



NTSC U/C

PlayStation®

WARZONE 21000™

STRATEGY BY DESIGN



CONTENT RATED BY
ESRB

SLUS-00819



EIDOS
INTERACTIVE®

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

DISCLAIMER

Warzone 2100 is a work of science fiction. All names of persons and organizations in this game are fictitious. Any similarity to actual persons or organizations is purely coincidental.

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WARZONE 2100 TIMELINE

- 2050:** NATO alliance collapses in face of growing nationalism and unrest in Europe.
- 2075:** Nationalist unrest in Eastern Europe and Asia leads to nuclear attacks by terrorists.
- 2075:** Synaptic Link research begins.
- 2077:** Mongolia attacks China.
- 2079:** Korea allies with Mongolia.
- 2080:** Synaptic Link Patented. First Cyborg Soldiers developed.
- 2080:** NASDA (North American Strategic Defense Agency) formed to protect North America from nuclear attacks.
- 2081:** NASDA begins building satellite defense array.
- 2082:** NASDA satellite system comes on-line.
- 2085:** During routine testing the NASDA system malfunctions and launches nuclear strikes against all major cities in the world.
The target countries respond with nuclear counter-strikes and NASDA fails to defend against incoming missiles.
- 2086:** Nuclear Winter begins. Widespread plagues and famines kill billions of people.
Civilization ends. NASDA systems lie dormant following electromagnetic pulses.
A group of survivors discover an abandoned subterranean military base. They set up home there and begin The Project.
- 2099:** The Project emerges from its military base.
- 2100:** The Project begins its search for Pre-Collapse technologies.

"The Project is dedicated to recovering Pre-Collapse technologies and rebuilding the world."

Project Mission Statement

"From the ashes of the Collapse we seek to build a better world for all."

John Hammond – Project Director

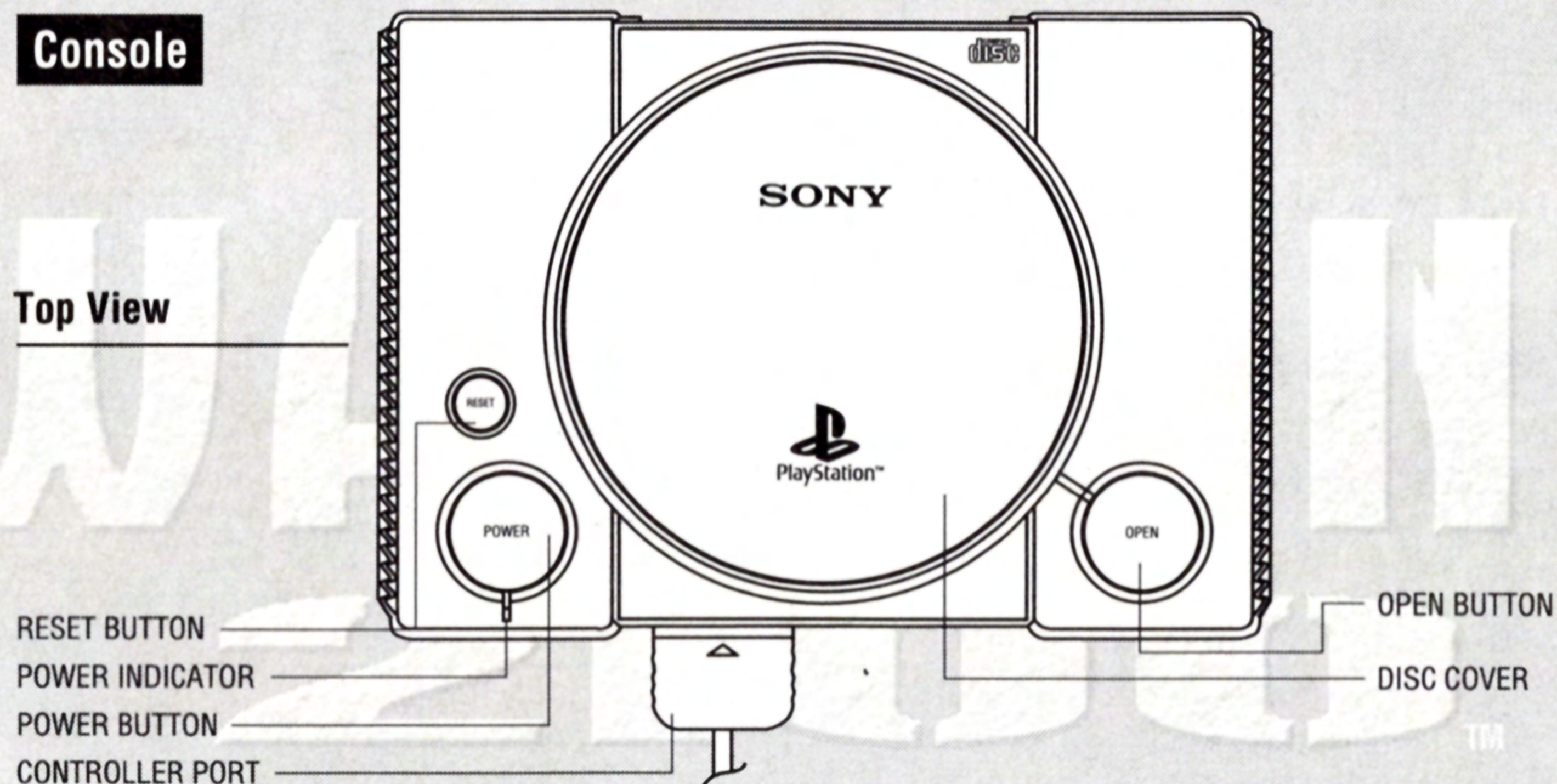
GETTING STARTED

Set up your PlayStation® according to the instructions in its instruction manual. Insert the Warzone 2100 DISC and close the disc cover. If you are using a MEMORY CARD, please insert it into MEMORY CARD slot 1. Make sure that there are enough free blocks on your MEMORY CARD before commencing play.

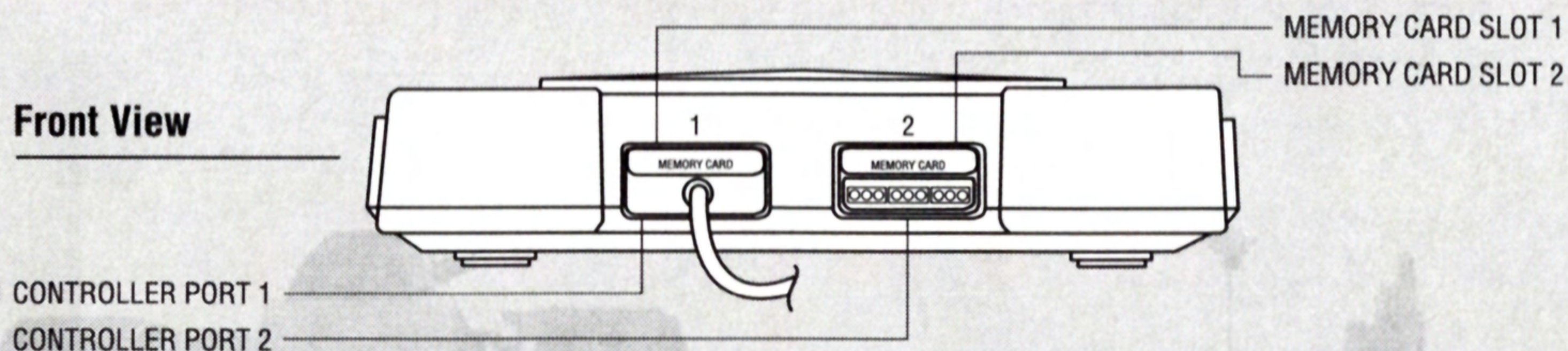
Turn your PlayStation® on with the POWER button. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

