

GAME MANUAL

TERMINATOR

D A R K F A T E

DEFIANCE



SLITHERINE

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INTRODUCTION

Terminator: Dark Fate – Defiance is set in the future where Machines have risen up against mankind, in the form of Legion.

Set 10 years after the Judgment Day of the Dark Fate timeline, with humankind fighting for its very survival, a group fighting back against the machines, the Founders, made up of the remnants of what was once the US Military, survive in pockets of resistance across what is left of North America.

With a new outpost established in the Rio Grande National Forest, Colorado, Founder member Lieutenant Alex Church is taking on his first command of a unit outpost. Can he lead his unit against the onslaught of Legion and survive in this new world?

SYSTEM REQUIREMENTS

Minimum:

OS: 64-bit Windows 10

Processor: Intel Core i5 or equivalent

Memory: 8GB RAM

Graphics: Geforce GTX 750 (2GB)

DirectX: DirectX 11

Storage: 25GB available Space

Recommended:

OS: 64-bit Windows 11

Processor: Intel Core i7 or equivalent

Memory: 16GB RAM

Graphics: Geforce GTX 1060 (6GB) or equivalent

DirectX: DirectX 11

Storage: 25GB available Space

INSTALLING THE GAME

Please ensure your system meets the minimum requirements listed above. To install the game, go to www.slitherine.com/member/mypage, find Terminator: Dark Fate - Defiance listed under 'My Games', then click the relevant 'File Downloads' link, and a new page will open. Click the 'Download' button provided for the game's Installer. Once download is complete, open the downloaded archive, then double-click the application inside. (If you are presented with a Microsoft Defender window, click 'More info', then 'Run anyway'.) Follow all on-screen prompts to complete installation.

STEAM INSTALLATION

If you have purchased your game from the Steam store, you can download the game by selecting it in your Library in the Steam desktop app, then clicking the 'Install' button. Any games purchased from the Slitherine store that are also available on Steam can be registered for a Steam key, allowing you to add the game to your Steam library. To do this, go to www.slitherine.com/member/mypage, find Terminator: Dark Fate - Defiance listed under 'My Games', then click 'GET YOUR KEY!' under the 'STEAM KEY' heading. Copy the generated key, then activate it on the Steam website (at store.steampowered.com/account/registerkey) or via the Steam desktop app (by selecting 'Activate a Product on Steam...' from the Games drop-down menu)

UNINSTALLING THE GAME

Please use the 'Add or Remove Programs' option in the Windows Control Panel or the Uninstall shortcut in the game's Windows Start menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

PRODUCT UPDATES

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website (www.slitherine.com) and can also be downloaded quickly and easily by clicking on the 'Update' link in your Game Launcher or by using the 'Update' shortcut in your Windows Start menu folder for the game. If you are using the Steam version, Steam will update it according to your settings.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two step process:

Sign Up for a Slitherine Group Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to www.slitherine.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase – Once you have signed up for a Slitherine Group Member account, you can then register any Slitherine/Matrix title you own in your new account. To do so, log in to your account on either the Matrix Games website (www.matrixgames.com) or the Slitherine website (www.slitherine.com). Click Register Game near the top to register your new purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that

takes you to a page that has all the latest public and registered downloads, including patches, for that particular title. You can also access patches and updates via our Games Section: (www.slitherine.com/games/), once there select the game you wish to check updates for, then check the downloads link. Certain value content and additional downloads will be restricted to Members Area members, so it is always worthwhile to sign up there. Remember, once you have signed up for a Member account, you do not have to sign up again at that point you are free to register for any product you purchase.

Thank you and enjoy your game!

UNIFIED LOGIN SYSTEM

Slitherine and Matrix now have a new “Unified Login System”. This allows you to access the Slitherine, Matrix and Wargamer sites using just one username and password. To merge your accounts so that they work for all three sites, go to (<http://samelogin.slitherine.com/>) and enter the details of one of your accounts (ie. Either your Matrix or your Slitherine login). You will then be presented with the option to merge your accounts (listed as “[Merge my accounts]”), which will then allow you to combine any other accounts you have and/or generate a user for another website using the same details (For instance, if you were called “JohnSmith123” on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a “JohnSmith123” account for Matrix as well, with the same password as the Slitherine login.)

GAME FORUMS

Our forums are one of the best things about Slitherine. Every game has its own forum shared by our designers, developers, and the people playing the game.

If you are experiencing a problem, have a question or just an idea about how to make the game better, post a message there. Go to www.slitherine.com/forum and find the messageboard for *Terminator: Dark Fate – Defiance*.

