⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms— children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.
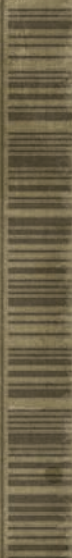
ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

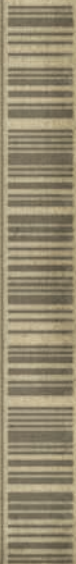For more information, visit **www.ESRB.org**

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[1] INTRO:

CONFIDENTIAL
FOR YOUR EYES ONLY!

Gentlemen,

As we depart for New Madrid, it is with great pride that I address you, the 8th Armored Infantry—soldiers of Section 8.

'Section 8...' it's a military code which has not seen use for hundreds of years. They call you 'Section 8' because they think you are irrational, or insane, because you do what no other soldier would dare. They dismiss you as mad because they do not know the truth: you do what no one else can.

You are the elite of the United States Imperial Forces, and the only unit possessed of the fortitude and courage to burn-in to battle from space. As you strike the ground below with sound-breaking force, let the quaking tremor of your arrival resonate in your enemy's spirit. Let him feel first-hand what it means to fight against an adversary who does not know fear.

You are the spear-tip of a force that will reclaim our rightful territory from the enemy, the 'Arm of Orion,' who in their cowardice dare only strike at our Empire's most remote colonies. But be warned: fear can make a man desperate, and a desperate enemy is the most dangerous foe of all. Do not underestimate the Arm- you will have to bring all of your strength and skill to bear if we are to triumph.

For many of you, New Madrid will be your first mission with the 8th Armored. You are the finest men our Empire has to offer, and you have the best equipment and training of any USIF unit. Rely on your training, and remember all that you have worked for and sacrificed in preparation for this very moment. This is your time to serve your Empire: do so with pride and with honor.

You fight today for a righteous cause: to free the innocent and the oppressed from the tyranny of the Arm. As you go forth into battle alongside your brothers-in-arms, remember what you're fighting for. Let that knowledge give you the resolve to do what you must, and lead you to victory.

Godspeed, soldiers. Prepare to burn-in.

-General Barrett Stone, USIS Texas

[2]   GETTING STARTED:

2.1   INSTALLATION

Insert the Section 8™ DVD-ROM into your DVD-ROM drive. When the Autorun screen appears, click Install Section 8 and follow the instructions on the screen.

If the Autorun screen does not appear, double-click on the "My Computer" icon on your Desktop or Start Menu, then double-click the DVD-ROM drive containing the Section 8 DVD-ROM. Locate and double-click on Autorun. exe to launch the Autorun screen. Click Install Section 8 and follow the instructions on the screen.

2.1   TROUBLESHOOTING

Please refer to the Readme file included on the DVD-ROM for the latest information regarding troubleshooting and technical support.

[3]   CONTROLS

3.1   PC

Left Mouse Button	Fire	1	Weapon 1
Right Mouse Button	Zoom	2	Weapon 2
Mouse Wheel	Swap Weapon	3	Equipment 1
Move Mouse	Look	4	Equipment 2
W	Forward	B	Purchasing
S	Backward	F1	TacNet Dropship
A	Strafe Left	F2	TacNet Teams
D	Strafe Right	F3	TacNet Map
Space Bar	Jump/Jetpack	F4	TacNet Scores
E	Use/ Enter Vehicle	F5	TacNet DCMs
F	Use Equipment	T	Global Chat
R	Reload	Y	Team Chat

Q	Swap Gear	U	Squad Chat
Shift	Sprint	Home	Games for Windows LIVE
Left Control	Walk	Esc	Pause
C	Crouch	Tab	Scoreboard
		M	Map Display

