TROUBLESHOOTING

PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

Note: unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

• If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.

• Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.
Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

Using Windows help
1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

• **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

Asus:	http://www.asus.com
ATI:	http://www.ati.com
Creative Labs:	http://www.europe.creative.com
Guillemot:	http://www.guillemot.com
Hercules:	http://www.hercules.com

• **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer:**

NVidia:	http://www.nvidia.com
ATI:	http://www.ati.com
Power VR:	http://www.powervr.com
Matrox:	http://www.matrox.com
S3:	http://www.s3graphics.com
Intel:	http://www.intel.com
SIS:	http://www.sis.com

Creative Labs:	http://www.europe.creative.com
C-Media:	http://www.cmedia.com.tw
Diamond:	http://www.diamondmm.com
ESS:	http://www.esstech.com
Videologic:	http://www.videologic.com
Yamaha:	http://www.yamaha.com

• Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

How to end all unnecessary general background tasks.

Important note: Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

Windows 98/ME
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
2 To end a background tasks, click on its name in the list, then click the End Task button. Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button.
Note : Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.

If you finally decide to call the hotline:

Before making your call, we ask you to **sit at your computer**, have the following information available (see "Checking my system specification"), and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98;Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

The PEGI age rating system:
Le système de classification PEGI
El sistema de clasificación por edad PEGI:
Il sistema di classificazione Pegi
Das PEGI Alterseinstufungssystem

Age Rating categories:
Les catégories de tranche d'âge:
Categorias de edad:
Categorie relative all'età:
Altersklassen:

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!
Nota: ¡Variará en función del país!
Nota: Può variare a seconda del paese!
Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:
Description du contenu:
Descripciones del contenido:
Descrizioni del contenuto:
Inhaltsbeschreibung:

BAD LANGUAGE
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGÄRE SPRACHE

DISCRIMINATION
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG

DRUGS
LES DROGUES
DROGAS
DROGHE
DROGEN

FEAR
LA PEUR
TERROR
PAURA
ANGST UND SCHRECKEN

SEXUAL CONTENT
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT

VIOLENCE
LA VIOLENCE
VIOLENCIA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

EXPERTS: NO END IN SIGHT FOR OIL CRISIS

As the price of crude reached a new record price of $75.30 a barrel yesterday, a new report from the American Energy Production Group issued dire warnings today that no end to today's oil crisis is in sight, and again called on to the White House to act.

The report tackles the by now well-known reason to the crisis — that a rapidly growing global demand is quickly outstripping an equally rapidly diminishing world oil supply — by racking up some remarkable numbers. Last year's global worldwide consumption rate was a startling 6 percent on a year-by-year basis, global car sales last year were up 4 percent, and global investment in alternative energy sources was down for the fourth year in a row, from $370 billion last year to $352 billion this year.

The report puts most of the blame on the drying up of oil wells in the Middle East, but Americans are certainly partly responsible, too — their love affair with SUVs continues unabated — but developing countries have found that they, too, have a taste for the black stuff. China, in particular, is relying on oil to fuel its expanding economy.

Everybody, it seems, needs oil.

And as demand is growing, supplies are dwindling. Energy companies have cut their production quotas dramatically. The reasons are varied. Some cite dwindling reserves, while others point to the increasing cost of extracting remaining oil reserves. The bottom line, though, is the same: Companies are telling us that we are all running out of oil.

Where are we headed? Nowhere we want to be, if history is any indication. The 1970s Arab embargo was devastating. Libya raised the price of oil overnight from $4.90 a barrel to $8.25 a barrel. Several Middle Eastern countries voted to stop supplying oil to the United States altogether, effectively turning off the spigot. OPEC nations put up a united front, leaving the global community on tenterhooks. The resulting price hikes and long lines at the pumps were the tip of the iceberg. The embargo led to the one-two punch of rampant inflation and global recession. It took years for the American economy to recover.

And the 1970s crisis was artificial. OPEC chose to stop producing oil for political reasons. They had the goods; they just didn't want to sell to us. Once the political storm had passed, the oil started to flow again.

Today's crisis won't be solved by appeasement policies. There's no angry sheikh in this scenario, sitting on an oil well, refusing to sell his wares. The problem is more fundamental. The oilmen can't sell us what they don't have.

See Experts page 3

TABLE OF CONTENTS

GETTING STARTED 3

THE README FILE 3

INSTRUCTION MANUAL 4

SETUP AND INSTALLATION 4

MAIN MENU 5

BASIC TRAINING 12

BATTLE SCREEN 12

MOUSE CONTROL 13

CAMERA MOVEMENT 13

YOUR ARMY 14

YOUR BASE 19

FUNDS 21

COMBAT 22

UNIT AND BUILDING REFERENCE 25

UNIT SPECIAL ABILITIES 25

TASK FORCE TALON 32

U.S. ARMY 46

CONSORTIUM 63

SUOMI QUICKSTART 81

SWENSK QUICKSTART 85

PORTUGUESE QUICKSTART 89

CREDITS 93

KEYBOARD SHORTCUTS 100

TECHNICAL SUPPORT 102

Experts

Continued from page 1

What little crude there is on the market is selling at usurious prices. The energy companies deny responsibility for the price inflation. In their view, the global economy has overwhelmed any efforts at price controls. By this logic, it is the customer's rampant demand that is setting the price.

Some may ask, whatever happened to market competition? Economics 101 professors are clear in their explanation of how industry competition benefits the consumer. But today's oil industry is far different than it was in the 1970s. Mergers and acquisitions have transformed the marketplace. Companies that were once big are now enormous. Historically, oil companies have resisted consolidation, eager to guard their piece of the pie. But as that pie has dwindled, these companies first accepted, and then embraced a merger & acquisition policy as a way to stay afloat in turbulent times.

The situation is bleak. But one company, TransGlobal, presents itself as a small light at the end of the tunnel. CEO Harold Kingman announced in Davos last month that his company will soon begin drilling in Egypt. TGE engineers have developed new technology that, if successful, will unlock the Egyptian oil reserves previously thought too expensive to extract.

In an effort condemned by other oil conglomerates as predatory pricing, TransGlobal is pricing its crude at 10% below the set commodity price of $75 a barrel. TGE traders are forthright about their belief that now is the time to capture market share, in anticipation of a coming oil glut.

This scenario holds its own dangers. If TransGlobal succeeds in pushing other energy companies out of the market, competition disappears — and with it, the built-in market mechanisms that keep prices competitive.

But that problem is theoretical. Today's crisis is real.

GETTING STARTED

THE README FILE

The *Act of War: Direct Action*™ DVD-ROM game has a ReadMe file that includes the License Agreement and up-to-date information about the game. We strongly encourage you to take the time to read this file in order to benefit from changes made after this manual went to print.

To view the ReadMe file, double-click on the ReadMe.txt icon on the *Act of War: Direct Action* directory found on your hard disk (usually C:\Program Files\Atari\Act of War). You can also view the ReadMe file by clicking on the Start button on your Windows® taskbar, and then select Programs>Atari>Act of War, and click on Readme.

INSTRUCTION MANUAL

Included on this product's game disc is an electronic version of the game's Instruction Manual in .pdf format, Adobe Acrobat Reader 6 (which enables you to view the manual in .pdf format), and an Install Guide file explaining how to access and use these features. Please refer to the Install Guide file by clicking on the Start button on your Windows® taskbar and then selecting Programs > Atari > *Act of War: Direct Action* > Install Guide.

SETUP AND INSTALLATION

1. Start Windows® 2000/XP.

2. Insert the *Act of War: Direct Action* game disc into your DVD-ROM drive.

3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing *Act of War: Direct Action*.

5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Act of War/*Act of War: Direct Action* to start the game. You can also click on the *Act of War: Direct Action* icon on your Windows® desktop to start the game.

Note: You must have the *Act of War: Direct Action* game disc in your DVD-ROM drive to play.

Installation of DirectX®

The *Act of War: Direct Action* game requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

MAIN MENU

The Main Menu opens automatically when you start the game.

Profile: View and manage player profile(s), create new profiles, delete expired ones, view stats and track records.

Operation: Play the *Act of War: Direct Action* campaign.

Engagement: Engage in a skirmish game against AI opponents.

Load: Load a previously saved *Act of War: Direct Action* game.

LAN: Create or join a LAN game.

Online: Create or join an Internet game via GameSpy.

Options: Configure settings for *Act of War: Direct Action*.

Credits: View the game credits.

Quit to Windows: Exit *Act of War: Direct Action*.

Profile

Select Profile from the Main Menu to manage player profiles. Existing profiles are listed on the right side of the screen.

Select: Activate the currently selected profile.

New: Create a new profile.

Delete: Delete the currently selected profile.

Cancel: Return to the Main Menu.

Edit: Edit the selected profile.

Awards: View any awards associated with the selected profile.

Operation (Single-player)

Select Operations from the Main Menu to play the *Act of War: Direct Action* campaign.

New Campaign: Start a new single-player campaign.

Chapter Selection: Enter a selected chapter.
Note: As with a book or a DVD, you can enjoy the chapters in *Act of War: Direct Action* in any order you wish, but playing the single-player campaign out of order might ruin the campaign story for you.

Continue Campaign: Will load the last Autosaved game.

Cancel: Return to the Main Menu.

TIP

Difficulty Levels

Each time you launch a new Chapter of the single-player campaign, you have the possibility to set your difficulty level: Standard (for most players), Advanced (for experienced players) and Expert (for experienced *Act of War: Direct Action* players). You can also change the difficulty level at any time in the Pause menu. Changes in difficulty level only affect the currently active player profile.

Chapter Selection

Launch: Select the chapter you wish to play by clicking on its video icon and then click on "Launch" to start (or double-click the video icon). To move to another set of chapters, click on "1-8," "9-16," etc.

Cancel: Return to the Main Menu.

Engagement (Single-player)

Engagement is the single-player skirmish mode, where you can practice against the AI. Clicking here will take you to the Game Set-up Screen (see page 10), from where you will go straight into the game.

Load

Select Load from the Main Menu to load or delete previously saved games.

LAN (Multiplayer)

Select LAN from the Main Menu to start or join a local area network game.

Create: Create a new LAN game – clicking here will take you to the Game Set-up Screen (see page 10), where you can decide the number of opponents, teams, map and difficulty level for AI opponents.

Join: Join an already created LAN game.

Refresh List: Refresh the list containing all available LAN games.

Cancel: Return to the Main Menu.

TIP

Getting Started in Engagement and Multiplayer Mode

With practice, you'll soon figure out the best way to defeat opponents in the Engagement and Multiplayer modes. Here are some helpful tips to get you started:

1. **Build a Refinery –** For reliable, steady cash flow, build a Refinery close to an (existing) Oil Derrick. Build two additional Tankers to increase oil extraction speed.
2. **Build a Barracks –** Recruit some ground units to scout the surroundings and protect your base.
3. **Build Defense or Offense –** Make the important early decision to either attack opponents immediately with light troops or to first build a strong defense to protect against a rapid enemy attack.
4. **Cash or Conquest –** Decide whether to capture additional oil wells or assault an opponent.

Online (Multiplayer)

Select Online from the Main Menu to start or join an Internet game on GameSpy. Upon entering this area, you need to log in to or create a new account with GameSpy.

Fort Irwin: Fort Irwin is the U.S. Army's training camp in the mountains between California and Nevada, and this is where you want to be if you just want to practice against other online opponents without your ladder ranking being affected.

Once in Fort Irwin, aside from chatting and creating and managing your buddy lists, you have the options to either create a new game, or join an already created game (see "LAN" above).

War Room: Try your skill at a Ladder online game – each game completed in this mode, whether you win or lose, will earn you a number of experience points that count towards your ladder ranking – the harder the opposition, the more point will you earn! Once in the War Room, aside from chatting and creating and managing your buddy lists, you can join a randomly generated game that meets your preferences in terms of number and type of opponents – 1 versus 1, 2 versus 2, or 4-player Free-for-All.

Cancel: Return to the Main Menu.

Options

Select Options from the Main Menu to adjust the video and audio preferences.

Video Settings

Resolution: Set the graphic resolution for *Act of War: Direct Action*. Higher resolutions may cause performance issues on slower machines.

Lighting: Set the lighting detail from Low to Very High. Try reducing the lighting detail if you are experiencing performance problems.

Textures: Set textures details from Low to High. Try reducing the texture resolution if you are experiencing performance problems.

Cursor: Select a small or large cursor, depending on your personal preference.

Sound Settings

Master: Adjust the overall volume of all in-game audio.

Music: Set the music volume level.

SFX: Adjust the sound effects volume level.

Sound Driver: Select Stereo if you have a standard system or 3D if you have a surround system.

Game Settings

Difficulty Level: Choose among three difficulty levels: Standard, Advanced or Expert.

Mouse Click Mode: Set whether the mouse executes on mouse up or mouse down, depending on your personal preference.

Network Settings

If you are behind a router, you need to check the Enable Network Port option. Then, you must configure a port forwarding for UDP packets from your router to the PC who wants to play. If the default port of 12222 doesn't suit you or if you have more than one PC behind the same router, you can change it below the Enable Network Port option. For additional information on how to configure port forwarding, consult your router manual or go to http://portforward.com/

GAME SET-UP SCREEN

Launch: Start the game. (This button is only available for the player creating the game. Players joining a game will see a "Ready" button.)

Cancel: Return to the previous menu.

Opponent: For open slots, you can either select an AI-controlled player, or close the slot to more players. For AI-controlled players you also have the choice of setting their difficulty level.

Colour: Choose the colour for each player.

Side: Select which of the three sides to play – Task Force Talon, U.S. Army or the Consortium.

Team: Choose teams for each player – players with the same number in this box will not automatically attack each other.

Select Theater: If you created the game, you have the option to select which map to play.

Make It Stop!

Gas crisis rages on

These days, Allison McCabe of Dallas can't believe her eyes.

"Is this thing broken?" she asks, tapping the gas gauge at the pump. "That can't be right."

But it is: the total comes to $147. And that's for one tank of gas.

Allison shakes her head and laughs. "At this rate, my car's going to cost me more than my mortgage!"

Americans across the country are facing the same shocking news at the pump _ and they aren't laughing. The price of gasoline continues to skyrocket. Drivers sit in their cars for hours, waiting for to fill up their tanks _ and that's on days when they can even buy gas; 65% of gas stations report that their tanks have run dry at least once in the past week.

No doubt about it, America is facing

the worst energy crisis it's seen since the 1970's. And those really were the good old days. During the Carter administration, prices did rise dramatically.

See Stop page 11

Stop

Continued from page 10

Eventually, though, they leveled out. The international community worked together to resolve the crisis. Within a few short years, the 70's crisis was a distant memory, and Americans quickly returned to their expansive way of life.

Today, no such solution seems likely – or even possible. Prices continue to climb, and there's no end in sight.

The crisis is having a ripple effect across all sectors of the economy. Trucking companies can't afford to send their fleet out as often as they once did. That, in turn, is limiting the flow of goods to retail stores, especially big-box stores like Costco and Sam's Club. Perishable goods in particular, like produce, are impacted by the change. Business owners say they have no choice but to pass the cost increase on to their customers. That would explain why red peppers are now selling for an average of $8 a pound.

To accommodate this new reality, Americans are making some serious changes to their lifestyles and spending patterns. Summer car trips are a thing of the past. People have cut back dramatically on their household expenses. Gone are the weekend movies and impulse purchases. Couples like Scott and Kristin Laing of San Diego no longer treat themselves to 'date night' away from their two young sons, Jake and Elroy. "We can't even afford the babysitter, much less the dinner tab!" says Scott.

Anecdotal stories like these are backed up by government statistics. The Federal Reserve reports that discretionary spending is down 42% in the last 12 months.

Analysts worry that this dramatic drop in consumer spending will send the American economy, already in a precarious position, into a tailspin from which it may never recover.

Other observers are more optimistic. Environmentalists, in particular, see a large silver lining to today's black cloud. With fewer vehicles on the road, less harmful pollutants are entering the atmosphere. Some consumers are making the switch to electric cars. Lailee Mendelson, a spokeswoman for Honda, says the auto company has seen a huge spike in consumer interest for their hybrid vehicles.

More importantly, some say, Americans are changing some long-standing _ and, some say, destructive _ habits. Carpooling is back in vogue. So is public transportation. Washington DC's metro system has seen a 73% jump in occupancy in the last six months. Buses are filled to capacity during peak hours. And bicycle sales are at an all-time high.

Some people, like Brad Miller of Atlanta, GA, see an added benefit to his new lifestyle. He now uses his bike to commute to work, a 15-mile round trip he makes each workday. And he's lost 10 pounds since June. "How about that?" he says. "I never lost that much weight when I worked out at the gym!"

