

ALIEN ASSAULT

MANUAL v1.7 (game released by
Teardown at <http://www.teardown.se>)

*In space, nobody can hear you scream.
And you **will** scream...*

It is the 23rd century.

73 years ago, the human race was almost wiped out by a plague of unknown origin. It was unstoppable, incurable and had an 87,6% mortality rate among the infected. Part of the result was that with incomplete crews and no resupply, the numerous orbital habitats soon turned into nothing but orbital graveyards.

But if there is one thing in which we excel as a species, it is persisting no matter the odds. We survived. We endured. We rebuilt.

Twelve years ago, the conquest of space began anew. Our first priority was securing the derelict space stations in Earth's orbit, repairing those which could still be of use and dismantling the rest.

At first there were no difficulties. Then we started losing contact with the repair teams. Soon after, squads of highly trained troops began to be deployed to protect the salvage operations from the as of yet unknown threat. All but a few were massacred.

This was mankind's first contact with the Swarm. We don't know where they came from, nor how they arrived here. Fearsome and feral, the creatures' only discernible instinct was the unstoppable urge to kill.

In the narrow and cramped environments aboard the space stations, numeric superiority was worse than useless - it was a hindrance. We couldn't send in more troops, as they would simply be slaughtered again. But we could send better troops.

Enter the MECS-19S (Mechanized Exoskeletal Combat Suit), better known as the S.P.A.R.T.A.N. An awesome suit of high-tech armor combining the pressurized environment of a space suit with servo-augmented limbs of powered armor, heavy-gauge protective plating that would not feel out of place on a tank and hard points capable of mounting an arsenal of powerful weaponry. It evened the playing field - just barely enough to give us a fighting

chance.

So began The First Orbital War...



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A BRIEF INTRODUCTION

We at Teardown thank you for taking an interest in our game and hope that you will enjoy endless of hours playing it. Ever since we were small children we have gazed upon the world of "The Board Game That Can't Be Mentioned" with delight and spent a great deal of our youth playing both the board game as well as previous games to both the Amiga and the PC. We have spent the last 1½ years working on this game, trying to perfect it the way we ourselves would like to play it and it is with great pride we now release it to the world. The whole idea behind this game was to create a game that was easy to start and play for a while when you were bored or just if you had nothing better to do and it was never intended to grow this large, and so the response from all of you have been tremendous and we are so grateful and happy that others may enjoy this game as well. Duly note that we have no desire to earn any funds out of this and so should anyone feel that we have used any of their work without permission do not hesitate to contact us and we will remove it from this game. Now continue to read through this manual and make sure to spread the word that this game is available to anyone wanting to play it. One last thing, since we put so much work into this, every encouragement or simply just a mail telling us you enjoy our game world mean so much to us. Thank you. /www.teardown.se

The first thing you have to do to play **Alien Assault** is read these rules. We've included lots of images and examples to help explain the more complicated ideas. Don't try to memorize this manual on the first go; all you really need to begin play is a basic grasp of how things work - you can look up the particulars as you need during the game.

THE WORLD OF ALIEN ASSAULT

The History of the Game

Alien Assault is inspired by "The Board Game That Can't be Mentioned" and to a certain degree by the *Alien* movies.

Because a derelict space craft may contain bits of lost information or technology, Orbital Marines are often sent to search for and recover these valuable items. Retrieval operations must be rapid and efficient. Aliens often make homes of these derelict space craft, attacking those who come aboard in order to spread their genetic code further afield.

Derelict Space Craft

The game of Alien Assault chronicles the assault upon one of these vessels by a Company of Orbital

Marines. The player takes on the part of the Orbital Marines, the toughest warriors of humanity fighting against the Aliens: fast, vicious, and super-humanly strong alien creatures which are invading Human Space.

The Orbital Marines

The Orbital Marines with S.P.A.R.T.A.N. powered armor are the best soldiers of humanity. They are elite soldiers, specially chosen for natural ability, and have their innate superiority enhanced further by a combination of extensive training and mental conditioning. Their dedication and steadfastness is a product of this superiority and indoctrination.

As befits such an elite force they are given equipment to match their abilities. They wear power armor to give them all-over protection and the ability to survive in hostile environments, and are equipped with superior weaponry as well.

The Alien Swarm

Cliffs Notes version: they are fast, tough, lethal in melee, and extremely hostile to all human life. That sentiment is, in fact, entirely mutual.

Our scanners find it difficult to identify the enemies from a distance due to their inhuman physiology. Until there is visual confirmation, suspected enemy positions are indicated by "blips". A blip can contain a single opponent, but is just as likely to contain several or be nothing more than a false reading containing no enemies whatsoever.

THE GOAL OF THE GAME

The player takes on the role of the Orbital Marines trying to accomplish a predetermined assignment. These missions vary between maps and require different strategies depending on the task. The game of Alien Assault is played out in turns. First the player moves his marines a number of squares, try to kill attacking Aliens or whatever he thinks is best suited to complete his mission. In the Alien turn the computer acts as the enemy and moves any Aliens on the map trying to stop the player from accomplishing his goal usually ending in the attempt to kill all Orbital Marines left in the game. How many actions the marines and Aliens may take is determined by a number of action points. When they are used up the turn ends and the player/computer take another turn and so the game continue until either the mission is completed or all Orbital Marines are killed.

STARTING ALIEN ASSAULT

If you are starting the game after quitting in the middle of a mission, you'll be taken straight back into the mission. Otherwise, you'll be taken to the main menu.

MAIN MENU

Choose Squad

Lets you choose which squad you want to play with. If you play with the default options, it's eye candy only. Depending on the options you change and the experience of the various squads, it might make a difference in game play. The Marines ranks are displayed next to their names.

Start New Campaign This should be obvious.

Continue Campaign This should be obvious.

Start Single Mission

There are a number of stand alone single missions available to play. Also, whenever you complete a mission from a campaign it will also become available to play as single mission. As long as you aren't currently in the middle of a campaign mission, you can break away from the campaign without ill effects and play single missions.

Statistics This is for a players overall statistics and should be obvious.

Options There are many available, several of which can make the game considerably easier. There's a detailed list towards the end of the manual

MISSION BRIEFING MAIN SCREEN



Briefing Menu Sub-Screen

Selecting any of the 5 lines of text in the menu will give you additional information about the mission if any is available.

Mission Objectives

On each mission you are given one objective which you must complete. There are 10 different objectives throughout this game:

Flame Area(s) One or more Marines in your squad is equipped with a Flamethrower which must purge all the squares marked as objectives. On the minimap the designated squares will be marked with a yellow X. Self destructing a Flamethrower will count for this as long as all the squares are burned. Blast Hammer's self destructing and exploding Vulcan Cannons do **not** count for this. If all marines carrying Flamethrowers die before the mission has been completed you have failed. *Note: The enemies will know of your mission and will be more interested in killing the few marines carrying Flamethrowers who are able to complete your mission.*

Recover Item(s) Find one or more items and take them to the designated area(s) or teleport them out of the derelict vessel.

Terminate Depending on the mission you need to kill all or a specific amount of Aliens to succeed with this objective.

Protect Area You must prevent any enemies from entering the area you are supposed to protect.

Protect Object You must prevent any enemies from attacking and destroy a specific object.

Destroy Item(s) You must find your way to the objects and destroy them.

