

WAR

INC.

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INTERACTIVE
MAGIC



WAR Inc.
Granite Corporation

**Granite Corporation Official Document
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You can also obtain customer service online. We can be reached as follows:

Email: techsupport@imagicgames.com

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Welcome to the Granite Corporation



The Granite Corporation would like to take this opportunity to welcome you to our growing organization. Granite is an up-and-coming ITReC (International Tactical Reaction Corporation) specializing in armed response to conflicts around the world, whenever and wherever a client may have a need for superior mercenary services. Granite employees are a diverse group, including management officers, research technicians, and cloned infantry fighting in the field.

Our People Are Our Greatest Asset

Granite's growth and success is due in large part to the quality of the people with whom you are now working. We seek talented, motivated individuals with the skills to succeed in the competitive mercenary market of today. When we are unable to hire such individuals, we turn to other means of personnel acquisition, such as our state-of-the-art cloning systems. Regardless of how you came to be a member of the Granite team, rest assured that you were chosen for a reason and that your role at Granite is an important one.

Granite is proud to be an Equal Opportunity Employer. In return for the valued services of our team members, we offer competitive pay and excellent benefits packages to all employees. Your Benefits Guide outlines these terms in detail. If you have not already received your Benefits Guide, please contact the Personnel Department and request one.¹

What Granite Means to You

It is our goal here at Granite to help every employee reach his or her highest potential. Our management officers strive to create an environment in which all employees develop and utilize their particular skills to the ultimate benefit of themselves and their fellow team members.

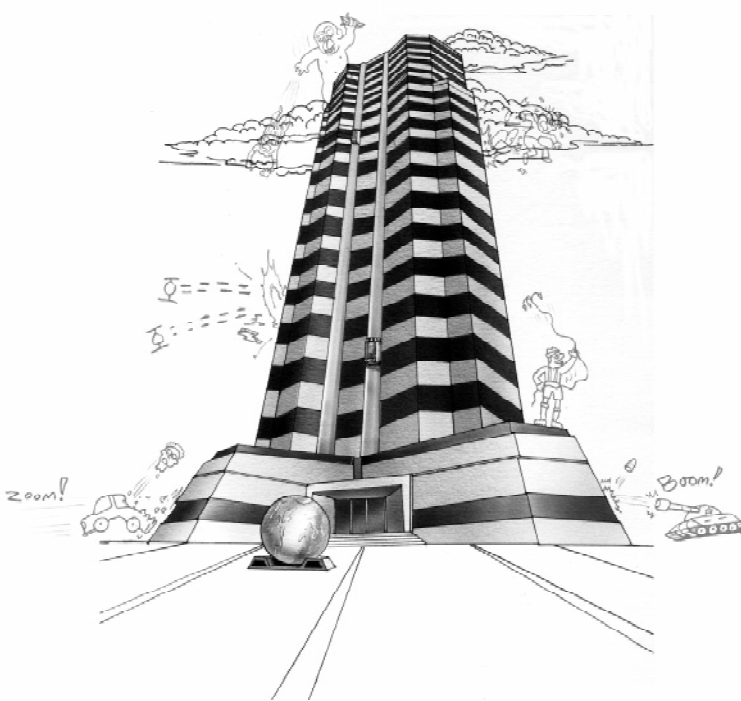
Granite management welcomes open communications between staff and management. Should an employee disagree with a supervisor's assessment of the employee's progress, management is expected to investigate the matter. Our highly trained and experienced management knows what is best for our employees, but disagreements do occur.

Successful executives who survive their tenure at Granite can be sure that the paths laid out for them will be richly rewarding.²

1. Natural-born employees should receive a copy of Document #4428, *Complete Benefits Guide*. Clones should received a copy of Documents #4429, *Abbreviated Benefits Guide for Cloned Employees*.

2. As noted in Documents #4428 and #4429, all benefits and compensation for Granite employees are contingent upon survival of all assigned duties. No posthumous compensation will be extended to employees, their families, or their clones.

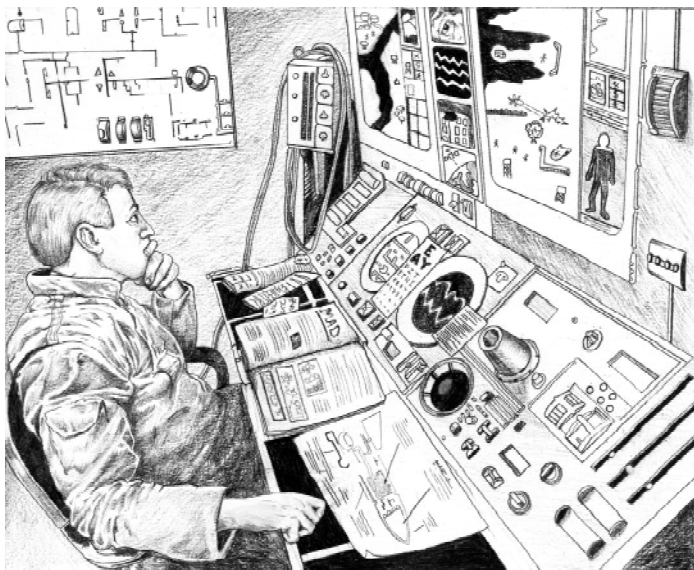
Granite: A Solid Foundation for Success



The Granite Corporation is one of the fastest-growing and most advanced ITReCs in the mercenary industry. Granite's management and research teams have developed technologies and construction techniques that enable our infantry in the field to do what few fighting forces can: manufacture military hardware designed specifically to meet mission parameters. With this ability, Granite can respond to any client's request for military aid with speed, efficiency, and brute force—and at a competitive price.

There are three key components to Granite's formula for success on the battlefield: Centralized Command Systems, Nanotech Manufacturing, and InVitro Cloning. Let's examine each of these components in greater detail.

Centralized Command Systems



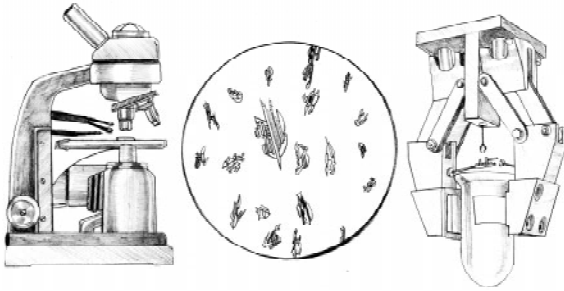
When conducting operations in the field, Granite employees are always supervised and directed by a member of management. All Granite-owned vehicles carry communications equipment to keep in close contact with the Command HQ and the Home Office. All clones participating in field operations are fitted with similar devices.³

When supervising a field operation, keep a close eye on all units under your command. This ensures their survival and the success of the mission.

All orders pass through the centralized command system, meaning that a single Granite manager can command the entire operation from either a command HQ in the field or at a safer distance from the battle.

3. Clones are fitted with implanted transmission equipment that is nonremovable. Any unauthorized attempt by a clone to remove his or her transmitter implant may result in nausea, dizziness, persistent itch, or spontaneous combustion.

Nanotech Manufacturing

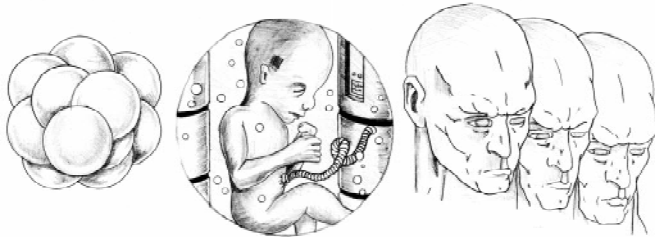


The advent of practical nanotechnology at the turn of the millennium brought sweeping advancements in mass-production techniques. Granite adopted Nanotech manufacturing techniques very early and is now reaping the rewards by being poised at the technological forefront of the ITReC community.

Nanotechnology is based on the manipulation of individual atoms and molecules to build larger, more complex structures to exact specifications. Granite's Nanotech Manufacturing Facility uses this technology to convert raw elements (such as tungsten, aluminum, iron, and carbon atoms) into complex, useful structures (such as tanks and helicopters).

Moreover, the combination of Nanotech manufacturing and centralized command systems gives Granite the capability to produce hardware designed specifically for a particular mission. The Granite manager in command of a field operation can coordinate efforts with Research and Development crews to design a unique piece of military hardware specifically for a particular mission. The template for this unique vehicle is then transmitted to the Nanotech Manufacturing Facility, and the custom-designed equipment can be reproduced in the field in just a few minutes. No other military supply system offers the flexibility, speed, and cost effectiveness of Granite's.

InVitro Cloning



Despite all the amazing military hardware Granite management and researchers can design and produce, there is still no substitute for the heroic efforts of the common soldier. But because a private corporation such as Granite does not have the power to draft such heroes into its service, we find it necessary to procure them by other means: the InVitro Tank.

The InVitro Tank is, in essence, a specialized version of the Nanotech Manufacturing Facility. It uses nanotechnology to convert simple resources (such as carbon, nitrogen, hydrogen, and oxygen) into clones: exact duplicates of a human being, complete with basic skills and abilities.⁴

With InVitro Tanks in the field, a Granite manager can order the cloning of Engineers to assist in the construction of needed facilities and the cloning of Gunners and Grenadiers to serve in battle. Unlike machinery, clones are far too complex to be customized by our Research and Development teams. Thus, all clones conform exactly to one of these basic types: Gunner, Grenadier, or Engineer. Training Facilities can be constructed, however, to offer clones a chance to improve upon their basic skills. There are many levels of advancement available, and the commanding officer chooses the level of training that is just right for each clone.⁵

4.The phrase "exact duplicates" is used herein to convey only scientific fact. It is not meant to imply that there is any relationship between scientific facts and established company policies, or that clones should possess the same rights as human beings. For full details, consult Document #4429, *Abbreviated Benefits Guide for Cloned Employees*.

5.For further details on cloning and weapons design and manufacture, see Leaflet #3253, *Managing a Field Operation*.

Getting Started

System Requirements

For DOS

- Pentium 90 MHz or better processor
- 16 or more megabytes of memory
- 60 or more megabytes of free hard disk space
- SVGA (or greater) graphics adapter
- VESA (1.2 or above) compatible video driver

For Windows 95

- Pentium 90 MHz or better processor
- 16 or more megabytes of memory
- 60 or more megabytes of free hard disk space
- SVGA (or greater) graphics adapter
- VESA (1.2 or above) compatible video drivers

Installation

For DOS

1. Turn on your computer.
2. Once you are at the DOS prompt, insert the WAR Inc CD into your CD-ROM drive.
3. Switch to the drive that corresponds to the CD-ROM drive. For example, if the drive is D, type D: and press *Enter*.
4. Type `INSTALL` and press *Enter*.
5. Follow the on-screen instructions.

To Run WAR Inc from DOS

1. Type `X:` where X is the drive onto which you installed WAR Inc.
2. Change to the directory where WAR Inc is installed (type `CD\WARINC` if you have installed it in WARINC).
3. Type `WARINC` to play the game.

For Windows 95

If AutoPlay is enabled on your computer, complete these steps:

1. Turn on your computer.
2. After Windows 95 has loaded, place the CD in the CD-ROM drive.
3. Choose *Install* when the game screen appears.
4. Follow the on-screen instructions.

To install WAR Inc manually:

1. After Window 95 has loaded, select the *Start* icon.
2. Select *Settings*.
3. Select *Control Panel*.
4. Double-click the *Add/Remove Programs* icon.
5. In the Install/Uninstall window, click *Install*.
6. Insert the CD into the CD-ROM drive.
7. Click *Finish* and follow the on-screen instructions.