Mr. Miller no longer belongs to his neighborhood gym. He can't afford it.

BASIC TRAINING

In Operation mode, you can play any chapter in any order you wish, but we recommend you play them through sequentially the first time. Playing the missions in order will introduce you to the gameplay fundamentals, including selecting and moving units, combat, building structures and more.

BATTLE SCREEN

Action Window
This window contains all actions that each structure or unit can perform, including attacking, stopping, ambushing and guarding (see "Unit Actions" on page 25). It also displays structure options, such as building and upgrading.

Meter Bar
This bar shows both your available funds (see "Funds" on page 21) and power supply (see "Power" on page 19).

Data Window
This window contains information about the selected unit or structure, such as health, status, production queue and loaded units.

Aircraft & Tactical Weapons Panel
Use this panel to call for air support and use tactical weapons (see "Air Support" on page 23). This panel will not be available until you have either of these weapons available.

Aircraft Tracking Control
Click here to follow an aircraft currently en route to its target; consecutive clicks will toggle between your aircraft.

Mini-map
The mini-map shows terrain, structures, units, fog of war and objectives.

Select Idle Constructor
Selects one of your currently idle constructor units; consecutive clicks will select the next one.

Set Flare (multiplayer games only)
Click here and then on the map to ignite a flare on the map that is visible only to other members of your team. This is helpful when coordinating your attacks or communicating objectives.

Chat (multiplayer games only)
Click here to open a chat line where you can type in a message to all other players in a multiplayer game. You can also do this by pressing the Enter key. If you want to send a private message to your teammates, select "Secure line", or select "Open band" if you want all players to be able to see your message. To send the message and close the chat line, click the "Send" button or press the Enter key again.

Centre on HQ
Centres the map on your Headquarters building.

See List of Players (multiplayer) or Objectives (single-player)
In a multiplayer game, clicking here opens a window listing the players and their status. In a singleplayer game, this is replaced by an "Objectives" button that opens a list of current gameplay objectives.

Pause Game (single-player game only)
Pauses the game and offers you the option to save your current game, load a previously saved game, quit the current game or change the video options. (In a multiplayer game, you will only have the option to surrender or resume the game.)

MOUSE CONTROLS

Most commands are issued using the mouse. As a rule, left-clicking on a unit or structure selects it, and left-clicking on a button issues an order, such as attack. Right-clicking generally issues a command, such as move, to any currently selected unit(s), or sets a rally point for a building.

BASIC CONTROLS	
Left-click –	Select unit or building/Click interface button
Rotate mouse wheel –	Zoom in/out
Press mouse wheel + move mouse left/right –	Rotate camera
Move mouse to screen edge –	Scroll map

WITH UNIT/BUILDING SELECTED	
Right-click on map –	Move units/set rally point for building
Right-click on own unit –	Load/Repair/Heal
Right-click on own or neutral building –	Enter/Repair
Right-click on enemy unit –	Attack Unit/Capture POW
Right-click on enemy building –	Attack building

ON MINI-MAP	
Left-click–	Re-centre map
Right-click –	Move selected unit to destination

See pages 100-101 for a complete list of keyboard commands.

CAMERA MOVEMENT

To scroll the map, move the mouse cursor to any screen edge. Click and hold the mouse wheel and move the mouse left or right to rotate the camera. To zoom in or out, rotate the mouse wheel.

Press the ' key (apostrophe key) to turn on the chase camera and follow your currently selected units. Press the Spacebar and the battlefield will shift to centre the screen on your last alert. Press the Backspace key to centre the camera around your HQ building.

YOUR ARMY

Calling in Units

In the single-player campaign, all chapters include a handful of units to get you started and will introduce new units and options as the campaign progresses.

In a multiplayer game or skirmish game against the AI however, you'll need to recruit a capable fighting force on your own, starting with establishing a base with buildings that allow you to call in additional units and gather the resources needed to pay for them. See "Your Base" on page 18 for more information.

Issuing Unit Commands

Moving

Select a unit by left-clicking on it. To select multiple units, you can click and drag a rectangle around units on the battlefield. You can add or remove units from a selected group by holding down the Shift key while left-clicking.

TIP

Move vs. Attack

Move is the normal movement mode, used to order a unit to move to its destination at any cost, i.e. ignoring enemy attacks.

Attack is the aggressive/cautious movement mode, used to order a unit to move to a destination while attacking any enemy that comes in sight.

The fastest way to order units with a **Move** order to return fire if they're attacked, is to simply issue a **Stop** order, in which case they'll stop and fire at the most appropriate opponent in range; anti-tank soldiers at tanks, infantry to infantry, etc. Once they've engaged, you can assign individual targets to gain the upper hand.

All vehicles have the ability to fire while moving, so the difference between Move and Attack is that if Attacking, the vehicle will stop and fight until the target is destroyed, before resuming its movement. If Moving however, it will simply drive past the enemy target while also firing at it.

You can select all units on the screen of one type by double-clicking on a unit, or by pressing Ctrl while left-clicking on a unit.

To make selected units move to a different spot on the battlefield, right-click on the desired location. You can give other unit commands, such as attack, defend and ambush, by clicking on the buttons in the Action Window. Different buttons will appear depending on the unit type. Hover the mouse cursor over a button to see a pop-up of what that button does and the keyboard command associated with it. For a complete list of keyboard commands, see page 100-101.

If you order a group of different types of units to move, they will all move at the speed of the slowest unit in the group.

Defend

By giving a "Defend" command to a unit, it will stay in its place and automatically attack any enemy unit that enters the "Defend zone" (as indicated by the mouse cursor when the command is given). If you give a Defend command to a Constructor unit, it will instead automatically repair any damaged buildings within the Defend zone.

Creating Groups

While you have multiple units selected, you can assign that group to a hotkey by pressing the Ctrl key and a number (1 to 0). To select this group again, press the number that you have assigned to it. If you press the number a second time, you will centre the game around that group of units. (Note: You can assign hotkeys to buildings and individual units in this way.)

Setting Waypoints

Hold down Shift while right-clicking on the battlefield to assign waypoints to the currently selected group or unit.

TIP

Follow Command

If you give a unit or a group of units a Move command with one of your own units as destination, they will follow the targeted unit as if you gave them an Attack command. This is particularly useful when for example you want to avoid anti-tank ambushes; you simply order your tanks to follow your infantry; the infantry will then be the target of the ambush rather than the much more valuable tanks.

Building Rally Points

Select a building and right-click on the map where you want to gather reinforcements called in through that building. A white line will show the line to the rally point, indicated by a flag.

Entering Buildings and Vehicles

To make a soldier enter a transport vehicle or building, select it and then move the mouse cursor over the item you want it to enter. When the cursor changes to arrows pointing into an opening and closing door, right-click and the unit will enter (up to the capacity of the building or vehicle). You can also select the vehicle, click the Load button, then click the unit you want to load.

To make the units unload immediately, select the building or vehicle, and click on the unload button.

Cover/Buildings

Most infantry units can enter buildings through a specific point on the ground level of the building. Once inside, a unit will automatically move to an available window slot. When all window slots are occupied (8 or fewer, depending on building type and damage status), no more friendly units can enter the building. Units automatically move between window slots inside the building in order to spread out and face all surrounding threats with equal force.

TIP

Can Enter Buildings
These are the units that can enter and fight inside buildings. The stars indicate the unit's relative strength in close quarters combat (i.e. when defending or attacking inside buildings). Units with no stars cannot fight in close combat inside a building.
Task Force Talon – Task Force Commandos****; Heavy Sniper*; Non-Combat Personnel
U.S. Army – Delta Force Elite Soldier****; U.S. Marine***; Javelin Missile; Sniper; Non-Combat Personnel
The Consortium – Optical Camo Soldier*****; AK74 Soldier**; RPG7 Soldier*; SA7 Grail Soldier; MM1 Mortar Soldier; Non-Combat Personnel

To enter a building, select the unit and right-click on the building. To exit, either select the building and click on the unit in the Data window (that unit will be found right next to the ground level entry/exit point), or click the "Evacuate Immediately" action button (all units will gather around the exit on the ground level).

While inside the building, the units are protected from attacks from units outside the building, until the unit's window slot has been destroyed. When window slots are destroyed units cannot use them anymore, and any unit inside the window is destroyed. Units cannot enter completely destroyed buildings.

You can order infantry units to enter a building with enemy infantry inside it, to try and clear it without damaging the building. You can also order some special infantry units to snipe enemies hiding inside a building. Snipers disregard any protection a building would generally offer a target.

Roof Entrances

Most buildings also have an entry/exit point on the roof accessible by light infantry units only, either from the ground level (just give a move order to the roof area), or by helicopter. From the roof, infantry units have an increased LOS (Line of Sight). They are difficult to spot for units on the ground, and are able to assault the building with minimum casualties while approaching its entrance.

Health & Healing

When a unit is damaged, its health bar drops. A unit is considered Lightly Wounded if it has not received more than 90 percent damage. When a unit's health drops below 10 percent, it is considered Heavily Wounded and cannot move or fight. Health affects movement speed for all units, but doesn't affect combat capabilities until it becomes Heavily Wounded.

Note: You can automate healing tasks for healing units by using the Defend command.

U.S. Army

Lightly Wounded U.S. soldiers heal automatically while in the vicinity of a Medical Black Hawk helicopter or a Field Hospital. Heavily Wounded soldiers can be medevacked in two ways, either by landing a Black Hawk helicopter next to them, or by selecting the Heavily Wounded soldier and clicking the "MedEvac" action button. Once you order the Black Hawk to return to the Field Hospital, its patients will be healed and ready for action again after a short while.

TIP

Can Heal
U.S. Army – Medical Black Hawk; Field Hospital
Task Force Talon – Nanowave Healing Centre;
Consortium – BMM-1; Field Prison Camp

The Consortium

Lightly Wounded Consortium soldiers heal automatically while in the vicinity of a BMM-1 vehicle or a Field Prison Camp. Heavily Wounded soldiers are picked up automatically if you move a BMM-1 next to them, or by selecting the Heavily Wounded soldier and click the "MedEvac" action button. Once brought back to the Field Prison Camp, each patient is exchanged for its deployment cost in funds, which can be used to call in new units.

Task Force Talon

Task Force Talon soldiers all wear nano-technology suits containing a variety of systems that heal and stabilize defect body functions. The technology however requires massive amounts of energy that are transmitted as waves from a distance.

To heal Wounded Task Force Talon soldiers, select the Nanowave Healing Centre, click the "Send Healing Nanowave " Action Button, then set the zone of healing on the ground. You can also move the soldier to the vicinity of a Healing Centre to heal it.

Vehicle Repairs

Unless a vehicle's health reaches zero, at which point it is destroyed, it can be repaired at an appropriate Repair building.

To repair a damaged U.S. vehicle, select it and click the MedEvac button (or right-click on the Repair Depot). An HRMH-92 Angel Repair Helicopter will fly in, pick it up, and bring it back to the Repair Depot. You can also move the damaged vehicle to the vicinity of the Repair Depot.

To repair a damaged Task Force or Consortium vehicle, select it and click the MedEvac button. Depending on your force, either a Repair V22 or a Repair Fatvee will arrive and evacuate the damaged vehicle from the battlefield. You can also move the damaged vehicle to the vicinity of a VTOL (vertical takeoff and landing) Pad or landed Repair V22 (the Consortium) or Repair & Logistic Centre or parked Repair Fatvee (Task Force Talon)

Aircraft are automatically repaired between each mission. Helicopters need to be landed close to a repair unit or building.

Most destroyed vehicles will leave behind one or more Non-Combat Personnel (drivers/pilots). These can be moved as usual, albeit slowly, but cannot fight. If a driver/pilot is brought back to your HQ, you will receive $250, and you can also take enemy Non-Combat Personnel POW.

TIP

Can Repair
U.S. Army – Angel Repair Helicopter; Repair Depot
Task Force Talon –Repair Fatvee; Repair & Logistic Centre
Consortium – Repair V22; VTOL pad

YOUR BASE

Building a Base

In order to call in new units to send into battle, you need to build a base. Every building in your base provides a particular function or allows you to call in a particular type of unit. Some buildings have prerequisites, such as the existence of another type of building.

TIP

Construction Units
U.S. Army – Excavator
Task Force Talon – Drone Constructor
Consortium – Mi-17 Hip Construction Helicopter

To construct a building, select your construction unit (U.S. Army Excavator, Task Force Talon Drone, or Consortium Mi-17 Hip Helicopter) and then click on one of the building type buttons. The cursor will change to show the footprint of that type of building. Move the building around the map until it turns green and click to place it. If the cursor appears red, it means you are unable to build in that location. Once the construction sequence is completed, the building is operational.

You can order several construction units to help with the construction, which will increase construction speed. If you remove a construction unit before construction is complete, or it is destroyed, the building construction will stop in its tracks but can be resumed at a later point. You can also cancel a partly finished construction and get your funds returned.

Note also that you can order the same construction unit to construct a sequence of buildings by keeping the Shift key pressed while giving the construction commands.

TIP

Why Can't I Build?
When you have selected to construct a building, you will see a silhouette of the building and a green or red "footprint." As long as the footprint is green, you can left-click to place the building on the battle-field, but if it's red it can be for a number of different reasons:

- You can only build on flat terrain
- You cannot build on top of other buildings
- Oil Derricks must be built on top of Oil Deposits
- You can only build on revealed areas of the map
- The Consortium can only build close to its other buildings (with the exception of Oil Derricks)
- Task Force Talon can only build close to its Headquarters and Forward Operations Center buildings
- Task Force Talon's Field Prison Camp and Nanowave Healing Centers buidlings are extensions of the Barracks and S.H.I.E.L.D. Control Centers, respectively, and in order to construct these extensions, there must be a free space next to these "parent" buildings. If there isn't, the button to construct the extension will be disabled.

Power Requirements

The U.S. Army requires a certain level of electrical power in order to run its bases. You can construct Field Generators to generate the power you need.

The Consortium (in Undercover status) has no power requirements, but can only construct around another existing building. When revealed, the Consortium needs to maintain a certain electrical power level by constructing Tokamak reactors.

The Task Force Talon can disregard electrical power but can only construct and maintain operational buildings in the vicinity of a Forward Operations Centre or a Task Force Talon HQ.

Upgrading Buildings and Units

Upgrades are acquired in buildings. Just like with units, you must meet certain prerequisites to acquire upgrades and they cost credit. There are three types of upgrades:

- Unit Upgrades: These upgrades either affect a single type of unit (for example all M1A2 Abrams tanks) or all units in a family (for example all aircraft). Upgrades are permanent, and they affect all the appropriate units currently on the field and all of the units that will be produced later in the game.
- Buildings Upgrades: These upgrades typically only affect the buildings where they are acquired, but sometimes all buildings of the same type are affected. They typically increase the defensive capabilities of the building.
- Technology Upgrades: Most of the Technology upgrades are built in the player's HQ and unlock parts of the Technology Tree (DEFCON Levels for the U.S. Army, Undercover/Revealed Status for the Consortium, and Shield & Drone Technology for the Task Force Talon), but other Technology affects the economical rules of the game.

Alert Status (U.S. Army)

DEFCON levels are Alert Status Upgrades of the U.S. Army HQ. At the beginning of a game the U.S. HQ status is at DEFCON 3, which only gives you access to a limited selection of buildings and basic units to the player. If you have enough funds and have met the building requirements, you can upgrade to DEFCON 2 and then DEFCON 1 to gain access to more powerful units and upgrades.

Exposure Status (The Consortium)

The Exposure Status – Undercover or Revealed – of the Consortium is decided in its HQ. At the beginning of a game the Consortium HQ Exposure Status is Undercover, which only gives you access to a limited selection of buildings and basic units.

If you have enough funds and have met the upgrade requirements, you can change your Exposure Status to Revealed to gain access to more powerful units and upgrades.

Technology Status (Task Force Talon)

The Technology Status of the Task Force Talon HQ determines which units and upgrades you have access to. At the beginning of a game, the Task Force Talon TFT Technology Status is Battlefield, which only gives you access to a limited selection of buildings and basic units.

If you have enough funds and have met the upgrade requirements, you can upgrade to Shield Technology Status and/or to Drone Technology Status to gain access to more powerful units and upgrades.

Building Repairs

You can repair damaged (or only partially completed) buildings by selecting a Construction unit and right-clicking on the damaged building. If you give a Construction unit the Defend command, it will automatically repair all damaged building within the Defend zone, always starting with the building closest to the center of the Defend zone.

