

WARHAWK™



INSTRUCTION MANUAL

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures, or
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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®3 FORMAT DISC:

• 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 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.

Consumer Service/Technical Support Line 1-800-345-7669

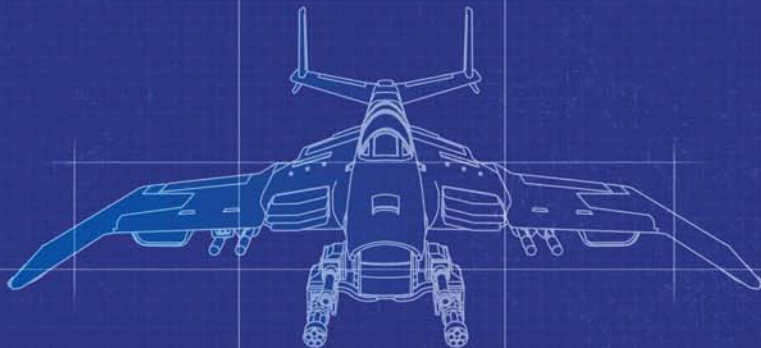
Call this number for technical support, installation or general questions regarding PLAYSTATION®3 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time

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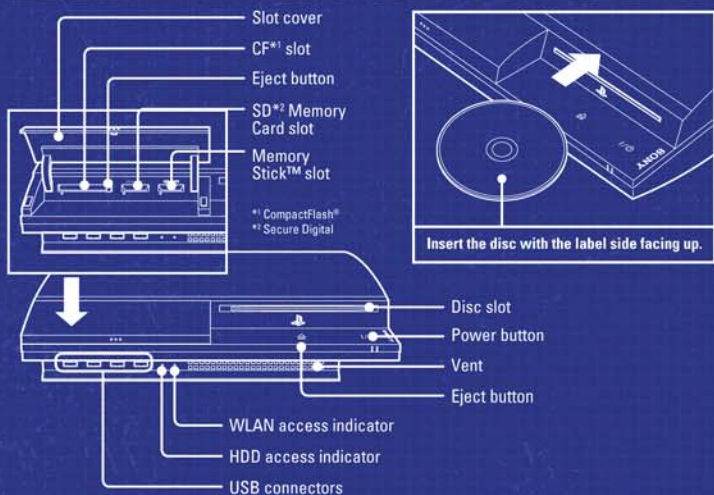


GETTING STARTED

PLAYSTATION®3 SYSTEM FRONT



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STARTING A GAME

Before use, carefully read the instructions supplied with the PLAYSTATION®3 Computer Entertainment System. The documentation contains information on setting up and using your system as well as important safety information.

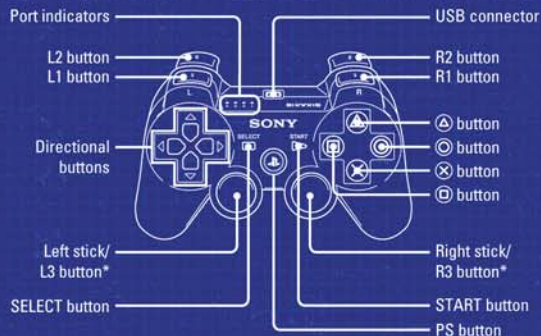
Check that the MAIN POWER switch (located on the system rear) is turned on. Once downloaded, the Warhawk™ should appear as an icon under the Game menu on the XMB™ (XrossMediaBar). Select the icon for the software title, and then press **X**. Refer to this manual for information on using the software.

QUITTING A GAME

During gameplay, press the PS button on the wireless controller and then select "Quit Game" from the screen that is displayed.

Note: In order to play Warhawk™, you must be signed in to the PLAYSTATION®Network.

USING THE SIXAXIS™ WIRELESS CONTROLLER (FOR PLAYSTATION®3)



Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the Instruction Manual supplied with the PLAYSTATION®3 system.

SAVED DATA FOR PLAYSTATION®3 SYSTEM FORMAT SOFTWARE

Saved data for Warhawk PLAYSTATION®3 system format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

Auto Save

This title uses an autosave feature. Game data is saved automatically at certain points. Do not switch off the power when the HDD access indicator is flashing.

SETTING UP THE HEADSET (OPTIONAL)

Warhawk™ is compatible with USB and Bluetooth® headsets.

USB headsets connect to any one of the USB (Universal Serial Bus) connectors located on the front of your PLAYSTATION®3 system. With the USB symbol facing up, insert the cable into one of the USB connectors. To set the input/output device for chat and other communication features, select "Audio Device Settings" under [Accessory Settings] in the PLAYSTATION®3 system's home menu.

