

# UECC



**UNITED EARTH COALITION  
COMBAT OPERATIONS MANUAL**

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## INTRO

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Welcome to the United Earth Coalition's Combat Operations Manual. This tome will prepare you for combat on the sunbaked shores of Taurus. But firstly, a brief recap:

The people of the United Earth Coalition (UEC in short) have always lived in peace. Our disagreements with the power-hungry Asian Pacific Alliance (APA for short) have led our two nations into a catastrophic war that has left planet Earth an almost uninhabitable wasteland. The once pure, crystal-clear oceans have been polluted by the fires of industry and the products of war. Our planet is dying, but a solution has been uncovered. In the far reaches of a distant planetary system, the moon Taurus of gas giant M38 holds the key. Probes have revealed its vast, fresh-water oceans, a supply that will help restore Earth to its former glory, and help us defeat the APA once and for all.

We are engaged in a struggle against the APA to take control over Taurus, a battle that has been raging for some time, a war we must win. The operation has been code-named 'Gaea Mission'. Your primary task is to take control of the Dead Zone; an archipelago on the moon's surface, clear of satellite reception. The APA has had some time to establish a presence there due to the distance from Earth, so strong resistance is expected. Travel between islands is by Carrier, a fortress-like ship the APA developed back on Earth and has deployed here on Taurus. The Carrier is capable of deploying several aerial units, amphibious ground-based units, and is equipped with various onboard systems. The plan is to take control of a decommissioned Carrier, repair it, and use it to take control of the archipelago.

The Dead Zone is crucial to taking control of the moon, and with it, Earth's future.

## GAEA MISSION CAMPAIGN

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In the story-driven campaign of *Carrier Command: Gaea Mission*, you take on the role of Lieutenant Myrik, an experienced soldier of the UEC, starting off with little more than an assault rifle, personnel combat armor, and your team, together you prepare to take on the Dead Zone. The story begins on the island of Vulcan, where your primary task is to take control of the decommissioned APA Carrier, and slowly nurse it back to health. From there you will steadily build up resources and equipment, and will gradually improve your arsenal as you progress. This mode may be accessed from the main menu by selecting Campaign.

## STRATEGY GAME

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In this free-form mode, you are pitted against the enemy Carrier in the Dead Zone with random island positions. The amount of islands you and the enemy begin with is configurable, as well as the strength of the enemy, initial resources, how fast resources are gained as well as how fast items are produced, and lastly whether the game ends if you sink the enemy carrier or when you take control of the entire Dead Zone. This mode may be accessed from the main menu by selecting Strategy Game, where you will be able to configure the various settings.

## FILE: CHARACTERS

### 1LT. MYRIK

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Marine Platoon Commander and Infantry Tactical Operations Specialist, Lieutenant Myrik has more than a few years of combat experience under his belt. Tracing all the way back to Earth, his past is haunted by the tragic death of his family in the colossal defeat of the UEC. Hot-headed and often sarcastic, he is nevertheless a strong leader. His task in this operation, however, is to provide cover for Intelligence personnel.

### CPT. AURORA

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Second in command of the operation, Aurora's expertise lies in Information Technology as well as intelligence extraction. She is renowned for her brilliant work in countless Reconnaissance and Special Operations missions against the APA back on Earth. Level-headed but firm, she is highly respected within the ranks of the UEC.

### MAJ. HARRIGAN

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Directly in command of the operation on Taurus, Harrigan is a battle-hardened soldier whose expertise lies in many areas. Decorated numerous times for bravery in the battlefield, his precise judgment and sound knowledge of the APA's mode of thought have proved invaluable on countless occasions.

### IT SPEC. ESSI

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With several degrees in Information Technology, Essi was the most logical choice for the operation's IT Specialist. Mostly shy and easy-going, Essi has practically no combat experience, and therefore forms part of the support section. Handy with her portable combat computer, her ability to reprogram enemy subsystems and retrieve island readouts are crucial to the success of the mission.



### ENG. ANDERSON

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Highly skilled in repair and construction, Anderson was selected as the team's Engineer specifically for this reason. Often sarcastic, his smart comments have gotten him into trouble more than a couple of times. Also boasting one of the highest scores in assault rifle accuracy, his combat experience, combined with his practical skills, make him a very reliable combat advisor.



### WEAP. ENG. OKORO

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A natural with any weapon he is given, Okoro systematically analyzes its inner workings in an instant. Complementing his skill with weapons, he is a tactical, level-headed thinker with many years of combat experience, primarily served beside 1LT. Myrik. His task in the operation is to protect non-combatant assets, as well as analyze enemy weapon systems and provide intel.



## ESSENTIAL OPERATIONS

Here is a quick preview of what you will see when commanding the Carrier. Although described briefly here, page 35 provides a more detailed description of the Carrier's Heads Up Display (HUD for short).



