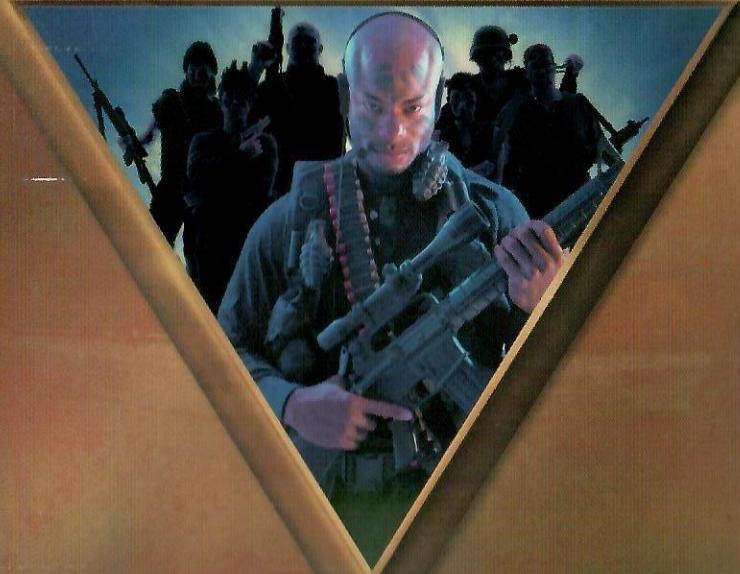


WAGES OF WAR™

THE BUSINESS OF BATTLE



MANUAL

NEW WORLD COMPUTING®

Wages of War
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First Edition

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INTRODUCTION

Wages of War is a squad level tactical simulation set in the year 2001. The game is a solitaire simulation pitting you, the player, as owner of a mercenary company, against computer controlled enemy forces and competing mercenary companies. The goal of Wages of War is to make the most money possible and become the world leader in mercenary activities. To do this, you must plan your missions carefully, spending enough money to acquire what you need for each mission, while minimizing your expenditures and casualties. Winning missions is not enough. You must win each mission while making the greatest profit possible.



THE FUTURE

By the year 2000, constant conflicts in the Middle East climaxed into a limited nuclear exchange, destroying most of the world's oil supply. The sudden shortage restricted military strength and limited high technology. Economic conflicts, oil shortages, and partial military collapse quickly ensued, resulting in two things: first, the Western U.S. seceded from the U.S.A, and second, the world's drug lords managed to "officially" take control of the countries they had indirectly been controlling for years. With these changes, the United States split into Old America and New America; and South and Central America united under the flags of the drug cartels.

Since governments could no longer field large armies, terrorism - state-sponsored or otherwise - became commonplace. Instead of fighting it, both governments and corporations began to use terrorism to "influence" their neighbors and competitors. Weapons manufacturers were put under exclusive contracts to government and a few powerful businesses. Black markets were soon formed to provide the ordinary citizen with weapons; though these weapons were leased due to the difficulty involved with replacing them.

In addition to terrorism, mercenaries-for-hire rose in popularity. For businesses they provided skilled combatants at reasonable prices. For governments they offered the

perfect scapegoats in case of failed missions. Schools formed for the training of mercenaries, and eventually Italy and Australia offered \$500,000 dollar grants to anyone wanting to take on this exciting business opportunity.

This is where you come in. As a budding entrepreneur, you start your own mercenary-for-hire business in Australia called MERCUS, Inc. Just remember, you can kick butt on the battlefield, but if you don't turn a profit, you're out of business. Good luck.



MAIN MENU

Campaign: Begins a campaign in Wages of War. The object of the campaign is to end with the most money possible, and to be the most respected mercenary company in the world. After you select campaign, you must enter your name.

Scenario: Play a single scenario in Wages of War. You are given a set amount of money to start, and play ends after you finish the scenario.

Load Game: Loads a previously saved game of Wages of War. Click on the box of the saved game you wish to load.

Save Game: This option allows you to save a game of Wages of War. This option is not available from the Main Menu - you have to be playing a game to save it.

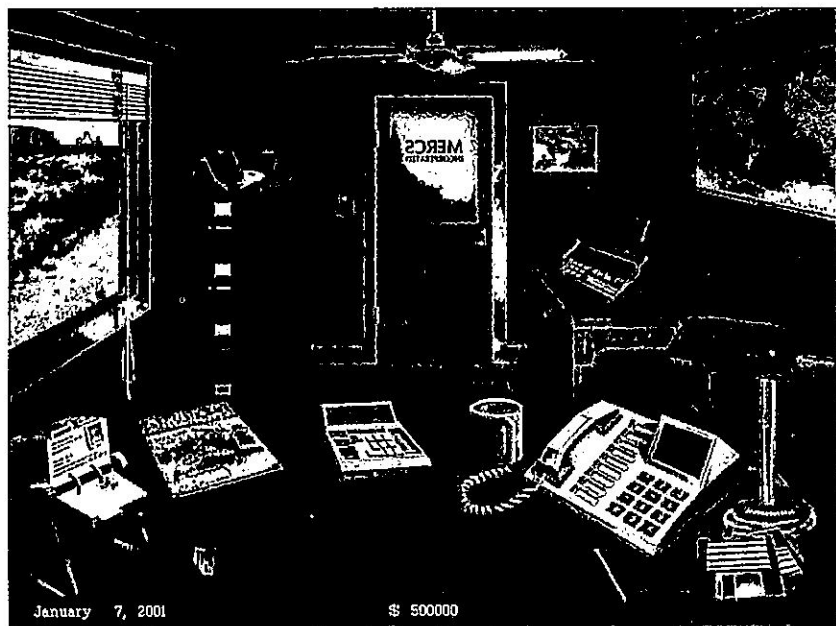
Options: Brings up the Options screen where you can turn music and sound on or off, adjust the detail between low and high, and set the difficulty to Green (easy), Line (normal), or Crack (hard).