To Run WAR Inc from Windows 95

1. Open the Start menu on the Task Bar.
2. Click on *Programs*.
3. Click on the *I-Magic Games* entry.
4. Click on the *WAR Inc* icon.

Executive Seminar

This seminar covers the most rudimentary—but highly important—aspects of running Granite Corporation.

Your Office

To begin: Reach your Office by clicking on *Single Player Game* in the Main Menu and then clicking on *Begin New Game* in the Single Player Game menu. The introductory video runs. To skip it, press *Esc* on the keyboard.

The opening screen is your Office. Move the cursor around the screen and watch the status bar information change at the bottom of the screen. In the middle left section of the screen is a digital ticker stream display. Clicking here accesses your Financial screen.

Enabling Auto Finance: Gambling with company money on the stock market is not a recommended practice for rookies. Safe and secure investment in a high-yield, easy access savings account is advised for now. In your Office, access the Game Options menu by moving the cursor over the status bar and clicking when “Game Options” is displayed. Under Auto Finance Management, click *Enabled*. Your money now increases at the interest rate displayed on the right. Click *Exit* to close the Game Options menu.

Accessing Unit Design: Move the cursor over your desk. A computer screen pops up, and the status bar displays “Unit Design & Research.” Click to access the Unit Design screen. There are three unit designs already available:

- A Scout Quad, which is a cheap reconnaissance unit that carries a 20mm cannon. The Scout Quad is not recommended for combat.
- An Ore Sniffer, which flags ore deposits on the Battle map.
- A Mobile Command unit, which is essential for constructing buildings on the battlefield and providing additional Command Points.

To change the unit design displayed, click on the icon you want to view in the saved designs Icon Bar on the right. To alter a selected design, click *Amend*. Change individual components by selecting the tabs along the top of the screen, then clicking the arrows to the right of each mount type. The left section of the screen dynamically changes the relevant statistics as you change components. For further details about designing units, see [“Unit Designs” on page 49](#).

To design a new unit, either click *New* or click in one of the empty icon boxes. Choose a hull type and select individual components. Click *Save* to store the design. Any designs stored this way are available for use as a master copy for constructing vehicles on the Battle Map (see [“Creating Ground and Air Units” on page 62](#)).

New designs have an initial prototype cost that tends to be high. It is a wise CEO who waits to accumulate more dollars before building new designs or amending new ones.

Increasing Technology: To design bigger and better units with greater firepower, your technology levels need to increase. Access the Technology screen by clicking the *Technology* tab at the top of the screen. Currently, all the components, which are listed down the left-hand side of the screen, have a technology level of 1. To increase technology levels, you need to hire scientists and assign them to projects:

Click *Hire* and *Downsize* until the required number of scientists is available.

Assign them to projects by clicking in the boxes next to the component type. (Hulls and Weapons are good areas on which to concentrate first.)

Fine-tune the number on each project by using the arrows on either side of the boxes.

Use the estimated completion dates as a reference as to how many scientists you want to assign to each project. Your first assignment starts on February 8th, and a technology level of 1 is adequate for that mission. Be wary of spending too much on research and not having enough funds to complete a mission. Missions are your main source of income, and profit is everything.

An alternative allocation of scientists is available via the Options Menu. Access the Options Menu from your Office and click *Enabled* under Auto Tech Management. Your scientists are now hired and divided equally among the seven areas of research.

With the Auto Finance and Auto Tech enabled, you cannot access the Financial screen or the Technology screen, but you can still create or amend unit designs.

You now need to jump forward in time. From your Office, click on the Calendar to jump forward one day, or right-click and hold to scroll forward in time.

Going on a Mission: Jump forward in time until you are notified of the Patriot Extermination mission on February 15th. Pass the cursor over

the spinning globe suspended from the ceiling and click when “Global Link Campaign Briefing: 1 available Campaigns” appears in the status bar.

Read the Mission Outline, then click *Mission Briefing*. Study the information you are given, and then click *Accept*. You are transported to Canada and the Campaign map. Zero hour approaches.

Click on the *Tactical Info* tab to access further details about your enemy and what forces you can expect to be fighting.

From the Campaign map, click *Enter Base HQ*. This is your base of operations from which units are sent to fight the enemy. There are already a few buildings and infantry on the site.



Establishing Your HQ

Patrolling: Send your Machine Gunners off to patrol the area by selecting one—right-click on a red-shirted figure—and then clicking the *Patrol* button at the bottom right of the screen. The Machine Gunners now patrol the area, using the numbered navigation points displayed on the Overview map in the top right of the screen. Move them by



clicking and dragging them to a new position.



Producing power: Solar Power Plants produce power, an essential requirement for running buildings. The amount of power produced is shown in the sidebar on the right. As you use power, the first number changes, showing the amount of power available.



Producing Resource Units (RUs): All the buildings are currently unmanned and need an Engineer to activate them. Click on an Engineer—a white-coated figure—and then on *Mine*. Mining operations dig for ore and turn it into Resource Units (RUs), which are needed to pay for your units.

Constructing buildings: Next, you need to activate your Command Center by moving an Engineer into it. From your Command Center, you can direct the building of more structures. Right-click on the Command Center, and the sidebar on the right changes. The lower part displays all the buildings you can currently build.





Select the *InVitro* icon by clicking on it. Move the cursor over the map, and a green outline and yellow shading appear. The outline changes to red to indicate an area on which you cannot build. Click to signal where you want the building. A smoke signal appears, and after a short delay, the supplies are airdropped. To construct the InVitro Tanks, you need an Engineer. Right-click on the Command Center, and then click the *Disband Structure* button. The Engineer appears outside the building, and you are no longer able to use the structure. Move the Engineer to the InVitro Tank supplies. When the Engineer reaches them, he begins building. Passing the cursor over the site reveals a progress bar at the top of the box that enables you to monitor the progress of building.



Constructing infantry: When the InVitro Tank is completed, order a Grenadier to be constructed by right-clicking on the building and then clicking the *Grenadier* icon in the sidebar. When that Grenadier is completed, immediately start building another.

Assembling your units: Build up your army by constructing Machine Gunners and Grenadiers in the InVitro Tanks. Grenadiers are more expensive, but they carry longer-range and more explosive weapons. The number of units in play is limited by the number of Command Points you have (see [page 60](#)). You currently have 75 Command Points, as shown in the sidebar.

HINT: In later missions, you will also need a Mobile Command to construct buildings at your objective sites. Take at least two Engineers with you to construct and man the buildings once the supplies have been airdropped.

Battle Stations

Modifying your strike force: Click *Exit* to leave your Base HQ and return to the Campaign map. Click the *Modify Forces* tab and select *Alpha* on one side of the screen. Click *Merge* to move all your forces from your Base Headquarters to Strike Force Alpha. Click *Accept*.

Reaching the enemy: Select Strike Force Alpha on the Campaign map by either clicking on the *Alpha* tab or clicking on the force marker on the map. Click on the Tertiary objective point. The white line shows the route your force takes. To change the rate at which time passes, use the buttons at the bottom of the screen. Click either *Pause Time*, *Slow Time*, *Medium Time*, or *Fast Time*.

When your Strike Force arrives at the Tertiary objective, the Battle map is displayed, centered over the drop zone of your force.

Moving your units: When you have all the units you want assembled and ready for battle, move them to the southwest corner of the Battle map. Right-click dragging (rubber-banding) a group of units selects all that are enclosed within the box. Click the *Formation* button to keep your units in formation while moving. All the selected units now travel at the speed of the slowest member of the group. As the units cross the bridge and head toward the fortifications, enemy infantry appear.

Attacking the enemy: Pass the cursor over your target. The cursor changes to a red circle, and the attack symbol appears. Clicking instructs all the selected units to attack this enemy unit. All selected units move within range and fire. When an enemy infantry is destroyed, target the next enemy. Repeat this process until all are destroyed.

Demolishing the enemy's buildings: You can target enemy buildings for destruction in a similar way to attacking enemy units. Select the units with which you want to direct the attack, and then pass the cursor over an enemy building. The cursor changes to the hammer of demolition. Clicking instructs your units to attack the enemy building.

NOTE: To complete an objective, all enemy units and objective enemy structures need to be destroyed. Distinguish between nonobjective and objective structures by passing your cursor over buildings. "Destroy: Objective" is displayed when the cursor is on a building that should be destroyed.

There is a stronger base of enemy activity to the east of this position, over the second bridge. But now you're on your own...

Beginning a Game

Main Menu



Starting a Single Player Game



From the WAR Inc Main Menu, select *Single Player Game*.

From the Single Player Game menu, select *Begin New Game*.

To skip the introductory video sequence, press *Esc*. You are now ready to begin playing the game. If you have not played the game before, we recommend that

you go through the step-by-step sequence in the Executive Seminar (see [page 17](#)).

Loading a Single Player Game

From the Single Player menu, select *Load Saved Game*. The Game Options menu appears (see [page 29](#)). Highlight the appropriate saved game and click *Load*.

Multiplayer



The Multiplayer facility enables game play among two to six computers.

To enter into a Multiplayer game, click *Multiplayer Combat* in the Main Menu. After the Multiplayer menu appears, enter your name for the game and click on the connection you want to use.

Design Multiplayer Units

To personalize unit designs, click on *Design Multiplayer Units*. The Unit Design screen is displayed with a couple of differences from the normal game version (see [page 34](#)).

Return to Multiplayer Menu: Click here to return to the Multiplayer menu.

Options: Click here to access the Multiplayer Design Options menu.

Click *New* to begin a new file.

Click *10*, *20*, *30*, *40*, *50* or *UN* (unlimited), to select the number of Tech Level points you want to use. This number corresponds to the Tech Level points on the Players Options menu (see [page 27](#)).



Use the arrows to the left of the component names to allocate points to each component. The total number of points remaining to be allocated is listed at the top of the right-hand column.

Return to the Unit Design screen by clicking *Exit* and design your units. Click *Options* and save the file when you have completed your designs.

To amend a file, load the appropriate file return to the Unit Design screen, make your changes, and then save the file.

NOTE: There are no fiscal considerations when designing Multiplayer Units. The prototypes do not cost anything.

Modem

To play via a modem or serial link (null modem cable), click *Modem/Serial Game*. The Modem/Serial Setup screen appears.

MODEM / SERIAL SETUP

PORT

BAUD

IRQ

INIT. STRING

NUMBER TO DIAL LINE TYPE

PHONE NUMBER	DESCRIPTION

Select the COM Port into which the modem is plugged. This is usually COM 2; the mouse is usually in COM 1. Your address appears in the window to the right, and the corresponding IRQ button lights up.

Consult your modem's user manual for the optimum speed for your modem. All systems should operate at the 9600 setting.

The INIT string default is for Hayes-compatible modems. Choose the appropriate INIT string according to your modem's user manual:

- Hayes-compatible `AT&FE0&C1%C0`
- US Robotics `AT&F1E0&C1&K0`
- Practical Peripherals `AT&F1E0&C1&K3S460`
- Hayes DSVD `AT&FE0&C1%C0`
- ZyXEL `AT&FE0X7&K1*Q0`
- Hayes X-Retrain `AT&FE0&C1%C0%E0`
- US Robotics 14.4 `AT&F1E0&C1&K0&N7`
- US Robotics 28.8 `AT&F1E0&C1&K0&N12`

Type in the number to which you want to connect, and then select your line type. Today, most lines are tone, but if you hear a series of clicks instead of beeps when dialing a number, you have a pulse line.