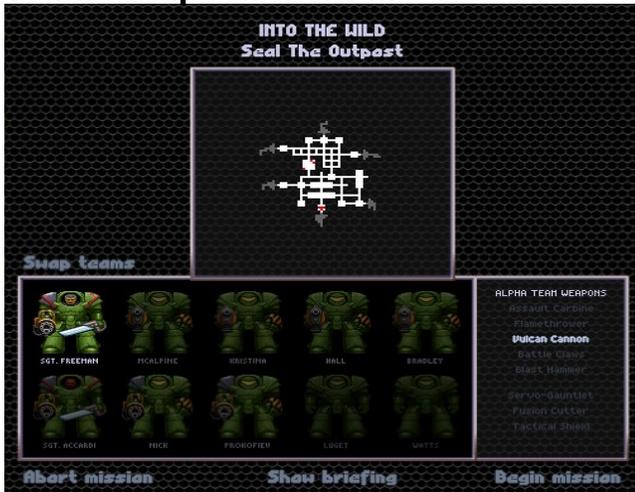
Seal The Area Close all designated doors to complete the objective.

Survive Your marines must survive for a specific number of rounds. The mission is completed when the enemies have moved during the last round and at least one marine is still alive.

Kill The Swarm Leader Find and kill the Swarm Leader - the leader of the Aliens.

Note: Even if all your marines are killed, it's possible for some objectives to be filled and have those missions be successful.

Team Setup Sub-Screen



Here you can modify the weapons the marines carry and, depending on the mission, swap which team starts at which predesignated starting area. Also, selecting a Marine will show you where his placement is by flashing on the map. Darkened marines that aren't carrying weapons (like the 2 on the bottom right of the above pic) aren't going on the mission.

To change the weapons loadout of an individual to something else, first select the marine you want to change. Then click on the highlighted weapon to remove it. It should now be semi-highlighted with a number in parenthesis showing that it's available for someone else to use. If they had a ranged weapon, you will also see the melee weapon is now highlighted and available to be removed. The only exception to that is a sergeant's powerblade which will only be available to be removed if someone else has an empty slot. Finally add weapons to all the marines. If there is already a different weapon available, you can just click on the available weapon instead of removing the current weapon first.

Note: All Marines have to be fully equipped to start a mission and removing all their weapons will not remove them from the mission. Also, some missions start with a large assortment of weapons already available.

PLAYING MISSIONS

INGAME MENU

When you are in the middle of a mission, hitting the escape key brings up the ingame menu. Hitting escape a second time returns you to the mission. The menu lets you:

1 abort the mission (not recommended due to killing

all of your marines)

2 quit the game (it will save where you are in the mission)

3 view the various options (not all of them can be changed in the middle of a mission)

INGAME APPEARANCE

Here follows an extensive explanation of the design of the game and an introduction to understanding the layout. This is an image of a typical ingame screenshot:

The Status bar

All vital information regarding your Orbital Marine squad is displayed here. Apart from the obvious graphical appearance of your marines the Status bar also displays such things as your current ranks, the number of available Action points as well as Command points. This is also the best place to see which weapon you are equipped with and how many marines you have at your command. The number of available marines in a mission varies between one and ten. If equipped with a Flamethrower or an Vulcan Cannon the numbers of remaining rounds of ammo are also displayed here. The 3 buttons in the top right corner of each Marine's status bar are discussed later.

Should your marine go into Overwatch or Jam, this will also be displayed as explained below. In this image here, 8 marines are available and currently marine number 1, named "Sgt. Chukarin" is chosen.

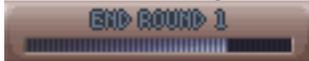


Action Points (AP) The AP are used to execute all available actions to a specific marine. All moves and costs are explained later on. 4 AP are given to each marine at the start of each round. The AP are personal and can only be used by that specific Marine. When the player is ending the round any remaining AP left are considered wasted. *Note: on this image all four AP are still available.*

Command Points (CP) Effectively bonus AP, 1 to 6 CP are given randomly to be shared amongst all marines in the mission at the start of each round. These points can be divided any way you like among all remaining marines. When the player is ending the round any CP left are wasted. There is an option that allows the rank of a living Sergeant in the mission to determine the minimum of CP you get so for example if you Sergeant has reached his fourth rank you always get at least four CP. If you have 2 sergeants, your minimum CP is based on the sergeant with the higher rank.

Weaponry A more detailed explanation of all available weapons are done later on but the Status bar is the best way to see how you are equipped.

Round Timer/End Round Button



Once you start most missions, you'll see that you have a limited amount of time each turn to accomplish all the tasks you want your Marines to do. Using a timer for the turns is a significant element of the atmosphere of the game, that can add quite a bit of tension. Taking a real lot of time to plan out your turn is not a good idea. The tutorial missions are a good way to practice becoming more proficient, not only with how moving, weapons and tactics work, but also for time and AP/CP management. Having a sergeant in your force increases the amount of time that you have to complete your moves. While your Marines are in the middle of an action, the timer is paused.

If you need time away from the game, the pause key is available. You can also hit the escape key to bring up the ingame menu.

If playing with the timer is too big of a constraint for your playing, there is an option to turn it off in the options menu which is accessible in the main menu. It can't be turned off in the middle of a mission. If you do turn it off, try turning it on again periodically.

When your done doing everything you want to (or more likely all you can) for that round, click on the button to end the round.

The Minimap



This minimap is not only a copy of the current map but more importantly the radar to pick up approaching enemies and to get an overview of the structure regarding positioning of your marines and where to advance in order to complete your mission. Should the map feel too small you can always *left-click* on it with your mouse cursor to make it fit the entire screen, and to close the map just *right-click* on it once more. In some missions the radar will be partly or completely out of order; there are four states for the radar:

Normal The minimap shows information as it is supposed to.

No walls Only enemies are showing, no walls. As you progress through the vessel the minimap adds details showing you what you have explored.

No enemies The minimap only shows the walls of the vessel, not where the enemies are.

No walls and no enemies The minimap only shows the walls of the vessel where you have been. Enemies are not shown.

Orbital Marine Positions The Orbital Marines are shown on the minimap in a light blue color regardless of which squad you choose to play with. Also the currently chosen Orbital Marine is marked with a slightly brighter blue color. Remember that the minimap only show your positions and not the directions your marines are facing. *Note: Compare the minimap and the ingame image to fully understand how they compare as this is a crucial ability to handle the game.*

Incoming messages

From time to time your commander uses his intercom to transmit messages to your squad. This is a good indication how much time you have left to complete your mission. He will also alert you should you stand too close to an enemy entry and enemies are approaching. To remove incoming messages simply click on it with your mouse button.

ITEMS

Below are some sample items to protect/destroy/recover/operate or just add flavor to the game. Just because you see them doesn't mean they are important to the mission. **Always** get what information you can from the briefing.



Items may or may not block movement, line of sight (LOS), and/or line of fire (LOF). Some items can also be destroyed which is discussed later. Scrolls (the second pic above) need to be recovered in at least one mission.



R.A.T. Scanners (Robotic Autonomous scout) are the most common items used in recovery objectives. They are miniature tracked drones often released into mission areas to provide advanced tactical intelligence. Unfortunately, their limited computers occasionally get confused in the maze-like layout of corridors and are unable to determine the right path back to where they were originally dispatched from.

In order to facilitate its recovery, every R.A.T. has a flashing light and built-in radio beacon that begins broadcasting a distress signal if the device is unable to return to its point of origin within a defined time limit. While far from precise enough to pin-point the exact location of the R.A.T. drone, the beacon's strength will allow you to determine when you are in proximity to the device. When they are picked up, the sound is turned off.