If you have a Steam account, you can also access Steam Discussions (even if you did not buy *Terminator: Dark Fate – Defiance* through Steam) – another place where you can post questions, problems, and ideas for the game, which is regularly checked by other players and the game's developers. To access this forum, go to the game's Steam store page, then click on 'View discussions', or select the game in your Library in the Steam desktop app, then click 'Discussions'.

DISCORD SERVER

You can also discuss the game, seek advice, and provide suggestions by talking to the developers and other players on Discord, a social platform that facilitates communication by instant messaging and audio/video calls. Slitherine operates an official 'server' – a collection of chat rooms and voice channels – dedicated to *Terminator: Dark Fate – Defiance*.

To access the game's Discord server, you must first create a Discord account. Go to www.discord.com/login, click 'Register', then fill in the form and follow the instructions to create an account. You can download the desktop application to use Discord by going to www.discord.com/download, or simply use your web browser by logging in to your account at www.discord.com/login.

Once you have set up your Discord account, you can join the official server ('Terminator: Dark Fate') by following the link in the game's Launcher Page.

NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to www.slitherine.com/member/helpdesk/ticket/new. This will open a ticket in our system and send an email to support@slitherine.co.uk.

GETTING STARTED

The first time you launch *Terminator: Dark Fate – Defiance*, you will be asked to ‘Select a Language’. The language can also be changed later in the Settings menu. Once the language has been selected you will go to the MAIN MENU screen.

MAIN MENU



The MAIN MENU contains a list of options including:

- **CAMPAIGN:** Where you can start a new campaign game or continue an already played one. (See CAMPAIGN).
- **SKIRMISH:** Where you can play a single player skirmish game, on different maps, for a given duration. (See SKIRMISH)
- **MULTIPLAYER:** Where you can play with or against other human players. (See MULTIPLAYER)
- **SETTINGS:** Where you can change various settings within the game. (See SETTINGS)

- **ENCYCLOPEDIA:** Where you can access various information on the different factions and their units and gain insight on Tutorial screens, giving information about various aspects of the game. (See ENCYCLOPEDIA).
- **EXIT TO WINDOWS:** Exit the game and return to your desktop.

CAMPAIGN



The game's single player campaign lets you explore a number of story-driven missions where you must fight against the onslaught of Legion's forces in a post Judgment Day world. Each mission has its own set of objectives that will see you move through with a persistent army.

The following options are available:

- **CONTINUE:** this will continue the last Single Player campaign game that you were playing, from the last save or autosave.
- **NEW GAME:** this will start a new single player campaign. This will initially take you to the CHOOSE DIFFICULTY screen, allowing you to choose from:
 - **Story Mode:** Damage taken by your units: 20%
 - **Medium:** Damage taken by your units: 40%

- **Hard:** Damage taken by your units: 50% - Number of enemies: increased
- **Realistic:** Damage taken by your units: 100% - Number of enemies: increased
- **Skip introductory missions:** Selecting this box allows you to skip the first 3 introductory missions if you've already mastered the demo or finished the game.

You can change difficulty level at any time during the game by going into the Game Options in **SETTINGS**.

Once the difficulty level has been Accepted, the campaign story will begin.

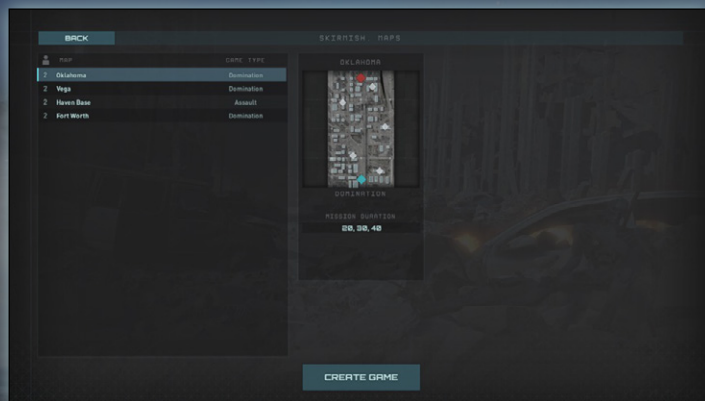
- **LOAD GAME:** Select a saved game or Autosaved game to continue from that point.

Saved games can also be deleted by selecting a save game and clicking on the 'dustbin' icon.