In order to use your Bluetooth headset, consult your manufacturer's manual and locate instructions on how to place it into "syncing," "pairing," or "registering" mode. Once your headset is ready to pair, select "Register Bluetooth® Device" under [Accessory Settings] in the PLAYSTATION®3 system's home menu and choose "Register Headset/Microphone/Headphones". Finish following the on-screen instructions to complete the pairing process.

CONTROLS



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MENU CONTROLS

| | |
|---|-----------------------|
| Navigate menu/Highlight menu item | ↑, ↓, ← and → buttons |
| Select highlighted menu item | ⊗ |
| Previous screen | ○ |
| Open Main Menu / Pause Screen | ▶ START |

USING THE SIXAXIS™ WIRELESS CONTROLLER

In addition to using the left and right sticks, you can use the SIXAXIS™ wireless controller motion sensor functions to steer Ground Vehicles and Aircraft. You can switch to SIXAXIS™ wireless controller motion sensor functions by checking the ENABLE box in the Motion Settings option menu. This choice can be found via the Controller Setup menu from the Options Screen at the Main Menu, or by selecting CONTROLLER from the Pause Screen while in game.

When operating a Ground Vehicle, tilt the SIXAXIS™ wireless controller left and right to steer. When flying an Aircraft, tilt the SIXAXIS™ wireless controller forward and back to control pitch and yaw, left and right to bank left and right, and use the left stick to aim the Weapon Reticle.

CHARACTER CONTROLS

Note: The following are the default controls. You can customize the controller configurations on the Options menu.

| | |
|--|-----------------------|
| Run Forward / Backward | left stick ↑ and ↓ |
| Strafe Left / Right | left stick ← and → |
| Aim / Look Up / Down | right stick ↑ and ↓ |
| Shoot Weapon | R1 |
| Throw Grenade | L1 |
| Select Weapon* | ↑, ↓, ← and → buttons |
| Crouch | ○ |
| Jump | ⊗ |
| Mount / Dismount Vehicle or Ladder | □ |
| Expand / Contract Mini-Map | SELECT |
| Pause Screen | ▶ START |

*Pressing the direction that corresponds with the selected weapon on the directional buttons ↑, ↓, ← and → will manually reload your weapon.

GROUND VEHICLE CONTROLS

Note: The following are the default controls. You can customize the controller configurations on the Options menu.

| | |
|---|----------------------------------|
| Turn Left / Right | left stick ← and → |
| Aim / Look UP / Down (Tank & 4x4 Turret Only) | right stick ↑ and ↓ |
| Rotate Left / Right (Tank & 4x4 Turret Only) | right stick ← and → |
| Fire Primary Weapon | R1 |
| Gas / Go Forward | R2 |
| Reload Weapon (Tank & 4x4 Turret Only) | ↑, ↓, ← and → buttons |
| Brake / Reverse / Go Backward | L2 |
| E-Brake / Powerslide (4x4 Only) | L1 |
| Open Pop-Up Hatch (In Secondary Tank Turret Slot) | △ |
| Mount / Dismount Vehicle | □ |
| Change Position (While in Vehicle) | □ (hold) + ↑, ↓, ← and → buttons |
| Expand / Contract Mini-Map | SELECT |
| Pause Screen | ▶ START |

AIRCRAFT FLIGHT CONTROLS

Note: The following are the default controls. You can customize the controller configurations on the Options menu.

| | |
|---|----------------------------------|
| Pitch Aircraft | left stick ↑ and ↓ |
| Turn Aircraft | left stick ← and → |
| Loop / Roll | right stick ↑, ↓, ← and → |
| Machine Guns | R1 |
| Secondary Weapon | L1 |
| Select Weapon | ↑, ↓, ← and → buttons |
| Afterburner | R2 (Double tap) |
| Brake / Slow Down | L2 |
| Power Slide | L2 + R2 |
| Toggle Hover / Flight Modes | △ |
| Mount / Dismount Aircraft | □ |
| Change Position (While in Aircraft) | □ (hold) + ↑, ↓, ← and → buttons |
| Expand / Contract Mini-Map | SELECT |
| Pause Screen | ▶ START |

AIRCRAFT HOVER CONTROLS

Note: The following are the default controls. You can customize the controller configurations on the Options menu.

