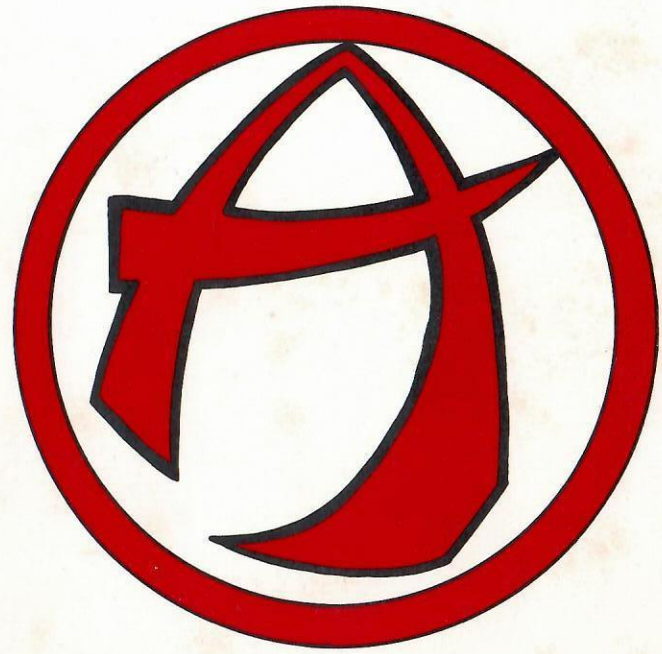# TEGEL'S MERCENARIES

TACTICAL REGULATIONS MANUAL

MA-0011.14.68

Questions or Problems?

If you experience any difficulty with this product due to defective media or errors in the program, or if you need clarification or assistance with the rules of the game, contact our customer support hotline.

Before calling we request that you have the following information readily available:

Product Name (*"Tegel's Mercenaries"*) and the Version Number.

Computer make, free memory, and disk space available.

Operating system's version number and memory manager.

The contents of your CONFIG.SYS file and the names of any programs you currently have loaded into memory.

You can reach us at our customer support department between the hours of 9 AM and 5 PM, Pacific Time at (310) 320-5215.

Optionally, you can write to us at:

> Mindcraft Software
> 2291 205th Street, Suite 201
> Torrance, CA 90501

If you have a modem, we operate a bulletin board system that contains product demos, upgrades, information, and playing tips. The bulletin board operates at 300/1200/2400 baud (N,8,1), 24 hours a day, at (310) 320-5196.

CompuServe: To reach Mindcraft Software customer support in the Game Publishers Forum, type **GO GAMPUB** at any "!" prompt. In addition to reading or writing messages, you can download demos, upgrades, and product information from the "Libraries (Files)" menu.

You may also wish to visit the Gamers forum (**GO GAMERS**) to read messages from other gamers concerning products of Mindcraft Software and many other game companies.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask for Representative #379 for your free introductory membership and $15 usage credit. Besides online support for Mindcraft products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel and much more.

GEnie: To reach Mindcraft customer support in the Games Roundtable by Scorpia, type **M805;1** at any "?" prompt. Then select "Category 14" for Mindcraft Software. In addition to reading messages, upgrades and demos are available in the "Games RoundTable Libraries."

Tactical Regulations Manual

-Authorized Personnel Only-

Department of Mercenary Affairs
Bureau of Sound Military Practices

Ordinance Code: MA-0011.14.68

Tactical Regulations Manual (T.R.M.)

Table of Contents

DATA UNIT : 1

[Nuts & Bolts]

LOCK & LOAD!!!

The Time : The late 21st Century.

The Place: Wherever the Credits are...

You've destroyed the base, rescued the hostages, recovered a frightening amount of ammo and cash, and you have the laser burns to prove it! No one ever said the mercenary business was easy! So, as the universe slams in to the 22nd century, there's only one way to survive; play it fast, play it hard, and play for keeps!

If you think you've got what it takes, you too can join *Tegel's Mercenaries!*

Tegel's Mercenaries is a non-stop exercise in squad tactics taking place in the not-so-distant future. You command twenty mercenaries of different races and genders, all of which are here for one thing, credits. Credit chips flow from General Tegel like water. But there's a down side. You can't just go off and blow up Arcturus III for trillions of credits: General Tegel gives the orders here, you just follow them. Your job is simple: pick the right men, women,

and non-gender specific entities to handle whatever assignment happens to come your way, serve as their B.O.S.S. (Base Operations Squad Sergeant) throughout the mission, and make sure they make it back in one piece! Of course, when you're in the drop shuttle, protected by 50 centimeters of hyperplex shielding and surrounded by the most state of the art comm-tech in the traveled systems, its tempting to play God. Don't! Each of your "men" is a fully functional entity with unique abilities, personalities, and every one of them expects to be able to spend the credits they're racking in! It may be too much for a washout from the Officer's Training Academy to handle, but wouldn't it be nice, just to prove to yourself that you can do it, to lead a squad through the fires of hell unscathed? And if you happen to pocket a few thousand credits on the side, consider it a bonus!

With *Tegel's Mercenaries*, you will get a first hand feel for squad deployment and movement in a futuristic setting. Each squad member will have his, her, or its, own strengths and weaknesses. It will be up to you to select the appropriate combination of

mercenaries to optimize your survivability. Once in action on the planet, you will issue orders to each of the of the six possible strike team members. From your command post on the shuttle, you will watch as your team executes their orders and engages the enemy. Grenades, rocket launchers, flame guns, and lasers are just some of the pieces of hardware available to your team. Match that with the latest in composite ebonite armor and you're ready to roll! But don't get cocky 'cause there's always someone or something that you weren't counting on and only your sheer leadership ability (and a good medic) will get you out of those scrapes.

This is the world of the mercenary, where troops in heavy battle armor wage their own private war for their own purposes and where punching a hole through a wall with a rocket may save your life. Here, wanton destruction of life and property is commonplace and the only thing separating you from the good guys, is that you get paid!

Why are you here? Simple.
You're greedy.
You're an adrenalin junky.
And blowing things up is fun!

Machine Requirements:

Required:

IBM-PC/AT 12MHz '286 or faster
640 K Memory
Hard Drive
256 color VGA graphics

Mouse:
    100% Microsoft or
    Logitech Compatible

Supported:

'386 and '486 processors
Sound Blaster and Adlib sound options for sound effects

NOTE: Extended memory above 1 MB (using HIMEM.SYS) is required for fully digitized Sound Blaster effects.

DAN BURKE 92

Installation and Setup

In order to play Tegel's Mercenaries you must first install the game on to your hard drive. To install Tegel's Mercenaries, insert DISK 1 into the appropriate floppy drive. From the DOS prompt, switch to the drive letter corresponding the drive holding DISK 1. This is done by typing the letter of the drive, a colon, and depressing the <ENTER> key.

Once you have switched to the correct drive, continue the installation process by typing **INSTALL** and pressing <ENTER>.

Install Options

On the install screen, the current settings for your Tegel's Mercenaries installation are displayed. The current settings for the source drive and hard drive directory to install to are displayed. If you wish to install the game into a different hard drive directory than C:\MERCS, use the arrow keys on the keyboard to highlight the setting you wish to alter and press <ENTER>. You may then type in the desired hard drive letter and the directory to install to.

Proceeding with INSTALL

When all of the options have been correctly set, select "Install" from the menu on the screen (by using the arrow keys to highlight "Install") and press <Enter>. The game installation will begin. The program will copy files and then begin decompressing them. You will be prompted when to switch the game diskettes if necessary.

Sound Options

Once the transfer and decompression of the files is completed, the install program will transfer you to the SETUP program. Here you will be able to set your sound options for the game. There are separate options for sound effects and music. For sound effects the choices are PC speaker, Adlib or Sound Blaster. You also have the option of turning sound effects OFF for the game. Music offers the choices of Adlib/Sound Blaster or no music. Music may also be turned OFF for the game.

Make the appropriate changes to the options listed, then select "Configure" from

the menu and press <ENTER>. The machine settings will be saved.

Hardware Check

To determine the type of sound cards available for sound effects, the **SETUP** program is set to automatically scan the computer's hardware. In case the program cannot successfully scan your particular hardware, you are given an option which allows you to skip the scan process and manually input the sound card settings yourself.

If you select "NO" to the "Hardware Check", then the install program will default to no sound card and you will have to choose the correct settings yourself. If you are using a Sound Blaster for sound effects, then you will need to choose the correct I/O port, sound IRQ setting, and DMA channel setting. (If any of these terms are unclear, check your Sound Blaster manual for further explanation.) When choosing these settings the defaults will be highlighted. You may choose the defaults or select your own settings.

Troubleshooting

Tegel's Mercenaries requires a large amount of free RAM (of the 640K portion) and 1 MB of extended (**NOT EXPANDED**) memory free to load the digitized Sound Blaster sound effects. To run the program you may have to free up more low memory or convert expanded memory to extended (by altering your EMM386 command).

Some Adlib compatible cards may not be detected by the **SETUP** program. In this case, it will default to the PC speaker. You may override this selection, and instead choose the card that your sound card is ompatible with.

If sound problems occur within the game, there may be a compatibility problem with your specific hardware configuration. To test for sound card compatibility problems, run the **SETUP** program and select PC Speaker to see if this eliminates your problems.

Equipment Changes

If the sound equipment in your computer changes, run the **SETUP** program from DOS. Make the appropriate

changes to the options listed, then select "Configure" from the menu and press <ENTER>. The new machine settings will be saved.

