XBOX 360 ®

LIVE

Tom Clancy's ENDWAR™
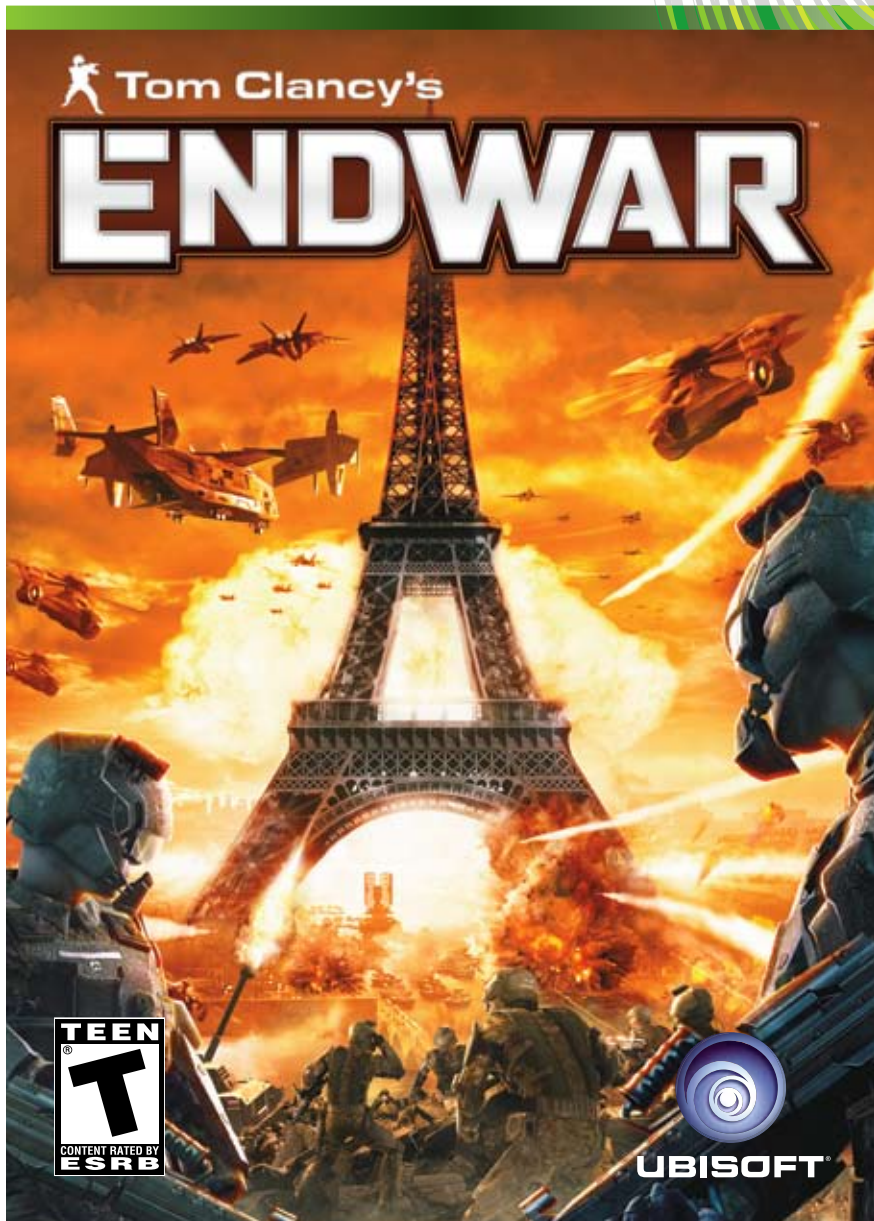
TEEN
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CONTENT RATED BY
ESRB

UBISOFT®

Important Health Warning About Playing Video Games

Photosensitive seizures
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.
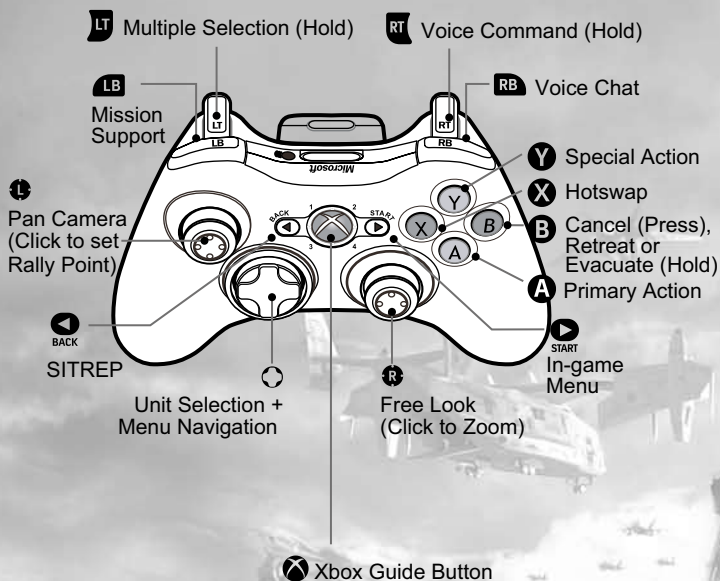
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

TABLE OF CONTENTS

GAME CONTROLS

Xbox 360® Controller

LT Multiple Selection (Hold)   **RT** Voice Command (Hold)

LB Voice Chat... *(RB label)* **RB** Voice Chat

LB Mission Support

Microsoft

L Pan Camera (Click to set Rally Point)

Y Special Action

X Hotswap

B Cancel (Press), Retreat or Evacuate (Hold)

A Primary Action

BACK SITREP

Unit Selection + Menu Navigation

R Free Look (Click to Zoom)

START In-game Menu

Xbox Guide Button

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings**.

