XBOX 360

Unreal TOURNAMENT

MATURE 17+

M

CONTENT RATED BY
ESRB

EPIC GAMES

MIDWAY

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Weapon Selector
Hold **LB** to display the Weapon Selector, then use right thumbstick to select a weapon.

Single Player

Campaign

Unreal Tournament 3 features a compelling single player experience that follows the adventures of Ronin, a team of mercenaries out for revenge on those who destroyed their home colony.

After selecting Campaign from the Main Menu, select **New Campaign** to start a new game or **Join Game** to join a Co-Op game. After starting a new game, two additional options become available. To continue a Campaign game you've already started, select **Continue Campaign**. The **Replay Chapter** option will allow the player to start over at one of the five Chapter points after being unlocked. Doing so will reset all progress to the beginning of the selected Chapter.

When starting a new Campaign game, you'll choose whether the game will be Single Player, System Link, Xbox LIVE® Private or Xbox LIVE Public. Single Player means you will be the only player, while System Link, Xbox LIVE Private and Xbox LIVE public allow you to play with up to three others. You can also enable Splitscreen if you'd like to play with another person on the same Xbox 360® console. The Skill allows you to choose the Skill of the Bot opponents you'll play against.

When Joining a Co-Op campaign you are given the option to enable Splitscreen to allow two players to use the same Xbox 360 console. Additionally, you can search for Co-Op games over System Link or Xbox LIVE Player Matches.

While playing through the Single Player campaign, certain in-game objectives will award you **Cards**. These Cards can be played before a mission to tweak the rules of the game. Some will give your team additional reinforcements; others will hurt your opponents. While many Cards can be kept for use later, some must be used in the mission immediately following the one they were awarded in.

Instant Action
Jump right into the action against advanced, computer-controlled Bots.

Deathmatch
Players are pitted against each other in a balls-to-the-wall free-for-all. Anything goes. The one with the most kills wins.

Team Deathmatch
Join your teammates in the quest for battlefield supremacy. The team that kills the most enemy players is judged the winner.

Capture the Flag
This is team-based capture the flag. Invade the opposing team's base, grab their flag and bring it back to your own base to obtain glory.

Vehicle Capture the Flag
This is team-based capture the flag with vehicles. Invade the opposing team's base, grab their flag and bring it back to your own base to obtain glory.

Warfare
Link together Nodes and destroy the enemy Core in this team-based mode. See Warfare section, pgs. 17-20.

Duel
This is a one-versus-one test of Deathmatch skill. Whoever wins the round will take on the next spectator watching the carnage!

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. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360® 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.

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.

Network Problems

If when attempting to host or join an Xbox LIVE match you receive a connection error, it is often caused by a home router or firewall. You can try the following to alleviate this problem:

1. *In your router/firewall settings enable port triggering on port 3074 for both TCP/IP and UDP.*
2. *In your router/firewall settings set up port forwarding to forward port 3074 (both TCP/IP and UDP) to the IP of your Xbox 360. This works best if your Xbox 360 has a static IP address.*

If you continue to have problems please contact your router/firewall manufacturer or your internet service provider for assistance.

Signing In

To access Xbox LIVE, sign in with a LIVE-enabled gamer profile, and select Multiplayer from the Main Menu.

For more enhanced guides, tips and tricks, check out the numerous fan sites online or written publications that cover UT3.

Here are a few other useful links to explore:
www.unrealtournament3.com (official site of Unreal Tournament 3)
www.planetunreal.com

Quick Match

Quick Match will find the game session in progress that best represents the options you select. Choose from the following options:

Splitscreen: Enables or disables splitscreen (requires two signed-in gamer profiles). Ranked Match multiplayer is not available if splitscreen is enabled.

Match Type: For local play, choose System Link. For Xbox LIVE, a Player Match allows a gamer of any skill to play in any unranked match. For Xbox LIVE, Ranked Match players are automatically entered into matches with players of a similar skill. Playing Ranked Matches over time will raise or lower a player's skill.

Game Mode: Choose to search for DM, TDM, CTF, VCTF, Warfare or Duel matches.

Pure Server: Pure servers have no rules-changing Mutators enabled. Select Yes for matches with no mutators, select No for matches that only have mutators enabled, or select Any for no preference.

Custom Match

Custom Match allows you to find a server that best fits your search criteria. Choose from the following options:

Splitscreen: Enables or disables splitscreen (requires two signed-in gamer profiles). Ranked Match multiplayer is not available if splitscreen is enabled.

Match Type: See Match Type under Quick Match (above) for details.

Game Mode: Choose to search for DM, TDM, CTF, VCTF, Warfare or Duel matches.

Pure Server: Pure servers have no rules-changing Mutators enabled. Select Yes for matches with no mutators, select No for matches that only have mutators enabled, or select Any for no preference.

Servers

When you select begin your search for a match, a list of available games will be displayed. Highlight a server then press ❶ to view the host's Gamer Card. When you've found a server you'd like to join, press ❶ to Join and connect. Press ❶ to Refresh and update the list of servers.

Host Match

Host Match allows you to set up a multiplayer match that other players can join. After selecting Host Game, you set the Game Mode you'd like your server to use. You can select from Deathmatch, Team Deathmatch, Capture the Flag, Vehicle Capture the Flag, Warfare and Duel. Once you've made your choice press ❶ to select Next and view the Map options.

Map Options

The Map screen allows you to select which map you'd like your server to use. The list is restricted to the Game Mode you chose, and the recommended player counts are displayed under the Map preview image. If you'd like to set up a rotation of maps, press ❶ to configure which maps you'd like the server to use. Once the Maps you'd like your server to use are chosen, press ❶ to select Next and view the Server options.

Server Options

The Server screen gives you options to choose a Match Type: Player, Ranked or System Link. Use the Server Type option to choose whether or not to use a dedicated server. Max Players allows you to select the maximum number of players permitted on the server, while Min Players determines the minimum players necessary for the match to begin. The Private Slots option allows you to reserve a certain number of slots for players you want to invite. Press Ⓐ to select Next and view the Settings options.
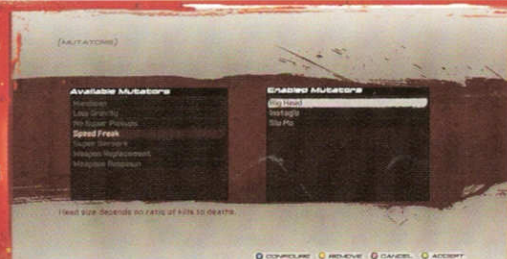
Settings

At the Settings menu, the Splitscreen feature can be turned On or Off. You can also decide how advanced Bots perform in battle by adjusting the Bot Skill Level. Bot Combatants allows you to enable or disable computer opponents. Bots will leave the server as human players join the server and rejoin as human players leave. The Goal Score option allows you to set the score limit for a single game round, and the Time Limit allows you to set the amount of time a single round will last. Set the Force Respawn option to Yes to force fragged players to automatically respawn.