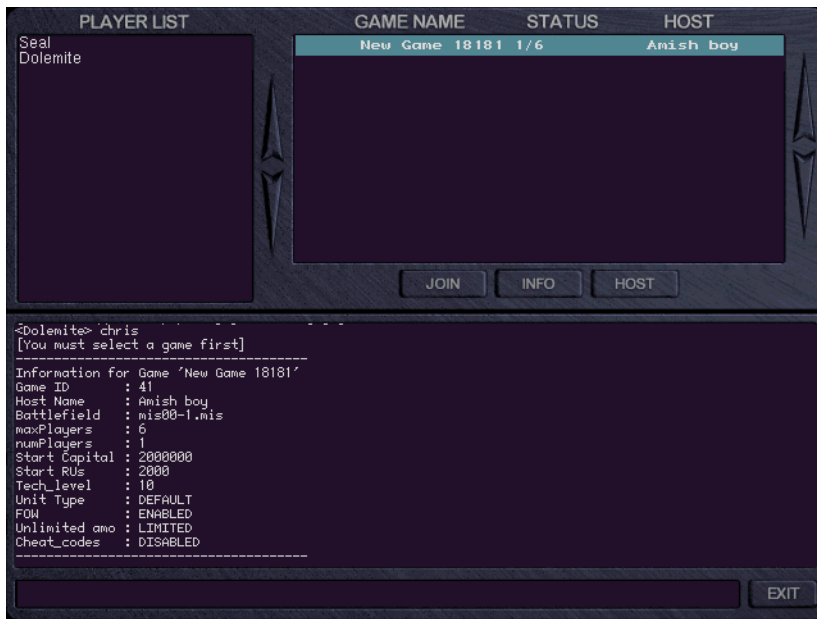
When playing via a modem, the first player clicks *Answer*; the second person clicks *Dial*.

When playing via a null modem (serial link), both players select *Connect*.

Frequently used numbers can be stored. Click *Add Number* and type the number you want to store with a brief description. To delete a number, highlight it and click *Delete*.

When the machines have connected, follow the instructions in the next section, ["IPX Network."](#)

IPX Network



To begin a game as the host: Click *Host* and then select the options you require.

To join a game: Highlight the name of the game you want to join and click *Join*.

For information about the game: Click *Info*, and details of the game are displayed in the bottom left corner.

To send a message: Type text in the player chat box at the bottom of the screen and press *Enter*.

There are several commands you can type in the chat box line:

`/ping <name>`—gives the ping time of the named player (the time it takes for information to be exchanged)

`/resync`—freshens connections and games lists

`/host`—hosts a game

`/version`—displays the version of the game

`/quit`—exits to the Main Menu

`/help`—lists all the commands

Player Options



Ready: To start the game, every player should click *Ready*.

Ping Time: This is the amount of time it takes for messages to travel from computer to computer. If one player has a much higher ping time than the others, it slows game play for all players.

Eject: The host can remove players from the lineup by highlighting the player's name and clicking *Eject*.

Host Name: The name of the host.

Mission Name: To change the name of the mission, type in here.

Battlefield: Click the button to the right of this box to choose which battlefield you want to play.

Starting \$: Increase or decrease this figure by \$100,000 increments with the arrows on the right.

Starting RUs: Increase or decrease the number of Resource Units (RUs) by using the arrows on the right.

Tech Level: Increase or decrease the number of technology level points, which count toward increased technology levels at the rate of one per

level per component. Default designs are loaded automatically, but a player can use customized designs. To save customized designs see [“Design Multiplayer Units” on page 24](#). Choose the appropriate file name to load the designs you want to use. A file that has a higher Tech Level points amount than that selected for the multiplayer game is not accessible for use.

Unit Type: Select *Custom* for all players to use their previously saved unit designs. *Default* supplies all players with the same default designs.

Fog of War: When disabled, all areas of the map are visible to all players.

Ammo: Select *Unlimited* for weapons that never run out of ammunition.

Cheat Codes: Players who cannot cope with the heat of fair competition can enable the cheat codes.

Quick Combat

To enter a Quick Combat mission, click *Quick Combat* when the Main Menu appears.

The objective of Quick Combat is to completely eliminate the enemy and any of their structures.

Difficulty levels can be set before the battle; see [“Game Options” on page 29](#).

Quick Combat plays in the same way as a battle in the full game. The instructions in [“Battle” on page 58](#) and [“Combat” on page 63](#) apply to Quick Combat with the following exceptions:

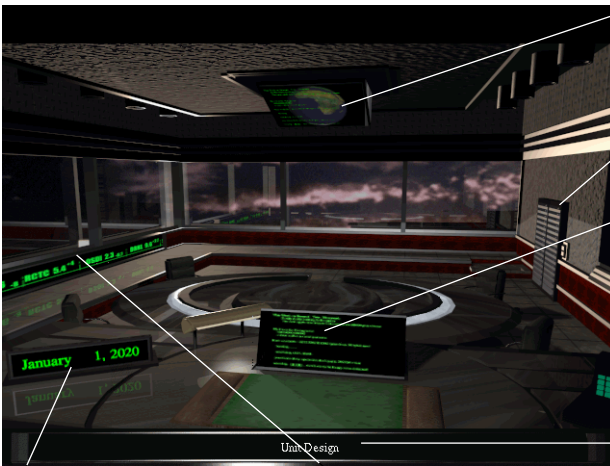
- You cannot exit the battle and return to the campaign screen because no campaign is in progress.
- You cannot airdrop units in from your HQ (there is no HQ).

Exit Program

When you select *Exit*, WAR Inc terminates, and you are returned to the operating system.

Company Access

Your Office



Contract Availability and Mission Selection

Return to Main Menu

Go to Unit Design and Technology screens

View game credits

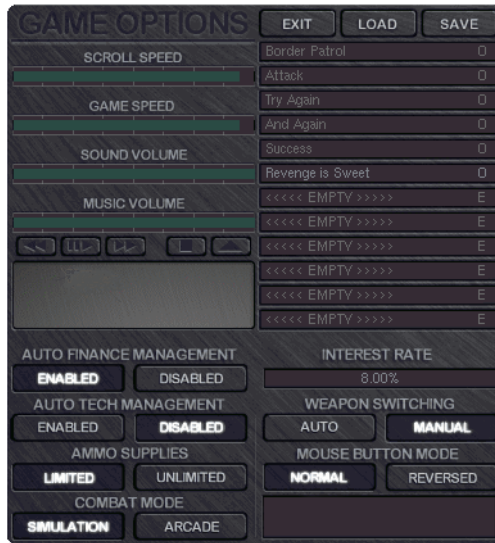
Status Bar. Click here to access the Game Options menu.

Click to go forward one day. Right-click to fast-forward.

Click to go the Financial screen.

Game Options

To access the Game Options menu, place the cursor over the status bar. When "Game Options" appears, click on the status bar, and the Game Options menu is displayed.



To adjust any of the sliders, click on the bar to where you want the level set. From this menu, you can adjust the following:

Scroll Speed: To change your scroll speed while you are moving around the Battle map, adjust this bar.

Game Speed: This speeds up or slows down the pace of the game. The higher this is set, the more quickly events (such as unit movement and combat) occur in battle.

Sound Volume: All digital sounds, such as sound effects and speech, are affected when this slider is adjusted.

Music Volume: The music volume can be adjusted or completely shut off with this slider.

Exit: Exits the Game Options menu.

Load Saved Game: Any games that have been saved can be loaded. First click on the game name to highlight it, and then click *Load* to retrieve it.

Save Current Game: To save your current game, first click on the slot in which you want to save it, and then click *Save*. Type a name or brief description and press *Enter*. The game is now saved and can be retrieved later.

Auto Finance Management: Your money increases in value at the base interest rate.

Interest Rate: The interest rate varies between 6 percent and 10 percent during the game.

Auto Tech Management: The Auto Tech can be used to simplify the game. If activated, all technology levels are researched equally and managed by the computer. When a new technology level is achieved, default vehicles are provided, so there is no need to design new vehicles.

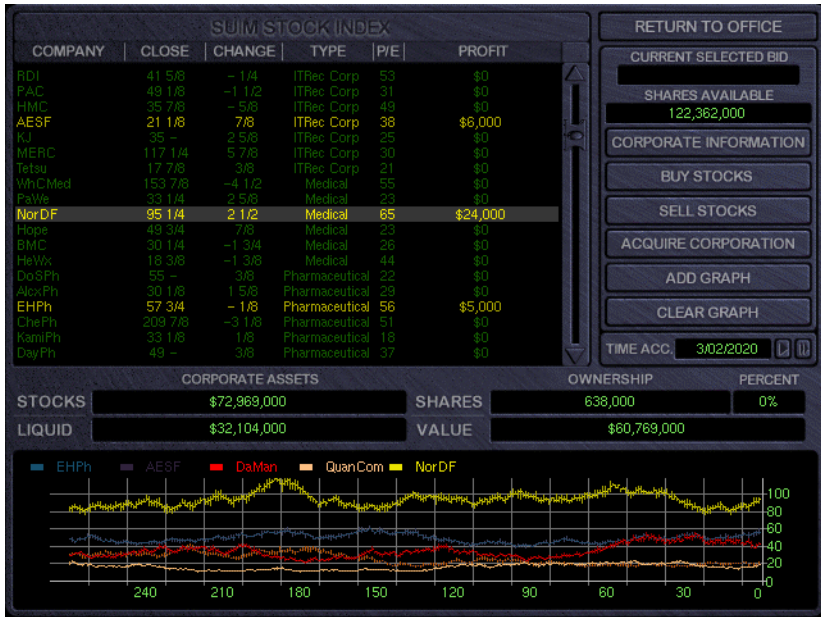
Weapon Switching: Auto Weapon is a feature that enables the units to choose their best weapon for a specified target.

Ammo Supplies: For unlimited ammunition in the Campaign battles, click *Unlimited*.

Mouse Button Mode: If you want to play with the functions of the mouse buttons reversed, click *Reversed*.

Combat Mode: The Arcade mode has a simplified combat system with weapons giving a point value of damage that is deducted from the armor and shield defenses. In Simulation mode, the damage varies, depending on the type of weapon, type of armor, type of shield, and type of target.

Financial Screen



Use the Financial screen in WAR Inc to invest your resources. As in the real world, stocks can be bought and sold on the financial market. Stock market trends are affected by events happening in the game. There are three main areas to the Financial screen: the Sum Stock Index, Action Bar, and Stock Information.

Sum Stock Index

The Sum Stock Index shows you the following stock information:

Company: The ticker stream name of the company with whom the information is associated.

Close: The value of the company's stock at the close of yesterday's market.

Change: The change in price since yesterday's stock market close.

Type: The category in which the company belongs.

P/E: This is the price-to-earnings ratio. It gives a quick overall idea of how the stock is performing. The lower the number, the more profitable the stock is likely to be.

Profit: This is the profit you would make if you sold the stock you previously purchased at its current price.

Action Bar

The Action Bar contains the controls for using the Financial screen:

Current Selected Bid: Shows the current asking price to buy one share of stock from the selected company.

Shares Available: Shows how many shares are available for purchase from the selected company.

Corporate Information: Background description of the selected company.

Buy Stocks: Click this button to bring up the Purchase menu. You can purchase stocks in the selected company, if available.

Sell Stocks: Click this button to bring up the Selling menu. You can sell stock you own in the selected company.

Acquire Corporation: Clicking *Acquire* buys more than 50 percent of the selected company, which means you own it. When acquiring a company, you receive technological bonuses for your corporation.

Add Graph: You can display the stock figures for the highlighted company on the graph by clicking here.

Clear Graph: To erase a company's display from the graph, click here when the company is selected.

Time Acceleration: By clicking the arrows next to the clock calendar display, you can jump forward in time by one day or several days. Any time spent in this fashion cannot be regained.