- **BACK:** Returns to the MAIN MENU

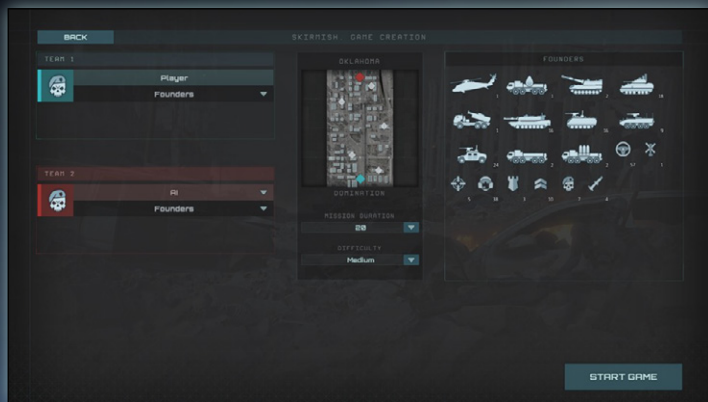
SKIRMISH

Skirmish allows you to play a single player skirmish game, on different maps, for a given duration.



In the Skirmish screen, select a MAP from the list. Each Map will have a GAME TYPE shown. These initially include Domination and Assault.

Once a Map has been selected, select CREATE GAME to go to the Skirmish, Game Creation screen.



On the SKIRMISH, GAME CREATION screen, choose which faction you wish to play. Initially from Founders, The Movement or Legion.

You can also swap the Team to have AI or Player on either one. This dictates starting points and available factions.

Mission Duration – select the length of game.

Difficulty – select the difficulty of the Skirmish game.

The right panel under the name of the faction shows which units will be available in the coming Skirmish game.

START GAME: selecting Start Game begins the skirmish game.

SKIRMISH GAMEPLAY

Skirmish games see you fighting against an AI controlled army. You can choose to play either The Founders, The Movement or Legion, and can choose the faction of your opponent.

Your army arrives as reinforcements at given times during the game. In most cases, the opponent will also receive similar reinforcements at similar times.

RESERVES

During a skirmish, Reserve points build up over time. When a given number of Reserve points have been gained, it is possible to select 'Reserves' that will go to the ARMY REINFORCEMENT SCREEN to gain more units.

ARMY REINFORCEMENT SCREEN

On the reinforcement screen, you can choose which units to bring into battle at a given point. Each unit costs an amount of Command Points.



Command Points available to spend are shown on the bottom right, above the CONFIRM button.

Double click or drag units from the left-hand ARMY panel to the right hand COMBAT GROUP slots. When you are happy with your COMBAT GROUP, and it hasn't gone over the amount of COMMAND POINTS available, press CONFIRM to enter the game.

During a Skirmish game, Command Points are accrued. This is shown on the right hand of the screen under Reserves button. Once a new set of Reserves are available, an audio alert will sound, and the Reserves button will highlight. Clicking RESERVES will return to the Army Reinforcement Screen where further Reinforcements can be added.

During single player Skirmish, the battle is paused whilst on the Army Reinforcement Screen.

Once the TIME LEFT: reaches 00:00, the skirmish match is complete and the results are shown.

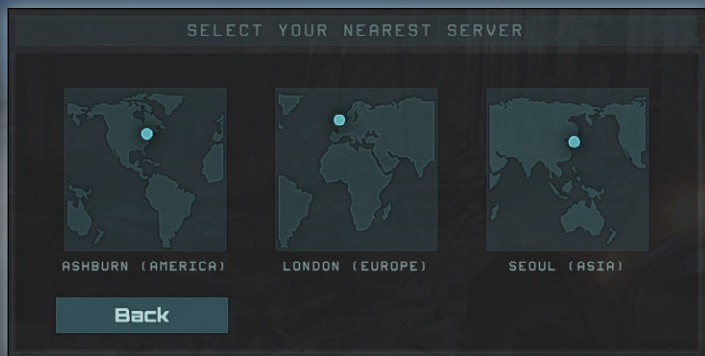
MULTIPLAYER

Multiplayer is where you can play with or against other human players.

JOIN MULTIPLAYER GAME

When first entering Multiplayer, you will be asked to login with either you STEAM or SLITHERINE account. You will need to enter the appropriate username and password for which ever you log in with.

Once logged in, choose from a list of location-based servers. Choose the server closest to your location, as this will provide you with the best gaming



experience. Choosing a non-local server will most likely mean a subpar connection speed to the game. After selecting a server, you will be able to see games running on that server in the Game Browser.

The Game Browser screen has a list of available games that have been created by other players on this server. These are listed on the left-hand side.

Selecting a game on the left will give information in the central panel about the game.

Select JOIN GAME to join the selected game.

CREATE MULTIPLAYER GAME

On the Game Browser screen, select CREATE GAME to create a new Game on the server.