3.2   XBOX 360® CONTROLLER FOR WINDOWS

LT Zoom

RT Fire

LB
Jump/
Jetpack

RB Use Gear

Y Swap Weapon

X Reload

B Swap Gear

L
Move
[Click]
Sprint

A Use / Enter
Vehicle

BACK
Scoreboard

R
Look
[Click]
Crouch

START
Pause

[Left]
TacNet
Dropship

[Right]
TacNet
DCMs

[Up]
Purchasing

[Down]
TacNet
Map

LIVE Guide
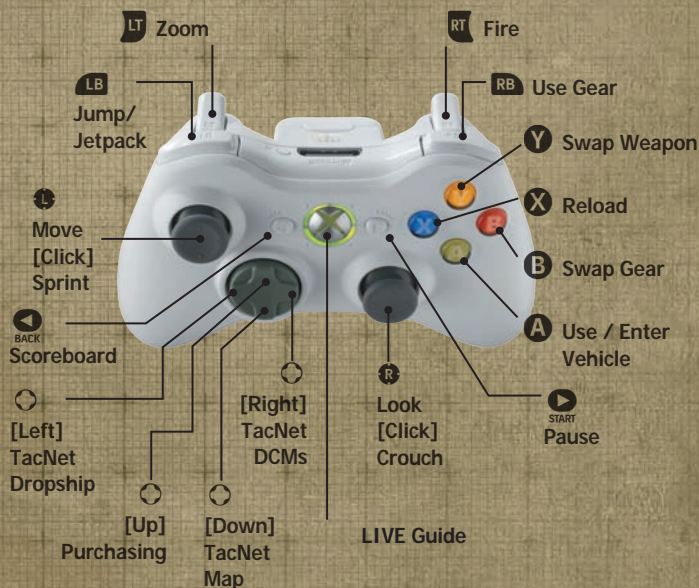
You may modify your controls in-game from the Main Menu by navigating
to Settings -> Controls -> Configure Bindings.

[4] CONQUEST - QUICKSTART:

Conquest warfare is waged between Section 8 and the Arm of Orion for control of the battlefield. Each team competes to complete objectives and score victory points. When one team earns enough points to meet the victory point goal, they are victorious and the enemy team is defeated.

4.1   INSTANT ACTION

You can start a Conquest game from the Instant Action portion of the Main Menu.

4.2   MULTIPLAYER

You can join a multiplayer Conquest game from the Multiplayer portion of the Main Menu by navigating to Multiplayer -> Quick Match.

4.3   CONTROLS AND HUD

A control diagram is available in the Controls section of the manual.

A HUD explanation is available in the Armor section of the manual.

4.4   SPAWNING / DYING

When a player is defeated in combat, the player is returned to the TacNet to prepare for a burn-in spawn. From the TacNet, players can select a new burn-in location and change loadouts.

See the TacNet section for more information.

4.5   VICTORY POINTS

Victory Points (VPs) are what determine victory or defeat in Conquest.
The game's victory point goal and progress for each team are tracked
in the HUD. Victory points are obtained by capturing control points,
completing dynamic combat missions (see DCMs section), and defeating
enemy players.

4.5.1   CAPTURING CONTROL POINTS

Control points (CPs) are a key element of victory in conquest.
**Victory points are awarded at fixed intervals for each control
point your team holds.**

Enemy and Neutral control points can be captured by moving
close to the CP and initiating a hack with the Use key. Once a
control point is hacked, the hack will begin seizing the control
point and converting it to your team. If the hack is not defused
in time, the control point and its networked structures will fall
under control of the hacking team.

A hack can be defused in the same way it is started; simply move next to the hacked CP and press the Use key to begin the defuse.

4.5.2   COMPLETING DYNAMIC COMBAT MISSIONS

Dynamic combat missions (DCMs) occur periodically during conquest. Successful completion of a dynamic combat mission provides significant victory points that can the turn the tide of battle.

See the DCMs section for more information.

4.5.3   DEFEATING ENEMY PLAYERS

Enemy players are the main obstacle that stands in the way of Conquest victory. Defeating an enemy player gives a small amount of victory points, and often provides your team with a window in which to capture a control point or complete a DCM.

4.6   TIPS FOR VICTORY

Achieving victory in a Conquest battle is largely determined by how well a team executes on a few key strategies:

- Capture control points and defend them. Control points are the best and most common source of victory points in a Conquest battle.
- Purchase vehicles and deployables to help your team attack or defend a control point. Even a well-defended control point may not be able to stand up to a vehicle attack.
- When a DCM becomes available, send several players to complete or counter the DCM. DCMs provide substantial victory points when completed or countered.
- Use anti-air turrets to control the skies. You can destroy enemy AA turrets to allow your teammates to drop directly into an occupied base. You can also use deployable AA turrets to prevent this tactic.
- Sensors detect enemy units at a distance, allowing you to see them from greater-than-normal range. Sensors are useful for spotting incoming attackers, but they are also extremely useful for scouting enemy defenses prior to attacking.

[5] MAIN MENU

5.1 Summary - PC

- Multiplayer – Play Conquest against other players online.
- Instant Action – Play Conquest against computer-controlled opponents.
- Corde's Story – Play the single player campaign.
- Dropship – View stats, leaderboards, awards, and edit loadouts.
- Settings – Customize Section 8 to your liking.

5.2 Multiplayer - PC

5.2.1 QUICK MATCH

This option provides a way to quickly find and join a multiplayer game.