Console

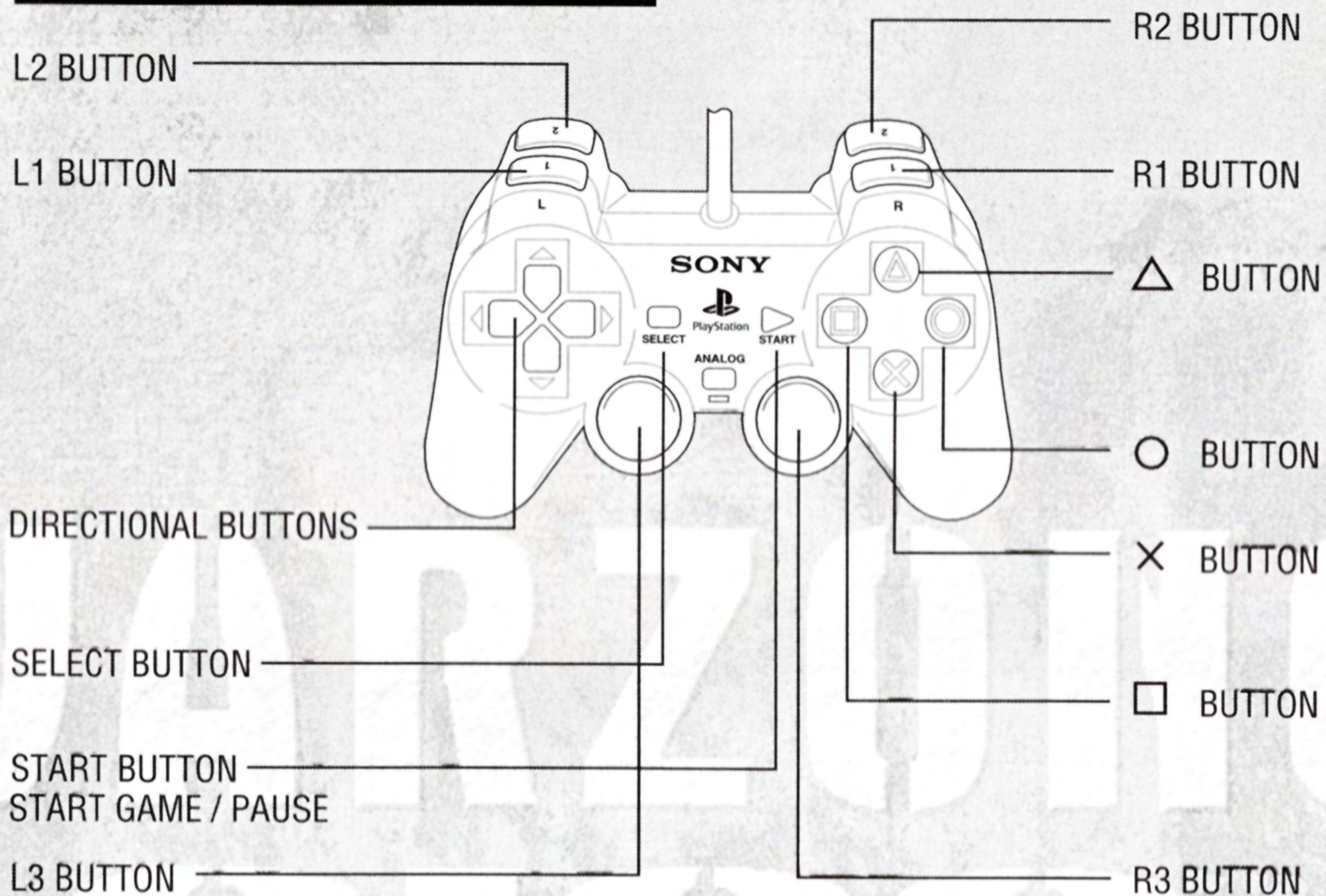
Top View



Front View



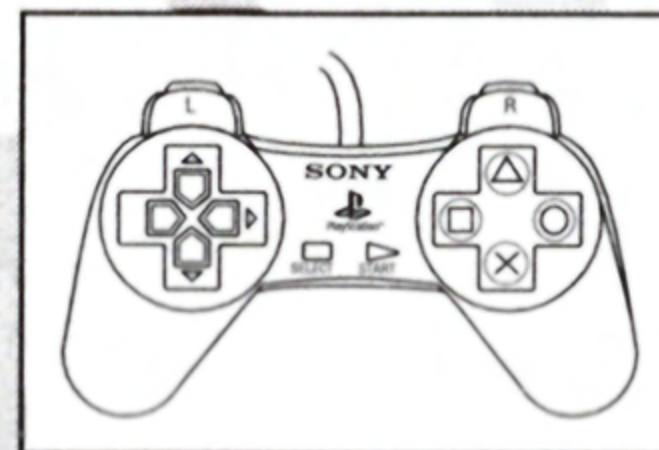
Dual Shock™ Analog Controller



NOTE:

You may have a controller that looks like this.

If so please follow the digital instructions outlined above.



THE TITLE SCREEN

Following the Warzone 2100 introduction you are presented with the Title Screen. It contains the following selections.

Start Game: Contains the following options...

New Campaign: Lead one of the Project's Expeditionary teams as it heads out to recover lost technologies from the Western Sector.

Load Campaign: Load a previously saved game from your MEMORY CARD.

Options: Access the in-game options.

Practice: A fast easy-to-complete mission against Scavengers in the Western Sector.

View Intro: Replay the game introduction.

IN-GAME CONTROLS

Driving Controls

Left	Turn left
Right	Turn right
Up	Accelerate
Down	Reverse

DUAL SHOCK™ Driving Controls

left stick

Left	Turn left
Right	Turn right
Up	Accelerate
Down	Reverse

right stick

Left	Rotate View Left
Right	Rotate View Right
Up	Pitch View Up
Down	Pitch View Down
R3 button & Up/Down	(Press right stick) Zoom in/Out

START button

Access In-Game Menus

SELECT button

Toggles between Hostile targets and Neutral targets

Button Controls

⊗ button	Attack/Activate/Select		
□ button	Select Units		
○ button	Open/Close Reticule		
△ button	Toggle between Battle View and Drive View		
R1 button	Cycle to next unit		
R2 button	Cycle leader to next unit in group		
L1 button	Cycle through Assigned Groups		
L2 button	Cycle through Assigned Groups		
L2 button + ⊗ button	Assigns Group	⊗	
L2 button + □ button	Assigns Group	□	
L2 button + ○ button	Assigns Group	○	
L2 button + △ button	Assigns Group	△	
L1 button + ⊗ button	Selects Group	⊗	
L1 button + □ button	Selects Group	□	
L1 button + ○ button	Selects Group	○	
L1 button + △ button	Selects Group	△	
L1 button + left	rotate view right	L1 button + right	rotate view left
L1 button + up	pitch view up	L1 button + down	pitch view down
L2 button + up	zoom view in	L2 button + down	zoom view out

THE BATTLE VIEW

The Battle View allows you to plan and implement your strategies against the enemy. Use the Battle View to order units and to plot artillery and airstrikes (see Target Technologies).

Control during Battle View

Up, Down, Left, Right

Hold L1 button + Up, Down, Left, Right

Hold L2 button + Up, Down

⊗ button

⊠ button

Hold X button + Up, Down, Left, Right

Hold R1 button + Up, Down, Left, Right

Move Pointer

Rotates Battle View

Zoom Camera Battle View

Select unit, target or destination

Select/Deselect and adjacent units

Drag selection box, release to select

Scroll Battle View faster

left stick

Left

Move Pointer

Right

Move Pointer

Up

Move Pointer

Down

Move Pointer

right stick

Left

Rotate View Left

Right

Rotate View Right

Up

Pitch View Up

Down

Pitch View Down

R3 button + Up, Down

Zoom in/Out (Press right stick)

Radar (Available after building a Command Center)

⊗ button Moves 3D world to position indicated

⊠ button Orders selected units to travel to the indicated position

Using a Mouse

If you connect a Mouse to your PlayStation® you can play Warzone 2100 in Mouse Mode. Everything you can do while in Drive Mode you can do in Mouse Mode. In most ways the controls function identically - the main change when in Mouse Mode is that the HUD is always displayed, and there are five new icons on-screen. Simply connect a Mouse to use Mouse Mode. Without a Mouse the game defaults to a Controller.

To assign unit groups, left click and drag the Mouse to select units, then right click an icon in the mouse navigator bar. Right click again to center on group.

To rotate the Battle View Map, click and hold the right Mouse button. Move the Mouse left or right to rotate the map. Move the Mouse up or down to change the Battle View Camera angle.

To change the height of the camera, right click the Mouse on the zoom icon in the mouse navigation bar.

IN-GAME OPTIONS

From the Title Screen select Options and press the START button to access the In-game Menu.

FX Volume:	Increase or decrease the sound effect volume levels.
Music Volume:	Increase or decrease the music volume levels.
Cursor Speed:	Increase or decrease the speed of the cursor.
Vibration On/Off:	Turns the DUAL SHOCK™ Controls vibration on and off.
Center Screen:	Allows the screen to be Centered on your TV.

SAVING & LOADING GAMES

Saving Games

Make sure you have enough free blocks on your MEMORY CARD (Three are required.) before commencing play. Please note that if you do not have a MEMORY CARD you will be unable to save your game. You will be prompted to save your game at the end of each mission. It is advisable to do so each time by selecting 'Save Game'.

MEMORY CARDS

If your MEMORY CARD is full, a warning message is displayed saying 'Insufficient free blocks!', or if there IS NOT one connected 'INSERT A MEMORY CARD INTO MEMORY CARD SLOT 1'.

Loading Games

Use the In-Game Options to return to the Title Screen where you can select 'Load Campaign'.

YOUR OBJECTIVE IN WARZONE

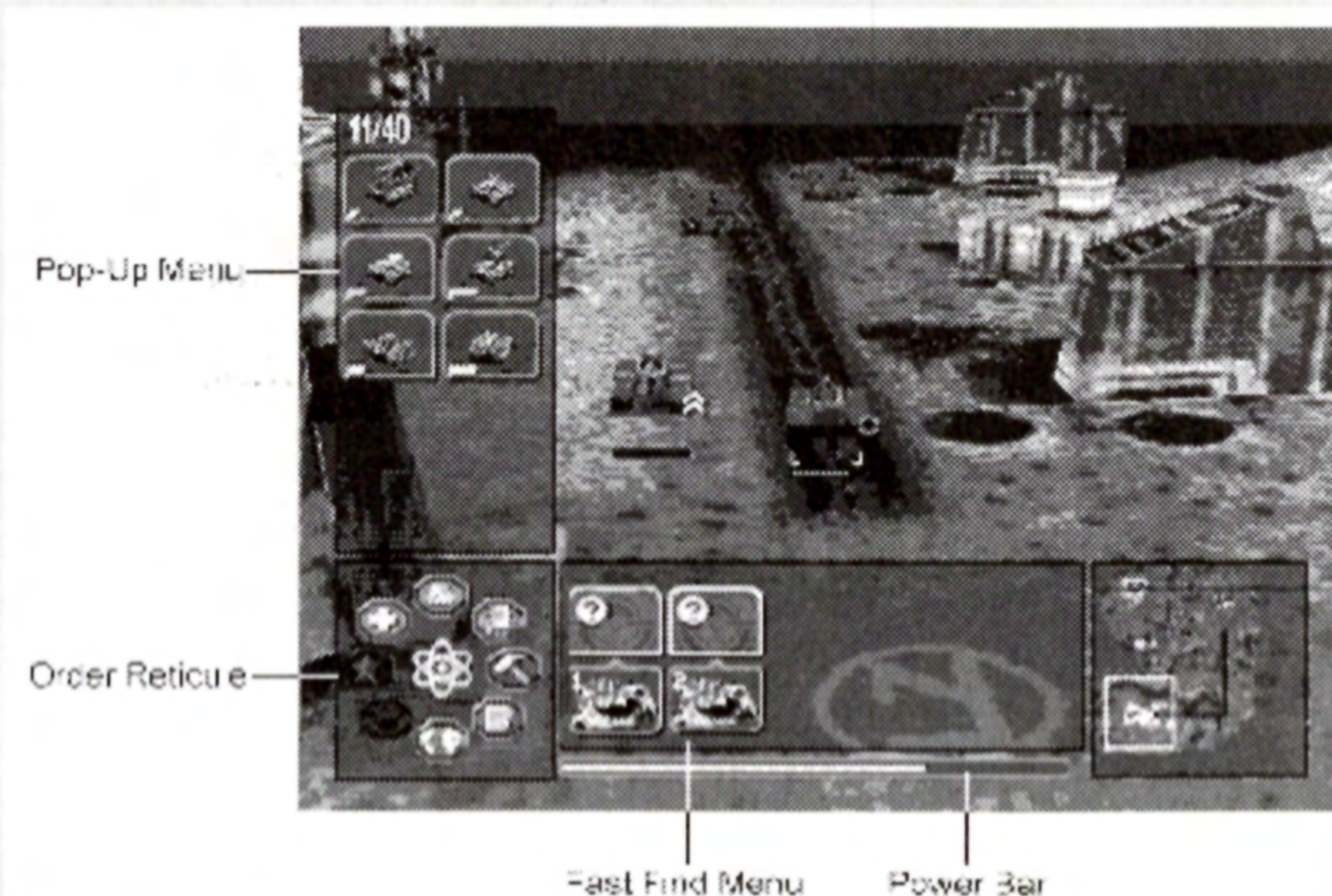
As the best Command General in the ranks of the Project, your mission is to venture into the wasteland of the Western United States, recover the technology to rebuild Civilization, and then defeat the other (more sinister) groups that also seek this technology. If you have the talent and vision, you may even discover the "true" reason NASDA failed.