Stock Information

Corporate Assets: In the middle section of the screen, the value of the stocks you own and your liquid assets (money you can spend) are displayed.

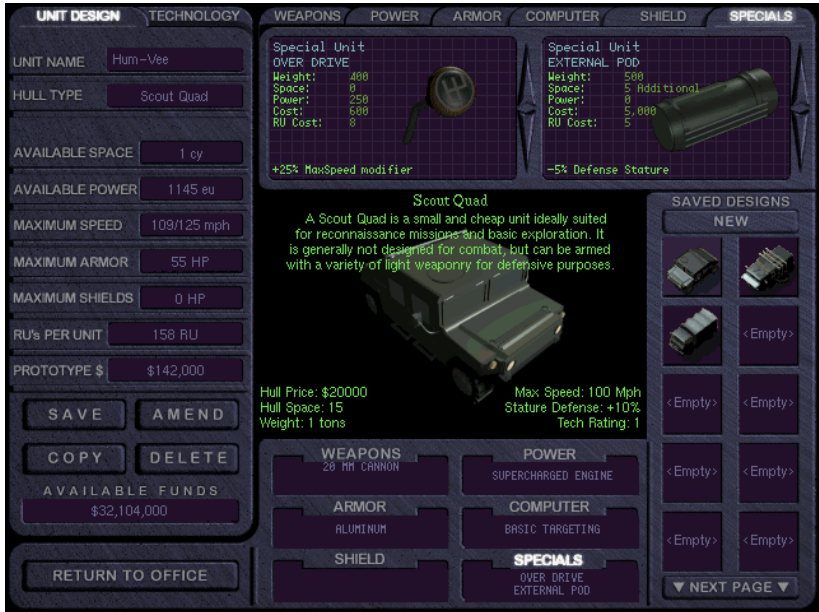
Ownership: The number of shares, their value, and the percentage you own in the selected company is displayed.

Stock Graphs: Company stock graphs show stocks' value during the past 270 days. The graph scale changes, depending on the value of the stocks being displayed. Up to six different stock graphs can be displayed. To add graphs to the display, see ["Adding and Removing Graphs" on page 53](#).

Unit Design Screen

To access the Unit Design screen, move the cursor over your desk. Click when the computer pops up and “Unit Design & Research” is displayed in the status bar.

The Unit Design screen enables you to customize your own designs.



You can access the Technology Management screen from the Unit Design screen by clicking on the *Technology* tab. (See [“Technology Screen” on page 38](#) for more information.)

Statistics

The left side of the screen displays the following information about the selected unit design:

Unit Design Name: To give the unit design a distinctive title to distinguish between similar types of vehicles, click on the current name and type in a new one.

Hull Type: The name of the hull and the subtype.

Available Space: The available space remaining in the vehicle, measured in cubic yards.

Available Power: The remaining available power, measured in energy units (EUs).

Maximum Speed: The maximum speed the unit can attain with the design's current component selection and the speed it can reach unhindered, in miles per hour.

Maximum Armor: The number of hit points (HPs) the armor can take.

Maximum Shields: The number of hit points (HPs) the shields can absorb.

RUs per Unit: The cost in RUs of building hard copies of the prototype in the field.

Prototype Cost: The prototype cost, rounded to the nearest \$1000, is a one-time expense for making a master version of the vehicle for the Nanite Factory (see [page 62](#)) to copy in the field.

Save: Click *Save* to store the selected unit design in the Icon Bar (see "[Icon Bar](#)" below).

Copy: Click *Copy* to copy the selected unit design into an empty slot in the Icon Bar.

Amend: Click *Amend* to make modifications to a selected unit design.

Delete: Click *Delete* to delete the selected unit design from the Icon Bar.

Available Funds: The amount of money you have available.

Icon Bar

The Icon Bar on the right lists all of your current vehicle designs as representative icons. Access a unit design by clicking on the icon. To scroll through the vehicle designs, click on the *Next Page* button, which switches between the two banks of available icons.

To begin a new design: Click an empty space in the icon bar or click *New*.

Unit Design View and Information

The window located in the middle of the design screen shows the selected unit design's hull type as a 3-D rotating image.

The text describes the selected unit design's hull type and statistics. Toggle the text on and off by clicking on the unit image.

Components

The area of the screen located directly below the view window is the Components section. It lists basic component information of the selected unit design. The component category that is selected in the

upper section of the screen is highlighted. You can find more detailed information for each category in the Component Selection section of the design screen.

Component Selection

Clicking on the tabs across the top of the screen accesses each component category individually. There are six component categories:

Weapons

Weapons are used to protect your unit and to destroy the enemy. Use this section to customize the weapons on your selected design.

The following information is displayed:

- Damage—the maximum amount of damage the weapon can inflict
- Space—the amount of space the weapon uses in the hull
- Ammo—the amount of ammunition the weapon can use before requiring reloading
- Range—the range of the weapon
- Cost—the amount added to the prototype cost
- RU Cost—number of RUs added to the RU cost of building the unit design in a Nanite Factory

Power

The amount of energy that a unit design can provide to all of its components. Use the Power section to choose the power source and the output of the engine. The Available Power reflects the engine selection and output.

The following information is displayed:

- Power/Unit—the amount of power each unit produces, in energy units (EUs)
- Weight/Unit—the weight of each unit
- Space/Unit—the amount of space each unit occupies in the hull
- Cost/Unit—the amount added to the prototype cost per unit
- RU Cost/Unit—number of RUs added to the RU cost of building the unit design in a Nanite Factory

NOTE: A unit is represented by one increment on the Modify Engine bar.

Armor

The amount of additional damage your unit can absorb before being destroyed. Armors do not absorb damage from energy weapons.

The following information is displayed:

- Strength/Layer—the amount of hit points that are added per layer
- Weight/Layer—the weight each layer adds to the vehicle
- Cost/Layer—the amount added to the prototype cost for each layer
- RU Cost/Layer—the amount of RUs that each layer requires
- Damage Absorption P—amount of projectile damage absorbed
- Damage Absorption M—amount of missile damage absorbed

NOTE: A layer is represented by one increment on the Modify Armor bar.

Computer

The type of computer your unit possesses determines the distance it can “see” on the battlefield. The better the computer, the greater the unit design’s spotting distance.

The following information is displayed:

- Range—the radius of the computer’s spotting range
- Space—the amount of space the computer occupies in the hull
- Acc Bonus—a percent bonus added to the chance of hitting a target
- Cost—the amount added to the prototype cost
- RU Cost—number of RUs added to the RU cost of building the unit design in a Nanite Factory

Shield

Absorbs damage from enemy weapons and can recharge over time.

The following information is displayed:

- Strength—the amount of hit points the shield has
- Power Req—the power the shield drains from the engine
- Space—the amount of space the shield occupies in the hull
- Regen Time—the number of hit points the shield regains each second
- Cost—the amount added to the prototype cost
- RU Cost—number of RUs added to the RU cost of building the unit design in a Nanite Factory

Specials

Miscellaneous components that augment your vehicle's performance and weapons.

The following information is displayed:

- Special effects—the particular modifiers associated with the component
- Space—the amount of space the special occupies
- Power Req—the power required by the special from the engine
- Weight—the weight of the special
- Cost—the cost of the unit in dollars
- RU Cost—number of RUs added to the RU cost of building the unit design in a Nanite Factory

Technology Screen

Access the Technology screen by clicking on the *Technology* tab on the Unit Design screen (see [page 34](#)).



The top portion of the screen shows a color-coded graph reflecting the progress of technological research and development.

Every component category to be researched is listed down the left side of the screen. The following information about each component is also listed:

Scientist Distribution: A color-coded bar chart showing the proportion of scientists working on the project, along with the actual number of scientists.

Tech: The current technology level of the component category.

Estimated Completion: The estimated completion date for achieving the next technology level.

Efficiency: The efficiency of the scientists researching the project.

Technical Information: A summary of the advancements to be attained in the selected component category.

Technical Log: Your most recent research achievements are listed here.

Available Scientists: Clicking *Hire* and *Downsize* increases and decreases the number of scientists available for research.

Research Costs: The daily salary of each scientist and total cost per day of the research is listed in dollars.

Available Funds: Your current balance.

Time Acceleration: Jump forward in time by either a *Day*, *Week*, or *Month*.

To exit from the Technology screen, either click on the *Design* tab in the upper left-hand corner of the screen or click *Return to Office*.

Mission Selection

Access the Mission Selection screen by moving the cursor over the rotating globe on the ceiling of your Office and clicking when the status bar displays "Globe-Link Campaign Briefing."

This screen lists the missions that are currently available, the amount due upon successful completion, the time window in which to accept the mission, and a short description. To enter a more detailed briefing on a particular mission, highlight the mission and click *Mission Briefing*.

To return to your Office, click *Disconnect*.

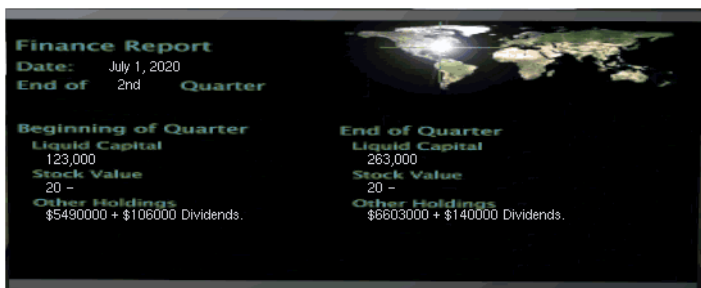
Mission Briefing Screen



The Mission Briefing screen provides in-depth information about the mission. Clicking *Accept* takes you to the Campaign Interface (see [page 41](#)); clicking *Decline* returns you to the Mission Selection screen.

Quarterly Finance Report

At the beginning of each quarter, you receive a Finance Report for the previous quarter.



Liquid Capital: Your cash balance.

Stock Value: The value of one share of Granite Corporation's stock.

Other Holdings: The first figure is the total worth of the stock you own in other companies; the second is the value of dividends received this quarter. The liquid capital figure includes this amount.

Campaign Interface

When you accept a mission, the Campaign interface is displayed.

You have command of your HQ and up to four strike forces: Alpha, Bravo, Charlie, and Delta.

Campaign Map



The Campaign map displays your HQ and the objectives of the mission. Any strike forces you have assembled are also shown and can be moved around the map (see [“Moving a Strike Force” on page 55](#)). When an objective has been completed, the relevant marker disappears from the Campaign map.

Tactical Information

Use this information to decide which units are best suited for a mission. Although the biggest and meanest Air and Ground units provide the best offense and defense, the cost of such units can be prohibitive. Remember, profit is everything.

Background

Accessing this tab gives some historical information on the circumstances leading to this mission's objectives.

Modify Forces

The Modify Forces tab enables you to split a force and to move units between strike forces when they are within range.

Force Tabs

When you select a strike force tab (HQ, Alpha, Bravo, Charlie, or Delta), the unit status information for that force is listed, and that strike force is selected on the Campaign map.

Information is provided about the strike force's speed, estimated time of arrival to its destination, and its current status.

Unit information can be toggled between operational status and statistics by clicking on the cross located at the bottom of the window near the scrolling arrows. Scroll through the units listed by clicking on the up/down arrows located at the bottom of the window.



Each strike force has three subdivisions: *Infantry*, *Ground*, and *Air* units. Click the applicable button to view a subdivision.

Function Buttons

The function buttons enable you to:

- Enter base headquarters (HQ)
- Recall the mission objectives by clicking *Review Objectives*
- Change the rate at which game time passes by using the four buttons: *Pause Time*, *Slow Time*, *Medium Time*, and *Fast Time*
- Leave the campaign by clicking *Abort Mission*

Headquarters

Your headquarters is your main base of operations.