On the Create Game screen, select a map. Maps will show how many players are available. For example, will have 1vs1, 2vs2, etc in the Map name. Select the Mission duration. It is possible to select a password that would then be required to enter this game from the Server Browser screen.

Select CREATE GAME to enter the LOBBY screen.

On the LOBBY screen, players can choose which Team Slot they are on, and which faction they wish to play with.

There is also a CHAT option to chat with other players within the lobby.

Once a player is ready, they can press the START GAME button. Once all players have pressed the START GAME button, the multiplayer game will begin.

Players will then enter the ARMY REINFORCEMENT SCREEN, as per the Skirmish screen. Multiplayer games do not pause whilst on the ARMY REINFORCEMENT SCREEN.

SETTINGS



Settings allow you to change various options within the game.

- **Game:** Change difficulty, language, mouse and camera settings.
- **Video:** Change screen size, visual quality and allow unit silhouettes.
- **Audio:** Change volume settings for music, ambient sound, effects and speech.
- **Controls:** Choose between control presets, WASD and Classic, and assign new keys to existing hotkeys and camera keys.

ENCYCLOPEDIA

The Encyclopaedia menu allows you to access various information on the different factions and their units and gain insight on Tutorial screens, giving information about various aspects of the game.

- **ENCYCLOPEDIA:** Examine information on units, squads and vehicles from the different factions met within the game, both human and Machine. As new units are encountered, they will unlock in the Encyclopedia.
- **TUTORIAL:** Detailed information on various aspects of the game. A useful place to learn how to get the most out of the game.



- **CREDITS:** The credits of the various teams who made the game.
- **BACK:** Return to the Main Menu.

THE CAMPAIGN

Once you have started or continued a campaign, you will be thrust into the dangerous world of *Terminator: Dark Fate – Defiance*.

Changing the campaign difficulty will affect the amount of damage that your units receive with “Medium” set as the baseline. If you’re finding the game too easy or too challenging, the difficulty can be adjusted at any point during the game, even during a battle.

The campaign is a series of story driven missions where you take on the role of Lieutenant Alex Church, a Founder officer, in the fight against the overwhelming army of Legion.

You have a persistent army under your command that can be upgraded, healed, resupplied, and customized as you progress from mission to mission. Your army can be managed by selecting a location when on the world map. Certain locations on the world map also are settlements, allowing for units, equipment, and vehicles to be bought and sold. Settlements also allow you to train units with various new abilities.

USER INTERFACE AND UNIT CONTROLS

STRATEGIC OVERVIEW

When you first start a mission, you will see the Battlefield in the center of the screen surrounded by a HUD which helps you understand the overall state of the mission.

THE BATTLEFIELD



The battlefield is the landscape that your units are on. It is possible to view the battlefield from many angles and places. Basic camera controls:
WASD / Cursor Keys / Cursor to edge of screen – Move camera view.
Mouse Wheel rotate – Zoom camera in/out.
Mouse Wheel hold and drag left/right – Rotate camera around center of screen.
SPACE – Active Pause. Pause the game and give orders. You can't pause multiplayer games.

CONTROLLING UNITS — THE BASICS

SELECTING UNITS

Select a single unit by left clicking on it or its overhead emblem.

Select multiple units by left clicking and dragging a box around them. Also select units using the UNIT SELECT icons in the top right corner (as detailed below in BATTLEFIELD HEAD-UP DISPLAY, UNIT SELECTION).

Individual units can be added to the active group by holding SHIFT and left clicking on the unit. Units can also be removed from the active group by CTRL clicking a unit icon in the UNIT SELECT.

Groups can be added to on the UNIT SELECT icons by using SHIFT and clicking on a unit icon to add to the selected group or can have multiple units added by selecting a unit and then SHIFT clicking another unit on the unit icon row. This will select all units in between the first selected unit and the SHIFT clicked unit.

Groups of units that you have selected may be assigned to a control group using [ctrl] + any [number] so that you can quickly reselect them by pressing that number. Units can be deselected by left clicking on another location on the map. Units that have been set to control groups will be bracketed with a number indicating what group they are part of.

MOVING UNITS

Selected units can be ordered to move by right-clicking anywhere on the map or on the mini-map. To attack a specific enemy, right click on it.

To move a unit to face a specific direction, select a unit or units, then right click and drag in a given direction at the location that you wish the unit to move too. An arrow following the dragged direction will show the direction that the unit will face after moving.

ORDERING UNIT ACTIONS

When a unit is selected, hovering over various elements will change the cursor to indicate the action when right clicking. These are context sensitive, but can involve attacking enemy units, entering buildings or driving vehicles. More detailed actions are available using the UNIT ACTION icons detailed below.