For team games, additional options become available. In addition to enabling computer opponents, the Bot Combatants setting in team games allow you to adjust the ratio of Combatants per team. Select Players vs Bots 1:1, 1:2 and 2:3 to set up an uneven number of combatants per team. Opposing Bot Faction allows you to configure the character models that the opposing will use to those of a single team. Press Ⓞ to start the game.

Mutators

Mutators dramatically change the rules of the game from enabling low gravity for immense jumps and aerial battles to speeding up weapon's fire and many others. As you highlight a Mutator, descriptions appear at the bottom of the screen. Highlight a Mutator, then press Ⓨ to add it to the Enable Mutators list. When you highlight an enabled Mutator, press Ⓨ again to Remove it, or press Ⓧ to Configure the highlighted Mutator.

(Note: Only Weapon Replacement Mutator is configurable).

Community

Downloadable Content

Use this option regularly to check for downloadable content. A list of already downloaded content will also be displayed.

Leaderboards

This option allows you to view the stats for players within the community. You can sort the Leaderboards information by Game Mode and use View Filters to limit the statistics returned to just the information you want.

Achievements

Achievements attached to your profile can be viewed using this option.

Gears of War® 2 Trailer

This is a behind the scenes look at the making of Gears of War 2, coming soon to the Xbox 360 console!

Settings

VIDEO

Brightness

Use this option to modify the brightness of the screen.

Post Processing

Choose from the three available options (Muted, Vivid, Intense or Default) for the type of post processing that works best for you.

Gore Level

UT3 is a mature title with over-the-top blood and gore effects. Use this setting to reduce the game's gore level.

Subtitles

Enable or Disable on-screen subtitles.

AUDIO

SFX Volume
Control the volume level of sound effects in the game.

Music Volume
Control the volume level of music in the game.

Voice Volume
Control the volume level of voice in the game.

Ambience Volume
Control the volume level of ambient sounds in the game.

Announcer Volume
Adjust the volume level of the game announcer voice.

Announcer Type
Control the amount of Announcements in the game. Choose from three available options, Full, Minimal and Off.

Automatic Taunts
Enable or disable whether you'd like your Taunts to be automatic.

INPUT

Controller Vibration
Turn your controller's vibration feature On or Off.

Invert Y
Invert your up and down view. When enabled, thumbstick up will make you look down and vice versa.

Controller Sensitivity
Adjust the sensitivity of your controller's look and movement controls.

Turn Acceleration
Adjust the amount of acceleration that is added when you're turning.

Look Centering (Walking)
With the Look Centering (Walking) option turned On, your view will gradually return to the center while you're walking.

Look Centering (Vehicle)
With the Look Centering (Vehicle) option turned On, your view will gradually return to the center while you're moving in a vehicle.

Vehicle Controls
The Relative option uses "Look to Steer" for all wheeled vehicles. The Mixed option will use it for some vehicles, and the Direct option uses direct stick input for all vehicles.

Xbox 360 Controller
This option allows you to select from preset controller configurations. Simply highlight a (left/right) stick or Button Preset, then press the D-pad ← or →. Repeat this process until you're satisfied with the new configuration.

Customize
This option allows you to customize your controller the way you like. At the Configure Controls screen, press ⓨ to access the custom option. Highlight a control, then press the D-pad ← or → to cycle the controls available for that button. Repeat this process until you have configured the controller the way you want. Press ⓨ to reset the controls to their default Presets.
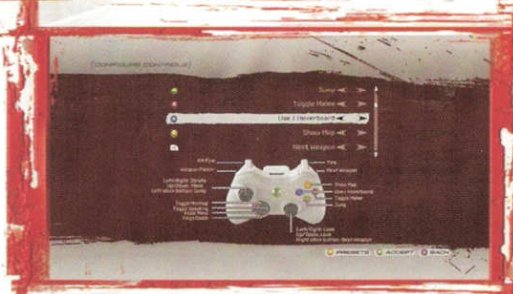
PLAYER

Faction
Choose a Faction: Iron Guard, Ronin, Krall, Liandri or Necris (once unlocked).

Character
Within that Faction, you'll next have a list of Characters to choose from.
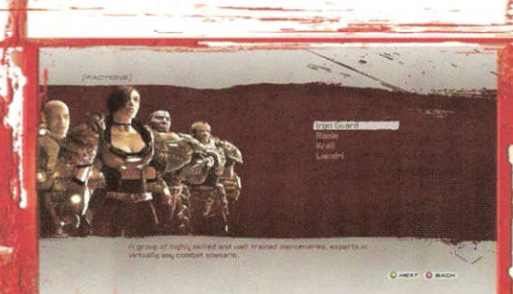
WEAPONS

Crosshair Type
The Normal setting is the unique crosshair that is applied to each weapon. The Simple crosshair option displays the same crosshair for all weapons. *Hidden* Crosshairs will display no crosshair in-game.

Weapon Switch on Pickup
By default, you'll switch to the best weapon you pick up. This option allows you to disable the automatic switch and keep the current weapon.

Weapon Hand
Decide where the currently equipped weapon is displayed. Select *Hidden* to display no first person weapon at all.

Small Weapons
Toggle whether to display a smaller version of your weapon in hand.

Weapon Priority
Press **Y** to select *Weapon Priority* from the Weapons Setting screen to alter the behavior of Weapon Switch on Pickup option. Weapons lower in priority than others will not automatically be switched to until the higher priority weapons are exhausted of ammunition. Highlight the weapon whose priority you'd like to adjust and press **LB** or **RB** to shift its position in the Queue. Press **LT** to select *Defaults* and reset the priority.

HUD (HEADS UP DISPLAY)

Zoomed Minimap
Toggle whether or not to default to a zoomed-in rotating minimap.

Show Map
Toggle whether or not to display the map.

Show Clock
Toggle whether or not to display the match clock.

Show Scoring
Toggle whether or not to display the current match score.

Show Leaderboard
Toggle whether or not to display the leaderboard.

CREDITS
View the names of those who worked long hours to bring you UT3.

Jump into the fully-featured, two-player splitscreen action, competitively or cooperatively, in both System Link and Xbox LIVE.

System Link
To play a System Link game, both players must create or sign into any gamer profile (Xbox LIVE account not required). The game will then provide the Splitscreen option under the Options tab when preparing to launch a session in Campaign, Instant Action or Multiplayer. For even more carnage, Splitscreen players can also join multiple Xbox 360's through System Link.