| | |
|----------------------------------|-----------------------|
| Move Aircraft Forward / Backward | left stick ↑ and ↓ |
| Strafe Aircraft Left / Right | left stick ← and → |
| Aim / Look Up / Down | right stick ↑ and ↓ |
| Rotate Left / Right | right stick ← and → |
| Ascend | R2 |
| Descend | L2 |
| Machine Guns | R1 |
| Secondary Weapon | L1 |
| Select Weapon | ↑, ↓, ← and → buttons |
| Toggle Hover / Flight Modes | △ |
| Mount / Dismount Aircraft | □ |
| Expand / Contract Mini-Map | SELECT |
| Pause Screen | START |

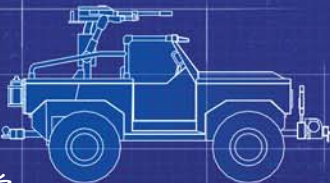
ONLINE COMMUNICATION

USING THE HEADSET

Note: Warhawk™ is designed to conduct conversations with other players during Online Games.

Communication with your team is essential for victory. Use your headset for voice communication with your team during gameplay. Enemy players will not be able to hear your team's communications until the match is over. Press **L3** to communicate with your teammates.

Note: You should always speak normally and keep it brief — Transmit a message of ten seconds or less. Minimize chatter to give everyone a chance to communicate.



STARTING UP



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MAIN MENU



Press **START** at the Title Screen to be taken to the Main Menu. From the Main Menu, choose from Online, Local Games, Options, and Bonus Movies. Use the directional buttons **↑** and **↓** to highlight a selection and press **△** to confirm your choice.

ONLINE

Select ONLINE from the Main Menu and battle up to 31 other players over a broadband internet connection by joining or creating your own game.

Note: Playing Warhawk™ online is subject to your acceptance of the terms and conditions under the User Agreement located within the game. A full copy is available online at www.us.playstation.com/support/useragreements.

After accepting the User Agreement, you are presented with the Warhawk Announcements Screen, which lists helpful information and news, such as the status of the server, maintenance windows, requests from the team, etc. You can exit this screen and continue by highlighting CONTINUE and pressing **△** at any time.

ONLINE HOME PAGE



The Online Home Page is broken down into five sections: Community, Join Game, Create Game, Customize, and Logout.

COMMUNITY

View your Online Statistics on your Profile Page, view your Buddy List, join and create Clans, and check out the Overall Leaderboards. Your Profile Page automatically updates after each Ranked Online Game. The Profile Page also displays the online awards that you have received, which includes your Rank, Ribbons, Medals and Badges. For information on creating Clans, see Clans, pg. 18.

JOIN GAME



Join a specific game from a list. There are three options from the Join Game Menu: Server List, Filters and Favorites.

Server List: Contains a list of all the servers playing Warhawk online. Highlight a server to display its current information in the window on the right.

Filters: Allows you to customize the server search based on several options. For more information, see Filters, pg. 10.

Favorites: Gives you the option to save a server into your Favorites List for easy access next time you play online.

CREATE GAME

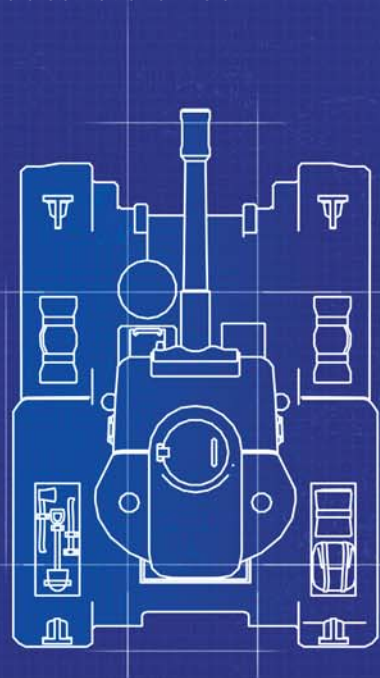
Create a custom game with settings you choose. For more information, see Creating a Game, pg. 11.

CUSTOMIZE

Customize your Character and Aircraft to differentiate yourself from other players online. Once you've created a customized character, he will appear in your online matches. For more information, see Character Customization, pg. 15.

LOGOUT

Log off the network and return to the Main Menu.



BATTLE PREPARATIONS



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FILTERS



Filters allow you to search for a game that matches your preferences and tastes. Select FILTERS from the Join Game Menu to edit the Filters for Server List.

FILTER OPTIONS

Mode: Display servers that only have your chosen game modes. For more information, see Game Modes, pg. 17.

Map: Displays servers that only have games with the maps you have chosen.

Note: Selecting MAP RESIDENT and ALL MAPS RESIDENT will display only servers with maps that are resident on your PLAYSTATION®3 system

Players In \geq : Displays servers with the number of players or less.

Rank: Displays servers that accept the chosen filter rank of higher. Selecting MY RANK from this list will only show servers that accept your rank.