5.2.2 CUSTOM MATCH

Custom Match allows you to specify your search criteria when looking for a multiplayer match to join.
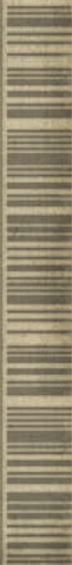
5.2.3 FIND SERVERS

Find Servers brings up the server browser, showing a list of servers running the game. This screen includes options to search for specific servers, add favorites, and search for games over a local area network.

5.2.4 HOST

Hosting allows you to host your own internet or LAN game. See the Instant Action section for a description of many of the host gameplay options.

5.2.5 INSTANT ACTION

Instant Action offers the ability to quickly start a single player Conquest game with computer controlled players (called bots).

5.2.6 BOT MODES

A variety of bot modes and options are available. Some are only available in Multiplayer, as noted.

5.2.6.1 Balanced Mode

Balanced mode adds bots evenly to each team, filling the game to the maximum number of players allowed. It will add or remove bots to keep the teams balanced.

5.2.6.2   Co-Op / Extreme Co-Op Modes

Available only in Multiplayer, Co-Op funnels human players onto the same team and pits them against a bot team. In Co-Op, the teams are evenly balanced. In Extreme Co-Op, the bots will stack the odds against you.

5.2.6.3   Swarm / Super Swarm Modes

Swarm will pit a small number of human players and friendly bots against a larger swarm of hostile bots. Swarm mode pits the odds slightly against the human players, while Super Swarm pits the odds greatly against the human players.

5.2.6.4   One Man Army Mode

Available only in Instant Action, this mode pits a single human player against an entire team of hostile bots.

Best of luck, soldier!

5.2.7   BOT SETTINGS

Bots can be tweaked in several ways to customize them to your liking.

5.2.7.1   Difficulty

Bots on lower difficulty settings will dish out less damage, take less damage to kill, and generally act less intelligent.

5.2.7.2   Team Behavior

In Instant Action Advanced and in multiplayer Host, team-wide behavior may be specified. These settings affect what goals the bots try to achieve but do not directly affect their difficulty.

5.3   CORDE'S STORY

5.3.1   RESUME

Resume continues where you last left off in the campaign. It is only available if you have played the Campaign before.

5.3.2   NEW CAMPAIGN

New Campaign begins a new Campaign, presenting a list of available levels and difficulties. You may start on any level you have previously reached.

5.4   DROPSHIP

5.4.1   LOADOUTS

This option allows you to view and customize loadouts, which are sets of weapons, equipment, and passive modules. Read the Loadouts section for more information on customizing your loadouts.

5.4.2   RANKED STATS

The Stats page shows various statistics accumulated through ranked play.

5.4.3   AWARDS

The Awards screen tracks completion of Badges and Feats in ranked play.

5.4.4   BADGES

Badges are gained during the round, and award bonus experience points. These are fairly challenging to earn.

5.4.5   FEATS

Feats are accomplished in a life and award XP. They also affect the activation of DCMs (see DCMs section for more information), and are easier to earn than Badges.

5.4.6   LEADERBOARDS

Leaderboards track worldwide player performance in ranked play.

5.4.7   ACHIEVEMENTS

View Achievements. Achievements are additional challenges you can complete to increase your Gamerscore.

5.5   SETTINGS - PC

The Settings menu allows for adjusting various settings in the game.

Controls : Configure controls, aim assistance, force feedback, and tutorials

Video : Adjust resolution, brightness, performance and detail adjustments, and perform performance tests

Audio : Tweak volume, voice-over-IP settings, and text to speech

HUD : Enable or disable various sections of the HUD

Multiplayer : Set your clan tag, connection speed, preferred faction, and voice sets.

5.5.1   VIDEO – PERFORMANCE SETTINGS

Cull Factor : Causes distant objects to be hidden from view sooner or later. The sooner an object is hidden, the better your system will perform.

Texture, World, and Shadow Detail : Higher values on these options improve visual quality at the expense of performance.

Test Settings : This option loads a cinematic sequence with your chosen settings in order to test performance in-game.

[6] ARMOR

6.1 HEADS UP DISPLAY (HUD)

6.1.1 (1) DAMAGE STATUS DISPLAY

The damage status display indicates shield and armor status.

6.1.1.1 Shield Status

Fully-powered shields are indicated with a blue field meter. As the shields absorb damage, they will weaken and the meter will deplete. A grey shield meter indicates the shields' progress toward fully recharging.

6.1.1.2 Armor Status

Damage done to armor is indicated in red on the display, and can be repaired using a Repair Tool or by utilizing a Supply Depot.

6.1.2 (2) JETPACK CAPACITOR

The jetpack meter indicates the amount of energy in jetpack thrusters. Your jetpack will recharge over time when it is not in use.