BATTLEFIELD HEAD-UP DISPLAY (HUD)

There are various HUD elements that are positioned on the edge of the screen around the battlefield. These include:

IN GAME MENU



In the top left corner, whilst in a mission, selecting the MENU button will bring up the Game Menu. This includes:

RESUME GAME: This will return to the mission you had been playing.

SAVE GAME: This will allow you to enter a name for a new save game, from where you entered the menu from. Type in a relevant name, and press Save. Press Cancel if you wish to not save a game.

LOAD GAME: Allows you to load a saved position from an earlier point.

SETTINGS: Opens the Settings screen. You may update settings (as per from the Main Menu) at this point, including changing difficulty level.

ENCYCLOPEDIA: Opens the Encyclopedia screen, as per the one from the Main Menu.

TUTORIAL: Opens the Tutorial screens. Choose a subject from the scrollable list on the left to learn about game content and control.

RESTART MISSION: Will restart the current mission from the beginning.

MAIN MENU: Exits the current mission and returns to the Main Menu. You will be asked if you want to Accept or Cancel the request.

PAUSE



In the top left corner, pause the game whilst still being able to move the camera and issue orders. Can also be paused by using SPACE.

UNIT SELECTION



The top right corner of the screen shows the Unit Selection icons. Each unit in your current army is shown here. As units join during a mission, they will appear in this selection.

LMB on a unit icon will select that unit. Double clicking LMB on a unit icon will center the camera on that unit. It is possible to use SHIFT and CTRL to multi-select or deselect units from any given selection.

Unit icons show the unit type, the rank, shown as pips, as well as the number of members in that unit (or driving a vehicle). Vehicles also show additional passengers below the vehicle icon.

Vehicle unit icons also show damage to the vehicle. It is always good to check out unit icons showing damage, to quickly repair them.

MINI MAP



The Mini Map (bottom left) shows a rough top down view of the mission map. Your current view is shown as the view cone, that will move and rotate according to your angle of vision on the map. Your units are shown as GREEN squares, Ally troops are shown as YELLOW squares, enemy units that can be seen are shown as RED squares,

and neutral units are BLUE. Objectives are shown as ! icons. Certain other mission elements may also be shown on the map.

Clicking the LMB on the map will move the camera view to that point. You can also use the mini-map to move selected units by clicking RMB on the map when a unit is selected.

OBJECTIVES



The list of objectives are shown in the top left corner of the screen. You can see objective icons on the battlefield and the

mini-map. Clicking on the objective in the list will center the camera on the objective icon on the map.

Objectives are divided into Main [Orange] and Secondary [Grey]. Main objectives are mandatory. Secondary are optional, and can be hints or provide additional opportunities.

Hover your mouse cursor over objectives or objective icons on the map to see additional information.

UNIT SHOUT OUTS



When a unit shouts to give information, such as out of

ammo, or losing members, this is shown on the left above the mini-map. This will show the Call Sign of the unit, and a description of what the shout out is. Selecting the shout out with the LMB will center the camera on that unit. Hovering over the shout out will highlight the unit on the mini-map.

UNIT PREVIEW WINDOW

To the right of the mini-map is the Unit description. This shows an image of the unit. If damaged, various parts of a vehicle will be shown to be green or red, indicating damage. Infantry units will show the number of members lost, as dark silhouettes of missing squad members.

Unit description includes the type of unit, the unit call sign, the camouflage level, and driver abilities of infantry.



Vehicles also show fuel, repair units and ammo supplies.

To the right of the Unit Description are the ammo description. Units can have multiple ammo types. Units independently select weapons and ammunition. You can forbid a certain ammunition type by clicking on its ammo icon. Unit weapons can run out of ammo. Hovering over an ammo icon will show the minimum and maximum range of that ammo type as dotted circles on the map and shown on the mini-map.

UNIT ACTIONS



The unit actions are on the bottom right of the screen. When a unit is selected, all its actions are shown as icons. This includes:



Move until Engagement (Q) – The combat unit will start moving to the specified destination. If it detects an enemy, it'll stop and behave according to its current setting.



Stop (E) – The combat unit will stop and cancel all current orders.



Attack with all Weapons (R) – The unit will use all of its currently enabled weapons on the target, regardless of their effectiveness against it.



Firing Mode (F) – By default, a moving unit will make short stops to fire weapons that require being stationary, if any. You can disable this behavior, making the unit always move.



Change Behavior (G) – Changes between default, ambush and offensive mode.