If you replace your existing mouse with a new one, no changes need to be made to the configuration. Make sure, however, that the new mouse driver is loaded and 100% compatible before starting *Tegel's Mercenaries*.
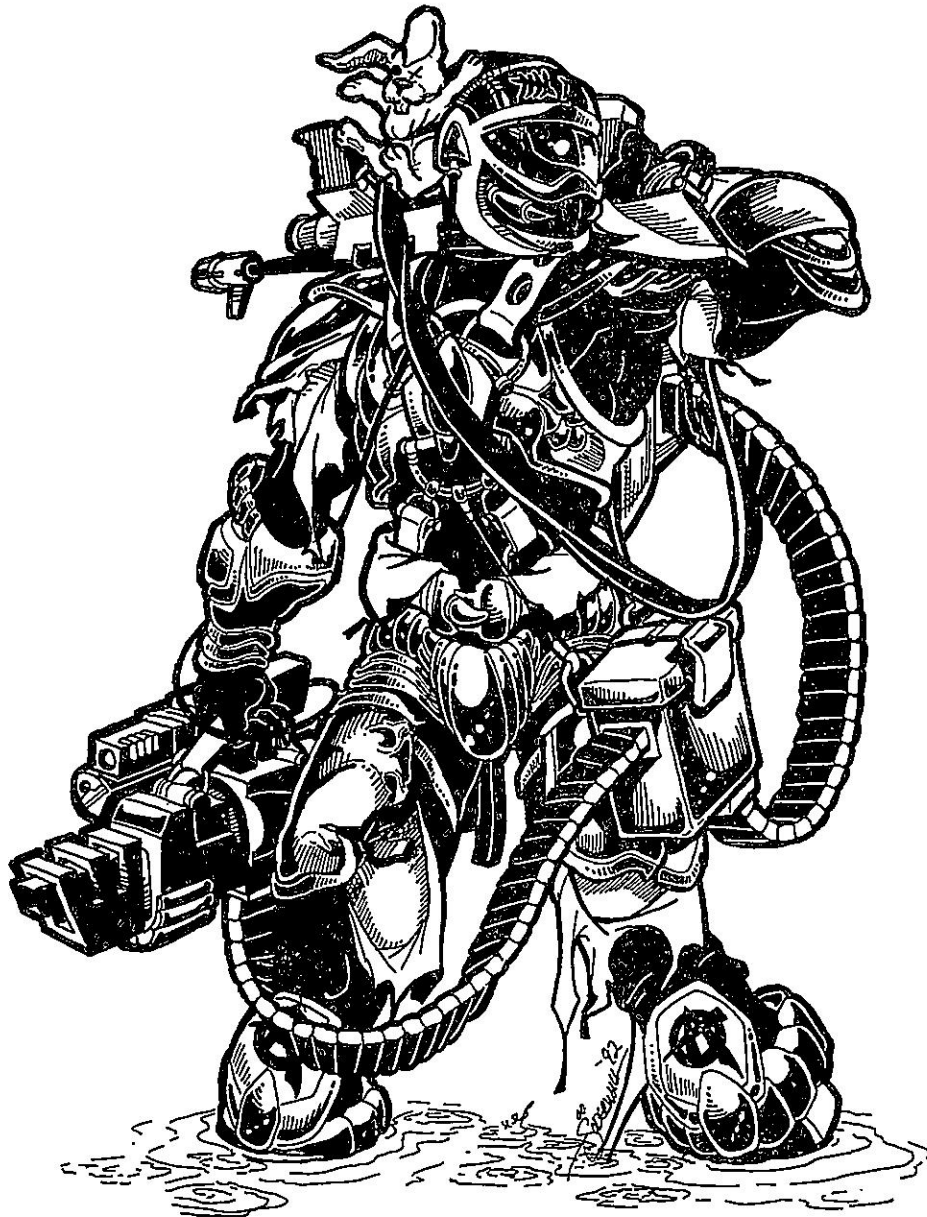
DATA UNIT : 2
[Mission Preparation]

Getting Started

Once the game has been installed, switch to its directory and type **MERCS** in order to begin the game.

For Example:

C:

cd\mercs

mercs

Make sure that the mouse driver has been loaded *BEFORE* starting *"Tegel's Mercenaries"*.

After you have typed **MERCS** to start the game, the *Mindcraft* logo will appear, followed by the *"Tegel's Mercenaries"* title screen. Pressing any button during the logo screen will bring up the title screen and then the game.
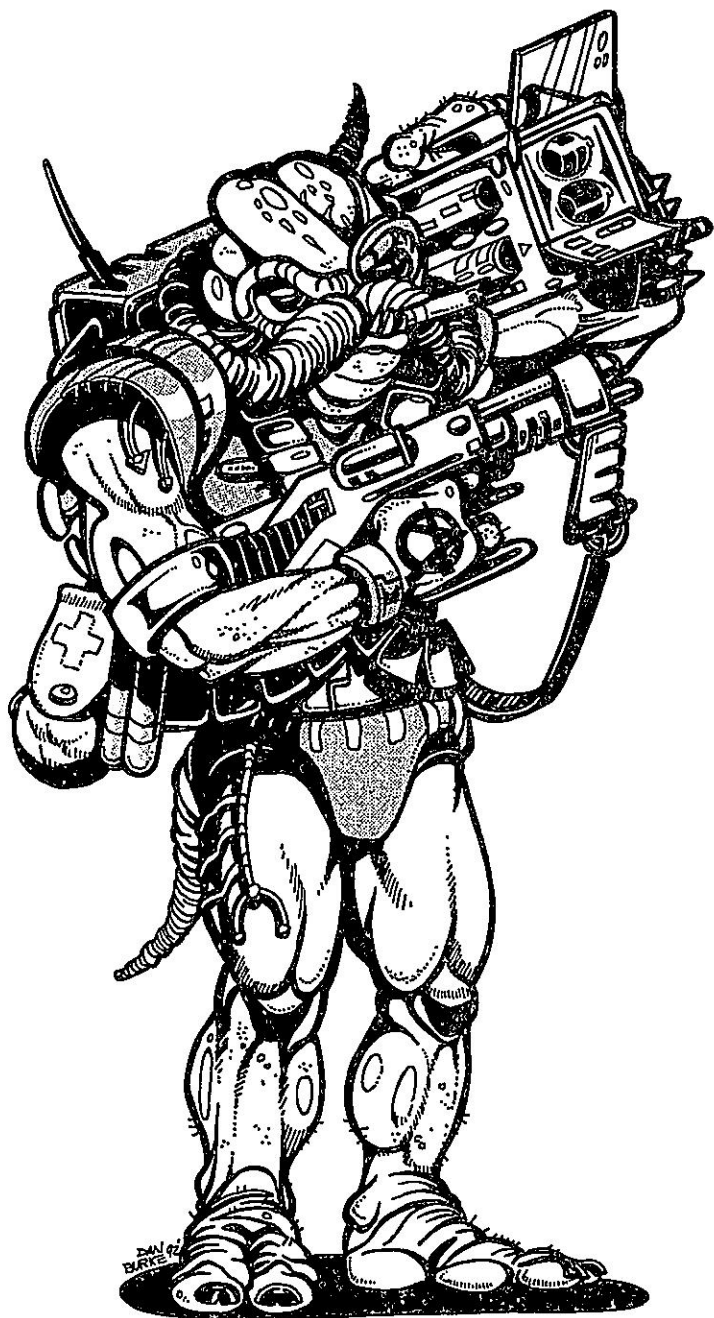
Mission Briefing

Once you have gotten beyond the initial game setup, and as you continue through the missions, General Tegel will brief you on all of the objectives of your next mission. In order to successfully complete a mission, all of the mission objectives must be met.

Mission objectives vary from mission to mission, so be sure to read the briefing before recruiting your mercenaries. Many times, Tegel's briefings will also let you know what equipment, if any, will be necessary for the completion of the mission.

In addition to the stated mission objectives, there may be a number of other actions for you to consider. You may want your mercenaries to search the dead bodies or look for supplies in a storage room. Keep a clear head as opportunities to loot the mission site present themselves, and cover your squad's backs or you'll lose them all like some greedy washout!

Forming a Squad

After reading the mission briefing, you must recruit the mercenaries you deem most useful. The final recruitment process takes place on the Roster Screen. The Roster Screen has four major components, the Character Portrait, the Command Menu, the Dossier Window, and the Ordinance Window.

Character Portrait

This window displays a picture of the character.

Command Menu

The command menu consists of four commands: **Deploy**, **Statistics**, **Recruit/Reject**, and the **Arrow Buttons**.

Deploy: the **Deploy** command is used to send recruited squad members on the previously briefed mission.

Statistics: Selecting the **Statistics** command will call up the dossier and vital statistics for the character whose face is on the screen (this will be displayed in the Dossier Window). It will also list the character's current mission fee. (For further explanation of character statistics, see the Character Statistics section in Data Unit 5 of this manual.)

Recruit/Return: Recruit (ing) a character selects him, her, or it, to be a member of the strike squad you are assembling. (Note: When recruiting, keep in mind that you may have up to SIX characters in your squad.) The **Reject** command will only appear when you come upon a character that you have already recruited for the current mission. This option allows you to remove the character from your squad, thus freeing up a space for another character. If you do not wish to "deselect" a character, merely use the arrow buttons to move to the next mercenary.

Arrow Buttons: The arrow buttons are used to scroll through the characters available for recruitment; simply click on the arrow button which indicates the direction you wish to scroll.

Dossier Window

The Dossier window displays vital information concerning the character whose portrait is displayed. Initially, the screen will only display the character's name, call sign, and mission status. Mission status indicates whether the character has been recruited or not. If you wish further information,

click on the **Statistics** button and the character's dossier will appear in the window. Once you have read the information on the screen, clicking with the mouse will move you to the next screen. In this mode, you may also view the characters statistics by simply clicking through the dossier. You are free to use the Command Menus at any time during this process.

Ordinance Window

The majority of the roster screen is taken up by the Ordinance Window. Within this window is a full size image of the character in his, her, or its, armor. Around the character, displayed on various monitors, is the entirety of the character's equipment. Remember: some characters may have equipment that is vital to your mission!

DATA UNIT : 3
[The Interface]

The Interface

As the B.O.S.S. of your mercenary strike squad, you do not actually enter combat. From your remote command post aboard the drop shuttle, you coordinate and direct the actions of your squad during missions. The hardware you will be using, the Tactical Imaging Synthesizer and Fabricator (TISF-300), is the state-of-the-art in laser reconstructive imagery. What this means is that the hardware on the shuttle takes information from the multiple sensors and cameras in the squad's battle-suits and uses it to create an image of the situation as if you were hovering above.