Ping \leq : Displays servers that only have games with a ping time of this value of less. This indicates the responsiveness of the server, with a smaller ping time being better. A ping causes the server to send back a message and the elapsed time is displayed in milliseconds.

Region: Displays servers only in your region.

Note: All servers worldwide can also be selected.

Language: Display only servers in the selected language.

Min Player \geq : Displays only games that require at least the chosen number of players to start.

Max Player \leq : Displays only games that are limited to the chosen number of players or fewer.

CREATING A GAME



From the Create Game Screen, there are four menus: Server Options, Advanced Options, Game Options, and Start Game.

SERVER OPTIONS



Name: Enter the name of the server here. This is how it will appear to other players searching for a game to join.

Password: Enter a password that others must use to join your game. Leave blank for no password.

Type: Select type of server you are creating: Player, Dedicated, or Ranked Dedicated. Select PLAYER if you want to participate in a non-ranked game. Select DEDICATED to host a game, but not participate in non-ranked games. Select RANKED DEDICATED to play on your server, but not participate in ranked games.

Note: For Ranked Dedicated, a preset number of limitations is applied.

Max Players: Select the largest number of players that will be allowed into the game you are hosting.

Min Players: Select the smallest number of players that must join the game you are hosting before it will start.

Message: Enter a message that players will see when they join your game.

Note: Warhawk includes USB keyboard support for text entry.

Spawn Delay: Set the delay, in seconds, which a player must wait before spawning back into your game.

Start Delay: Set the delay, in seconds, before your game will start.

Max Rank: Set the maximum player rank for your game. Only players of equal or lesser rank can play.

ADVANCED OPTIONS



Friendly Fire: Use the slider to select the percentage of damage that will be received from players on the same team. Set to 0% if you want to disable friendly fire altogether.

Ranked: Check this box if you want your game to contribute to the player's rank advancement and progress toward earning awards. Only dedicated servers may be ranked.

Allow Team Switch: Check this box if you want to allow players to be able to switch teams.

Randomize Teams: Check this box if you want teams to be randomly assigned at the start of every game.

Balance Teams: Check this box if you want the game to assign your team on entry and prevent unbalanced team switching.

Auto Switch Teams: Check this box to have the game switch players at death to balance teams.

Enable Voice: Check this box to allow players with headsets to talk.

Allow Split Screen: Checking this box will allow screen splitting; up to four players on a console. Ranked games will not allow screen splitting.

Force Local Same Team: Check this box to force all players on the same console to the same team.

Intermission Time: Set the time before the next game starts.

CTF Options: These options apply to the Capture The Flag game mode

- Fly with Flag: Enables flying a vehicle when you are carrying a flag.
- Return Time: Set the number of seconds you have to sit on the flag to return it.

GAME OPTIONS



Map Rotation: Add the games that will be played in rotation on your server. Press **[+]** to add games to the rotation after you have set all the other Game Options. The games in rotation will be displayed in the window to the right. To edit games, use the directional buttons **[←]** and **[→]** buttons to select the game, then use the directional buttons **[↑]** and **[↓]** buttons to select the options you want to change. You may change the order of games in the rotation by pressing **[R1]** and **[R2]** to move the selected game up or down in the rotation. You may remove a game from rotation by highlighting it and pressing **[△]**.

Note: You can save up to ten of your favorite Map rotations. These rotations are saved to the PLAYSTATION@3 system HDD.

Game Map: Press the directional buttons **[←]** and **[→]** buttons to choose the map that will be used for the selected game.

Game Mode: Select the game mode by pressing the directional buttons **[←]** and **[→]** buttons. For more detailed information, see Game Modes, pg. 17.

- Team Deathmatch: Two teams battle each other.
- Capture the Flag: Capture opponent's flag and return it to your base
- Zones: Capture and hold map zones.
- Deathmatch: Free-for- all. It's everyone against everyone.

Map Layout: Choose the layout of the Game Map you have selected. Descriptions of the maps will appear in the window on the right side of the screen.

Score Limit: Set the score limit for the game. When this score is reached by either side, or by a single player in Deathmatch, the game will end with their victory.

Time Limit: Set the time limit for the game. Whoever has the most points when this limit is reached will win the game.

Match Rounds: Set the number of times this map rotation will repeat.

Save Rotation List: Save the current rotation for later use. You can save up to six different map rotations.

Load Rotation List: Load a previously stored map rotation for editing or re-use.

DEDICATED SERVER OPTIONS

These options apply only to dedicated servers

Intermission Time: Time between the auto-start of games in rotation.