Capture that Building (Z) – The squad will begin assault on the selected building, trying to capture it and kill the enemies inside in close-quarters combat.



Repair (C) – The crew will exit the vehicle and repair its modules. Armor cannot be repaired during a mission.



Take Cover (V) – The squad will lie down. This allows to reduce the chance of getting direct and splash damage. Or will stand the unit up.



Reverse Move (R) – Order vehicle to reverse by left clicking point to reverse too.



Close the Hatch (V) – The gunner will close the hatch. This will reduce the risk to him but limit the vehicle's attacking capabilities.



Exit Vehicle (B) – The crew and troops (if any) will immediately exit the vehicle.



Change Formation (B) – Opens the formation menu.



Smokes (F1) – the unit will set a smoke screen. The accuracy and rate of fire of all units firing through smoke is reduced.



Charge! (F1) – Revs have the ability to charge into battle. Select then select a location within the charge circle to charge too.



Set Mines (F2) – Opens the mine menu. Mines include anti-personnel or anti-tank mines. Select the mine type, then click and drag and click on the ground to lay a minefield.



Remote-controlled explosives (F2) –



Call Airstrikes (F3) – Technicians and Rangers with this ability. Select the action, then select the type of airstrike required. Then select the location, then direction, then click again to issue the order.



EMP Grenade (F3) – Temporarily suspend a Legion unit. Press EMP ability icon then LMB-click on ground so Legion units are inside the red EMP effect circle.



Supply Mode (F4) – The vehicle will switch to supply mode. In this mode, it'll restore fuel or ammunition to nearby units. Select again to switch back to mobile mode.



Hack Terminator (F4) – Select this order and click a robot disabled with an EMP.



Booby-trap Terminator (F4) – Place a mine on a EMP'd Legion vehicle. Trigger it when desired for a large, destructive explosion.



Attach/Detach Trailer (X) – When a vehicle that can tow trailers is selected, select Attach/Detach then select a trailer to attach/detach it.



Change the frontline (X) – Change place direction of all troops in a selected building. LMB direction to face.



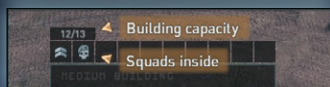
Deploy Troops (Z) – Deploy all troops in a selected building at once to a selected point, another building or transport.



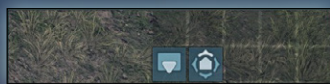
Land helicopter! (X) – Select a clear location for your flying vehicle to land.

BUILDINGS

On the Battlefield, buildings can be entered and used to protect your squads, becoming perfect locations to hold areas. Having a unit or units selected, hover over a building and the cursor will change to 'Enter Building' It is also possible to force squads to storm an occupied building using the 'Capture that Building' action button.



on the panel. Use the panel to select the squad you need and give them separate orders.



Use Deploy button (left) to disembark all troops at once to the ground, another building or transport. Use the Change the Frontline button (right) to change the place and direction your troops are facing and firing from the building.

TRANSPORT AND VEHICLES

Vehicles can be damaged on missions. The damage is shown on the Unit Preview window. Damage to different modules on the vehicle will effect it's use. For example, a damaged weapon may cause firing to reduce, or to stop completely if Immobilized.

Buildings are divided into four types that have different durability, defense bonuses against splash damage and miss chance from direct hits. Building types appear in the preview window of the selected building. The cursor also shows the type when you order infantry to occupy a building.

More damaged buildings provide less defense because of less obstacles to hide behind.

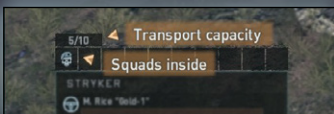
Building maximum capacity can be decreased by damage. See what squads are inside by their icons

One tip – REPAIR DAMAGED VEHICLES! Vehicles that are damaged will eventually be destroyed, so do Repair them using the Repair Action. The repair action requires spare parts that are displayed on the unit preview panel.

Troops can be loaded and transported in certain vehicles with capacity. This will sometimes resupply their ammo too. The resupply is displayed on your unit preview screen.

Transport capacity displays the number of squad members that can fit inside. See squads inside by their icons on the panel. Use the panel to select the squad you need and give them a separate order to disembark the transport by RMB click on a destination.

Like buildings, you can use the “Deploy Troops!” action to order your troops to disembark from a vehicle. After you click on the Disembark button, press the LMB on the destination to deploy your troops there. The vehicle will approach the destination if it is out of a deploy radius, shown as a white dotted radius.