Selling Buildings

You can sell any building that you don't need any longer, that is beyond salvage from an enemy attack, or that blocks construction for another building. Selling a building will return half the initial construction cost. Damaged buildings will yield a lower return, relative to the amount of damage.

TIP

Task Force Talon Drone Constructors become available again once you sell a building.

FUNDS

Funds are required to call in units and constructing buildings, and maintaining a solid economy is absolutely key to success, particularly in the multiplayer game.

You can earn funds in several ways:

POWs – One way to earn funds is by capturing Prisoners of War (POWs). See "Prisoners of War" on page 22 for more information.

Oil – Exploiting oil wells is the fastest and easiest way to earn funds. Build an Oil Derrick on top of an Oil Vein, then build a Refinery close to the Oil Derrick. The Refinery will generate a Tanker which will automatically gather oil from the Oil Derrick and return it to the refinery.

Banks – Send in infantry units to occupy a bank building to automatically generate cash.

Non-Combat Personnel – You earn funds by returning Non-Combat Personnel – downed helicopter and aircraft pilots, drivers from destroyed vehicles and servants that have abandoned destroyed buildings – to your HQ. Non-Combat Personnel will automatically stop and surrender as soon as an enemy ground unit comes within firing range, and they are very slow to move, so you may want to consider evacuating them with vehicles or helicopters to avoid capture.

TIP

Oil is an exhaustible resource – when there's no more oil, you will need to rely on other sources of income.

Prisoners of War

Heavily Wounded enemies and enemy Non-Combat Personnel can be captured as Prisoners Of War (POWs), which provides an immediate monetary reward. If you have a prison building, they will also keep generating additional funds at regular intervals.

Only certain units (Marines, Delta Forces, TFT Commandos, AK74 soldiers, Snipers) have the ability to take POWs.

There are two ways to capture POWs: right-click on the enemy unit with an appropriate unit selected; or click the Capture action button and then left-click on the map. All soldiers within the area clicked will be captured.

Note also that you can order the same unit to capture POWs in a sequence of areas by keeping the Shift key pressed while you click on the map.

TIP

Can Capture Prisoners
Only infantry units carrying light personal firearms are able to capture Prisoners of War:
Task Force Talon – Task Force Commandos; Heavy Sniper
U.S. Army – U.S. Marine; Delta Force Elite Soldier; Sniper
The Consortium – AK74 Soldier; Optical Camo Soldier

Up to a maximum of ten enemy POWs will automatically be transferred to and stored inside a prison building (Field Hospital, Field Prison Camp or Field Intelligence Centre). Each POW automatically generates $50 every 10 seconds.

By interrogating a POW in a prison building, a part of the map will be revealed to you, but the POW will be lost.

Filled with 10 POWs, a prison building generates almost as much funds as an oil well, and is an infinite resource. The player that best manages to control this human resource will win in the long run.

COMBAT

Combat is, of course, the heart of *Act of War: Direct Action*. Each unit brings different abilities to the battlefield, and you'll need to rely on a combination of them all in order to succeed.

To order a unit to attack, select it, click on the Attack button and then click on the intended target unit or building – or simply right-click on the target.

If you want to move your unit "aggressively," attacking everything it encounters on sight, you can use the Attack command and order your unit to attack a certain location on the map – your unit will then move to that location and attack all enemies it encounters along the way and continue until it either reaches the destination, or dies trying…

If your infantry units are attacked while moving, the fastest and easiest way to order them to fire back is to simply issue a Stop command – they will then stop in their tracks and immediately fire back at the closest/most dangerous target.

Some units have special attack abilities, such as attacking while moving, sniping, ambushing, overrunning, and more. See "Special Abilities" on page 25 for a complete list of unit-specific abilities.

Line of Sight/Stealth

In order for a unit to attack a target, it must be able to see it. Each unit has a vision range, beyond which it can't target. A unit's Line of Sight (LOS) can be obscured by buildings, trees, units, terrain features and other obstacles. Targets beyond a unit's LOS can only be attacked by indirect fire.

Units with Stealth capabilities are considered to be outside LOS until they fire. Some highly trained infantry units can be ordered to Crawl, which gives them limited stealth capabilities until they either attack or move right next to an enemy unit. All stealth units can also be detected by units with the Stealth Detection special ability.

Units inside buildings (see "Cover/Buildings" on page 15) have a 360-degree LOS, regardless which window slot they currently occupy. They cannot, however, see through adjacent buildings.

Experience

All units can gain experience from killing enemies and taking POWs. As a unit gains experience, its health increases and its attacks inflict more damage. Each unit can gain up to 3 military ranks.

TIP

Units gain a health increase when gaining more experience.

Friendly Fire

If, by accident, you happen to kill one of your own units, you will suffer a $200 penalty.

Air Strikes

Aircraft are available once you have built an Aircraft Control facility (Air Force Control Tower for the U.S. Army or Air Control Tower for the Consortium or Task Force Talon), and let you order air strike missions on the map. To order an air strike, select an aircraft from the Aircraft Control Panel or directly by selecting a Aircraft Control Facility. Then, select the spot on the map where you want to call in the air strike.

A dynamic line will appear on the mini-map from the Aircraft Control Facility to the target, showing the flight course of the aircraft. This path can not be changed, but you can construct several Control Facilities in different parts of the map – the attack will always be launched from the one closest to the target.

While flying toward its final target, any aircraft (except the B2 Stealth bomber) will use up to half of its payload to engage opportunity targets.

You can launch a combined air strike with several aircraft of the same or different types by making several selections in the Aircraft Control Panel before designating a target. For example, you may wish to send an escort of F-15s with your B2 Bomber attack, or launch a simultaneous attack with several YF-23s to eliminate an enemy base in one strike.

Depending on the aircraft type and upgrades, different targets will be attacked.

If your base includes an Early Warning Radar upgrade, you will be alerted to incoming enemy air strikes as blips on the mini-map and as target footprints on the main map. You will also be able to see all enemy stealth aircraft.

TIP

Aircraft Targeting

The aircraft targeting marker gives a good indication which type of targets will be attacked by which aircraft:

Task Force Talon

- **RQ-4A Global Hawk –** 2x anti-tank missiles (requires upgrade)
- **FA-35 Joint Strike Fighter –** 2x anti-aircraft missiles; 4x guided bombs effective against structures only

U.S. Army

- **F-15 Eagle –** 3x anti-aircraft missiles
- **A-10 Thunderbolt –** 4x anti-tank missiles
- **B2 Spirit –** 8x non-guided bombs effective against all ground targets in target area

The Consortium

- **YF-23 Black Widow –** 2x anti-aircraft missiles; 2x anti-tank missiles; 2x guided bombs effective against structures only (requires upgrade)

Tactical Weapons

Tactical Weapons provide you (and your opponent) with devastating power. To create Tactical Weapons, you must first build the appropriate facilities.

The U.S. Army can launch a classical tactical nuke or the more powerful plasma nuke from its Wolverine missile silo.

The Task Force Talon's Super Heavy Howitzer can be armed with traditional high-explosive shells or a nuke salvo.

The Consortium's Falling Star uplink allows it to redirect killer satellites and crash them to Earth, and with their Ebola upgrade they become even more deadly against infantry.

To prevent Tactical Weapons attacks, your base must include an Anti-Tactical Weapons building armed with a sufficient amount of charges. Both the U.S. Army and Consortium defence systems are static and protect an area around the launcher, while the Task Force Talon's Guardian Drones can be moved to wherever protection is needed.

UNIT & BUILDING REFERENCE

UNIT SPECIAL ABILITIES

Ambush

Most infantry units can be ordered to lay an ambush under vegetation (bushes, trees, etc.). While in Ambush mode, units are in limited Stealth mode (see "Line of Sight/Stealth" on page 22). In this position, they can only be seen at close range, by stealth-detection units, or when firing.

While in Ambush mode, units will only attack an enemy that comes within 50 percent of its own attack range, OR within 50 percent of another ambushing friendly unit's attack range, but inflict double damage.

Assault Building

Most infantry units can assault a building, by moving into and taking position inside it. While moving into a building, infantry units are very vulnerable.

If the building you are assaulting is already occupied by enemy infantry, a battle will take place inside the building. Some units (Heavy Shipers, Javelin Missiles, Snipers, RPG7 soldiers, MM1 Mortar Soldiers) can fire on the building from the outside if given an assault order.

Note: Depending on which type and how many enemy units are defending the building, assaulting a building with infantry can be a very costly and risky and cause serious casualties. If you need to eliminate the defenders, it may be better to destroy the building with armour or artillery or try and assault the building via the roof by means of a transport helicopter. Snipers are also an excellent way to prepare an assault.

Crawl

Some highly trained infantry units can be ordered to crawl. Crawling gives limited stealth capabilities (see "Line of Sight/Stealth" on page 22), but the movement speed of the infantry unit is lowered to half of its normal speed.

Crawling infantry make good scouts. The limited stealth capabilities last until the unit either attacks or comes close to an enemy unit. Units with stealth-detector capability can reveal crawling infantry within their LOS.

Snipe at Buildings

Sniper units can be ordered to snipe at enemies hiding inside a building. The attack cursor lets you know that the building is occupied, but it doesn't always mean that you can snipe inside the building.

If a sniper has LOS to an enemy unit inside a building, he will disregard any protection the building would normally offer.

Capture

Infantry units armed with rifles (Marines, Delta Forces, TFT Commandos, AK74 soldiers, Snipers, Camo soldiers) can capture enemy Heavily Wounded units and Non-Combat Personnel. When a unit is given the order to capture, it moves to the target and then captures it as a POW (see "Prisoners of War" on page 22).

Change/Add Weapon

Some units can be ordered to change their weapons or add weapons if previously unarmed. This is a permanent modification of the unit and costs funds. Weapons are changed/added just like upgrades: select the unit and left-click on a new weapon in the Action panel to buy it. Changing a unit's weaponry this way may modify some or all of its special abilities, so change weapons with care.

TIP

Can Change Weapons

Task Force Talon

- **Stryker –** Can change from its normal infantry transportation mode to be equipped with either a heavy mortar for indirect fire support or a heavy anti-tank gun.

The Consortium

- **AK-74 Soldier –** Can exchange its assault rifle with either an RPG-7 anti-tank rifle or an MM1 mortar.
- **Ural Tanker –** Can be charged with explosives to turn it into a mobile bomb truck.

Change Firing Mode

Some units can be ordered to change their firing mode. It takes a couple of seconds to do this, during which time the unit is vulnerable. Firing mode is changed just like an upgrade: select the unit and left-click on the new firing mode in the Action panel. A unit's firing mode can be changed as many times as you want and it doesn't cost anything.

TIP

Can Change Firing Mode

Task Force Talon

- **S.H.I.E.L.D. –** Can change between anti-tank missiles and a Gatling gun effective against infantry.
- **UGC Spinner Drones –** Can change between an anti-tank gun, anti-aircraft missiles and remote-controlled bomb drones.

The Consortium

The two indirect fire units of the Consortium do not strictly change their firing mode, but as they take a couple of moments to shift between movement mode (unarmed) and firing mode (can't move), you'll need to manually determine where you want them to deploy.

- **Porcupine Mortar –** Can't move while in indirect fire (turret) mode, limited firepower while in movement mode.
- **Piranha –** Can't fire when in mobile mode; can't move while in firing mode.

Fire While Moving

All armed vehicles, except artillery, will fire automatically at all enemy targets while moving. Most often, it will attack the closest target, unless that target is considered harmless. To order a vehicle to attack a specific target, you will need to manually issue an Attack command (see "Combat" on page 22).

Heal Infantry

You can heal infantry in three ways, according to the camp and the unit (see "Health & Healing" on page 16).

Certain vehicles and buildings have a healing zone around them. For vehicles, this healing zone is effective only when the vehicle is stationary and on the ground. Any injured infantry units in the healing zone will be healed.

You can medevac U.S. Heavily Wounded units to a Field Hospital. After a short time the infantry will leave the Field Hospital with full health.

Task Force Talon soldiers can be healed by standing within a Nanowave Healing zone.

Consortium infantry must stand within the healing zone of a BMM-1 or move to the vicinity of a Field Prison Camp.

Repair Vehicle

You can repair vehicles in two ways, according to the camp of the unit (see "Vehicle Repairs" on page 18).

Certain vehicles and buildings have a healing zone around them. For the vehicles, this healing zone is effective only when the vehicle is stationary and on the ground. Any damaged vehicle units in the zone will be repaired.

You can Medevac U.S. damaged vehicles to a Repair Depot. After a short time the vehicle will exit the Repair Depot completely repaired.

The Consortium has the V22 Repair Rotorcraft, which repairs all ground vehicles and landed helicopters within its healing zone. It must be on the ground to repair.

Task Force Talon vehicles can be repaired by a Repair Fatvee from the Repair and Logistics Centre. It must be stationary to repair.

Transport Infantry

Some vehicles can load infantry units (see "Entering Buildings and Vehicles" on page 15). A transport vehicle can have up to eight transport slots, depending on the vehicle type. While loaded, units inside lose all of their special abilities and are not able to attack, but enjoy the protection of the transporting vehicle. If the carrier is destroyed, units inside will evacuate automatically.

Most infantry units occupy one slot, but Consortium Kornet and U.S. Mortar units occupy two.

Transport Infantry/Vehicle

Some vehicles can load infantry and vehicle units to carry them (see "Entering Buildings and Vehicles" on page 15). A transport vehicle can have up to eight transport slots, depending on the vehicle type. While loaded, units inside lose all their special abilities and are not able to attack, but enjoy the protection of the transporting vehicle. If the carrier is destroyed, units inside will evacuate automatically.

Vehicles occupy two to four slots, depending on the vehicle type.

Detect Stealth Units

Certain units can detect all the stealth units within their LOS (see "Line of Sight/Stealth" on page 22). As long as the stealth unit is in the LOS of the detector unit, it loses its stealth property, and all units are able to see it. But, if the stealth unit leaves the detector's LOS, it regains its stealth ability, unless it has fired on an enemy or has been hit.

TIP

Can Detect Stealth Units
Task Force Talon – RQ-4A Global Hawk; Buggy; Repair Fatvee; S.H.I.E.L.D. (requires upgrade); Sentry Turret
U.S. Army – Fatvee Scoout Patrol; Delta Force Elite Soldier; ADATS Turret
The Consortium – Fennek; Railgun Turret

Overrun Infantry

All ground vehicles can overrun infantry. Simply give a move order that directs the vehicle to drive over the enemy infantry. They will automatically avoid your own soldiers, but will crush POWs if you aren't careful.

Aside from heavy vehicles like main battle tanks, all vehicles are slowed when they overrun infantry.

Indirect Fire

Artillery units have the ability to fire farther than their own LOS, as long as the target is within the LOS of a friendly unit.

You can force artillery units to fire on a position outside its LOS. To do this, click the "Attack Zone" order, then the target ground. The artillery unit will fire on this position until you order it to do something else. Be careful, indirect fire can damage your own units as well.

Splash Damage

Some powerful units can deal damage in a small zone around their intended targets. All units (friend or foe) in the zone will take damage. The damage is slightly lower in the border of the splash zone.

Large Splash Damage

Some very powerful units can deal damage in a large zone around their intended targets. All units (friend or foe) in the zone will take damage. The damage is slightly lower in the border of the splash zone

Stealth

Stealth units are invisible to most enemies, and remain invisible as long as they don't perform any aggressive actions (fire, overrun infantry, capture, etc.). They also lose their stealth ability if they come into the LOS of a stealth detector unit (see "Line of Sight/Stealth" on page 22).

Once detected, a stealth unit must wait a certain amount time before regaining stealth status. During this time, the unit must not perform an aggressive action, receive damage or come into the LOS of a stealth detector unit.

Fire and Forget

Units with Fire and Forget capability have a massive advantage over regular units as their weapons are "homing", i.e. they will automatically hit their intended target. This also means that once its weapon is fired, the unit does not need to keep a LOS to its target any longer. For example, a US Army Javelin Missile can move back into a the cover of an armored transport as soon as he has launched his missile, and an A-10's missiles will hit their target even if the aircraft is shot down before impact.

No Pilot/Drone

Drone units don't have any drivers or pilots. If they are destroyed, they do not leave any Non-Combat Personnel behind on the field for the enemy to capture.

UNIT EFFECTIVENESS

Effective Against

Certain units are more effective when attacking certain targets. The icons used in the unit descriptions on the following pages indicate the unit's effectiveness against the targets.