Battle Map

The Battle map is the main playing area—from it, you give your orders and watch any ensuing combat. On the Battle map, you construct facilities such as:

- A mine exploiting ore deposits to provide Resource Units (RUs)
- InVitro Tanks in which you construct infantry
- Nanite Factories in which you construct units

For full details about buildings, unit components (such as weapons), and infantry, see the [“Reference Tables” on page 69](#).

For ease of use, the cursor on the Battle map changes depending upon the tasks available to the selected building, unit, or infantry.

The top left-hand corner of the map displays notifications, such as enemy troops mounting an attack.

Sidebar

The sidebar provides vital information: unit details, the Overview map, building functions, and icons relevant to the mode. The sidebar has three modes for the sidebars: Unit, Mobile HQ, and Building.



Overview Map

The Overview map of the battle area and the three function buttons beneath it are on all the sidebars. Map areas that have not been explored are black. As units travel across the Battle map, their corresponding location shows on the Overview map. Any items of interest that are discovered or built are also shown.

To reveal the enemy hidden by the fog of war on the Overview map, you need an Advanced Communications Center. All enemy units and structures show up as red, and all allies are shown in green.

Right-click on the Overview map to center the Battle map there. The area covered by the Battle map is denoted by the four white corners.

Click on the Overview map to move a selected unit (or units) to that destination.



The *NAV* button toggles the navigation points on the Overview map.



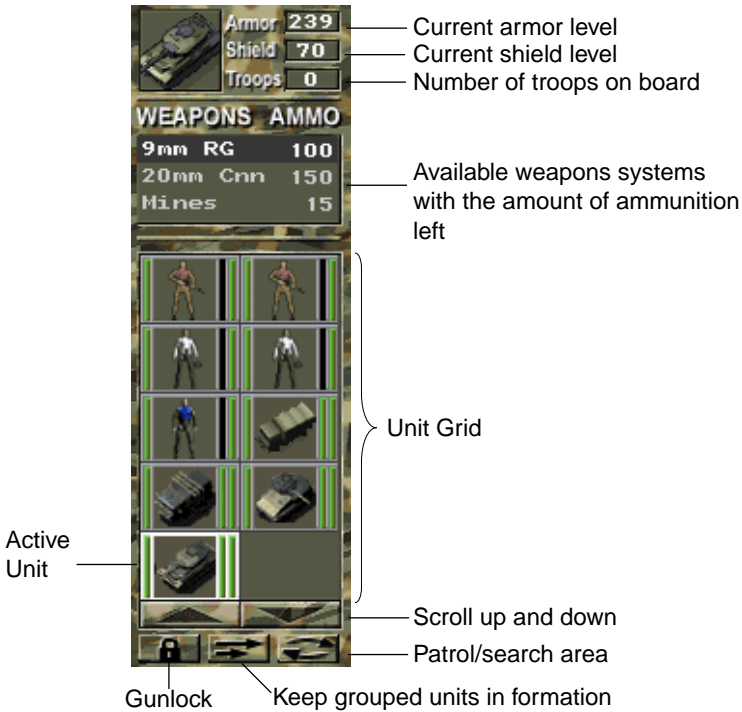
The *OPT* button brings up the Game Options menu (see [page 29](#)).



The *EXIT* button returns you to the Campaign map.

Unit Mode

When a unit is selected, the sidebar displays the unit information.



Gunlock: Click here for all selected units of the same type as the active unit to change weapons simultaneously.

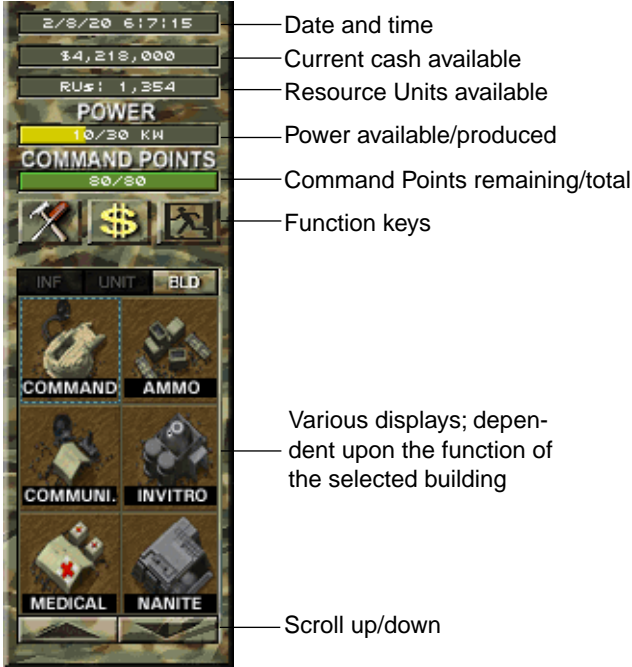
Formation: Click here to keep the selected units in formation. They all travel at the speed of the slowest unit.

Patrol: Click here to instruct all the selected units to patrol according to the Navigation points (see [“Patrolling Units” on page 64](#)).

The icons contain monitor bars that reflect the status of the unit. The bar on the left shows the armor strength remaining; the bar closest to the unit on the right shows the shield strength remaining; and the bar on the far right shows the amount of ammunition remaining in the selected weapon.

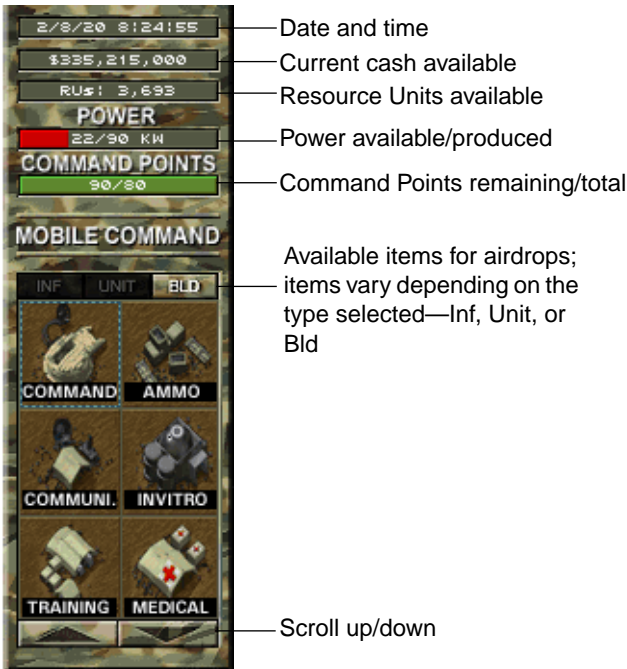
Building Mode

When a building is selected on the Battle map, the information relative to that building is displayed in the sidebar. The display varies depending upon the function of the building.



Mobile Command Mode

You enter Mobile Command mode by selecting a Mobile Command Unit.



Running the Corporation

Your First Day

Harlan,

Welcome! Sorry I cannot be there to greet you in person.

As per our previous conversations, I look forward to seeing Granite become an even stronger force in the marketplace under your expert eye. The board expects increased profits and successful missions to strengthen our reputation as a strong and viable corporation.

We need to increase our technology and upgrade the design of our units to be the major force of the future. Use of company funds to play the stock market is only frowned upon when unsuccessful. Takeover bids that result in an increase of our technological knowledge are encouraged.

Use your initiative to decide whether or not a mission is appropriate at any given time, but be aware that the board expects progress.

Good luck.

Brandt

Office

Unit Designs

To create a new design:

1. Access the Unit Design screen by passing the cursor over your desk and clicking when the computer pops up and "Unit Design & Research" is displayed in the status bar.
2. Click *New* or on an empty space in the Icon Bar.
3. Choose the hull class type you want from the list.
4. Choose the hull subtype you want and click *Accept*.

5. Click the tab of the component you want to select—Weapons, Power, Armor, Computer, Shield, or Specials.
6. Scroll through the available components by using the up/down arrows to the right of each window, and then select the component you want.
7. Click *Save* to save your design. You are notified of the cost of the prototype for this design. Click *Accept* to accept the cost.

When you choose the armor and engine for the unit, you have the ability to customize the thickness of the armor or the power output of the engine. Do this by clicking on the layer bar on Armor tab and the power bar on the Power tab.

Each component has an effect on space, speed, and/or the damage a unit can take. The relevant figures are listed in the statistics section of the design screen and dynamically change as you scroll through the components.

As you change or add components to the design, keep an eye on the statistics to see how they are affected. Increasing the thickness of armor, for example, may give increased protection, but the additional weight reduces speed.

There are twenty slots available in the Icon Bar. When all spaces are full, delete a design to free up a slot.

To amend a unit design: Select the unit to be amended by clicking the appropriate icon, and click *Amend*. Change the components to those required, and click *Save*. There is a minimum amendment cost of \$50,000.

To use a unit design as a template: Select the unit to be copied, and click *Copy*. The copied design is saved to an empty slot and can be amended. The prototype cost of the copied design is equivalent to designing the unit from scratch.

HINT: It is not always in your best interest to amend a current design. Building a new unit design from scratch is often less costly.

To scrap a unit design: Select unit design to be scrapped, and click *Delete*.

Technological Research

Access the Technology screen by clicking on the *Technology* tab on the Unit Design screen. Use the Technology screen to assign funding to Granite's Research department. It is here that new vehicle component technologies are developed for use in unit designs.

To hire scientists: Click *Hire* until you reach the number of available scientists you require.

Distribute the scientists by clicking in the boxes beside the component names. Alternatively, use the left and right arrows next to these boxes to decrease or increase the number of scientists on each project.

To fire scientists: Decrease the number of scientists assigned to component research either by clicking in the box beside the component name or by clicking the arrow to the left of these boxes. The number of available scientists will increase accordingly. Click *Downsize*.

HINT: As you increase (or decrease) the number of scientists working on a project, the time it takes to complete that research and the daily research cost change proportionately. If you downsize your work force, the morale of the workers suffers. When you hire new people, there is a learning curve, which is reflected in the efficiency of your workers.

When Autotech is enabled in the Game Options menu (see [page 29](#)), scientists are automatically hired and assigned research, and you are not able to access the Technology screen.

Time Acceleration

To jump forward in time:

- In the Office, click on the calendar to jump forward by one day; right-click to scroll quickly through the days.
- In the Financial screen (see [“Financial Screen” on page 32](#)), click on the forward arrow to jump one day; click on the double-forward arrow to jump one week.
- In the Technology screen (see [“Technology Screen” on page 38](#)), click *Day*, *Week*, or *Month* to cause an equivalent jump in time.

To change the rate at which time passes:

- In the Campaign interface (see [page 41](#)), click on *Pause Time*, *Slow Time*, *Medium Time*, or *Fast Time*.
- On the Battle map, access the Game Options screen ([page 29](#)) and change the Game Speed slider.

Playing the Stock Market

Access the Financial screen from your Office (see [“Your Office” on page 17](#)) by placing the cursor over the finance area and clicking.

Buying/Selling Stocks



To buy stocks: Select the company from which you want to buy stocks in the Sum Stock Index list, and click *Buy Stocks*.

Use the forward and rewind buttons to increase and decrease the number of shares to be purchased. Click *Accept* to confirm the purchase.

The Corporate Assets figure on the main Financial screen shows you how much liquid currency you have available to purchase stocks.



To sell stocks: Select the company whose stock you want to sell in the Sum Stock Index list, and click *Sell Stocks*.

Use the forward and rewind buttons to select the number of stocks you want to sell, and click *Accept*.