HEADS-UP DISPLAY (HUD)

The HUD overlays menus and icons onto the 3D view. Using the HUD you can build structures, manufacture units, conduct research, design new units, and access other useful game features.

ORDER RETICULE

Allows you to select build, research, manufacture, design, intelligence, etc.



Reticule controls

Manufacture	Opens factory list
Research	Opens research list
Build	Opens Build list
Design	Opens Design List
Intelligence	Opens Inteligence Display
Transporter	Opens Transport Display
Commanders	Opens Command Display
Unit Orders	Opens Order list

Pop-Up Menu

Select units from here to build, research, or manufacture.

Quick Key Functions

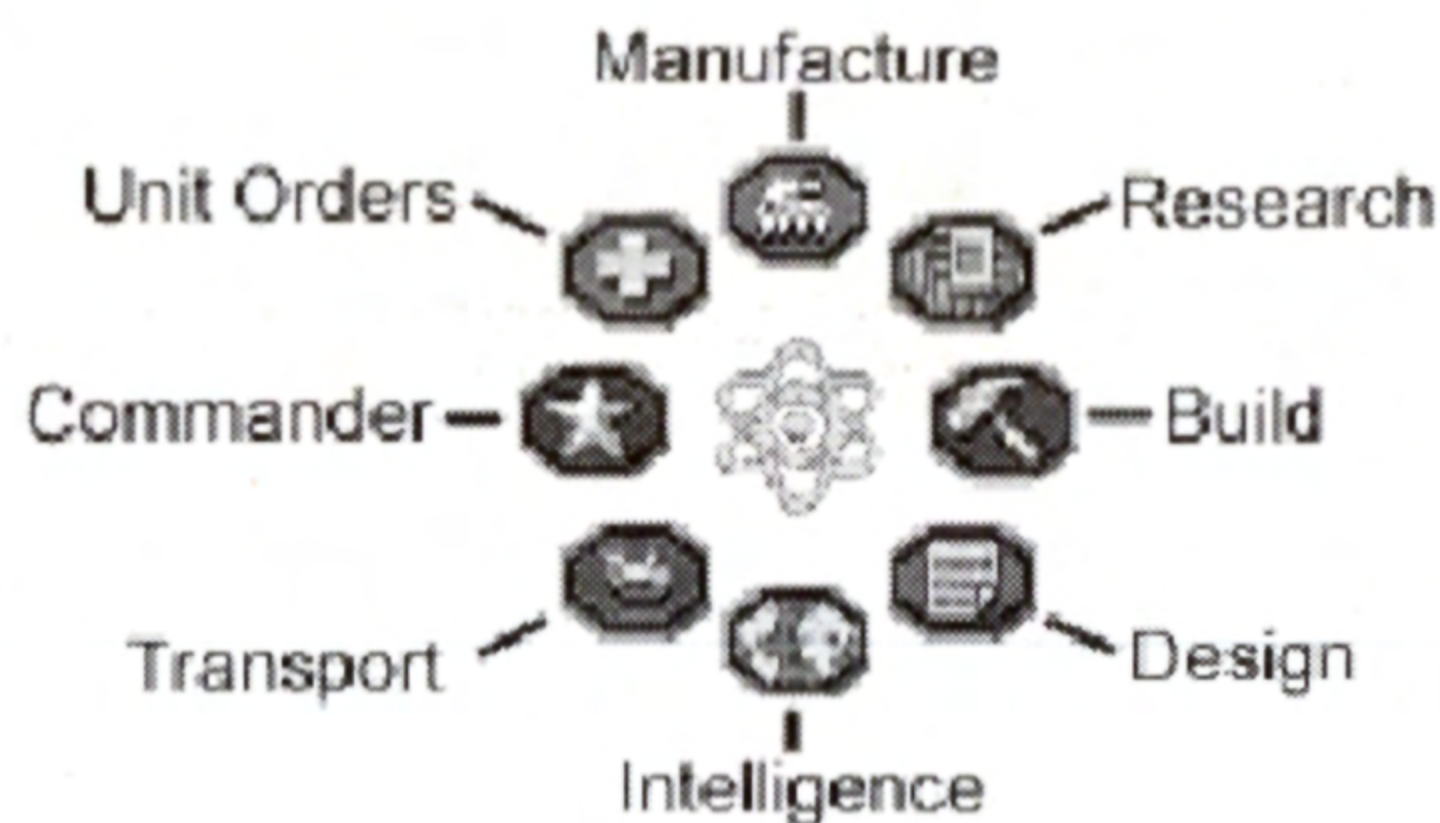
L1, R1: Scroll through multiple pages in pop-up menu.

L2, R2: Switch between the first and last item on the current page in the pop-up menu.

Fast Find Menu

Bottom Row: Slides the view to the selected unit. Allows the delivery point for a factory to be positioned.

Top Row: Assigns research topic, structure, or unit.



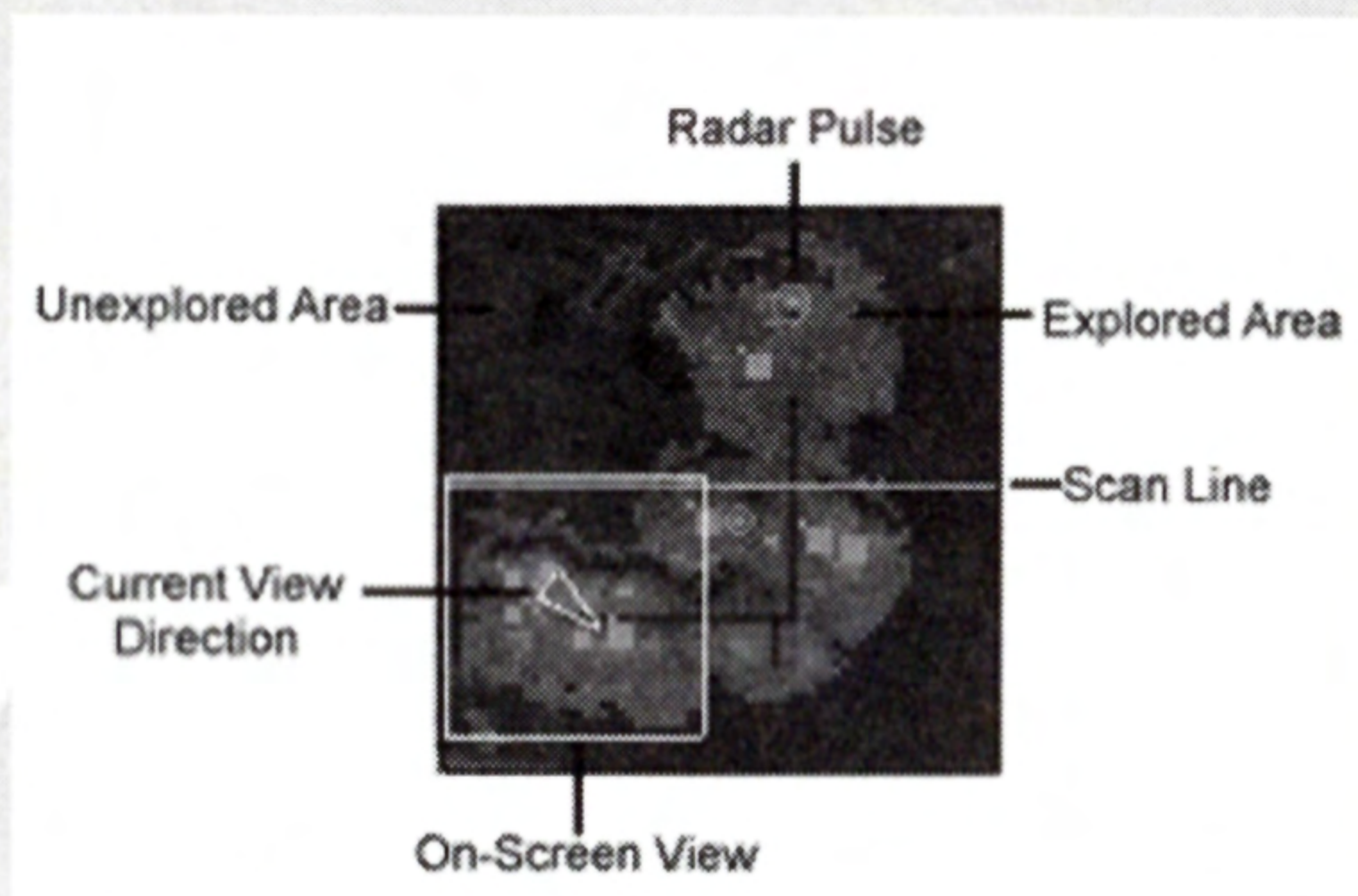
Oil Derricks and Power Generators

Oil derricks are used to extract oil from oil pools. Power generators turn oil into power. Each power generator can use the oil from four pools. If you build a derrick and it doesn't begin to move, then you need to build an additional power generator.

RADAR DISPLAY (MINI MAP)

Radar Pulses

Radar pulses keep track of where your units have sighted Artifacts, oil resources, and enemy bases.



Green Dots = Player Units

Blue Pulse = Oil Deposit

Green Pulse = Artifact

Black = Unexplored areas

Red Pulse = Enemy activity / Objective

POWER BAR

The Yellow Power Bar shows how much power you currently have available. The longer the bar, the more power you have at your disposal. Power is used to produce new units, build structures, and conduct research.

Action Cost Bar

This bar appears over the yellow bar to indicate how much an action will cost. This bar appears as you place the mouse over structures to be built, Artifacts to research and units to manufacture.

Green Bar: If the action cost is less than your total power, it's shown as a green bar.

Red Bar: If the cost is greater than your total power, it appears as a red bar.

Power Generation

Oil is extracted from oil pools by derricks, then converted into power by a power generator. The more oil pools attached to a generator, the faster it converts the oil into power. Each power generator may have four oil derricks connected to it. If an oil derrick doesn't move up and down, you will need to build a new power generator to extract its resources. If you highlight a power generator by left-clicking, it will show the number of oil derricks it is currently providing energy to.

Managing Power & Resources

Power is used to build structures, manufacture units and conduct research. Power is drawn as soon as a unit is assigned to be manufactured by a factory, or a research topic is assigned to a research facility. Providing you have sufficient power for the activity, the initial progress bar fills quickly with green and the manufacture or research begins. A yellow progress bar then charts the progress achieved by the current activity.