1. **The Carrier's HUD** – Displays various information about the status of the Carrier.
2. **Command Bar** – Displays information about your current units and the Carrier.
3. **Radar** – Displays nearby Points Of Interest (POI for short) and your current objective.
4. **Advisor** – Transmissions you receive from your advisors are displayed here.



The core operations you will perform while commanding the Carrier are: producing items for your units, producing units themselves, setting up islands as required, and ultimately, leading the assault on enemy islands and the enemy Carrier itself. Everything is performed directly from within the Carrier.



- 5. Messages** – Color-coded by category, information regarding your units, Carrier, and so on, is shown here. Green is for completed, Yellow is for information and Red is for warnings.
- 6. Hints** – Tips regarding aspects of the Carrier, units, or mission hints are displayed here.
- 7. Context Menu** – Displays various functions relative to the currently selected unit. For the Carrier, subsystems such as Production are accessed from here.

# FILE: STRATEGIC OPERATIONS

## PRODUCTION

This is the Production screen, used to produce units, weapons, and equipment. It is accessed by selecting PRODUCTION in the Carrier's Context Menu.



- 1. Blueprint List** – The scrollable Blueprint List displays items you currently have blueprints for, and can therefore build. This ranges from weapons to Carrier fuel. Displayed items may be sorted using the tabs to the left, which allow you to firstly sort what type of unit to display items for, and second what type of item, whether weapon, armor, or enhancement. Each item also indicates how many materials are used up in its production, as well as the amount of minutes, in Standard Taurus Time (STT for short), that production will take.
- 2. Production Queue** – The Production Queue lists items currently in production. Each item has a progress bar indicating how far it is in production. The number to the right denotes how many identical items will be created, and an icon indicates the type of unit the item is for. Items in the list may be shuffled as required, for example to prioritize the construction of one item over another. They may also be cancelled, returning all spent resources.



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- 3. Item Info** – The Item Info screen displays details about the currently highlighted item. This includes a 3D preview of the item itself, the name of the item, as well as various details about the item. If the item is a weapon, then its relative power is displayed, along with what the weapon is effective against. In contrast, if the item is improved armor, then its resistance to incoming fire is listed instead. Below the information box are the requirements for production, as well as how many of these specific items you have on the Carrier and the Stockpile Island. Lastly, the weight of the item is also displayed.
- 4. Island Network Info** – The Island Network Info screen details the amount of materials you have available, the current production rate and material income, and the amount of islands currently connected to your stockpile, sorted by type. Types include Mining (for extracting resources), Defense (for defensive positions), and Production (for item production). Items built on Production islands are automatically moved to the Stockpile. The amount of Production islands connected to the Stockpile denotes the production rate, and therefore how quickly items may be built. Likewise, the amount of Mining islands influences the material income rate.

## EQUIP

This is the Equip screen, used to arm units with weapons and armor. It is accessed by selecting a unit in the Command Bar and selecting EQUIP in its Context Menu. Units docked inside the Carrier are automatically rearmed, repaired, and refueled.



**1. Carrier Items List** – The scrollable list displays items you currently have stored on board your Carrier. Only items that can be mounted on the currently selected unit are displayed. Filter tabs to the left allow for easy sorting between weapons, armor, or enhancement.

**2. Item Info** – Information about a selected item is displayed here. Refer to page 11 under Production.

**3. Unit Info** – The Unit Info screen contains information about the currently selected unit. This includes upgrades that have been developed for this unit type, as well as the unit's fuel level and damage level. The unit's call sign is located to the right. Beneath is a 3D preview of the unit displaying armor as well as equipment. Next, individual item slots are shown. An item may be removed directly from the slot. Below are indicators that are displayed on the slot if an item is selected in the list.

<> = the item in the slot will be replaced with the selected one.

>> = the item will be added to that slot.

<< = the item in the slot will be removed.

## SUPPLIES

This is the Supplies screen, used to transfer goods between the Stockpile Island and the Carrier. It is accessed by selecting SUPPLIES in the Carrier's Context Menu.



- 1. Stockpile Items List** – The scrollable list displays items currently stored on your Stockpile Island. As with the Blueprint List in the Production screen (page 10), tabs to the left allow for sorting items.
- 2. Barque Info** – The Barque Info screen displays items currently loaded up onto the Supply Barque (a submarine used for delivering goods between the Carrier and the Stockpile). The list displays how many of each item is on the Barque, and the weight of individual items. The total weight of the goods is displayed at the bottom of the screen, next to the Supply Barque's maximum capacity.
- 3. Item Info** – Information about a selected item is displayed here. Refer to page 11 under Production.
- 4. Barque ETA** – This screen simply displays the Estimated Time of Arrival (ETA for short) of the Barque from Stockpile to Carrier in Standard Taurus Time (STT for short), in the format DD:HH:MM.