Acquiring a Corporation

To view what percentage of a company you own, select the company and look at the percentage figure in the Corporate Assets section of the Financial screen (see [page 32](#)). When you own more than 50 percent of a company, you then own it. Click *Acquire* to buy more than 50 percent of a company at one time.

Technological bonuses are awarded when you acquire a company, depending on the type of company it is.

The types of companies and the bonuses they give are as follows:

- ITReC Command
- Medical Infantry Defense
- Pharmaceutical Infantry Speed
- Biotech Infantry Growth
- Cybernetic Robotics
- Utility Power
- Telecomm Communications
- Transport Maintenance Range

- Natural Rsrc Ore Extraction
- Computer Unit Construction
- Contractors Unit Design
- Insurance Destroyed Buildings

Adding and Removing Graphs

The graphs at the bottom of the Financial screen are useful for keeping track of the behavior of a company's stock.

To add a graph: Select the company whose graph you want to display. A yellow line appears on the graph. Click *Add Graph* to permanently display the graph. A key appears in the top section of the graph showing the company next to its associated color (presently yellow). When you select another company, the color of the original company's line and key change. The selected company always has its graph displayed in yellow.

You can add up to six graphs.

To remove a graph: Select a company that has its graph displayed, and click *Remove Graph*.

Use the information these graphs provide to help you decide whether it is time to buy or sell a company's stock.

Choosing Missions

As the CEO of the Granite Corporation, you decide when to accept a mission and when to decline. You may not want to accept a mission until you have researched better technology.

Should you continually refuse to take missions, Granite Corporation's stock decreases in value. Should there be no improvement in performance, the Board of Directors will fire you.

To access the list of available missions: From your Office, place the cursor over the rotating globe (see ["Your Office" on page 17](#)) and click on it. A list of the currently available missions is displayed with brief mission outlines.

The time window lets you know when a mission will no longer be available. You may decide to enter a mission nearer the end of its time window to possibly gain the advantage of increased funds and technology.

Mission Briefing

The Mission Briefing gives you detailed information about the selected mission. When you enter the Mission Briefing, Granite’s corporate computer verbally informs you of any intelligence on the mission. It is necessary to have the sound on to hear this summary (see [“Game Options” on page 29](#)).



After reviewing the information presented in the briefing, choose whether to accept or decline the mission. The higher the difficulty of a mission, the higher the payment. However, you are likely to spend more money on units and equipment during a difficult mission.

Accepting the mission takes you into the campaign.

Declining the mission returns you to the Mission Selection screen, from which you can request a briefing on one of the other listed missions or you can return to your Office by clicking *Disconnect*.

Campaign

Moving a Strike Force

To select a strike force: Click on the strike force marker on the map. The correlating strike force tab is also selected. Conversely, when a strike force tab is selected, that force is also selected on the map.

To move a strike force: Select the strike force and click on the map. A white line appears, joining the force to its destination. The quickest path is chosen automatically. To change the destination of a strike force, select it and click on the new destination.

When a strike force arrives at its destination, it either awaits further orders or enters into battle.

A battle is entered whenever opposing strike forces come in contact. This occurs in three ways:

- When an enemy force intercepts your strike force
- When an enemy force attacks your HQ
- When your strike force arrives at one of its objectives (primary, secondary, or tertiary)

Modify Forces



To split a force:

1. Select the force to be split on one side of the Modify Forces screen.
2. Select an empty strike force tab on the other side of the Modify Forces screen (if you want to move units into a strike force that already contains units, see the next procedure).
3. Highlight the units you want to move out of a force by clicking on them. Click *Merge* if you want to move all the units.
4. Click the appropriate arrow to move the selected units in that direction.

To move all or parts of two forces:

Ensure that the two forces are within range of each other. Consult the map on the Modify Forces screen; all forces are shown and have circles around them. If these circles overlap, the units within the forces can be moved between them. To move the forces within range of each other, return to the Campaign map by selecting *Cancel* and move them closer together. Then return to the Modify Forces screen.

1. Select the strike forces you want to modify, choosing one on each side of the Modify Forces screen.
2. Highlight the units you want to move by clicking on them.
3. Click applicable directional arrow to transfer the units.
4. When selecting units, access the different unit types by clicking *Infantry*, *Ground*, or *Air*.
5. Use *Select All* to select all the units of a particular type. Use *Merge* to move all units of all types from one force to the other.

Entering a Battle

The Battle map is where you view all combat and directly control your forces. You issue all attack commands and direct all building placements from this area. When you first enter a battle, the view is centered around the initial unit drop point.

To airdrop infantry from your HQ: Select the Mobile Command Center. Click *INF* to change the sidebar display to all the infantry available. Click the applicable infantry icon, and after a short delay, the infantry is airdropped onto the Objective Battle map.

To airdrop vehicles from your HQ: Select the Mobile Command Center. Click *Unit* to display all the units available. Select the required vehicle, and after a short delay, the unit is airdropped onto the Objective Battle map.

Only units already constructed can be ordered from your HQ Base to the Objective Battle map.

Look after your units by constructing appropriate facilities:

- Improve your infantry by building training facilities in the field and by training them.
- Reload your units' weapons by constructing Ammo Depots and using them.
- Repair units by constructing a Repair Facility and moving the units into the facility.
- Mend infantry by constructing a MASH Tent and moving them into the facility.
- Construct Gun or Rocket Turrets or Towers for defense.

HINT: To achieve your objectives, you need to satisfy all the conditions. At each primary, secondary, and tertiary objective, all enemy units and objective structures need to be destroyed. When you successfully complete one of your objectives, it disappears from the Campaign map.

Battle

Constructing Buildings In Your Base HQ

Buildings are built on the Battle map. All buildings are constructed using a functioning Command Center or a Mobile Command unit. Select the Command Center or a Mobile Command unit, and the sidebar displays all the buildings that you can build. Select the building you want to construct, and then place it on the map. The outline of the building is green when the cursor is over an area suitable for construction; red if it is not.

The position on the map is marked with a smoke signal. Shortly afterward, supplies for constructing the building are dropped from an aircraft. To successfully initiate the airdrop, the required amount of power, money, and/or RUs need to be available. A notification appears in the top left area of the map if there is a lack of anything.

Move an Engineer—white-shirted infantry—to the supplies to begin building the structure. Once a building is built and an Engineer is manning it, it can perform any of the special functions it may have (for details, see [page 69](#)).

To man an unmanned building: Select the Engineer you want to man the building, and click on the structure. The Engineer moves to the building and begins to operate it.



To disband a manned building: Select the building and click the *Disband* button. The Engineer appears to the side of the building and can be assigned another task.



To sell a structure: Select the building and click on the *Sell* button. The amount of money received when a building is sold is always less than its cost to build.



To repair a structure: Right-click on the structure to be repaired, and click on the *Repair Structure* button.

Certain buildings possess functions that you need to use to complete each mission. An Engineer must be present in a building in order for it to function. To gain access to a building's facilities, right-click on the building. If the building has facilities, the sidebar becomes the building's access panel.

Use the Structures reference table ([page 69](#)) to become familiar with structures' prerequisites and abilities.

Building on the Objective Battle Map

Building on the Objective Battle map is done in exactly the same way as on the Base HQ Battle map. The major difference between the two is that a mission always begins with either a Command Center or a Mobile Command unit already present at your Base HQ, whereas the presence of a Mobile Command unit on the Objective Battle map is dependent upon the units you chose to send.

Select the Mobile Command unit, and click on *BLD*. All the potential buildings are listed. Click on the required building and place it on the map.

HINT: It is not always necessary to build anything on an Objective Battle map to ensure a win—and buildings are expensive. When you intend to build on the Objective Battle map, remember to take Engineers to construct and man the buildings.

Producing Power

Power plays an important role in WAR Inc. Without enough power, construction cannot occur. The power meter on the sidebar (except in Unit mode) shows the power available and the total power being produced, the difference being the power drain.

To construct a Solar Power Plant:

1. Select a Command Center or Mobile Command unit.
2. Select the *Solar Power Plant* icon from the sidebar list.
3. Place the building outline on the map.
4. When the supplies have been dropped, designate an Engineer to construct the building.

NOTE: Solar Power Plants are an exception in that they do not need an Engineer to run them—an Engineer is needed only to build or repair them.

Mining Resource Units (RUs)

When you are on a battle map, Resource Units are needed to pay for unit construction. Ore needs to be extracted from the ground to be processed into Resource Units (RUs).

Ore deposits are scattered throughout the maps. Use Ore Sniffer units to locate deposits.

Produce an Ore Sniffer by constructing a Nanite Factory (see [“Creating Ground and Air Units” on page 62](#)). When the Ore Sniffer is completed, it appears outside the Nanite Factory.

Select the Ore Sniffer and click the *Patrol* button. The Sniffer patrols in the normal way (see [page 64](#)), following the navigation points. When it passes within range of an ore deposit, it places a flag for reference. To change the route the Ore Sniffer patrols, move the navigation points in the Overview map by left-dragging the points while the Ore Sniffer is selected.

To construct a mine:

1. Select a Command Center or Mobile Command unit.
2. Select the *Mine* icon from the sidebar.
3. Place the outline of the building on the battle map by clicking on the flag marker.
4. Assign an Engineer to construct and man the mine after the supplies have been airdropped.

The size and purity of ore deposits vary. Click on a mine and refer to the sidebar to see the size of the deposit and the rate of production of Resource Units (RUs).

To convert RUs to cash: Any RUs remaining at the end of a mission are automatically converted and added to your liquid assets. RUs cannot be converted during a mission.

Command Points

Command Points determine how many units you can command. Your Base HQ provides 75 command points. Every Mobile Command unit you possess gives you ten additional command points. You can have up to three Mobile Command units at one time.

A more complex vehicle or unit requires more Command Points to control it. If there are not enough Command Points available, you are unable to construct a new unit.

Creating Infantry

Infantry are created in InVitro Tanks.

To construct an InVitro Tank:

1. Select a Command Center or Mobile Command unit.
2. Select the *InVitro* icon from the sidebar list.
3. Place the building outline on the map.
4. When the supplies have been dropped, designate an Engineer to construct and run the building.

To construct infantry:

1. Select the InVitro Tank.
2. Click on the appropriate infantry icon in the access panel in the sidebar. There are three types of Infantry available: Machine Gunner, Grenadier, and Engineer.
3. The infantry appears next to the InVitro Tank building when completed.

Infantry cannot be created if the cost cannot be paid or if there are insufficient Command Points to command it.

Improving Infantry

Infantry can be trained to improve their combat abilities.

To build a Training Facility:

1. Select a Command Center or Mobile Command unit.
2. Select the *Training* icon from the sidebar list.
3. Place the building outline on the map.

When the supplies have been dropped, designate an Engineer to construct and run the building.

Sending a soldier into training:

1. Select the soldier to be trained and pass the cursor over the Training Facility.
2. The cost of training the soldier is shown. Confirm the training of the soldier by clicking on the Training Facility.
3. When the soldier has been trained, the soldier appears outside the facility.

Soldiers are trained to the next level on their promotion tree. The trees are as follows:

Machine Gunner	to	Sergeant	to	Commando
Grenadier	to	Mortar	to	TOW-2 Gunner
Engineer	to	Spy	to	Demolitionist

For full details about each infantry, see [page 73](#).

Creating Ground and Air Units

Ground and Air units are created in Nanite Factories.

To construct a Nanite Factory:

1. Select a Command Center or Mobile Command unit.
2. Select the *Nanite* icon from the sidebar list.
3. Place the building outline on the map.
4. When the supplies have been dropped, designate an Engineer to construct and run the building.

To construct a unit:

Select the Nanite Facility and the required unit's icon from the access panel in the sidebar. All the units designed in your Unit Design screen appear in the sidebar. The unit appears next to the Nanite Facility when completed.