6.1.3 (3) OVERDRIVE CAPACITOR

Overdrive warm-up begins when sprinting. After sprinting for

a short period, the overdrive warm-up meter will fill and the option to enter overdrive will become available.

The overdrive meter indicates the amount of energy in overdrive boosters. Your overdrive will recharge over time when it is not in use.

6.1.4   (4) EQUIPMENT STATUS

Equipment status is displayed for the currently readied equipment.

6.1.5   (5) WEAPON STATUS

Weapon status is displayed for the currently readied weapon.

6.1.6   (6) TACTICAL MAP

The tactical map displays the position of nearby detected units and structures. Unique icons are fully detailed in the TacNet Map section.

6.1.7   (7) DETECTION STATUS

The detection status icon will appear when being scanned by an enemy or when entering enemy sensor range. The icon will stop blinking and remain on-screen once the enemy has detected you.

Once you have been detected by the enemy, your position will be shown on their tactical map.

6.1.8   (8) CONQUEST STATUS

This HUD element displays the current information on how the Conquest battle is progressing.

6.1.9   IDENTIFY FRIEND OR FOE (IFF)

The IFF indicates the damage status and location of friendly units and detected enemy units. Friendly units are indicated in blue; enemy units are indicated in red.

6.2   ORBITAL BURN-IN

Armored soldiers are launched from drop ships in low orbit. After being launched, a drop display provides information on time and distance until impact. At a critical point during the drop, you have the option to engage **your jet brakes to slow your landing and adjust your landing position.**

6.2.1   BRAKING GUIDE

The guide indicates current position and the safe braking zone. Jet brakes can be manually activated to slow descent and allow **for adjustments to landing position.**

6.2.1.1   Hard Landing

If jet brakes are not manually activated, they will automatically engage at the last instant before landing. A hard landing will get you to the ground quickly, but you will need a moment to recover after impact before your combat systems come online.

6.2.1.2   Soft Landing

Engaging your jet brakes at the right time during your drop will slow your descent before landing. Soft landing allows for immediate entry into battle upon landing, without the system recovery time required by a hard landing, and gives you the **option to adjust your landing location prior to hitting the** ground.

6.3   ZOOM / LOCK-ON

Zooming in with a weapon improves weapon accuracy, and allows for finer control over targeting. Weapon accuracy decreases when firing extended bursts or when moving.

Zooming also enables the ability to use weapon Lock-On for detected enemy targets. Activating Lock-On will let you focus on the target and follow their movements until the Lock-On expires, greatly improving your accuracy.

6.3.1   (1) LOCK-ON TARGETTING RING

Once Lock-On is activated, the Lock-On targeting ring engages and locks the reticle onto the enemy target for a short time.

6.3.2   (2) LOCK-ON CAPACITOR

The Lock-On reuse meter indicates the time until Lock-On functionality becomes available for reuse.

[7]   VEHICLES:

Vehicles provide additional support to infantry on the battlefield. Tanks and Heavy Armors can be requisitioned by infantry and are delivered by dropships to a location marked by a holographic beacon.

For more information see the Purchasing section.

7.1   HEAVY ARMOR

The Heavy Armor is an armored vehicle operated by a single infantry unit. Heavy Armor provides superior support firepower and enhanced protection, but at the cost of some functions such as Overdrive and Jetpack. The Heavy Armor is relatively agile and is well-suited on both offensive and defensive actions.

7.1.1   WEAPON SYSTEMS

Heavy Armor weaponry is designed for close-quarters fighting and infantry suppression. The Heavy Armor has three weapon systems that are designed for close and mid range combat.

7.1.1.1   Mounted Miniguns

Twin mounted miniguns serve as the primary weaponry for the Heavy Armor. They are effective against infantry in medium range engagements.

7.1.1.2   Melee Attack

The Heavy Armor's melee attack is designed for close quarters combat and is extremely devastating against infantry, both physically and psychologically.
The melee attack is activated using the same key as Use Equipment.

7.1.1.3   Leap Attack

Leaping can be used to quickly close the distance to a target. Hitting the target will deal damage to it.
Leaping drains considerable energy when used and has a recharge delay before it can be used again.

The leap attack is activated using the same key as Jump/Jetpack.

7.2 TANK

Heavily armored, shielded, and weaponized; the Heavy Tank is the most powerful offensive resource available to infantry. The tank supports a crew compliment of up to four and can be used effectively against enemy fortifications, vehicles, and infantry.

7.2.1 WEAPON SYSTEMS

The tank weapon systems are powerful offensive weapons that dominate any combat situation which can arise on the battlefield. Each of the four weapon systems is operated independently by a separate crew member.