Note: The R.A.T. Scanners move around between missions gathering data, so they might not be at the same location next time you run the same mission.

OBJECTIVE MARKERS

The different objectives throughout the game are often marked out on the minimap as a yellow X. This indicates the direction you should head for and if several objectives are on the same map you are able to see which objectives you still have left to complete. Just because you see something like in one of the pics below doesn't mean that is the objective of the mission. For instance, you could see a teleporter, but really need to kill 30 aliens.

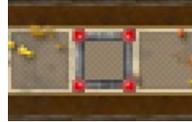
Always check out the briefings before a mission.



Go to this square to evacuate and/or recover an item and bring it to this square



Destroy everything in this square with a flamethrower or Flamethrower self destruction.



Go to this square to evacuate and/or recover by teleportation. When you stand on it, a teleport icon will become available.

THE LAYOUT

Corridors

Corridors are without a doubt the most common element of a vessel. These corridors are miles long and run from one end of the vessel to the other. All corridors are also filled with roof pipes and other types of debris. These are however only a visual feature and have no actual effect to the game. All corridors are so narrow that only one Orbital Marine or Alien may occupy each square. There is no way to walk around another marine occupying a square in the corridors.

Rooms

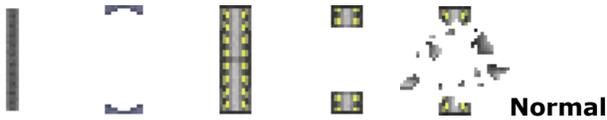
The rooms of a vessel often act as junctions to several corridors or contain vital objects necessary to a mission. The rooms and chambers of a vessel are larger areas making it possible to pass around other Orbital Marines or an ideal place to fall back and stand your ground should you be totally surrounded by Aliens. Also note that the rooms offer ideal positioning when you want several marines to fire down the same corridor or cover a specific path.

Junctions

Just as with the rooms, junctions also have the function to bind together different corridors to complete the maze of the vessel. All junctions also make it possible to pass around another Orbital Marine and to separate your Orbital Marine squad. The Aliens will also use this feature and will use all junctions to divert so that they may attack you from different directions or to circle around your marines and attack you from behind.

Doors

There are 3 types of doors you will encounter in a vessel:



Normal doors generally have yellow markings. The most common door which can be opened and closed by both Marines and Aliens. A Marine with a Assault Carbine or Vulcan Cannon can destroy these doors by shooting at them.



Security doors generally have red markings and are usually thicker than normal doors. These doors are locked and only Marines can open and close them. That means they can be used to keep Aliens locked out. A Marine with a Assault Carbine or Vulcan Cannon can destroy these doors as well.

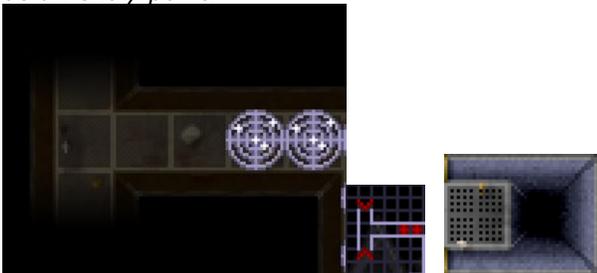


Bulkheads The thickest doors, bulkheads are basically large emergency doors used to seal off a section of the vessel. Marines can close them but when they are closed they cannot be opened again! They can only be destroyed by a Marine with a Vulcan Cannon or Fusion Cutter.

Entry Points

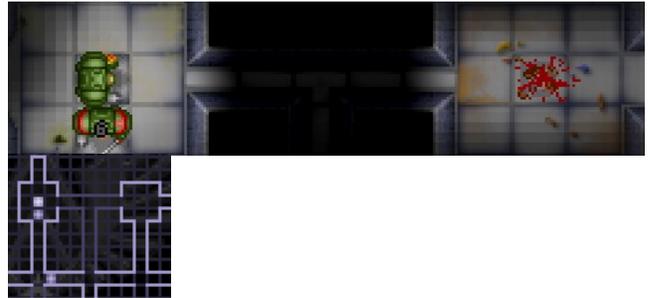
As the game progresses the Swarm is often reinforced by the arrival of even more enemies. The locations from where the new Aliens enter the board are called entry points. The most common settings in a map are that the Swarm gets one or two new blips each round.

Below is an example from both the main map and the minimap. In the main map entry points are shown by faded squares. The minimap show them as red arrows. The third picture might or might not be an entry point.



Ventilation Shafts/Air Ducts

These are by far the narrowest parts of a vessel, much more so than the corridors that the Marines use. Used to transport fresh air around the vessel these are the perfect passageways for any Aliens. Aliens often use them as shortcuts and to escape Orbital Marine fire. As these ventilation shafts are so narrow the Orbital Marines do not fit into them, so only the Swam can use them. Try to stay away from them if possible. Marines can, however, fire through them as you can see below. The minimap shows their walls to be darker than normal walls.



Pillars

Pillars like the one in the center of the room below will block LOS.



'Roofs'

Roofs, pipes, screens, leaves, etc. cover some corridors or room corners. Even though they don't have any mechanical effect on game play, some of them cover enough of what's underneath so that it's easy to lose track of enemies if you aren't careful. While it's unusual to see as much covered as the sample pic below shows, they do pop up and should be kept track of. As you can see below, the alien is fairly easy to miss if you aren't careful.



Tunnels

Tunnels allow the Swarm to move rapidly from one part of the map to another protected by impenetrable cover. Like ventilation shafts, only the Swarm can use them. Unlike them, Marines can't fire into or through them. Once the Alien exits the tunnel entrance, both the tunnel and the Alien become visible, with the Alien standing on top of it. That is when you can fire at it, presumably with Marines on overwatch. The Aliens can also melee attack anyone that stands on top of the entrance, so don't think it's safe or that you can permanently block it. The tunnels do make a characteristic sound when an Alien moves into or out of them.

Most missions don't have tunnels, but when they do, they can appear seemingly from nowhere and they will never show up on the minimap. Sometimes there may be a visual clue that a tunnel entrance is in view, but not always. Also, sometimes you can see blips 'in the walls' next to a tunnel entrance just waiting to come out and kill your troops. If that happens, then there is an entrance there that hasn't been revealed yet. The minimap picture below obviously doesn't show the tunnel that is revealed next to the blip. You can also see that the room behind the marines doesn't show an entrance on the main map (there is one there, trust me). That's because it won't be revealed until it is used and in a Marine's LOS.



MOVING YOUR MARINES

And so you have learned everything there is to know about the visual aids but you still have the two most important aspects left to learn. Firstly how to move around and act with your marines and secondly how to kill all those Aliens roaming the vessels.

Selecting the appropriate marine

When it is time to select the marine you want to move around with there are three different ways to select him.

1. Use your mouse button and simply left click on the desired marine.
2. Use the Status bar and press the information box of the marine.
3. The Status bar also shows a number before the name of every marine. By pressing the corresponding number on your keyboard you select that marine. Anywhere during the game you can also press the TAB button to make a number appear above all your marines. That way it is easier for you to identify which marine has the corresponding number.

Actions

The actions a Marine can perform are shown as action buttons surrounding the character. By right clicking the mouse you toggle between movement, fire mode if it's available, and melee attack if it's available. White buttons indicate movement; red buttons indicate firing and yellow indicate objective specific actions. Each move has a specific cost in Action Points/Command Points, only the moves possible to perform are shown on screen.