A unit cannot be created if the cost cannot be paid or if there are insufficient Command Points to command it.

Air and Hover units can only be created once a helipad has been constructed.

To construct a helipad:

1. Select a Command Center or Mobile Command unit.
2. Select the *Helipad* icon from the sidebar list.
3. Place the building outline on the map.
4. When the supplies have been dropped, designate an Engineer to construct and run the building.

Constructing Guns for Defense

To construct guns:

1. Select a Command Center or Mobile Command unit.
2. Select a gun icon from the sidebar list.
3. Place the building outline on the map by clicking when the outline turns green.

There are four types of guns—Guard Tower, Gun Turret, Rocket Tower, and Rocket Turret. A Gun placement has to be within five squares of a functioning, manned building. Once built, these guns cannot be moved and are therefore normally used for defense.

Combat

Selecting Units

To select one unit, right-click on it. A green highlight and white corners appear around it on the map. The unit grid in the sidebar shows just that unit, which has white highlighting to indicate that it is selected.

Right-click dragging the cursor (rubber-banding) creates a box and selects all the units within. Right-clicking in an open area deselects all units.

As units are grouped together, they appear in the grid in the sidebar. The active unit is shown by a white highlight. To change the active unit, click on a unit in the grid; it then becomes the active unit. Its icon is highlighted, and the unit has white corners around it on the map. If more than eight units are in a group, you can use the *Page Up/Down* keys to cycle through all of the selected units in the unit grid.

To save a selected group of units, press *Alt + 0–9*. To recall the same group later, press *0–9* as applicable. Use *Shift + 0–9* to recall the same group and to snap the Battle map view to the active unit of the group.

Moving Units

After you have selected a unit or units, position the cursor where you want them to move on either the Battle map or the Overview map and click.

To keep the selected units in formation: Click the *Formation* button (see [page 45](#)). This causes all units in a selected group to travel at the same speed, which prevents faster units from reaching their destination before slower ones.

Patrolling Units

Select the units you want to patrol an area.

Move the Navigation points on the Overview map by clicking and dragging. Units move from one Navigation point to the next—1, 2, 3, 4, 5, and then back to 1. Remove or add Navigation points by pressing - and +, respectively. Up to five Navigation points can be set per unit.

Click the *Patrol* button.

Units automatically fire at enemy units that come within range.

Attacking with Units

Select the group of units with which you want to attack, and move the mouse cursor over an enemy unit or structure. The cursor changes to the attack cursor when over an enemy unit and to the demolish cursor when over an enemy structure. Click on the target, and a red circle appears around the target. The selected units fire with their active weapons once they get within range.

Units automatically fire at enemy units that come within range, except for Artillery units, which always need a specific target designated.

Air Units

Air units can only be attacked with units that have an air attack ability. Machine Gunners, Sergeants, and Commandos can all fire at air units. The Anti-Aircraft Tank is the only ground unit that can attack air units and then only when carrying at least one of the following weapons systems:

- 40mm x 2 AA guns
- AA Pulse Laser
- Stinger Missile

The 40 mm x 2 AA and AA Pulse Laser can also be used to attack ground targets.

Air units can only engage each other with Sidewinder missiles.

HINT: Weapons need ammunition to fire.

Selecting a Weapon

In the weapons/ammo section of the unit sidebar, all of a unit's weapons are listed along with remaining ammunition. The active weapon is highlighted.

Select another type of weapon by clicking on it.

Gunlock allows quick weapon selection for similar grouped units.

Once a group of units has been selected, Gunlock is enabled, and a weapon is selected for a unit, all similar units switch to that weapon.

Automatic Weapon Switching

You can instruct the computer to choose which weapon a unit selects by clicking *Auto* under Weapon Switching in the Game Options menu (see [“Game Options” on page 29](#)). The unit automatically chooses the best weapon to do the most damage to the target. The target must be specified by the player.

Weapons out of ammo are never chosen. If the selected weapon is out of ammunition, the unit picks the next best weapon available to it.

When a unit is patrolling, no target is specified. Units use their active weapon as their patrol weapon, regardless of the target.

Exception: Long-range artillery weapons are never affected by automatic weapon switching.

Reloading Weapons

Select a unit and position the cursor over an Ammo Depot. Click on the Ammo Depot, and the unit enters it. When the unit has reloaded its weapons, it reappears outside the Ammo Depot.

Helicopters and hovercrafts are reloaded at helipads.

Infantry reload on entering any vehicle that has a Troop Reloader attached. Moving an infantry into a vehicle reloads its weapons automatically. However, the vehicle carries a finite amount of ammunition, which needs replenishing at an Ammo Depot.

Firing Long-Range Artillery

There are three special weapons that can be affixed to the hulls in the Unit Design screen. They are the Multiple Launch Rocket System (MLRS), 155mm Howitzer, and 200mm Howitzer. These weapons can be fired beyond the visual range of the unit to which they belong.

A long-range target has to be within visual range of a friendly unit or transmitter. Artillery needs to be directly targeted in order to fire; it

does not automatically fire upon visible enemy units. Long-range artillery is not affected by automatic weapon switching.

Transmitters

To place transmitters on the Battle map, you need to have an Advanced Communications Center built on that map.

To construct an Advanced Communications Center:

1. Select a Command Center of the Mobile Command unit.
2. Select the *Communi* (Advanced Communications Center) icon from the sidebar list.
3. Place the building outline on the map.
4. When the supplies have been dropped, designate an Engineer to construct and run the building.

Select a vehicle and move it to where you want to place a transmitter. Press the *T* hotkey. The vehicle drops the transmitter, and the fog of war is lifted from it. The range of a transmitter is dependent upon your computer technology level; the higher the level, the further your transmitter allows you to see.

Digging In

Some infantry types have the ability to dig in. When you place the cursor over an appropriate infantry type, the sandbag cursor appears. Click on the unit, and they build a defensive wall that adds to their defense.

Ground Pound: To demolish the sandbag structure built by digging in, use the Ground Pound hotkey *F* and then target the structure as usual. Friendly units can also be targeted in this way.

Force Fire

To demolish normally nontargetable items (such as the sandbag defenses of infantry, terrain, and friendly buildings and units), hold down the *F* hotkey and target as normal.

Laying Mines

Mines can only be laid by vehicles with one of the following weapon attachments:

- Mines: General Purpose
- Mines: Heavy Duty
- Mines: Super Combustible

Select the vehicle you want to lay the mine and move it to the place you want to put the mines. When the vehicle is in position, press the mine laying hotkey L.

Personnel Carriers (PCs)

To load infantry: Select the infantry you want to load, pass the cursor over the personnel carrier; it changes to the load cursor. Click on the personnel carrier, and the infantry load.

In its brackets, the personnel carrier displays that it is now carrying infantry. The infantry dots are color-coded to show their types:

Red—Machine Gunner, Sergeant, or Commando

Blue—Grenadier, Mortar, or TOW-2 Gunner

White—Engineer, Spy, or Demolitionist

To unload infantry: Click on the infantry dot in the brackets of the personnel carrier. Alternatively, select the personnel carrier by right-clicking. The sidebar displays all the infantry carried in the unit grid. Click on the unit you want to exit the personnel carrier.

Scattering Units

When units are under attack from artillery or risk being overrun by tanks, you can instruct them to scatter by pressing X.

Viewing a Unit's Status

Any units that are selected have green brackets around them. Inside each bracket are either one or two bars, depending on whether the unit has a shield. The bar on the left indicates the remaining strength of the vehicle's armor, and the bar on the right denotes the remaining strength of the unit's shield.

Each bar is color-coded for easy reference. The color depends upon the percentage of damage the shield or armor has taken:

- Green—up to 50 percent damaged
- Yellow—between 50 percent and 75 percent damaged
- Red—over 75 percent damaged

These bars are also shown in the Unit Grid (see [page 45](#)) along with an additional bar on the right, which shows the amount of ammunition remaining in the selected weapon.

Debriefing

When a mission is completed, a debriefing screen appears, showing an overall rating of the campaign. It shows the number of units destroyed and built as well as the number of structures built and destroyed. It also shows the reward for completing the mission.

There are four kinds of rewards:

- Flat fees
- Per unit destroyed fees
- Research point rewards
- Special weapons or devices

The financial statement on the debriefing screen records how much you earned from the mission. It lists the payment received, the value of the RUs remaining at the end of the mission, the amount of recovered capital you have received from selling buildings, and any bonuses you have earned.

After you have read the debriefing, exit by clicking. You return to your Office, where you can continue developing units, playing the stock market, and accepting more missions.

Playing Multiplayer

The object of a multiplayer game is to eliminate all the forces of the enemy. You can do this by forming teams with others or by taking on everyone by yourself.

The game play is similar to the single player game of WAR Inc, except there is no Campaign map available. The multiplayer battle takes place all on one map.

Alliances:

To ally yourself with another player type `]ally <name>`. Your units no longer fire in reaction to your allies' units, but unless they also ally with you, their units continue to fire on yours.

Allied units are distinguishable from enemy units by having blue corners when selected. Enemy units have red corners; your units have white corners.

To break an alliance, type `]unally <name>`.




Player chat:






To send a message to other players, type `/` (slash) followed by the message. Messages appear in the top left corner of the screen along with all the other notifications.






Reference Tables




Structures

As you progress through WAR Inc, an increasing number of structures become available to you. All structures must be manned by an Engineer to perform their functions. The following structures are accompanied by their respective sidebars.

Icon	Name	Prerequisites/Cost	Required For	Used For
	AA Gun	Weapons Technology Level 4, \$350,000,		Defense—40mm x 2 AA
	Advanced Communications	Command Center, \$150,000	Training Barracks	Displaying enemy units hidden by the fog of war; providing transmitters
	Ammo Depot	Mining Facility, \$75,000	SAM Turret, Rocket Tower, Helipad	Reloading weapons on infantry and ground units





Icon	Name	Prerequisites/Cost	Required For	Used For
 COMMAND	Command Center	\$100,000	Advanced Communi- cation Center	Calling in airdrops with build- ing materials
 GUNNER	Guard Tower	Weapons Technology Level 2, \$50,000		Defense—30mm Vlc
 HELI-PAD	Helipad	Nanite Facility, Ammo Depot, \$50,000	Constructing helicopters	Reloading weapons on air units and repairing
 INVITRO	InVitro Tanks	\$350,000	Medical Tent, Guard Tower	Creating infantry
 MEDICAL	MASH Tent	InVitro Tanks, \$120,000		Healing injured infantry






Icon	Name	Prerequisites/Cost	Required For	Used For
	Mining Facility	\$475,000	Ammunition Depot	Mining for Ore, producing RUs
	Nanite Facility	\$750,000		Building Units
	Repair Facility	Nanite Facility, \$250,000		Repairing damaged units
	Rocket Tower	Weapons Technology Level 3, \$300,000		Defense—2.75" rocket, TOW-2
	SAM Turret	Weapons Technology Level 6, \$300,000		Defense—Stinger

Icon	Name	Prerequisites/Cost	Required For	Used For
	Solar Power Plant	\$200,000		Producing power
	Tech Center	Hull Technology Level 5, Nanite Facility, \$450,000	Constructing Hover Tanks	
	Training Facility	Computer Technology Level 2, InVitro Tanks, Advanced Communica- tions Center, \$100,000		Training Infantry

Infantry

WAR Inc contains nine distinct infantry types. There are three basic infantry. They are the Machine Gunner, Grenadier and Engineer. Each one of these can be improved, through training, to different infantry that possess better weapons and abilities.