2

The Voice Command

Tom Clancy's EndWar™ goes beyond other war games by letting you use your voice to control your units at the speed of thought. You can command individual units and task groups of units to carry out orders such as move or attack, as well as call in off-map mission support and deploy reinforcements.

Voice command activation and Voice Command menu:

The voice command in Tom Clancy's EndWar operates as a 2-way radio:

1. Pull and hold ⬛.
2. Speak to transmit orders to your units. The military order codes are presented as an on-screen menu while the button is held down. Read the keywords one after another, as the menus appear.
3. Release ⬛ to issue your order.

You can also navigate the voice command on-screen menu with the ○, validate keywords with the Ⓐ, or cancel last step with Ⓑ.

You'll learn about the basic voice orders through this manual. However, it is recommended that you practice and learn the full range of available commands with the Voice Command Trainer that is accessible at the beginning of the single-player "Prelude to War" or from the Settings menu.

Please note:

· For best results with Voice Command, be sure to play in a quiet environment. Ambient noise can interfere with proper recognition of voice commands.
· EndWar supports English, French, Spanish, German, and Italian for Voice Command. You can set languages for Voice Command and game in the Console Settings / Language menu accessible from the Xbox 360 Dashboard. For English, U.S. and British accents are supported. The U.S. accent is set by default; the British accent is set only for Xbox 360 consoles with Locale settings set to United Kingdom, Australia, New Zealand or South Africa. You can change Locale settings in the Console Settings / Locale menu accessible from the Xbox 360 Dashboard.

Achievements

When playing with a gamer profile, you'll be able to unlock the game's achievements. There are 50 achievements that you can unlock in Tom Clancy's EndWar, and an additional 10 in future Downloadable Content.

Leaderboards

When connected to Xbox LIVE, your battle results and statistics are tracked. You can access the leaderboards to check your worldwide ranking and review other players' performances.

Multiplayer

When connected to Xbox LIVE, you can discover the full potential of Tom Clancy's EndWar multiplayer mode.

Downloadable Content (DLC)

At the Xbox LIVE Marketplace, you'll be able to download additional content, trailers, demos, gamer pictures, and more to expand your gaming experience with Tom Clancy's EndWar.

3

MAIN MENU

Theatre Of War

Choose your faction and lead your forces from battle to battle in a massive multiplayer campaign on Xbox LIVE. These are Ranked Matches in which your stats are tracked.

Skirmish

Play single or multiplayer missions on any territory in any game mode. These are unranked matches, and your stats are not tracked.

Solo Campaign

Single-player campaigns, including the "Prelude to War" story missions and the World War III campaign.

· **Prelude to War:** Play the missions and events leading to World War III, and learn how to play the game.

· **World War III:** Play EndWar's non-linear campaign of World War III. Build your persistent battalion of units and lead your faction to winning the war.

You must complete the Prelude to Warmissions to unlock the World War III campaign.

Settings

Configure your game preferences and system options.

Community & Extras

Expand your gaming experience here. Consult the leaderboards, watch your saved replays, and get access to exclusive content.

4

INTRODUCTION

The unthinkable happens in 2016. A nuclear attack in Saudi Arabia kills six million people and cripples the world's oil supply. One year later, the threat of worldwide nuclear war is eliminated when the United States and Europe deploy a comprehensive space-based anti-ballistic missile shield. Meanwhile, Russia becomes the world's primary supplier of energy and experiences a massive economic boom. With its newfound riches, the country quickly re-establishes itself as a major superpower and restores its military might. Western Europe, with the notable exception of the United Kingdom, unifies to create the European Federation.

In 2020, the United States is on the verge of finishing construction on the Freedom Star, a controversial orbital military platform that will upset the balance of world power. Tensions between the European Federation, the United States, and Russia are building and will soon reach the breaking point. EndWar is about to begin.

The Factions

The United States of America

The Joint Strike Force

An evolution of the Marine Expeditionary Force, the Joint Strike Force (JSF) is renowned for their air and ground combat skills. Embodying the motto "High speed, low drag," they excel in precision fire and fast deployment. Moreover, their stealth and robotics technology are unrivaled.