OVERVIEW MAP



Between campaign missions, you will often need to move across the Overview Map. This represents an area of North America and Northern Mexico. Use the usual camera controls to move about the map. You cannot zoom in/out or rotate.

Objectives are shown in the top left corner. As per Mission Objectives, these can be Primary or Secondary objectives. Secondary objectives do not have to be completed but may provide extra information, resources, unit types.



Certain Locations and Settlements will only be available depending on how you have acted in earlier missions. Certain Settlements may remain closed if you have not helped or attacked certain factions.

Locations and settlements are indicated on the map by names. Selecting the location your army is currently in will open your ARMY MANAGEMENT WINDOW.

ARMY MANAGEMENT WINDOW



The ARMY MANAGEMENT WINDOW represents your army, the squads and vehicles that you currently have.



Selecting UNIT icons on the left panel will show the unit in the center panel, along with the weapons and ammo that the unit currently has.

It is possible to Restore fallen individuals, resupply ammo or disband the unit.

It is also possible to Heal, Repair, Refuel and Re-ammo supply ALL units within your army by using the buttons beneath your army roster on the bottom left hand side.

Any spare equipment, weapons, armor or vehicles will appear on the right panel. It is possible to drag weapons, armor and equipment from the central unit panel to the right panel.



On the top right, it shows various statistics about your army. These are:

Goodwill points: Certain human factions may give you Goodwill points. These can be converted into resources at certain locations on the map and can also be used to purchase equipment, weapons, new units and vehicles.

Manpower resources: Civilians and survivors found may join your army. These can be trained and added into units that have taken casualties to bring a unit back up to full manpower.

Supply Resources: General resources that can be used to resupply ammo and refuel vehicles. Supply Resources are also required for travelling from location to location, as each unit and vehicle requires some resources to operate each day. The full cost of your army is shown as an amount per day.

Days Left: When travelling, it will show how many days left of travel is available with the current army and resources. Reducing the number of units or vehicles will increase the number of days left for travelling between locations.

SETTLEMENTS – BUY AND SELL

On some settlements, there is the option of buying weapons and equipment, hiring new units or vehicles, or changing your manpower, resources or Goodwill points for other resources.



Different Settlements will have different equipment, units and vehicles to buy, so it is good to explore.

It is possible to drag items from the SETTLEMENT panel on the right to the army equipment panel on the middle right. Cost is shown on each items icon and you must have enough to purchase the item.

Once purchased, the weapon or armor can be dragged onto the appropriate slot on the unit of vehicle panel in the center.

On the right are 3 icons, SHOP, HIRE and SUPPLIES.

- **SHOP:** Use the shop to purchase or sell weapons and armor for your units and vehicles.
- **HIRE:** Here you can buy and sell new units, squads or vehicles.
- **SUPPLIES:** Within Supplies there is the option to trade Goodwill points for more Manpower and Supply Resources.

TRAVELLING BETWEEN LOCATIONS



On the Overview Map, selecting another location will open the Travel Window and show the road that will be travelled to reach the new destination. The Travel Window will give some information on the selected Location, as well as the amount of days to travel there. If you have enough resource to reach the destination, the 'Get Going' button will be highlighted. Clicking on this will move your army to the new location.

HOTKEYS

There are 2 default sets of Hotkeys, **WASD** and **Classic**.

Many individual hotkeys can be changed in the Settings menu, Controls section.

LMB = Left Mouse Button

MMB = Middle Mouse Button

RMB = Right Mouse Button

Drag = Move the mouse while holding another key/button


WASD HOTKEY SETUP

W	Move camera up
A	Move camera left
S	Move camera down
D	Move camera right
Del.	Rotate camera left
Page Down	Rotate camera right
Ins	Rotate camera up
Page up	Rotate camera down
Home	Camera Zoom in
End	Camera zoom out
Hold MMB + drag	Rotate camera
Scroll Wheel Up	Zoom camera in
Scroll Wheel Down	Zoom camera out
Spacebar	Active Pause
Q	Move until engagement
E	Stop!
R	Move backwards
F	Attack with all weapons!
T	Firing mode
G	Change behavior
Z	Capture that building! / Deploy troops!