The TISF-300 in your shuttle is a "real time" interface. This means, that under normal circumstances, the action on the screen continues, even if you fail to take any action of your own. The exception to this is when you select a member of your strike squad. When one of your mercenaries is selected, the action on the screen pauses to allow you to give the appropriate orders. (for further details see the Menus and Commands section later in this section) After the orders have been given, your screen will be updated with the latest actions of your squad. Keep this in mind as you become more familiar with the TISF-300 interface.
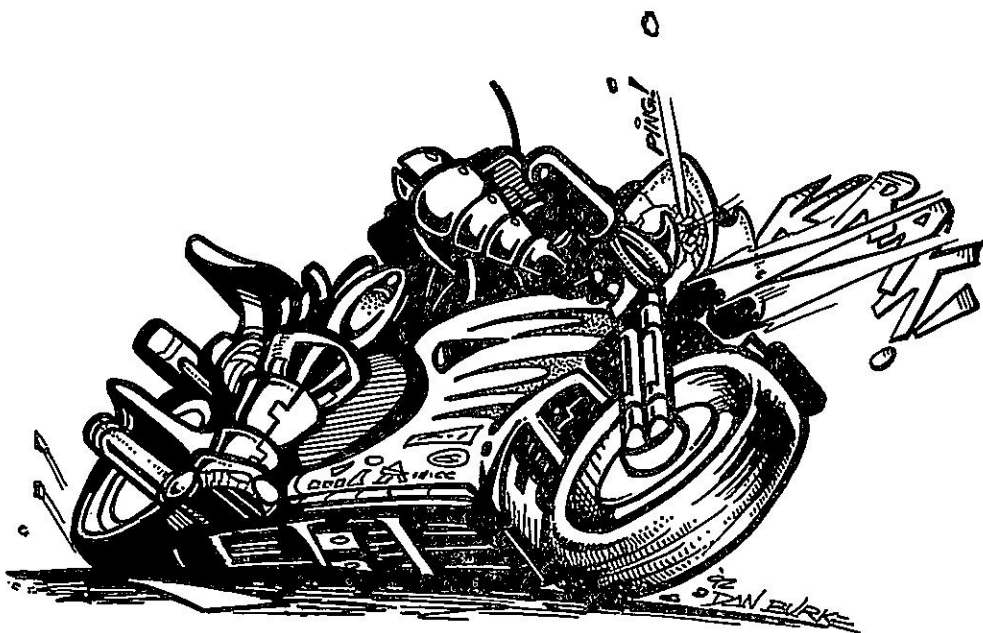
The Main Screen

During a mission, all of the action is displayed on the Main Screen. Since the success of every mission depends upon having a thorough understanding of how to use the TISF-300, the following section will explain some global concepts in manipulating the Main Screen interface.

There are two buttons on the Main Screen, the red button on the lower left and the green button on the lower right. Clicking on these buttons with the mouse will do the following:

Red Button: This button calls up all of the game options such as Save, Quit, etc.

Green Button: The Green Button gives you access to the global overhead map. This map provides a projected overview of the entire mission site.

The Information Assessment Pointer, or mouse, is the main source of direct interaction with your squad. The functions of the mouse, while on the Main Screen, are described below.

Left Button: Clicking the left button on the mouse causes the action on the screen to pause in preparation to send orders to a mercenary. If the cursor is not on a mercenary, the action will still freeze to allow you to select the appropriate mercenary. If the cursor is on a mercenary when the button is clicked, the Status Window for that mercenary will be displayed. (for further explanation of the Status Window, see the Menus and Commands section following this section)

Right Button: Clicking on the right button while on a border will scroll the screen in the direction of that border.

Entity Recognition: The TISF-300 is equipped with Rapid Entity Recognition. As you Move the cursor around the Main Screen, the TISF-300 will label all identifiable entities on the screen and all known mission objectives. It does this by writing the name on the screen whenever the cursor passes over the entity. For example: if one of the mission objectives is the destroy a specific computer, and the squad members enter a room full of computers, then a casual sweep of the

room would reveal which computer should be destroyed. (The word computer would appear when you passed over the appropriate computer.) This will also allow you to identify your squad members before giving them orders.

"Hot Keys": In addition to the mouse, there are a number of "hot keys" on the keypad in order to speed the order giving process. For your convenience, the "Hot keys" are listed on the back cover of this manual.

Menus & Commands

In order to keep the Main Screen uncluttered, the TISF-300 has a special "need-to-know menu system. This feature keeps the order windows for the individual squad members hidden until you select the appropriate mercenary. Once you have selected the mercenary you wish to give an order to, his, her, or its order window will appear. The following section describes the order window format and the effects of the various commands found therein.

The Command Window

The command window only appears when a mercenary is selected by clicking on him, her, or it, with the left mouse button. When this occurs, the action on the screen pauses and the window pops up. All of the orders which a particular mercenary can perform are listed within the window. Once an order is given, the command window will remain open so that you may add another order or change the current order. Selecting the **Done** command will return you to the action on the screen. Within that window are the following commands:

Attack: Selecting this option allows you to choose the method of attack. When using this command, you will be given a list of all attacks available to the selected mercenary. Selecting one of the attacks with the left mouse button will indicate that you wish to have the mercenary fire that weapon until he is out of ammunition. Next, you will be prompted to target an entity; do so by clicking on the target with the left mouse button. Once you have selected a target, or aborted the command by not selecting an entity, the command window will be redisplayed; if you are finished with the mercenary select **Done,** otherwise, continue with the order giving process.

Using the right mouse button when selecting the form of attack will RESTRICT that attack. Restricting an attack form means that the mercenary will not use that weapon unless you directly order it. A restricted weapon will be displayed in red. If you select a restricted weapon for an attack, the mercenary will attack with that weapon ONCE and then return to using an unrestricted weapon. A weapon can be unrestricted in the same way it was restricted.

Move To: The **Move To** command orders the selected mercenary to a particular location. If the right button is used, the location selected will be considered a checkpoint before the final destination. Thus, you can navigate you troops through a number of obstacles before the move command ends. Left clicking ends the sequence.

Follow: This order sets one mercenary to follow another entity. Simply select the command, select the entity, and select **Done**.

Circular: Once you have selected a location for a particular mercenary to **move to,** selecting the **circular** order will cause that mercenary to return to the starting point of the command once the ending point is reached.

Use: Throughout the game, there are a number of objects that you will command your squad members to **use**. When the command is selected you will be given a list of all those items you can **use**. Once the item is selected, the appropriate prompts will appear, depending on the item selected.

Give: The **Give** command allows you to transfer equipment from one mercenary to another. The mercenary given the command will follow the target until close enough to hand the item to the target. The command process consists of selecting a mercenary, selecting the item to be transferred, and targeting the mercenary to transfer the item to.

Search: This command serves to remove some or all useful possessions from a lifeless corpse, a fellow mercenary, or a desk. It functions in the same way as the **Give** option.

Engage/Ignore Enemy: Selecting this command determines whether the mercenary will automatically engage the closest enemy or ignore the enemy and complete the order. This is useful if you just want your mercenaries to run past a particular challenge. The button name toggles between **Engage Enemy** and **Ignore Enemy**. The order displayed in the command window shows what the status WILL BE when the order is selected.

Statistics: At certain points in the game it can be very useful to call up some of the more vital statistics for a particular mercenary. The statistics displayed on the screen are **Health**, the **Total Protection Value** of the armor the mercenary is wearing, and the mercenary's entire **Inventory**.

Mission: This command calls up a list of the mission objectives that have yet to be completed. The entire list must be completed in order for the mission to be successful and the mercenaries to go on to the next mission.

Cancel: The **Cancel** command cancels any orders given to that particular mercenary up to that point.

Done: **Done** indicates that you have finished giving orders to a particular mercenary. This command closes the Command Window and returns you to the action.

HINTS:

Using this interface, a number of complex orders are possible. You can string different orders together to create a complex plan of attack.

Always keep in mind that the mercenaries have a natural tendency to want to defend themselves. What this means is that sometimes, if you don't give them the **Ignore Enemy** command, they will automatically engage the enemy whenever possible. That's just the kind of troops they are!
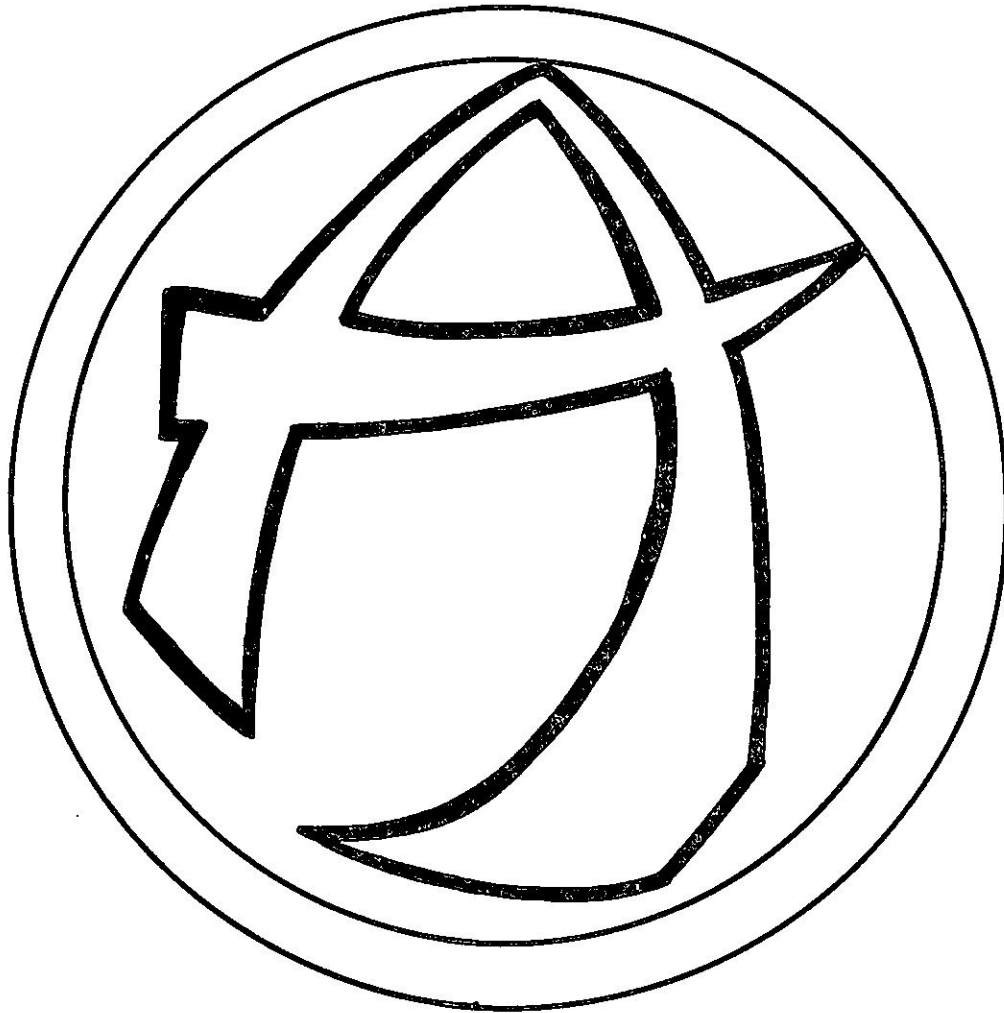
Non-Combat Interaction