**TIP:** You can transfer items straight from the Stockpile to the Carrier by sailing to the Stockpile Island directly.

## REPAIR

This is the Repair screen, which displays the status of the Carrier. It is accessed by selecting REPAIR in the Carrier's Context Menu.



- 3D Status** – This screen shows a general overview of the Carrier's status. Individual subsystems may be seen here, and their status is displayed by a change in color. The more damaged a zone is, the more its color shifts from blue to red.
- Repair Zone Info** – This screen displays a description of the currently highlighted zone. The top of the screen also provides the status of the Carrier's fuel tanks. As Carrier fuel (a special universal compound) is used up to repair zones, it is important to keep the tanks supplied.
- Detailed Status** – The cards in this screen show the repair priority of each zone. The amount of fuel cells required to repair a zone is displayed on the right side of the card. Priority determines at what Carrier fuel level the zone will be repaired, and can be set up differently for each card.

### Fuel capacity required for the zone to start repairing:

**Low** – A minimum of 75%

**Medium** – Minimum 50% fuel capacity.

**High** – Minimum 25% fuel capacity

**Top** – Always repair.



**TIP:** If a zone is completely destroyed, it takes a while before it starts being repaired.



**TIP:** Engine speed is affected by how damaged the engines are.

## SHIP LOG

This is the Ship Log screen, where all messages, hints, and advisor transmissions may be reviewed. It is accessed by selecting SHIP LOG in the Carrier's Context Menu.



- 1. Objectives Screen** – Your current objectives and tasks are viewable in the list. Sub-objectives are grouped and can be expanded by the arrow to the right of the main objective. The description of the selected objective is seen below, detailing what completing the objective entails.
- 2. Messages Screen** – Messages received from your advisors, hints, or the Carrier's onboard computer, are stored here. These can be sorted using the filter tabs to the left.
- 3. Hints** – Present only in the Gaea Mission Campaign, this screen displays tutorial hints given to you throughout the campaign.
- 4. Achievements** – Here you can view locked and unlocked achievements, which can be sorted using the filter tabs to the left. Faded achievements are those which have not yet been unlocked. A short description detailing what needs to be done in order to get the selected achievement is displayed below.

## STRATEGIC MAP

This is the Strategic Map, accessed by opening the map and zooming all the way out. It shows all discovered islands as well as their type and ownership. Red is enemy, green is neutral, and blue is friendly. Islands differ by type, indicated by the appropriate icon.



- 1. Command Bar** – Used to control your units and access various Carrier subsystems. Refer to page 32 for more info.
- 2. Map Cursor** – Used to select islands in the map and set waypoints for your Carrier.
- 3. Carrier** – Denotes the current position of your Carrier in the map.
- 4. Live View** – Here you can watch what your units are doing in real-time while viewing the map. Shown here are also the Current objective, your Carrier's fuel level, the day, the time, and your current Production Rate and Materials stock.
- 5. Mining Island** – Used for harvesting materials.
- 6. Production Island** – Where units and items are produced.
- 7. Defense Island** – Used as a strategic, defensive fortress. Islands directly linked to Defense islands gain a defense boost.
- 8. Stockpile Island** – (Denoted by the full coloration) The island where all your produced units, items and equipment are stored. A single island may be selected as your Stockpile at a time.
- 9. Island Link** – Displays which islands are connected to the Island Network; only islands interconnected to the Stockpile can provide resources and other services.
- 10. Fuel Range** – Displays how far your Carrier can sail with its current fuel capacity.





**TIP:** Defend your Stockpile Island! Should the enemy capture it, you will lose all stored items and materials, and will be unable to produce any items until a new Stockpile is selected.



**TIP:** You may enter Timewarp even if you have no fuel to reach the target island, but your Carrier will move very slowly.

## ISLAND INFO SCREEN

The Island Info screen displays information about an island, allows for changes in its type, and also displays objectives for the island. The screen is accessed by hovering over an island with the map cursor and selecting it. From here you may instruct the onboard navigation computer to automatically sail to the island. This also initiates Timewarp, an onboard module which accelerates time.



- 1. Topographical Map** – Displays a small preview of what the island looks like.
- 2. Island Statistics** – Shows information about the island.
- 3. Island Type** – Displays what type the island is and also if it is a Stockpile.
- 4. Objectives** – Objectives that need to be completed on the island are shown here.
- 5. Info/Setup Tabs** – Here you can switch between the information screen (seen here) and the island setup screen, where you may change the island type or set it as the Stockpile.