If your total power is currently low, then the green bar fills slowly as new power is generated and allocated to it. In situations of low power, it is best to closely monitor your factories and research facilities. If all of them are drawing power at the same time, each one waits until it has drawn sufficient power. This results in long periods of inactivity. When your power is low, concentrate on routing the power to only one factory and/or research facility.

MANUFACTURE

Each factory produces combat units. A factory can produce single or multiple units. You can set a factory's delivery point so that all units produced drive straight to where you want them.

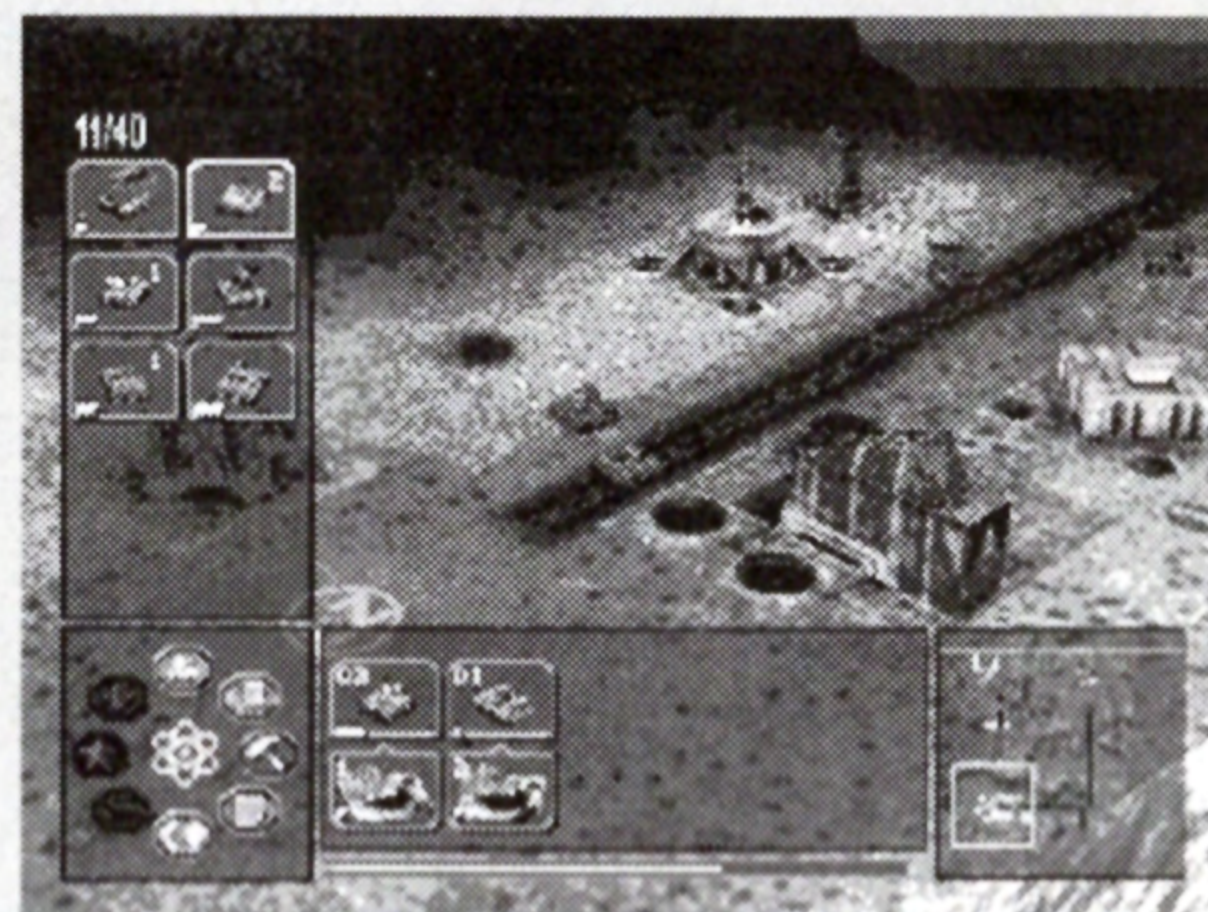
- ⊗ button on Manufacture.
- ⊗ button on the box above a factory.
- ⊗ button on the unit you want to manufacture.
- ⊗ button to increase the number of units
- ⊠ button to decrease the number of units.
- ⊙ button to close menus



Factory Delivery Points



⊗ button to select a factory in the bottom row of icons.



⊗ button to select the location of the delivery point.

BUILDING

Trucks are used to build new structures and repair damaged ones.



⊗ button to select Build and a structure to build.



⊗ button to select the building site.

Building Oil Derricks: You can build derricks by driving a truck towards an oil pool, then press the X button when the cursor changes to a Hammer, over the oil pool.

Using additional trucks: Select another truck and drive it towards a structure already under construction. When the truck approaches the structure and a Hammer icon is displayed, press the X button and the truck will help build the structure.

Repairing Damaged Structures: Your trucks can be ordered to repair damaged structures by driving your truck to the structure. Press the X button when the cursor changes to a Wrench. Trucks will also automatically repair structures near them that become damaged.

RESEARCH

Artifacts are researched at specialized Research Facilities. Artifacts make new vehicle components and structures available, and improve your existing units. Artifacts are the key to the game. Be sure to research every Artifact you find.



⊗ button to select Research



⊗ button to assign research topic to research facility

DESIGN

As new component technologies become available through research, you can design new vehicles using the Design Screen.



⊗ button to select Design



⊗ button to select "New Vehicle"



⊗ button to select type of Body



⊗ button to select a Propulsion



⊗ button to select a Turret (or System Type)



⊙ button to exit the Design screen

INTELLIGENCE

The Intelligence screen displays research updates and allows mission briefing to be viewed again.



⊗ button to select Intelligence Display



⊗ button to view Research Updates or Replay Mission Briefs

Project Goals: The icon with the "i" on it will tell you your campaign objective.

Current objectives: Can be accessed by clicking on the icon of the satellite dish. This will replay the mission video for you.

Research results: These are represented by icons of the weapons, building or upgrades. Clicking on these will give you their statistics.

Press the ⊙ button to return to the game.

COMMANDERS

Commanders become available after you recover and research the required technology. A Command turret can then be added to Vehicle body and propulsion to create a Commander. Commanders lead other units in combat. When a unit is attached to a Commander its targeting is more accurate.

Attaching Units to Commanders: Units are attached to a Commander via the Battle View. Select the units to attach, then select the Commander.



Assigning a Factory to a Commander: Select the Commander, then select the Command Console. Select the number of the factory you want to use to supply the Commander. Any units produced by the factory will now be sent to that Commander up to his maximum size group. When the maximum group size is reached the factory goes off-line until the commander's experience increases, or one of the units in the group is destroyed.






Commander Experience Level: Like other units, commanders gain experience. As a commander becomes more experienced the size of the group he can control becomes larger and his laser designation becomes more accurate. A commander's experience level is shown by a row of one or more stars. Initially a commander can control 6 units. For every level the commander goes up, they can control two additional units. Note: Commander rank increases at: 8, 16, 32, 64, & 128 designation kills.



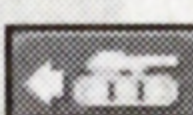
UNIT ORDERS

The Unit Orders gives you more control over your units by allowing you to alter how they behave in combat. It also allows you to order units back to base, and to board the transport.

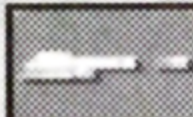

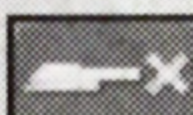
Attack Ranges

	Optimum Range	Attack at most accurate range (Default)
	Short Range	Move to short range when attacking
	Long Range	Move to long range when attacking

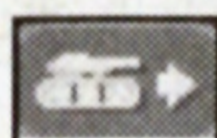
Retreat Levels

	Do or Die!	Fight Until Dead (Default)
	Retreat at Heavy Damage	Return to Repair Facility or LZ
	Retreat at Medium Damage	Return to Repair Facility or LZ

Fire

	Fire-at-Will	Fire at any target in range (Default)
	Return Fire	Fire only if fired upon
	Hold Fire	Do not fire weapon

Movement



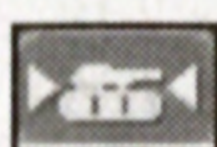
Pursue

Pursue enemy



Guard

Move to position and guard structure or unit



Hold Position

Do not move from position

Go to Orders



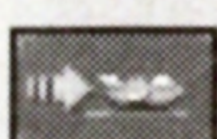
Return for Repair

Go to nearest repair facility



Return to HQ

Go to either the Command Center or the LZ



Go to Transport

Go to nearest transport and board it

Recycle



Return for Recycling

Get unit ready to go to nearest factory or repair facility to be recycled; click Recycle to confirm. Current experience level is placed in next unit produced.

UNIT EXPERIENCE LEVELS

As units engage in combat they become more experienced, making them more accurate and less likely to die. The numbers below show the current level of your units:

As units become more experienced they require more kills to attain the next level.

Recycling Experienced Troops

Through recycling, veteran units can be upgraded to take advantage of new technologies. A recycled unit returns to a factory where its experience is stored. When you manufacture a new unit, the stored experience is assigned to the unit.

Select Recycle on Command Console, then select Confirm Recycle to recycle troops.

Experience	Unit Symbol	Kills
Rookie		0-4
Green	— ◆	5-8
Trained	— ◆	9-16
Regular	— ◆	17-32
Professional	— ◆	33-64
Veteran	— ◆	65-128
Elite	— ◆	129-256
Special	— ◆	257-512
Hero	— ◆	513+

IMPORTANT TACTICS

In Warzone 2100 the base you build in the Western Sector (code named Alpha Base) is used for all of your missions in that sector. In Warzone 2100 this may be a Transport Mission or Alpha Base defensive or offensive action. Whatever the type of mission, you always return to your base ready to begin the next mission.

Note: All missions have a time limit of 2 hours, unless otherwise specified.

ALPHA BASE MISSIONS

These missions occur on the same map as your base. Either a new area of map is revealed or enemy forces land on the map to attack your base. The survival of Alpha Base is vital to your success; as such you should defend it from enemy attacks by building gun towers and other defenses. It is also worth expanding the facilities at Alpha Base as more power becomes available. Two factories and research facilities will increase your rate of production and the speed at which you can research Artifacts.

TRANSPORT MISSIONS

Transport Missions are often timed. You have a limited amount of time to complete the mission and return back to base. At the start of a Transport Mission, the Transport arrives to carry combat teams to the mission's Landing Zone.

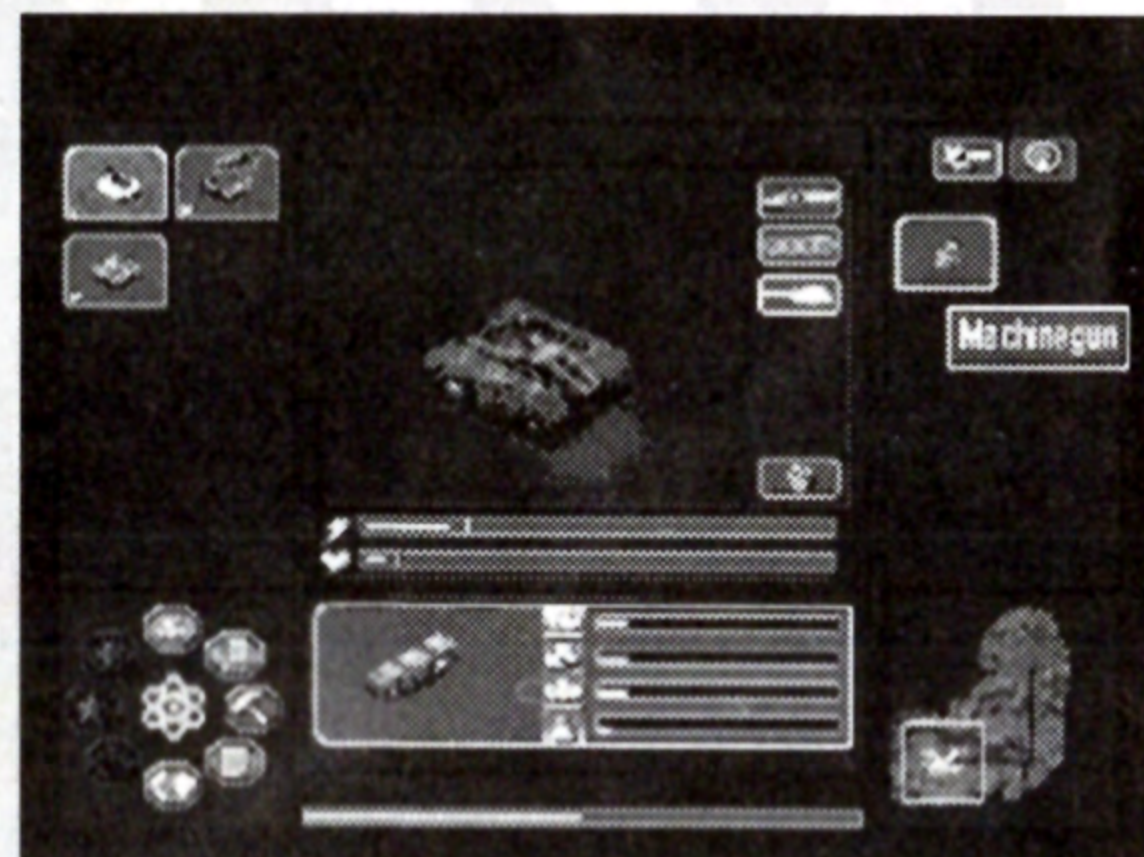
The Transport Menu: Select the transport icon to open this menu. It displays any units currently loaded in the transport.

Loading the Transport: To load the transport, select it as the destination of your units, or use the Command Console to order units to enter the transport.

Unloading the Transport: Select a unit in the transport to unload it.

Launch Button: Select the Launch Button to order the transport to the mission site. The transport will then take off and fly to the mission site. Reinforcements can be ordered by selecting the transport button after you arrive at the mission site, if this option is available in the mission.

04/10 Transport Capacity: The transport can carry a maximum of 10 units. The first number designates current load and the last number indicates capacity, which never changes.



REINFORCEMENTS

Reinforcements are available for many Transport Missions, but not all.

Requesting Reinforcements: Select the transport icon. This opens the transport menu and the reinforcements available menu.

Loading Reinforcements: Select any of the available reinforcements. This loads them into the transport.

Launching the Transport: Select the Transport launch button to send the transport to the mission site.

Reinforcement Time: This is how long it takes the transport to fly from the base to the mission site. This varies according to the distance to the mission site and prevailing weather conditions.

Compromised Landing Zone: A landing zone becomes compromised whenever there are any enemy units near it. A transport cannot land at a compromised LZ. Instead it returns to base to await new orders. You can request further reinforcements at any time.

Transport Mission and the Order Reticule

Even when on a transport mission you have access to the same facilities as when at your base.

Manufacture: You can still set your factories to produce while you are away.

Research: Artifacts and research topics can be researched when on transport missions.

Design: New units can be designed and manufactured.

Building: Trucks can only build defensive structures when on Transport Missions. No building can happen back at Alpha base while you are away. You can fortify the LZ you are at however.

TARGET TECHNOLOGIES

Your goal as Commander of Team Alpha is to recover Pre-Collapse technologies.

Repair Units

Repair units automatically repair any damaged unit within their repair range. Repair units can also be ordered to repair a damaged unit directly.



Structure Modules

Modules increase the structural strength of the structures they are added to. Each module also increases the structure's output whether it is power, production rate or research speed.

To add a module to a structure, select the module from the Build Menu and select the structure as its build site. The truck will then add the module to the structure. Alternatively you can order the truck to the structure, and it will add a module automatically.

Factory Modules: Two modules may be added to factories. The first module allows medium vehicles to be manufactured. The second module allows heavy vehicles to be manufactured by the factory. Researching the factory module technology allows you to add both modules (Level 2 & 3).



Synaptic Link

This key technology is believed to exist somewhere in the Western Sector. It is essential that you recover and research this technology. This technology is required for Cyborg construction.



Indirect Fire Weapons

Indirect fire weapons lob shells or fire missiles over friendly troops, structures, and even over hills. However, they must be able to see what they are firing at. When attached to a sensor, indirect fire weapons can fire at targets that the sensor can see.



Attaching Indirect Fire Weapons to Sensors

Using the Battle View, select the indirect fire weapons, then select the sensor. A sensor lock box appears to show that you are successful.

Sensor Turret

All attached indirect fire weapons fire at any target that you select as the sensor's target. The indirect fire weapons continue to fire until the target is destroyed, a new target is selected, or the sensor is destroyed.

Sensor Tower

The tower automatically detects enemies in range and then orders any attached indirect fire weapons to open fire at them.

Counter-Battery Sensor

This sensor detects incoming enemy indirect fire and plots where the fire is coming from. It then orders attached indirect fire weapons to fire at the enemy artillery battery.

VTOLs

The technology required for Vertical Take-Off and Landing (VTOL) aircraft has been lost. Team Beta is searching the Eastern Sector for it. VTOLs are designed like other units, but are restricted in what weapons they can have.

Re-arming Sites

VTOLs require re-arming and repairing between strike missions. Re-arming Sites perform these activities. Each Re-arming Site can support any number of VTOLs, but only re-arms one VTOL at a time. Until fully re-armed a VTOL cannot be used for another strike mission. To keep your VTOLs flying regularly, you'll need at least one Re-arming Site for every three VTOLs.

Independent Strike Missions

VTOLs require a target to be selected for them, otherwise they cannot attack. Strike VTOLs will not fly into enemy territory without a selected target. One of your other units must be able to see the target or the VTOLs must be able to see it themselves.

VTOL Strike Turret

VTOLs may be assigned to VTOL Strike Turrets. Any target designated by the turret is assigned to the VTOLs as their target.

VTOL Early Warning Tower

This tower scans for approaching enemy and assigns them as the VTOLs target. The VTOLs are scrambled to attack the incoming enemy.

VTOLs Counter-Battery Sensor












This is similar to a standard Counter-Battery Sensor except that attached VTOLs are scrambled to attack the enemy artillery battery.

VTOL Sensors

A VTOL equipped with a sensor can fly sensor missions. When on a sensor mission a VTOL does not require a target to be selected. It can be ordered to fly anywhere, and may have a patrol area set for it using the Command Console. VTOL sensors may have strike VTOLs attached to them, and may be used to designate targets for them.

GAME POINTERS

As units move around the 3D view, the pointer changes as they approach various targets. This table shows the pointers and their effects.

POINTER	TURRET TYPE	PURPOSE
 Attach	All	Assigns units to commander or sensor
 Build	Truck	Aids in building target structures.
 Embark	All	Loads selected units onto transport
 Repair	Truck / Repair Arm	Repairs damaged structure / units
 Guard	All	Guards selected structure or truck
 Move	All	Moves units to selected point on terrain.
 Target	Combat	Assigns structure or unit as target
 Pick-up	Any	Collects Artifacts
 Go For Repair	All	Repair facility selected as destination
 Demolish	Truck	Selected structure is demolished -50% of build cost returned.
 Lock-on	Sensor	Assigns units, using sensor as a spotter

IMPORTANT STRUCTURES

Each structure performs one or more function as listed below:

Command Center

Radar Display, Design Screen

Power Generator

Converts oil from oil derricks into power

Power Module

Increases the rate at which a generator converts oil into power

Oil Derrick

Extracts oil from oil pools, providing a power generator is available

Factory

Manufactures units

Research Facility

Researches artifacts & research topics

Repair Facility

Repairs damaged units

Landing Zone

**Reinforcements are delivered here,
Transports landing pad**

Cyborg Factory

Manufactures Cyborgs

VTOL Factory (not shown)