7.2.1.1 Main Cannon

The main cannon fires explosive rounds that destroy almost anything they come into contact with.

7.2.1.2 Minigun Turret

The minigun turret fires rounds at extreme velocities, and is designed for the suppression of armored infantry.

7.2.1.3 Missile Launcher

The missile launcher consists of several launching tubes that allows for rapid firing at enemy structures.

7.2.1.4   Mortars

This dual mortar system is able to rapidly launch shells at enemy positions. These mortars function in the same fashion as infantry mortars, but with much greater destructive potential.

7.2.1.5   Ablative Armor

Tanks are plated with a unique sectional armor system. The tank's vulnerable core can only be damaged if one of four **sections surrounding the tank is first breached. Tank sections** are independently destroyed, so tank crews are advised to rotate their strongest armor sections to face the enemy and limit the exposure of the vulnerable tank core.

7.3   ARMORED TRANSPORT

The armored transport is used to convoy resources through hostile regions of the battlefield. Unlike the tank, the armored transport is not meant for offensive action and its weapon systems are meant designed to clear obstructions and augment protective infantry support.

7.3.1   WEAPON SYSTEMS

Like the tank, the armored transport comes equipped with heavy weaponry that is not provided by standard infantry.

7.3.1.1   Missile Launcher

The missile launcher allows for the rapid launching of missiles at enemy blockades and barriers.

7.3.1.2   Mortars

The mortar weapon system is meant to augment the missile launcher in its role of breaking through barriers.

7.4   DROPSHIP

Drops ships are used to transport vehicles to the battle field from orbit, and are usually piloted by onboard artificial intelligence units. Care should be taken when planting a drop ship beacon, to ensure that the requested vehicle is not destroyed in transit by enemy AA fire.

[8]   STRUCTURES:

Combat structures are used in battle to provide tactical support to infantry.

1. Static:Static structures are integrated into a control point network. Control points will use drones to automatically repair static structures over time.
2. Deployable: Deployable structures are launched from orbit to unobstructed target points. Damage to deployable structures must be repaired manually with a repair tool.

8.1   CONTROL POINTS

Control points are independent computer cores that manage and maintain a network of structures and systems. Control points deploy drones to repair damaged structures within their network. Securing control points is a key element in achieving victory on the battlefield.

Control points, unlike other structures, cannot be destroyed or disabled, only hacked.

8.1.1 HACKING

Nearby enemy control points can be hacked via the onboard AI interface and uploading an override program. Once the override program has been uploaded, it must run uninterrupted for a short time before the control point converts to the new owner.

8.1.2 DEFUSING

When an enemy hacks a friendly control point, the hack can be defused by a friendly player. Defusing is handled in the same fashion as hacking.

8.2 SUPPLY DEPOTS

Supply Depots provide support for ground infantry, allowing them to repair armor damage, resupply ammunition reserves, and change loadouts.

8.3 SENSOR ARRAYS

Sensor Arrays are used to detect enemy units within a fixed radius. Enemy units entering the radius are quickly detected, and appear on the tactical map and HUD IFF.

Your armor's HUD includes a unique indicator for when you are being detected. See the Armor section for more information.

8.4 ANTI-AIR TURRETS

Anti-Air (AA) Turrets are used to suppress orbital drops and transport dropships **within a fixed radius. AA Turrets are most** effective in the center of the radius, and can be used to suppress enemy infantry, deployable, and vehicle drops.

Most Control Points are equipped with at least one AA Turret for defense, if not several.
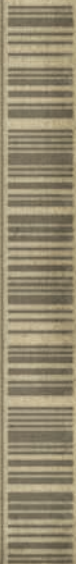
8.5 MINIGUN TURRETS

Minigun Turrets are most effective against **enemy infantry. Minigun Turrets will fire** on any enemy unit that enters its sensor radius.

8.6 ROCKET TURRETS

Rocket Turrets are most effective against enemy vehicles and structures. Rocket **Turrets will fire on any enemy unit that** enters its sensor radius.

[9]   TACNET:

The TacNet is a multi-purpose tactical display with several main sections: Dropship, Team, Map, Scores, and DCMs. This display is presented prior to dropping, and may be called up on command.

9.1   DROPSHIP

From here you may elect your burn-in location, modify your loadout, and manage your squad. Additionally, if you are at a supply depot, you may use this screen to change your loadout.

See the Loadouts section for more information on selecting and customizing loadouts.

9.1.1   SPAWNING

Spawning in Section 8 is accomplished by dropping from sub-orbit onto the battlefield.