Undoing Actions

You can hit the backspace button to undo **SOME** actions. Opening and closing doors, and moving as long as the move didn't reveal part of the map can be undone. Sometimes, if blips are revealed, those actions can't be undone either.

Warning: Once you select another marine, even if you don't do any actions with him, you can no longer undo any previous marine's actions.

Actions List

Here is a complete list of all actions:



Obviously the Marine's facing determines which icons are appropriate for the action.

Move Forward – 1 AP Takes the marine one step forward, either straight ahead or diagonally.

Move Backwards – 2 AP Takes the marine one step backwards, either straight backwards or diagonally.



Turn 90 degrees – 1 AP Rotate the marine either left or right.



Teleport - 1AP



Open/Close Doors – 1 AP All doors regardless of type cost 1 AP to open/close. In the first 2 examples below, the Marine can open the door, but not the next 2. The positions and facing apply to operating items that can be operated also.



Operate – 2 AP In some missions specific objects must be operated to complete the objective.



Pick Up/Drop Off item - 1 AP To pick up the item walk onto the square it is located on. When you want to drop it off it will be dropped on the square the Marine is standing on. Only soldiers armed with a Servo-Gauntlet or a Powerblade can carry items. Also, a soldier can only carry a single item at a time.



Fire – 1 AP After right clicking your mouse button, this icon shows where to fire using your Assault Carbine or Vulcan Cannon.

Move + Fire - AP costs the same as a normal move There aren't specific icons for this. Available to marines using Assault Carbines and Vulcan Cannons. To do this, first move normally, then immediately fire and the firing won't cost any AP. If you switch to another marine, the free firing is lost.



Fire Flamethrower – 2 AP Marines equipped with the Flamethrower can fire a cluster of squares at the cost of 2 action points. How to do it will be described later



Overwatch – 2 AP This icon sets your marine into Overwatch, making him fire at all enemies that do anything in his line of fire out to 12 squares. Overwatch is discussed in detail in the Marine Ranged Weapons section.



Turn Off Overwatch - 0AP Turning off Overwatch for a Marine can always be done, which **always** frees up any AP/CP that Marine used to set Overwatch even if you switch to another Marine and later come back to this one.



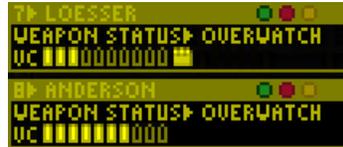
Clear Jam – 1 AP When you marine has jammed, use this icon to "clear jam" in order to reload and continue to fire.



Melee Attack – 1 AP Battle Claws and marines equipped with a melee weapon can use this icon when standing next to and facing an Alien to attack them in hand to hand combat. Standing corner to corner isn't good enough, the 2 combatants must be edge to edge.



Vulcan Cannon Full Auto - 2AP Full Auto uses 5 ammo. Doing this targets everything in the attackers LOF with the usual 3d6 but also adds +2 to the roll. That means it shoots at Marines too. In the pic below, Loesser can't use full auto until he reloads but Anderson can.



Reload - 4AP If your marine show an ammo clip icon next to the ammo track, reloading is available. Flamethrowers don't usually come with a reload, and Vulcan Cannons always start 1. Availability for Flamethrower reloads will depend on the mission. In the picture above Loesser has an ammo clip, but Anderson doesn't.



Self Destruction – 1 AP A marine equipped with the Flamethrower or Blast Hammer may self destruct. Flamethrowers require at least 1 round of ammo left to do this. The blast from a self destruction is greater than an ordinary Flamethrower shot killing everything in a 5x5 area and also destroys any nearby doors. *Note: A popup will appear asking you if you really want to perform this action so you do not trigger this event by mistake!*

Note: Having problems figuring out which move an action button represents ingame? Place the mouse cursor on a button and a help text will appear telling you which move it represents and also how many AP/CP it will cost to perform.

COMBAT

Combat is based on line of sight, line of fire, and rolling six sided dice (d6). If multiple dice are rolled, the highest one is used. All combat bonuses are added together, whether they are from the weapon used, rank, or sergeant.

Line Of Sight (LOS) LOS is basically what the marine can see with their own eyes. Marines have a 180 degree view angle and with help of special heat and night vision sensors they can spot targets without range limit. All walls, closed doors, other marines, Aliens and flames cut LOS making it impossible to see through them. To visually get a representation of the LOS press the small green button in the top right corner of the currently selected Marine.



◆ Line Of Fire (LOF)

The S.P.A.R.T.A.N. armor of the Marines gives them needed protection but also limit them in motion. Due to this the LOF - the area where enemies can be

targeted - is only an angle of 90 degrees but same as LOS without range limit. To visually get a representation of the line of fire press the small red button in the top right corner of the currently selected Marine. Pressing the yellow button will show you the Marine's LOF when on overwatch. If there is another icon to the right of the yellow one, that shows the Marines rank.

Ranged Combat compares the roll to a target number. If it is equal or greater than the target number, the attack succeeds resulting in a kill. The roll can be modified depending on the weapons you have and the options you play with.

Melee Combat each combatant rolls and the rolls are compared. The combatant with the lower number dies. In the event of a tie, nobody dies. If the attacker is facing either the side or rear of the defender and loses, nobody dies, but the defender will turn to face the attacker. The roll can be modified depending on the weapons you have and the options you play with.

MARINE WEAPONRY

Depending on each mission the marines are equipped with different weaponry. The marine's shoulder pad's color is based on the weapon. Yellow pads for Flamethrowers, black pads for Vulcan Cannons, and green (or whatever the squad's normal color is) for everything else.

Note: in all the top down pics below, The Marine on the left is a sergeant (red stripes on the shoulder pads) and they are both only carrying the weapons mentioned to the right of them. The ones carrying only one weapon will never show up that way ingame because both hands need to carry weapons.

RANGED WEAPONS

Ranged weapons are always carried in the right hand. If there are letters in parenthesis next to the name, that is how they will be listed ingame in the Marine's status bar.



Assault Carbine (AC) This is the standard weapon for a Marine. The "Thunderbolt" class Assault Carbine is an all-purpose high caliber rifle firing rocket propelled high explosive rounds. It gets a sustained fire bonus and can be set on overwatch. Unlimited range using normal or sustained fire, 12 squares

for overwatch.
Rolls 2d6 with a target number of 6.

The drawback of Assault Carbines using overwatch is called JAM. This is when you fire too rapidly causing the Assault Carbine to lock up. It happens whenever both rolls are the same. Should this happen you may not fire any more rounds in that Alien turn and must await your own turn before you can CLEAR JAM (Cost 1 AP). This is done by pressing the icon just ahead of your marine. Also note that you cannot fire any more shots until JAM is cleared, but you may still do anything else as you wish. You **can** kill an alien and jam at the same time. If you are unfortunate your weapon may JAM on your first overwatch shot, the Alien can then use the rest of its movement without being fired upon. This is usually where they kill you.



Flamethrower (FT) A shot from the Flamethrower covers an area of up to 3x3 squares with flames spreading out from the point of impact. The flames have a high chance of killing anything within them. This weapon cannot be set to overwatch but it has a self destruction feature that should only be used as a last resort. When it explodes it covers an area with flame around the marine with a diameter of 5 squares. The self destruction is also so powerful that normal doors and security doors within distance are destroyed. The Flamethrower has limited ammunition, 6 shots can be fired. The maximum range of a Flamethrower is 12 squares at the point of impact, spreading out an additional 2.

The use of your Flamethrower differs slightly from the regular Assault Carbine. After pressing the RIGHT MOUSE BUTTON and you are once again go in fire mode, move your mouse over the desired squares, you are given the visual view of how the fire will be laid out (picture 1). Then press your LEFT MOUSE BUTTON and you will fire your Flamethrower at the cost of two action points (picture 2). Notice that it can hit areas outside of the Marines LOS/LOF.



Each flame produced is treated separately. Flames will block movement into them from unflamed squares and LOS **through** them until the next Marine turn. You can fire into them, and any survivors can move out of them or stay put unhindered. Doing any actions that leaves the survivor in a square with a

flame causes another roll.
Each flame produced rolls 1d6 with a target number of 2 against anything in it. The optional rank bonus doesn't apply because the attack is treated as coming from the flame, not the flamethrower.



Vulcan Cannon (VC) The most powerful weapon available for the Marines. Six thousand 7.62mm rounds in a drum magazine. One and a half thousand shots per minute. Eight barrels on a high-speed rotary mount. One fucking monster of a gun. The Vulcan Cannon's high rate of fire gives it a much higher hit ratio than the Assault Carbine. Like the Assault Carbine, it gains a benefit from sustained fire and can be set to Overwatch. Unlike Assault Carbines, they won't JAM. It can destroy bulkheads, which Assault Carbines can't. It also has the ability to be fired on full auto, targeting every enemy in the Marine's LOF. It has unlimited range using normal, sustained fire, and full auto, 12 squares for overwatch.

The down side to Vulcans is their limited ammo. They come with 1 reload, but using it can be hazardous. Every time a Vulcan fires after it's been reloaded, there's a chance that the ammo will explode in a 3x3 area, killing the Marine with a 50/50 chance of killing anyone and destroying each door and item in that area.
Rolls 3d6 with a target number of 5.

Sustained Fire

Each successive shot an Assault Carbine, Vulcan Cannon, or Hybrid Gun fires at the same target has a better chance of hitting it than the last. Marines on overwatch don't get this benefit. A Move + Fire action **will** count as the first shot, but not later shots.

1st shot	+0
2nd shot	+1
3rd shot	+2
4th shot+	+3

NOTE: Switching marines resets the sustained fire bonus to 0. Also, the game log shows it as hitting with the target number being easier instead of there being a bonus to the roll.

Overwatch

Since you can only manually shoot during your turn and not when the Aliens are moving, it can be wise to activate overwatch for your marines. It's also good for when there are large collections of enemies and not enough normal shots to go around. Only Assault Carbines, Vulcan Cannons, and Hybrid Guns can be set in overwatch. Overwatch means that the marine focuses on all enemy activity and fires his weapon at any enemy doing anything within his line of fire out to 12 squares. Setting your marine into overwatch costs 2 action points and when set into overwatch you cannot do anything else with that marine until overwatch is turned off, or until he is forced to leave overwatch. While it's active, a yellow light will rotate on top of the Marine indicating that he's searching for targets.

There are three ways of setting your marine/s into overwatch:

- 1 click on the action icon for overwatch
- 2 pressing the letter "O" to set it for the currently selected marine. Doing it a second time turns it off.
- 3 pressing SHIFT + O to set the entire squad. Doing it a second time turns it off.

By default, overwatch is turned off at the end of the enemy's turn. There is an option to keep it on until you manually turn it off or are forced to leave overwatch. Anyone in Overwatch who is attacked in close combat or suffers from a weapon jam (Assault Carbines only) will be forced to leave Overwatch mode.

Every time an enemy takes an action, whether it costs them AP or not, it will be fired upon. If the enemy survives then takes another action, they will be fired upon again. This will continue until overwatch is left or turned off. If there are four squares between yourself and the Alien you will hopefully get four shots at the Alien before it attacks you. If it turns, attacks someone else, or opens a door, there's another shot. All you have to worry about is jamming or running out of ammo, depending on your weapon.

If you have more than one Marine on overwatch targeting the same square and an enemy shows up there, all of them fire simultaneously, even though the game shows them firing one at a time.

MELEE WEAPONS

Melee weapons are always carried in either the left hand or else they require *both* hands.



Servo-Gauntlet The standard

issue secondary equipment of your troops is the Servo-Gauntlet. As far as powered manipulators go, it's top of the line. As far as close combat goes, it may pack a punch but it's simply far too slow to keep up with the incredible attack speed of your enemies. It can kill an Alien but the marines are not recommended to use it unless in self defense.

Rolls 1d6.



Powerblade A

Sergeant's standard melee weapon. Better than Servo-Gauntlets at killing Aliens, but it's still not good enough to be considered an offensive weapon.

Rolls 1d6 but adds +1 to the d6 roll, ability to parry.



Fusion Cutter

This unassuming device is a fusion-powered high energy cutting torch specifically designed for cutting through the bulkheads: Just walk up to one, switch to combat controls and start cutting. The Cutter is a specialized tool, however, and this means that in melee it is no better than the Servo-Gauntlet.

Rolls 1d6.



Battle Claws (BC)

These count as 2 weapons that are inseparable. A Marine equipped with Battle Claws can only attack in close combat. The weapon is designed to be as powerful and deadly as an Alien attack. *Note: Attacking in close combat will allow the attacked Alien to defend itself and that might cause it to kill the Marine. Tactical Note: Because melee attacking requires AP, Marines using these are effectively slow attackers that can kill at most 2 Aliens during the player turn without using CP and should be used in a defensive manner most of the time.*

Rolls 2d6 but adds +2 to the roll.



Blast Hammer +

Tactical Shield (BH) These count as 2 weapons that are inseparable. Best for slowing down the Swarm, using this combo as a delaying tactic can

be effective, but like using Battle Claws, the Swarm can fight back.

Rolls 1d6 but adds +2 to the roll, abilities to parry and self destruct.

Parry means that the wielder may force the alien to re-roll one of his dice. In the game, the parry is automatic in case the marine is to die - in case of a draw, parry is not attempted. Only attacks coming from the front can be parried (any modifiers still apply, though)

DESTROYING DOORS AND ITEMS

It is possible to not only open and close doors, but also attack and destroy them; crates and other miscellaneous items too. Any firing bonuses will apply. Check out the table below for different weapons target numbers.

ATTACK TYPE	Normal	Secur.	Bulkhd	Item
Assault Carbine	6	6	no	6
Flamethrower	no	no	no	auto
Vulcan Cannon	5	5	6	5
Servo-Gauntlet	no	no	no	3
Powerblade	no	no	no	3 (roll
2+1 for blade)				
Battle Claws	auto	auto	no	auto
Blast Hammer	auto	auto	no	auto
Fusion Cutter	no	no	auto	3
self destruct	auto	auto	5	auto
Vulcan explosion	?	?	?	?
Alien Claws (std)	?	no	no	6
Alien Claws (Hybrid)	?	?	no	?
Alien Claws (Leader)	?	?	no	?
Hybrid Gun	?	?	no	?

SEARGENTS

Seargents always have red strips on their shoulder pads.

They always get a +1 bonus to melee rolls regardless of any options or which weapons the seargent has. This is in addition to any rank bonus the seargent may have. If the seargent is using a Powerblade, he doesn't get that modifier as well as the the seargent bonus.

They increase the time allotment for a player's turn.

Having a seargent sets a minimum CP equal to the highest ranking seargent's rank a player has on the mission. If the roll is less, it's set equal to the seargent's rank. This requires the CP option to be turned on.

THE SWARM AND THEIR ACTIONS

There are 3 kinds of Aliens that have been encountered in the Swarm so far:



Standard Aliens are all too common. Tough and quick, they are only armed with claws. For them, it's more than enough to kill your troops. They have 6 AP and their claws roll 3d6 in melee. The 'rule of 6' applies.



Hybrids are generally rare and, as you can see, carry guns. They also have 4 AP when shown to be Hybrids. While they are Blips, they have 4 AP if you're in a mission with just Hybrids. In other missions, the other aliens spur them on while they are blips so that they have 6 AP. *They roll 1d6 for melee. The Hybrid Gun rolls 1d6 with a target number of 6. It can use sustained fire and has the Move+Fire action available.*

NOTE: If you don't change the option allowing them, you won't see Hybrids in the main game. Add-on missions may or may not have them, and are mission specific.



Swarm Leaders are big, ugly, and are the meanest thing you will ever see. Fortunately they are extremely rare. The only thing confirmed about their abilities is that they don't **carry** guns.

Alien Actions

The Aliens move around the vessel much like the Marines. Any Alien or blip can use it's action points to walk, fight, and open doors. Just like the marines, every step an Alien takes cost them 1 action point but since they are so agile they may turn 90 degrees free of charge. Turning 180 degrees costs them 1 AP. Those turns are considered actions and let you fire if you're on overwatch. It costs the Swarm 1AP to open/reveal an entrance to a tunnel.

Just like Marines, they need to be edge to edge to do a melee attack which costs 1 AP. Hybrids firing costs them AP.

Blips

All enemy activity on either the main map that doesn't show an Alien or on the minimap is referred to as a blip.

There are actually 2 kinds of blips:



Hard blips have a confirmed alien present at a specific location. In most missions they can move 6 squares therefore, the 'rule of 6' applies. That means that if at least 6 squares are between your marines and the hard blip/Alien, then that marine is safe from them engaging him in melee for a turn.



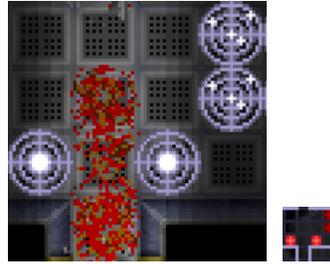
Fuzzy blips As any fuzzy blip is simply an indication of enemy activity a blip can contain up to 6 Aliens moving as a group but it can also be interference in the transmission and actually be 0 Aliens. Fuzzy blips have an amorphous nature, filling whatever empty squares they encounter that are within their range, but out of LOS. Because of this, the 'rule of 6' isn't entirely safe. Instead, use the 'rule of 7' to plan. Once fuzzy blips encounter a marine's LOS, they will partially or entirely convert to either Aliens, hard blips, or disappear wherever the LOS is maintained. Any part that is still out of LOS may still stay fuzzy. Also if that LOS is changed, the fuzzy blip area will expand again (potentially creating an alien at a location different than you expected).

Blips can merge, and in rare cases split, redistributing how many Aliens will be in them.

In some missions, Hybrid only ones, hard blips move 4 squares while fuzzy ones move 4 but can 'bleed' into a fifth.

Sometimes, you'll see what you believe is a Alien appearing as a blip opening a door and the blip turns out to be a scanner malfunction with no Aliens present. The false blips/scanner malfunctions don't open doors, it happens because the door malfunctions and opens itself. It's just a coincidence that the false blip happens to be there. Is the door malfunction related to the scanner malfunction? Who knows. *Note: The game mechanics have the false blip open the door, this is just a logical reason for it to happen.*

Below is an example from both the main map and the minimap. You'll notice that the hard blips are brighter red than the fuzzy ones in the the pic from the minimap.



Blip Movement

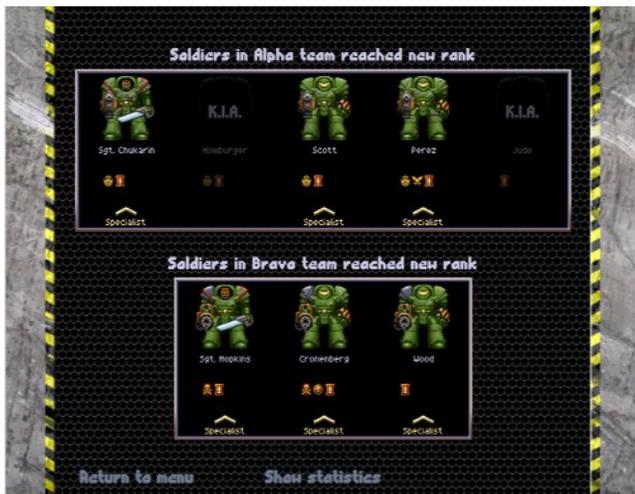
Because blips don't have a specific facing, they never need to turn. Therefore they can devote all of their AP to closing the gap between you and them. As mentioned earlier, fuzzy blips can sometimes 'bleed' into an additional square for no AP cost.

Lurking

When a marine is standing no more than 6 squares from an entry point any blips that are entering the map from that entry point will be forced to lurk. A lurking blip will not be able to enter the map that round but have to wait until next one. If this happens the entry point arrow icon on the radar will change to a filled arrow icon and an incoming message will warn the player about enemies about to enter close by. Once you are warned try to either cover the entry points using overwatch or take a couple of steps away from the entry as you may be certain enemies are approaching.

ONCE A MISSION HAS BEEN COMPLETED

You are directed to the promotion screen when you complete a mission. There you can see the participating squad members stats, medals, heroic stars and any promotions they received. If the mission was part of a campaign, that mission is now available in the single missions screen.



RANK BONUSES

Marines who survive several missions and show their worth by killing Aliens will be awarded with higher rankings. This is an honorable moment for any marine and an indication that his superiors know of his deeds.

There are five ranks to be achieved:

Rank	Effect*	Kills+ Missions
0 Marine	none	0 + 0
1 Specialist	none	3 + 1
2 Expert	none	5 + 2
3 Veteran	+1 on rolls	15 + 4
4 Unstoppable	none	30 + 7
5 Indestructible	none	50 + 10

*Respective options must be turned onto have an effect. There is a ranked melee/close combat bonus option and a ranked ranged fire bonus option.

MEDALS

They're cool to have, but have no game effect.

Medal

Awarded at

 Exterminator:	Kill 'X' enemies in 1 round
 Avenger:	Kill an enemy that has killed a soldier within 1 round
 Jinxman:	Jam 'X' times in 1 mission
 Arch Angel:	given to a few special soldiers
 Scout:	get LOS to 'X' blips in 1 round
 God of War:	Kill Swarm Leader
 Fighter:	Survive 'X' melee attacks in 1 round
 Survivor:	Last remaining soldier in a squad (only when all squadmates are killed)
 Protector:	Kill an enemy that has reached it's target
 Fireproof:	Survive being flamed
 Marksman:	Shoot 'X' enemies in 1 round without missing a shot
 Heartless:	Kill another soldier (only if he's killed)

HEROIC STARS

If you complete a mission without casualties all marines will be given a heroic star as a memory of their brave action. A marine can carry up to 10 stars on their shoulder. A silver star represents one star, a gold star represents two stars. This is an extra insignia upon their shoulder as a token that they take care of their brothers in war. They're cool to have, but have no game effect.

KEYBOARD SHORTCUTS

Menu and Popups

Enter - Used as proceed on most screens

Esc - Used as abort on most screens

Ingame

Right Mouse Button - Enlarge/reduce minimap

Printscreen - Screenshot (stored as <id>.bmp in \AlienAssault\screenshots\)

Esc - Open ingame options and quit menu

Tab - Hide/show HUD

1-0 - select Marine

O - Toggle overwatch on current Marine

Shift + O - Toggle/clear on all Marines

C - Clear Jam on current Marine

Shift + C - Toggle/clear on all Marines

S - Toggle LOS visible or not on current Marine

Shift + S - Toggle/clear on all Marines

F - Toggle LOF visible or not on current Marine

Shift + F - Toggle/clear on all Marines

Space - Show/hide action icons

Backspace - Undo latest action (not available on all actions!)

Shift + Left mouse button - Chain Marine at mouse cursor

M - Zoom scanner

L or ~ (\$ or ` on some keyboards) - Toggle log window visible or not (3 different sizes)

Up, Down - Move current Marine (instead of using action icon) if 'Use arrow keys for movement' option is enables; otherwise scroll map vertically.

Right, Left - Turn current Marine (instead of using action icons) if 'Use arrow keys for movement' option is enables; otherwise scroll map horizontally.

OPTIONS LIST

Not all options can be changed in the middle of a mission, only the highlighted ones can. In the middle of a mission you can access the menu by hitting the Escape button, then selecting options.

*** SCREEN RESOLUTIONS ***

Resolution Current resolution of game window. Change in main menu options with 320 pixel steps or change it manually here. Window height will automatically be 75% of the width.

Max game resolution Max resolution possible to set in main menu options.

Windows resolution Windows resolution.

Use smooth screen resize for resolution 320x240 [0, 1] Much easier to see details the smallest resolution since pixels get merged together. This is however CPU expensive.

*** SOUND VOLUMES ***

Ambient sounds volume [0...100] Volume of ambient effects.

Effects volume [0...100] Volume of sound effects.

Music volume [0...100] Volume of music.

VO volume [0...100] Volume of voice overs.

*** GAME SESSION RECORDING (GHOSTING) ***

This feature stores the current location, rotation and weapon of your soldiers when ending your turn. When replaying the mission and showing the ghost recording you will see semi transparent ghosts of where you were standing the previous time you played the mission that specific round. It is a good way of sharing your playthroughs with friends and even better, to help players through a tough mission.

When this feature is activated you will get a popup asking you if you want to record a new ghost file when starting a mission. If such a ghost file already exists, it will ask you if you want to show it while playing.

Since the feature has not been tested (much?) by the dev team nor the community so we cannot promise that it is working 100% as intended but the times it's been tested it it has worked just fine.

Enable ghost recording and playback [0, 1]

Activate the ghost recording feature.

Ghost transparency [10..90] Set how transparent the ghosts are.

*** LIGHTMAP SETTINGS ***

Lightmap resolution [0...2] High resolution, low resolution or disabled.

Generate lightmap based on LOS [0, 1] Yes or no.

Steps of antialias on lightmap [0...10]

Amount of steps of antialias on the lightmap.

Light from flames [0...2] Yellow glow from flames, yes or no.

Coloured lights [0, 1] Show colored lights.

*** INGAME SETTINGS ***

Draw character shadows [0, 1] Show a semi transparent shadow beneath soldiers and aliens.

Show soldier IDs on top of characters [0, 1] Show or hide.

Hide doors until seen [0, 1] Doors are visible first when in LOS for first time, yes or no.

Camera action on Overwatch fire [0...2] Scroll, snap or do not move camera to soldier shooting in overwatch.

Overwatch deactivation [0, 1] Keep or deactivate overwatch after enemies turn is complete.

Show current target in full auto mode [0, 1] Show the "shoot" action icon on current target when Vulcan Cannon is firing in full auto.

Show icons on targets within LOF [0 (pitch black)...255 (full brightness)] Show a small LOS or LOF icon on targets hidden in darkness of lightmap.

Show icons at objectives [0...2] Hide, show or show transparent icons on objectives.

*** DIFFICULTY ***

Ranked shooting bonus [0, 1] No or yes.

Ranked close combat bonus [0, 1] No or yes.

Remaining AP wasted when selecting new marine [0, 1] After performing an action and switching soldier all remaining AP are lost.

Campaign aborted when failing a mission [0, 1] Game does not allow you to have a second try on a mission in a campaign, you need to replay the entire campaign.

CP bonus based on sergeants rankings [0, 1] CP are never lower than best sergeant's rank.

Enable round timer [0, 1] No or yes.

*** DISPLAY SETTINGS (ANIMATIONS, GAME SPEED, ...) ***

Walking and turning animations [0...3] Set if marines and/or enemies should be animated when moving or turning.

Animate incoming messages [0...3] Set scroll and distortion settings.

Animate menu doors [0, 1] No or yes.

Marine animation speed [1...10] Set how quickly marines move.

Enemy animation speed [1...10] Set how quickly enemies move.

Briefing map blink rate [1...9] Set how quickly the red markers blink on the briefing map.

Action bar speed [1...100 steps/frame] Set how quickly the action bar increases.

Amount of frames (50ms/f) to skip to reduce work for CPU [0, 1] Allow the CPU to rest between frames.

Blip visibility [0, 1] Show blips on scanner or on scanner and in corridors.

Show scanner [0, 1] Hide or show the scanner.

Show enemy phase progress bar [0, 1] Hide or show a progress bar how many AP the enemies have left.

Transparent ingame windows [0, 1] Solid or semi transparent background in windows.

Show marine stats ingame [0, 1] Hide or show marine stats.

Transparency value for big shoulder sprite [0...100] Set how visible the big shoulder sprite will be.

Show background image in radar [0, 1] No or yes.

Always display mission as shown in editor [0, 1] Random rotation and horizontal and vertical mirroring or display mission as shown in editor.

*** OVERRULING OF MISSION SETTINGS ***

Force close-combat enemies to spawn [0, 1]
Set if always spawn close-combat enemies no matter settings in mission.

Force ranged-weapon enemies to spawn [0, 1]
Set if always spawn ranged-weapon enemies no matter settings in mission.

*** CUSTOM SETTINGS ***

Play intro sequence [0, 1] Disable or play.

Use lazy finish mission with no more enemies [0, 1] End missions when no more enemies exist and mission has no time limit.

Move marines with arrow keys [0, 1] Scroll map or move current soldier with arrow keys.

Quick exit [0, 1] Enable or skip the popup asking if you really want to quit.

ADDING PRE-MADE MODS, MISSIONS, AND CAMPAIGNS

This section will only deal with pre-made add on content. There's quite a bit of it available. There are plans for a second manual dedicated to making add on content for the game.

Multiple Installs

You can have multiple installations of Alien Assault to different directories and each installation will not affect the others. That way you can have the options set differently from one install to the next. Your stats will be specific to each install also. Finally, it allows you to have mods, campaigns and missions that might affect the way the game looks or runs not affect other installations.

Campaigns

There are many available at <http://www.teardown.se>. Most are collected at Alex's SH page here <http://pcsostrres.ac.upc.edu/aramirez/doku.php?id=shulk:start>

You can have up to 29 campaigns for each installation of the game. It doesn't matter how many missions are in each campaign.

If you look at your folder/directory structure inside of Alien Assault (or whatever you renamed it) you will find a missions folder.