Xbox LIVE
Sign into an Xbox LIVE Gold account to play on Xbox LIVE. A second player may join as player one's guest from the Multiplayer menu or sign in a separate Xbox LIVE Gold account. The game will then provide the Splitscreen option under the Options tab when preparing to launch a session. Online splitscreen players can join a Player Match from the Multiplayer menu or online Campaign sessions.
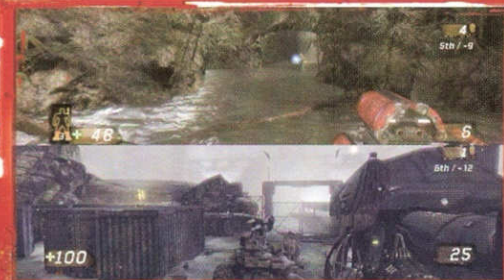
Deathmatch HUD
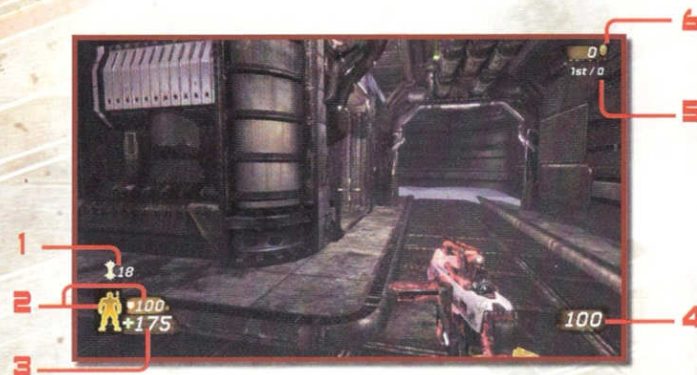
1. Powerup/Powerup Time
These icons and timers represent each active powerup you have acquired.

2. Armor/Armor Value
Your Armor Value is displayed as a number. Various pickups and powerups are shown as active on the paper doll to the left of the number.

3. Health
Your Health counts down from 100 as you take damage. You can have a Health value higher than 100 if you pick up a Health Vial or Keg O Health.

4. Ammunition
This displays your weapon's available Ammunition.

5. Rank
Your Rank (1st, 2nd, etc.) is displayed, as well as where you rank in regards to first place. For example, "1st / +3" would indicate that you're in first place by three frags.

6. Frags
This is your Frag count.

Team Deathmatch HUD
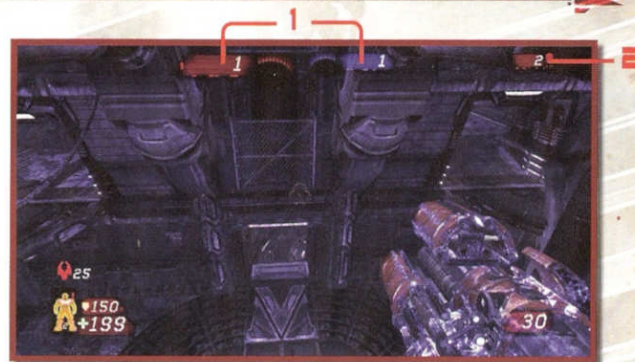
The Team Deathmatch HUD displays mostly the same information as the standard Deathmatch HUD, other than these two elements.

1. Team Scores
Blue and Red team scores are shown.

2. Frags
This displays your kill contribution to the team.

Duel HUD

The Duel HUD is the same as the Team Deathmatch HUD, but the scoring is different and the current dueling player names are displayed.

1. Frags
This displays scores for both combatants.

Capture the Flag HUD
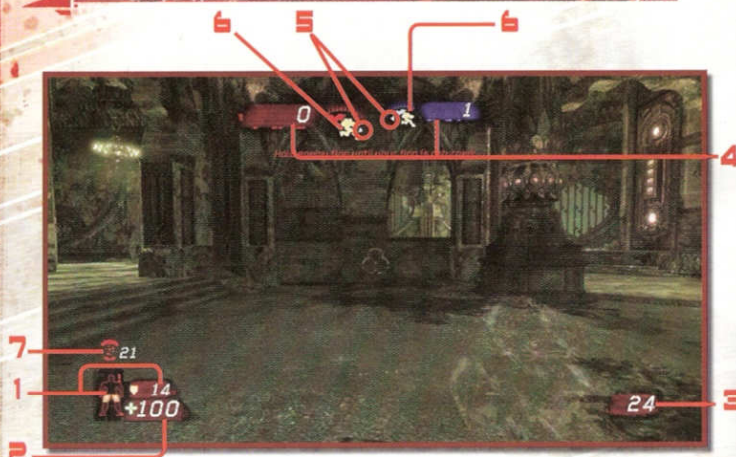
Vehicle CTF HUD

1. Armor/Armor Value
Your Armor Value is displayed as a number. Various pickups and powerups are shown as active on the paper doll to the left of the number.

2. Health
Your Health counts down from 100 as you take damage. You can have a Health value higher than 100 if you pick up a Health Vial or Keg O Health.

3. Ammunition
This displays your weapon's available Ammunition.

4. Captured Flags
The number of Red and Blue team captured flags is displayed.

5. Flag Base Directional Indicators
White arrows point the way to each team's flag base.

6. Flag Status
This displays an icon indicating both teams' flag status. There are icons for Secure, Taken and Dropped.

7. Powerup/Powerup Time
These icons and timers represent each active powerup you have acquired.

The Vehicle Capture the Flag (VCTF) HUD displays mostly the same information as the standard CTF HUD, other than the Mini-Map.

1. Flag Taken
This icon indicates that the flag has been captured and is en route to the opponent's base.

2. Flag on the Move
When captured, your flag icon will move across the map keeping you abreast of its location.

3. Flag in Place
The flag is safe at the base.

This all-new game mode is a strategic, moving-battlefront team game. The object is to destroy the enemy's Power Core by linking to it through control points called Nodes. Once a link is established the enemy Power Core's shield drops and it becomes vulnerable to an attack.

Objective

The objective is to destroy the enemy's Power Core by reducing its 100 percent Health to 0. It's Red vs. Blue, and the clock is counting down.

Power Cores

Power Cores are found in each team's base. They start at 100 percent Health and cannot be repaired. At the start of a match, you can see the shield protecting the Power Core. That shield will drop, however, if the enemy successfully controls a series of Nodes leading up to your Prime Node. Once the Prime Node falls, your Power Core will become vulnerable to an attack. Make sure to defend the Power Core at all costs! If you are able to retake the Prime Node, the shielding will return. Once a Power Core reaches zero Health, the match is over. Should a game reach overtime, the Power Cores will start to drain.