If you brake at just the right time, you'll hit the ground running. However, if you brake too late, you will need a moment to get back to your feet, leaving you vulnerable.

9.1.2   FREE SPAWN

With this option, you directly choose where on the map you wish to drop.

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Red circles indicate AA Turrets. Attempting to drop inside the red circles will likely result in being shot out of the sky. You are strongly urged to avoid dropping inside these.
Darkened areas are outside of the engagement area and are not valid locations for dropping

9.1.3   SQUAD SPAWN

Squad Spawning automatically drops you in a location near your squadmates, especially your squad leader. It will not drop you into a hostile AA turret's firing radius, but will put you at the closest position possible to link you up with your squad.

9.1.4   SQUADS

Upon joining a game, you are automatically placed into a squad. In the Squad Management screen, you can join another squad, or perform leadership duties if you are the squad leader.

If you are the squad leader, you may additionally do the following:

- Invite other players to your squad
- Kick players from your squad
- Promote another player to squad leader
- Lock a player into your squad so that they are not automatically removed if another player tries to join

9.2 TEAM

The Team tab allows you to change teams during a Conquest game of Section 8. You can also access the Spectator mode feature from this tab.

9.3 MAP

The Map tab shows the map, along with a legend for map icons. It additionally allows you to toggle display of sensors and AA radii.

9.4 SCORES

The Scores tab displays the score of all players in the game. It additionally allows you to view the Gamercard of any selected player.

9.5 DCMS

The DCMs screen shows which DCMs are available, active, and queued, along with team DCM points and descriptions. See the DCMs section for more details.

[10] LOADOUTS:

A Loadout is a collection of weapons, equipment, and passive modules to be equipped. Loadouts are chosen before burn-in (see TacNet), and may also be changed by accessing a supply depot.

10.1 CUSTOMIZATION

Loadouts may be customized to individual preferences, either through the Customize Loadouts button on TacNet (see TacNet), or from the Barracks page of the main menu (see Main Menu).

10.2 WEAPONS

10.2.1 ASSAULT RIFLE

The Assault Rifle is one of the most diverse weapons available. It features a scope for longer range engagements and an automated short-range firing mode, making it an effective

weapon in nearly all encounter types. It is exceptionally accurate in short bursts.

While in short-range mode, the assault rifle will fire alternate rounds. These rounds will partially bypasses shields and damage armor directly. Your crosshairs will update whenever a target triggers the short-range capabilities of this weapon.

10.2.2   MACHINE GUN

With its large magazine and high rate of fire, the Machine Gun excels in multiple-threat engagements. Due to the lack of a scope, it is not as suited for long range combat as the Assault Rifle, and its slow reload is a vulnerability that can be overcome with proper use of cover.

10.2.3   MISSILE LAUNCHER

As the anti-vehicle and anti-structure weapon of choice, Missile Launchers fire explosive rounds designed to tear apart

constructs. Its use in infantry engagements is more limited, but a direct hit can be devastating.

10.2.4 PISTOL

A highly accurate mid range weapon, the Pistol is quite effective in the hands of a skilled marksman. Pistols use large-caliber rounds that deal heavy damage, but firing rate is limited as a result.

10.2.5 SHOTGUN

The Shotgun excels at short range infantry combat, packing an intense punch and moderate rate of fire. Its usefulness drops rapidly with range due to its wide spread. In a pinch, it is also reasonably effective at dismantling structures.
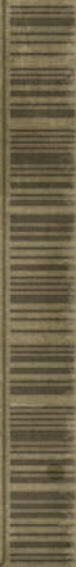
10.2.6   SNIPER RIFLE

With multiple zoom levels and extraordinary accuracy, the **sniper rifle is an exclusively long-range tactical support weapon. It is slow to fire and difficult to wield, severely restricting its** usefulness when not stationary and zoomed.

To alternate between zoom levels, you may use the toggle zoom bind, or, mouse wheel.

10.3   EQUIPMENT

10.3.1   DET PACK

These remotely triggered explosives make for devastating traps. They are indispensible for base defense, and are useful for taking out base infrastructure ahead of a full-on assault. Several may be placed and detonated simultaneously for larger area of effect.

10.3.2   GRENADE

Outfitted with hostile proximity detection, these grenades explode only they detect nearby threats, greatly simplifying their use. Their proximity detection also will prevent them from exploding whenever their owner would be within the blast radius.

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10.3.3   KNIFE

Fast, agile, and deadly, the Knife is an excellent subterfuge weapon. The Knife deals exceptional damage, but has limited range. Soldiers are encouraged to couple Knife loadouts with other subterfuge gear, such as speed and stealth modules.