Various actions that the mercenaries will perform during a mission will have little or nothing to do with combat. There will be times when the mercenaries will search an entire room in the hopes of finding some desperately needed ammunition or supplies. Or perhaps searching a dead enemy's body will reveal a necessary item. It is even conceivable that someone in the squad might discover a piece of important information from a computer. Your mercenaries may also have to deactivate mines or bypass locked doors using the proper equipment.

The best way to avoid missing anything, is to move the cursor on to those things which seem worthy of attention. If the location is something of import, an identifying name will appear. The rest is up to you!
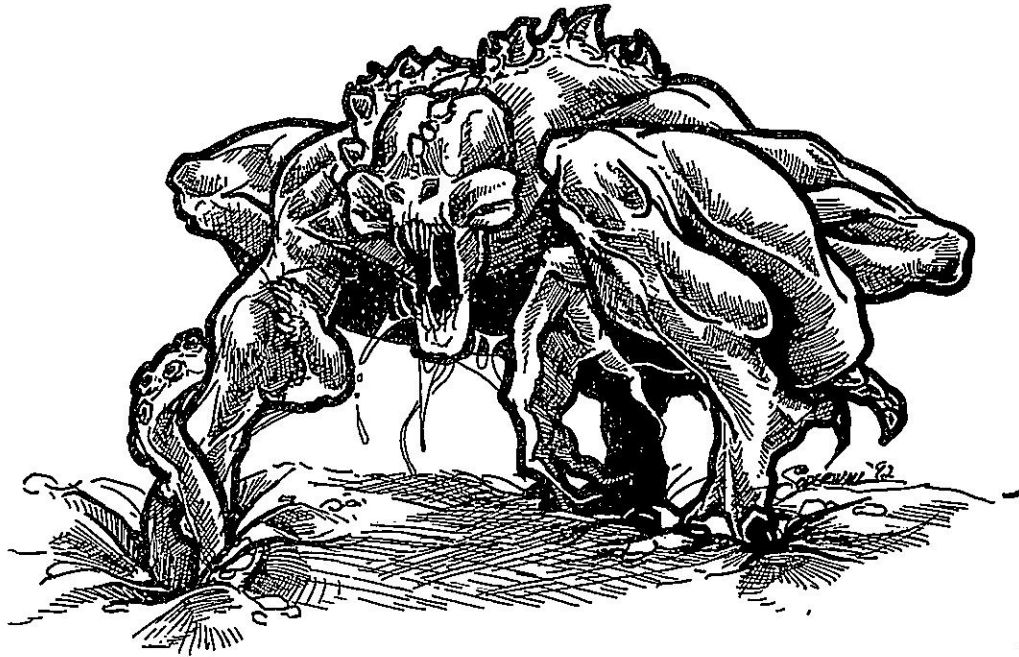
DATA UNIT : 4
[Character Information]

Mercenary Characteristics:

Throughout *Tegel's Mercenaries*, there are several statistics which define what your character is capable of doing. The following is a complete list of all the characteristics and how they effect gameplay. Note: All of the characteristics go from 0 to 100.

Characteristics:

Speed: Speed is an indicator of the overall "quickness" of the character. In the 22nd century, due to the heavy reliance on battle suit technology, speed is not so much how fast the character can run, but more how fast the character can react within his armored suit. A high Speed indicates that the character is quicker in his battle suit than others, hence, the character will react sooner to hostile situations. In addition, the character will move more quickly and complete orders with greater haste than those of slower speed. Speed is adversely affected by high weight.

Strength : Strength indicates the physical power and durability of the character. Due to the bulky nature of warsuits, most of the exoskeleton of the suit is designed to allow the mercenary to function unimpeded. This means that the character is able to exert the same strength in and out of the suit. Higher strength indicates increased damage when attacking physically and decreased loss of health when hit in combat. Strength also counters the effects of weight.

Intelligence: This characteristic reflects accuracy of thought during combat situations. A character with high intelligence completes orders efficiently, learns new skills quickly, and has a slightly increased chance of completing tasks, depending on the skill used.

Loyalty: Loyalty is a determinant of how often a character will put your orders over his own life. The more difficult the task, the higher probability that the mercenary will refuse to complete the order.

Health: This characteristic is a reflection of the overall physical and mental integrity in combat. The battle armor that a character wears will allow him, her, or it, to function until reaching a health rating of ten (10). At this

point, the suit will shut down and the character will collapse. If the character reaches zero (0) health, that character is considered dead.

Skills:

Weapon Skill: This skill indicates the character's accuracy with weaponry of any sort, including melee attacks. This base accuracy may be affected by the weapon or factors in the game.

Medical: The ability to administer proper medical care has long been a sought after commodity. The level of medical skill that a character has directly affects his, her, or its, probability to heal an individual's wounds. The skill level also determines how much damage is repaired at one time.

Computer: Proficiency with computers and other forms of electronics is a necessity in the 22nd century. If you don't know how to program in VIRTUAL by the time you graduate from a first stage school, the local government usually has a very unpopular work study program. Computer skill is useful for bypassing the security systems of a locked door, or for getting data from a computer.

Stealth: You might think that in a 1340 hecto-gram suit, it is hard to be silent but this is not always the case. In a world where machinery and vehicle launch procedures fill the air day and night, especially aboard a space vessel, sometimes the muted "K-Shang" of a battle suit goes completely unnoticed. Stealth is mostly a matter of timing. Knowing *when* to step across a doorway can be more important than stepping across quietly. A high stealth rating will allow you to get the jump on your opponents.

Defense: Defense isn't really a skill so much as a composite of speed, intuition, timing, and experience. Defense reflects how hard it is to hit the particular character.

(Special Training): Some of the mercenaries have, received special training through military training, the street, or the various virtual reality games that exist. Special training refers to weapons that require specialized knowledge to operate. These weapons are: Machine guns, Flameguns, Rocket Launchers, and Ex-plosives. Special Training is indicated in the character's dossier.

(Mission Fee): The troops you are using are mercenaries, which means they expect to be well paid for their services. In the interest of "fairness", the IMA (Interstellar Mercenary Association) has created a number of tests that assess every important aspect of the trooper and set a working price to be paid per standard mission.

If unusual circumstances arise, the central computer will make the necessary adjustments automatically. When the mission fee is displayed, this is the amount that will be deducted from your account should you chose the respective mecenary; there are no hidden costs. The mission fee is indicated in the character's "on-screen" dossier.
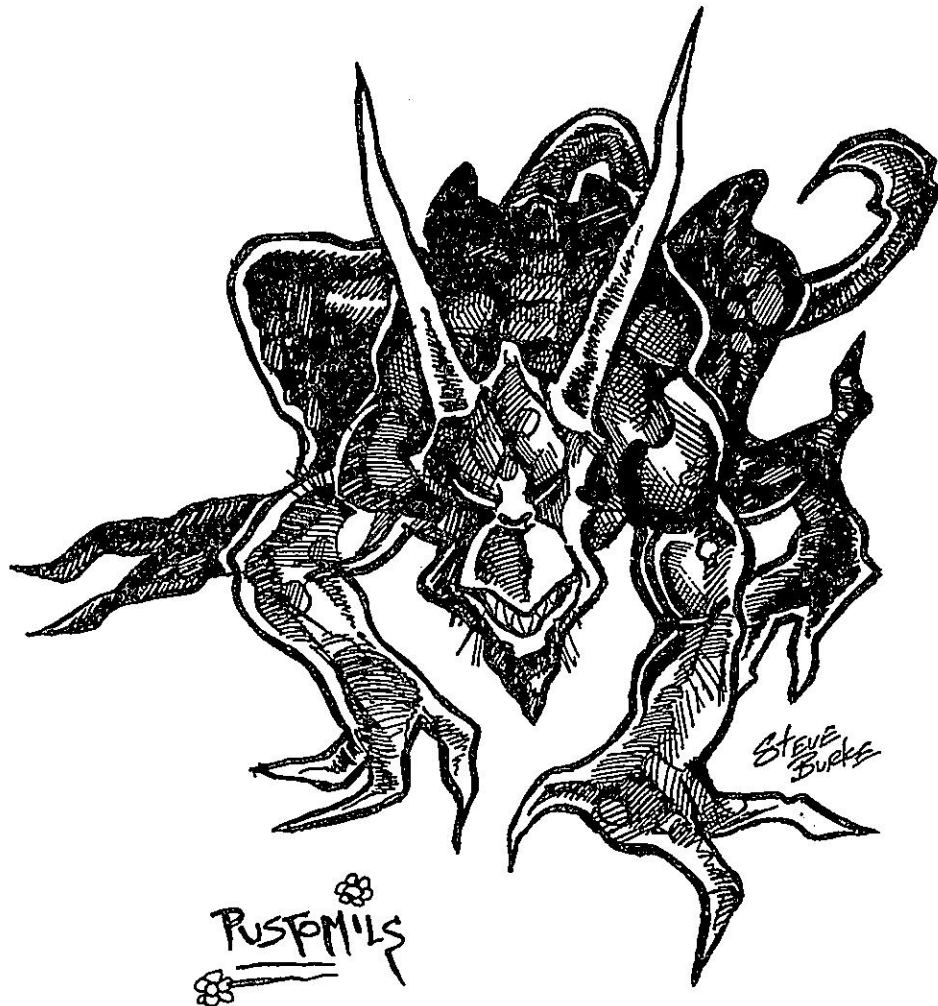
Character Improvement

Throughout the game, your squad members will be performing a variety of actions. The success rate of these actions (i.e. healing a wounded character) is determined by the value of the skill or statistic being used (i.e. medical skill). When the character is successful in completing the task, there is a possibility that that squad member's skill will increase.