X	Detach trailer / Attach trailer / Change the frontline / Land helicopter!
C	Repair!
V	Take cover! / Stand up! / Open the hatch! / Close the hatch!
B	Exit vehicle!
N	Change formation
F1	Charge / Smokes
F2	Remote-controlled explosives / Set mines!
F3	Call airstrike / EMP Grenade
F4	Hack Terminator / Supply Mode / Booby Trap Terminator
CTRL + num	Assign a selection group
1 – 9	Select assigned selection group
LMB	Select unit
RMB	Trigger action
CTRL + LMB	Select/deselect unit in Unit Icons
LMB + Drag	Multi select units in drag box
SHIFT + LMB	Add selected unit to current selection
SHIFT + LMB + Drag	Add multiple units in drag box to current selection

CLASSIC HOTKEY SETUP

UP ARROW	Move camera up
LEFT ARROW	Move camera left
DOWN ARROW	Move camera down
RIGHT ARROW	Move camera right
Spacebar	Active Pause
Q	Move until engagement
W	Stop!
E	Move backwards
R	Attack with all weapons!
T	Firing mode



Y	Change behavior
A	Capture that building! / Deploy troops!
S	Detach trailer / Attach trailer / Change the frontline / Land helicopter!
D	Repair!
F	Take cover! / Stand up! / Open the hatch! / Close the hatch!
G	Exit vehicle!
H	Change formation
F1	Charge / Smokes
F2	Remote-controlled explosives / Set mines!
F3	Call airstrike / EMP Grenade
F4	Hack Terminator / Supply Mode / Booby Trap Terminator
CTRL + num	Assign a selection group
1 – 9	Select assigned selection group
LMB	Select unit
RMB	Trigger action
CTRL + LMB	Select/deselect unit in Unit Icons
LMB + Drag	Multi select units in drag box
SHIFT + LMB	Add selected unit to current selection
SHIFT + LMB + Drag	Add multiple units in drag box to current selection

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Bentley Kalu

Major Kelso

Eric Meyers

Alex Church

Matt Yulish

Balzano

Salvatore Scarpa

Doc Hughes, Elder Charles, General Blair, HQ

Nathan Osgood

Acolyte, Bandit, Movement technician, Sergeant Lazlo, Technician,
Whichowsky Sr.

Joe Corrigan

Artillery Commander, Captain Blair, Combatant, Founder Tank Crew
Member

Marauder, Movement RPG Squad, RPG squad Commander, Shepherd,
Tramp

David Menkin

Kenzo, Kondo

Akie Kotabe

Command Squad, Cooper, Integrator Soldier, Legion, Lieutenant Saxon

Light support Commander, Militia, Movement Militia, Repair bay, Soldier 3,
Trade Manager

Joshua Collins

Alpha-3, Fighter, Founders Sniper, Major Stevens, Officer Stevens, Sniper
Josh Cowdery

Supporting Cast /Additional Voices

Big Bob, Larry the Bartender, Looter, Survivalist, Van Driver, Zed

Andrew James Spooner

Adjutant, Dispatcher, Founders Command Squad, Infantry Man, Legionnaire

Messenger, RepairMan, Survivor, Tank crew, Whichowsky Jr. , Young
Survivor

Edward Hole

COP 2, Dealer, founder driver, Harry, Mercenaries, Museum Curator, Vulture

Gunnar Cauthery

Alpha-4, Centurion, Corporal, Founder Pilot, Movement Fighter

Movement Guerilla, Sentry, Soldier 2, Steel Falcon, Thug
Joshua Manning

Civilians, Consul, Engineer, Falcon-6, Founder Engineer, Overwatch,
Overwatch (scout)

Patrol, Rocketeer, Sergeant, Sergeant Forrester, Soldier, Unknown signature
Matt Reeves

Artillery Man, Grand Consul, Integrator Consul, Mak, Watch-9
Rahshan Wall

Alpha-2, COP, Founder Infantry, Founders Heavy Weapon Squad, Founders
Ranger

Mad Mike, Raider, Ranger, Recon group Commander, Soldier 1, Supplier,
Watch-2

Ronan Summers

Alpha-1, Falcon-3, Private, Ratz Gang Member, Ratz Leader

Resistance fighter, Warehouse, Younger Consul
Stefan Menaul

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Julian Rebolledo

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José Santaella

IT Command, Courier

Cari Kabinoff

Fury-1, Center

Crystal Lee

Tow Truck Driver, Kyle the Bartender
David Shatraw

Cartel Fighter, Mayor Gomez's Bodyguard, Rioter
Kevin Andrew Rivera

Movement Foreman, Mia, Concierge
Debra Wilson

Actual, Army Officer

Kyle Chapple

Miguel, Luiz, Cohen, Mayor Gomez

Luis Bermudez

The Reverend, Flinch the Hacker

Tony Weaver, Jr.

Haluk, Gabriello

Orion Acaba

Sergeant Calderon, Rangers' Commander, Marksmen
Linsay Rousseau

Jessica Kidd, Liza
Tiffany Samples
Movement HQ, Civilian
Bennett Cousins

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