Nodes

Controlling Nodes gives that team access to potential turrets, new vehicles and new spawn points. Controlling Nodes (in order) all the way up to the enemy's base will make their Power Core vulnerable to attack. The more Nodes controlled during overtime, the faster the enemy core will drain. Some Nodes, while not critical in linking to the enemy Power Core, often give access to special vehicles that can turn the tide during the battle. Listen to the announcer and check the mini-map for which Nodes are vulnerable to attack, and proceed there with haste! You may only capture Nodes that are adjacent and linkable from your Power Core or other friendly controlled Nodes. Don't attack any unlinked Nodes, because they will be shielded to protect them from damage.

Nodes (cont.)

You can capture a neutral Node by running over its base to change it to your team's color. You'll see it begin to construct as the energy bar increases and plating materializes. It's very important to help the process along by using your Link Gun's alternative fire to speed up the construction. Multiple people using their Link Guns to construct a node will increase the rate at which it's built. A damaged Node can also be healed in this manner. Once the Node reaches full Health, it will be briefly shielded from enemy capture.

When attacking an enemy Node, make sure the shields have been dropped and no enemy Orb runner is nearby. Fire at it until all the energy drains and the plating has been blown off. It will return to a neutral state and allow either side to recapture it. Guard your Nodes! Attack the enemy Nodes!

Special Nodes

Some Warfare Maps include special nodes. There are Countdown Nodes that deal large amounts of damage to the enemy core by launching missiles or releasing floodwaters. Another node will lower a bridge for vehicle entry into the enemy base.

Orbs

The primary use of an Orb is the 100% instantaneous capture of a linked neutral or enemy Node. This will dramatically change the battlefield and allow even a losing team to make a comeback!

Orbs (cont.)

Each team starts with one respawnable Power Orb in their base. Take the Orb to become your team's Orb runner. But be careful, though, you'll be a prime target so bring backup! When carrying an Orb, you may not use any vehicles. You must carry the Orb on foot or on your hoverboard.

Holding an Orb in proximity to a friendly Node constantly heals and shields it from enemy attack. You'll have to deal with any enemy Orb runner before taking down their Node so keep a close watch.

If you hear an announcement of incoming enemy Orb runners, destroy them at all costs or you may lose the Node. If you see an enemy Orb dropped, run up to it and press ❌ to sacrifice yourself and destroy it. It's good for those last second saves!

Vehicles

The organic-styled Necris and traditional Axon vehicles (depending on the map) are scattered around the map near bases and Nodes. Try capturing the non-critical Nodes to bring additional vehicles into the fight. Some vehicles such as the menacing, tripod Darkwalker support more than one player, so try to jump in and join the fight by running up to a vehicle and pressing ❌ to take the gunner's position.

Hoverboard

Every player in a Warfare match can press ❌ to gain access to a Hoverboard. See Hoverboard, pg. 27, for more details.
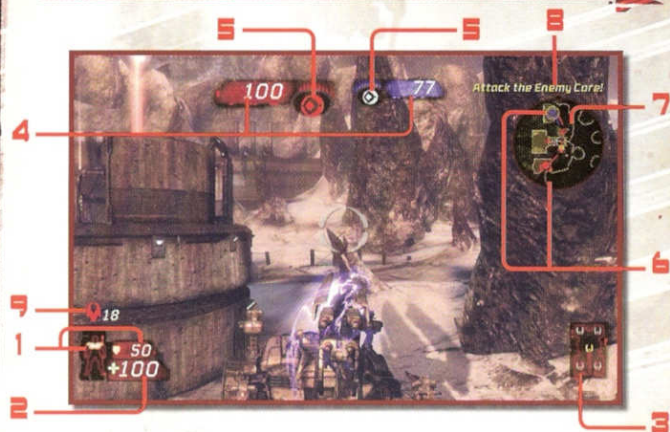
1. Armor/Armor Value
Your Armor Value is displayed as a number. Various pickups and powerups are shown as active on the paper doll to the left of the number.

2. Health
Your Health counts down from 100 as you take damage. You can have a Health value higher than 100 if you pick up a Health Vial or Keg O Health.

3. Vehicle Armor
This displays your vehicle's current Armor status.

4. Power Core Status
This shows the current health of the Power Cores.

5. Orb Status
This icon shows that the Orb has spawned and is ready to be taken.

6. Red and Blue Base Locations

7. Node Status
This icon represents one of the Nodes on the map and shows its status: Neutral, Converting, Friendly, Enemy and/or Locked.

8. Current Suggested Objective
Along with a flashing yellow marquee around a Node or Core, a suggested objective will be announced and displayed in text on-screen.

9. Powerup/Powerup Time
These icons and timers represent each active powerup you have acquired.

Reaper

Team: Ronin
Full name: James "Reaper" Hawkins
Birthplace: Twin Souls mining colony, Cox Nebula

Reaper was born into a hardworking mining family in the Twin Souls clan. Four years ago, his only sister joined the Fist of the Twin Souls – the security forces charged with protecting the clan. After a dangerous skirmish left her injured, Reaper left the mines and joined the Fist in order to watch for her safety. His agile handling of the drills translated to able marksmanship, and his keen intellect gave him a grasp on three dimensional combat tactics that many lack.

Jester

Team: Ronin
Full Name: Sarah "Jester" Hawkins
Birthplace: Twin Souls mining colony, Cox Nebula

Jester was born into a hardworking mining family in the Twin Souls clan. She never showed much aptitude for mining; her capricious, happy-go-lucky attitude was not a fit for the dangerous, methodical lifestyle of a miner. Instead, she chose an even more dangerous route by joining the Fist of the Twin Souls – the security forces charged with protecting the clan's interests at the colony and abroad. Her acrobatics in combat, not to mention her carefree approach, left her with the nickname "Jester".

Othello

Team: Ronin
Full Name: Terrence "Othello" Marshall
Birthplace: White Plains, New York

Othello was born into a family of means, and never had to work to support himself. Instead, he challenged himself with the most deadly jobs and in adrenaline-fueled adventures around the galaxy – climbing the ice floes of Mt. Karanish, participation in the Liandri Grand Tournament, even mercenary work in against-all-odds military conflicts. Othello became a drifter, floating from colony to colony, feeding his needs as a street brawler and soldier for hire. A series of unfortunate coincidences made him a first-hand witness to the Twin Souls Massacre.

Bishop

Team: Ronin
Full Name: Jeremiah "Bishop" O'Connor
Birthplace: Deep Space aboard Grist, his parents' cargo transport.