TARGET	EFFECTIVE AGAINST	VERY EFFECTIVE AGAINST
All Aircraft (helicopter & planes)		
Helicopter		
Armored Vehicles		
Infantry		
Vehicles		
Buildings		
Tactical Weapons		

Pentagon, White House Clash Over Counter terrorism

Rumours persist; European Allies Cautious

WASHINGTON, DC - According to unnamed sources at the Pentagon, the President has authorized the creation of an elite counter terrorism unit, one authorized to operate outside of international authority.

Such news, if true, would mark a turning point in America's fight against terrorism. Historically, even covert units have obeyed standards set by the United Nations during the Cold War.

"Shadow soldiers, operating with impunity?" said one Pentagon official, who asked not to be named. "That kind of unit can undermine our chain of command. And that kind of accountability is one of the tenets on which our modern army is based."

Details remain sketchy, but there has been speculation that new counter terrorism units are currently operating in the European theatre.

Interest in counter-terrorist activities is at an all-time high, following recent terrorist attacks in Zurich and Caracas. (Yesterday, FEMA concluded its investigation into last month's oil-refinery explosion in Houston, labelling the disaster "an industrial accident.")

White House officials continue to deny reports that any such group exists, and some in the West Wing have gone so far as to question the Pentagon's motivations.

"The Pentagon has been pursuing an increase in federal funding for some time now," said one White House official. "Their requests have been met with our full support, and both the House and Senate are considering appropriations bills as we speak. Despite this concrete support, there are factions within the Pentagon that would like to assert their dominance…frankly, they'd like to be the only game in town."

International reaction has been muted. At last week's European Alliance meeting in Milan, officials expressed generic support for America's war on terror. Prime Minister Niles Philpott described America and Britain as "great allies, who stand shoulder-to-shoulder in this deadly and treacherous time." Attendees judiciously avoided discussing the situation in detail in public. Privately, however, officials expressed support for such a unit. The European Union has historically been more aggressive in the war on terror, and covert units have operated in Europe for decades. French CT units, in particular, are granted a degree of leeway that would be almost unthinkable for an American fighting force.

It is this difference, say Pentagon sources, that must be preserved. "Can we remain a free and open society if we allow this kind of subterfuge to go on?" asked one official.

Administration officials responded to these allegations with disbelief. "Nobody is more interested in keeping secrets than the Pentagon," said one official. "Somebody is trying to make political hay here, make no mistake about it."

TASK FORCE TALON

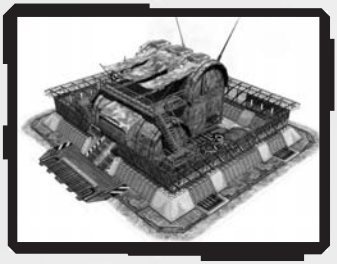
The Task Force Talon is an elite military direct action task force gathered from all branches of the U.S. military. They are a direct action team – the opposite of covert ops – and intended to be able to counter any situation in the world within 24 hours.

Under the command of Major Jason Richter reporting directly to the White House, the TFT has access to experimental hi-tech and intelligence sources outside the normal chain of command.

Task Force Talon combat tactics need to rely on speed and flexibility rather than sheer firepower. Even more so than the U.S. Army and the Consortium, a successful TFT commander must be careful not to lose his units to the enemy.

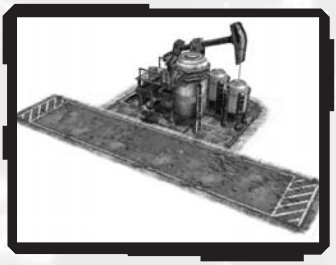
BUILDINGS

STANDARD



Task Force Talon HQ
Primary control centre that constructs Drone Constructors and Shield/Drone technology upgrades and the Account Hacking upgrade.

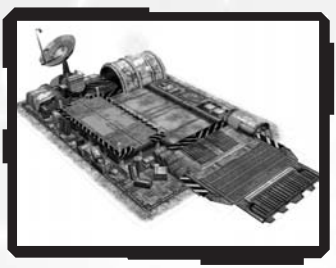
Refinery
Gathering centre for oil extraction and control centre for Oil Tankers.



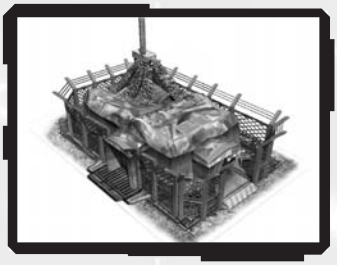
Derrick
Placed over an oil deposit, this structure acts as a mining point for Fuel Tankers to extract from.

Forward Operation Centre (FOC)
Required for the constructions of many additional structures and supplier of Drone Constructors. Allows upgrade of FOC Structural Reinforcement.

Barracks
Infantry training centre used to call in Task Force Commandos and Heavy Snipers. Allows the addition of a Field Intelligence Centre, as well as the acquisition of the Close Quarter Battle Capture Training and GUOS Drone Deployment Capacity upgrades.



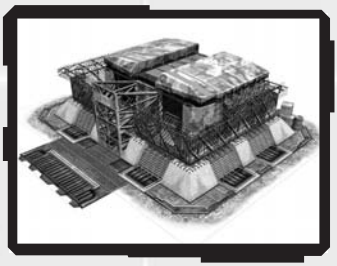
Vehicle Command Centre
Scout unit training centre used to call in Comanche RH-66, Stryker ICV and Buggy reinforcements. Allows the Buggy Light Stinger Launcher upgrades to give Buggy anti-aircraft capability, and the Comanche Hellfire Anti-Tank Missile upgrade to give Comanche anti-tank capability.



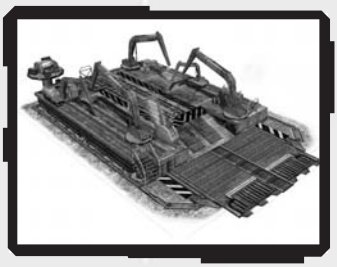
Field Intelligence Centre
This extension to the Barracks allows you to keep up to ten Prisoners of War and extract funds from them on an ongoing basis. It also allows you to interrogate them to reveal parts of the map.

Sentry Turret
Machine gun defensive turret. Allows upgrade to Sentry Turret Extended Anti-Tank Capability or Sentry Turret Extended Anti-Aircraft Capability.

S.H.I.E.L.D.

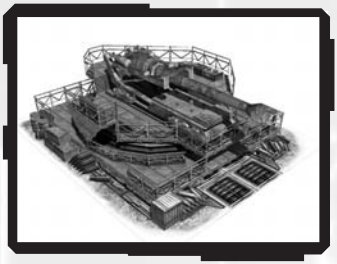


S.H.I.E.L.D. Control Centre
S.H.I.E.L.D. (Super High-Speed Infantry Electronic Defensive System) unit training building where you can call in and upgrade S.H.I.E.L.D. units. Allows upgrade of S.H.I.E.L.D Millimetric Radar for stealth detection radar for the S.H.I.E.L.D. units and the addition of a Nanowave Healing Centre.



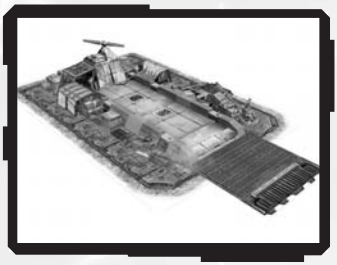
Repair & Logistics Centre
Command centre where you call in the V44 Heavy Transport rotorcraft and the Repair Fatvees. Allows upgrade to give the V44 Stealth Capacity.

Nanowave Healing Centre
This addition to the S.H.I.E.L.D. (Super High-Speed Infantry Electronic Defensive System) Control Centre allows you to heal your infantry units from a distance. It is the only healing device of the Task Force Talon and expensive to develop and use, but very powerful as it doesn't require the physical presence of medevac units. Can be upgraded with a High Density Nanowave Antenna which increases the size of the healing zone.



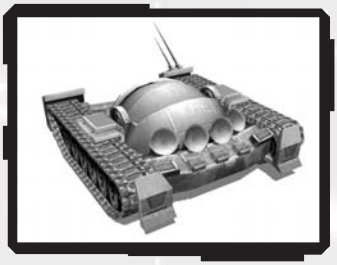
Mjolnir Super-Heavy Howitzer
Offers deployment of Nuclear Artillery Salvo, or Red Mercury Fusion Shell Salvo once you've acquired the Red Mercury Fusion Technology upgrade.

DRONE



Spinner Central Command
Distance command centre of all Task Force Talon Spinner drones. Allows the Counter Artillery Radar and Stealth Drone Capacity upgrade.

Aircraft Control Tower
Aircraft Control Tower for the Global Hawk Drones and FA-35 joint Strike Fighters. Allows the Early Warning Radar and Global Hawk Hellfire Missile upgrades.



Guardian Drone Ballistic Defence
Control centre where you call in and control the Anti-Tactical Weapon Guardian Drones. Allows upgrade of Ballistic Warning System and Guardian Drone speed and distance enhancement.

TASK FORCE TALON UNITS

NON-COMBAT PERSONNEL

Useless without their vehicles, but valuable if returned to your base. Note that non-combat personnel are very slow and therefore easy to capture for the enemy – you may want to consider sending in armoured vehicles or even V-44 Heavy Transport rotorcraft to evacuate them.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.	N/A	N/A

DRONE CONSTRUCTOR

Used to build any structure. As soon as the structure is completed, the drone enters the building and cannot be used again unless the structure is sold.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.	N/A	N/A

OILTANKER

Used to extract oil from an Oil Derrick.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.	N/A	N/A

TASK FORCE COMMANDO

The commando soldiers that make up the ground troops of the Task Force Talon have been hand-picked from all branches of the U.S. military. Their primary roles are to provide eyes and ears on the ground for more powerful units, to clear and defend buildings, and few other infantry units are their match in urban combat. They carry light personal firearms that can be upgraded to launch GUOS surveillance drones.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, vehicles		GUOS drone deployment

HEAVY SNIPER

Elite soldiers armed with calibre 35mm Model 82A1 scoped rifles, the Task Force Talon's snipers are the deadliest infantry units on the battle-field. These guns are so powerful they can even take out light vehicles, so these snipers are the Task Force's primary anti-tank units until the creation of S.H.I.E.L.Ds or the anti-tank upgrade of Comanches. Slow firing rate and average movement speed.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, vehicles		N/A

BUGGY

This is the standard Task Force Talon recon and rapid attack unit. It is very fast, has good vision range and thermal detection goggles that allows you to spot stealth units. It can carry up to two soldiers, is equipped with a 12.7mm machinegun, but its maybe greatest advantage is that it can be upgraded with light Stingger missiles for highly mobile anti-aircraft capabilities.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any armed ground units.		Buggy Light Stinger Launcher – can fire a light surface-to-air Stinger missile against all air targets.

STRYKER ICV, MGS, MC

This unit is a versatile light-armoured transport that can be modified to carry a 105mm medium gun or a deadly anti-infantry mortar. It has medium armour and fast speed, but it's always better to move Strykers in a platoon (with at least 3 or 4 tanks, in different modes) to be really effective. Use the ICV to transport troops, then modify it in an MGS against tanks, or in an MC mortar carrier against enemy troopers. Adaptability is the best weapon of the TFT on the field.

Note: Upgrade to MGS and MC are permanent and cannot be undone

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any ambushing anti-tank soldiers.		N/A

RAH66 COMANCHE

Fast and stealthy, but without armament and lightly armoured, the Comanche helicopters are normally only used for scout and recon missions in advance of an attack. However, once upgraded with anti-tank missiles they become invisible killers and fast and highly mobile fire-brigade units.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes, elite infantry units, stealth-detection units.		Hellfire II Anti-Tank missiles

TIP

Although the Comanche is very effective against enemy infantry, it loses its stealth capacity whenever it fires its missiles.

S.H.I.E.L.D

The S.H.I.E.L.D.S. (Super High Speed Infantry Electronic Defensive System) units are prototypes of the CID (Cybernetic Infantry Device) units and the infantry units of the next century: fast moving, with Kevlar armor to resist to light missiles and shells, an exoskeleton to support the carrying of a heavy machinegun coupled with a fast anti-tank mini-missile launcher, he S.H.I.E.L.Ds are the perfect “hit and run” troops.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, armoured vehicle, any ambushing anti-tank soldiers.		S.H.I.E.L.D Millimetric Radar for stealth detection.

REPAIR FATVEE

This is the fastest ground repair unit, and features repair capability when stopped. It's a very useful unit near the frontline (behind your troops, of course), but you need to protect it from enemy fire – this is always a juicy target for the enemy! This unit can also detect stealth units in the vicinity. Up to two infantry units can be stationed in a Fatvee Repair unit for attacking infantry.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units.		N/A

V44 HEAVY TRANSPORT

This is the biggest transport VTOL: very fast, moderate protection, with enough room for eight soldiers or light vehicles. You can use it to drop troops and vehicles behind enemy lines, make emergency evacuations, or build an FOC and turret behind enemy lines! Beware, this VTOL is only armed with a double mini-gun against infantry, so provide an escort if possible, or clear the skies with FA35 and Global Hawks before flying into enemy territory.

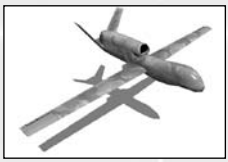
EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes, elite infantry units.		V44 Stealth Capacity

UGCV SPINNER DRONE

This unit is the versatile main battle tank of the Task Force Talon. It's unmanned and very powerful in each of three combat modes: anti-tank gun, bomb drone launcher and surface-to-air missile launcher. It's perfect for countering any enemy threat. Although slow and expensive, it does not drop Non-Combat Personnel on the field if it's destroyed.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any ambushing anti-tank soldiers.		Spinner Counter-Artillery Radar to detect enemy indirect fire units, Spinner Stealth Drone Capacity to give bomb drones stealth capacity

RQ-4A GLOBAL HAWK



Like the Comanche helicopters, the Global Hawk drones are fast scouts with excellent visual range and stealth-detection capacity. The drones can be upgraded to carry two Hellfire missiles to provide CAS (Close Air Support) capacity.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.		Global Hawk Hellfire Missiles

TIP

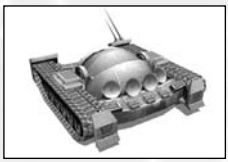
The stealth capacity of the drones is lost whenever they use their missiles, so be careful to change your tactics once you've acquired this upgrade.

FA35 "JOINT STRIKE FIGHTER"

This fighter bomber was designed for two purposes: air superiority and laser-guided bombing runs. It is not as good as the F-15 for fighter missions, but sufficient to survive until it can drop its four GPS guided bombs on target. Over an enemy base this aircraft is always devastating, but with no stealth protection and no ECM pod, enemy surface-to-air defenses will need to be eliminated or the casualties might be costly.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters, early warning radar.		N/A

GUARDIAN DRONE



The Guardian drone mobile ballistic interception system will launch an extremely effective high-speed missile salvo to counter any incoming enemy tactical weapon, but will self-destruct in the process.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any armed ground units.		Guardian Drone speed and distance enhancement

TFT UPGRADES

STANDARD

GUOS Drone Deployment Capacity
Any TFT Commando can now launch a single GUOS. This drone is generated at impact and cannot be destroyed. GUOS will reveal the zone for 30 seconds and contains the same vision as a soldier. After it expires, you can launch another drone.

Close Quarter Battle (CQB) Capture Training
In order to generate more POWs and surviving crew members from incapacitated enemy vehicles, all your infantry units are trained in non-lethal fighting techniques, and your ground vehicles are equipped with non-lethal ammo.

FOC Structural Reinforcement
All your forward operation centres get 50 percent more damage resistance.

Account Hacking
By hacking and accessing bank accounts revealed by enemy prisoners, you cause major financial damage to your opponent. Each time you capture an enemy unit, half of that unit's cost is also deducted from that enemy's available funds.

Comanche, Hellfire II Anti-Tank Missile
The Comanche can now fire Hellfire II missiles, which are faster than Apache missiles but deliver less damage.

Buggy Light Stinger Launcher
All buggies can now launch a light surface-to-air Stinger missile, dramatically improving the Task Force Talon anti-aircraft capabilities on the battle-field.

Sentry Turret Extended Anti-Tank Capability
Adds anti-tank capability to Sentry Turrets.

Sentry Turret Extended Anti-Aircraft Capability
Sentry Turrets can now target air units.

S.H.I.E.L.D.

S.H.I.E.L.D Millimetric Radar
All S.H.I.E.L.D. units can now detect any non-aircraft stealth units within LOS.

V44 Stealth Capacity
All your V44 Heavy Transport rotorcraft gain stealth capabilities.

