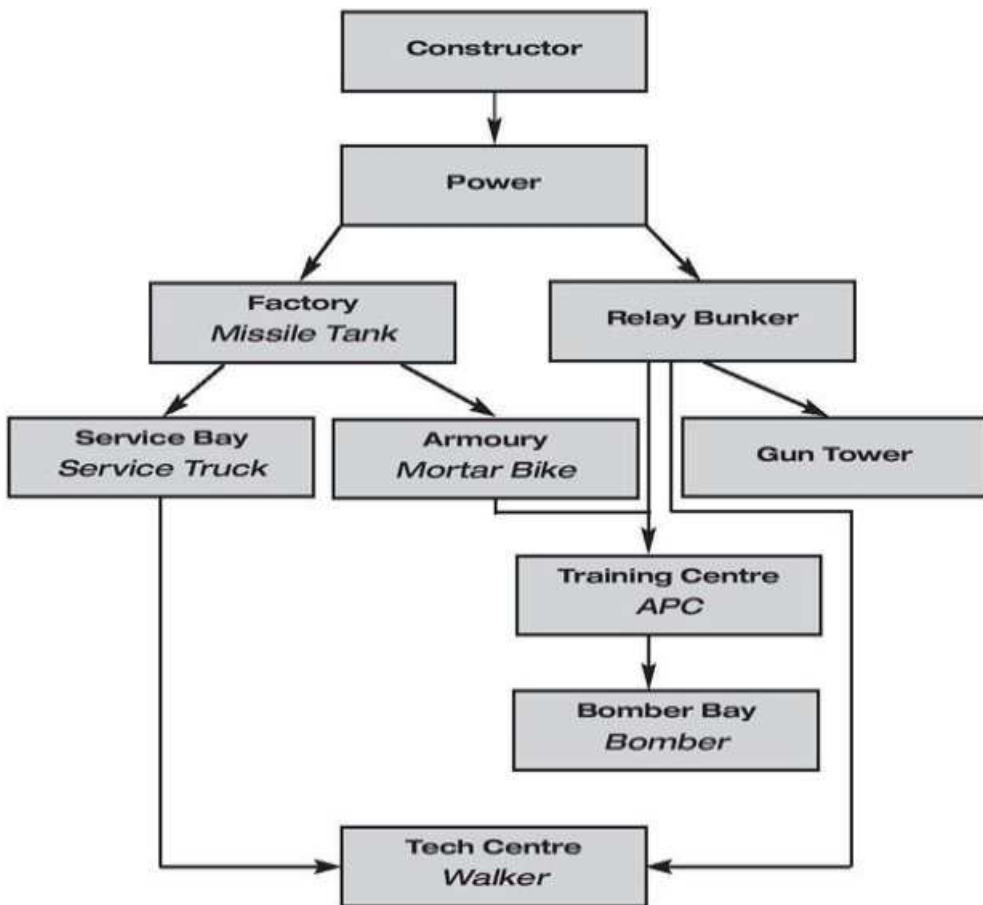
Absorption (anti-energy)

Absorbs and disperses energy impact over the entire area of a ship, reducing the damage inflicted by energy-based weapons. It has no effect on projectiles.

Stasis (Dual purpose)

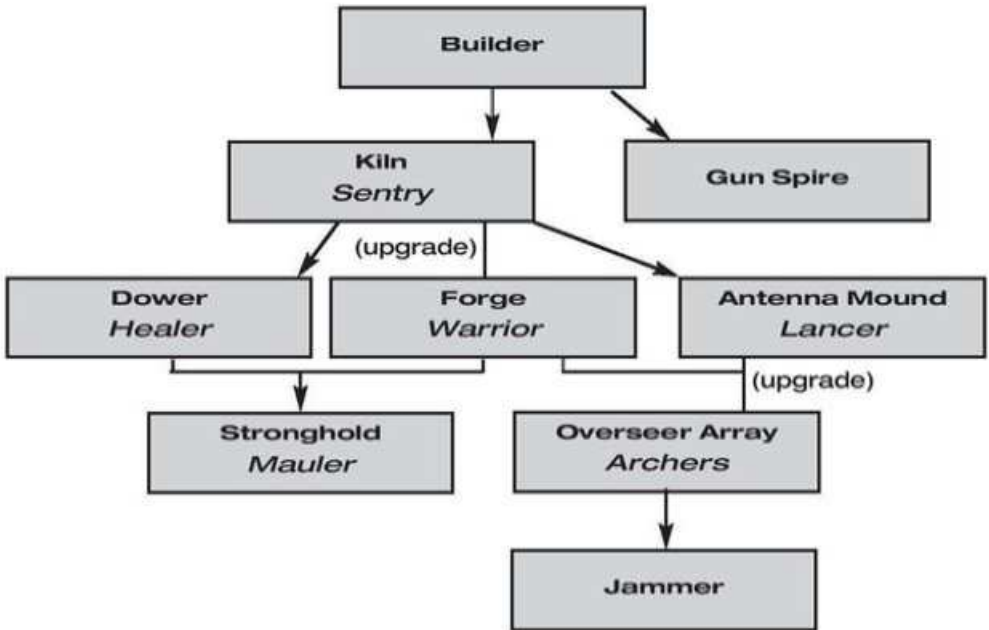
The Stasis shield diminishes the strength of both projectile and energy weapons.

ISDF BUILD TREE



Recycler	→	Scavenger
Recycler	→	Scout
Recycler	→	Turret
Recycler	→	Constructor
Service Bay + Relay Bunker	→	Assault Tank

SCION BUILD TREE



Recycler	—————>	Scavenger
Recycler	—————>	Scout
Recycler	—————>	Guardian
Recycler	—————>	Builder
Stronghold + Overseer Array	—————>	Titan Tank

MINIMUM SYSTEM REQUIREMENTS

- 3-D Graphics Accelerator*
- 100% Windows® 95/98-compatible computer system (including compatible 32-bit drivers for CD-ROM, video card, sound card, and input devices)
- 200 MHz Pentium® Processor
- 64 MB of RAM
- US Version of Windows 95/98 Operating System
- Requires DirectX 7.0 (included) or higher
- Requires 500 MB of uncompressed disk space for game files, plus an additional 100 MB for the Windows swap file
- Quad Speed CD-ROM drive (600 K/second sustained transfer rate)
- 100% DirectX 7.0-compatible sound card
- 100% Microsoft-compatible mouse and driver
- 100% Windows 95/98-compatible joystick (optional)
- CD Audio (Redbook) support
- Multiplayer Requirements
 - Internet (TCP/IP) and LAN (TCP/IP) play supported
 - Internet play requires a 100% Windows 95/98-compatible 28.8 Kbps (or faster) modem

**3-D Graphics Accelerator Required*

A 100% DirectX 7.0 or higher-compliant 3-D video card and driver is required. Battlezone II uses Microsoft's Direct 3D to support 3-D hardware acceleration. It has been tested on many but not all of the major cards incorporating the chipsets listed below. Some 3-D accelerator card brands utilising the chipsets whose logos appear on this box may not be fully compatible with the 3-D acceleration features of Battlezone II.

- | | | |
|-----------------|----------------|---------------------|
| • 3Dfx Voodoo | • 3Dfx Banshee | • Matrox G400 |
| • 3Dfx Voodoo 2 | • ATI Rage 128 | • nVidia Riva TNT |
| • 3Dfx Voodoo 3 | • Matrox G200 | • nVidia Riva TNT 2 |

Important Note: Requires your system to have the latest Windows 95/98 DirectX 7-compatible drivers for CD-ROM, video card, sound card, modem, and input devices.

INSTALLING BATTLEZONE II

Please make sure your computer system is 100% Windows 95/98 compatible. Battlezone II is not compatible with Windows 3.1 or other operating systems.

Note: For Battlezone II to operate the best, it requires that your system have the latest drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use (e.g., joysticks). If you have any problems running the program, older sound or video drivers are the most likely cause.

If you need help on how to obtain the latest sound and video drivers, check out our Technical Help file accessible from the Start menu or the Battlezone II title screen. The title screen displays shortly after inserting the Battlezone CD into your CD-ROM drive. Just press the More button then the Help button. We have supplied a list of major computer hardware companies and their telephone numbers to help you with most problems. You can find them listed under Vendor List. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

How to Install

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel). Verify that you have 650 MB of free hard drive space.
2. Insert the Battlezone II CD into your CD-ROM drive and wait a few moments until the Battlezone II title screen appears. (If the title screen does not appear, please refer to AutoPlay in the Troubleshooting section.)
3. On the title screen click the Install button to begin the installation process and then follow the on-screen instructions.

After Battlezone II setup is complete, your computer will install the Microsoft DirectX 7 drivers if you do not already have them. When DirectX 7 installation is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 7, see page 56 of this manual.

Now you can run Battlezone II by choosing Programs/Battlezone II/Battlezone II from the Start menu or by clicking Play on the CD title screen.

Please register your copy of Battlezone II by completing the Registration Card and returning to Activision at the address supplied.

Title Screen Button Functions

Install - Installs the game. Once the game has been installed, this button will change to Play.

Play - If the game has already been installed to your system, click this button to play Battlezone II.

More - Click this button to access the Help, Technical Help, and Uninstall buttons.

Previews - Click this button to see previews of some exciting Activision games.

Quit - Click this button to close the title screen and exit Battlezone II.

Help - Click this button to view the latest technical information not found in this install guide.

Technical Support - Click this button to view information on how to contact Activision.

Uninstall - Click this button to remove all Battlezone II files from your computer.

www.activision.com - If you have Internet access, clicking this button will take you to Activision's Web site.

TROUBLESHOOTING

Online Help

We have supplied a technical help file that can help you in troubleshooting problems. There are three ways to access this help file:

1. Right-click on the Battlezone II CD icon and select Technical Help.
2. From the title screen, click on More then Help.
3. After installation, from the Start menu, select Programs/Battlezone II/Battlezone II Help.

AutoPlay

If the Battlezone II title screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the Battlezone II CD icon in the window or right-click on the icon and choose the AutoPlay option.
4. After the Battlezone II title screen appears, click on the Play/Install button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimised for use with Windows 95/98. To verify this, perform the following steps:

- a. Open the Windows 95/98 Control Panel folder and double-click on the System icon.
- b. Click on the Performance tab. If any of your hardware drivers are not fully optimised for use with Windows 95/98, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

DirectX 7

Upon completion of the Battlezone II setup, the installation process will continue by determining if Microsoft's DirectX 7 needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.

Q. What is DirectX 7 and why do I need it?

A. Microsoft's DirectX 7 is a set of functions that gives Windows 95/98 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95/98 games. Battlezone II uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 7 functions.

Q. If I don't have DirectX 7, will Battlezone II install it for me?

A. Yes. If InstallShield does not detect DirectX 7 on your computer, it will install DirectX 7 for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 7 to take effect.

Q. I already have other Windows 95/98 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

A. If you already have other Windows games on your computer, chances are you already have an earlier version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 7. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 7 installed on your computer, the Microsoft DirectX 7 installer will detect that and not overwrite any DirectX 7 files. You will not need to restart your computer after installation in order to run Battlezone II.

Movies don't play properly

- Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600K/sec (a quad-speed drive).
- You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. You need 64 MB.
- Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running Battlezone II.

Game freezes

- Make sure your computer has at least 64 MB of RAM.
- Make sure you are using the latest 32-bit drivers for all your peripheral devices.

No sound, partial sound, or no voices or sound effects

- Make sure you have a 100% DirectX 7 Windows-compatible sound card in your computer.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest 32-bit sound drivers for your sound card.
- Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95/98 to be sure all are correct. See your card's manual and your Windows 95/98 manual for details.
- Check your settings in your Control Configuration.

Game too slow

- Make sure you are running Battlezone II on a Pentium 200 or higher system. A lower system usually will not run Battlezone satisfactorily.
- Try turning off some game options in the Graphic Options screen.
- Make sure you have no other applications running in the background.
- Make sure your screen resolution is set as low as it can be in the Graphic Options screen.
- The game may run faster if more RAM is available. Increasing the RAM in your system to 128 MB of RAM will make the game run faster.

GAME HINTS

Major Manson's Survival Tips

1. Follow your Commander's orders explicitly. Don't be comin' into the ISDF thinking you're some hot shot pilot who knows the badlands of Titan like the back of your hand. Listen up, and do what your CO tells you.
2. Learn to strafe. This is the single most important battle tactic in ship-to-ship combat. Strafing will keep your ass alive in the battles to come.
3. Use your weapons effectively! Mortars at a distance, mines when the enemy is chasing you, cannons when the enemy is lightly armoured, and rockets when you need to blast a crater in their hull.
4. Always keep a spare scavenger handy. This will allow you to command it to scavenge for battlefield scrap which could provide you with that extra Assault Tank.
5. Find that Scrap! The key to most wars is the ability to control the supply lines. Don't let those scrap mines go untapped. Get Scavenger's onto the open mines and get 'em producing.
6. Upgrade your mines. After deploying your Scavenger's, and collecting enough scrap, get a Constructor out and upgrade those mines. They'll collect scrap much faster.
7. Two Constructors. In those large battles, build more than one Constructor. This will allow you to have one on the front lines advancing with Gun Towers, while the other remains back at your base to build more Power plants if necessary.