The European Federation

The Enforcer Corps

The Enforcer Corps consists of troops from across Europe. Calm and exact, these elite squads are notably skilled in urban conflicts. They excel in electronic warfare, employ energy weapons in combat, and have the fastest vehicles.
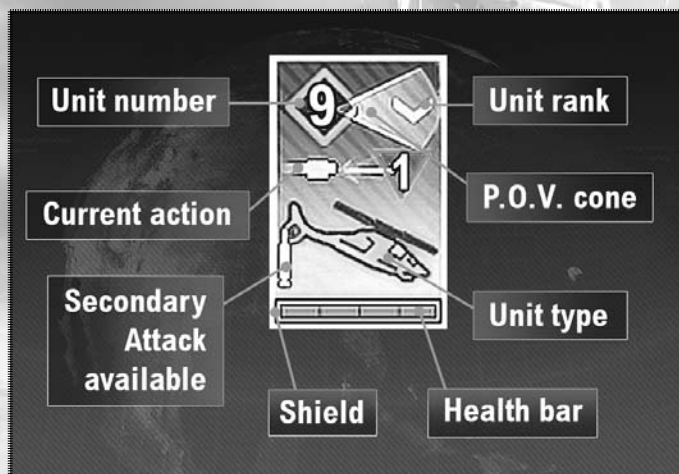
Russia

The Spetsnaz Guard Brigade

Trained on the battlefield, the Spetsnaz are a determined and deadly force. They focus on heavy weapons and armor, and often adapt standard-issue gear to suit their needs. These modifications result in vehicles bristling with weaponry.

5

THE HEADS-UP DISPLAY (HUD)

IN-GAME UI DESCRIPTION

Off-map mission support dashboard
Target cursor
Radar
Unit dashboard
Reserves
Command points
Task groups
Active unit
Point of View unit
Deployment card

Unit number
Unit rank
Current action
P.O.V. cone
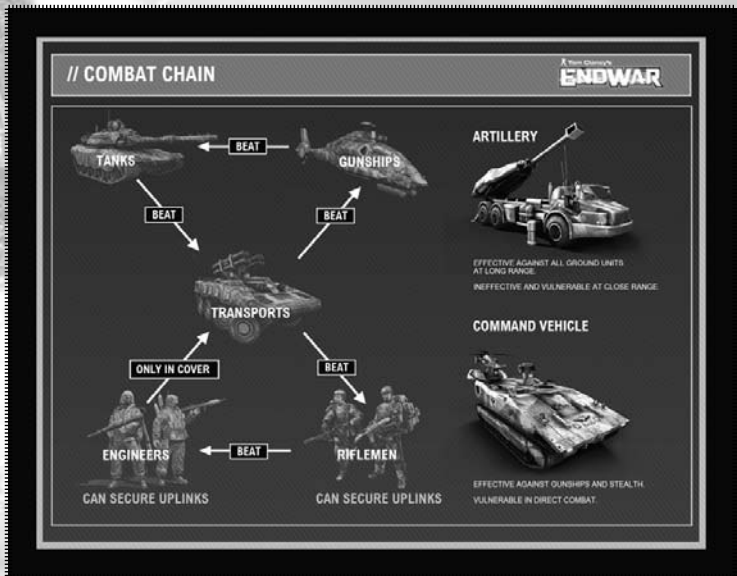Secondary Attack available
Unit type
Shield
Health bar

UNITS

Playable Units

There are 7 playable unit types in Tom Clancy's EndWar:

Riflemen: Elite soldiers that are the mainstay of EndWar forces. They have the ability to use cover, garrison buildings, and secure and upgrade uplinks. They can also be upgraded with stealth and snipers. **Riflemen are vulnerable to Vehicle Units when out of cover. Their effectiveness increases when in cover or garrisoned.**

Engineers: Heavy Infantry capable of employing state-of-the-art battlefield computers, explosives, and anti-armor weapons. They can use cover, garrison buildings, and secure and upgrade uplinks. **Engineers are vulnerable to Riflemen and other Vehicle Units when out of cover. Their effectiveness increases when in cover or garrisoned.**

Transports: Also known as IFVs (Infantry Fighting Vehicles), these are fast-speed armored units used to carry infantry into battle and provide anti-air and ground fire support. They can carry and transport a unit of Riflemen or Engineers. **Transports are vulnerable to Tanks, Artillery, and Engineers in cover, but very effective against Gunships.**

Tanks: Heavily armored mobile combat units designed to engage ground targets, including structures and fortifications. **Tanks are vulnerable to Gunships, Artillery, and Engineers in cover, and effective against Riflemen and Transports.**

Gunships: Gunships attack helicopters equipped to strike ground targets such as infantry, tanks, and structures. They also carry air-to-air missiles for self-defense. **Gunships are vulnerable to Transports and Engineers in cover and effective against Tanks and Artillery.**

Artillery: Mobile units that use high-powered cannons to provide long-range, non-line-of-sight, fire support and area bombardment. **Artillery is ineffective and vulnerable at close range.**

The Command Vehicle: Mobile field bases that provide intel and access to the SITREP command overview as well as long-range combat support to allied troops. They can be upgraded with sentry drones and Unmanned Aerial Vehicles (UAV). **Command vehicles are vulnerable in direct combat.**

// COMBAT CHAIN

TANKS — BEAT → GUNSHIPS

TANKS — BEAT ↓

GUNSHIPS — BEAT ↓

TRANSPORTS

ENGINEERS — ONLY IN COVER ↗ TRANSPORTS — BEAT ↓ RIFLEMEN

ENGINEERS — BEAT → RIFLEMEN

ENGINEERS — CAN SECURE UPLINKS

RIFLEMEN — CAN SECURE UPLINKS

ARTILLERY

EFFECTIVE AGAINST ALL GROUND UNITS AT LONG RANGE.