START GAME

Click this to start your server.

OPTIONS

You can access Options from the Main Menu or by pressing **START** while in a match to pull up the Pause Screen. Options include Controller Setup, Video Options, Audio Options, and Credits. Use the directional buttons **↑** and **↓** buttons to highlight an option and press **X** to confirm your choice. Some option settings require you to use the directional buttons **←** and **→** buttons to make the adjustment. Press **○** to return to the previous menu.

Note: When adjusting the options from the Pause Screen, the options are individually listed along the top menu bar as Sound, Graphics and Controller.

CONTROLLER SETUP

Adjust / configure the Motion Settings, Character, Vehicle, and Aircraft Flight / Hover controls.

VIDEO OPTIONS

Adjust the game's graphics options, including toggling Hints ON/OFF, screen brightness, and the position of the game screen.

AUDIO OPTIONS

Adjust the game's sound options, including Music and SFX volume levels, and Stereo and Surround Sound.

CREDITS

View the game credits.

CHARACTER CUSTOMIZATION

Note: Many customization options are unlocked by increasing your rank. Over time, you can unlock new uniforms, armors, helmets, options, and more.

CHARACTER



Personalize your character with a host of configurable options. Select a team (Eucadian or Chernovan) and then choose from a variety of customizable features, including head, upper / lower body types, skin tone, and insignias. While in this mode, use the left stick to rotate your character.

AIRCRAFT



Create your stylized aircraft with a host of configurable options. Select a Eucadian or Chernovan ship and then choose from a variety of customizable features, including skins and insignias. While in this mode, use the left stick to rotate your aircraft, press [triangle] to toggle HOVER / FLIGHT modes, and press **L1** to view its belly.

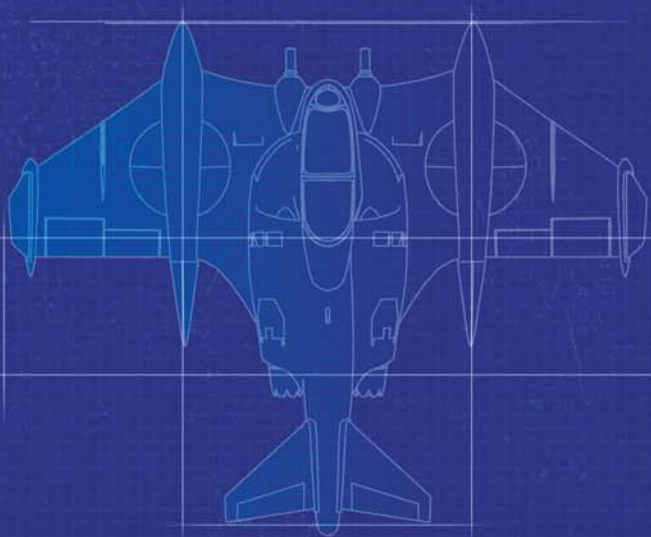
*Note: You can press **□** to have the PS3™ system select a Randomized set of features for you.*

Note: Insignia colors and vibrancy can be edited with the Hue / Saturation / Value / Opacity options.

SPLIT SCREEN MODE



Warhawk™ can be played with up to four players via Split-Screen on one television. To play in this mode, three additional SIXAXIS™ wireless controllers are required. Press **START** on each additional SIXAXIS™ wireless controller to activate the Split-Screen mode. If any of the additional players (other than player #1) want to quit out of a game, they just need to press **START** and then select QUIT. If player #1 quits, the other “guest” players will be forced to also quit the current game.



PLAYING THE GAME



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GAME MODES

There are four Game Modes in Warhawk™: Deathmatch, Team Deathmatch, Capture the Flag, and Zone. Each mode offers a unique and intense multiplayer experience with up to 32 players online.

DEATHMATCH

Choose to fight as either a Eucadian or Chernovan soldier and take down as many enemies as possible. Once the match is complete, the team with the most accumulated combat points wins the match. Players can spawn an unlimited number of times within one play session and can spawn at any base on the map.

TEAM DEATHMATCH

Players are organized into teams, each with their own kill count. In addition, teams have their own main bases along with the option to capture neutral bases in the map. Once a neutral base has been obtained, the capturing team can then use the base as a spawn point. To capture a base, players must move into its center and stand their ground until the Capture Meter is filled. The team with the highest number of Combat Points at the end of the match wins.

CAPTURE THE FLAG

Capture the Flag (CTF) is a combination of traditional CTF and Team Deathmatch. Like Team Deathmatch, capturing bases allows for forward spawning. Players can use captured bases to spawn near their enemies' flag in an attempt to capture it quickly. Once captured, they must return the flag to their base and touch the enemy flag with their own flag while it's at their base in order to receive points and win the match.