8. Grouping your units. Learn the keyboard commands to group your units and group them. Don't ask why! Just do it.
9. Build queues. After beginning to build a specific unit, the building can be again selected and ordered to build another of the same unit. Or hold down the Shift key to build multiple units. You can use this tactic to build several of the same units while you keep on fighting.
10. Weapon loadouts. If you want to change the weapons on the ships your factory produces, enter the Factory and interface with the Build menu. You can use this menu to select the exact weapons your ships are produced with.
11. Scion morphing. I've heard that those sneaky aliens can actually morph their ship to change the weapons loadouts and ship's performance. I'd love to get my hands on one of those ships and reverse engineer that. 'Course, maybe I'll just snipe one of 'em and take it for a Texas joyride, heh heh.
12. Oh yeah, don't forget to check your e-mail. Even in the ISDF, orders change and the best way to make sure you're on the right program is to remember to check that e-mail.

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Level Designer

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Maggie Baird

Female Ensemble

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Betty

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Ensemble

Michael Sherman

Ensemble

Alan Ray

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Ensemble

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Ensemble

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Movie Player technology by

RAD Tools

Uses Bink Video. Copyright © 1997-
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Battlezone II Intro

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Make Your Mama Proud!

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online services listed.

In order to assist us when dealing with your difficulty, please have the following information ready when you call.

Complete product title.

Exact error message reported (if any) and a brief description of the problem.

What operating system you are using (e.g., Windows 95 or DOS)?

What kind of processor does your machine have (e.g., Intel Pentium® 90)?

What kind of video and soundcards does your machine have (e.g., Diamond Stealth 64 video, Sound Blaster)?

Are you using a joystick? If so, what brand and model? What is it using as a game port (e.g., soundcard, dedicated game port)?

How much free disk space do you have?

How much RAM is in your machine?

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

What kind of modem is on each end (brand, model, speed, internal or external)?

Do you have more than one modem?

On which port is each configured?

Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.

At what speed are you connecting?

Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

What kind of serial card is being used?

Do you have a seven-wire serial cable?

If you are on a LAN:

Can you see other computers on the network?

What is your network configuration?

What brand of network card do you have?

What network software are you running? What version number?

Online Services with Activision Forums, E-Mail and File Library Support

For support via the web please visit <http://www.activision.com/support> or e-mail support@activision.co.uk

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For Customer Support you can contact Activision in the UK on + 44 (0)1895 456 789 between the hours of 1.00pm and 5.00pm (UK time) Monday to Friday with the exception of holidays.

For Technical Support, please contact: + 44 (0)870 2412148 between the hours of 8:00am and 7:00pm (UK time) Monday to Friday and Saturdays 8:00am to 5:00pm with the exceptions of holidays.

Your calls may be monitored

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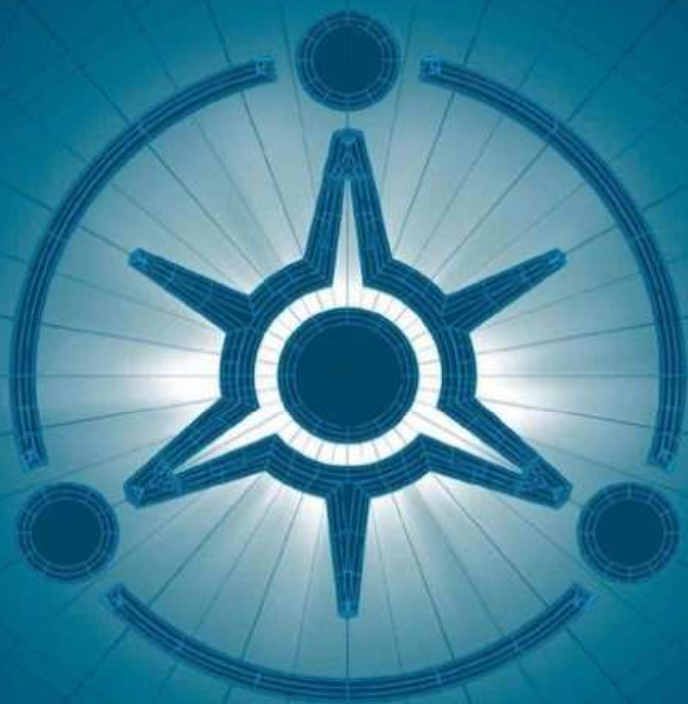
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