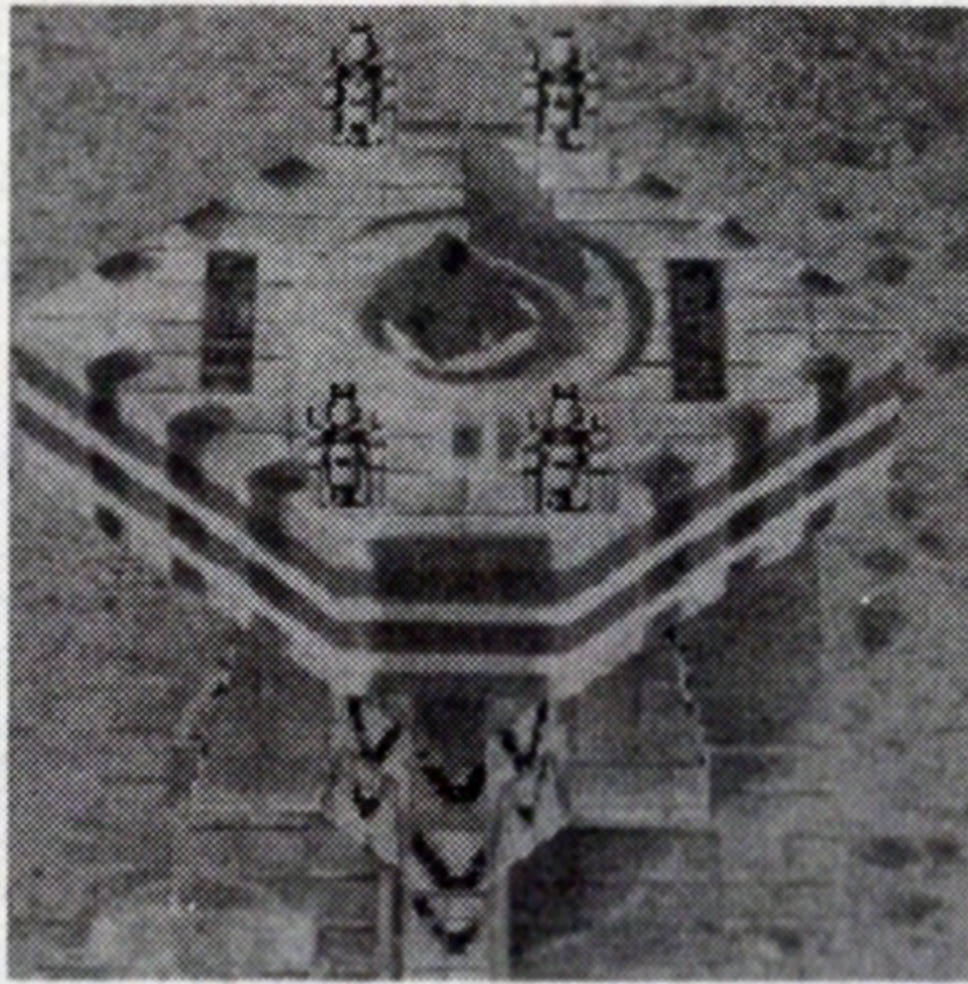
Manufactures VTOLs

VTOL Re-arming Pad (not shown)

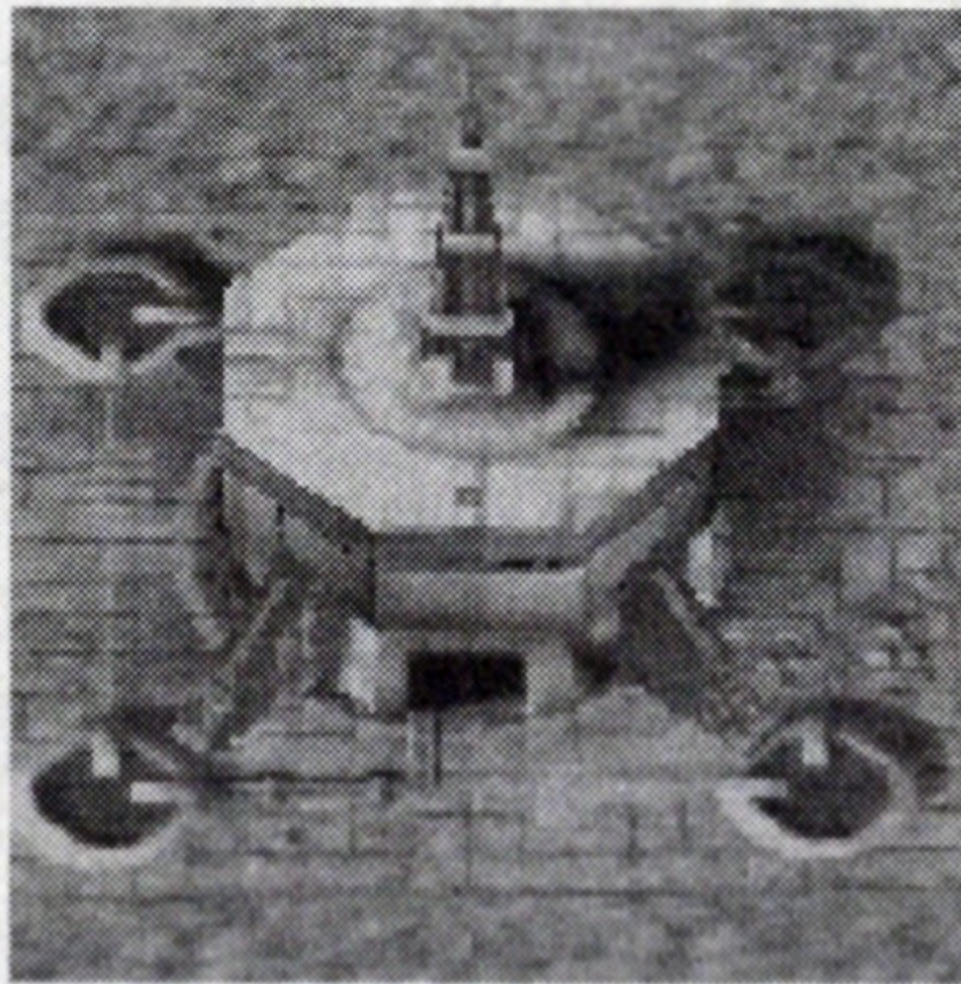
Repairs and re-arms VTOLs

Command Relay Center (not shown)

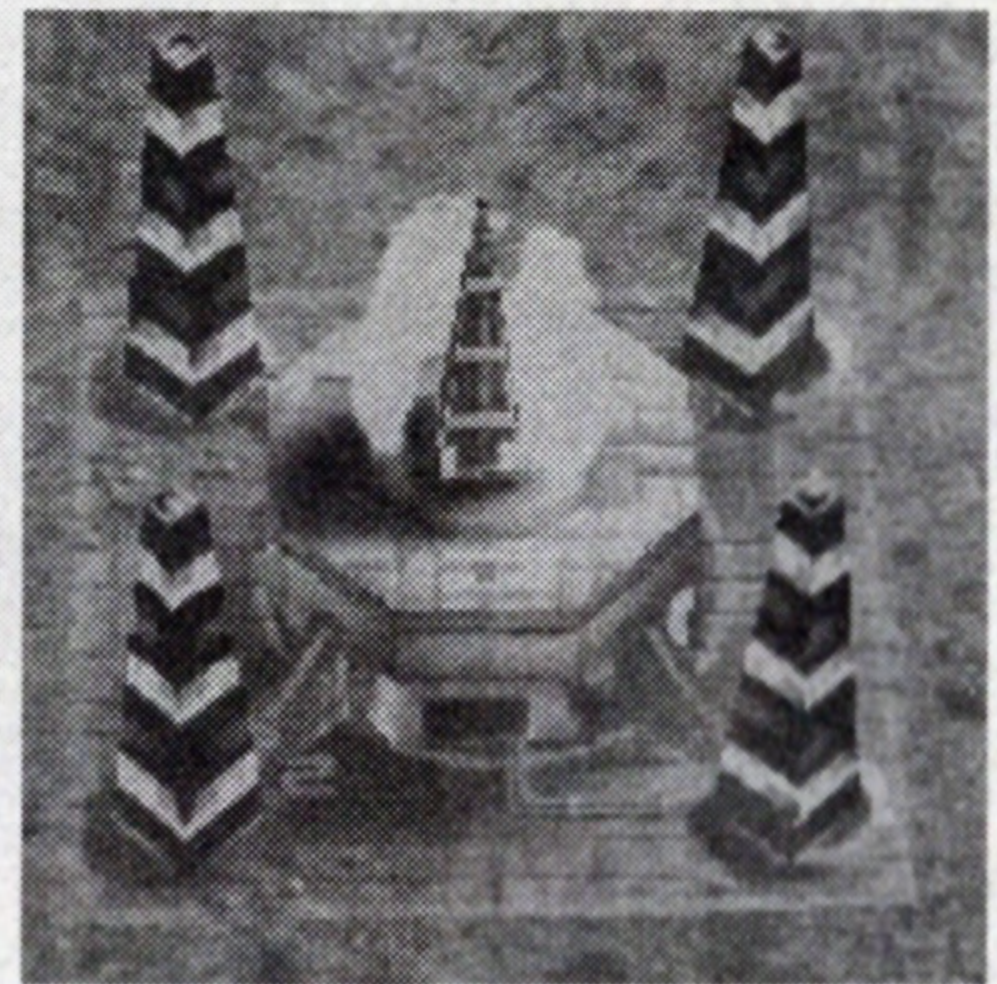
Needed for production of Commander units