Bishop considers himself a Crusader, a Knight Templar on a mission from god. Those falling outside of his close circle of friends, or worse, those serving on an opposing force in a battle, are subject to his brand of divine justice. No church would ever sanction his methods. His tactics usually fall just within the limits of legality and wartime treaty convention, but they never fit well within a civilized society or regular army. Thus Bishop found himself on the fringes of known space, serving as a mercenary by day and an exceedingly unpopular army chaplain by night.

Malcolm

Team: Thundercrash
Birthplace: Earth

During the off-season, Tournament stars and team captains are often recruited by the major corporations to serve as consultants for training or leading their paramilitary security forces. With so much at stake on planet Taryd, the Izanagi Corporation made a massive investment, recruiting tournament champion Malcolm as commander of their security forces. Malcolm is a true survivor and born leader, a nine-time champion whose face is recognized on every planet in the galaxy.

Lauren

Team: Iron Guard
Birthplace: Unknown

Lauren is fierce, loyal, and technically capable, but is best known for her incredible reflexes. Born into a poor asteroid miner family, she became notorious by stealthily eradicating her parents' competitors in space before becoming a full time Tournament warrior. Lauren currently leads the Axon sponsored Iron Guard team. She is a well-respected superstar, but is tough and no-nonsense in her approach.

Unreal Characters

Akasha

Team: Black Legion
Birthplace: Unknown

The secretive Phayder Corporation developed the Necris treatment process to produce an elite group of "undead" assassins. The Necris process itself has no spiritual component, but those who have undergone the treatment have built up a religion based on this transformation. Over time, the Necris religion has become an important part of the Corporation's driving principles. Akasha is a Necris High Inquisitor, a ruthless leader who has ordered countless massacres.

Matrix

Team: Liandri
Birthplace: Unknown

Matrix leads a team of combat modified versions of the Liandri Mining Corporation's world-class security drones. The Liandri Corporation has developed large numbers of both robots and automatons. To date, they refuse to divulge whether Matrix is entirely artificial, or a highly enhanced and modified human. There are strong arguments from each camp, but everyone agrees that Matrix is a fearsome opponent.

Scythe

Team: Krall
Birthplace: Somewhere in Skaarj Empire

The Krall are a fierce reptilian species used by the Skaarj for pacification of newly conquered planets. It is a testament to their fighting skills that the Skaarj use them as warriors rather than slaves. The Krall social structure is too fragmented for them to become a major force on a large scale, but as individual fighters they are truly formidable. Scythe is notoriously vicious, and controls his tribe by tooth and claw. His underlings fear rather than respect him.

Weapons

Impact Hammer

Originally designed for sub-surface drift mining, this weapon can focus several hundred metric tons of pressure into the space of a few square centimeters. The impact, and resulting shock wave, easily destabilizes solid stone to speed ore separation and excavation. After several mining accidents highlighted the Hammer's devastating effect on the human body, the N.E.G. military took interest.

To improve the Hammer's effectiveness against vehicles with shock-absorbing armor, an alternate electromagnetic pulse (EMP) mode was added. The EMP violently scrambles onboard computer systems, quickly leading to engine failure. Field testing showed the EMP has a similar effect on infantry powerups, knocking them off soldiers and enabling battlefield recovery.

Enforcer

For decades, the Enforcer pistol was the combat sidearm of choice. Veteran soldiers appreciated the lightweight handgun's power, accuracy and balance. In recent years, the ever-burning desire for greater firepower led to general issue of the AR770 assault rifle. Military procurement officers were drawn to the AR770's higher cyclic rate and underslung M355 grenade launcher, but seasoned combatants missed the dependability of the Enforcer. Axon Research listened to the soldiers, and their new Enforcer MP ("Machine Pistol") model provides the best of both worlds.

Ammo

Side-fed magazines provide greater capacity, while balancing the shooter's aim when wielding two pistols. With a deadly accurate semi-automatic mode, and a selectable burst fire mode, the Enforcer is back, and the modern battlefield will never be the same.

Bio Rifle

The GES BioRifle processes Tarydium from its stable crystalline form into a reactive mutagenic sludge. It can rapidly disperse these toxins for wide-area coverage, or fire a virulent payload of variable, but usually lethal, capacity. In layman's terms, this means the BioRifle can pepper an area with small globs of biosludge, or launch one noxious glob at the target. The BioRifle's ability to carpet an area with a toxic minefield makes it a notoriously effective defensive weapon.

Ammo

Shock Rifle

The ASMD Shock Rifle has changed little since its first incorporation into the Liandri Tournament. The ASMD sports two firing modes: a thin photon beam and a sphere of unstable plasma energy. These modes are each deadly in their own right, but used together they can neutralize opponents in a devastating shockwave. The energy spheres can be detonated with the photon beam, releasing the explosive energy of the anti-photons in the plasma's EM containment field.

Ammo

Weapons

Link Gun

Riordan Dynamic Weapon Systems is best known for their all-purpose combat engineering weapon system, the Advanced Plasma Rifle v24. Its primary mode is a standard rapid-fire plasma weapon. The alternate mode beam serves a multitude of engineering uses on the battlefield, from repairing friendly vehicles to constructing Power Nodes. The beam lens incorporates IFF detection, so that its dynamic energy matrix automatically switches to a deadly plasma stream when contacting an enemy vehicle or soldier.

Ammo

Contact with a friendly target switches to a harmless carrier stream, offloading energy from the onboard cells to the target. This boosts the output of any teammate who is linked to the rifle – hence its nickname, the "Link Gun".

Stinger Minigun

Replacing the Minigun in this year's Tournament, the "Stinger" is actually a Liandri mining tool converted into military service. The Stinger fires shards of unprocessed Tarydium crystal at an alarming rate, raking opponents with a storm of deadly needles. The alternate fire shoots larger hunks of crystal that can knock back an opponent, sometimes even pinning them to walls.

Ammo

Flak Cannon

Trident Defensive Technologies continues to tweak and refine the flak cannon with their newly released Mk4 "Peacekeeper." In spite of its new name, the Flak Cannon remains banned from most military conflicts for high incidences of maiming and collateral damage. Still, the Flak Cannon is the weapon of choice for unconventional warfare in urban terrain. The cannon lobs an explosive flak shell that detonates on contact, sending shrapnel in a dangerously wide and unpredictable radius. The alternative mode actually detonates the shell in the barrel, launching shrapnel forward in a deadly shotgun pattern but often deafening the operator.

Ammo

Rocket Launcher

Each year, more accidental deaths are caused by the Trident Tri-barrel Rocket Launcher than in vehicular accidents and extreme sports combined. The kill radius for its standard dumbfire rocket is surprisingly high by design -- so accidentally firing upon a nearby wall, or a nearby enemy soldier, can be quite fatal for the operator. The alternate fire adds to this suicidal lethality by loading and firing up to three rockets at once, in a spread, tight spiral, or lobbed like grenades. Regardless of the grim statistics, veteran soldiers still consider the 'old 8 ball' the most expedient way to put explosive ordnance on target.