Icon	Name	Weapon/Special Ability	Ammo	HPs	Cost/\$	Prerequisite
	Machine Gunner	M-60 Machine Gun	200	20	10,000	
	Sergeant	M-16 5.56mm Machine Gun 40mm Grenade Launcher	300 10	30	10,000 to train	Computer Technology Level 2
	Commando	M82A1 12.7mm Sniper Rifle	20	50	20,000 to train	Computer Technology Level 5
	Grenadier	M-79 40mm Grenade Launcher Colt 45	15 24	20	20,000	

Icon	Name	Weapon/Special Ability	Ammo	HPs	Cost/\$	Prerequisite
	Mortar	Mortar Colt 45	15 24	25	20,000 to train	Computer Technology Level 3
	TOW-2 Gunner	TOW-2 Anti-Tank missile system	4	30	50,000 to train	Computer Technology Level 6
	Engineer	Colt 45 Manning buildings	24	20	100,000	
	Spy	W-PPK	24	25	100,000 to train	Computer Technology Level 4
	Demolitionist	Uses C4 plastic explosive Colt 45	24	20	70,000 to train	Computer Technology Level 7

Hull Types

Tech. Level	Hull Type	Base HPs	Price/\$1000	RU Cost	Space/cy	Weight/tons	Max. Speed/mph	Stature Defense Modifier/%
1	Mobile Command	0	5,000	1000	30	4	30	-25
1	Ore Sniffer	30	1,000	300	25	3	40	-10
1	Scout Quad	25	20	50	15	1	100	10
2	6X6 APC	35	40	100	25	1	80	5
2	Recon Tank	50	200	200	35	10	70	0
3	Light Power Armor	15	1,000	150	24	1	65	40
3	Light Tank	80	400	400	55	12	60	-3
3	Scout Chopper	10	180	100	25	1	110	20
3	Tracked APC	45	60	80	35	3	60	0
4	Anti Air Tank	45	500	400	60	15	70	-3
4	Tracked Launcher	25	450	300	70	7	45	-5
4	Transport Chopper	30	250	300	45	4	60	10

Tech. Level	Hull Type	Base HPs	Price/\$1000	RU Cost	Space/cy	Weight/tons	Max. Speed/mph	Stature Defense Modifier/%
5	Gunship	20	450	250	40	3	80	15
5	Heavy Launcher	20	550	500	85	10	35	-2
5	Main Battle Tank	100	600	600	70	17	45	-8
5	Medium Power Armor	20	2,000	300	30	1	60	30
5	Light Hover Tank	30	2,000	500	40	2	70	35
6	M109 SPG	30	750	500	60	16	50	-10
7	Heavy Power Armor	30	3,000	450	38	2	50	25
7	Hover Launcher	25	750	700	60	20	50	-9
6	Medium Hover Tank	40	4,000	750	50	4	60	30
7	Heavy Hover Tank	50	6,000	1000	60	6	40	25
8	M110 SPG	40	1,500	600	75	16	40	-10
8	Adv Hover Tank	80	8,000	1750	70	4	65	20

Weapons

Tech. Level	Name	Min. Damage	Max. Damage	Power Required	RU Cost	Cost/ \$1000	Ammo	Ammo Type	Range	Space
1	12.7mm Machine Gun	3	6	5	7	25	200	Bullets	2	4
1	20mm Cannon	5	10	5	10	45	150	Bullets	2	4
2	30mm Cannon	7	14	15	15	70	120	Bullets	3	6
2	20mm Vulcan	8	10	50	20	150	300	Bullets	3	6
2	50mm Autocannon	15	20	70	25	300	90	Shells	3	5
2	TOW-2 Missiles	125	200	5	250	500	4	Missiles	7	5
3	Dual 40mm AA Guns	18	24	10	12	350	150	Bullets	4	5
3	30mm Vulcan	9	12	80	30	300	250	Bullets	3	8
3	105mm Tank Gun	22	44	150	60	950	50	Shells	5	15
3	2.75" Rocket Pod	20	25	5	50	350	20	Missiles	16	6
3	Mines General Purpose	50	75	200	50	130	15		0	8
4	70mm Autocannon	20	26	120	35	750	60	Shells	4	6
4	CV 40mm Caseless	10	20	100	40	600	100	Bullets	4	5
4	Hellfire Missiles	100	150	5	150	450	4	Missiles	4	8
4	Mines Heavy Duty	100	150	200	75	255	10		0	12
4	Sidewinder	150	300	10	100	100	4	Missiles	6	4

Tech. Level	Name	Min. Damage	Max. Damage	Power Required	RU Cost	Cost/\$1000	Ammo	Ammo Type	Range	Space
5	120mm Tank Gun	30	60	250	70	1,700	50	Shells	6	20
5	Javelin Missiles	175	300	20	500	1,500	4	Missiles	10	10
5	MLRS Missiles	100	175	25	800	3,500	12	MLRS	19	37
5	Pulse Laser	5	15	1,000	80	530	150		4	2
5	Mines Super Combust	300	400	200	90	300	5		0	16
5	Stinger	150	275	100	350	50	4	Missiles	10	6
6	9mm Light Rail Gun	20	30	150	50	1,400	100		5	6
6	15mm Rail Gun	25	45	600	70	1,750	75		7	14
6	Heavy Pulse Laser	10	25	1,500	100	1,000	150		6	4
6	155mm Howitzer	40	70	400	500	1,500	20	Shells	20	20
7	20mm Rail Gun	35	60	800	90	2,600	50		8	24
7	X-ray Laser	10	35	1,600	125	1,500	150		5	5
7	Plasma Torch	10	90	4,000	250	4,000	80	Plasma	2	8
7	200mm Howitzer	50	85	600	800	2,800	20	Shells	25	30
8	Plasma Accelerator	20	80	3,000	400	2,500	60	Plasma	4	16
8	Particle Beam	20	110	8,000	1,000	5,000	60		7	28

Power (Engines)

Tech. Level	Name	Power per Inc./EU	Weight per Inc.	Space per Inc./cy	RU Cost per Inc.	Cost per Inc./\$
1	Internal Combustion Engine	150	80	1	3	10,000
1	Supercharged Engine	200	120	2	6	2,000
2	Diesel Engine	300	80	2	12	5,000
3	Gas Turbine	400	72	3	20	80,000
4	Cold Ignition Rocket	800	160	3	30	500,000
5	Fuel Cell	650	160	2	20	200,000
6	Active Metal	950	250	3	45	250,000
7	Fission Reactor	1,600	500	3	100	500,000
8	Fusion Reactor	2,100	300	4	70	750,000

Inc. = Increment of output from the engine

Armor

Tech. Level	Name	Damage Conversion Factor vs. Projectiles	Damage Conversion Factor vs. Missiles	Weight per Layer	RU Cost per Layer	Cost per Layer/\$
1	Aluminum	0.97	1.00	1,000	3	8,000
2	Steel	0.85	1.00	4,000	6	12,000
2	Titanium	0.75	1.00	3,000	10	28,000
3	Chobbam	0.61	1.00	4,000	14	115,000
4	Ceramic Composite	0.70	0.86	1,500	11	42,000
5	Plasti-Steel 3	0.61	0.80	500	16	95,000
6	Plasti-Steel 5	0.55	0.70	750	19	110,000
7	Molecular Laminate	0.39	0.56	3,000	25	400,000
8	Quantum Foam Shell	0.44	0.45	800	30	500,000

Computer

Tech. Level	Name	Range	Space/cy	% Accuracy Bonus	Cost/\$	RU Cost
1	Basic Targeting	3	1	5	8,000	25
2	Advanced Imaging	4	2	7	10,000	35
3	Assisted Targeting	5	4	15	25,000	45
4	Laser Guidance	6	6	22	40,000	60
5	Complete Thermal	7	8	28	60,000	75
6	Mini Radar	8	10	35	100,000	100
7	Full Radar	9	12	40	250,000	150
8	High Energy Radar	10	15	45	400,000	200

Shields

Tech Level	Name	RU Cost	Cost/ \$1,000,000	Space/cy	Power Required/HP	Strength/HP	HPs Recovered per Second
1	Kinetic 50 KW Pulse	150	1	10	1,000	10	0.4
2	Energy 50 KW Pulse	200	2.5	12	1,500	25	0.4
3	Kinetic 50 KW Cont	250	3	13	2,000	35	0.5
4	Kinetic 100 KW Cont	300	5	16	3,000	50	0.7
5	Energy 50 KW Cont	350	4	15	2,500	70	1.1
6	Energy 100 KW Cont	400	6	18	3,500	80	1.1
7	10 KW Mag Thermal	500	7.5	12	5,500	100	0.9
8	1 MW QED Flux	750	12	16	10,000	150	2

Specials

Tech Level	Name	Space/cy	Power Required/EU	Weight	Cost/\$	RU Cost	Special FX
1	External Pod	-5	0	500	5,000	100	-5% Defense
	Overdrive	0	250	400	6,000	50	+25% Max. speed
	Mine Roller	2	0	500	3,000	50	Absorbs all mine damage
	Ammo Bullets	2	0	100	1,000	50	Extra magazine for projectile weapons less than 50mm
2	CHF/FLR Pod	1	1	2	8,000	100	10% Defense
	Trns Gearing	0	-400	200	5,000	50	10% Max. Speed Modifier
	Auto Loader	2	150	250	30,000	200	Increases the fire rate of weapons carried
	Ammo Shells	5	0	500	10,000	50	Extra magazine for projectile weapons of 50mm caliber
3	Ammo Missiles	6	0	100	100,000	50	Additional missiles are carried
4	Ammo MLRS	10	0	1000	250,000	300	Additional MLRS are carried

Tech Level	Name	Space/cy	Power Required/EU	Weight	Cost/\$	RU Cost	Special FX
5	Elec Jammer	4	200	175	100,000	150	15% Defense
	Flash Charger	6	3,500	500	2,000,000	600	Extra power
7	Ammo Plasma	6	500	2,000	800,000	90	Additional plasma is carried
6	Neural Link	0	0	0	3,000,000	150	+20% Accuracy +10% Defense +10% Max. Speed
3	Troop Loader APCs	5	0	900	50,000	85	Available to APCs only. Allows units to reload on entering the vehicle.
8	Advanced Neural Link	0	0	0	5,000,000	350	+40% Accuracy +25% Defense +20% Speed

Hot Key Reference

The following hot keys are available:

Key	Description
- and +	Removes and adds Navigation points; up to five can be displayed.
?	Accesses the online help.
Arrow Keys	Scrolls the map in the direction of the key.
Alt + 0–9	Stores the selected group of units for later recall.
0–9	Recalls previously stored groups.
Shift + 0–9	Recalls previous group selection and snaps battle view to their location.
Esc	Exits you out of most screens.
Tab	Cycles the sidebar location.
A	Toggles between manual weapon selection and autoweapon selection.
B	Centers on last shot fired.
F	Force Fire—this enables your units to attack normally illegal targets such as friendly units and sandbag dig-ins.
G	Toggles Gunlock. When Gunlock is on, all similar units in a selected group switch to the same active weapon when one is selected.
L	Lays a mine at selected vehicle's location.
N	Toggle the Navigation points.

Key	Description
O	Brings up the Options menu in the battle and campaign mode.
P	Resets the Navigation points to their original settings for the selected unit.
X	Scatters currently selected units from their formation. This can be used to avoid infantry deaths from overruns.
T	Drops a transmitter at selected vehicle's location.
Alt + X	Exits the game to the operating system.
F1–F5	Transfers selected unit to HQ, Alpha, Beta, Charlie, or Delta Force.
S	Stops selected units.
/	Starts a multiplayer message.
]	Starts a multiplayer command.

Credits

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