Red Mercury Fusion Technology
Your Mjolnir Howitzers are armed with red mercury fusion shells causing considerably more damage than the regular nuclear shells.

DRONE

SPINNER, Counter Artillery Radar
All SPINNER drones now have counter-artillery radar, which detects incoming rockets and shells. The mini-map shows the location of all artillery units that fire within the detection area.

SPINNER, Stealth Drone Capacity
All drones launched by a SPINNER operate in full stealth mode.

EWR, Early Warning Radar
As soon as an adversary initiates an air strike, the EWR gives off a warning. Will also detect stealth aircraft (YF23, B2 Bombers or Global Hawks).

Global Hawk Hellfire Missile
All Global Hawks are now equipped with two Hellfire air-to-ground missiles that will automatically be fired at vehicles in or en route to the target area. Note that the Global Hawk Drones lose their stealth capabilities while firing missiles.

High Density Nanowave Healing Centre Antenna
Increases the healing zone of the Nanowave Healing Centre.

Guardian Drone Speed and Distance Upgrade
Increases the size of the protection zone of the Guardian drones, and doubles their movement speed.

Ballistic Warning System
Provides you with a warning as soon as a ballistic weapon or tactical weapon is being prepared and indicates when the weapon is ready.

U.S. ARMY

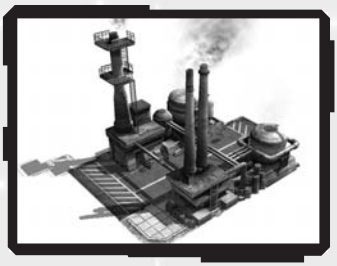
In *Act of War: Direct Action*, "U.S. Army" is used as the common term for all units under the Pentagon's command: Army, Navy, Marine Corps and Air Force. Specialized and powerful, it is equipped to handle any threat, anytime, anywhere.

If the U.S. Army has any weakness on the battlefield, it's the lack of multi-purpose units that can quickly adapt to changing circumstances – most of its units are highly specialized for certain roles. Nevertheless, its F-15 Eagles can achieve and maintain total air superiority, while its Abrams tanks and Paladin self-propelled artillery pieces have few matches on the ground.

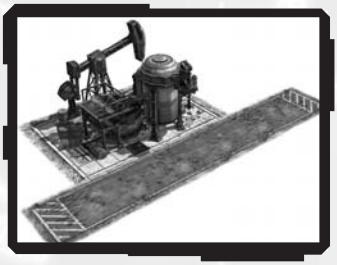
BUILDINGS

DEFCON 3

HQ DEFCON 1, 2 and 3
Primary control centre that constructs Excavator, DEFCON Alert status changes and World Media Support.



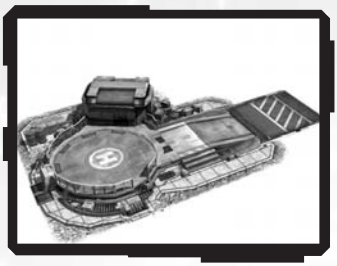
Refinery
Gathering centre for oil extraction and producer of tankers.



Derrick
Placed over an oil deposit, this structure acts as a mining point for Fuel Tankers.

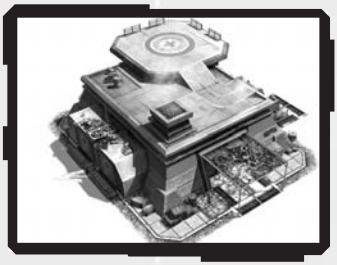
Barracks
Infantry training center used to call in U.S. Marines, Javelin Missiles, Mortar Squads, Snipers and Delta Force Elite Soldiers as reinforcements. Allows upgrades of M203 Grenade Launchers and Non-Lethal Fighting Training.

Field Generator
Facility for generating electrical power for units and structures.



Light Armour Depot
Light-armoured vehicle factory used to create Fatvees, Bradleys, Avengers, and M-113s. Allows upgrading the Avengers' Stingers to the RMP Block II model.

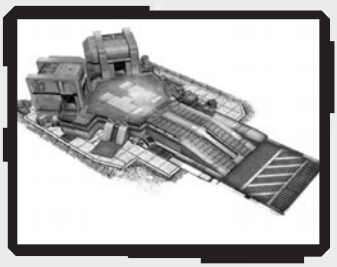
Sandbags Shelter
Defensive structure with room for up to four soldiers.



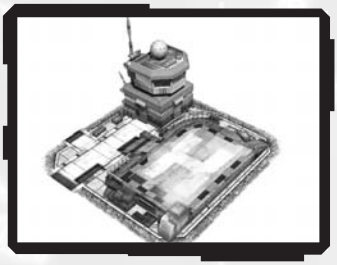
Field Hospital
This structure is where prisoners are interrogated by the CIA (revealing critical information about the enemy). Friendly soldiers are healed before returning to the combat zone in the hospital and a medical Black Hawk can be sent from this building in order to rescue Heavily Wounded soldiers on the battlefield.

DEFCON 2

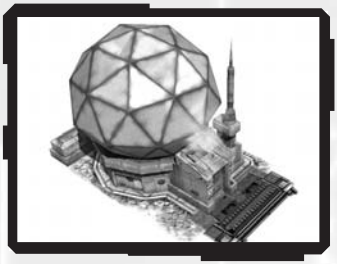
ADATS Turret
Heavily armored turrets that can fire eight anti-aircraft or anti-tank missiles before having to be reloaded. When not firing, the turret is protected by a heavy titanium shell. The ADATS turrets also have Stealth Detection capabilities.



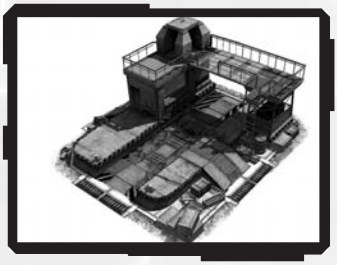
Heavy Armour Depot
Heavily armoured tank factory used to create Abrams, Paladins and MLRSs. Allows upgrades of Abrams Reactive Armour and MLRS Counter Artillery Radar.



Heliport
Helicopter factory used to create Apaches and Black Hawks.



Air Force Control Tower
Aircraft center used to deploy A-10 Thunderbolt air-to-surface support aircrafts, F-15 Eagle fighters and B2 Spirit bombers. Can be upgraded with an Early Warning Radar that displays incoming enemy airstrikes. The ALQ-119 ECM Jamming Pod upgrade makes all your aircraft more resilient to incoming missiles, whereas the AIM-120 AMRAAM upgrade gives your F-15s increased range.



Repair Depot
Repair vehicle factory used to create HRMH-92 Angel Repair Helicopter. Allows upgrade of Advanced Logistic Support.

DEFCON 1

Wolverine Missile Silo
A heavily protected, underground Wolverine cruise missile launcher silo.

Can be upgraded with Plasma Charge Technology.

PATRIOT Ballistic Defence System
Anti-tactical weapon ballistic launcher able to intercept up to four enemy Tactical weapons.

U.S. ARMY UNITS

NON-COMBAT PERSONNEL

Useless without their vehicles, but valuable if returned to your base. Note that non-combat personnel are very slow and therefore easy to capture for the enemy – you may want to consider sending in armoured vehicles or even helicopters to evacuate them.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.	N/A	N/A

EXCAVATOR

Construction vehicle used to build all structures.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.		N/A

OIL TANKER

Used to extract oil from an oil derrick.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.		N/A

U.S. MARINE

The marine is the standard infantry unit of the U.S. army. Well-trained and well-armed, he is very good at assaulting and defending a building. Marines are fast and, if you can gather a full squad, they can be a threat to low-flying helicopters. You can ask them to crawl, hide from enemy sight, ambush, and capture POWs. If you need more firepower against light vehicles or medium infantry group, try to arm your marines with M203 grenade launchers.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, vehicles		M203 grenade launcher –– Marine fires a 40mm grenade from his M16A2 rifle every five shots. Very effective against groups of infantry.

JAVELIN MISSILE

The Javelin anti-tank soldier is the best weapon to use against armour and buildings, with its "fire and forget" anti-tank missile. You need to protect him from enemy infantry, but when ambushing or in a building, this unit can be very lethal to even the most heavily armoured vehicle. They can't lock target on moving enemy infantry, and are not very good in building combat: they usually destroy the targeted enemy AND the room where they stand when firing their anti-tank missiles in an enclosed space!

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopter, vehicle.		N/A

MORTAR SQUAD

This team of well-trained soldiers can fire indirect mortar shells at medium range. They need time to set their mortar in position, are slow, and can't enter buildings due to the size of their equipment. You need to protect them or hide them behind the front line. They are most effective when placing the enemy under constant indirect suppression fire.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopter, vehicle.		N/A

SNIPER

The sniper is the ultimate sharpshooter of the U.S. Army. One man, one gun: low rate of fire, poorly protected, but very deadly. A sniper can elminiate most infantry targets with a single shot, and can also target units inside buildings. You can order snipers to crawl or ambush and thereby hide from enemy sight. Snipers are perfect for scouting (large field of vision using their scoped rifle), capturing enemies, and stealthy sabotage missions.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopter, vehicle.		N/A

DELTA FORCE ELITE SOLDIER

The Delta Force is the elite infantry of the U.S. army, the best of all Special Forces. Very well-trained, armed with a fast and accurate sub-machinegun, he is deadly good at taking and defending a building. He is even a serious threat to low-flying helicopters. You can ask Delta Force units to crawl and to hide from enemy sight. He is a perfect unit for scouting, capturing and performing stealth-detection missions with his thermal goggles.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, vehicle.		N/A

FATVEE SCOUT PATROL

Using the highly mobile but lightly armored Future All-Terrain Vehicle, the "Fatvee", this is the standard U.S. recon unit: very fast, long vision range, with thermal detection goggles for spotting stealth units. It can carry up to four soldiers. These scout patrols are not as well-suited for "hit and run" offensive tactics as the M113s or Bradleys, but it's always a good idea to escort a main battle force with Scout patrols for stealth detection.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any armed ground units.		N/A

M2A3 BRADLEY

This unit is a perfect fighting vehicle, especially for early "hit and run" attacks on a weak enemy position. With medium armour, 20mm cannon, and fast speed, it's always better to move them in platoons of at least three or four vehicles. You can also use it to transport infantry behind enemy lines for a surprise unloading of reinforcements.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any ambushing anti-tank soldiers.		N/A

AVENGER

This unit has only one purpose – to keep any enemy aircraft from flying over your head with its arsenal of Stinger missiles! It's a perfect escorting unit for all ground forces or a typical second line of air-defense for a base. Beware: This unit is very vulnerable alone. Try to hide it or protect it.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Any ground units.		Block II RMP Stinger Missiles– All Avengers fire a FIM-92A Stinger Block II missile which have increased range and inflict twice the damage.

M113 A3

This is an excellent heavy transport for up to eight infantry units. With its medium speed, strong resistance to enemy fire and M60 machine gun, you can use it to reinforce your front line or assist a main assault force against infantry, without any risk of losing troops on the way. Trying to go directly through enemy defences to breach their line and drop troops behind is also a good option.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, ambushing anti-tank soldiers.		N/A

M1A2 ABRAMS

With its huge firepower and nearly impenetrable armor, the M1A2 Abrams is the most powerful ground unit on the battlefield and perfect for ground assaults against any defenses. Be aware though they are vulnerable against helicopters and large groups of anti-tank infantry, so make sure to escort them with Avengers, Apaches, and/or Marines loaded in Bradleys or M113s.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, ambushing anti-tank soldiers.		Full Spectrum Active protection – Once purchased, all of your M1A2 tanks will partially deflect all missiles and shells fired against it for the first six seconds of any combat. This ability is not automatic and requires a 60-second recharge time.

M109

This strong artillery unit is capable of powerful long-range attacks. This vehicle must be stopped before you can fire it. The damage zone of a shell is not very big, but all the firepower is concentrated. This is a perfect weapon against small and slow or stationary targets.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threats, any armed ground units.		N/A

MLRS

This is the most powerful artillery unit in Act of War : Direct Action, but it's very vulnerable and requires good protection. Always position this unit to the rear of a battlefront. This vehicle must be stopped before you can fire it. Large groups of enemy infantry or slow moving damaged vehicles are perfect targets for the MLRS. Note: the MLRS doesn't discriminate with its splash damage – watch out for "friendly fire."

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any armed ground units.		Counter Artillery Radar – Your MLRS units can see and attack firing enemy artillery units beyond its normal vision range.

AH64D APACHE

This attack helicopter is the spearhead of the U.S Cavalry. Fast,with strong anti-tank firepower, heavy armour and a nose cannon for light vehicle and infantry, the Longbow Apache is a very versatile weapons system. In case of enemy air superiority, try to land it on the ground, but don't forget to protect it from ground attack units.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes, elite infantry units.		N/A

UH60 BLACKHAWK

This is the main U.S. transport helicopter: fast, moderate protection, and with space for eight soldiers. You can use it to drop troups behind enemy lines, for emergency evacuations or assaulting building from the rooftop. You can try to clear the LZ (landing zone) before a drop with its light machinegun, but it's usually not very effective. Always prefer a safe path to avoid any SA defences or fighters, and try to backstab your enemy! In case of a crash, don't expect to find the crew safe!

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes, infantry units.		N/A

UH60Q MEDEVAC BLACKHAWK

This is the main medical and evacuation helicopter for the U.S. Army: fast, moderate protection, with enough room for eight wounded soldiers. Always look for a safe path to avoid any surface-to-air defences or fighters.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units.		N/A

F15 EAGLE

This fighter jet is built for air superiority: anything unfriendly flying above the battlefield will be targeted by this plane. Extremely fast, with three Sidewinder AIM-9M air-to-air missiles, and very resistant to anti-air weapons, the F15 is also very useful when escorting other planes.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.		AIM 120 AMRAAM 120 long range missile – The F15 Eagle will do twice the damage to enemy targets, and will have twice the range. ALQ-119 ECM Jamming Pod –– All U.S. planes are more difficult to lock on to and have 50 percent more armour.

A10 THUNDERBOLT II "WARTHOG"

This plane was designed for C.A.S, (Close Air Support): All ground vehicles will be targeted by its four Mavericks AGM-65D air-to-ground missiles. But even with its strong armour and dual engine this plane is painfully slow, so try to not let it fly unescorted or stay too long above the battlefield.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters.		ALQ-119 ECM Jamming Pod – All U.S. planes are more difficult to lock on to and have 50 percent more armour.

B2 SPIRIT

This stealth bomber can drop a powerful bomb carpet in a very concentrated zone. Perfect for eliminating static targets, buildings or enemy energy generators. But it's very hard to hit any moving units with this weapon. Always try to escort them with F15 –– a B2 is VERY expensive.

EFFECTIVE AGAINST

VULNERABILITY

Anti-air ground units, enemy fighters, aerial stealth detector radar.

SPECIAL ABILITIES

UPGRADES

ALQ-119 ECM Jamming Pod –– All U.S. planes are more difficult to lock on to and have 50 percent more armour.

U.S. ARMY UPGRADES

DEFCON 3

World Media Support
Repatriation pays $500 instead of $250 to your camp.

CIA Bank Acccount Freeze
The CIA freezes the bank accounts revealed by enemy prisoners. Each time the player captures an enemy, half of that unit's cost is also deducted from the opponent's available funds.

U.S. Marine M203 Grenade Launcher
All U.S. Marines are equipped with grenade launchers that automatically fire a grenade for every four rifle rounds fired, inflicting additional damage on enemy infantry.

Non-Lethal Fighting Training
In order to generate more POWs and surviving crew members from incapacitated enemy vehicles, all your infantry units are trained in non-techniques, and your ground vehicles are equipped with non-lethal ammo.

Emergency Battery
If a blackout occurs, the player gains 10 additional seconds of reserve power supply. The player can take advantage of this additional time to fix the situation.

Avenger Block II RMP, Stinger-Missiles
The Block II upgrade of the reprogrammable microprocessor-enhanced Stinger missiles increases both range, speed and accuracy of the regular Stinger missiles, dramatically improving the Avenger's surface-to- capabilities.

DEFCON 2

Deep Forage Derrick Technology
The maximum capacity of an oil derrick is increased by 20 percent. Only upgraded derricks can benefit from the additional 20 percent stock.

E-3 Sentry AWACS Link
This upgrade increases the damage inflicted by the ADATS Turrets' surface-to-air missiles.

J-STARS Link
This upgrade increases the anti-tank missile damage for ADATS turrets.

M1A2 Abrams Full Spectrum Active Protection (FSAP)
The FSAP upgrade allows you to activate an advanced system of anti-tank missile counter measures for your Abrams tanks. Once activated, your tank will be completely protected from all incoming fire for six seconds, after which it takes one minute to reactivate the system. This is particularly useful just before launching an attack against a strong defence, or to cover a safe escape from a hot zone.

MLRS Counter Artillery Radar
Equips all MLRS units with a millimetric radar capable of detecting the trajectories of incoming rockets and artillery shells, thereby allowing you to locate and target enemy artillery units outside of normal vision range..

ALQ-119 ECM Jamming Pod
These inboard jamming pods provide all your aircraft with the additional ability to sustain damage from incoming missiles, and makes them more difficult to lock on to.

Early Warning Radar
Upgrading your Early Warning Radar will increase the warning time you get for incoming enemy air strikes, indicate the targets of enemy aircraft, and reveal stealth aircraft – all to help you defend against the attack. (And if you can't defend, at least give you sufficient time to move or sell the target).

AIM-120 AMRAAM Long-Range Missile
Long-range upgrade that makes twice as much damage as the Sidewinder.

Advanced Logistic Support
This upgrade doubles the repair speed of the Repair Center.

DEFCON 1

Plasma Charge Technology
Upgrades all standard Wolverines to "Baby Nuke" Wolverines. This plasma shell is extremely efficient against buildings and vapourises units standing near ground zero. Aircraft are not affected by the explosion.

Ballistic Warning System
Provides an advanced warning when a ballistic weapon or a tactical weapon is being prepared by an enemy.

CONSORTIUM

Very little is known about the Consortium and the people behind it. What is known is that through various means of bribes and infiltration, they have managed to gain control over a large number of armed groups around the world – terrorist organizations, armed militias, freedom fighters, mercenaries – and equipped them with weapons sometimes so advanced not even the Task Force Talon has any effective countermeasures.

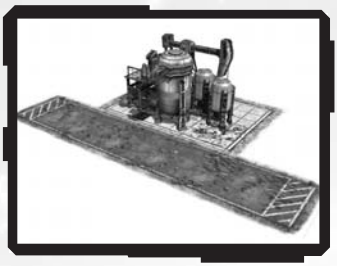
The Consortium operates in two dramatically different modes, undercover and revealed. While undercover, they rely on large numbers of inexpensive infantry and lightly armoured vehicles to quickly gain an advantage in numbers. The longer the battle goes on, though, the more this advantage is lost. They soon need to reveal their full power – including their revolutionizing Akula stealth drone tanks.

Once revealed, the Consortium is a formidable opponent. It has the disadvantage, however, of having to rely on capturing large numbers of POWs to finance its expensive high-tech forces.

CONSORTIUM BUILDINGS

UNDERCOVER

Undercover HQ
No information available



Derrick
Placed over an oil deposit, this structure acts as a mining point for Ural Tankers. Can be upgraded to be set to self-destruct, which will temporarily render the Oil Deposit useless to the enemy.

Refinery
Gathering centre for oil extraction and producer of Ural Tankers.

Barracks
Infantry training center used to call in AK-74 Soldiers, RPG-7 Soldiers, MM-1 Mortar Soldiers, Kornet Missiles, and SA-7 Missiles as reinforcements. Allows the Terrorist Hostage Capture Training upgrade.

Vehicle Pool
Vehicle Pool used to call in AMX-10 RCs, Porcupine mortar tanks, BTR-80s and Tunguskas as reinforcements. Allows the Porcupine Rapid Stealth Deployment and Tunguska Extended Radar and Stealth Detection upgrades.

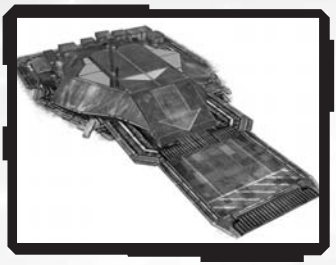
Chopper Pad
Helicopter pad acting as a base for MI35 Hinds. You can also acquire the FFAR Hydra Rocket Pod upgrade here, allowing your Hinds to fire deadly salvos.

Field Prison Camp
Evacuation and interrogation centre that is used to create BMM-1s.

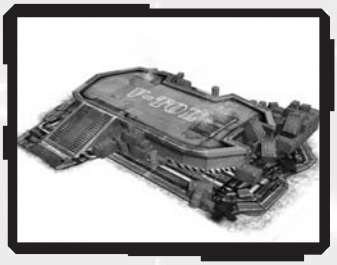
REVEALED

Revealed HQ
No information available.

Tokamak Reactor
The Tokamak reactors are high energy-producing devices required to power the Consortium bases on the battle-field. They can also be super-charged to act as powerful defensive weapons – select any of your Tokamaks and click the "Supercharge" button, and they will all generate a damaging force-field around them. You can cancel the force field at any time, but be careful as it's also very damaging for the reactors themselves.



Stealth Armour Lab
High-tech facility where Fenneks, Akulas, Piranhas, and Optical Camo Soldier can be called in as reinforcements. Allows the Akula Heavy Depleted Uranium Warhead and Piranha Counter-Artillery Radar upgrades.



VTOL Pad
High-tech helipad used to create V24 Transports and V22 Repair plane. Allows upgrade of V24 Marking Rocket Pod.

Air Control Tower
Aircraft centre used to create YF23 "Black Widow." Allows upgrades of EGBU-15 Laser-Guided Bomb and Ballistic Early Warning Satellite.

Railgun Turret
Active defense structure primarily effective against vehicles and the main stealth detector of the Consortium.

Electromagnetic Shield Ballistic Defence
Anti-tactical weapon defensive structure with the ability to intercept up to four Tactical weapons strikes at a time. Can be upgraded with the Electromagetic Shield Relay Antenna which increases the protected zone, and the Ballistic Warning System.

Sleeper Cell
Structure for instantly transferring units to/from other bases.

Falling Star Uplink
Tactical weapon site with the ability to track up to three devastating Falling Star killer satellites at a time. Allows upgrade of Ebola Fever Strain, which makes both the Falling Star satellites and the MM-1 Mortars much more deadly to affected infantry targets.

CONSORTIUM UNITS

NON-COMBAT PERSONNEL

Useless without their vehicles, but valuable if returned to your base. Note that non-combat personnel are very slow and therefore easy to capture for the enemy – you may want to consider sending in armoured vehicles or even helicopters to evacuate them.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any armed ground units.	N/A	N/A

URAL TANKER

Simple tanker truck used to extract oil from an oil derrick. Can be converted into a Ural Bomb Truck for offensive purposes.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any ground units.		N/A

MI-17 HIP HELICOPTER

Similar to Drone Constructors and Excavator, Hip Helicopters construct all Consortium structures.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes	N/A	N/A

URAL BOMB TRUCK

Modified version of Ural Tanker armed with an explosive charge, which you can detonate at will. It loses its ability to collect oil, but cannot be recognized by the enemy as an offensive vehicle.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any ground units.		N/A

AK74 SOLDIER

The AK-74 Soldier is the standard Consortium infantry unit. Well-armed but poorly trained and with a slow fire rate, they are mostly useful as scouts and for capturing and defending buildings. They are fast on the ground and, if you can gather a full squad, they can pose a threat to unarmored helicopters. You can change their weapon to face new threats and order them to capture POWs.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, vehicles.		N/A

RPG7 SOLDIER

The RPG-7 rocket launcher soldier is basically the old "bazooka" unit from WWII. They can cause major damage to all static vehicles and groups of infantry, especially when ambushing or inside a building, but can't lock on moving targets at all. Beware: RPG-7s are not very good in combat inside buildings – they usually destroy the targeted enemy AND the room from which they fire their rockets.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopters, vehicles.		N/A

MM1 MORTAR SOLDIER

This well-trained soldier can fire indirect light mortar shells at medium range. Protect them and use them to put the enemy under constant indirect suppression. They're very useful for emptying a building full of enemy infantry.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopters, vehicles.		Ebola Fever Strain – Ebola virus strains are is loaded in your MM-1 mortar shells, causing slow and inevitable death to all affected infantry units unless they come under immediate medical attention.

KORNET SOLDIER

The Kornet Missile team is the deadliest anti-tank unit on the battlefield and can easily take out even the most heavily armored vehicle with its long-range "fire and forget" armor-piercing missiles. Protect them from enemy infantry. They can't lock target onto moving infantry, and must target stationary soldiers only. Particularly effective when inside a BTR-80 Armored Personnel Carrier, note though they cannot enter buildings.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, helicopters, vehicles.		N/A

SA7 MISSILE

The SA-7 Missile soldier is the basic surface-to-air unit of the Consortium. With his small shoulder-launched surface-to-air missile launcher, he can quickly take out anything flying over the battlefield. Without any other weapon, make sure to protect him from enemy infantry, but when ambushing, or in a building, this unit is deadly to any flying target.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, infantry, vehicles.		N/A

AMX-10 RC

This is the standard light tank of the Consortium. Their guns cause great damage, but their slow rate of fire and average armor means it's better to move the AMX-10s in platoons or 4-5 vehicles or with an infantry escort. They are perfect for fast "hit and run" missions, or as a cheap last line of defense. Their guns are also devastating against enemies entrenched in buildings.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any ambushing anti-tank soldiers.		N/A

PORCUPINE MORTAR

A cheap mobile defence tank that can be deployed under sandbags to gain protection and better firepower with its mortar. Perfect for a first-line infantry defence or for slowing down enemy forces. You can also use the Porcupine in attack, but its slow speed and the need to deploy it before firing effectively make it hard to manage.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, artillery, long range anti-tank unit.		Porcupine Rapid Stealth Deployment –– Porcupine can be deployed twice as fast on the field. When deployed, the porcupine is in stealth mode

BTR80 ARMOURED PERSONNEL CARRIER

This unit is a good armoured transport: fast speed, medium resistance to enemy fire and capable of a limited defence against enemy vehicles. You can use it to reinforce your front line or assist a main assault force without much risk of losing troops on the way. Carrying the highly trained Kornet soldiers inside gives the BTRs a substantial offensive bonus to its anti-tank missiles.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any ground units.		N/A

TUNGUSKA

This unit was built for only one purpose: superior ground-to-air support. It's an excellent escort unit for ground forces or a typical second line of air-defence for a base. The Tunguska can try to use its gun against ground forces, but it's not very efficient.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Any ground units, armoured vehicles.		Tunguska Extended Radar and Stealth Detection – Tunguska can now acquire air targets at 50 percent longer range, and can also detect lock onto aircraft.

BMM-1

Armoured Medical Transport that can carry up to eight Heavily Wounded soldiers. When brought back to the Field Prison Camp, Heavily Wounded soldiers aren't healed but instead reward $200 each.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Air threat, any ground units.		N/A

FENNEK

This experimental unit was built around an Optical Camo engine: invisible, very fast, long vision range, thermal detection equipment for spotting stealth units, and a two-passenger capacity. Not really good for any offensive mission, but excellent as a support vehicle to provide stealth detection. It's an ideal transport for Optical Camo Warriors.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Any ground units, armoured vehicles.		N/A

AKULA

This experimental unmanned heavy tank was built around a new railgun cannon and features an Optical Camo system. Medium speed, stealth protection, and a powerful cannon (but low armour), the Akula is a the perfect "hit and run" attack unit. Backstab your enemy, hit them hard and run fast. If destroyed, the Akula does not leave a pilot behind.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any ambushed anti-tank soldiers, stealth-detection units.		Akula Depleted Uranium Warhead Shell – Your Akulas now fire a more lethal armor piercing Sabot depleted uranium shell, causing considerably more damage than the regular shells.

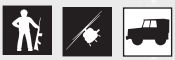
PIRANHA

This powerful artillery unit is capable of long-range indirect fire attacks. You must stop this unit before it can fire. Its damage zone is bigger than that of the U.S. Paladin, but the vehicle itself is more resistant. Small and slow (or static) targets are perfect targets for the Piranha.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Air threat, any armed ground units.		Counter Artillery Radar – The Piranha can see an enemy artillery firing, beyond its normal vision range.

OPTICAL-CAMO SOLDIER

The new era of elite soldier – invisible and deadly. Very well-trained, armed with a fast and very accurate machinegun, the Opti-Camo is unmatched for taking and defending buildings. They are also a serious threat to low-flying helicopters. Opti-Camo units are perfect for scouting, capturing and performing commando strikes against other infantry units.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Ground units, vehicle, stealth-detection.		N/A

MI-35 HIND-D

This attack helicopter is the exported version of the famous MI24 Hind. It's a versatile air transport: slow, heavily armoured, good transport capacity, and a nose canon for defence against light vehicles and other helicopters. In case of enemy air superiority, try to land it on the ground. It is however relatively useless as an offensive weapons unless upgraded with rocket pods, which provide devastating firepower against enemy infantry.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, fighter planes.		FFAR Hydra Rockets Pod – Hind helicopters can fire a powerful FFAR Hydra rocket salvo, very effective against enemy infantry.

YF23 "BLACK WIDOW"

This fighter bomber was designed for multi-role missions: air superiority, CAS (close air support), and even laser-guided bomb platforms. But, like all planes designed as "all-in-one" systems, it's not the best in any of the three roles. Fortunately, the YF-23 is invisible to low technology radar, and is always a fast answer to any threat on the battlefield. But this versatility comes at a high price.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
	Anti-air ground units, enemy fighters, aerial stealth detector radar.		EGBU-15 Laser Guided Bomb YF23 can drop two EGBU-15 laser-guided bombs on a building.

V24 TRANSPORT ROTORCRAFT

This is the fastest VTOL (Vertical Takeoff and Landing) transport: very fast, moderate protection, with enough room for eight soldiers. You can use it to drop behind enemy lines, make emergency evacuations or launch a fast assault at a building building assault from the rooftop. This helicopter is not armed, so make sure to provide an escort or clean away resistance with aYF23s before flying into enemy territory.

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units.		V24 Marking Rocket Pod – The V24 can fire a marking rocket on the ground to recon a zone before landing or scouting an enemy area.

REPAIR V22 ROTORCRAFT

This is the fastest repair VTOL unit: fast, with moderate protection, and repair capability when landed on the ground. It's a very useful unit near the frontline, but you need to protect it from enemy fire: This is an attractive target for the enemy!

EFFECTIVE AGAINST	VULNERABILITY	SPECIAL ABILITIES	UPGRADES
N/A	Anti-air ground units, fighter planes, infantry units.		N/A

CONSORTIUM UPGRADES

UNDERCOVER

Terrorist Hostage Capture Training
All units (soldiers and vehicles) are trained to capture more prisoners. For each "killed" soldier, odds are 25 percent higher to incapacitate instead of killing.

Oil Derrick Self-Destruction
Once you have acquired this upgrade, you can manually self-destruct the Oil Derrick, rendering the Oil Deposit useless to anyone else for several minutes.

REVEALED

Tunguska Extended Radar and Stealth Detection
Gives your Tunguskas the ability to detect stealth air units, plus a 50 percent increase in detection and shooting range against all aircraft.

Porcupine Rapid Stealth Deployment
Your Porcupines deploy quicker while also gaining stealth capabilities.

Mi-35 Hind-D FFAR Hydra Rocket Pods
Your Mi-35 Hind-Ds receive 70mm rocket pods that cause massive damage against a designated zone on the ground, especially effective against infantry.

Hostage Ransom Demands
You extort your opponents for ransom, and each time you capture an enemy unit, half of that unit's cost is also deducted from that enemy's available funds.

Tokamak Emergency Self Destruction
With this upgrade, your Tokamak reactors can be individually set to initiate a self-destruct sequence which while activated causes tremendous damage to all surrounding structures and units – which can serve as a last line of defense.

Akula Depleted Uranium Warhead
Your Akulas now fire a more lethal armor piercing Sabot depleted uranium shell, causing considerably more damage than the regular shells.

Piranha Counter Artillery Radar
Your Piranhas are equipped with counter artillery radars that can detect incoming rockets and shells, thereby revealing the position of the enemy's artillery units.

V-24 Marking Rocket Pods
The V-24 Transport can now launch a marking rockets that reveals the targeted landed zone.

EGBU-15 Laser-Guided Bomb
Enhanced laser-guided bomb for the YF-23 that causes tremendous damage to buildings.

Early Warning Radar
Acquiring the Early Warning Radar upgrade will increase the warning time you get for incoming enemy air strikes, indicate enemy aircraft targets, and reveal stealth aircraft – all to help you defend against the attack. (If you can't defend, at least you have sufficient time to move or sell the potential target).

Electromagnetic Shield Relay Antenna
Increases the size of the zone protected by your Electromagnetic Shield Pulse by 50 percent.