**TIP:** When deciding what Island Type to change an island to, check its Production and Resource values.



**TIP:** Before attacking an island, check its Actual Defense value.

# FILE: TACTICAL MAP

## TACTICAL MAP

This is the Tactical map, accessed by opening the map and zooming most of the way in. It shows the island's geography, individual bases and defenses, as well as enemy units, waypoints, unit paths, and structures. From here you can give units on board your Carrier orders with paths and attack orders.



- |  |  |  |
|--|--|--|
|  Manta Light               |  Manta Light (Island)     |  Fuel Depot       |
|  Manta Medium             |  Manta Medium (Island)   |  Repair Depot    |
|  Manta Heavy             |  Manta Heavy (Island)   |  Rearm Depot    |
|  Walrus Light            |  Walrus Light (Island)  |  AT Turret      |
|  Walrus Medium           |  Walrus Medium (Island) |  AA Turret      |
|  Walrus Heavy            |  Walrus Heavy (Island)  |  Rocket Turret  |
|  Walrus Garage           |  Supply Barque          |  Waypoint       |
|  Manta Hangar            |  Pier                   |  Firewall       |
|  Command Center          |  Radar                  |  Scrambler      |
|  HQ / Refinery / Factory |  Research Center        |  Shield Booster |

1. **Carrier** – Denotes the current position of your Carrier in the map.
2. **Map Cursor** – Context-sensitive cursor used to set waypoints, give attack orders, assist orders, and use orders.
3. **Map Tip** – Displays quick information about a Point Of Interest (POI for short) on the map, such as what the object is, whether it is usable, and what order will be carried out by entering a waypoint on the object.
4. **Unit Group** – A group of units assisting a leading unit, which is following a path, set in the map.
5. **Selected Unit** – The ring around the unit indicates it is currently selected.
6. **Unit Info** – This area displays information about the currently selected unit, including weapon status, damage level, fuel level, and a real-time preview of what the unit is doing above.
7. **Unit Path** – These lines joined by dots indicate the path the unit intends on following to reach its destination or target. These are set by placing one or more waypoints on the map.
8. **Dock Point** – This is the point near the island the Carrier will move to when you select automatic navigation to the island. This is done by selecting Set Sail in the Island Info screen in the Strategic Map.
9. **Shallows** – These interlaced lines indicate shallow water where the Carrier may run aground. The Carrier will avoid this automatically when given waypoints to a location, however it is possible to run aground when using manual controls. Refer to page 35 for collision and depth indicators on the HUD.
10. **Base** – As an example, here you can see a base present on the satellite image of the island, though as no units can directly see the location, neither units nor targets are shown.
11. **Command Bar** - Used to control your units and access various Carrier subsystems. Refer to page 32 for more info.

### CARRIER

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This is the Carrier itself. Capable of holding 4 amphibious ground-based units (the Walrus) and 4 aerial units (the Manta), the Carrier is a floating fortress, boasting several defensive weapon systems as well as a strong offensive weapon at the front. Most importantly, all units are controlled remotely from the bridge. Besides turrets and units, the Carrier also contains the subsystems required to access and organize the UEC island network. This means it can remotely instruct an island to reconstruct itself for mining purposes, for example. Its crew is safely located inside the Carrier's thick, armored hull.



1. Deck Guns
2. Drones
3. Scout Drone
4. Hammerhead Missile

## WEAPON SYSTEMS

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The Carrier has several onboard systems used for offense and defense. These are accessible by selecting the Carrier Weapon Systems card in the Command Bar (the card to the far right), where the Context Menu displays the various systems. These systems include the following:

### ▶ DECK GUNS

These defend the Carrier from incoming enemy units. The Carrier's main bow turret however, is used for offense, including attacking the enemy Carrier or island positions.



### ⦿ DRONES

Flight-capable, explosive drones that hover around the Carrier when released, targeting enemy units that come close to the Carrier. Detonating on impact, they deal significant damage to the unit.



### ✦ SCOUT DRONE

A single-use, unmanned aerial vehicle, the Scout Drone carries an onboard camera and so is ideal for remote surveying of an area to assess the defenses prior to moving in with units.



### ⚡ HAMMERHEAD MISSILE

This nuclear missile is a deadly weapon that assuredly destroys the target and its surroundings on detonation. To be used with caution.



## MANTA

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### Multi-role Aircraft for Nautical Tactical Assault

The Manta is a Vertical Take-Off and Landing (VTOL for short) capable, dual engine aerial assault vehicle. It is one of the basic units available for the Carrier. Ideal for aerial support or attack runs, the highly customizable Manta is capable of carrying a Walrus or cargo using an attachable hook, and may be outfitted with heavier armor, improving its resistance to incoming fire, but slowing its movement somewhat. To further improve its survivability, an optional shield may also be equipped. Below are the various armor configurations for the Manta:

#### LIGHT – UNARMORED MANTA

**Mobility:** Jet  
**Durability:** Light  
**Maneuverability:** High



#### MEDIUM – MANTA WITH ARMOR MK.I

**Mobility:** Jet  
**Durability:** Medium  
**Maneuverability:** Medium



#### HEAVY – MANTA WITH ARMOR MK.II

**Mobility:** Jet  
**Durability:** Heavy  
**Maneuverability:** Low






## WALRUS

## Water And Land Roving Utility Shuttle


The Walrus is an amphibious, ground-based vehicle. One of the basic units available for the Carrier, it is highly customizable, with set-ups ranging from a light reconnaissance vehicle, to an armored battle tank. The Walrus is also the only unit capable of mounting the various capsules required for hacking or rebuilding the Command Center. It can also activate replenishers (for refueling, rearming or repairing), or disable island defense structures, such as Scramblers and Firewalls. Below are the various armor configurations for the Walrus:

 LIGHT – UNARMORED WALRUS

**Mobility:** Wheeled  
**Durability:** Light  
**Engine Speed:** High


 MEDIUM – WALRUS WITH ARMOR MK.I

**Mobility:** Wheeled  
**Durability:** Medium  
**Engine Speed:** Medium


 HEAVY – WALRUS WITH ARMOR MK.II

**Mobility:** Wheeled  
**Durability:** Heavy  
**Engine Speed:** Low



## WEAPONS

The weapons you will come across in Carrier Command vary from heavy machineguns to plasma cannons. Each weapon has its own purpose and requirements. Certain weapons are effective against airborne targets, while others against ground based targets. The main weapon types you will encounter are Anti-Tank (AT), Anti-Air (AA), and Universal (Uni), a few also automatically navigate to their target. AT weapons are effective against armored targets and ground targets, whereas AA weapons bring down aerial units. Universal weapons are effective against both.

For example, the High Explosive Anti-Tank (HEAT for short) cannon is excellent for punching through the thick armor of Heavy Walruses, whereas the Flak cannon is ideal for taking out aerial units. However, an effective weapon against both is the auto-navigating Missile. Statistics of these weapons are detailed below:

### HIGH EXPLOSIVE ANTI-TANK (H.E.A.T)

**Power:** Very-High  
**Ammunition:** 75  
**Mounted On:** Walrus  
**Effective Against:** Armored ground targets



### FLAK

**Power:** Very-High  
**Ammunition:** 300/1000  
**Mounted On:** Walrus, Carrier  
**Effective Against:** Airborne targets



### MISSILE

**Power:** Very-High  
**Ammunition:** 16/6  
**Mounted On:** Walrus, Manta  
**Effective Against:** All target types



Next we will look at ballistic and non-ballistic weapons. Their uses also vary, for example a distant immobile target is easily targeted by non-ballistic weapons, where the projectile flies directly to its target. Ballistic weapons on the other hand, are perfect for hitting targets behind barriers or walls. The afore-mentioned HEAT, for example, is a decent ballistic weapon, although due to its speed its curve is not too pronounced. As opposed to this, the Plasma cannon fires projectiles that fly straight. Its statistics are shown below:

### ✦ PLASMA

**Power:** High  
**Ammunition:** 80/100/500  
**Mounted On:** Walrus, Manta, Carrier  
**Effective Against:** Ground targets



We will also take a look at precise weapons vs. area weapons. Precise weapons fire projectiles which direct their damage directly to the target they impact upon. A good example of such a weapon is the HEAT. Opposed to this is the Bomb, a weapon designed to take out installations and groups of units. The weapon statistics of the Bomb are shown below:

### ✦ BOMB

**Power:** Extreme  
**Ammunition:** 1  
**Mounted On:** Manta  
**Effective Against:** Ground targets



Lastly, we will look at support weapons, such as the Walrus-mounted Repair Gun. This weapon is designed to perform field repairs to nearby friendly units, as required. This can prove extremely useful in a situation where returning to the Carrier is not an option. The Repair Gun's statistics are displayed below:

### ✦ REPAIR GUN

**Power:** Repair  
**Ammunition:** Charge  
**Mounted On:** Walrus  
**Effective Against:** Nearby friendly units



## FILE: STRUCTURES

### CRITICAL

Critical structures are the most important buildings found on islands. They include the Command Center, Pier and Radar, shown below.

#### COMMAND CENTER

The Command Center is the most important structure on the island, determining the island's ownership, as well as providing orders for island units remotely. Reprogramming it results in capturing the island entirely. Its destruction, however, results in the island reverting to neutral, and the Command Center must be regenerated.



When approaching with a Walrus on which a Hack Capsule is mounted, then seeing this icon means you may attempt to reprogram the Command Center.

#### PIER

The Pier connects the island to the Island Network. This is done through supply submarines, similar to the Supply Barque. For example, when units and equipment are produced on a Factory island, they are transferred to the Stockpile using the Island Network.



**NOTE:** Destroying the Pier on an enemy island can cripple their infrastructure if the result is that many islands are then cut off.

#### RADAR

The Radar boosts the telemetry signal of the Command Center, increasing the capabilities and accuracy of the units present on the island. Though not as important as the Command Center, due to its effect on island units, it is regarded as a critical structure.



**NOTE:** Destroying this structure on an enemy island will disturb the telemetry signals from the Command Center to the island's units, making them less capable of accurately targeting you.

## TYPE SPECIFIC

Type-Specific structures are those which change depending on the type of the island. This means that a Mining island will have a Refinery for example, whereas a Production island will have a Factory. In either case, the structure is located in the building complex present on the island. The Factory, HQ, and Refinery are outlined below.

 **FACTORY**

Type-Specific structures are those which change depending on the type of the island. This means that a Mining island will have a Refinery for example, whereas a Production island will have a Factory. In either case, the structure is located in the building complex present on the island. The Factory, HQ, and Refinery are outlined below.




When you see this icon, press Use to retrieve vehicles or armor that have not been shipped to the Stockpile.

 **REFINERY**

Refineries are present on Mining islands, and are used to refine raw fuel. Also present on the island are support mining structures, which extract raw fuel from the subterranean. This is then refined into the universal compound used for repairs and construction. You will also find a Refuel Depot in the complex.



When you see this icon, press Use to retrieve capsules or fuel that has not been packed and shipped to the Stockpile.

 **HEADQUARTERS (HQ)**

Headquarters are present on Defense islands, and handle defense logistics of the island. Islands with this setup generally have more units and turrets, and the island also has additional generators which provide the extra power required by the additional defenses.



When you see this icon, press Use to retrieve weapons which have not been shipped to the Stockpile.

## FILE: STRUCTURES

### DEFENSIVE

Defense structures are those which prevent intruders from easily marching in and taking the Command Center. They include Shield Boosters, Scramblers and Firewalls, described below.

#### SCRAMBLERS

These structures scramble unit control transmissions, severely limiting the telemetry range of enemy Carrier units, which operate at similar frequencies.



When you see this icon, press Use to deactivate the Scrambler. Alternatively, destroying it is also a valid tactic.

#### FIREWALLS

These buildings protect the Command Center's internal systems from foreign signals, making it almost impossible to hack while the Firewalls are active.



When you see this icon, press Use to deactivate the Firewall. Destroying it only prevents you from deactivating the Firewall, as only the interface is located on the surface.

#### SHIELD BOOSTERS

These generators provide power to the Command Center, enabling it to activate a shield around itself. The shield deflects incoming projectiles and destroys enemy units that attempt to pass through.



**NOTE:** These may be deactivated only by destroying them.

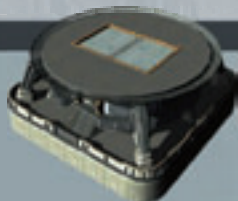


## UNIT DEPLOYMENT &amp; RESEARCH

These structures encompass buildings that deploy units from underground storage facilities as well as Research Centers. From a tactical perspective, the destruction of these structures on an enemy island significantly impacts its defense capabilities as well as its contribution to enemy production capabilities. These buildings are outlined below.

 HANGAR

The Hangar houses several Mantas underground, deploying them when required. This is usually when the island is attacked by the enemy.



**NOTE:** Destroying these structures on an enemy island will make it easier to capture, as there will be less defending units to contend with.

 GARAGE

The Garage holds several Walruses underground, which are deployed when enemy units are present on the island.



**NOTE:** The destruction of these buildings on an enemy island will decrease the amount of units the enemy has to defend the island with.

 RESEARCH CENTER

The Research Center is where various technologies are researched and developed. It pays to be thorough, as these structures may house blueprints to what was being developed.



When you see this icon, press Use to search the database of the Research Center.

## REPLENISHERS

Replenishers are structures that refuel, rearm or repair units when they activate it. These are incredibly useful when attacking an enemy island, as these structures do not identify friend or foe, and thus can be used by your units as well. These are described below.

### ||| AMMUNITION DEPOT

This building holds copious amounts of ammunition, ideal for when your units are running low on munitions.



When you see this icon, press Use to activate the replenisher and begin transferring ammunition to your unit.

### 🔧 REPAIR DEPOT

This structure has various devices which weld broken joints and replace punctured plates. These will prove invaluable when you find your units under heavy fire and need to repair them as quickly as possible.



When you see this icon, press Use to activate the replenisher and begin repairing the vehicle.

### ⚡ FUEL DEPOT

This building has large supplies of vehicle fuel. Very useful should your units be running low on fuel in enemy territory.



When you see this icon, press Use to activate the replenisher and begin refilling your unit's fuel tanks.

## TURRETS

Turrets are defensive structures on the island designed to eliminate enemy units. They are usually equipped with a cannon or launcher, and are designed individually to engage specific types of targets. A few examples are shown below.

## ☞ LIGHT MACHINEGUN TURRET

**Profile:** Small

**Power:** Low

**Effective Against:** All types of targets



## ☞ QUAD ANTI-AIR TURRET

**Profile:** Large

**Power:** Medium

**Effective Against:** Airborne targets



## ☞ MISSILE TURRET

**Profile:** Medium

**Power:** Very-High

**Effective Against:** All types of targets



## BASIC

The basic control aspects used throughout *Carrier Command: Gaea Mission* is shown below. This includes the Command Bar, waypoints, target locks, POIs, and what the screen looks like when your units leave the Carrier's telemetry range.



**1. Docked Unit**

**2. Undocked Unit**

**3. No Unit**

**4. Highlighted Unit**

**5. Selected Unit**

**6. Multi-Selected Unit**

The Command Bar is used to access units and Carrier systems. This is done by selecting the appropriate card (1 for Carrier Subsystems, 2-5 for Mantas, 6-9 for Walruses, and 0 for Carrier Weapon Systems). For units, each card displays basic info, such as armament, whether the unit is carrying out a plan, and its damage level. Here is an example of a unit card and the various aspects:



**1. Unit Number** – The Unit's call sign number is displayed here.

**2. Damage** – The damage level is indicated by how filled the card is.

**3. Armament** – Weapons and equipment the unit is equipped with is shown here.

**4. Armor** – This icon changes depending on how armored the unit is.

**5. Pilot Lights** – These display whether the unit is carrying out a plan, its stance, and whether it is running low on fuel.

Multiple units may be given orders using the control multi-select, and then giving an order, such as entering a waypoint in the map.



This is a waypoint icon, displaying the location of an objective or task.



These are Point Of Interest icons, displayed to indicate a unit or turret.



These change in color – grey for distant, blue for friendly, red for enemy, yellow for targeted enemy.



This icon is displayed to indicate weapons with heat-seeking mechanisms have locked onto the target.

Should one of your units stray out of your Carrier's telemetry range, visual artifacts will be displayed indicating a loss in display. This is usually in the form of screen noise.

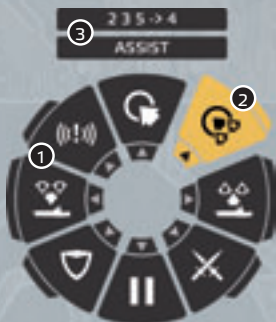


**TIP:** A grey POI means it is out of range of the unit's currently selected weapon.

## RADIAL MENU

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The Radial Menu is used to give selected units orders, such as to attack a target or to suspend an active plan. This is brought up by pressing and holding the Radial Menu control and then moving the right stick in the direction of the desired action.



1. Unselected Action

2. Selected Action

3. Units Affected by Action

This is context sensitive, so if you have an enemy unit under the cursor, the top-most action will be Attack. On the other hand, if you have nothing under the cursor, then the top-most action will be Move, sending selected units to the location under the cursor.



**TIP:** The most appropriate units for the action are selected automatically. Alternatively, if you have specific units selected, then those are used instead.

## SPECIFIC COMMANDS

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**Suspend/Exec** – Suspends or Executes the selected units' current plans.

**Move** – Orders the selected units to move to the location under the cursor.

**Attack** – Orders the selected units to attack the target under the cursor.

**Dock/Undock** – Orders selected units to Dock or Undock.

**Assist** – Orders selected units to follow and protect the currently controlled unit. This means that if the lead unit is attacked, the assisting units will defend it.

**Emergency** – Orders selected units to come to the controlled unit's aid. Very useful when you are under fire while driving a Walrus, and have units close-by.

### HUD LAYOUT – CHARACTER

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This is the layout of the character Heads-Up Display (HUD for short), seen when moving around on foot. To help you survive in the environment, you are automatically equipped with the Personnel Combat Shield MK.II. This is a shield that blocks incoming projectiles, to protect you from harm.



1. **Health** – This displays your current health.
2. **Shield** – This displays the power level of your shield.
3. **Weapon Info** – Displays what weapon you have as well as how many rounds you have left.
4. **Compass** – Displays the direction you are facing.
5. **Radar** – Displays nearby POIs and your current objective.
6. **Crosshair** – This is where your weapon is currently aiming.



## HUD LAYOUT - CARRIER

This is the layout of the Carrier's main HUD, seen when you are controlling the Carrier directly. Aside from the weapon specific aspects, this HUD is very similar to the Carrier's Weapon Systems HUD, seen when controlling the Carrier's Deck Guns.



1. **Damage** – Displays the Carrier's damage status.
2. **Fuel** – Shows how much fuel remains in the Carrier's tanks.
3. **Speed** – Displays the Carrier's current speed.
4. **Collision** – Displays how far away the Carrier is from a potential collision.
5. **Engines Info** – Displays the current throttle of the Carrier's engines.
6. **Compass** – Displays the direction the Carrier is travelling in.
7. **Depth Below Keel** – This shows the depth below the Carrier's keel.
8. **Radar** – Displays nearby POIs and your current objective.

### HUD LAYOUT – MANTA

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This is the Manta's HUD layout. This is shown whether you are controlling the unit directly, or simply viewing what it is doing.



- 1. Damage** – Displays how damaged the unit is.
- 2. Fuel** – Shows the remaining level of fuel.
- 3. Speed** – Shows the unit's current speed.
- 4. Altitude** – Shows the unit's altitude above sea level.
- 5. Weapon Info** – Displays how many shots you have left as well as the selected weapon.
- 6. Upgrade** – Displayed when you are on an island that requires a specific upgrade. This is red if you do not have the upgrade.
- 7. Power Level** – Displays the current engine power output.
- 8. Afterburner** – Displays the charge level of the afterburner, used to give the unit a speed boost.
- 9. Horizon Level** – Displays the orientation of the unit relative to the horizon.
- 10. Compass** – Displays the azimuth of the unit.
- 11. Radar** – Displays nearby POIs and your current objective.


## HUD LAYOUT – WALRUS


This is the Walrus' HUD layout. This is shown whether you are controlling the unit directly, or simply viewing what it is doing.








1. **Damage** – Displays how damaged the unit is.
2. **Fuel** – Shows the remaining level of fuel.
3. **Speed** – Shows the unit's current ground speed.
4. **Elevation** – Shows the unit's current weapon elevation.
5. **Weapon Info** – Displays how many shots you have left as well as the mounted weapon.
6. **Upgrade** – Displayed when you are on an island that requires a specific upgrade. This is red if you do not have the upgrade.
7. **Revolutions Per Minute (RPM)** – Displays the engine's current RPM.
8. **Turbo** – Displays the charge level of the turbo, used to give the unit a speed boost.
9. **Turret Direction** – Displays the current direction the turret is facing relative to the unit.
10. **Compass** – Displays the azimuth of the unit.
11. **Radar** – Displays nearby POIs and your current objective.

# GAME CONTROLS DEFAULT

DOCK ASSIST   
MULTIPLE WAYPOINT






RADIAL MENU 

MAP - PAN 










SELECT UNIT   
CENTER (HOLD)   
MULTISELECT UNIT   
PREV/NEXT UNIT 



## CARRIER

-  Zoom (Turrets)
-  Fire
-  Next Turret
-  Throttle / Rudder
-  Camera / Turret Move

## CHARACTER

-  Zoom
-  Fire
-  Move
-  Strafe
-  Free Look
-  Crouch
-  Use
-  Weapon Mode
-  Walk



XBOX GUIDE BUTTON

MAP - ACTION

TOGGLE MAP  
(HOLD) CONTEXT MENU

INGAME MENU

MAP - ZOOM








## MANTA

- Elevate / Relegate
- Fire
- Context Menu (hold)
- Throttle
- Strafe
- Forsage
- Switch Camera
- Nose Up / Down
- Roll
- Use
- Switch Weapon

## WALRUS








- Zoom
- Fire
- Switch Camera
- Context Menu (hold)
- Throttle
- Roll
- Turbo
- Turret Move
- Use

## GAME CONTROLS ALTERNATIVE











- ZOOM OUT 
- MAP - ACTION 
- MULTIPLE WAYPOINT ASSIST DOCK 
- MAP - PAN 
- SELECT UNIT CENTER (HOLD) 
- MULTISELECT UNIT 
- PREV/NEXT UNIT 



### CARRIER


-  Throttle -
-  Throttle +
-  Fire
-  Zoom (Turrets)
-  Next Turret
-  Rudder
-  Camera / Turret Move


### CHARACTER


-  Backward
-  Forward
-  Fire
-  Strafe
-  Walk
-  Free Look
-  Crouch
-  Use
-  Weapon Mode
-  Zoom






 ZOOM IN













 TOGGLE MAP  
(HOLD) CONTEXT MENU

 INGAME MENU











 RADIAL MENU

XBOX GUIDE BUTTON

## MANTA

-  Throttle -
-  Throttle +
-  Fire
-  Switch Camera
-  Elevate/Relegate
-  Strafe
-  Forsage
-  Nose Up / Down
-  Roll
-  Use
-  Switch Weapon
-  Context Menu (hold)

## WALRUS

-  Throttle -
-  Throttle +
-  Fire
-  Context Menu (hold)
-  Switch Camera
-  Roll
-  Turbo
-  Turret Move
-  Use
-  Zoom