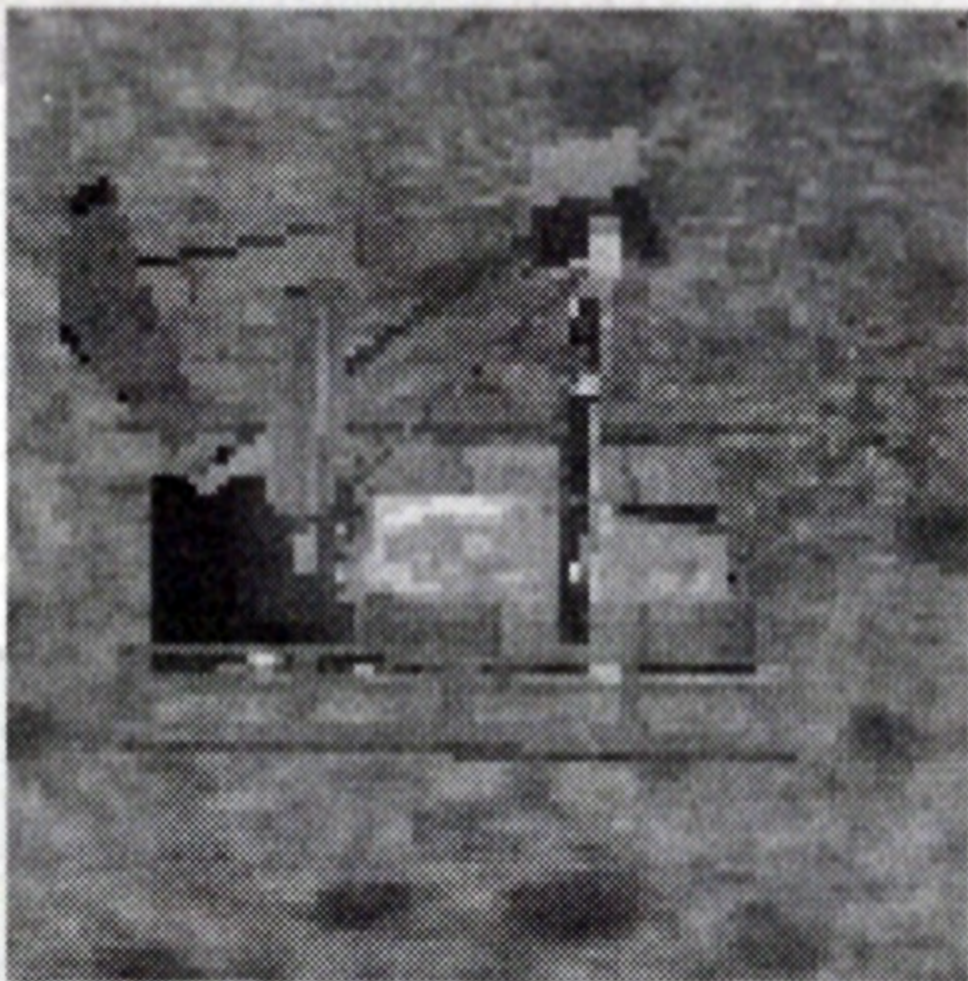
Command Center



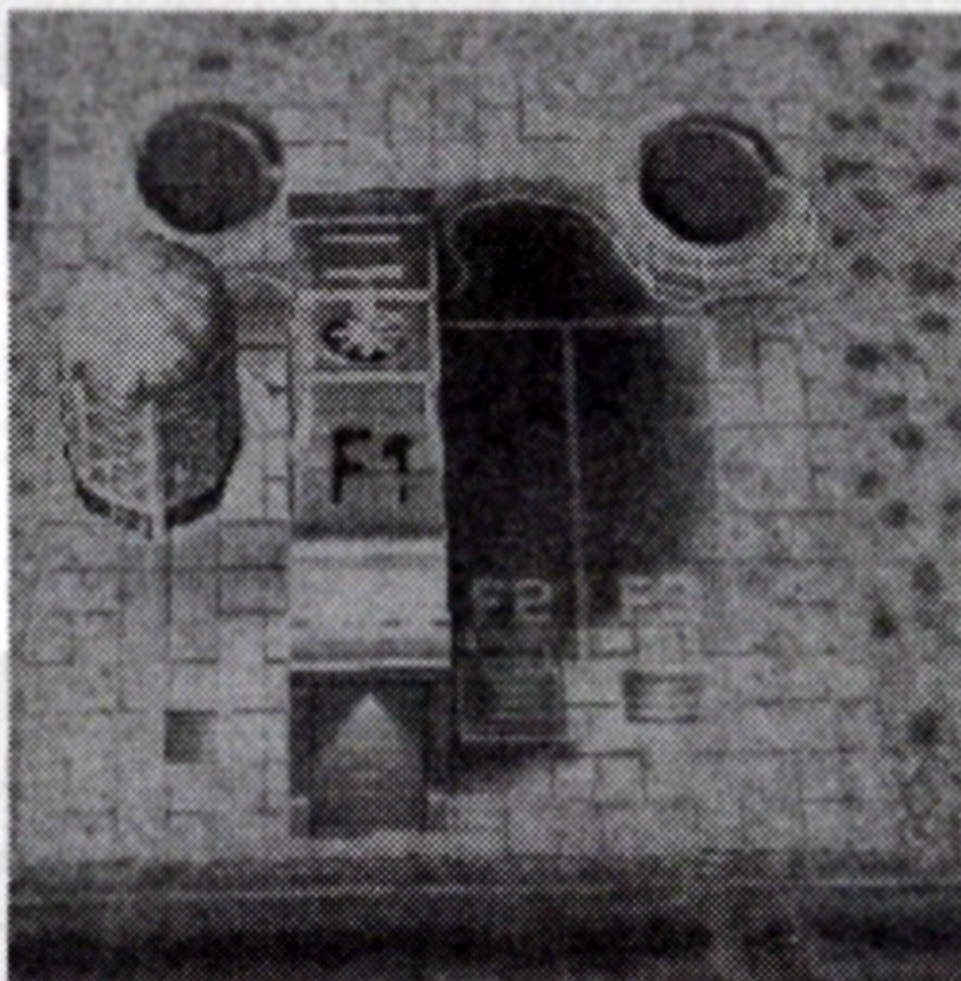
Power Generator



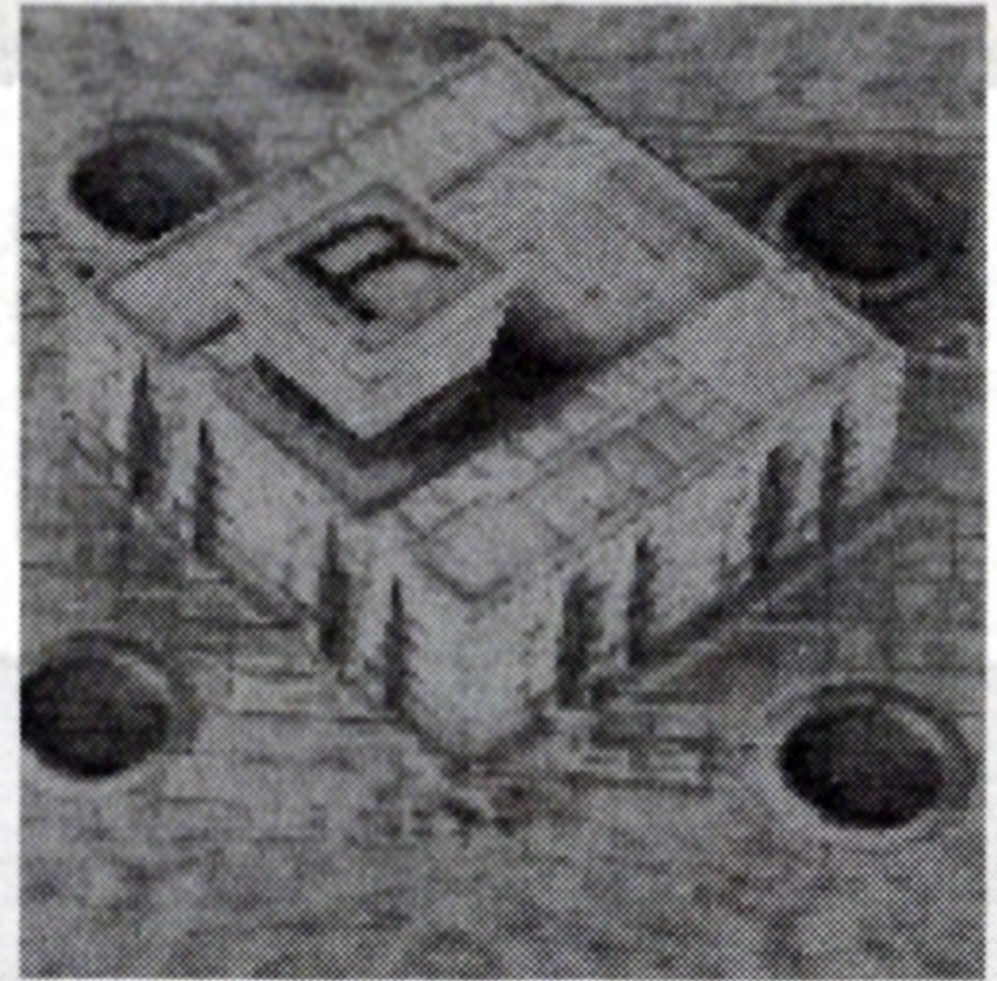
Power Module



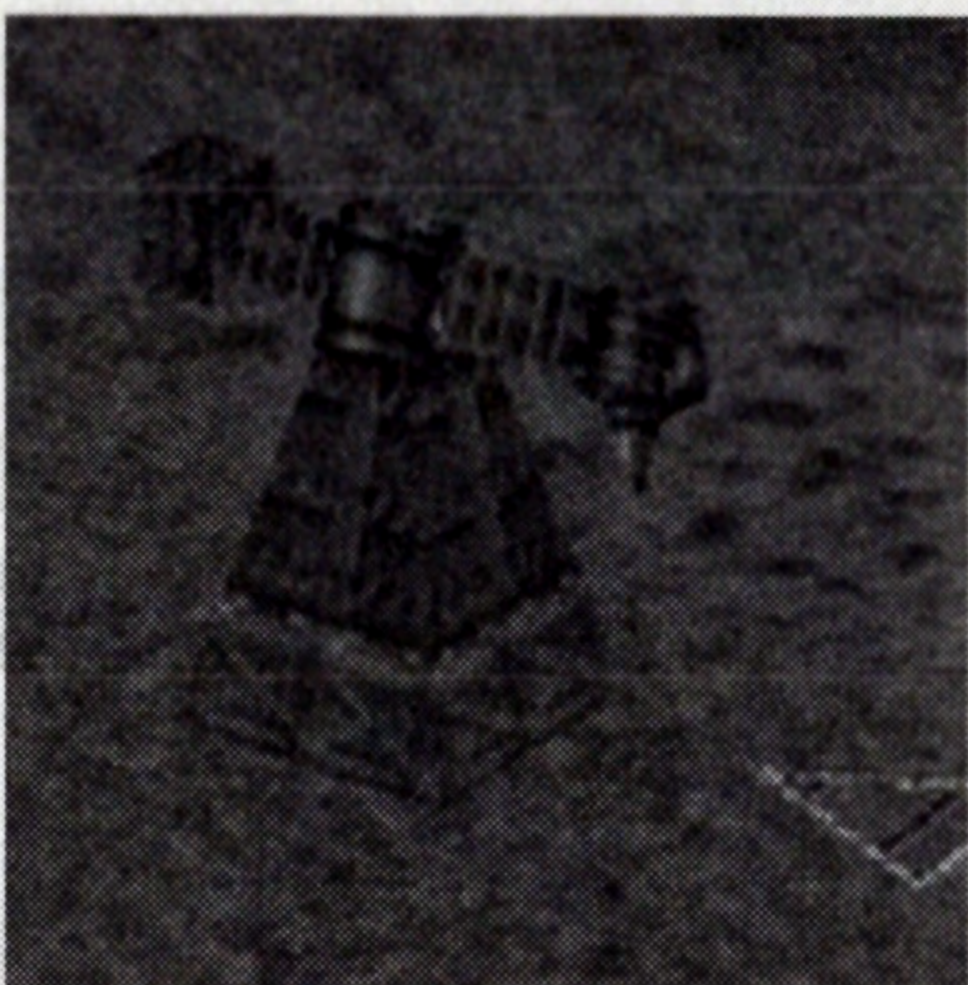
Oil Derrick



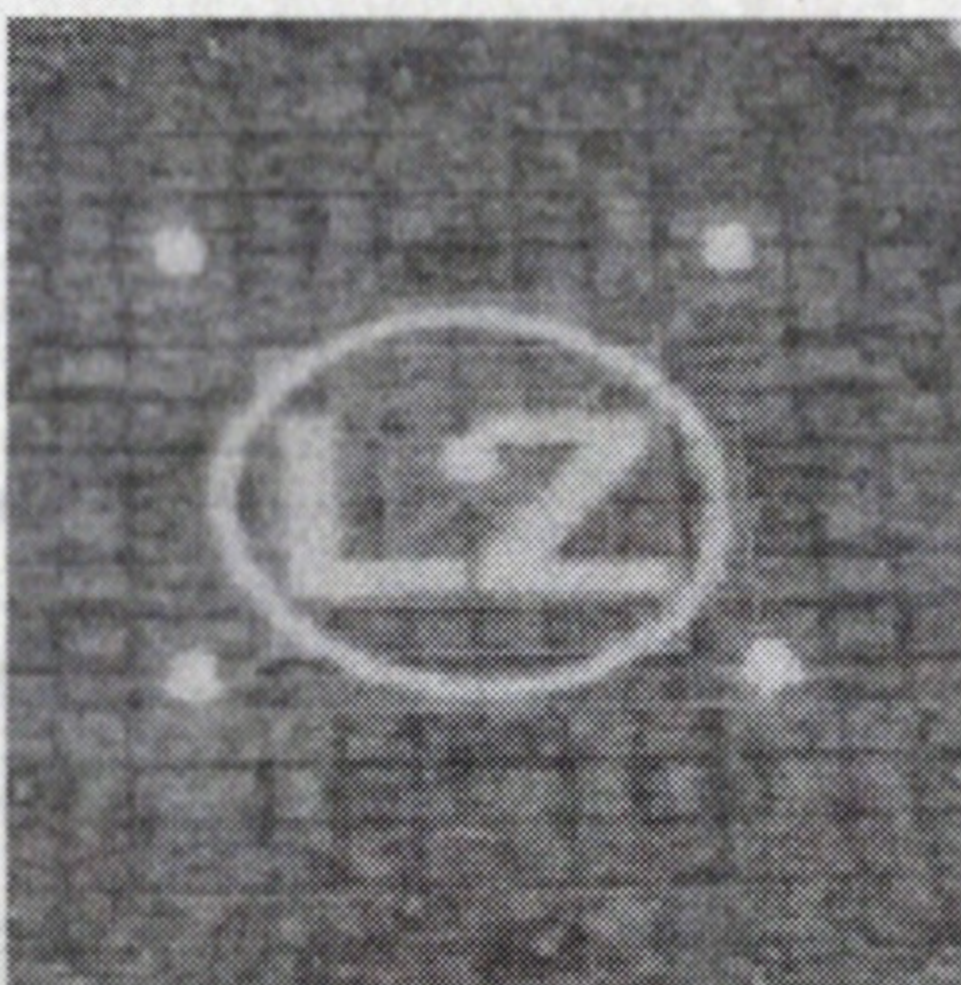
Factory Level 1



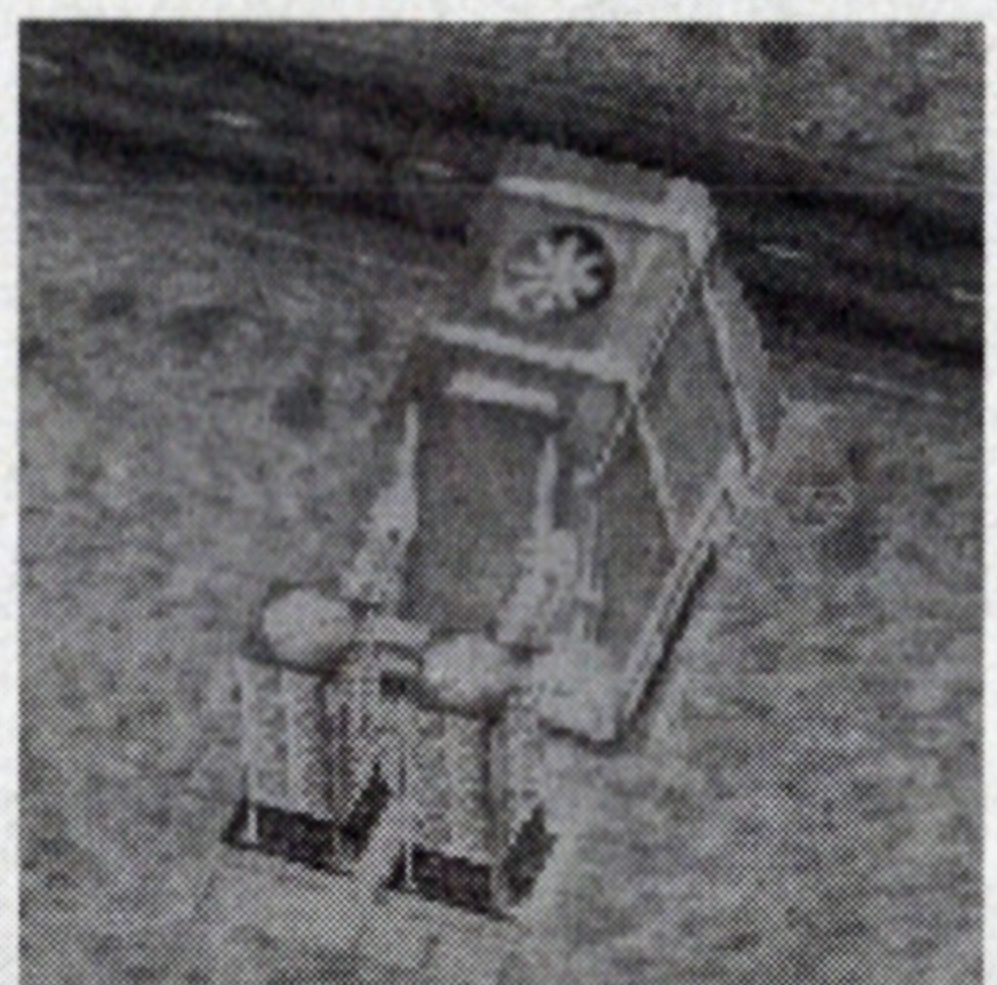
Research Facility



Repair Factory



Landing Zone



Cyborg Factory

DEFENSIVE STRUCTURES

An important strategy is the use of defensive structures to protect your assets. Below is a list of primary defensive structures. You will need to research each item to acquire it.

1. Hard Points

PROS: Excellent defense with ability to mount heavy weapons. Hard Points can fire over walls or be placed within walls.

CONS: Limited in weapon placement types & long build times.

2. Walls

PROS: Direct fire weapons cannot fire over or through walls. Excellent defense when upgraded.

CONS: Direct fire defenses cannot fire over or through walls.

3. Guard Towers

PROS: Can fire over walls / have long range

CONS: Low durability / weak firepower

4. Machine Gun Bunker

PROS: Low build cost

CONS: Average durability / causes weak damage against armor

5. Tank Trap

PROS: Low cost and short build time / direct fire weapons can fire over tank traps

CONS: Enemy can fire over or through tank traps

6. Flamer Bunker

PROS: Good durability / low build cost

CONS: Short range / medium build time

7. Cannon Bunker

PROS: Good durability / more powerful direct fire

CONS: Medium build time / medium cost

8. Sensor Tower

PROS: Can spot indirect fire weapons with high accuracy / early warning

CONS: Fragile

DESIGN AND CONSTRUCTION

1. Unit name (modifiable)
2. Body options
3. Propulsion options
4. Turret options
5. Delete design
6. Total power (to produce unit)
7. Total body points (unit durability to attack)
8. Systems Turret
9. Weapons Turret
10. Road speed (pavement)
11. Off-road speed (non pavement)
12. Water speed
13. Weight (affects overall speed and durability)

Unit Design

In Warzone 2100 there are over 2000 units you can design. As you research new topics, you gain access to new weapons, new technologies and new types of material used to build units. The number of possible units is immense. When designing units, here are some guidelines:

Design with a clear vision. If you are a heavy cavalry advocate, first research the vehicle engine, armor, and weapon items. If you favor a quick strike strategy, build units with medium bodies, fast propulsion, and light but damaging weapons. (hint: hover and rockets)

Remember the cost! Super weapons may be just the ticket to dominate the battlefield. However, without adequate resources and build time you may never achieve the numbers to win the day.