Inside that you will find six folders: 0 1 2 3 4 and 29. Folder 29 is reserved for individual missions, the other five are the five campaigns that came with the game.

0 is the Tutorial Campaign
1 is Song of Destruction
2 is Into the Wild
3 is Temple of the Damned
4 is Infestation

To add a campaign, create a new folder in the mission directory and name it the next higher number that hasn't been used yet. Then just unzip your downloaded campaign into the folder you just created.

Go into the folder you created and look for a bunch of files with numbers for names. If you see them, you're ready to play.

If you don't see any files there, just a folder, you need to adjust where the files are. Go into that folder and move everything there into the folder you created. You should be ready to play then.

Stand-Alone Missions

To add a Stand-Alone mission, place whatever files and folders the downloaded file contains into the 29 folder inside the missions folder. Then just rename the map and text files to the next higher number that isn't used already.

Like campaigns, you may need to move them from a secondary folder the downloaded file contained.

Also like campaigns, you can only have a limited number of Stand-Alone missions. 29 to be exact.

Mods

Some mods are complete games on their own in which case you should be able to just install it normally.

If it adds content, look for a readme file and follow its instructions. Otherwise you will need to examine its folder structure and place the files and folder in your Alien Assault folder in the appropriate locations(s).

SOME TACTICAL NOTES

There are certain things that new players really have to learn to take advantage of:

General Tips for Games

Overlapping your troops' firing arcs, for starters.

The Swarm has unlimited reinforcements most of the time so letting them build up their forces for massed attacks is always a bad thing. Waiting for the enemy to come to you will eventually let them wear down your defenses. You need to balance your ability to improve your position/obtain your objective with consistently reducing the number of enemies.

Learn when to be aggressive and when to be offensive.

Marines in a row are useless, spread them out! Sure the guy in front can fire, but what about everyone else?

Don't waste ammo when you don't need to. It's a limited resource.

Re-evaluate your position and objectives as often as possible. Sticking to a plan that clearly isn't working not only won't help you, it will likely hurt you.

Tips specific to Alien Assault

Using overwatch to kill aliens that you can reliably kill otherwise is commonly inefficient use of AP/CP, since overwatch doesn't get the sustained fire bonus, surrenders the initiative to the enemy, and costs 2 points to setup with an additional point to clear a jam.

USE the Move + Fire 'action'. It's there for a reason and it gives you essentially free attacks. It helps to make your AP/CP usage much more efficient. If you can kill an enemy, great! If you can destroy a door that you don't need closed later, great!

Having a lot Command Points can let you do breakouts through entrenched enemy positions and/or rush individuals towards objectives.

The 'Rule of Six' for Aliens and hard blips (aliens have only six actions per turn; if it takes them exactly that much to reach your soldier, they won't be able to attack him) and 'Rule of Seven' for fuzzy blips. The risk of following this slavishly is getting an

unmanageable build up of aliens that hit you all at once.

Protect your sergeants. They have abilities that normal Marines don't.

Arguably, you may want to switch any ammo based weapons off sergeants whenever possible. Vulcans exploding will kill all the benefits the sergeant has. Also, if you're playing with rank bonuses, sergeants will tend to be higher rank because you should be protecting them and both Flamethrowers and Vulcans are already highly accurate without a rank bonus. This will also ensure that the sergeant doesn't run out of ammo, so you will keep getting his rank bonus when the ammo runs out.

Use your weapons the way they were intended. They can give you a major advantage if used correctly.

Flamer

- * Using the Flamer, you hit an area rather than a single square
- * That makes it a handy tool for clearing rooms.
- * The sides of the flamed area are not dependent on line of sight for effect, so it's also handy for clearing crossroads.
- * Any enemies under its' area of effect are always killed on 2+ instead of an Assault Carbine's 6 (5+ with experience bonus). Enemies who survive might be a problem, but if they move through the flames, each square they move across forces another roll against them.
- * No enemies can move into burning squares from non-burning ones. That means the Flamer can be used to block off enemy routes for brief periods of time.
- * Also very useful for pushing forward against larger groups of enemies. Burn-advance, burn-advance, repeat ad nauseum until you're out of ammo.

Vulcan Cannon

- * It rolls three dice as opposed to the two of the Assault Carbine, each having a better chance to kill the enemy than those from the Carbine.
- * The Full Auto firing mode is very efficient at wiping out very large groups of enemies (and I mean... VERY).

Blast Hammer & Tactical Shield

- * Out of the two close combat setups, this one is more defensive.
- * More useful for a feint or bait than all-out attack

Battle Claws

- * Out of the two close combat setups, this one is more offensive.

* High close combat bonus AND rolls two dice at once.

Jams

The chances of an Assault Carbine jamming on overwatch are 1/6 (rolling any double): 16.67% each time it is fired. The chances of not jamming, are then 83.33%

Statistically, the chance of not jamming gets worse the more shots you take:

1 overwatch shot	83.33%
2 overwatch shots	69.44%
3 overwatch shots	57.87%
4 overwatch shots	48.23%
5 overwatch shots	40.19%
6 overwatch shots	33.49%
7 overwatch shots	27.91%
8 overwatch shots	23.26%
9 overwatch shots	19.38%
10 overwatch shots	16.15%
11+ it just keeps getting worse and worse	

Still too tough?

If the game or a particular mission or campaign is still too tough, try changing 1 or more of the game's options.

Overwatch deactivation: Setting it to "Keep until manually disabled" gives you more time to act without having to worry about your sentries excessively.

Ranked Shooting bonus: Setting it to Yes will give all your soldiers at rank 3 or higher a +1 bonus to ranged combat rolls with Assault Carbine and Vulcan Cannon. Statistically, you should have fewer jams when you use this also, because on average it requires fewer shots to kill aliens. Fewer overwatch shots means fewer rolls that risk jamming.

Ranked Close Combat bonus: Setting it to Yes will give all your soldiers at rank 3 or higher a +1 bonus to all close combat rolls.

CP bonus based on Sergeant rankings: Setting it to Yes will make the minimum CP amount at your disposal increase based on the Sergeant's rank.

Enable Round Timer: Setting it to No will disable the time limit you have for playing your turn.

Blip visibility: Setting it to "On scanner and on screen" will make it easier to see where the enemies are on the map. Mind you, that won't help much on the levels where you cannot detect the blips in the first place.

Further, with rank bonuses and/or CP bonus turned on, play some of the tutorial missions multiple times to get your Marines to higher ranks.

Lastly, you can go to the Alien Assault forum at <http://www.teardown.se> and look up the cheat codes.

FINAL WORDS

And so you have learned everything there is to know about the hard world of Alien Assault, that is in theory anyway. Now it is time to stop reading and go out to the field and show your commander all that you have learned. Also should there be any questions simply return here and read those parts that seem unclear one more time. In game-technical terms you can either ask around on our forum or drop us a mail if you found a bug or if something is difficult to understand. We will do our best to help you so that you may enjoy this game that we are so proud of making.

For further updates, new campaign and support please visit <http://www.teardown.se> on a regular basis as we intend to release many more campaigns in the months to come. The world of Alien Assault is endless and there are always more Aliens waiting in the cold dark voids of space.

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Sweden, 17 February, 2008
Updated/Expanded by Killgore85, July 2010

Most of the tactics are slightly tweaked quotes from the_Fifth_Horseman and alex3337. MANY rules were clarified by the_Fifth_Horseman. Opening back story by the_Fifth_Horseman.