INEFFECTIVE AND VULNERABLE AT CLOSE RANGE.

COMMAND VEHICLE

EFFECTIVE AGAINST GUNSHIPS AND STEALTH.

VULNERABLE IN DIRECT COMBAT.

Support Units

These are units that you can call in as support during battles, but do not directly control.

Regular Army Forces: Standard army troops that can be deployed to defend areas of the battlefield.

Sentry Drones: Robotic units that escort your command vehicle and defend secured uplinks or critical buildings.

UAV: A spy drone that can be launched from your command vehicle. UAVs can be upgraded to a Hunter Killer role.

Strike Fighters: Close support aircrafts that can strike enemy units.

Support and Transport Helicopters: Light and Heavy airborne transports that deploy reinforcements and evacuate incapacitated units.

MISSION TYPES

There are four mission types, with different objectives and victory conditions.

Conquest

Secure over half of the uplinks on the battlefield and hold them until the victory timer expires.

Note: The victory timer stops if the winning side loses control of the majority of uplinks.

Assault

Seek and destroy all enemy units.

Raid

As the Attacker, destroy over half of the critical targets on the map before the end of the countdown.

As the Defender, keep over half of the critical targets from being destroyed.

Artillery units are not available during Raid missions.

Siege

As the Attacker, capture the critical uplink and hold it until the end of the timer countdown.

As the Defender, eliminate all enemy units. The Defender in a Siege is cut off from all support as the mission begins. Until the reinforcement timer ends, the Defender cannot deploy reinforcements or call off-map supports.

Note: In any mission type, you can also win by killing or incapacitating all enemy units.

PLAYING THE GAME

The Basics

Point Of View Unit

In Tom Clancy's EndWar, you always see the battlefield from the point of view of one of your units. This unit is your Point of View unit or P.O.V. unit; a camera cone ◄ is displayed on its unit card in the unit dashboard.

You can hotswap your P.O.V. unit at any time.

To hotswap your POV unit: Select a unit in the unit dashboard, or point at one of your units with the target cursor, then press ❽. **Or simply use the voice command "Unit – [Unit number] – Camera" (e.g., "Unit 1 Camera").**

Note: You can issue orders to any of your units, not just to your P.O.V unit.

The Target Cursor

The Target Cursor allows you to target terrain, units, or objects on the battlefield.

Move the cursor: Use ❶ to move the target cursor and aim.

Move the camera: Use ❶ to pan the camera around your POV unit.

Zoom: Click ❷ to zoom in. Click ❷ again to revert to the default view.

Note: The Target Cursor grays out when no order can be issued, for example, the selected unit cannot maneuver onto impassable terrain.

Selecting Units

The unit dashboard at the bottom of the screen represents your units on the battlefield. It gives you critical information on your current selection and the status of your units.

Select a unit: Press ◌ and ◌ to navigate the unit dashboard. The highlighted card corresponds to the unit that is currently selected.

Note: Your P.O.V. unit can be deselected.

Select multiple units:

- **Select all units of one type:** Press ◌ to select all units of the same type. Press ◌ to cancel your selection. **Or simply use the voice command: "Calling all – [Unit type]" (e.g., "Calling all tanks").**
- **Select all units:** Press ◌ twice. Press ◌ twice to cancel your selection. **Or use the voice command: "Calling all Units."**
- **Custom selection:** Pull and hold 🎮, and press ◌ when on the unit cards of the units you want to add to your selection, or press ◌ when on the unit cards of the units you want to remove from your selection. **Or use the voice command: "[Unit number] – Plus – [Unit number]" (e.g., "Unit 1 plus Unit 3").**

Create a task group: Pull and hold 🎮 and then press **Ⓨ** to create a task group including the currently selected units. **Or simply use the voice commands: "[Unit number] – Plus – [Unit number] – Create Group" (e.g., "Unit 2 Plus Unit 5 Create Group"), or, alternatively, when units are already selected, "Active Units – Create Group."**

Task groups of units are displayed on the unit dashboard, each group having its own number. You can create up to six groups.

Select a task group: Pull and hold 🎮 and then press **Ⓐ** to select a task group. Repeat the operation to switch between available task groups. **You can also use the voice command: "Task Group – [Group number]" (e.g., "Task Group 2").**

Issuing Orders

In Tom Clancy's EndWar, orders are unit- and context-specific; they vary according to the type of unit and the target. For any selected unit, you can either issue a primary action order or, when available, a secondary action order.

Primary Action: Press **Ⓐ** – move order when targeting terrain, attack order when targeting a hostile with the target cursor. Press **Ⓐ** twice to issue a force move or attack order, or to force fire on buildings or structures when a vehicle unit is selected.

Or use the following voice commands:

Move order: "[Unit number/Task Group/Selection] – Move to – [Target]" (e.g., "Unit 1 Move to Target," "Task Group 2 Move to Alpha," "Calling All Tanks Move to Rally Point").