Credits: Brings up the Credits screen, showing the people who contributed to Wages of War.

Quit: Exits the program and returns to your operating system.

OFFICE INTERFACE

Both Campaign and Scenario games begin in the office. In Campaign mode, this is where the business side of Wages of War is conducted: negotiating contracts, receiving intelligence, and hiring and outfitting mercenaries. In the Scenario game, the office is used only to outfit your squad.



CONTRACT OFFERS

Each mission begins with a phone call. This is the offer for work from someone who needs your services. This phone call will end with a contract being faxed to your offices. To answer the phone, click on it. The screen will change to a close-up of the phone, and a contract will be offered to you. The con-

tracts are offered by three different types of clientele: individuals, governments, and corporations. Each type of clientele offers different potential benefits to your company. The benefits can be broken down into contract negotiation, contract size, and prestige.

Governments do not negotiate their contracts since they are top secret and you must accept the contract before you know the mission details. The benefit to dealing with governments is the high visibility you receive in the form of prestige at the end of the mission, since the press is always alert to government dealings. Watch out though, as a failed mission can bring negative press and negative prestige- governments are adept at avoiding blame.

Individuals tend to be the easiest to negotiate with, giving in to your demands much more easily than corporations. The money you will receive from individuals is greater than that with governments, but less than corporations. Prestige is almost non-existent with the individuals, since these contracts are usually negotiated and executed privately.

Corporations allow the greatest chance for profit since their pockets are deep. Be careful, as corporations are shrewd negotiators. There is the opportunity for some prestige in dealing with corporations.

You can replay the message your client sent

you by clicking on the Replay Last Message button. When you are done with the phone, click Done to return to the office.

CONTRACT NEGOTIATION

You will receive the contract by fax. To read the contract, click on the fax machine. The contract states the mission to be accomplished, the reason the contract is being offered, the amount of money the client is offering you, the percentage of up-front money, and the date by which the client would like the mission completed.

After reading over the contract, you will have to decide if what is being offered is acceptable. If not, you can negotiate for a larger bonus, more up-front money, and/or more time to complete the contract. These are adjusted by clicking on the "+" and "-" buttons. To send the fax back, click on "Reply". If you decide to negotiate, be careful since asking for too much may cause the client to become angry. If the client becomes angry, he will make a final offer. This final offer must be accepted, or you decline the contract. Rejecting contracts hurts your prestige, so try to accept as many as possible.

INTELLIGENCE GATHERING

After you have accepted the contract, you

will receive a call from your accountant who will fax the quotes from the Intelligence Clearinghouse for delivering an intelligence report to you by a given date. The shorter the period of time they have to get the information to you, the higher the cost of the information. Once you have looked over the quotes, you must select a company to use for this mission's intelligence gathering. Remember that all intelligence fees are due and payable in advance.

Once hired, an intelligence agency will work around the clock to get you the information you need. In a perfect world, the agencies would like five days to deliver the information to you. Unfortunately, the world is not perfect, so the agencies will work on any time frame you choose. Just remember, the less time they have, the higher the cost and less likely the information will be 100% accurate. You can select the company to use by checking the appropriate box. Click on the "+" and "-" to change the number of days, and click on "Reply" when finished.

The intelligence report that you will receive when the intelligence company completes their investigation will include the following information:

- A briefing discussing the best time to start your actions, expected timing of the mission, expected weather conditions, and how best to enter the area of operations.

- Mission specific information, such as the expected location of your objective.
- The expected number of enemy units you will encounter, and their experience in combat situations.
- The expected firepower you will encounter.
- Your overall chance of success in completing the mission.
- The situational map showing the area in which the mission will take place.

Keep in mind as you review the intelligence report that even the better companies can supply inaccurate information. Plan for the unexpected.

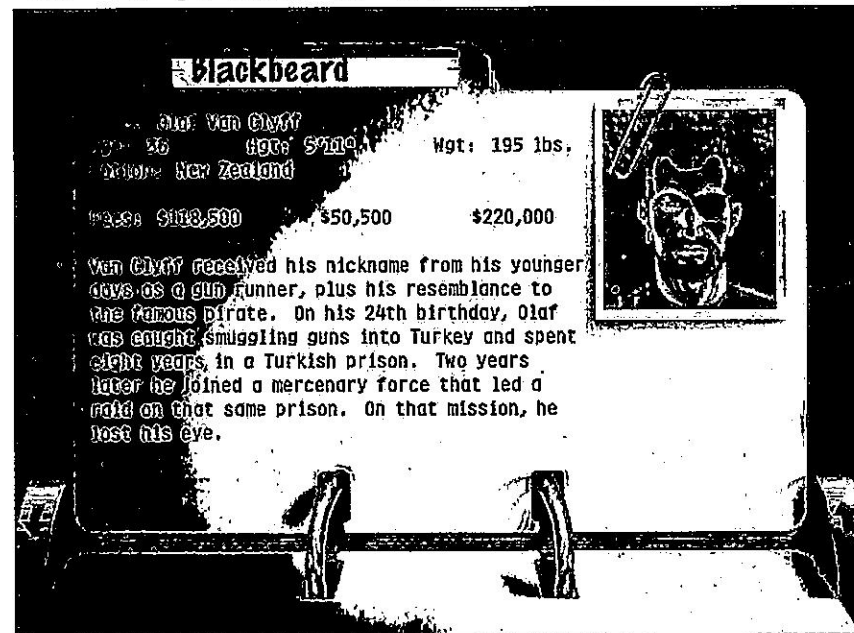
The information will come as a packet under the door to your office. To review the information, click on the packet.