10.3.4   MICRO SENSOR

Micro Sensors attach to any surface and scan for nearby threats, revealing them on TacNet. Discreet and reusable, the Micro Sensor is an essential espionage tool.

A Micro Sensor remains deployed as long as its owner remains active, even if you switch to another piece of equipment. However, it will auto-destruct if its owner is defeated or if the owner changes loadouts.

10.3.5   MORTAR

The Mortar Launcher is a large area bombardment tool, launching a shell that shatters midair into numerous impact explosives. Its long range and high arc make it ideal for large outdoor areas.

The mortar automatically adjusts its trajectory and velocity to try to hit the location indicated by your crosshairs. Its projected path and detonation zone is displayed to all friendly soldiers.

10.3.6   REPAIR TOOL

When a valid repair target is your focus, using the Repair Tool will repair that target. Otherwise, the repair tool will attempt to repair you. You may repair any friendly infantry, vehicles, or structures within it range.

10.3.7   SENSOR BLOCKER

When activated, a Sensor Blocker emits a **jamming field, preventing friendly units** inside from being detected by enemy sensors or being targeted by lock-on.

The Sensor Blocker remains active even if you switch to another piece of equipment.

10.4   PASSIVE MODULES

Passive Modules provide a constant benefit without the need to activate or recharge them. You can only equip your armor with a limited number of Passive Modules, and there is a limit to the number of each type of module you may equip.

[11] PURCHASING:

Vehicles and deployables are acquired by requisitioning them through the **Purchasing HUD system. Vehicles are delivered onto the battlefield by** dropships, while deployables are dropped from orbit.

Purchasing requires vertical clearance, and is not available indoors or in obstructed areas. Both dropships and incoming deployables can be **destroyed by hostile AA fire.**

11.1   REQUISITION POINTS

Requisition Points are rewarded for prowess on the battlefield. These points can be then used to requisition structures, turrets, Heavy Armor, or even a tank.

Many types of actions contribute to earning Requisition Points, including gaining feats, defeating enemy players, and completing DCMs.

11.2   PURCHASING HUD

1.   **Current Selection: Indicates the structure or vehicle which is about to be purchased.**
2.   **Change Selection: Press these binds to cycle through purchasing options.**
3.   **Warning Message**
4.   **Requisition Point Cost: How many Requisition Points this purchase will cost.**
5.   **Requisition Point Bank: How many Requisition Points have been earned and are available to spend.**
6.   **Placement: The location at which the purchased structure or vehicle will be deployed.**

[12] DCMS:

Dynamic Combat Missions (DCMs) are objectives outside of the normal goal during a Conquest match of capturing and controlling Control Points. These missions begin when a team completes enough feats of a given category, and provides teams with a chance to gain additional Victory Points and Requisition Points.

12.1   DCM HUD

The DCM HUD displays a list of currently active DCMs. A brief message will appear when a DCM is activated.

12.2   DCM ACTIVATION

DCMs are activated through the accumulation of Feat Points. The complete list of feats can be viewed from the Barracks -> Awards screen at the Main Menu. Once enough Feat Points are accrued across the entire team, a DCM will start.

12.3   TACNET - DCMS

The DCMs screen consists of four sections:

1.   DCM List: Lists all DCMs available for the current map.
2.   Team DCM Points: Lists how many Feat Points have been accumulated by your team.
3.   Active Feats: Lists any feats on which you are making progress.
4.   DCM Description: Lists the cost, name, rewards, and description of the selected DCM.

12.4   DCM LIST

12.4.1   COMMANDO

**Escort the Commando as he assaults an enemy base. Capture
the control point before the timer expires and keep the
Commando alive. Completing the Commando mission allows the
Commando to remain on the battlefield and assist your team.**

12.4.2   VIP

**A friendly VIP has crash-landed on the battlefield. Protect him
while he retreats to a friendly control point. Completing the VIP
mission allows the VIP to remain on the battlefield and assist
your team.**

12.4.3   OUTPOST

**Deploy an Outpost to a strategic location and defend it until
the timer runs out. If the Outpost survives, it will persist and
generate additional Victory Points.**

12.4.4   INTELLIGENCE

**Steal the enemy Intelligence and bring it to a delivery location
before the timer expires. Completing the Intelligence mission
reveals enemy positions across the entire map.**

12.4.5   BOMB

**Use a bomb to destroy the base defenses at an enemy control
point. The bomb's detonation will damage or destroy many
hostiles targets near the control points, making it easier to
capture the base.**

12.4.6   CONVOY

**A delivery goes wrong and the vehicle must be recovered. Drive
the vehicle to a friendly location to secure its contents. If the
delivery is completed, your team may commandeer the armored
transport for military purposes.**

[13] CHARACTERS:

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The following are the major characters of the Section 8 campaign.