Attack order: "[Unit number/Task Group/Selection] – Attack – [Target]" (e.g., "Unit 4 Attack Hostile 8," "Task group 1 attack Target," "Active Units Attack Hostile 2").

When a unit is moving, the ▮ icon and its destination are displayed on its unit card. When a unit is attacking, the ⏵ icon and its target is displayed on its unit card.

Special Action: Press **Ⓨ** to use a unit's secondary attack or special ability. When a secondary attack is available to one of your unit, the icon ▬▬◄ is displayed on its unit card.

Certain Secondary Attacks can only be used when within range and/or when pointing the target cursor at an appropriate target. Secondary attacks cannot be issued with the voice command.

Cancel Orders

Select a unit, then press **Ⓑ** to cancel its current order. **Or simply use the voice command: "[Unit + number/Task Group/Selection] – Abort" (e.g., "Unit 2 abort," "Active group abort").**

Retreat and Evacuate

Retreat: Press and hold **Ⓑ**, then choose Retreat in the menu, **or use the voice command: "Unit – [Unit number] – Retreat" (e.g., "Unit 2 retreat").**

The Retreat command orders units to disengage from combat and fall back toward the original deployment zone.

Evacuate: Press and hold **Ⓑ**, then choose Evacuate in the menu, **or use the voice command: "Unit – [Unit number] – Evacuate" (e.g., "Unit 2 evacuate").**

9

The Evacuate command orders the unit to leave the battlefield as quickly as possible. Evacuated units cannot be deployed again in the same battle; however, some command points are refunded.

When a Retreat or Evacuate order is given to a unit, the ⬅ icon is displayed on its unit card.

SITREP

The SITREP is your top-down strategic overview of the battlefield. **It is only accessible when you have a Command Vehicle unit on the battlefield.**

SITREP Controls

Press ⬛ to open and exit the SITREP map. **Or simply use the voice commands: "SITREP" to enter the SITREP view, and "Unit – [Unit number] – Camera" (e.g., "Unit 1 Camera") to exit.**
Controls remain mostly unchanged except for secondary abilities. Move the reticle with ⬤. Zoom in, zoom out, and rotate the map with ⬤.

Set Rally Point

Point at an area of the map and press ⬤ to set a Rally Point. When a Rally Point is created, the voice command "Rally Point" becomes available as a destination or target for your units or these of your allies. There can only be one Rally Point per side at a time; it is shared among co-op players.

Mission Briefing and Force Deployment

Before a mission starts, you enter the Mission Briefing screen. During this phase, you can learn about your mission objectives and enemy strategies. Then, from the Force Deployment screen, you can select your starting units.

Selecting a unit for deployment: From the Force Deployment screen, navigate the unit dashboard with ◌ and ◌, press ◌ to change unit type, ◌ and ◌ to scroll unit type, then press Ⓐ to validate your choice.

In the single-player World War III campaign and the Theatre of War campaign, you select units for deployment from your persistent battalion. In the Force Deployment screen you can choose the exact unit you want to deploy from your battalion.

In skirmish, you only deploy standard units but you can choose from a variety of task force that will add ranks and upgrades to some units. From the Force Deployment screen, press Ⓧ to open the Task Force Selection menu.

Certain mission types have deployment limits: according to the mission type, you may not be able to deploy a certain unit type, or more than a specified number of a given type.

Command Points and Reinforcements

Command Points

Command Points are your currency in battle. The more Command Points you acquire, the more Central Command can offer you additional units or extra support during the battle.

Command Points accumulate simply by surviving in battle, but you can gain more points by securing uplinks.

You spend these Command Points by deploying additional units onto the battlefield or by requesting mission supports such as Air Strikes.

Reinforcements

You can deploy additional units onto the battlefield by using Command Points. To be able to deploy a new unit, you need to have reserves remaining, enough command points, and at least one deployment card in the unit dashboard.

Your reserve, the maximum number of additional units that you are allowed to deploy during a battle, is displayed below the Command Points bar. When your reserve reaches zero, you cannot deploy any further units.

10

To order reinforcements, select a deployment card and press ⊘. Use ⊘ and ⊘ to select a unit type, then press **Ⓐ**. **Or use the voice command: "Deploy" – [Unit type]" (e.g., "Deploy Gunships").**

In the single-player World War III campaign and the Theatre of War campaign, reinforcements come from your persistent battalion. During the battle the highest-ranked unit or the lowest-ranked unit of the chosen unit type will be deployed depending on the option you chose for your Deployment Order. You can change your Deployment Order preference in the Gameplay tab of the Settings menu, which is available in the Main Menu of the game.

Note: You cannot abort a deployment order; however, you can order a deploying unit to evacuate to get some Command Points back.

Uplinks

Uplinks are the command and control posts for the Missile Defense Shield, directly connected to orbiting satellites. They are the most critical strategic objectives in Tom Clancy's EndWar. Once secured, they provide Command Points, and when upgraded, they grant access to a range of powerful off-map mission supports.

Only infantry units have the ability to capture and upgrade Uplinks.

Secure an Uplink

With an infantry unit selected, target a neutral uplink with the reticle, then press **Ⓐ**. **Or use the voice command: "Unit" – [Unit number] – Secure – [Uplink name]" (e.g., "Unit 5 secure Bravo").**

The unit moves to this uplink and starts securing it. The 🔸Ⓐ🔸 icon and a gauge are displayed on its unit card showing progress. Once secured, the uplink color turns to your faction's color.

The securing process can be interrupted and resumed.

Tip: Engineers with the Sentry upgrade can deploy sentry drones around secured uplinks.

Upgrade an Uplink

With an infantry unit selected, point at any secured uplink in your possession with the target cursor, then press **Ⓐ**. A text box opens, inviting you to select the type of support. Use ⊘ and ⊘, and press **Ⓐ** to select.

Or simply use the voice command: "Unit – [Unit number] – Upgrade – [Uplink name] – [Support type]" (e.g., "Unit 5 upgrade Bravo Air Support," "Unit 3 upgrade Alpha Electronic Warfare").

The unit moves to this uplink and starts upgrading it. The 🔸Ⓐ🔸 icon and a gauge are displayed on its unit card showing progress. Once upgraded, the uplink icon is filled with the color of your faction.

The upgrading process can be interrupted and resumed.

Note: An upgraded uplink that is destroyed loses its upgrade.

DEFCON 1

When victory or defeat is close, the game enters DEFCON 1. Powerful supports are unlocked, allowing you to ensure your victory, or giving you a chance to completely turn the tide of battle.

DEFCON 1 starts when:

· In Conquest, you or your opponents have secured over half the uplinks on the battlefield.
· In Assault, you or your opponent have few remaining units, on the battlefield and in reserve.
· In Siege, when the Defenders Reinforcement Timer expires.

Off-Map Mission Support

During a battle, you can open access to a range of off-map supports, from Electronic Warfare to WMD strikes, which you can request to help you achieve your objectives.

The off-map support dashboard is displayed on the top left side of the HUD when at least one type of support is available. Support orders can be issued manually from this dashboard, or with the voice command:

Open and choose mission support with 🄻🄱 and the ○.

1. Target support with the cursor.

2. Press Ⓐ to launch mission support.

Or simply use the voice command: "[Support type] – [Target]" (e.g. "Air Strike Target," "Force Recon Alpha," "Electronic Warfare Hostile 5," "Landing Zone Delta").

Supports may have a recharge time after each use during which they are inactive.

Uplink Mission Supports

Three types of off-map support can be activated by upgrading Uplinks: Air Support, Force Recon, and Electronic Warfare.

Each type of support has 3 increasingly powerful levels that can be unlocked by upgrading multiple uplinks for the same type of off-map support. Each uplink upgraded unlocks an additional level, up to a maximum of 3 levels.

However, In the course of a single-player or Theatre of War campaign, some rules limit the use of supports. You need to purchase the corresponding Mission Support upgrades from the Barracks, and be in range of an allied airbase for Air Support, or an allied army base for Force Recon.

For each type of support, the current level is displayed on the support card on the off-map support dashboard.

As for deploying units, requesting off-map support cost Command Points.

Air Support: Call deadly air strikes on your enemies.

Force Recon: Call in regular army forces to a ttack or defend specific areas.

Electronic Warfare: Call in electromagnetic strikes to temporarily disable enemy vehicles and aircrafts within the blast radius.

DEFCON 1 Mission Supports

Additional supports are unlocked when you enter DEFCON 1.

Crash Uplink: Disable one enemy-controlled uplink of your choice. The benefits of the targeted uplink – Command Points boost and off-map support upgrade – are lost, and the uplink is no longer taken into account for the victory conditions. **Crash Uplink is solely available to the losing side and can only be used once.**

WMD: Unleash a devastating weapon of mass destruction unto your enemies. **The losing side has the authorization to use WMD first; however, once a strike has been issued, the opposing side is allowed to retaliate.**

Set Landing Zone

The default landing zone for all your reinforcements is your initial Deployment Zone. When playing a skirmish game, or once you have acquired the battalion upgrade Forward Command during a single-player or Theatre of War campaign game, you can set any uplink in your control as your default landing zone.

Set landing Zone: Set any uplink in your possession as default Landing Zone.

Tip: With the Deep Strike upgrade, riflemen units can be deployed anywhere on the battlefield. Select the deploying Riflemen unit, point at an area of the map, then press Ⓐ.

Take Cover and Garrison

Using cover and garrisoning buildings is critical for your infantry to survive in hostile combat environments. When in cover, infantry gain significant defensive bonuses as well as rate of fire and range benefits.

Take cover/garrison: Select any of your infantry unit, target any cover spot or building, then press Ⓐ. The selected infantry unit then proceeds to take a cover position or to garrison.

12

Or, when targeting a building or a cover spot with the reticle, simply use the voice command: "Unit – [Unit number] – Move to – Target."

When a unit is in cover, a shield icon ▨ is displayed on its unit card and on-screen icon.

Incapacitated and Destroyed Units

After receiving a certain amount of damage, a unit is incapacitated. The ▨ icon is displayed on the incapacitated unit's card.

When incapacitated, your units fire a flare to signal their position and await evacuation. They cannot be given further orders.

An incapacitated unit that is successfully evacuated is saved for future battle and keeps its experience and rank if you're playing a single-player or Theatre of War campaign. However, it cannot be deployed again in the current battle.

An incapacitated unit that continues receiving damage and that is not evacuated on time is killed. If you're playing a single-player or Theatre of War campaign, its experience and rank are permanently lost and it is replaced by a recruit unit of the same type in your persistent battalion.

Mission Report

At the end of each battle, you access the Mission Report screen that gives you a debrief of the mission, details your units stats, and shows the amount of credits, medals, and awards that you have earned.

You can also save the replay clips of your battles from the Mission Report screen.

YOUR PERSISTENT BATTALION

In the World War III and Theatre of War online campaign modes, you build your own personal army. Surviving units gain experience from battle and gain ranks. You can also purchase a variety of unit and battalion upgrades such as advanced weapons or special ability, and change your battalion camouflage pattern.

Ranks

As your units inflict damage to enemy units and survive battles, they gain experience. When a unit accumulates enough experience, it gets promoted to a higher rank. The rank of a unit is displayed on its unit card in the unit dashboard. Veteran units have increased morale and combat capabilities over new recruits, and have access to more advanced upgrades and

| Recruit | Regular | Hardened | Veteran | Elite | Legendary |

Note: Promotions are only awarded after battles.

Credits

Credits (CR) are your currency during a Campaign. When playing the World War III campaign or the Theatre of War online campaign, you earn credits according to your battle results. You can spend your credits in the barracks to acquire upgrades for your units or for your battalion.

Battalion and Units Customization

The Barracks

In the course of a single-player or Theatre of War campaign, you can review, upgrade, and customize your persistent battalion from the Barracks. You can only access the Barracks between battles, from the main campaign screen.

Unit Upgrades

Unit upgrades are purchased for the entire unit type, not just for a single unit. There are 4 main categories of upgrades per unit type: Attack, Defense, Mobility, and Ability.

Each upgrade has a cost in Credits, and you need to have enough funds to be able to purchase it. In addition, certain Upgrades also have rank requirements. Those upgrades are effective only for units with a rank equal or greater than the rank requirement. Some upgrades are improvements over previously owned upgrades. More advanced upgrades automatically replace obsolete versions.

Mission Supports

Mission supports are battalion upgrades that, when purchased, unlock higher levels for the different types of off map supports, such as more powerful air or E.M.P strikes, or allow you to change the landing zone for your reinforcements (Forward Command). Mission supports also include your battalion's selections of camouflage patterns.

Note: Your persistent battalion and upgrade purchases are automatically saved every time you exit the barracks.

SAVING AND LOADING

Tom Clancy's EndWar uses an autosave feature to automatically save game progress and settings to your Xbox 360 Hard Drive or a Memory Unit.

During a single-player campaign, you can manually save your game progress from the Save Game menu, which you can access from the Campaign screen by pressing 🔘.

You can load your saved games from Load Game in the Solo Campaign menu.

MULTIPLAYER

Fight alongside and against other players for world domination in a variety of multiplayer modes and options on Xbox LIVE. Tom Clancy's EndWar supports up to 4 players in online multiplayer matches.

Skirmish

The skirmish mode allows you to play pre-set games or create custom matches, in single-player or multiplayer. Skirmish multiplayer matches are unranked matches in which your stats are not tracked.

Play Modes

Choose whether you want to play against AI or human opponents.

Open match: Play with and against any other players connected to Xbox LIVE.

Single-player: Play against AI-controlled opponents.

Private match: Play with and against friends or recent players through game invitation.

Create and Start a Game

From the Select Mission Lobby, choose a pre-set battle or press 🔘 to access the Mission options and create a custom match.

Mission options are:

Number of Players: Number of players in the mission: 1 vs. 1 or 2 vs. 2.

Mission type: Select a mission type.

Battlefield: Choose a battlefield. The set of battlefields available varies according to the mission type.

Attacker: Select the attacking faction.

Defender: Select the defending faction.

Difficulty: Select the level of AI difficulty for single-player matches.

Press 🅱 to exit the Mission options and return to the Select Mission screen, press ❌ if you wish to swap sides, and then press 🅰 when you are ready to play.

Theatre of War

The Theatre of War mode is an online persistent campaign of World War III where thousands of players compete to lead their nation to world domination. It is the ultimate challenge for a commander.

How to Play

1. Enlist in the U.S. Joint Strike Force, European Federation Enforcers Corp, or Russia Spetsnaz Guard Brigade. Answer the call of duty or the call of money – some factions may offer enlistment bonuses.

2. Pick your battalion – each with a different task force and specialization.

3. Navigate your strategic display of the world at war. It reveals the status of your current military campaign.

Colored hexagons reveal critical information about territories:

· The type of territory:

🔲 **Battlefield**

⊕ **Base**

⊕ **Capital City**

· The territory owner (inside color): yellow for USA, blue for European Federation, green for Russia

· The attacker (outline color) when a frontline is open

Your victories contribute to your faction's overall war effort, ultimately allowing it to move the frontline forward and come one step closer to winning the war.