ZONE MODE

Like Team Deathmatch, Zone Mode is all about capturing bases. However, once a base has been captured, players can “grow” the boundaries of the base by continuing to stay within its zone radius. Once two zones are large enough, the bases will merge and provide more spawn points, more vehicles, and faster points accrued. In addition, large zones take longer to neutralize by the opposing team. To win, your team must earn more points in either the allotted time, or earn enough points to achieve the score limit.

Note: In Zone Mode, the number directly to the left of the ZONE score on the HUD is your team's current point income based on the zones you currently control.

CREATING CLANS

Playing online is fun, but it is always more fun to play with your friends and a clan is a perfect way to do that. Creating a clan gives you an easy way to identify yourself with the group and lets others know that you are part of a high profile team. To create a clan, select COMMUNITY from the Online Home Page, select CLANS, and then select CREATE. Fill out all fields, then highlight CREATE CLAN and press **X**. As long as the Clan Name is not already taken, your clan will be created.

Once a clan has been created, you can select MY CLAN from the Clan Menu to manage your clan. From this menu, you can select MESSAGES to view messages from your clan members, select MEMBERS to view your clan's Member List and access their Profiles, QUIT CLAN to quit and leave the clan, and ADMIN to access administrative functions, including inviting players to join your clan, disbanding your clan, and editing your clan profile.

Note: Clan leaders cannot quit a clan. In order to for a clan leader to leave a clan, it must be disbanded from the Admin Menu.

THE HUD



A Team Color:

Your team's color. Chernovan is red, while Eucadian is blue.

B Points:

Your current score.

C Game Time:

Time left in the current match.

D Score Limit:

The maximum score for the match.

E Leader's Score:

The leading team or player's score.

F Mini-Map:

The environmental map. For more information see Mini-Map, pg. 20.

G Player / Vehicle:

Your character or the vehicle you are using.

H Vehicle Health:

When you are in a vehicle, this bar is displayed underneath your player's health.

I Player Health:

Displayed in the bottom right corner of the screen, this represents your player's health.

J Weapon Reticle:

A targeting cursor used to aim your weapons at enemy aircraft, ground troops, and vehicles.

K Weapon Select Menu / Current Weapon:

Displays all of the weapons in your inventory. Use the directional buttons to highlight and select a weapon.

L Callsign:

If you have a Clan, this displays your callsign sign.



PAUSE SCREEN



Press **START** during a match to pull up the Pause Screen. From this menu, you can select and adjust the game's options (Sound, Graphics, and Controller), view the current match Scores, Change Teams (if this option is enabled), commit Suicide, and Quit and return to the Online Home Page.

MINI-MAP



A thumbnail version of the Mini-Map is displayed in the top right corner of the HUD during a match. To expand and contract it, press **SELECT**. A green icon represents your position on the map and the cone emanating from it represents the direction you are facing. Red icons display enemy positions. Diamonds with letters and numbers inside represent bases. If the diamonds are not colored in, they are neutral and yet to be captured. Aircraft, 4x4s and tanks are represented by their similar-shaped icons.

AIRCRAFT AND VEHICLES

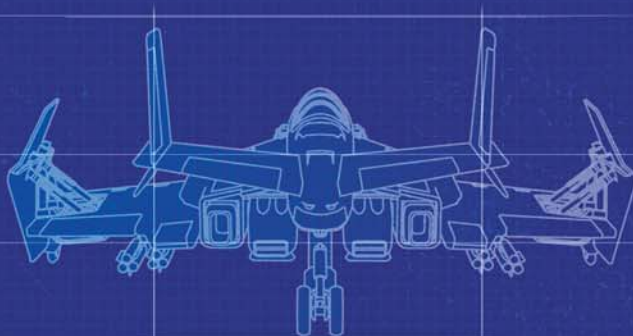


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THE WARHAWK AND NEMESIS



These agile aerial-combat machines are extremely fast, highly maneuverable, and capable of taking down the heaviest of armored units. Their advanced controls enable them to evade incoming missiles by using a combination of airbrakes and throttle to perform smooth powerslide moves in the air. In addition, close air support is a role they can provide for ground troops. While in their hover modes, the Warhawk and Nemesis can act as defenders, floating over primary choke points to support troops and other armored units. They are also very nimble in hover mode, making them a difficult target as they smoothly strafe back and forth.



AIRCRAFT WEAPONRY

The Warhawk and Nemesis have an awesome array of offensive and defensive weapons at their disposal.