HIRING MERCENARIES

The next action you will undertake in preparing for the upcoming mission is to hire the mercenaries that will make up your squad. You may have up to eight mercenaries in your squad.

When you click on the card file, you will go to a close-up of the card file. Click on the

up and down arrows to move through the individual cards. Each mercenary has their own card and each card has two sides. To see more information on the mercenary, click anywhere on the card and the reverse side of the card will be shown. To select a mercenary for your team, find one that is available and click on the box in the lower right of the card. This box will be blank if the mercenary is available and not yet selected, it will have an "X" through it if the mercenary is unavailable, or it will contain a "✓" if the mercenary has been selected for your team. To de-select a mercenary, click on the checked box. When you are finished selecting your team, click on the "DONE" button. A box will appear asking if you are sure you want to hire these mercenaries. Click on "YES" to hire them or "NO" to go back to the close-up card file.



The Alliance of Registered Mercenaries (A.R.M.) is the union to which all mercenaries belong. They supply you with up-to-date rolodex files on all the mercenaries. The information presented in the files includes:

A photograph of the mercenary.

Mercenary attributes and skills. The attributes and skills are:

Strength (STR): Strength determines how much a mercenary can carry and how much damage the merc can take.

Agility (AGL): Agility is used in combat skills. It affects weapon and hand-to-hand fighting.

Experience (EXP): Experience gives a bonus to all activities.

Will (WIL): Will is factored into almost all skills, and determines how easily a mercenary panics.

Technical Skills (TCH): Tech skills are the ability to pick a lock, crack a safe, use a computer- operating any piece of technology.

Weapons Skill (WSK): Weapons skills are the ability to operate and maintain firearms.

Hand-to-Hand Combat (HHC): Hand-to-Hand Combat is the ability to fight in melee.

The Action Point Rating (AP): Action Points determine how much the merc can do in a turn.

The Encumbrance Rating (ENC): Encumbrance is how much the merc is able to carry.

These statistics are rated at five levels, and color coded.

Black: Acceptable / Unproven

Red: Below Average / Green

Orange: Average / Line

Yellow: Above Average / Crack

White: Excellent / Elite

Vital Information - shows the mercenary's name, nickname, nationality, age, height, and weight.

Missions Information - the tally of the number of missions for which your company has hired a mercenary, and the number of missions that the mercenary has completed successfully while under your employ.

The current status of the mercenary. The possibilities are:

Available - you can hire this mercenary.

Unavailable - will not work for you at present or on another mission.

WIA (Wounded In Action) - recovering from

wounds.

MIA (Missing In Action) - left behind on a mission, but could return for later missions.

KIA (Killed In Action) - dead.

There are three dollar figures under fees. The first figure is the cost of employing the mercenary. The second figure is the bonus the mercenary will receive if the mission is successful. The third figure is the death benefit that must be paid to the mercenary's beneficiaries if the merc should be Killed In Action.

A synopsis of the relevant history of the merc is provided by clicking on the card.

LEASING WEAPONS AND EQUIPMENT

After you have chosen your team to take into combat, you must lease the weapons and purchase the equipment you will need for the upcoming mission.

You will decide on your equipment and weapons needs by perusing the catalogs of the various arms dealers. These catalogs are updated weekly, showing you the quantity and availability of the weapons and equipment. There are three arms dealers to choose from. At first, you will not have the prestige to deal with more than the lowliest and sleaziest

dealer. As you gain prestige and acceptance in the mercenary community, other dealers will want to do business with you. You will know when other dealers are ready to do business with you, because they will send you their catalogs.

Abdul's Armaments

Ingram M10

Type: Submachinegun
Country: USA

CAL: 9 x 19mm
EFF RANGE: 100m
MAX RANGE: 2012m
TYPE OF FIRE: Automatic
RATE OF FIRE: 96 rpm
ACTION: Selective
FEED DEVICE: 32 Rnd Box Magazine
LENGTH: 26.9 / 54.8cm
WEIGHT: 3.46kg
COMMENTS:

HR: 8 DC: 3 PEN: 10
ENC: 89

QUANTITY	STOCK	PRICE	TOTAL
1	0	\$3100	\$3100

9 x 19mm
SYNONYMS: 9mm Parabellum, 9mm Luger
BULLET DIAMETER: .355 in.
BULLET WEIGHT: 7.49g
32 Rnd Box Magazine
ENC: 16