Ballistic Warning System
Provides an advance warning when a tactical weapon is being prepared by an enemy.

Ebola Fever Strain
Your Falling Star killer satellites and MM-1 Mortar shells are charged with a small dose of the Ebola virus strain, causing slow and inevitable death to all affected infantry units (even your own!) unless they can come under immediate and sustained medical attention.

SUOMI QUICKSTART

ALOITTAMINEN

README-TIEDOSTO

Act of War: Direct Action™ -DVD-ROM-peliin kuuluu ReadMe-tiedosto, joka sisältää käyttöoikeussopimuksen ja uusimpia tietoja pelistä. Lukemalla tiedoston voit hyötyä kaikista muutoksista, joita on mahdollisesti tehty tämän ohjekirjan painamisen jälkeen.

Saat ReadMe-tiedoston näkyviin kaksoisnapsauttamalla ReadMe.txt-kuvaketta kiintolevyn Act of War: Direct Action -hakemistossa (yleensä C:\Ohjelmatiedostot\Atari\Act of War). Voit avata ReadMe-tiedoston myös napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla Ohjelmat > Atari > Act of War ja napsauttamalla sitten View ReadMe (Avaa ReadMe-tiedosto).

OHJEKIRJA

Tuotteen pelilevylle sisältyy myös Instruction Manual (Ohjekirja) -ohjeiden sähköinen versio .pdf-muodossa, Adobe Acrobat Reader 5.1 (jonka avulla voit lukea .pdf-muotoista ohjekirjaa) sekä Install Guide (Asennusopas) -tiedosto, jossa kuvataan eri ominaisuuksien käyttäminen. Voit avata Install Guide -tiedoston napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla sitten Ohjelmat > Atari > *Act of War: Direct Action* > Install Guide.

ASETUKSET JA ASENTAMINEN

1. Käynnistä Windows® 98/Me/2000/XP.

2. Aseta DVD-ROM-asemaan *Act of War: Direct Action* -CD-ROM-pelilevy.

3. Jos automaattinen käynnistys on käytössä, pelin alkunäyttö tulee näkyviin. Jos automaattinen käynnistys ei ole käytössä tai asennus ei ala automaattisesti, napsauta Windows®-tehtäväpalkin Käynnistä-painiketta ja valitse sitten Suorita. Kirjoita D:\Setup ja valitse OK. Huomautus: Jos DVD-ROM-asemalle on määritetty jokin muu kirjain kuin D, käytä oikeaa kirjainta.

4. Viimeistele *Act of War: Direct Action* -pelin asennus noudattamalla näyttöön tulevia ohjeita.

5. Kun asennus on valmis, voit aloittaa pelin napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla Ohjelmat / Atari / Act of War / *Act of War: Direct Action*. Voit aloittaa pelin myös napsauttamalla Windowsin® työpöydällä olevaa *Act of War: Direct Action* -kuvaketta.

Huomautus: Act of War: Direct Action -pelilevyn on oltava pelin aikana DVD-ROM-asemassa.

DirectX®:n asennus

Act of War: Direct Action -CD-ROM-peliä varten tietokoneessa on oltava DirectX® 9.0c tai uudempi versio. Jos tietokoneeseen ei ole asennettu DirectX® 9.0c -ohjelmaa tai uudempaa versiota, hyväksy DirectX® 9.0c License agreement (käyttösopimus) valitsemalla Yes (Kyllä). DirectX® 9.0c -ohjelman asennusohjelma käynnistyy.

PERUSKOULUTUS

Operation (Operaatio) -pelimuodossa voit suorittaa pelin tehtävät haluamassasi järjestyksessä. Suosittelemme kuitenkin, että suoritat tehtävät oikeassa järjestyksessä ensimmäisellä pelikerralla. Tehtävien järjestyksessä suorittaminen perehdyttää paremmin pelin perusteisiin, kuten joukkojen valitsemiseen ja liikuttamiseen, taisteluun sekä rakennusten rakentamiseen.

HIIRIKOMENNOT

Useimmat pelin komennot annetaan hiiren avulla. Yksikkö tai rakennus valitaan hiiren ykköspainiketta napsauttamalla. Ruudulla näkyvän painikkeen napsautus hiiren ykköspainikkeella taas antaa valitulle yksiköllе käskyn (esimerkiksi hyökkäyskäskyn). Hiiren kakkospainikkeen napsautus antaa valitulle yksiköllе (tai yksiköille) komennon, esimerkiksi liikkumiskomennon, tai määrittää rakennukselle kokoontumispisteen.

PERUSKOMENNOT
Hiiren ykköspainikkeen napsautus – Yksikön tai rakennuksen valinta / komentopainikkeen napsautus
Hiiren rullan kierto – Kuvakulman lähennys/loitonnus
Hiiren rullan napsautus + hiiren liikutus vasemmalle/oikealle – Kuvakulman kääntö
Hiiren osoittimen siirto ruudun reunaan – Kartan vieritys

KUN YKSIKKÖ TAI RAKENNUS ON VALITTUNA
Kartan napsautus hiiren kakkospainikkeella – Yksiköiden siirto / Rakennuksen kokoontumispisteen määritys
Oman yksikön napsautus hiiren kakkospainikkeella – Kuormaa/korjaa/paranna
Puolueettoman rakennuksen napsautus hiiren kakkospainikkeella – Astu sisään / korjaa
Vihollisyksikön napsautus hiiren kakkospainikkeella – Hyökkää yksikön kimppuun / Ota sotavanki
Vihollisrakennuksen napsautus hiiren kakkospainikkeella – Hyökkää rakennusta vastaan

PIENOISKARTAN KOMENNOT
Ykköspainikkeen napsautus – Keskitä kartta
Kakkospainikkeen napsautus – Siirrä valittu yksikkö kohteeseen

KAMERAN LIIKUTTAMINEN

Voit liikuttaa karttaa siirtämällä hiiren osoittimen kartan reunaan. Voit kääntää kuvakulmaa pitämällä hiiren rullaa painettuna ja liikuttamalla hiirtä vasemmalle tai oikealle. Voit lähentää tai loitontaa kuvakulmaa pyörittämällä hiiren rullaa.

K-näppäintä painamalla voit lukita kameran valittuihin yksiköihin ja seurata niitä. Välilyöntiä painamalla näkymä siirtyy uusimpaan hälytysalueeseen. Askelpalautinta painamalla näkymä keskittyy omaan päämajaan.

PIKANÄPPÄIMET

KOMENTO	PIKANÄPPÄIMET
Korosta valittujen yksiköiden seuraava yksikkötyyppi – Sarkain	
Korosta valittujen yksiköiden edellinen yksikkötyyppi – Shift + Sarkain	
Selaa päämajoja – Askelpalautin	
Valitse kaikki ruudulla näkyvät samantyyppiset yksiköt. – Ctrl + hiiren ykköspainike TAI – kaksoisnapsauta yksikköä	
Lisää yksikkö valittuun joukkoon / poista yksikkö valittujen joukosta – Shift + hiiren ykköspainike	
Liitä valitut yksiöt numeroituun ryhmään – Ctrl 1 - Ctrl 0	
Valitse numeroitu ryhmä – 1 - 0	
Komenna ryhmän valittuja yksiköitä – Ctrl + komento	
Valitse sankari (kun sankari näkyy kentällä) – 1 - 0 (numeronäppäimistö)	
Valitse ilmahyökkäys/superase – F1 - F4	

KUVAKULMAN PIKAKUVAKKEET

KOMENTO	PIKANÄPPÄIMET
Liikuta kameraa. – Suuntanuolet	
Siirrä kuvakulma pienoiskartassa merkittyyn kohtaan – Napsauta pienoiskarttaa hiiren ykköspainikkeella	
Kuvakulman lähennys ja loitonnus – Ctrl + nuoli ylös/alas TAI TAI hiiren rulla	
Kuvakulman kierto – Ctrl + nuoli oikealle/vasemmalle Hiiren rullan napsautus + hiiren liikutus	
Kuvakulman palautus oletusasentoon (pohjoinen) – End	
Lukitse kuvakulma valittuun yksikköön – Napsauta hiiren rullaa tai paina ~ (tilde) -näppäintä, napsauta yksikön kuvaa	
Lukitse kuvakulma lentokoneeseen – Alt + ~ (tilde)	
Kuvakulman keskitys numeroituun ryhmään – Vastaava numeronäppäin (1 - 0), kun ryhmä on valittuna	
Kuvakulman siirto viimeksi annettuun käskytyskohtaan – Välilyönti	

PIENOISKARTAN PIKANÄPPÄIMET

KOMENTO	PIKANÄPPÄIMET
Signaali pienoiskartalla	Alt + G

VIESTIEN PIKANÄPPÄIMET

KOMENTO	PIKANÄPPÄIMET
Viesti kaikille pelaajille	Enter, jos pelaajat eivät ole liittoutuneet keskenään, Ctrl + Enter, jos pelaajat ovat liittoutuneet keskenään
Viesti liittolaisille	Enter

MUUT PIKAKOMENNOT

KOMENTO	PIKANÄPPÄIMET
Komentojen ja toimintojen ketjutus	Shift + komento
Kuvakaappaus	PrintScn

VALIKON PIKAKOMENNOT

KOMENTO	PIKANÄPPÄIMET
Avaa päävalikko	Esc
Pikatallennus	F5
Pikalataus	F10
Objective (Tavoitteet) -valikko	Alt + 0
Allies (Liittolaiset) -valikko	F11

SWENSK QUICKSTART

KOMMA IGÅNG

README.TXT

DVD-ROM-spelet *Act of War: Direct Action*™ innehåller en readme.txt som inkluderar licensavtalet och aktuell information om spelet. Vi rekommenderar starkt att du tar dig tid att läsa filen så att du kan dra nytta av ändringar som gjorts efter att den här handboken trycktes.

Om du vill visa viktigt-filen dubbelklickar du på ikonen Viktigt.txt i mappen *Act of War: Direct Action* som finns på hårddisken (vanligtvis C:\Program Files\Atari\Act of War). Du kan också visa viktigt-filen genom att klicka på Start-knappen i Windows® aktivitetsfält, välja Program>Atari>Act of War och klicka på readme.txt.

INSTRUKTIONSBOK

På spelskivan för den här produkten ingår en elektronisk version av instruktionsboken för spelet i .pdf-format, Adobe Acrobat Reader 5.1 (som du kan använda för att visa instruktionsboken i .pdf-format) samt en fil med en installationsguide som förklarar hur du kommer åt och använder de här funktionerna. Du visar filen med installationsguiden genom att klicka på Start-knappen i Windows® aktivitetsfält och välja Program > Atari > *Act of War: Direct Action* > Installationsguide.

INSTALLATION OCH START

1. Starta Windows® 98/Me/2000/XP.

2. Sätt in spelskivan för Act of War: Direct Action i datorns DVD-ROM-enhet.

3. Om funktionen för automatisk uppspelning är aktiverad visas en titelskärm. Om funktionen för automatisk uppspelning inte är aktiverad, eller om installationen inte startar automatiskt, klickar du först på Start-knappen i Windows® aktivitetsfält och därefter på Kör. Skriv D:\Setup och klicka på OK. Obs! Om din DVD-ROM-enhet är tilldelad en annan enhetsbokstav än D skriver du den bokstaven i stället.

4. Slutför installationen av Act of War: Direct Action genom att följa resten av instruktionerna på skärmen.

5. När installationen är slutförd startar du spelet genom att klicka på Start-knappen i Windows® aktivitetsfält och välja Program/Atari/Act of War/Act of War: Direct Action. Du kan också starta spelet genom att klicka på ikonen för Act of War: Direct Action på skrivbordet i Windows®.

Obs! För att det ska gå att spela måste spelskivan Act of War: Direct Action sitta i DVD-ROM-enheten.

Installation av DirectX®

För att det ska gå att spela *Act of War: Direct Action* krävs DirectX® 9.0c eller senare. Om du inte har DirectX® 9.0c eller senare installerat på datorn godkänner du licensavtalet för DirectX® 9.0c genom att klicka på Ja. DirectX® 9.0c installeras då på datorn.

GRUNDLÄGGANDE TRÄNING

I läget Operation kan du spela kapitlen i vilken ordning du vill, men vi rekommenderar att du spelar igenom dem i nummerordning första gången. Genom att gå igenom uppdragen i ordning får du lära dig grunderna i spelet, inklusive hur du väljer och flyttar enheter, deltar i strider, bygger strukturer med mera.

MUSKONTROLLER

De flesta kommandon utförs med hjälp av musen. Som regel gäller att du vänsterklickar på en enhet eller en struktur när du vill välja den, och vänsterklickar på en knapp om du vill utfärda en order, till exempel om att gå till anfall. Om du högerklickar ges normalt ett kommando (till exempel om förflyttning) till en eller flera valda enheter, eller så bestäms en samlingspunkt för en byggnad.

GRUNDLÄGGANDE KONTROLLER
Vänsterklicka – Välj enhet eller byggnad/klicka på gränssnittsknapp
Vrid på mushjulet – Zooma in/ut
Tryck på mushjulet + flytta musen åt vänster/höger – Rotera kameran
Flytta musen till skärmens ytterkanter – Rulla kartan

NÄR EN ENHET ELLER BYGGNAD ÄR VALD
Högerklicka på kartan – Flytta enheter/bestäm samlingspunkt för byggnad
Högerklicka på en egen enhet – Ladda/reparera/bota
Högerklicka på en egen eller en neutral byggnad – Gå in i/reparera
Högerklicka på en fiendeenhet – Attackera enhet/ta krigsfånge
Högerklicka på fiendebyggnad – Anfall byggnad

PÅ MINIKARTAN
Vänsterklicka – Centrera om kartan
Högerklicka – Flytta vald enhet till målet

TANGENTBORDSGENVÄGAR

KOMMANDO	GENVÄG(AR)
Markera nästa enhetstyp bland de valda – Tabb	
Markera föregående enhetstyp bland de valda – Skift+Tabb	
Växla mellan högkvarter – Backsteg	
Välj alla enheter på skärmen av samma typ – Ctrl + vänsterklicka eller Dubbelvänsterklicka på en enhet	
Lägg till/ta bort en enhet bland de valda – Skift + vänsterklicka	
Tilldela val till en grupp med ett visst nummer – Ctrl + nummer (1 till 0)	
Välj en grupp med ett visst nummer – Nummer (1 till 0)	
Utfärda en order till markerade enheter bland de valda – Ctrl + order	
Välj en hjälte (när han visas på kartan) – nummer 1 till 0 (på det numeriska tangentbordet)	
Välj ett luftburet/supervapenanfall – F1 - F4	

KAMERAGENVÄGAR

KOMMANDO	GENVÄG(AR)
Flytta kameran	Riktningspilarna
Flytta kameran till en punkt på minikartan	Vänsterklicka på minikartan
Zooma in/ut med kameran	Ctrl + upp-/nedpil Mushjulet
Kretsa med kameran	Ctrl + höger-/vänsterpil Tryck på mushjulet + flytta musen
Återställ kamerans standardriktning (norr)	End
Kamera följer vald enhet	Klicka med mushjulet ~ (tilde) klicka på bilden
Kamera följer plan	Alt + ~ (tilde)
Centrera kameran på en grupp med ett visst nummer	Motsvarande nummer (1 till 0) när gruppen är vald
Flytta kameran till platsen för den senaste ordern	Blanksteg

GENVÄGAR FÖR MINIKARTA

KOMMANDO	TANGENTGENVÄG(AR)
Signal på minikarta	Alt + G

MEDDELANDEGENVÄGAR

KOMMANDO	GENVÄG(AR)
Skicka ett meddelande till alla spelare	Retur om det inte finns några allierade Ctrl + Retur om det finns allierade
Skicka ett meddelande till allierade	Retur

DIVERSE GENVÄGAR

KOMMANDO	GENVÄG(AR)
Ordna handlingar och order	Skift + order
Skärmbild	PrintScreen

MENYGENVÄGAR

KOMMANDO	GENVÄG(AR)
Öppna huvudmenyn	Escape
Snabbspara	F5
Snabbladda	F10
Uppdragsmålmeny	Alt + 0
Allierademenyn	F11

PORTUGUESE QUICKSTART

PARA COMEÇAR

O FICHEIRO README

O DVD-ROM do jogo *Act of War: Direct Action*™ tem um ficheiro ReadMe que inclui o Acordo de Utilização e a informação actualizada sobre o jogo. Recomendamos vivamente que leias este ficheiro de forma a beneficiares das alterações que possam ter sido feitas depois de este manual ser impresso.

Para veres este ficheiro ReadMe faz um duplo-clique no ícone ReadMe.txt na directoria do Act of War: Direct Action que encontrarás no teu disco rígido (geralmente em C:\Programas\Atari\ Act of War). Podes também ver o ficheiro ReadMe clicando primeiro no botão Start na tua barra de tarefas do Windows®, depois em Programas>Atari>Act of War, e finalmente clicando em Ver ReadMe.

MANUAL DE INSTRUÇÕES

Incluído no disco do jogo deste produto encontra-se uma versão electrónica do Manual de Instruções do jogo em formato .pdf, o Adobe Acrobat Reader 5.1 (que te permite ver o manual em formato .pdf), e um ficheiro com o Guia de Instalação explicando como aceder a estas funcionalidades. Por favor, consulta o ficheiro do Guia de Instalação clicando no botão Start na tua barra de tarefas do Windows® e depois seleccionando Programas > Atari > *Act of War: Direct Action* > Guia de Instalação.

CONFIGURAÇÃO E INSTALAÇÃO

1. Inicia o Windows® 98/Me/2000/XP.

2. Introduz o disco do jogo *Act of War: Direct Action* na tua drive de DVD-ROM.

3. Se o Autoplay estiver activado, irá aparecer um ecrã do título. Se o Autoplay não estiver activado, ou se a instalação não começar automaticamente, clica no botão Start na tua barra de tarefas do Windows®, depois em Executar. Escreve D:\Setup e clica em OK. Nota: Se a tua drive de DVD-ROM tiver uma letra diferente de D, substitui essa letra.

4. Segue as restantes instruções do ecrã para acabares de instalar o *Act of War: Direct Action*.

5. Logo que a instalação esteja concluída, clica no botão Start na tua barra de tarefas do Windows® e escolhe Programas/Atari/Act of War/*Act of War: Direct Action* para iniciares o jogo. Podes também clicar no ícone *Act of War: Direct Action* no teu ambiente de trabalho do Windows® para começares o jogo.

Nota: Deverás ter o disco do jogo Act of War: Direct na tua drive de DVD-ROM para poderes jogar.

Instalação do DirectX®

O jogo *Act of War: Direct Action* necessita do DirectX® 9.0c ou superior para funcionar. Se não tiveres o DirectX® 9.0c ou superior instalado no teu computador, clica em "Yes" para aceitares o Acordo de Utilização do DirectX® 9.0c. Isto irá fazer arrancar o programa de instalação do DirectX® 9.0c.

TREINO BÁSICO

No modo de Operação, podes jogar qualquer capítulo por qualquer ordem que desejes, mas recomendamos que, da primeira vez, os jogues sequencialmente. Ao jogares as missões por ordem irás adaptar-te aos fundamentos da acção de jogo, incluindo a selecção e deslocação das unidades, combate, construção de estruturas e muito mais.

COMANDOS DO RATO

A maior parte dos comandos são executados com o rato. Como regra geral um clique com o botão esquerdo sobre uma unidade ou estrutura serve para a seleccionar, e um clique com o botão esquerdo sobre um botão emite uma ordem, como seja, por exemplo, uma ordem de ataque. Um clique com o botão direito, em geral, emite um comando, como por exemplo, mandar andar qualquer unidade ou conjunto delas que esteja nesse momento seleccionada, ou estabelece um ponto de reunião para um edifício.

COMANDOS BÁSICOS
Clique com o botão esquerdo – Seleccionar unidade ou edifício/Clicar no botão do interface
Rodar a roda do rato – Aumento de Imagem/Retirar o aumento de imagem
Premir a roda do rato + mover o rato para a esquerda/direita – Rodar a câmara
Mover o rato para o limite do ecrã – Fazer deslizar o mapa

COM UMA UNIDADE/EDIFÍCIO SELECCIONADO
Clique com o botão direito no mapa – Mover as unidades/marcar ponto de reunião para um edifício
Clique com o botão direito numa unidade própria – Carregar/Reparar/Curar
Clique com o botão direito numa unidade própria ou edifício neutro – Entrar/Reparar
Clique com o botão direito numa unidade inimiga – Atacar Unidade/ Capturar um prisioneiro de guerra
Clique com o botão direito num edifício inimigo – Atacar edifício

NO MINI-MAPA
Clique com o botão esquerdo – Voltar a centrar o mapa
Clique com o botão direito– Mover a unidade seleccionada para o seu destino

MOVIMENTO DA CÂMARA

Para fazeres deslizar o mapa, move o cursor do rato em direcção a qualquer um dos limites do ecrã. Clica e mantém premida a roda do rato e move o rato para a esquerda ou para a direita para rodares a câmara. Para aumentar a imagem ou para retirar o aumento de imagem, roda a roda do rato.

Prime a tecla K para ligares a câmara de perseguição e seguires as tuas unidades que estejam presentemente seleccionadas. Prime a Barra de espaços e o campo de batalha deslocar-se-á para o centro do ecrã no teu último alerta. Prime a tecla Backspace para centrares a câmara em redor do edifício do teu quartel-General.

ATALHOS DO TECLADO

COMANDO	TECLA(S) DE ATALHO
Realçar o tipo de unidade seguinte dentro da selecção – Tab	
Realçar o tipo de unidade anterior dentro da selecção – Shift+Tab	
Percorrer os Quartéis-Generais – BackSpace	
Seleccionar todas a unidade do mesmo tipo presentes no ecrã. – Ctrl + left click ou Duplo-clique com o botão esquerdo numa unidade	
Adicionar/Remover uma unidade às seleccionadas – Shift + clique com o botão esquerdo	
Atribui a selecção a um grupo numerado – Ctrl + número (1 a 0)	
Seleccionar um grupo numerado – número (1 a 0)	
Emitir uma ordem às unidades realçadas dentro de uma selecção – Ctrl + ordem	
Seleccionar um herói (quando ele aparece no mapa) – número 1 a 0 (no painel numérico)	
Seleccionar um ataque aéreo/com super arma – F1 – F4	

ATALHOS DA CÂMARA

COMANDO	TECLA(S) DE ATALHO
Mover a câmara – botões de direcção	
Mover a câmara para uma posição no mini-mapa – clique com o botão esquerdo no mini-mapa	
Aumento da imagem da câmara/Retirar o aumento da imagem da câmara – Ctrl + setas para cima/para baixo Roda do Rato	
Pôr a câmara em órbita – Ctrl + setas para a direita/esquerda Premir a roda do rato + mover o rato	
Restaurar a direcção da câmara por defeito (Norte) – End	
Câmara em perseguição da unidade seleccionada – Clica na roda do rato ~ (til) clica na imagem	
Plano de perseguição da câmara – Alt + ~ (til)	
Centrar a câmara num grupo numerado – número correspondente (1 a 0) ao grupo seleccionado	
Mover a câmara para o local da última ordem – Barra de espaços	

ATALHOS DO MINI-MAPA

COMANDO	TECLA(S) DE ATALHO
Sinal das tecla(s) de atalhos no mini-mapa	Alt+ G

ATALHOS DE MENSAGEM

COMANDO	TECLA(S) DE ATALHO
Enviar uma mensagem a todos os jogadores no jogo	Enter se não houver alianças Ctrl + Enter se houver alianças
Envia uma mensagem aos aliados	Enter

ATALHOS VÁRIOS

COMANDO	TECLA(S) DE ATALHO
Acções e ordens em sequência	Shift + ordem
Imagem de ecrã	PrintScreen

ATALHOS DOS MENUS

COMANDO	TECLA(S) DE ATALHO
Abrir o Menu Principal	Escape
Guardar Rápido	F5
Carregar Rápido	F10
Menu de Objectivo	Alt + 0
Menu dos Aliados	F11

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Administration

Michael Rouette
Administration

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Brenda Girolamo
Graphic Designer

Kurt Carlson
Documentation Specialist

Paul Collin
Copywriter

Michael Gilmartin
Director of Publishing Support

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Q.A. Managers

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I.T. Manager/Western Region

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Q.A. Testing Supervisor

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Lead Tester

Jason Gates
Assistant Lead Tester

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Testers

Michael Gutierrez
Testers

Max Maydanik
Testers

Quang Nguyen
Testers

Jesse Woodward
Testers

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Betatest Administrator

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Manager, Engineering Services and Compatibility Lab

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Eugene Lai
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Compatibility Test Lead

Randy Buchholz
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Mark Florentino
Compatibility Analysts

Scotte Kramer
Compatibility Analysts

Cuong Vu
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Director, Global Web Services

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Senior Programmer, Online

Richard Leighton
Senior Web Designer, Online

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Online Marketing Manager

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Vice President, Operations

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Director of Manufacturing

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Lead Senior Buyer

Gardnor Wong
Senior Buyer

Tara Moretti
Buyer

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Nichole Mackey
Process Planner

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Management

CARLIER Régis
Management

HAMEL Christophe
Additional Management/ Model/Animation

GARCIA ESTAN José
Model

GARRO Pascal
Model

GHIBAUDO Jean Christophe
Model

SERRATRICE Emmanuel
Model

ELBAZ Stephane
Map

GUERIN Laurent
Map

HAMIDI Amar
Map

RAKOTOARISOA Tsoa
Map

ARMAGNAC Bertrand
Model/Map

CLERC Sylvain
Model/Map

PEYRONNET Patrice
Model/Map

NEVEU Eddy
Model/Map

VAZEILLES Hervé
Model/Map

LEFEVRE Thomas
Animation

BERCIER David
SFX

ANNERON Ayrold
LVL build

CARAMELLA Mathieu
LVL build

EZCURDIA Cyril
LVL build

HILBOLD Stephane
LVL build

Beyond FX

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VFX Producer

Etienne Daigle
Lead Compositor

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CGI Art Director

Benoit Brière
VFX Supervisor

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Matte Painter

Eric Hamel
Matte Painter

Mathieu Leclaire
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François Giard
3D Artist

Pierre Lalancette
3D Artist

Florent Ravel
3D Artist

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3D Artist

Vincent Rouleau
3D Artist

Gabriel Beauvais
3D Artist

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Compositor

Stéphane Rioux
Compositor

Sébastien Veilleux
Compositor

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Compositor

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Compositor

Carl Laudan
Compositor

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Flint Compositor

Patricia Fafard
Flint Compositor

Frédéric Milot
Flame Compositor

Jean-Marc Laurin
Smoke Compositor

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Christian Grondin
Editing assistant

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Executive Producer

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Production Manager

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Coordinator

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François Cardin
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2nd assistant Director

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1st Script

Catherine Veaulx-Legault
2nd script

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Director of photography

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Assistant camera

Jordi Montblanc
Frame

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1st Video Assist

Karine Simard
2nd Video Assist

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Key Gaffer

Fred Chabot
Best Boy Gaffer

Nicolas Boulianne
Gaffer

Normand Guy
Key Grip

Alain Apollon
Key Grip

Christian Sirois
Best boy Grip

Marc De Ernsted
Best boy Grip

Sound Department
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Sound man

Louis Piché
Boom operator

SFX- Guns Department
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Guns master

Guillaume Murray
SFX supervisor

Extra
Robert Brassard

Special Thanks
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Constantine Hantzopoulos
Ryan Kelley
Jean-Yves Lapasset
Bill Lévay
François Masciopinto
Aidan Minter
David Nathanielsz
Erik Reynolds
John Tyrrell
Ryan Wener

Other Contributions
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Story and Technical Consultant

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Screenplay and Scriptwriting

Nimrod Productions
Music

SWAT Films
Cinematics Production

Beyond FX
Cinematics Post-Production

Sonart
Cinematics Audio Production

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Olivier Caudrelier
Localisation Technical Consultant

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Printed Materials Project Manager

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Copy Writer

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MAM Project manager

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Director Supply Chain

Fanny Giroud/Mike Shaw/Jean Grenouiller/
Manufacturing Coordinators

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Game Evaluation & Consulting Manager

Jocelyn Cioffi / JY Lapasset
Evaluation & Consulting

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Quality Director

Vincent Laloy
Quality Control Project Manager

Lisa Charman
Certification Project Manager

Sophie Wibaux
Product Planning Project Manager

Philippe Louvet
Engineering Services Manager

Stéphane Entéric
Engineering Services Expert

Emeric Polin
Engineering Services Expert

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Cyril Voiron
European Group Marketing Manager

Aidan Minter
European Product Manager Manager

John Tyrrell
European Communications Manager

Alistair Hatch
European Communications Assistant

Renaud Marin
European Web Manager

Cindy Church
European promotions and partnership director

LOCAL MARKETING TEAM
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Heiko Kaspers
Germany- Product Manager

Rodriguo de la Pedraja
Spain – Product Manager

Andrea Louidice
Italy – Product Manager

Johnny Berggren
Nordic – Product Manager

Nico Deleu
Benelux – Product Manager

Simon Stratton
Switzerland – Product Manager

William Ng
Australia – Product Manager

Noam Weisberg
Israel – Product Manager

Spyros Stanitsas
Greece – Product Manager

SPECIAL THANKS TO :

RelQ + Praveen Shirali
Enzyme Testing Labs Kirsten Schrankel
ACE
Petrol
Eye-D Creative
FEREF
Realisation
Maverick Media
James Martin at Magnet Harlequin
KBP + François Xavier N'go, Jan Büchner
Synthesis + Anna Vernocchi, Sergio Lopezosa

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28042 Madrid, ESPANA

NOTES

NOTES

NOTES

KEYBOARD SHORTCUTS

COMMAND	SHORTCUT KEY(S)
Highlight the next unit type inside selection	Tab
Highlight previous unit type inside selection	Shift+Tab
Cycle between inactive builders	=
Cycle between HQs	BackSpace
Select all units on screen of same type.	Ctrl + left click or Double left-click on a unit
Add/Remove a unit in the selection	Shift + left click
Assign selection to a numbered group	Ctrl + number (1 to 0)
Select numbered group	number (1 to 0)
Issue an order to units highlighted within a selection	Ctrl + order
Select a hero (when he appears on the map)	number 1 to 0 (on numpad)
Select a airborne/super weapon strike	F1 – F4

CAMERA SHORCUTS

COMMAND	SHORTCUT KEY(S)
Move camera	directional arrows
Move camera to position on mini-map	left click on mini-map
Zoom camera in/out	Ctrl + up/down arrows Mouse wheel
Orbit camera	Ctrl + right/left arrows Press mouse wheel + move mouse
Restore default camera direction (North)	End
Camera chase plane	Alt + "
Center camera on numbered group	corresponding number (1 to 0) with group selected
Move the camera to spot of last order	Spacebar
Center the camera on unit	"

MINI-MAP SHORCUTS

COMMAND	SHORTCUT KEY(S)
Signal on mini-map	Alt+ G

MESSAGE SHORCUTS

COMMAND	SHORTCUT KEY(S)
Send a message to all ingame players	Enter if there are no alliances Ctrl + Enter if there are alliances
Sends a message to allies	Enter

VARIOUS SHORCUTS

COMMAND	SHORTCUT KEY(S)
Sequence actions and orders	Shift + order
Screenshot	PrintScreen

MENUS SHORCUTS

COMMAND	SHORTCUT KEY(S)
Open Main Menu	Escape
Quick Save	F5
Quick load	F10
Objective menu	Alt + O
Allies Menu	Alt + O (Multiplayer)

ATARI Customer Service Numbers

Country	Telephone	Fax	Email/Websites
• Australia	1902 26 26 26 ($2,48 Minute. Price subject to change without notice.)		support.australia@atari.com
• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1,35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.atari.de
• Belgie	PC: +32 (0)2 72 18 663	+31 (0)40 24 466 36	nl.helpdesk@atari.com
• Danmark	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
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• Greece	301 601 88 01	-	gr.info@atari.com
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• Portugal	+34 91 747 03 15 de 2ª a 6ª, entre as 9:00 e as 17:00	+34 91 329 21 00	stecnico@atari.com
• Israel	+ 972-9-9712611 16:00 to 20:00 Sunday - Thursday	-	il.service@atari.com
• España	+34 91 747 03 15 lunes a viernes de 9:00h -14:00h / 15:00h-18:00h	+34 91 329 21 00	stecnico@atari.com www.es.atari.com
• Sverige	08-6053611 17:00 till 20:00 helgfri måndag till fredag	-	rolf.segaklubben@bredband.net
• Schweiz	Technische: 0900 105 172 Spielerische: 0900 105 173 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
• UK	Hints & Cheats: 09065 55 88 95* *24 hours a day / £1 /min / inside UK only "You need the bill payer's permission before calling."	Technical Support: 0161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

Wrong number?
As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

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