AA-19 LONG RANGE ACTIVE RADAR HOMING MISSILE



The AA-190's guidance system enables for target acquisition at long range and faster navigational updates once the missile is in-flight. The AA-19 can also be deployed in 'dumb-fire' mode—releasing the weapon before a lock is achieved—making it an exceptional air-to-ground weapon. Although ground vehicles and troops don't produce enough radar signatures to enable a target-lock, the AA-19 can still acquire all aircraft and heavy turrets.

AAS-21 FAST-TRACKING ACTIVE RADAR SWARM MISSILE SYSTEM



This multi-target weapon can deploy a maximum salvo of eight warheads, either "stacked" on a single target or distributed among several simultaneously. Despite its multiple warhead yields, each warhead delivers only a fraction of the damage and armor penetration of the more heavy-hitting missiles. Additionally, the in-flight targeting avionics are not as robust as the AA-19, thus making it easier to shake off.

PRCM/D CHAFF DISPENSER



The PRCM/D is deployed to confuse an incoming missile's avionics. It is guaranteed to shake off 100% of the incoming missiles at the time the chaff is deployed.

CB-4 COMBINED EFFECT CLUSTER MUNITION



The CB-4 is a devastating, altitude-triggered, anti-ground weapon that delivers a payload of 25 high-explosive bomblets. The explosive charge in each bomblet rivals that found in the warheads of the AAS-21 Swarm Missile System. The CB-4 is equally effective against armored units as it is against ground troops.

SERIES-7 STEALTH AVIONICS PACKAGE



An indispensable piece of electronics, the Series-7 scrambles an aircraft's RADAR and LIDAR signature. Once activated, enemy missile systems will be unable to acquire target lock and the aircraft will not be visible on other player's mini-maps. The only downside: it requires a significant amount of power to operate and can only be sustained for short periods of time.

AAM PROXIMITY-FUSED AERIAL MINE



Best deployed as a defensive measure, the AAM is primarily used to dissuade or destroy enemy units when they penetrate critical airspace. The mine utilizes a proximity fuse in conjunction with a FF reader, which results in a detonation when in proximity to enemy units or when there is a direct collision by any type of aircraft. Deployment of weapon found to be too close to ground features or terrain will be preempted by the aircraft's weapon system and the AAM will not be deployed.

XK-2 DIRECTED ENERGY WEAPON



Still in the experimental stage, the XK-2 has yet to be fully authorized for battlefield deployment. Drawing power from an ultra-high-charge ceramic capacitor, this energy weapon can be fired in either short-range Arc-Mode or in full-charge Electro-Plasma Blast Mode. Arc-Mode can be extremely useful in tight dogfights when missile systems are not as effective. Once triggered in this mode, the XK-2 lashes out with an electrical arc that is nearly as effective as a single warhead deployed from an AAS-21 Swarm Missile System. The Electro-Plasma Blast Mode is geared for very different uses. Traveling at hypersonic speeds, the blast will continue to cause damage once it has struck a target, arching to any metal targets that come within its area of effect. Only once the Electro-Plasma Blast has expended all of its energy will it stop damaging its surroundings.

AS-3 TOW MISSILE SYSTEM



Easily the most devastating weapon, the AS-3 provides pinpoint, pilot-controlled delivery of a 2000-lb explosive payload. Due to its unique targeting system, pilots must have their aircraft in hover-mode configuration prior to launch. If a pilot fails to prepare hover mode before deploying the AS-3, the aircraft's control fail-safe will automatically engage hover mode. Several advance features separate the AS-3 from previous TOW Missile System versions. The AS-3 now enables pilots to pre-detonate the explosive payload in mid-flight. And the AS-3's engine and fuel system allow direct control over the mixture and burn-rate of its primary thruster, which mean pilots can trigger a fast-burn of fuel that will greatly increase the speed of the missile.

4X4



Capable of holding up to three people, the 4x4 is an off-road vehicle that provides very little in the way of armored protection, but compensates for this with its speed, allowing troops to cover ground quickly. A rear-mounted automatic machine gun allows a passenger to provide back up support while traveling in hostile zones.

TANK



The tank is a slow-moving, heavily armored vehicle that can hold up to two people. While its heavy weight and bulk make it an easy target, its thick armor is capable of withstanding repeated hits from the strongest of weaponry. The perfect tool for busting through enemy lines, the tank is equipped with one deadly mortar-firing cannon that can even blast aircraft from the sky. In addition, a second rider can pop in and out of the tank's turret hatch to provide support.