Ammo

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Weapons

Sniper Rifle

The venerable Axon Research long-range target interdiction rifle is the weapon of choice for the discerning sniper. Acquisition of a target at distance requires a steady hand, but the rewards merit the effort –the high-caliber round is lethal at any range. With a precise headshot, the target will be neutralized by the super-sonic bullet long before they hear the report. As they say in the N.E.G. Marines – "any shot you hear is nothing to be worried about."

Ammo

Longbow AVRiL

The Longbow Anti-Vehicle Rocket Launcher, a.k.a. the "AVRiL", gives dismounted infantry a fighting chance in an armored conflict. Its solid fuel missile can be "dumbfired" as an unguided rocket, but the AVRiL's famed kill percentages come from its optical tracking system. The alternate fire zooms and locks on to a vehicle, guiding the missile towards its target at inescapable speeds.

Ammo

The missile's microdappled control planes use increased surface area to give unprecedented turning radius, guaranteeing delivery of its shaped PolyDiChlorite charge into all but the most nimble vehicles. The AVRiL is notoriously slow to reload, so it should be employed with caution in a pitched battle. Note, the Longbow's targeting laser is standardized for most Axon military equipment, so it can be used in other battlefield applications such as directing spider mines.

Redeemer

"Even your least effective soldiers will earn a respectable bodycount with this tactical nuclear device." So said the original brochure for the Redeemer, still unchallenged in its role as the most powerful man-portable weapon system known through the galaxy. The slow-moving but utterly devastating missile, affectionately known as "Lola" by veteran soldiers, now uses an Enhanced Radiation payload. This ensures maximum tissue failure without undue property damage, perfect for modern assault-and-capture tactics.

Missile

The Redeemer's alternate mode fires the missile using the disposable fly-by-wire guidance system, though the manual recommends using this mode only in areas of relative safety.

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Weapons

Hoverboard

The reliable delivery of dismounted infantry has been a battlefield logistical issue for millennia. Vehicle factories require massive Tarydium stockpiles, and personal translocating devices quickly deplete their energy reserves on large battlefields. In response to the need for a unified transport solution, personnel can now be equipped with anti-photon Hoverboards.

The harmonic oscillation of three radiating Tarydium-fiber flywheels provides enough thrust to keep riders in their air. Specially designed coil systems draw kinetic energy from the flywheels, powering a series of ducted fans along the underside of the board to generate forward momentum. The Hoverboard's agile design and attitude-based steering system does have one major drawback: the rider is defenseless, and any damage will usually result in a fall.

Note that the board does not perform well on low friction surfaces such as water and ice, but a magnetic grapple is provided should the rider wish to tow behind larger vehicles.

Translocator

The Translocator was originally designed by Liandri R&D for rapid rescue of expensive mining equipment during tunnel collapses and related emergencies. The technology also saved countless lives, but not without cost; rapid deresolution and reconstitution led to synaptic disruptions, and the debilitating symptoms like Teleportation Related Dementia (TReDs).

Today, after years of lucrative military development contracts, portable teleportation technology has been declared "sufficiently safe" for regular use by front-line infantry.

Ammo

Vehicles

Axon Cicada

The Axon Cicada provides versatile near-air support for both offensive and defensive operations. Dual wing-borne rotors allow for vertical takeoff and landing, hovering capability and multi-vectored propulsion. Side mounted rocket pods can be fired in quick succession to suppress a target at distance, or loaded up to 16 at a time and launched in a single volley that will home toward and annihilate its intended target. A secondary gunner position controls the underslung ball-turret plasma cannon. The Cicada's low top speed and distinctive flight signature make it a ready target for anti-vehicle rockets, so the secondary gunner also has chaff defensive countermeasures available.

Axon Goliath

The Goliath-class tank has served the Axon infantry as a front-line offensive weapon for more than two decades. Protected by heavy RHA carbon-duranium armor, the Goliath trades speed for endurance and brute force. Four synchronized stabilizers let the turret rotate independently from the chassis, and the built-in targeting scope allows for the tracking of enemies at both medium and long range. The Goliath's main cannon delivers a massive 140mm depleted-uranium round at over 1500 meters per second. An additional gunner seat features a turret-mounted 12.7mm machine gun. Working in tandem, these two weapons provide a strong offense against both enemy infantry and vehicles.

Axon Hellbender

The Axon Hellbender is the spiritual successor to the High Mobility Multipurpose Wheeled Vehicles of the 20th century. The upgraded chassis provides strong maneuverability in the field, and the up-armored neutron panels offer moderate protection to the vehicle's occupants. The Hellbender's main strength, however, is its powerful weaponry. The rear turret focuses a devastating bolt of plasma at its target. The front-mounted shock cannon releases floating mines of unstable plasma which can be chain-ignited by the weapon's secondary fire photon beam. It is not uncommon to see a group of enemies devastated by this spectacular weapon, and it should be approached with caution.

Vehicles

Axon Leviathan

The Leviathan "super vehicle" is the ultimate expression of Axon military firepower. This behemoth is the size of a building, supported by six wheels. Each wheel is more than three meters in diameter. Infantry accessible turrets sit along the upper deck of the vehicle, strategically located near each corner to ensure maximum protection capability and shield coverage. The Leviathan's massive girth is required to support the true centerpiece of Axon weaponry. The backbone of the vehicle deploys outward and upward to expose an orbital-grade ion cannon. Powered by two quantum-fusion impulse reactors, the cannon's beam focuses to create a negative singularity at the point of impact, drawing all energy and matter out of the immediate area. This singularity explodes outward with devastating force. The resulting shockwave annihilates everything within its radius. There are documented cases of Leviathans single-handedly leveling entire cities; anything less than a full battalion assault against a fully-manned Leviathan is nothing short of suicide.

Axon Manta

Thanks to its ultra-lightweight armor and unmatched agility, the Axon IFV Manta has repeatedly proven itself on battlefields across the galaxy. The Manta is propelled by two flush-mounted, magnetically impelled fans which can be instantly pitched, allowing the vehicle to leap high into the air, then quickly duck below incoming obstacles or enemy fire. Its superior agility is paired with two multi-stage plasma casters that burn hot and reload quickly, making the Manta particularly effective in suppressing enemy infantry.

Axon Paladin

This all-terrain vehicle features a signature Projection Turret with powerful offensive and defensive capabilities that are unique to Axon design. As an offensive measure, the Projection Turret launches high-speed plasma cores at long range, which discharge on impact with a wide-area explosive force. While more than capable on the offensive side of a battle, the defensive capabilities of the Paladin are unmatched in modern warfare. The Projection Turret can also deploy a large energy shield matrix that is strong enough to completely protect the shielded area from any and all incoming fire. As a last resort measure, the Projection Turret can even launch plasma cores directly into its own shield matrix, discharging them around the entire perimeter of the Paladin with a burst of energy that is deadly to any nearby dismounted infantry.

Vehicles

Axon Raptor

The FZ-5 Raptor maintains Axon's stranglehold on air-to-ground combat superiority. A grid array of magneto-conducting cells, powered by phase-induction plasma turbines, covers its articulated wings. The grid array vectors gravity away from the Raptor in the direction the pilot chooses, enhancing mobility and giving the Raptor the ability to hover in place at will. Armed with two solidstate plasma projectors and a homing missile mount, the Raptor is effective offensively, but given the grid array's susceptibility to damage, the Raptor is best used for stealthy interdiction rather than frontal assault. Due to the vehicle's delicate nature, Raptor pilots must always be cautious of guided Longbow rockets and turret attacks from the ground.

Axon Scorpion

The Scorpion L2 buggy shows vast improvements over previous generation models. The characteristic sling blades are now forward mounted under the chassis for improved accuracy and feature a proton-charged self-sharpening edge that will cleave through all known types of body armor. The unreliable bolo mechanism has been replaced with a mortar that fires homing spheres of charged anti-matter. The tail of the vehicle has been fitted with two afterburning propulsion units capable of boosting the already nimble vehicle up to speeds over 100 KPH in less than a second. At this top speed, the fuel lines burn so hot that they can actually ignite the Tarydium in the compression chamber, causing a chain reaction that will turn the Scorpion into an explosive meteor. Some drivers have even been known to use this "flaw" as a highly effective weapon against larger, better armored targets. Luckily, the steering column has been encased within a protective carapace that will auto-release and eject the driver should such an engine meltdown occur.

Axon SPMA

This self propelled mobile artillery (SPMA) device is infamous for its ability to blanket a large area with devastating fire that falls from the sky above. The Axon Hellfire is sufficiently maneuverable to deploy its long range artillery cannon on almost any terrain. A remote camera gives its operator a bird's-eye view of the battlefield through a targeting reticule that calculates the projected area of impact in real time. The vehicle housing also incorporates a defensive shock cannon that deploys floating mines of unstable plasma which can be chain-ignited by the weapon's secondary fire photon beam.

Necris Darkwalker

Mounted on a tripod of nano-fueled tentacles, the Darkwalker stands imposingly tall in the battlefield, intending to strike fear into the hearts of those who oppose the Necris. Few have faced this offensive platform in battle and lived to tell the tale. Side mounted particle accelerators combine their firepower into a large sweeping beam that disintegrates anything in its path. Integrated compressor units along the underside of the vehicle release a battle cry that is as destructive as it is intimidating. The concussive blast released by the horns impairs the senses and paralyzes anyone caught below the Walker, leaving them vulnerable to fire from the secondary turret or the crushing forces of the crouching Darkwalker itself.

Necris Fury

This airborne terror defies all rational explanation. Nanoblack turbines seem to discount the laws of physics and ignore gravity, allowing for vertical takeoffs and mid-flight hovering. An array of tentacles mounted on the front of the vehicle pulls the Fury through the air with sudden bursts of speed and unpredictable boost maneuvers. Energy can also be funneled through the tentacles, and focused into a plasmid beam that quickly burns away enemy armor.

Necris Nemesis

The Nemesis is the unholy spawn of a mobile turret and a main battle tank. Two segmented hover treads, separated by a glowing nanocore propulsion engine, creep across any terrain in a nearly organic fashion. The centerpiece of the Nemesis is an actuated plasmid turret capable of attacking in any of three transforming configurations. When compacted, the turret locks into a forward facing position and all energy is funneled into the hover treads. This dramatically lowers the overall profile of the vehicle and allows for a great boost in speed. When fully engaged, the turret rises up to great heights, and the plasmid energy of the nanocore can be seen from great distances. Such a sight should be taken as a warning, as a Nemesis turret in this state is capable of delivering a rapid fire plasma beam with immense power and devastating accuracy.
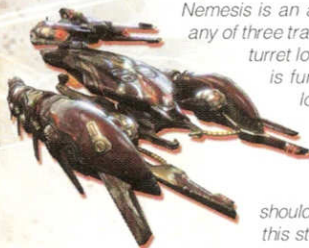
Necris Nightshade

Although there have been no confirmed sightings of the Nightshade, recon teams claim to have encountered an unknown "camouflaged support vehicle" in the field. These teams describe seeing minefields and other traps materializing out of thin air in battles with the Necris. Most likely, the Nightshade is surrounded by a cloaking system that permanently bends light, similar to the temporary cloaking device that Axon Tech teams sometimes deploy to infantry captains. More research is needed, and ARC scientists would pay dearly to get their hands on this technology.

Necris Scavenger

A Necris Scavenger barreling toward –and over—its enemies is a truly fearsome sight. The Scavenger's pilot is enveloped in a sphere of modulated nanoblack that can phase-cycle across the battlefield at great speed, barreling through obstacles and crushing infantry with reckless abandon. Nano-fueled tentacles can be deployed from the central sphere in multiple configurations. When partially deployed, the tentacles spin around the central core in a whirlwind of destructive force, causing even more damage than the sphere alone. When fully deployed, the Scavenger can actually walk on the Tentacles, or use them to leap into the air and climb over any obstacles in its way. The Scavenger is always accompanied by a protective drone that is comprised of pure sentient nanoblack. When employed, the drone locks on to a target and instantly begins to deteriorate it at a molecular level, leaving nothing in its wake.

Necris Viper

The Viper is the fastest moving vehicle on any battlefield. The Viper is lightly armored and somewhat less agile than similar Axon counterparts, but it compensates for this with one of the most destructive attacks of all Necris vehicles. It can literally launch itself at a target, converting all its momentum and power into a single armor-penetrating impact. As the Viper rises into the air, two articulated stabilizers unfurl to reveal the anti-gravity fuel cell that controls vehicle movement. It momentarily hovers while it locks on to a target, then simultaneously ejects its pilot and launches itself forward with fully destructive intention. Its conventional armament includes front-mounted cannons that launch spheres of rebounding plasmid energy. They are not particularly lethal, but their high rate of fire and ability to ricochet around corners makes them effective nevertheless.

Pickups

Pickups are battlefield supplies, such as ammunition and armor. When taken, these supplies will respawn in the same location after a short period of time.

Ammunition

When weapons are spawned on the battlefield, they contain limited ammunition. Soldiers must search for additional ammunition appropriate to each weapon: Tarydium crystal shards for the Stinger, semi-stable Percussex shells, etc. Generally, additional ammunition can be found near a weapon spawn point, but this is not always the case. Ammunition is never interchangeable between weapons. To get a look at each weapon's ammunition, see *Weapons*, pgs. 24 - 27.

Armor

Armor is protective combat shielding that reduces, but does not entirely stop, damage to the wearer. Armor effectiveness is lowered each time it's damaged, until it's eventually destroyed. Armor is destroyed a single piece at a time, from most protective to least. Types of Armor:

Armor Vest
The Armor Vest covers the chest and gives 50 points of armor.

Helmet
The Helmet covers the head and gives 20 points of armor. The helmet also provides protection against additional damage from head shots.

Thigh Pads
These cover the legs and gives 30 points of armor.

Health Packs

Health
These Nanosurgeon packs work interchangeably for biological, mechanical and nanoblack soldiers. They appear in standard health packs, small health vials or a massive "Keg O' Health" that completely heals the body. Health Vials and the Keg can take the body's health beyond normal limits, making the soldier able to withstand even more punishment before an untimely death.

Powerups

Powerups provide special combat abilities. Many have a limited duration, displayed on the combat HUD. To activate a powerup, simply walk over it, and your battle armor does the rest. The powerup will later respawn in the same location after a fixed interval. Elite soldiers often mentally count down the respawn timer in order to deny enemies access to these powerful enhancements. Killed enemies will drop their Powerups, giving some benefit to those who risk facing them. The Impact Hammer's EMP mode can also be used to short-circuit powerups and drop them to the ground.

Berserk
The Berserk powerup instills you with the primal rage of a blood-soaked Skaarj warrior. The soldier's firing rate increases on all weaponry, resulting in massive damage output.

Damage Amp
The damage amplifier, known as the UDamage for its easily recognized "U" shape, boosts all weapons damage to devastating levels. The UDamage overlays a purple hue on weaponry. Each shot fired gives a keening sound, but these indicators are rarely enough to save the lives of nearby enemies.

Invisibility
The invisibility powerup invokes a powerful camouflage device, making the soldier nearly (but not entirely) invisible.

Invulnerability
The Phadyer corporation recently developed this prototype armor, which uses a modulated nanoblack shield to absorb any attack. These devices consume immense amounts of power and last for only a limited time. Without this time limitation, the Phayder corporation would already rule the known galaxy.

Jump Boots
These boots can be used to propel the wearer to great heights. They only consume power when used, so they're limited to a number of jumps rather than a set period of time. They are activated by double-jumping.

Shield Belt
The shield belt is a powerful protective device that gives 100 points of armor, equal to an entire suit of armor pickups. The shield belt absorbs all damage, unlike armor which absorbs only part of any weapons damage.

Deployables

Deployable Devices are offensive or defensive equipment placed upon the battlefield. Some are carried by hand, while others are delivered by combat support vehicles.

EMP

The Electromagnetic Pulse Mine is used to defend against enemy armor. When an enemy vehicle comes within range of the mine's proximity sensors, the mine detonates with a single wide-area EMP burst. This pulse triggers fail-safe ejection systems on any nearby vehicles, and it also shuts down their computer systems, making the vehicles useless until they reboot.

Shaped-Charge

The shaped charge is a hand-carried detonation pack that can be used to clear battlefield obstructions, such as blockades.

Shield Generator

The shield generator creates a massive multi-faceted shield that stops all weapon fire but allows passage of soldiers and vehicles.

Spidermine Trap

When armed, this trap waits for nearby enemies and then releases a swarm of attacking, spider-like robots. The robots dig into their targets and then detonate. They're extremely dangerous in packs. The AVRiL Longbow's laser designation system can be used to guide these spider robots from the trip towards distant enemies.

Stasis Field

The technology powering this device is not entirely understood, even by the scientists who assembled the prototype. The apparent effect, though, is quite clear – the perception of time is literally bent to a crawl inside the generated field. This device is extremely effective in defense situations. It can create tactical choke points or even be used to slow assaults on Nodes or FLaGs.

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Status Announcer . . . . Kimberly Brooks
Othello . . . . TC Carson
Reaper . . . . Chris Cox
Malcolm . . . . Greg Eagles
Lauren . . . . Serena Irwin
Necris Female, Akasha . . . . Mandy Kaplan
Necris male, Corrupt Robot . . . . Neil Kaplan
Twin Souls female, Iron Guard Female . . . . . Iona Morris
Bishop . . . . Nolan North
Krall . . . . David Sobolov
Reward Announcer, Twin Souls male, Krall . . . Fred Tatasciore

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Bruno Dubernat: . . . . Male Announcer
Paul Borne: . . . . Reaper
Soffit Riffont: . . . . Jester
Pierre Teissier: . . . . Othello
Bernard Bollet: . . . . Bishop/Generic Necris Male
Philippe Catoire: . . . . Phayder/Generic Iron Guard Male/Lab Tech/NEG Officer
Vanina Pradier: . . . . Akasha/Generic Iron Guard Female
Pierre-Alain Juin: . . . . Matrix
Roland Timsit: . . . . Generic Corrupt Male
Virginie Mery: . . . . Lauren
Sylvain Lemarie: . . . . Scythe
Pierre Dourlens: . . . . Generic Krall
Marc Alfos: . . . . Malcolm

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Borcherding: . . . . Bishop
Stefan Kolo: . . . . Phayder
Katrin Simon: . . . . Akasha
Nico Macoulis: . . . . Scythe/Generic Necris Male
Soemisch: . . . . Matrix
Kai tascher: . . . . Generic Corrupt Male
Susanne Medvay: . . . . Lauren
Torsten Muenchow: . . . . Generic Krall/Generic Iron Guard Male/Lab Tech/NEG Officer
Thomas Rauscher: . . . . Malcolm

Spanish Dialog Actors

Ana Plaza: . . . . Female Announcer
Rafael Torres: . . . . Male Announcer
Carlos del Pino: . . . . Reaper
Ana San Millán: . . . . Jester
Pedro Tena: . . . . Othello
Fran Leal: . . . . Bishop
Arturo López: . . . . Phayder/Generic Male/Lab Tech/NEG Officer
F. Fernández: . . . . Akasha/Generic Iron Guard Female
Jorge Teixeira: . . . . Malcolm /Generic Necris Male
Alfredo Martínez: . . . . Matrix
Jose María Carrero: . . . . Generic Corrupt Male
Maria Luz Parra: . . . . Lauren
Guillermo López: . . . . Scythe
Marcos Graña: . . . . Generic Krall

Notes

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