QUANTITY	STOCK	PRICE	TOTAL
5	0	\$232	\$1160

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Abdul's Armaments

Uz 61 Skorpion

Type: Machinepistol
Country: Czechoslovakia

CAL: 7.63 x 17mm
EFF RANGE: 50m
MAX RANGE: 1195m
TYPE OF FIRE: Automatic
RATE OF FIRE: 80 rpm
ACTION: Selective
FEED DEVICE: 20 Rnd Box Magazine
LENGTH: 26.8 / 51cm
WEIGHT: 1.53kg
COMMENTS:

HR: 4 DC: 2 PEN: 5
ENC: 63

QUANTITY	STOCK	PRICE	TOTAL
0	3	\$1300	\$0

7.65 x 17mmSR
SYNONYMS: 7.63 x 17mmSR, .32 Automatic, .32 ACP, 7.65mm Bechling
BULLET DIAMETER: .308 in.
BULLET WEIGHT: 4.75g
20 Rnd Box Magazine
ENC: 12

QUANTITY	STOCK	PRICE	TOTAL
0	8	\$80	\$0

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\$ 401500

ORDER NOW

Clicking on the catalog will take you to a close-up of the inside of the catalog. Here is where you will lease your weapons, ammunition, and equipment. Pages that contain weapons that require ammunition will be divided into two parts. The top portion of the page will show the weapon and its specifications and the bottom portion will show the ammunition and its specifications. You purchase ammunition in loads for the weapon. Although more than one weapon may use the

same caliber of ammo, you must purchase the specified load for that weapon. This is the ammo at the bottom of the specific weapon's page. To increase quantity selected, click on the "+" and to decrease quantity selected click on the "-". To flip through the pages of the catalog, click on the upturned corners at the bottom of the page. Along the edge of the catalog are index tabs for each class of weapon. Clicking on the tab will take you to the starting page for that weapon class.

Certain missions may require you to have specific pieces of equipment or weapons to complete the mission. These requirements are stated in the intelligence briefing. When in the catalogs, if a piece of equipment (or weapon) is required, there will be a Post It note attached to the page reminding you not to forget to order the specific item. Also, if the player right clicks the mouse, a dialog box will appear listing all required equipment.

To place your order, click on the "ORDER NOW" section of the business reply card. Once you click on "ORDER NOW", you will be taken to the typed order form showing a summary of your expenditures. Either click on the "REVIEW CATALOG" button to change your order or click on the "PLACE ORDER" button to place the order.

As you start to shop for your weapons, keep in mind the economic and political climate of

the day. Weapons are very difficult to come by since the governments are in possession of all arms plants. The black market arms dealers are in total control of the weapons available to you. Prices are high and weapons are only available through leasing. If any weapons are damaged or left behind, you will have to reimburse the dealer for his loss of future income for that weapon. Also, all dealers make you sign a contract stating that any new weapons acquired on a mission are to be turned over to the dealer. Of course, they will pay you for these weapons.

The weapons available in Wages Of War are actual weapons available in the market place today. These weapons will perform to their actual specifications. A lot of time has gone into researching the weapons and devising a combat system that makes use of the weapons performance specs.

You will also be able to lease various pieces of equipment. Included in equipment are such things as medical kits, knives, parachutes, night vision goggles, flares, fence cutters, etc.

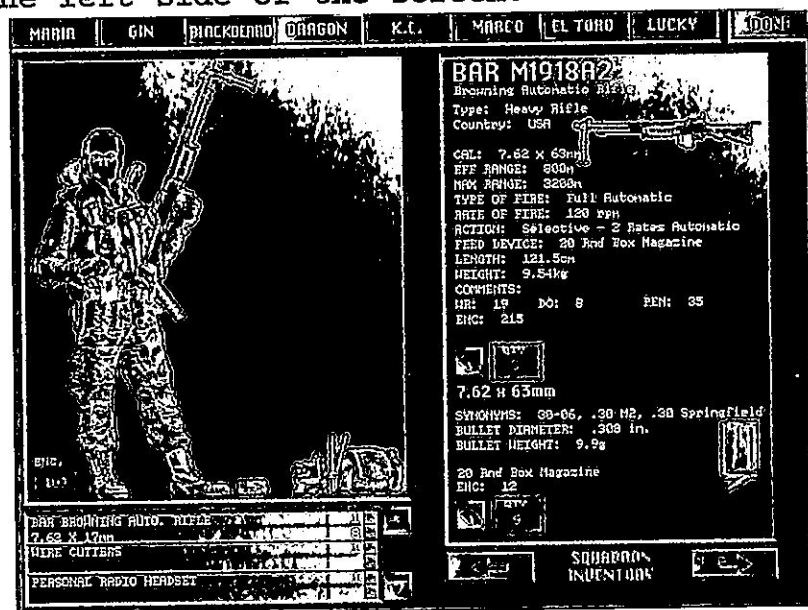
DETERMINE TRAVEL PLANS

At this point, you will receive a phone call from your accountant with quotes for three possible itineraries showing time to make the trip as well as the cost for that itinerary. You will then have to select one of these

keeping in mind cost and mission time frame.

OUTFIT YOUR TEAM

Next, a package containing your arms and equipment will arrive. Click on the package to outfit your squad. You will be taken to the outfitting screen. On the left of the screen will be the mercenary you are outfitting, below the mercenary will be his/her personal inventory list, and on the right will be the weapon or equipment you are working with. To change between mercenaries, click on the name at the top of the screen. To change the weapon or equipment piece you are working with, click on the arrows at the bottom right of the screen. To see the current mercenary's statistics, right click on the left side of the screen.



To outfit a merc with a specific weapon, ammo, or equipment piece, click on the arrow beside the quantity box. The quantity will decrement by one and the weapon or equipment piece will appear on the mercenary at left and his personal inventory list will be updated. Also, the mercenary's encumbrance will be updated to reflect encumbrance of the weapon or equipment. The mercenary can never carry more equipment than his remaining encumbrance will allow. To remove an item from a mercenary and place it back in inventory, click on the arrow to the right of the item in his personal inventory list.

Once your team has been outfitted, click on the "DONE" button at the top right of the screen. A box will appear asking you if you are sure you are finished outfitting your squad. Click "YES" to go back to the office or "NO" to return to the outfitting screen.

TRAINING

Training is important in Wages Of War. By training your squad, they will tend to be more effective as a team and be more likely to correctly handle any technical skills needed for the mission. Training is only used in the Campaign game of Wages of War.

There are three types of training that can be performed in Wages Of War. These are: mission training, technical training, and

weapons training. You do not have to train at all, but if you choose a type of training, you must spend 1 full day in the chosen type of training. You may train for additional days. As in real life, training has diminishing returns. You get the single largest benefit from the first day of training at a specific skill (i.e. mission, technical, weapons). It takes two to four additional training days to double the benefit derived from the first training day. As always, keep in mind costs and the mission time frame.

BEGIN MISSION

This is what you have been preparing for. As the owner of MERCS, Inc., you will not participate directly in the mission, but will direct the mission from a safe distance. Click on the office door to begin the mission. Your men are in constant contact through the radio equipment that you own. It is possible for a radio to stop functioning, and you will lose control of the mercenary with the bad radio equipment. Hopefully the mercenary will be able to correct the problem and return to your control.

While performing the missions, you will be able to look at the mission area from 2 views. The first view is the tactical view. This is where you will see your squad carry out the actions you ask them to perform on strikingly rendered maps showing the terrain and features of the mission area. The squad members

will be dressed in appropriate camouflage uniforms based on the current mission. The second view is the overhead map where you see a larger piece of the mission area with men represented as colored dots. This map can be seen in the lower right corner of the screen.

Missions can end in three ways. First, by successfully completing the mission, second, by retreating and leaving the map area, and finally, by having all your mercenaries killed or incapacitated. Once the mission ends, you will be taken back to your office in Sydney, Australia.

MISSION REVIEW

This is the last step in the mission process. You will receive a call from your accountant. He will then fax you a mission report discussing the mission accounting and offering suggestions for improving on weaknesses he has seen. This is also where you will see how you are performing against the other mercenary companies.

OFFICE EQUIPMENT

The following items can be found in the office that may aid you in running your business:

CALCULATOR

Click on the calculator to see an accounting of your expenditures for the current mission. Once you select the calculator, you will go to a close-up of the calculator that shows your expenditures on the printout. The LED display shows your current bank balance. When you have finished viewing this information, click on the "POWER" button to exit.

FILING CABINET

Click on the face of the filing cabinet to open the filing cabinet drawer. Once the drawer is open, you can select any completed mission for review. The information presented is the data on the selected mission including the final accounting for that mission. Click on "DONE" to exit.

WALL MAP

Clicking on the wall map will take you to a close-up of the map, showing you the location and outcomes of previous missions. This information is color coded by stick pins. Blue stick pins are successful missions, red stick pins are failed missions, and the yellow stick pin is the current mission. Click anywhere to return to the office.

FLOPPY DISKS

Clicking on the floppy disks takes you to the Main Menu screen. From here you can select game options, and save and load games or start a new Scenario or Campaign. Click on the Resume Game button to return to the game.

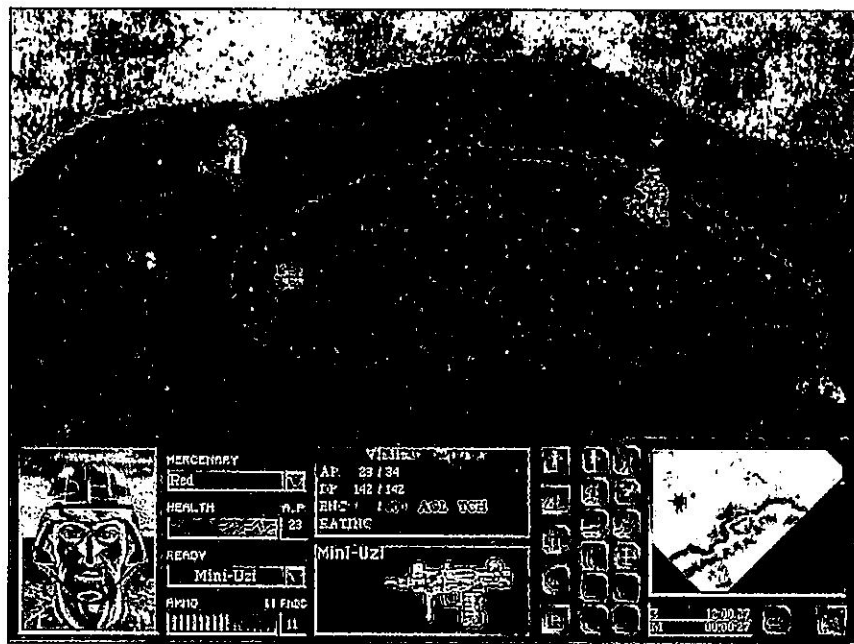
VINNIE

If you should ever find yourself short of funds, you will get a call from Vinnie. He is the local loan shark and he will be glad to make you a short term loan. Be careful about using Vinnie's services though. He expects to be repaid in full, plus interest of 20%, at the end of the current mission. If you are unable to repay Vinnie he will become angry. It is not a good idea to make Vinnie angry.



MISSION INTERFACE

This is the combat side of Wages of War. Your mercenaries now attempt to fulfill the contract you have accepted with the equipment and training you have given them. Once you begin a mission, you are taken to the tactical map, which is a close-up view of the mission area. To change between views, click on the map button in the lower right corner of the mission interface. The bottom fourth of the screen is dedicated to information on your mercenaries and their options in combat.



MERCENARY PORTRAIT

As the action system moves to each soldier, the current mercenary's portrait will be shown in the portrait window. You can click

on this portrait to toggle to the wound location silhouette for the current mercenary. Untreated wounds are red, treated wounds are bandaged. Right clicking will bring up the merc's inventory, selecting an item will cause the merc to drop that item.

MERCENARY BAR

The mercenary bar shows the nickname of the current mercenary. To the right of this bar, the relevant data and current health status for the mercenary is shown. Click on the down arrow in this bar to show the list of all mercenaries. You can then select a mercenary from this list to view his relevant data.

HEALTH AND ACTION POINT BAR

Below the mercenary bar is the health and action point bar. As a soldier's health decreases due to wounds, the health bar will be updated to reflect the soldier's health status. The action point area (A.P.) shows the remaining action points for the mercenary on this turn. Injuries to a mercenary decrease his/her number of AP's.

READIED WEAPON BAR

The ready bar shows the weapon the current mercenary has at the ready. To the right of this bar a representation of the current readied item is displayed. Click on this window for information on the readied item.

Click on the down arrow in this bar to show the weapon list for the current mercenary. To ready a new item, click on it in the list and then click on the "SELECT" button. Notice as you move through this list that the relevant data for the item is displayed in the box to the right. All weapons and equipment are color coded.

White: Functional equipment.
Yellow: Weapon out of ammo.
Red: Jammed weapon.
Black: Broken weapon.
Green: Selected equipment.
Orange: Ammunition (clicking on ammo displays the weapon).

AMMO BAR

The ammo bar shows the ammo status for the readied weapon. The bar is a representation of the percentage of ammo remaining in the weapon, while to the right of the bar the actual number of rounds remaining in the weapon is displayed. Immediately above this bar, hash marks show the amount of reloads the mercenary currently has.

ACTION BUTTONS

To the right of the mercenary and weapon boxes are the action buttons. These are displayed in three columns. The first column never changes. The buttons in this column,

from top to bottom, are:

NORMAL ACTIONS BUTTONS

When this button is selected then the right most two columns of buttons show the Normal Actions. These are the most used actions in the game.

SPECIAL ACTIONS BUTTON

When this button is selected then the right most two columns of buttons show the Special Actions. These are the least used actions in the game.

CENTER ON CURRENT MERCENARY BUTTON

When you click on this button, the map centers on the current mercenary.

END TURN BUTTON - (OPPORTUNITY FIRE)

This button ends the current mercenary's turn and proceeds down the initiative list. If the mercenary has action points remaining, then he goes into wait status. If something happens within his field of vision, then the game engine will come back to him.

GAME OPTIONS BUTTON

Clicking on this button takes you to the games options screen. From here you can select game options, and save and load games. Click on the Resume Game button to return to the game.

The second and third columns of buttons

change depending on which of the first two buttons in column one are active. If the Normal Actions button is active then the last two columns contain the Normal Actions Buttons. If the Special Actions Button is active then the last two columns contain the Special Action Buttons.

NORMAL MOVEMENT BUTTONS:

Certain buttons will only be active when they can be used. For instance, the Open/Close Door button will only be active when the current mercenary is beside a door. Below is an explanation of each action button.

STAND, KNEEL, PRONE BUTTONS

These three buttons will change the mercenary's stance to the one selected. The mercenary's current stance is always highlighted. Stance affects line-of-sight.

WALK, RUN, CRAWL BUTTONS

Selecting the appropriate button will tell the mercenary how he should move. You then select the location to move to by positioning the "X" cursor on the game map and left clicking. If you right click on the game map while one of these buttons are active, a message will appear telling you how many action points it will take for the current mercenary to reach the marked location and the path the mercenary will take will be shown. This will not take into consideration AP's used for opening doors or other special actions.

OPEN / CLOSE DOOR BUTTON

Use this button to open a closed door or close an open door.

SELECT TARGET BUTTON

Click on this button to select the target you wish to fire on. The cursor on the game map will turn to a cross hairs and you can select the target to fire on by right or left clicking at the targets feet. Right clicking will cause the merc to snapfire, left clicking will cause the merc to take an aimed shot. The mercenary will then fire at this target. The cursor will change when aiming to give you information on your target:

Cross: No line of sight to the target.

Block: Target has cover from a nearby obstacle (tree, wall, car, etc.)

Man: Clear shot. The color of the man indicates the injury level of the target: white is uninjured, yellow is lightly wounded, red is incapacitated or *stunned*, and a black skull means the target is dead.

RELOAD/CLEAR JAM BUTTON

This button can be selected anytime the mercenary has ammo remaining. A mercenary can reload a weapon that is not empty by clicking on this button. This is especially helpful if you are about to assault a room and come to find out the mercenary has only one bullet remaining in his gun. Select this button for the mercenary to reload his

weapon. If the mercenary's weapon is jammed this button will change to a jammed button. Select this button to attempt to clear the jam. If the weapon should ever break, it is of no use to the mercenary.

HAND-TO-HAND COMBAT BUTTON

This button is similar to the Select Target Button. Select this button then move the map cursor over the enemy you wish the current mercenary to fight. This button will only be active when the mercenary is next to an alive enemy unit.

THROW EXPLOSIVE BUTTON

Brings up a list of the explosives carried by the merc. To select an explosive, pick it from the list. Move the map cursor to the grid you wish to target and click. The mercenary will then attempt to throw the explosive into the targeted grid. Always remember that grenades have an explosive radius and are not exact weapons. To de-select an explosive, click on the Throw Explosive button again.

SIGHT MORTAR BUTTON

This button will be highlighted if there is off field artillery or mortars at your disposal. Select this button to target the grid for the artillery/mortar. Move the map cursor over the grid you wish to target and click. Remember that mortars and artillery

are not exact weapons and will land in a radius of the targeted grid.

SPECIAL ACTION BUTTONS

FIRST AID BUTTON

This button will become highlighted when the current mercenary is wounded or next to a wounded soldier. Select this button to administer first aid to the soldier. You must select the soldier to whom you wish to administer first aid and you must have a medical kit. You can apply first aid to yourself.

DROP ITEM/EXCHANGE

This button is used to pick up, drop, or exchange a piece of equipment or weapon with another soldier. When you click on this button a screen similar to the outfit squad screen will appear. Choose the weapon or piece of equipment you wish your mercenary to drop, pick-up or exchange.

CUT FENCE

The cut fence button will be highlighted when a mercenary with fence cutters is next to a wire fence. Use this button to tell the current mercenary to make a hole in the fence.

SET TIMER

This button will only be active when the current mercenary has a satchel charge and a

timer. Select this button to call up the set timer box. Set the timer for the length of time you want and select "ARM". The mercenary will place the timed explosive in the grid in which he currently resides. Timed explosives are the only sure way to blow up mission targets. Read the intelligence briefing carefully for an approximate number of charges it will take to destroy a target. Grenades and thrown satchel charges may have a slight chance of destroying an objective.

CARRY SOLDIER

Select this button when the current mercenary is standing in the same square as an incapacitated soldier. He will then carry the disabled soldier. This is the only way to get an incapacitated soldier off the map and to safety. If you leave the incapacitated soldier behind, he will either die or become an MIA. If you carry a disabled soldier to the black area surrounding the map (on the exit areas of maps) a dialogue box will appear asking you if you wish to evacuate the disabled soldier. After exiting the disabled soldier the dialogue box will ask if you wish to exit the current soldier. Keep in mind that carrying a soldier will hinder a mercenary's movement.

PERFORM TECH WORK

This button is used to tell the current mercenary that you want him to perform technical work, such as breaking into a computer or

cracking a safe. The mercenary must be next to the technical item you wish him to work on.

REVIEW INTELLIGENCE

Use this button to review the intelligence report during a mission.

FIRE FLARE

This button is active if you have purchased illumination flares. This button will fire an illumination flare which will increase visibility on night missions.

AP SAVER

This button when selected will always save enough AP for the current mercenary to make a stance change or reserve points for opportunity fire at the end of a move.

NEXT VISIBLE ENEMY

This button will center the map on the next visible enemy unit. Visibility is a function of the current mercenary. If the active mercenary can not see an enemy unit, then the enemy is not displayed, even though another mercenary may be able to see him.

THE OVERVIEW MAP

The lower right hand side of the screen contains the overview map. You may scroll this map around by right clicking. If you click within the map, the tactical map will jump to

this location. This map will allow you to move quickly to any location on the tactical map.

TIME

Below the overview map the Mission time and Local time are displayed. Some missions require you to complete your mission within a specific time limit. Also, certain events within the game are timed. You may refer to these timers to keep you on track for the mission.

WIND DIRECTION

Next to the time is the wind direction. This shows the direction the wind is blowing and is helpful for planning where to throw smoke grenades.

OVERHEAD VIEW BUTTON

The overhead view button takes you to the overhead view map. This allows you to see the entire area of operations at one time. This map also shows you where you can enter and exit the area of operations.

STRATEGIES AND TIPS

The enemy react as real people would. They progress through levels of readiness. Once your squad is spotted, they will become confused as to what to do for a period of time. The length of the period of confusion is dependent on the mission and the experience level of the enemy. You should try to remain hidden on your approach to your objective. The closer you get to the objective before being spotted, the greater chance of success as the enemy will be confused as to what is happening. If you are spotted early on, the enemy has a greater chance to recover from their confusion and mount a concerted defensive effort.

Remember, achieving your mission objective is not enough. You must also make money if you want your business to continue. Watch all your expenses. Make sure you get what you need to do the job, but avoid overkill. This will just waste money.

Use sound military tactics to succeed. If it seems foolish in real life, then its foolish in this simulation. Everything from the men to weapons and equipment will perform realistically.

When moving, use cover to your advantage. If you must move in the open, use smoke to cover your movement. Before moving, lay down covering fire.

Explosives have a burst radius. Remember this when using them. Make sure your men are clear of the burst radius as explosives have no friends.

Damage and hit locations are modeled from US Government studies. If your men are becoming incapacitated too quickly, then you are not using sound squad level strategies (or you are very unlucky!). Use caution when acting - do not make thoughtless moves. Plan ahead.

Try not to leave weapons and/or equipment in the field. Since your weapons and equipment are only leased, you will have to pay out of pocket for anything left behind. Furthermore, leaving mercenaries behind can severely damage your credibility, making it harder to hire more mercenaries for later missions.

There is no one correct strategy. Each mission carries its own strengths and weaknesses. Plan your missions based on the intelligence you purchase, but remember, portions of the intelligence may be incorrect.

WEAPONS CHART

Handguns

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
Colt Python	6	3	12	35	6	8	1	1
Browning .25	1	1	1	16	10	15	1	2
Makarov PM	3	2	7	24	8	15	1	2
Walther PPK	3	2	6	26	7	8	1	2
P-08 Luger	4	3	9	32	8	15	1	2
Colt Detective Special	2	2	6	24	6	8	1	1
HK P7M13	4	3	9	29	13	15	1	2
High Standard .22	3	1	1	35	10	15	1	2
S&W Model 29	9	5	23	44	6	8	1	1
Colt M1911A1	4	3	10	36	7	15	1	2

Submachineguns

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
Ingram M10	8	3	10	88	32	38	3	3
VZ 61 Skorpion	4	2	5	63	20	30	3	3
MP5A2	11	3	11	94	30	38	3	3
M3A1	10	3	11	117	30	45	3	3
Uzi	10	3	11	105	32	53	3	3
Mini-Uzi	9	3	10	88	20	53	3	3
Thompson M1A1	10	3	11	135	30	45	3	3
Bushmaster	9	5	21	78	30	45	3	3

Shotguns

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
20 Gauge Sawed-Off	1	5	11	68	2	8	1	1
Remington 870P	7	6	14	136	8	8	1	1
H&K CAWS	7	6	14	126	10	15	1	2
Savage 311-R Guard Gun	7	6	14	118	2	8	1	1
Browning Autoriot	7	6	14	137	5	8	1	2

Rifles

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
M1Carbine	12	5	20	108	15	15	1	2
KAR-98K	16	8	38	143	5	8	1	1
AKM-47	12	6	29	139	30	38	3	3
M16A1 (M203)	14	6	25	146	30	60	3	3
Enfield No.4, Mk I	15	7	34	151	10	15	1	1
Remington M700	20	8	37	129	5	8	1	1
M14	18	8	37	153	20	23	3	3
M16A2	14	6	25	128	30	15	3	3
.460 Weatherby Mk V	20	9	71	161	5	8	1	1
MAS 49-56	17	7	34	138	10	15	2	2
Type 64	14	7	34	145	20	38	3	3
BAR M1918A2	19	8	35	215	20	45	3	3
H&K G11	12	5	21	112	50	15	3	3

Machine Guns

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
PKMS	20	8	40	296	100	98	9	3
M-60	20	8	37	324	100	75	7	3

Grenade Launchers

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
M79	13	1	21/10	98	3	60	15	4
M203	13	1	21/10	146	3	60	15	4

Anti-Tank Weapons

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
M72A2	12	7	3760/46	85	1	90	10	4
Panzerfaust 100	5	8	940/76	169	1	90	10	5

Mortars

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
M19	30	10	238/15	286	6	60	15	4

Primitive Weapons

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
Crossbow	9	4	5	82	6	2	0	0
Bowie Knife	0	2	18	14	0	0	0	0
Survival Knife	0	2	15	10	0	0	0	0
Switch Blade	0	2	7	5	0	0	0	0
Machete	0	3	20	23	0	0	0	0
Battle Sword	0	3	25	38	0	0	0	0

Grenades

Name	WR	DC	PEN	ENC	AMMO	PNC	AE	R
AN-M8 HC Smoke Grenade	3	0	0	23	1	2	NA	4
GR 24	3	4	26	39	1	60	15	5
M2 Pineapple	3	2	10	17	1	60	15	5
M26 A2	3	2	18	15	1	60	15	4
NR 423	3	2	14	10	1	60	15	4
No. 14	3	1	0	16	1	30	15	4
NICO Sound & Flash	3	0	0	15	1	2	10	4
Satchel Charge	3	4	0	20	1	90	15	4

WR - Weapon Rating, the accuracy of the weapon.
 DC - Damage Capability, the hitting power of the weapon.
 PEN - Penetration, the penetrating power of the weapon.
 ENC - Encumbrance, how heavy the weapon is.
 AMMO - Ammunition, how much ammunition the weapon carries.
 PNC - Panic Rating, how well the weapon scares the enemy.
 AE - Area of Effect, machineguns can affect areas.
 R - Reliability, higher numbers are less reliable.