GROUND WEAPONS



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AAA/P 30MM ANTI-AIRCRAFT EMPLACEMENT



This heavy weapon turret is ideally suited for anti-air attacks and is not very functional against ground units. With a small ammo storage capacity and long reload rates, using the Anti-Aircraft Emplacement in a hot zone is a risky proposition.

STA/S-19 EMLACED ACTIVE RADAR HOMING MISSILE SYSTEM



The Missile System is a great long-range weapon that comes with an additional lock-on function. To lock-on to an enemy, hold **R1** when it is inside the Weapon Reticle's sights. Like the Anti-Aircraft Emplacement, using the Missile System leaves you vulnerable to enemy attacks from the rear, and it also has a slow reload rate.

MK29 .50 CAL MOUNTED HEAVY MACHINE GUNS



This weapon is identical to the rear-mounted machine gun on the back of the 4x4. It is a good all-purpose heavy weapon and can be used against vehicles and troops. Due to its high rate of fire, this mounted Heavy Machine Gun can overheat, leaving it temporarily inoperable until it cools down.

GROUND TROOP WEAPONS

SR-1 TACTICAL COMBAT BLADE



Standard issue, the Combat Blade is a melee-only weapon, meaning you can only use it against enemies at close-range. Razor sharp and extremely lethal, it can kill an enemy soldier with a single strike. Using the Combat Blade also adds an extra element of stealth, as using it will not reveal your position on the enemy's map.

BRADFORD & COOK UCP 10MM SERVICE PISTOL



Standard issue, the Pistol is a semi-automatic handgun that is capable of firing a barrage of bullets from its clip. Equipped with an unlimited supply of ammo, the Pistol has incredible accuracy at close range, but is not effective at medium-to-long range distances.

MODEL 18 AUTOMATIC RIFLE



The Automatic Rifle has longer range than the standard ground troop Pistol and its bullets will pierce the armor of some vehicles. Its large magazine and clip capacity, as well as a fast reload rate, make it an all-around solid offensive weapon.

MPSTA/S-19 MAN-PORTABLE RADAR HOMING MISSILE



This is a devastating long-range weapon. Equipped with a lock-on function, it's possible to target and lock-on to enemies by holding **R1** when they are in your Weapon Reticle's sights. The Rocket Launcher's main downside is that it only holds six rockets and it takes a few seconds to reload in between shots.

SK-3 SNIPER RIFLE



The Sniper Rifle is an extremely accurate and deadly weapon. Firing a single shot, it's possible to take out an enemy with a well-aimed shot to the head. Offering two levels of magnification through its scope, you can zoom in on enemies by clicking down on **R3**.

FLAMETHROWER, MAN-PORTABLE, TYPE 2



The Flamethrower is a powerful short-range weapon that can be used against ground troops and vehicles. Great for defensive maneuvers when being attacked at close-range, the Flamethrower has a large-capacity fuel tank that is capable of unleashing a steady-stream of gas-ignited flame. The Flamethrower is also a great weapon to use for safely clearing enemy proximity mines.

BU/AS LASER TARGET DESIGNATING BINOCULARS



Not only are the Binoculars good for reconnaissance, they can also be used to request Artillery Strikes. With the Binoculars equipped, zoom in to your target by clicking down on **R3**. To request an Artillery Strike, press and hold **R1** while you have the target in sight. Keep your aim steady, otherwise the targeting will take more time.

MK37 FRAGMENTATION GRENADE



Frag Grenades are good against both ground troops and vehicles, as they have a fairly large and damaging blast radius. It's wise to use caution when throwing one, however, as they can be equally deadly against you if you are not clear of the explosion. Aiming upwards will increase the range of a Frag Grenade toss.

HEALTH

Player Health



Grabbing one of these cross-shaped icons completely replenishes your player's health.

Aircraft Health

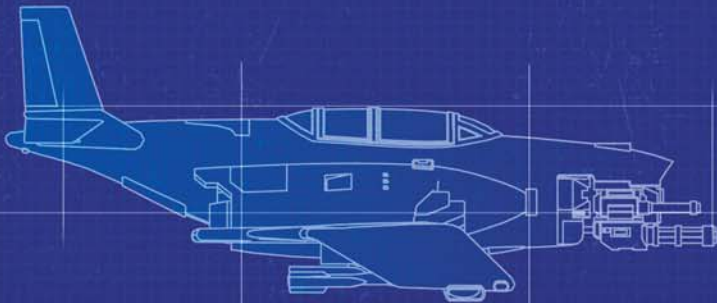


Grabbing one of these cross-shaped icons replenishes half of your aircraft's health.

Ground Vehicle Health



Grabbing one of these gear-shaped icons completely replenishes your vehicle's health.



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