In this way, if your squad members survive, they will be more experienced and more likely to survive subsequent missions.

Some mercenaries have no understanding of certain concepts. This is indicated by a value of zero in that particular skill. If a mercenary has a zero (0) skill it means they he, she, or it cannot, and will not, ever gain knowledge and proficiency in this particular field.
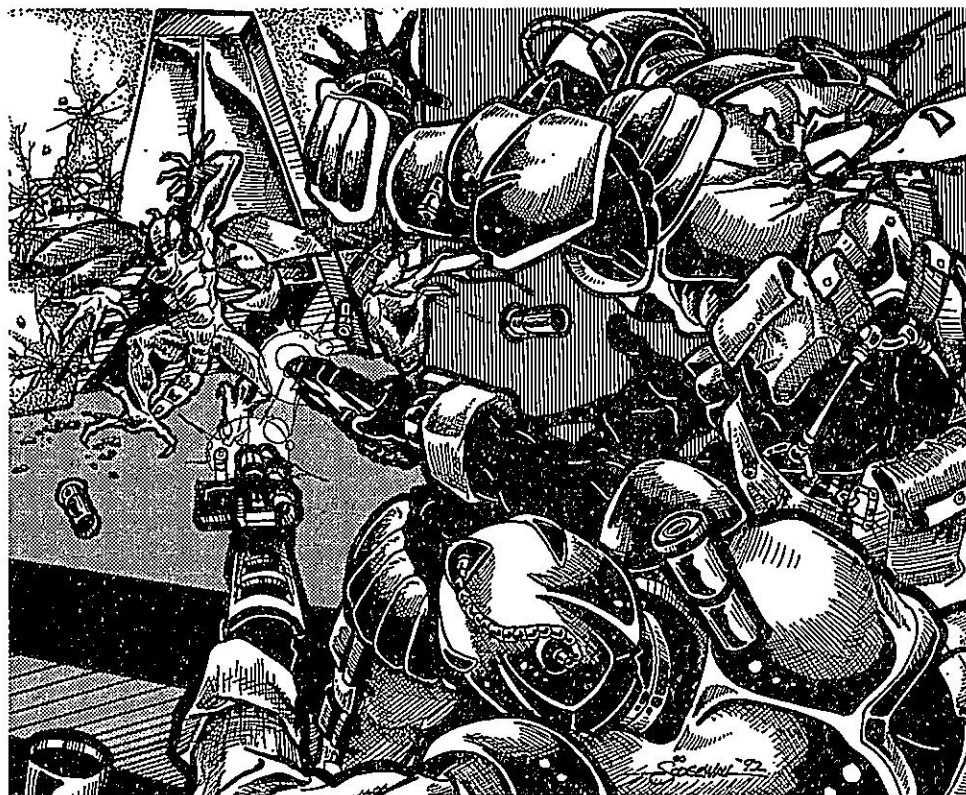
Mercenary Dossiers

Name: Pilar "Ice" Bocanegra
Height: 5'2"
Weight: 125 lbs.
Age: 26
Training: Sharp Shooter
Personal History:
- CSV Interloper 3 yrs. - Security specialist
- Simulations School of Modemic Study 2 yrs. - Psychology and Physics
- Registered IMA member - 2 yrs.
Description:
    Known for her skill with laser pistols and rifles, and for keeping a "cool head" under fire. Quick on her feet and quick with the trigger, she may be a good choice for situations where speed, intelligence, and agility may be preferred over heavy firepower. She is business-like, and humorless, with no tolerance for unprofessional conduct.

Name: Kala "Bombshell" Divan
Height: 6'1"
Weight: 155 lbs.
Age: 22
Training: Explosives, Pugilist, Rocket Launcher
Personal History:
- Hograth Demolition 6 mos.
- Solar Boxing Meet 2381 - Female Species Champ
- IMA membership revoked after incident on Purduvar.
Description:
    Best known for her bad temper. Very fast on her feet, and skilled with explosives and rocket launchers. Her approach to her work is "The bigger the pay, the bigger the bang!". Her IMA membership was revoked after she sent the Purduvar IMA commissioner to the hospital with a broken nose for making a pass at her.

Name: Dan "Razor" o'Malley
Height: 5'11"
Weight: 166 lbs.
Age: 24
Training: General, Explosives
Personal History:
- System 4-GAF Argonite Surfing Champion
- Trans-Net Battle Simulator - 572.235 logged hrs.
- Chlorophant Uprising - 6 mos.
Description:
    Dan is best known for his colorful jokes. He is known to crack them even while in action. He is a good natured, friendly sort of a guy who can get along with his companions easily. His nickname "Razor" refers to his razor sharp efficiency in action. He is also well trained as an explosives expert.

Name: Ss'thrquid "Medic" Heltakka
Height: 6'8"
Weight: 168 lbs.
Age: 13
Training: Medical
Personal History:
- Consortium Medicinal Institute - 6 yrs.
- Trans-Net Battle Simulator - 3.000 hrs. logged
Description:
Half human, half Ss'threll, Ss'thrquid is best known for his ability to predict the actions of others before they occur, making him very hard to hit. His Ss'threll upbringing makes him a natural healer, and a very effective medic. Also to be noted is that he is usually very loyal.

Name: Belk "Deadeye" Otem
Height: 6'0"
Weight: 195 lbs.
Age: 31
Training: Marine academy, Machine Gun
Personal History:
- Nebulous Conflict - Classified
- Dishonorable discharge from Marine corps
- Loliet Prison 2 yrs.
- Goroune Wars 2 yrs. - Mercenary in Del's Dragoons
Description:
Belk is a weathered mercenary. After a particularly bad encounter during the Nebulous Conflict, he dam-

aged his eye. By the time he made his way to the drop shuttle, the eye was unsavable. He says very little but does a lot. He is strong, disciplined, and skilled with most weapons.

Name: Ryan "Bulldog" Connelly
Height: 6'1"
Weight: 175 lbs.
Age: 42
Training: Tactics Specialist, Flamegun
Personal History:
- 3rd Eschelon Armored - 15 yrs.
- Consortium Intelligence - 5 yrs.
- Honorable Discharge: Sr.. Captain
- Mil. Spec. Virtual War - 4138.988 hrs. logged
- Registered IMA member - 6 yrs.
Description:
Ryan is the most experienced of the bunch. His nickname "Bulldog" is derived from his distinctive bearded jowls and never-say-die attitude. His experience makes him a valuable asset.

Name: Ott-Araote "Smokey" Okrara
Height: 7'0"
Weight: 285 lbs.
Age: 198
Training: General, Machine gun, Computer

Personal History:
- Defected to the Consortium
- Nebulous Conflict - Classified
- Chlorophant Uprising - 8 mos.
Description:
A Chlorophant, sympathiser of the human element. Raised by, coincidentally enough, a shady group of humans, he prides himself on being a "true professional" in his work. However, a cautious leader should consider Ott's heritage when sending him on certain missions. His nickname "Smokey" refers to the large cigars that he chews and puffs on all the time. His favorite weapon is the machine gun.

Name: Po'torro-koto "Weasel"
Height: 5'1"
Weight: 102 lbs.
Age: 25
Training: Stealth, Computer
Personal History:
- Kilm Prison - Larceny - 6mos.(escaped)
- Dewar-3 Criminal Work Camp - Grand Larceny - 2 yrs.(escaped)
- Dewar-1 Maximum Security Prison - 5 yrs.(escaped)
- Wanted for 23 counts of Larceny and 7 counts of Grand Larceny, including one military scout vessel.
Description:
Intelligent, quick, hard to

hit, and disloyal, this devious Ss'threll is a thief among warriors. Often he can be seen as a con artist in alien bazaars, if he can not find employment for his fighting skills. His most notable features are his exceptional stealth and his willingness to form new allegiances at a moments notice.

Name: John "Smiley" Smith
Height: 5'8"
Weight: 157 lbs.
Age: 20
Training: Flamegun
Personal History:
- Fire Squad in New Los Angeles - 2 yrs.
Description:
A relatively newcomer to the intergalactic mercenary scene, he is best known for his notorious playfulness, even in the stickiest situations. Those who saw him in action say that his famous big smile gets even bigger as he makes faces melt away with his flamegun, "Skippy".

Name: Katarra "Gypsy"
Height: 4'10"
Weight: 105 lbs.
Age: 19
Training: Medical
Personal History:
- Suspected of terrorist activities. Thought to be on self-imposed exile after her affair with a high-ranking

official.
Description:
    A most beautiful specimen of Ss'threll species, she is exceptional when it comes to medical skills, and speed. Yet she is also fairly fragile.

Name: James "Jackhammer" Jackson
Height: 6'4"
Weight: 239 lbs.
Age: 27
Training: Flamegun, Machine gun
Personal History:
- Consortium M-1 Naval Academy - 3 yrs.
- Kilm Prison - Attempted Larceny - 2 yrs.
- Registered IMA member - 4 yrs.
Description:
    The biggest, baddest, meanest mercenary this side of Mota-mi! Equally comfortable with a flame thrower or a machine gun, Jackhammer's attitude to action is direct, effective, and usually very destructive. He has the strength and stamina of an Earthan Rhinoceros.

Name: Phen-rho "Suicide" Tsai
Height: 5'7"
Weight: 143 lbs.
Age: 21
Training: Rocket Launcher, Flamegun
Personal History:

- Free Merchant Decksman - CSV "Long John" - 3 yrs.
- Kilm Work Camp - Smuggling - 1 yr.
- IMA Gold card member - 1 yr.
Description:
Phen-rho is a capable mercenary. His drawback is his tendency for occasional reckless behavior and disobedience, especially under pressure. He has no problem working alone and sometimes favors it, hence the call-sign.

Name: Sakura "Ninja" Yomashi
Height: 5'5"
Weight: 101 lbs.
Age: 26
Training: General, Computer, Explosive
Personal History:
- Member of Kraton blood cult - 4 yrs.
- Deprogramming - 2 yrs.
- Entertainer - Dewar-3 - 1 yr.
- IMA Reserve member - 2 yrs.
Description:
    Sakura is beautiful, silent, and deadly. Extraordinary stealth makes her a valuable asset when circumstances require such a skill. Also to be noted is her impressive loyalty to her chosen master.

Name: Pohai Olei "Beef" Simms
Height: 6'1"
Weight: 237 lbs.
Age: 29
Training: Rocket Launcher, Flamegun, Machine Gun
Personal History:
- Bord School of Medicine - 2 yrs.
- ISTEC Technical Academy - 3 yrs.
- Trans-Net Battle Simulator -202.023 hrs. logged
Description:
    Pohai lacks direction. He has pursued many endeavors, only to start something new when it became too challenging him. As a result, he is a jack-of-many-trades and a master of none. His natural strength and endurance have led him to the mercenary life.

Name: Jason "Doc" Turnbull
Height: 5'7"
Weight: 133 lbs.
Age: 49
Training: Medical, Computer
Personal History:
- Consortium Medicinal Institute - 6 yrs.
- Consortium Medical Hospital 0245934 - 8 yrs.
- Tenured Professor, C.M.I. - 10 yrs.
- Consortium Mental Facility 000845 - (inmate) 2 yrs.
- Registered IMA member - 2 yrs.
Description:

Brilliant, talented, and maladjusted. After the loss of his career, it's amazing he is even stable enough to serve as a combat medic. He shows a great facility for computer "physiology" as well. All psychological tests indicate that he has no intention of continuing his "experiments" but it may well be that Turnbull's mind is a burnt out husk just like his homeland, England.

Name: Uushem "Sickbed" Patel
Height: 5'8"
Weight: 135 lbs.
Age: 37
Training: General, Medical
Personal History:
- Free-lance medic - 5 yrs.
- Registered IMA member - 8 yrs.
- Goroune Wars - 2 yrs.
Description:
    A competent combat medic. Uushem grew up on Quinte-5, which means that she learned her surgical skills in the streets. She joined the IMA because her family needed the money and because, to the people of Quinte-5, being an off-world soldier for hire gives great respect to the respective family.

Name: Sam "Void" Sellit
Height: 5'10"
Weight: 155 lbs.
Age: 32
Training: Computer
Personal History:
- ISTEC Technical Academy
  2 yrs.
- Freighter Navigator - CSV
  Scurvy Dog - 10 yrs.
- Highwar Minimum Security
  Camp - Criminal Negli-
  gence 1 yr.
Description:
Sam only hears every third
word, which makes giving
orders difficult. If you do get
through to him, he will usu-
ally do as you ask. For some
unknown reason, Sam also
has a better than average
medical skill.

Name: Arlo "Tombstone"
  Lenark
Height: 6'4"
Weight: 176 lbs.
Age: 24
Training: Machine Gun
Personal History:
- Free-lance Operative -
  5 yrs.
- Nebulous Conflict -
  Classified
- IMA Reserve member -
  2 yrs.
Description:
  Arlo gave no former refer-
ences but was able to pass
IMA requirements. He is a
good overall soldier with
above average ability in most

categories but no particularly
outstanding traits.

Name: Leyla "Halo" Akeman
Height: 5'7"
Weight: 127 lbs.
Age: 21
Training: Sharpshooter,
  Flamegun, Machine Gun
Personal History:
- Caleb School of Military
  Operations - 4 yrs.
- Registered IMA member -
  1 mos.
Description:
  Leyla comes from a rich
family with a strong military
tradition, hence her school-
ing. After her graduation, her
father cut off her allowance
so she would join the mili-
tary. Hurt, distraught, and at
the peak of her rebel phase,
Leyla joined the Interstellar
Mercenary Association.

Name: Rick 'Tunes'
Krakowski
Height: 6'2"
Weight: 185 lbs.
Age: 29
Training: Explosives,
  Flamegun, Machine Gun
Personal History:
- Bassist for "Live Death" -
  9 yrs.
- Kilm work Camp - Sedition
  - 1 yr.
- IMA Training Camp - 1 yr.
- Registered IMA member
Description:
  "Live Death" was the pre-

mier "Acid" band a few years
ago until Rick was caught
with a few aliens of question-
able age and the rest of the
band was caught freebasing
Darrellian Dream. While
waiting for the band to finish
their term, sheer boredum has
driven Rick to join the IMA.

NOTE: Height, weight, and
age have all been converted
to Earthan Units (i.e.
Earthan Solar Years and the
English system of measure.)
for your convenience. -

- End Active Personnel File -

Mercenary Equipment

The following is a complete list of all the equipment available to the squad members throughout the game. It is conceivable that squad members may find other equipment or alien technology not listed here.

- Weapons -

Pistols:

Holdout Pistol: Made from ceramic composites, this laser pistol is light, concealable, and accurate. Its drawback is that it only does light damage. Because of its low power output, however, it is able to fire fifty times before requiring a recharge. It is the popular choice among mercenaries as a weapon of last resort.

Q5 Bull Pistol: Designed on Quinte-5, quite possibly the most violent planet in the Quinte system, this medium flechette pistol is slightly less accurate than the holdout, does more damage, and holds half as many rounds (shots). A good general purpose pistol.

APS .554 Pistol: Also designed on Quinte-5, the APS (Anti Personnel System) is a throw-back to the days of slug throwers. This monstrous pistol does the highest amount of damage in the pistol class. The magazine holds 15 rounds of .554 caliber spent-uranium slugs each mounted on a solid propellant core. Definitely something to write home about.

Rifles:

Microwave Rifle: Lightest of the available rifles, the gun fires a focused beam of microwaves which literally cook the opponent. Its strength lies in its slow energy depletion, light weight, and good accuracy (its hard to dodge what you can't see). This rifle became very popular during the famine wars in the Lerit System for some rather demoralizing reasons.

Delaser Rifle: By far the most used laser weapon, the Delaser has become standard issue for the Consortium Military. With a slogan like, "Building tomorrow on yesterday's charred bones.", Delco Industries was bound to cash in big. The Delaser does slightly better than moderate damage, has moderate accuracy and holds 60 discharges to the energy pack.

Pulse Rifle: A heavy rifle, to say the least, this bulky, long barreled gun does its damage by sending laser bursts in quick succession into the target. In the rifle class it is the most damaging, heaviest, and least accurate. It holds 30 charges per pack.

Machine Guns:
(Burst Weapons)

Spartan Shotgun: A relic from the days when riots could be handled by a small police force without air support, the Spartan is a short barreled semi-automatic shotgun with a magazine feed of 30 rounds. Considered to be inferior to the microwave rifle in damage and accuracy, the shotgun has the advantage of being able to hit numerous closely packed targets at once.

Machine Pistol: This weapon is made by numerous manufacturers with little or no differences. The machine pistol is the most common street gun. It's cheap, light, and inexpensive. Typically the weapon fires a low velocity flechette that does as much damage as the Q5 Bull pistol while being slightly less accurate. The advantage of this weapon is that the user can spray an area and hit the

assailant and one or two of his buddies. The gun holds 20 bursts.

MPMG-14: The Man-Portable-Machine-Gun-14 is currently the premier assault weapon on the black market, having been banned from the gray markets. The weapon is slightly inferior to the Delaser in all categories except for the fact that the weapon can effect multiple targets. The specially designed short-feed belt holds 400 rounds which is enough for 40 bursts.

Flame Guns:

Flame Jet: The lightest of the weapons in the flame gun category, the flame jet does slightly less damage than a Delaser and holds 50 discharges within its tank. The Flame Jet is widely used because it can be carried as a support weapon without weighing the carrier down too heavily.

Napalm Hurler: During the Planet War in the Pogahl system, the Napalm Hurler became popular as a defoliator and "bunker sweeper". The Napalm Hurler does marginally less damage than a pulse rifle. Due to its bulky and heavy nature, the weapon is

not very accurate. This is countered by its 50 discharge tank capacity.

Balrog Flamegun: The largest of the available flameguns, this heavy support weapon does more damage than a Pulse rifle and less than an MP-3 rocket. Again, as with the Napalm Hurler, its accuracy is poor. The tanks on this flamegun hold 50 discharges. Perhaps the only reason the Balrog is still popular is because of Eddie "Hotfoot" Leao who toasted 11 Berogian wardogs and then spent the next week eating every one of them!

Rocket Launchers:

Six Pack: The Six Pack is a rifle configuration rocket launcher with 6 small rockets in a large box magazine. Each rocket does about the same damage as a Napalm hurler, with greater accuracy and heavier weight. Overall, a light support weapon.

MP-3: This medium support weapon packs a punch greater than the Pulse rifle with the same weight and less accuracy. The MP-3 rocket system is standard issue to support teams with the Consortium military. If you can't punch through it with one of

the rockets in an MP-3 then you can't punch through it!

Halo Rocket: Definitely the most powerful weapon available with the exception of a Demolition Charge, this shoulder mounted rocket is incredibly cumbersome and hard to aim. The rocket is not widely used because it only provides one shot.

Explosives:

Grenades: Grenades come in various shapes and sizes, but the most readily available variety does about as much damage as a Napalm Hurler. Grenades generally do not blow up walls due to their concussive nature; they will however blow up furniture. A special variety of grenade exists known as the E.G.G.-4. This Electroshock Generating Grenade creates a high intensity electrostatic field which paralyzes all entities in the area. Robots temporarily overload while living creatures are left stunned.

Blister Charge: This small explosive charge has the smallest damage radius but is still enough to blow a hole in a non-resistant piece of wall or hardware.

Explosive Pack: The "X-

Pack" does much greater damage than the smaller Blister Charge with a slightly larger radius of effect. Non-living things are effected much the same way as with the Blister Charge but living things will be much more adversely affected.

Demo Charge: The Demolitions Charge is the largest of all the explosive packs and is the most powerful piece of hardware available. This charge also has the widest blast radius. Damage potential between this and the X-Pack is almost double, so don't be anywhere near this thing when it blows!

Mines: Occasionally, your mercenaries will come across a hastily deployed minefield during a mission. The most common type of mine is the "caltrop" mine. This mine fixes itself to whatever surface it is thrown against and then arms itself. Due to their small size, they can be rather nasty if you aren't looking for them. The best way to bypass these little monsters is with the use of the mine deactivator described later in this section.

- Armor -

S.C.A.A. Battlesuit: Castle Corp., a subsidiary of Delco industries first introduced this line of tactical armor 23 solar years ago, when the only "shell" suits mercenaries could get were refitted military surplus. The first exoskeleton based armored suit was put into widespread use in 2160s.y. by the Concordium Heavy Assault Corps. With the advent of Havlar and other high-bonding fibers, coupled with unheard of advances in ceramics and "freeze" plastics, it became possible to have combat effective armor. The drawback was that the soldier had greatly restricted movement and would sometimes suffocate in the suit, making the suit very unpopular. Castle Corp., determined not to lose it hold on the market, (not to mention its investment) created a self contained pressure suit that could work in a vacuum. This turned things around the military immediately found a niche for the suits as armored space suits in various deep space "police actions". Eventually, technological advances and better design allowed the suit to be used on land and even in the sea. In 2175s.y. Castle Corps. exclusivity contract with the Consortium ran out. The next day, they unveiled a new line of armor geared for mercenaries (who by this time were the mainstay of the "policing" force in the galaxy). Since that time, demand for a battlesuit that provides a high defense capability remains high in all systems where mercenary activity is common.

S.C.A.A. stands for Self Contained Assault Armor. It features a fully articulated exoskeleton which supports most of the weight of the armor. The armor itself is a composite of Ebonite filament and the freeze plastic H.E.T. The result is a residue ablative armor that can stop most military ordinance. The suit is self contained and can operate in a vacuum. Lastly, the S.C.A.A. is designed to accept most armor enhancements that are available today. The most common of these is the armor upgrades. Most of the armor is very modular in design which allows the mercenary to remove destroyed sections and replace them with new panels. The F.L.E.X. (Flexible Linkage EXoskeleton) allows for almost universal armor compatibility. This means that any armor found in the field can be used by the squad members.

To use armor found on a mission, simply have it in the squad members inventory. Mercs aren't stupid, if they're carrying it, they're wearing it!

In *Tegel's Mercenaries*, armor has two important characteristics: Stress Value and Total Protection Value. Stress Value is the amount of damage that the armor can deflect or ignore before it starts to take damage. Total Protection Value is the amount of damage the armor can take before it is penetrated. When the Total Protection Value is reduced to zero, it is possible to injure the mercenary, however, the Stress Value continues to absorb damage from every attack. This reflects the natural resilience of the exoskeleton, and the residual sections of armor on the frame. The roster screen displays the Total Protection Value of the armor.

One final note is that, due to the all encompassing nature of the armor, each mercenary is limited to carrying only eight items in their inventories. Choose what you carry with you wisely.

- Devices -

The following are a list of non-weapon devices which the mercenaries can employ in order to insure the success of the mission.

Tool Kit: This electronic tool kit includes all the tool and patch gear necessary to perform a variety of bypassing and information extracting tasks. It allows the user, in conjunction with his, her, or its computer skill, to open a locked door, or retrieve something from a computer or other piece of hardware. Without the proper tools, even if the mercenary has a great deal of computer knowledge, he, she, or it will not be able to perform the task.

Medic Kit: The medic kit, like the tool, provides all the necessary equipment for healing a mercenary during a mission. Without the medic kit, the characters will be unable to heal during missions. Just how much healing occurs depends on the Medical skill of the mercenary doing the healing.

Mine Deactivator: This device, when used on a group of mines, scans the mine to determine its detonation sequence and then engages it. The result is a detonation of the mines at a safe distance.

Spye-Ball: Quite possibly the most useful device since the Battlesuit, the Spye-Ball is basically a floating remote camera with a small cargo space. Sending in a Spye-Ball first can sometimes mean the difference between life and death.

Ghost Armor Upgrade: The Consortium Weapons Division has been working on giving armored suits a form of stealth capability and it is rumored that they have been successful. Although no one has "seen" the suit in action but it is supposed to be very quiet and have the ability to camouflage itself somewhat.

DATA UNIT : 5
[Database]

Background

The solar year (s.y.) is 2198s.y., and if you haven't been keeping up on current events, this is the breakdown of what's goin' on.

You, are a washout from the Officers Training Academy. You know what a washout is don'tcha. It means that you couldn't hack it! Sure, you used to be in the top seven percent of your class, but that doesn't mean anything if you're caught Dreaming. The General found you when you had nothing but a bottle of cheap Gill Juice and a bucket full of drunken pride. He sobered you up, gave you something to eat, and offered you a job. How could you say no?! He gave you a second chance. For whatever reason, he thinks you have what it takes to be a Base Operations Squad Sergeant. Don't dissappoint him, you owe him BIG!

Who is this *General Tegel*, you may ask? Simple. He's your Employer.

...and here's the history lesson...

The Consortium was formed in 2104s.y. after the first contact with an alien life form, the chlorophants, in the Alpha Centauri system. At that time, the Russians still led the way in all forms of space technology and the Chinese were close behind thanks to their invasion of Japan and the collapse of England and the U.S.A.. A number of cities had been established on Luna (Earth's moon), Mars, and the moons of Saturn, Jupiter, and Uranus. All of the planets had a planetary government with the exception of Earth. But it was a simple matter to the Xenophobic humans to combine against "a common enemy". Each planet became part of a council, like Earth's old NATO, but on a galactic level. The Consortium was given police powers and executive law making ability.

Since that time, the Consortium has been the ruling body over all colonized planets.

With the encounter of the chlorophants, forces were sent to "neutralize the threat to the human way of life". When it was discovered that the chlorophants, although intelligent, had no technology to speak of the Consortium immediately initiated a plan for cohabitation. Eventually, Chlorophants were seen

throughout the Consortium's planets.

As the Consortium continued to grow, it became almost impossible to police with standard troops. As a solution, the Consortium created the Mercenary Commission Act of 2111s.y. This Act allowed private entities, with the proper paperwork, to hire free-lance mercenaries to perform in a defensive role for said entity. The first to abuse the Act were the Corporations. Companies with vast holdings and immeasurable wealth "required" their own police forces, or so they said. Unfortunately, they used the mercenaries to war on each other instead.

As the mercenary trade grew, a number of unions sprang up and died until the I.M.A. came along. The Interstellar Mercenary Association banded all of the small unions together under one name and standardized their practices. Now, the I.M.A. is the standard mercenary service.

Through the years, mercenaries have been used for everything from fighting wars to delivering pizza. In most cases hiring a mercenary is the simplest solution to the problem.

But enough of the history lesson, now to fill you in on the present situation.

Within the last year, the Consortium has made contact with the K'kistiks, a race of insectoid creatures. All that is known about them is that they are incredibly warlike. All attempts to communicate with these creatures have failed.

Other events include Delco Industries corporate take over of Brazil, continual terrorist activity by rebel chlorophants, and a limited nuclear exchange between Canada and the United Mexican States.

Well that's all of it, now go B.O.S.S. around some mercenaries!

Database

Understanding the enemy and the combat environment is the single most important aspects of being a B.O.S.S. The following file contains both a briefing on the typical environments you will encounter, and the essential information needed to understand and defeat the enemy.

Typical Encounter Sites

Space Ports: Due to the heavy traffic of multiple races through a small location, it is quite common that some sort of incident will develop in a space-port. It is because of this, and the fact that 'ports usually have a few billion credits in machinery and spacecraft lying around, that the Concordium has required that every officially sanctioned spaceport have its walls reinforced with Hettic carbon silicate. This means that the walls are unable to be de-stroyed with the weapons available to your squad. Other things to remember are that there will almost always civilians present, and it may be difficult to cover up a large number of innocent casualties; so avoid civilian losses at all costs. Any civilian deaths will reduce the total mission payment in ac-

cordance to Article 53.12.045 of the Mercenary Forces Act of 2101. Lastly, don't count on aid from any outside sources. Even though the spaceport is heavily populated, no one will help you, not even the spaceport guard. They have better things to due than help some free-lancing interloper, they have to "protect" the spaceport.

Spacecraft: As the Consortium expands, so does the number and size of space vessels throughout the galaxy. Only the greenest of mercenaries would be surprised when given a mission aboard a spacecraft. Space vessels vary in size but most operations only occur on the largest of these. Like the space ports, most spaceships have Hettic carbon silicate reinforcing the walls and doors. Because of this, locked doors can only be bypassed by a computer expert. Large ships tend to have robotic defenses as the crew is usually specialized and small. Robotic defenses vary between the relatively inexpensive R.I.G.s (Robotic Independent Guns), and the expensive Drone borgs.

Ice Worlds: Cold, windblown, and just plain miserable, most ice planets hover

on the very fringes of a solar system and have little or no native inhabitants. This means that they are the perfect place for weapons testing, secret military bases and early warning listening posts. Fortunately, there is little of interest on most ice planets, so almost all of the missions occur within some sort of installation or facility. Most ice-bound facilities have reinforced outer walls and doors to prevent a breach in the environment. Using a rocket or other heavy artillery will probably be a wasted effort. Within the base, opposition will vary according to its function.

"Plant" Worlds: Throughout the galaxy, there exists a number planets with lush, overgrown landmasses. These worlds are most commonly inhabited by chlorophants who "sculpt" the living matter into walls, doors, and whatever else they need. From a tactical point of view, the walls provide little in the way of defense, and in many cases are readily destroyed. The difficulty with these worlds is that they have numerous predators and other dangerous creatures. Many of the creatures blend into their environment and are harder to detect.

Terran Worlds: Mostly dirt with sparse plant growth and murky, jagged rivers, the configuration of these planets is akin to that of Earth. Most of the operations on these planets will involve some sort of structure because, like the ice planets, there is usually little of interest, except for the cities. Your squad doesn't have City Operations Permits (C.O.P.s) however, so all cities encounters will be avoided. Most of the sites will be research facilities, or bases of a similar nature, therefore, the opposition will most often be the facilitie's inhabitants, and or robotic defenses of some sort. Also be aware of creatures who inhabit the area around the structure, some may be dangerous.

"Bug" World: This term is slang for the known planet that has been overrun by the K'Kistiks. Not much is known of this warlike insect race as we have only recently discovered their existance. Their worlds seem to be molded into a labyrinthine structure of over and under passages and rooms. As of this moment no known operations occur on these worlds, so knowledge of the potential opposition is limited.

Entity Files:

Chlorophants: Intelligent life forms that evolved from plants, the chlorophants now inhabit a number of different environments. Contact was made with the tribal chlorophants in 2073 s.y. during the Arelius missions. The Solar Concordium (as it was called back then) immediately initiated a cohabitation scheme on the chlorophant worlds. A robot work force was the backbone of this initiative, which may be why chlorophants, to this day, have a strong dislike of robots. Integration with humans went according to plans until two years ago when a growing faction of rebel chlorophants openly revolted and attempted to overthrow the Solar Consortium regime. Through the widespread use of mercenary troops, the Solar Consortium quelled the revolt and returned most of the chlorophant worlds to a semblance of order. Since the Chlorophant uprising, which lasted 13 months, a rebel faction of chlorophants, who demand independence from the Consortium, has thrived in small numbers throughout various planets. They are a constant nuisance to the Consortium and the other, "traitor" chlorophants who have accepted the Consortium way of life. Fortunately, they fail to be enough of a nuisance to demand serious attention.

Predators: Throughout the discovered planets, there are a large number of fauna that pre-dated man's first colonization attempts. Much to the surprise of the Consortium, a great many of these beasts were magnificent specimens, exhibiting beauty and grace. These were promptly killed or domesticated. Other beasts, like the Pustomulis, were neither easy to kill or domesticate. These scuttling "swamp demons" have been a source of irritation and death on a number of worlds. Other creatures, like the Anobee and the Threetprash, were predators to the Chlorophants when they were encountered. Both of these creatures, like most predators, fight only with their natural weaponry. In the case of the Anobee, the creature uses its claws and an acidic spittle, while the Threetprash uses it raking claws and a secreted venom to overcome its opponents. Regardless of what creature is encountered, remember, there is a reason why the Consortium has not dealt with them yet! They are dangerous!

Robots: The indispensable robot has played a vital role in the Consortium since the early 21st century. In many cases, it is the backbone of many human endeavors. Compared to humans, they are much easier to repair, have a longer working life, are more efficient, and can be recycled. The robot has a number of uses, from the lowly messenger and cleaning bot to the highly sophisticated drone bot, used in ship-board defense. Many of the robots encountered will have armaments of some sort. Most weapons systems for robots are so universally interchangeable that you may not know what your up against until it comes on-line.

Typical defense bots include Security Droids that have light weaponry and armor, Robotic Independent Guns, which are fully automated gun plat-forms with heavier weapons and armor, and Drone Borgs, which are basically fully mechanized bipeds with artificial intelligence. Cyborgs have been attempted in the past but with very little success. The grafting process kills most subjects and the rejection rate of the implant is very high.

K'Kistiks: Little is known about this insectoid race aside from their name. This is largely because they tend to kill everything they come in contact with. The K'kistik civilization has only recently reached the outer most fringes of the traveled systems. The Concordium is still attempting to open negotiations with these warlike creatures.

DATA UNIT : 6
[The Editor]

Skwid Lite Tutorial

SKWID (Scenario Kit & Working Interface Developer) is a stand-alone programthat creates missions for use with the Tegel's Mercenaries game.

To run SKWID, type SKWID when in the Mercs directory.

For our tutorial, we will create a simple mission with a few enemies on it.

Main List:

This is the main list of commands that you have to choose from.It has on it:

Load Mission:
This loads a current mission which includes a map, and any mission that may be created for the map, if no mission exists, the computer will tell you to create a mission and just load up the map. If a mission does exist, you can either choose to load the mission, or write over the existing one. If you write over the existing one, it will no longer exist.

Create Mission:
This allows the user to create a completely new mission. How this differs from Load Mission is that the user gets

to choose the map and the sprites that he'd like to drop on top of the mission. Whereas Load mission only uses the default sprites that came with the Map and Mission.

Save Mission:
This allows the user to save the current mission they are working on, to prevent a non-working mission, there are some precautions in save mission that tell you to put in Squad Drops and other things before the mission is considered complete you must do everything the computer asks of you before it will allow you to save a mission.

Quit Skwid:
This allows you to quit SKWID, be sure to save your current mission before you do leave, otherwise all of your changes will be lost.

Mission Info:
The heart of all the mission building lies under this option and they are:

Main List:
This brings you back to the main list of options.

XY Destruct:
These are xy locations that the player of the game must destroy before the mission is considered complete. You

canset an XY destruct on anything that can be destroyed, if you try to set an XY Destruct on something that cannot be destroyed, then the computer will tell you so.

Del XY Destruct:

This allows you to delete any XY Destructs that you have set the computer will go from one XY Destruct to the next XY destruct and ask you if you'd like to delete the current xy destruct, it will show the name that you typed in for the xy destruct as well.

Ent Mission:

This allows you to set any entity on the screen to have a specific role in the completion of the mission the following options are allowed:

D - Destroy to complete mission. This means that the entity you have chosen needs to be destroyed before the mission will be considered complete.

R - Rescue to complete mission. This means that the entity chosen must be brought to the Squad Pickup Point before the mission will be considered complete.

P - Protect to complete mission. This means that the chosen entity must be protected from harm by enemy attackers in order for the mission to be considered complete.

? - In some special cases, you may be given another option, if so, the option will be explained in detail. Use your own discretion. Afterwards you will be asked to type in the bonus that the player should receive if he completes the particular Ent Mission. The Ent Mission type and the bonus will then appear over the entity you have chosen, so you can see what it is.

Del Ent Mis:

This allows you to delete any Ent Missions that you may have set up. The computer will step through all the Ent Missions, and ask you if you'd like to delete the Ent Mission or not. You can hit the ESC key at any time to quit from this option.

Set Doors:

This allows you to choose a door and say whether or not an entity needs an object in his inventory before he can go through the door. This is like a locked door that needs a key. The computer will ask you to find a door with your mouse, and then left click it.

It will then show you the list of items that you could use as the key. You can press 'Y' or the Left Mouse Button to pick an item, and then type in the ## of the item you'd like as the key, or you can press 'N' and see a list of more items. In order to quit you must type 'Y' and then type in a ## of 0. The door will then display what type of key you need to get in the door. Make sure that you put the item either on an enemy somewhere in the map, or in a container somewhere in the map, otherwise the player will not be able to finish the mission. To change a doors needs to nothing ie unlocked, just type in an inventory number of 0.

Create Entity:

This allows you to create an entity. An entity is any object on the screen that can move around, carry stuff, attack, be destroyed, etc. It can be a Chlorophant or a container or anything else. You can tell them to be friendly or mean. Based on the current sprite sets that you have chosen, or that were chosen as a default for a mission, an entity along with a name of the entity will appear, you can use the right mouse button to cycle through the various entities,

or click the left button to choose that entity. After you have chosen the entity, the computer will go through with a sequence of questions about how to make the entity. Since some entities have different requirements, you'll have to read the questions on the screen and answer as you see fit.

Ent Orders:

This allows you to choose where you want an entity to move when it is relaxed. Just place the mouse on the entity and click it on. If the entity has no relaxed orders, then it will not acknowledge the mouse click. You can now give orders to the entity just like when you give orders to a Merc. Due to the differing types of entities, there may be other options at the bottom of the screen that you can also click on, these will come with their own descriptions. of what they do when you click them on.

Delete Entity:

This allows you to delete any entity from the screen.

Ent Stats:

This allows you to see any stats of any entity on the screen.

Squad Drop:
The Squad Drop is the location where the Squad Members will appear on the map. You must have a Squad Drop on every mission.

Squad Exit:
The Squad Exit is also known as the Pickup Point, this is where the squad members must go to be picked up by theshuttle, or where they must go complete the current mission.

Delete Inv:
This allows you to delete an item from any entity with an inventory on the map.

Add Inv:
This allows you to add an item to any entity with an inventory on the map.

Mission:
This shows you what the current mission needs are so that you can get a better idea of what the mission is all about. Just click the mouse to go on to the various screens. This will show any XY Destructs, and Ent Missions that you have chosen.

Hot Keys

H - Lists "Hot Keys".

A - Attack. A new set of abbreviated Hot-Keys will appear on the LCD panel.

The abbreviations:

S - uSe appropriate weapon.

G - Grenade.

R - Rocket type.

F - Flamethrower type.

? - Special weapon.

D - use Device. A new set of abbreviated Hot-Keys will appear on the LCD panel.

S - Search.

G - Give.

V - moVe. Move the mouse to where you'd like to go, and left click it if it is your last movement, or right click it if you'd like to make another movement afterwards.

F - Follow entity.

C - Circular order.

E - Engage/ignore Enemies.

T - sTatistics for the Squad Member.

W - Current mission objective.

X - Cancels current orders for the entity.

(ESC) - Cancels hot-key orders.

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