Create nuisance units. They will act as scouts and serve to harass your opponents' derricks. Fast units, with medium armor, and fast loading weapons, in mass, can overwhelm your opponent, before they can create heavy armored and cannoned units.

Research a weapon to completion. Researching all levels of cannon will result in a nearly invincible projectile weapon. Just make sure you have the chassis to mount it.

HINTS AND TIPS

General Tips:

- Using more than one truck decreases the time required to build a structure. Three is optimal.
- Do not forget to build a power generator - one is required for every four oil derricks.
- Adding a module to a power generator increases its efficiency.
- Scout around the map for more oil resources.
- Adding one module to a level 1 factory changes it into a medium (level 2) factory and allows it to build medium bodied units.
- Adding one module to a medium factory changes it into a heavy (level 3) factory and allows it to build heavy bodied units.
- Adding a module to a research facility greatly improves the speed at which it can research topics.
- Try to assign repair units to all combat groups for mobile roaming repairs.
- Defend your base with a variety of defensive weapons – machine guns to take care of cyborgs, and cannons to handle oncoming tanks. Build walls to delay the onslaught.
- Assign Mortar Units to a sensor to take advantage of indirect fire. (e.g. over cliffs and walls).
- Defend all oil derricks with at least one defensive structure.
- A bunker of any type is a cheap and stubborn defense.




Weapon Hints:

Mortars	More effective versus - Infantry, Cyborgs, 'Soft' targets Less effective versus - Heavily Armored Units (Tracked), 'Hard' Targets (Bunkers, Emplacements), Soft Structural Targets
Flamers	More effective versus - Infantry, Cyborgs, Hover and Wheeled Units, Bunkers Less effective versus - VTOLs, Tracks, Half-Tracks, Hard Targets, Walls
Cannons	More effective versus - All units except Infantry and Cyborgs Less effective versus - VTOLs, Infantry and Cyborgs, Bunkers, Hard Targets

Machine Guns More effective versus -Infantry and Cyborgs, Wheeled Units and Soft Targets
Less effective versus - VTOLs, Tracks

Bunker Busters More effective versus -Bunkers and Hard Targets
Less Effective versus - Tracks

Vehicle Body Types: (initial types)

				Top Secret	Top Secret
Image Name	Viper	Cobra	Bug	Scorpion	Python
Weapon Mount	Class 1	Class 1 or 2	Class 1 or 2	Class1,2,4	Class 1,2,3
Cost	Low	Medium	Medium	Medium	High
Speed	Fast	Medium	Very Fast	Fast	Slow
Defense	Low	Medium	Very Low	Low	High

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