You can fight alone or cooperatively along with another human commander, bringing units from your respective battalions and sharing command points, uplink benefits, and supports.

After each battle your surviving units gain ranks, and you can review and upgrade them in the barracks.

At the end of each day of fighting, territories are won or lost and new fronts open and new battlegrounds become available. Watch the turn report to hear the latest news from the front lines and check the status of the war on www.endwargame.com to oversee your faction's expansion or demise, and prepare for the next battle.

Theatre of War Basics

Victory conditions: Victory conditions vary from one Theatre of War campaign to the next. To see the victory conditions of your current Theatre of War campaign, press 🅨 from the situation room.

Campaign update: Once per day, the campaign map is updated according to the results of all the battles fought during the day. Frontlines move back or forth and new battlefields and missions become available.

Note: You cannot choose and play a mission during the cease-fire period of the campaign update.

Special Territories: Bases and capital cities are special territories.

⊕ Air and army bases respectively provide Air Support and Force Recon. You can raid bases controlled by enemy factions to disable their support temporarily.

⊕ Capital cities must be won for 3 turns in a row to be conquered by a faction: first in conquest, then in assault, and finally in siege.

Air Support and Force Recon: You must be fighting in a territory in the vicinity of friendly air or army bases to be able to call in Air Support or Force Recon during battle. Certain territories you fight in may not be covered for one or both types of support.

· If a territory is covered by Air Support 🔼 is displayed.

· If a territory is covered by Force Recon 🔼 is displayed.

Persistent battalion: Your Theatre of War battalion is persistent. Your units acquire experience and gain ranks battle after battle if they survive, and you earn credits that allow you to upgrade them from the barracks. To access the barracks, press ❌ from the situation room.

You only have one battalion per Theatre of War campaign and you cannot import battalions from your single-player campaigns.

Change Faction and Battalion

You can change your battalion or faction from the barracks.

- **Changing faction:** Your current battalion is disbanded and all unit ranks, your purchased upgrades, and your credits are permanently lost.
- **Changing battalion within the same faction:** You keep your purchased upgrades and credits but your unit ranks are permanently lost.

Tip: Before going into battle, don't forget to listen to the X.O.'s intel report. You can access the intel report from the mission selection screen by pressing ⓨ.

Cooperative Play

When playing for the same side with another player, you'll share unit slots, reserve, uplinks, and mission supports with your ally.

The maximum number of units per player, deployment limits, and battalion starting size vary according to the mission type. There are maximum 12 units per side. When playing the Theatre of War online campaign, players use units from their respective persistent battalions.

Voice Chat

While in the Select Mission or Waiting lobbies and during a battle, you can chat with other players. Before battle, the chat channel is always open. Pressing 🔲 opens the player list and allows you to access other players' info or mute them.

In battle, press and hold 🔲 to open the player list and start a voice chat.

Playgroups and Friend Invites

Play Tom Clancy's EndWar with your friends with the Xbox LIVE friend invite and playgroups functionalities. While in the Select Mission or Waiting lobbies, pull 🔲 to send invites to your friends.
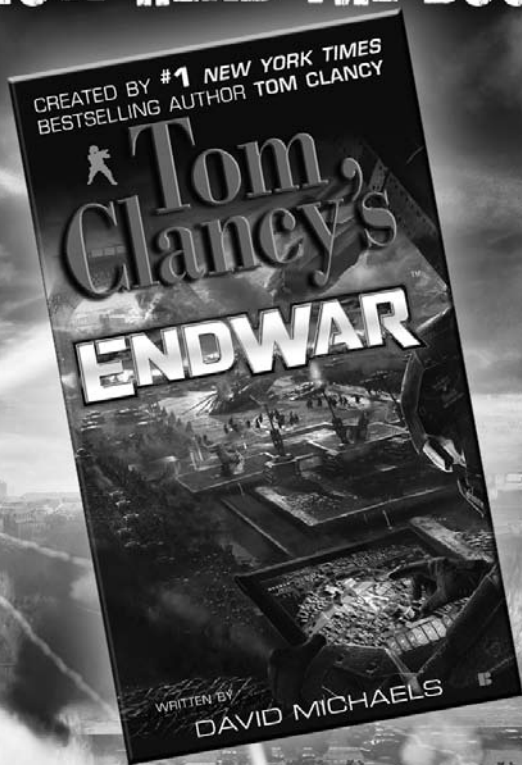
REPLAY

You can access and view your saved replay movies from the Community & Extras menu. You can also upload and share your best clip with the Tom Clancy's EndWar community and download other players' movies through Xbox LIVE.

Replay viewer controls:

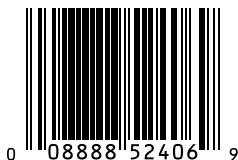|	
◯	Navigate the Tool bar
Ⓐ	Select tool in the Tool bar
🕹	Move the camera
🕹	**Left/Right:** Rotate the camera
	Up/Down: Change the camera angle

Register this game now and stay in the know!

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Thanks,
The Ubisoft Team

Tom Clancy's EndWar™

18

NOTES

Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:
• Full product title
• Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:
http://support.ubi.com.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time**. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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