13.1   ALEX CORDE

The eldest son of famed General Dean Corde, Alexander was destined to attend the USIF Academy on Proxima Centauri. Spurning the appointment, Corde chose to enlist for the Armored Infantry, volunteering for the most dangerous assignment: Armored Infantry Reconnaissance. Recon was and is a strictly voluntary arm of the Armored Infantry, some are lured by the extra hazard pay, others, the comradeship and esprit de corps generated by their rigorous training. Corde completed his atmospheric jump training and graduated with the 197th class, drawing assignment with his father's old division, the 8th Armored Infantry as part of the 1st Recon platoon.

13.2   HILLMAN GRAVES

Able to trace their family back to Earth's 18th Century, the Graves are a relatively small family who reside on several core Earth-founded worlds. Graves grew up raising alligators, as his family had for ages. Graves enrolled at the University of Olympus on Mars, where he studied physics and starship engineering. It is here where he found his true calling in the USIF, and after graduation, Graves joined the military academy on Mars. Enjoying the camaraderie, but not necessarily the structure of a military officer's life, Hillman enlisted for Armored Infantry training upon graduation.

13.3   ERNESTO REYES

Growing up in the barrios of Southern Mexico, Reyes grew up poor and escaped his harsh neighborhood life with his love of the stars. His passion for astronomy went hand-in-hand with his explorative side, and the young man would often trek into the mountains for hours at a time with nothing more than a portable telescope. To avoid the poverty of his home, Reyes enlisted for Armored Infantry selection as soon as he was old enough. His size made for an imposing figure, and he was assigned as a Squad Gunner to 9th Platoon, 8th Armored Infantry.

13.4   IAN BLACKBURN

Ian Edward Blackburn is a son of nobility. His father, Grand Duke Tomas Micael Blackburn, is the ruling family of the Grand Duchy of Australia. As the youngest son, Ian knew his three older brothers held a greater chance of inheriting the crown than he. So, Ian applied to and was accepted to the USIF Military Academy on Pollux IV, where he graduated at the top of his class. Blackburn has excelled on the field of battle, having successfully engaged in numerous border conflicts in the Spinward Reaches.

13.5 NEIL MATTHEWS

The youngest of the squad, Neil Matthews is cold in demeanor and cool under pressure. Matthews volunteered for the Marines at the age of 18, just after marrying his high school sweetheart. A natural woodsman, Matthews grew up in the wilderness around his hometown with a rifle in hand. During his Armored Infantry training, he scored a perfect 30 out of 30 on his Marksmanship examination. Once he completed basic training, Matthews was assigned to Designated Marksman School, and graduated at the top of his class. After his initial assignment to regular units, Max could see that the camaraderie was lacking and, more importantly, his skills were not being recognized. So, he volunteered - against his wife's wishes - for reconnaissance duty.

13.6 GENERAL BARRETT STONE

Barrett Stone is one of the founding members of the famed "Section 8" Helldivers. These men paved the way for the current "burn-in" deployment methods for Armored Infantry. He served with Corde's father, who was also a member of the famous Helldrivers, and owes his life to him on many occasions - but the same can be said for Stone. If not for Stone's quick thinking mind and even faster acting body during many a ferocious battle, young Alexander Corde would surely not exist today.

13.7 ARM COMMANDER SOREN
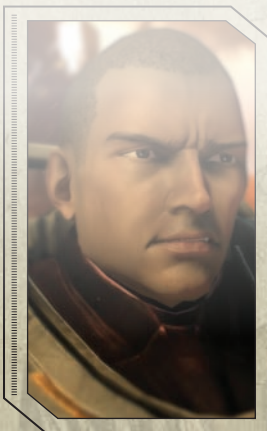
It is rumored that Soren was a member of an 8th Armored unit that was lost on a top-secret recovery mission in the outer colonies. It was at this time that the Arm threat was first taken seriously - losing contact with a 8th Armored Infantry unit was unheard of up to that point. Soren's unit had been sent out to recover a team that was re-establishing communication with the first outer-world colonies hit by the Arm. His current whereabouts and true allegiances are unknown.
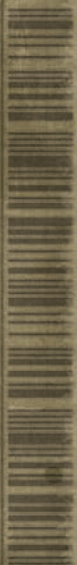
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John Blane - Reyes
Artt Butler - Matthews
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Sue Do - Mother
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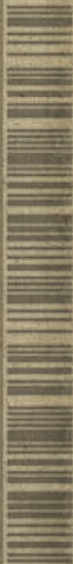
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NOTES: