

OFFICIAL GAME GUIDE

SHADOWRUN™



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SHADOWRUN™

PRIMA OFFICIAL GAME GUIDE

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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David authored his first solo game guide in 2002 for *Rollercoaster Tycoon 2*. Since then, he's written more than a dozen guides for Prima Games, including books for *Battlefield 1942*, *Star Wars Battlefront*, and *SWAT 4*.

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We want to hear from you! E-mail comments and feedback to dknight@primagames.com.

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SHADOWRUN BACKSTORY

HISTORY OVERVIEW

According to the ancient Mayan calendar, magic is cyclical, leaving the world and returning every 5,000 years. Magic enters the world, grows, peaks, and eventually retreats.

When magic was last at its peak, a powerful ziggurat was constructed near what would be modern-day Santos, Brazil. The purpose of this

construct is shrouded in the mists of history. Even the Chancela family, who secretly maintained the ziggurat for thousands of years, did not know its purpose. Nor did they know the purpose of the strange Artifact somehow connected to the ziggurat. In the millennia since its construction, the ziggurat was eventually buried, hidden in the side of a mountain.



Then, on December 24, 2011, magic began returning to the world, leaving change and confusion in its wake.

The years after magic's return wrought change on a global scale. RNA Global, a powerful multinational corporation, sent a research team to Santos, Brazil. Their job was to explore and research the strange energies coming from a mountainside along one edge of Santos. Armed with an Artifact from ancient times, the research team sought to channel and control the magical energies they were exploring. Instead they caused a magical accident that destroyed half the city and brought down the mountainside, revealing the ziggurat to all. Deflecting blame for the incident to an ork paramilitary organization, RNA retreated from the city while rethinking its strategy.

After a time, RNA Global returned to Santos, this time armed with a government contract that provided them control over the city. Vowing to keep the peace and clean up Santos, RNA's first actions were to enact martial law and declare a curfew for all citizens. The locals, still upset over

the initial accident and trying to rebuild on their own, began resisting RNA's efforts. The resistance was helped greatly by the leadership of the Chancela family. Resistance turned to conflict, conflict turned to skirmish, and skirmish eventually plunged the city into all-out war.

On one side is RNA Global, a powerful multinational corporation that has been researching magic seemingly since before it returned. Driven to control magic as an economic tool, they find themselves with a powerful but precarious toehold in a city ravaged by change.

On the other side is the Lineage. Led by the Chancela family and dedicated to defending the Santos ziggurat, they struggle to keep its magic free of anyone's control, no matter the cost.

And in the middle is the strange Artifact that seems to be the key to everything.

The year is 2031. The place is Santos, Brazil. The future is up in the air. It's up to you to determine who will win and who will lose.

THE SANTOS CONFLICT: A PRIMER



TIMELINE

FIVE THOUSAND-PLUS YEARS AGO

In the days when magic was still strong in the world, an unknown culture builds a great ziggurat on top of a powerful magical location in South America. This structure becomes known as the Santos ziggurat, named for the nearby city of Santos, Brazil. Who constructed it or what its purpose was remains unknown.

FIVE THOUSAND YEARS AGO

When magic begins to fade, the ziggurat falls into disuse. Its hereditary caretakers do not abandon it, however; they continue in their task, teaching their children to carry on their sacred duties. Over time, the descendants of these people become the Chancela family.

FOUR THOUSAND YEARS AGO

A massive earthquake rocks South America, triggering a landslide that buries the ziggurat. The Chancela family digs a series of tunnels that lead to the structure and continue their duties.

THREE THOUSAND YEARS AGO

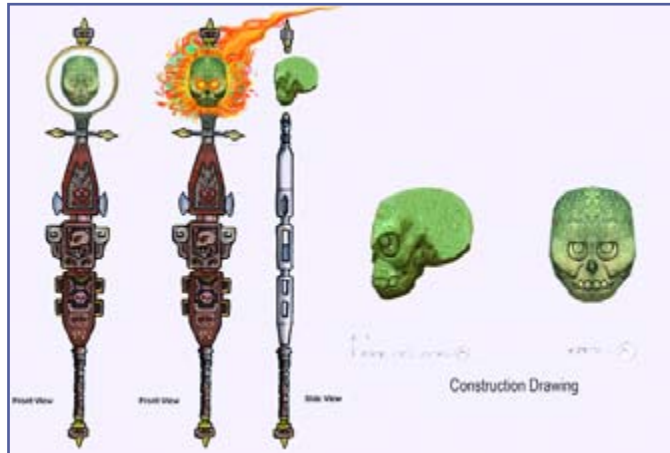
The Chancela family is stricken by illness, and many of its members die. They recruit others to aid them in caring for the Santos ziggurat. That group becomes known as the Lineage.

ANCIENT HISTORY

Magic is not fiction. It is part of the natural world. It has an ebb and flow to it, cycles of high tide and low that rival the great ice ages, reshaping the world in their wake each time. Long ago, creatures of legend such as elves, dwarves, orks, and trolls walked the earth with man, controlling the forces of magic, and ancient cultures knew this. They used magic to create ancient wonders, the secrets of which were lost to time...until now. This is the story of that elder world and its rebirth, a story of the forces that now struggle in the wake of magic's resurgence, its eventual fate resting in the balance—the story of *Shadowrun*.

In South America, a culture that has long since been forgotten built a giant stepped pyramid—a ziggurat. It was a feat of engineering and art built on a site of great power. Whether they worshipped there, sacrificed offerings, followed the stars, or glorified their ancient leaders is unknown, but the building still remains along with the well of magical potential it was built to channel. This ziggurat was evidently a building of great significance to these people. They used it heavily for thousands of years, only to let it fall into disuse as the cycle of magic came to a close.

The building's caretakers, however, did not forget their charge. From their children and their children's children came a line of people dedicated to protecting one of the greatest treasures of ancient times: the ziggurat and the secrets it contained. The town of Santos was created where the ancient settlement used to be, at the foot of the ziggurat, in the nation that would later be called Brazil. Through earthquake, landslide, famine, and plague, the Chancela family (and later the society they formed called the Lineage) kept its charge safe from the prying eyes of man through the dark times when magic had withdrawn from the world as a whole.



In the wake of magic, of course, humanity found ways to cope. Bereft of the tools they had used for centuries, they turned to inventing their own. Technology took the place of the magical power they had once held, heralding the birth (or rather, rebirth) of engineering, mathematics, and other lines of scientific inquiry. Fast-forward from the ancient times to the Dark Ages, from the Renaissance to the Industrial Revolution, from the Electronic Age to the Internet and beyond into cybernetic tools. Corporations and governments went from waging physical war to economic war, raiding the markets on upcoming technologies and accepting tribute in the form of license fees and stock options. Into this world of corporate armies was born a small corporation called RNA Global, a small but rising company run by a man named Jonathan Cain, who had a talent for being in the right place with the right tool at the right time.

In 2011, everything changed.

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1987

RNA Global Corporation is founded in Houston, Texas, as a technology and biological research company. Through the innovative business strategies of its founder, Jonathan Cain, RNA Global quickly grows to be one of the largest tech companies in the Western Hemisphere.

1999

The Seretech Decision: a three-month teamsters' strike causes food riots in New York City. On Staten Island, a Seretech Corporation truck hauling infectious medical waste is attacked by a civilian mob in the mistaken belief that it carries food. Seretech security forces use lethal force to protect it; the resulting casualties include 20 Seretech

employees and 200 rioters. During the ensuing legal action, the U.S. Supreme Court upholds Seretech's actions as responsible for saving thousands of lives, rather than costing hundreds. A piggyback decision two years later by the Supreme Court—the Shiawase Decision—establishes extrajurisdictionality for qualifying megacorporations.

2006

RNA Global branches out from its research roots, opening a division that provides high-tech security for governments and powerful corporations.

2007

Three reputed drug lords decide to go "legit" and purchase a resource development company. They rename it ORO Corporation and move it to

TIMELINE

A WORLD IN FLUX

The beginning of the Sixth Age according to the ancient Mayan calendar heralded the return of magic as it struck the world with the force of a cosmic sledgehammer. From the birth of the first mutant children (dubbed *elves* and *dwarves* by a stunned society) to the Great Ghost Dance in which Daniel Howling Coyote led a magical ritual freeing his people from oppression, the world was held in awe and terror as the underlying assumptions about how the world worked fell to pieces. Plague and natural disasters swept the globe, cutting huge swaths of lives from the Earth's population as though the Grim Reaper had come to claim his due. The apocalypse was no longer nigh: it was here, camped out on the porch and kicking in the door.

Despite this, the world did not end. Many people died, but more lived. Humanity became metahumanity, and magic made itself known once again. Sites of power sprang to life across the globe, and a certain buried ziggurat in Santos thrummed with power once again. As magic was not an equal-opportunity resource, metahumanity did not cast aside its carefully crafted technological tools but rather worked desperately to improve them to keep pace with the rising magical tide. RNA Global survived the chaos and became a provider of magical security for government, corporate, and powerful civilian interests, while the Lineage found its sense of purpose restored. Yet all was not yet settled. As magic became more widely recognized, the rich and powerful rushed to lay claim to it; as with any new discovery, he who controls it also controls the power it represents. As the Santos ziggurat reawakened, forces were set in motion that could change the face of the world forever.



Once the world got over the initial aftershocks from the return of magic, a great many people sat down and took stock, looking toward the inevitable question, "Where do we go from here?" For the Lineage, it was a chance to begin anew. The long drought of magic had cost them a great deal, leaving only one bloodline remaining from the initial guardian families. They had survived for centuries in the face of attrition, disaster, and lack of purpose; only now did they finally understand once more the value of their precious charge.

The rest of the world, however, had bigger fish to fry. Tremendous change was afoot as everyone from the smallest magician to the largest nation struggled to grasp the magnitude of what was occurring. Emboldened by their magical successes in the reeducation camps, the Native Americans formed their own nation and demanded their lands be returned. Individuals around the world suddenly realized that they could create effects both spectacular and subtle with little more than an act of will. Research immediately began into the nature of magic use by a number of organizations, not the least of which was a small corporation named RNA Global.

The leader of RNA Global, Jonathan Cain, was one of those few fortunate individuals to whom magic would answer when he called. He was fascinated with his new abilities and turned the resources of his corporation to determining not only what this new force was, but how they could best capitalize on it as well. RNA formed a research and development (R&D) department devoted to such inquiries, led primarily by Cain himself.

Under his leadership, RNA branched out further and opened a division aimed at providing magically oriented security, using technology specifically created to counteract magic (along with corporate magicians) to thwart any who might be tempted to use this new realm as a weapon against the powerful. This new approach marked RNA Global as a leader in magical security and, once again, as a company that knew how and when to act. ORO Corporation purchased RNA Global in 2016 in recognition of their

TIMELINE

Mexico, where it becomes a rare island of stability in the shaky Mexican economy. Over time, ORO Corporation (eventually renamed Aztechnology) becomes the second largest megacorporation on the planet.

2009

- In response to a government and corporate resource rush on Native American lands, the Sovereign American

Indian Movement (SAIM) is formed. It responds by seizing the Cold War-era Shiloh launch facility in Montana. The military retakes the site by force, and in the confusion an inter-continental ballistic missile (ICBM) is launched, targeted at Russia. The missile never hits. No one knows why.

- Native Americans are blamed for the actions of SAIM, and public opinion turns dark.

The Reeducation and Relocation Act (and the similar Nepean Act in Canada) is passed. Native Americans are rounded up and placed into "reeducation centers."

2010

- Virally Induced Toxic Allergy Syndrome (VITAS) sweeps over the planet, killing a quarter of the world's population and crippling

governments across the globe. Native Americans are spared the worst of VITAS due to their isolation.

- A gang of unemployed and homeless workers storm the Dallas HQ of United Oil Industries, demanding that the corporations be held accountable for the city's financial downturn and skyrocketing crime rates. The governor of Texas calls in Texas Ranger assault teams



forward thinking, making them one of the prize holdings of what would later become Aztechnology, one of the world's AAA megacorporations.

For those who were not so fortunate as to suddenly have magical power at their beck and call, there was a desperate drive to ensure that the technological tools the civilized world relied upon would not suddenly become outdated. Many feared magic users, seeing them as an uncontrolled and unstoppable force. Scientists and engineers threw themselves into R&D in a determined drive to avoid obsolescence and stop any potential magic-using elite from taking over. Research on all fronts started booming, and the first serious and successful forays into fields such as true cybernetics, virtual reality, and antimagical materials began to flourish.

In retrospect, it may seem foolish to assume that magic would take over the world. Of course, one only has to look at the Native American Nations (NAN)/USA-Canada war to understand their fears. The NAN brought the troops of two of the most

powerful First World nations to a standstill with multiple volcanic eruptions, tornadoes, lightning, and wind. Too precise to write off as coincidence, the most advanced premagic weapons systems in the world were no match for the hidden arcane forces of the NAN. The USA and Canada ceded land to the NAN, balkanizing and bringing two mighty nations to their knees. Though the war ended in 2018, no one truly believed such conflicts were at an end. In truth, they were right.

The first wave of Unexplained Genetic Expression (UGE), the birth of “elf” and “dwarf” babies, sent shudders through the social fabric of the world, but in the end we survived. That was only the opening act, though. In 2021, however, the rules changed. A new wave of mutation swept the world. People—children through adult—who had seemed perfectly normal the day before suddenly mutated into ugly monsters bigger, stronger, and tougher than any normal human being. There was no cure and there was no going back. Though the “elf” and “dwarf” mutations were

to disperse the mob by any means necessary. The state legislature follows up, passing laws giving corporate security forces carte blanche in dealing with armed intruders. Similar laws are put in place worldwide.

• *The first megacorp war occurs. Given their extraterritorial status, no one else has the jurisdiction to interfere—since they have the right to shoot first and ask questions*

later so long as they restrict themselves to corporate targets, the conflict quickly escalates into no-holds-barred combat. Casualties are high among corporate assets on both sides of the war, eventually bringing the conflict to an end through attrition. Other megacorps begin investing in defense systems as a result. Corporate war is now viewed as bad for business for

everyone and is forbidden by mutual agreement.

2011

• *A sudden wave of birth defects occurs around the world, affecting a significant percentage of otherwise healthy infants. The condition is dubbed Unexplained Genetic Expression (UGE); the children are either unusually short and stocky or tall and willowy with pointed*

ears. The media calls these children “dwarves” and “elves,” as they resemble the creatures of legend, and the terms stick.

• *Weakened by VITAS, widespread famine, and a variety of other disasters, the government of Mexico collapses.*

• *The great dragon Ryumyo is sighted flying around Mount Fuji on December 24, 2011. The event is witnessed by*

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bad enough, they were just babies. Odd babies, it's true, but our babies as well—helpless infants who were otherwise normal and even sort of cute in their own way. Nothing to be afraid of, certainly. But orks and trolls were a different matter altogether.

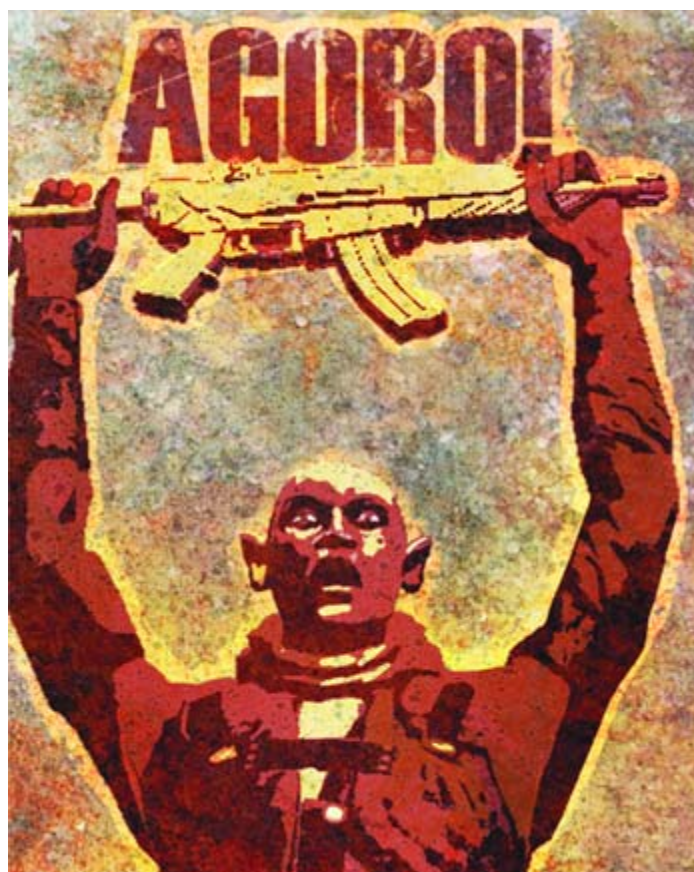
All the unpleasant fears and nasty prejudices that most people manage to hide from day to day came boiling to the forefront, brought about by blind panic. The early 2020s were an ugly, ugly time, culminating in riots and massacres of a type unknown outside the Third World for centuries, all driven by hate and fear previously reserved for religious wars. It took nearly three years for the U.S. government to decide that these “metahumans” should have the rights and protections of all its other citizens, despite the fact that they did prior to their transformation.

In Santos, the roulette wheel of genetics came up with a proportional preponderance of orks, striking terror into the city. The populace responded in the time-honored method of so many cultures steeped in tradition: driving out the undesirables from their midst. By the time trolls came to Santos, the antigoblinization fervor had died down enough for them to be accepted, but orks are still unwelcome in the region, even after all this time.

It wasn't long, of course, before Santos had other things to occupy its attention. RNA Global, under the direction of its parent company ORO Corporation (reorganizing and taking the name of Aztechnology), came to an agreement with the government of Brazil in 2022, winning a contract to act as a

private national police force capable of dealing with both magical and high-tech threats.

The Virally Induced Toxic Allergy Syndrome (VITAS) plague struck again the same year, killing a significant percentage of the world population, weakening the protests of the Brazilian people and enabling RNA to establish a foothold in most towns and cities, offering aid and medical treatment. In that way, RNA came to Santos, Brazil, and happened upon an enormous concentration of magical energy inside a nearby hill, much to the dismay of the Chancela family. Word was immediately sent to RNA Global headquarters, which ordered an intensive five-year study of the area to be headed up by the CEO, Jonathan Cain. With that decision, the stage was set.



TIMELINE

hundreds of bullet train passengers in Japan. This is the first sighting of a great dragon.

- *At the same moment that Ryumyo is sighted, Daniel Howling Coyote leads his followers out of the Abilene Reeducation Center and into a fierce thunderstorm. Camp guards fire at Howling Coyote, but no shot touches him. Ignoring their former captors, Howling Coyote and*

his followers simply walk through the gates and into the driving rain. The escape happens in plain view of the guards, but according to all reports, nothing could be done to stop the people from leaving. When searchers went looking the next morning after the storm had passed, there was no trace of the escaped prisoners anywhere.

- *These two events together (the appearance of Ryumyo*

and Howling Coyote leading his people out of the camps) are considered by most to be the moment magic returns to the world.

- *In Ireland, western forests begin growing and spreading across large expanses of acreage at an unprecedented rate. There is no explanation for this phenomenon.*

2012

- *With the return of magic to the world comes an enormous increase in the energies around the Santos ziggurat, as though it's waking up from a long slumber. Iomar Chancela, current leader of the Lineage, begins experimenting with these energies.*
- *Immediately grasping the importance of magic to the*

WAR IN ALL BUT NAME

Nearly as soon as research was under way, RNA Global and Jonathan Cain knew they had a hit on their hands. They petitioned the Brazilian government for research rights to the ziggurat that was discovered in the hill, which were naturally granted after an appropriate amount of money changed hands. There were local protests (organized in part by the Chancela family) against outsiders pillaging Brazil's cultural legacy for their own gain, but they fell on deaf ears. Marcio Chancela turned to the disenfranchised metahuman population for support, promising them new acceptance and power locally should they help him drive RNA away from the ziggurat.

While the Lineage leaders plotted and planned, RNA was busy with deliberations of a different kind. Their high-tech research facilities and extensive

documentation allowed them to peek behind the curtain of the ziggurat and determine that something in the area seemed to channel and pool magical energies. Jonathan Cain took over as the lead of the exploration team devoted to the ziggurat. He and his team began experimenting with the magical energies inside the structure, trying to control and tap into them to power RNA's magical and technological inquiries.

When Marcio Chancela learned from local spies what the outsiders were doing, he was determined to stop it. On December 21, 2025, Marcio led a team of Lineage members against the ziggurat, determined to disrupt a magical harmonics experiment before it had a chance to harm the ziggurat—or to succeed. RNA forces fired on the protesters and a battle ensued. At the same time, something inside went terribly, terribly wrong. Whether Cain simply couldn't control the experiment or Marcio managed to sabotage the



world, Jonathan Cain directs his R&D teams to begin studying the impact of magic on the world. Cain himself shows a strong aptitude for magic and often leads these efforts.

2014

- Howling Coyote announces the formation of the Native American Nations (NAN).
- RNA Global develops a

magical security program and offers it as part of its services.

2015

Francisco Pavón of the Aztlán party is elected president of Mexico. Backed by ORO Corporation, Mexico becomes Aztlán.

2016

- ORO Corporation buys RNA Global. While RNA Global

keeps its corporate identity, it is now a wholly owned subsidiary of ORO.

- The Native American Nations declare war on the USA. Los Alamos, New Mexico, is destroyed when Redondo Peak unexpectedly erupts. The NAN claims credit for the event.
- Ares Corporation starts a series of experiments, researching military applications for recent breakthroughs in powered Gliders.

2017

- The U.S.-Canadian troops are seemingly unable to affect NAN forces. Windstorms destroy bases and armored vehicles, while lightning strikes and hailstones decimate ground troops.
- On August 17 at 10:32 a.m., Mt. Hood, Mt. Rainier, Mt. St. Helens, and Mt. Adams all erupt simultaneously.

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efforts will never be known. What is known, however, is that the resulting blast literally brought down the mountainside, killing everyone at the ziggurat—including Marcio Chancela and Jonathan Cain—and nearly leveling the town altogether.

The disaster served as a PR inconvenience for RNA Global, prompting them to pull back from Santos and regroup. Of far greater concern was the sudden death of their CEO, prompting internal conflict and eventually the appointment of a new CEO by Aztechnology. This delay led them to lose ground in rebuilding their Santos operations but also gave them valuable time to regroup. The new CEO, Dr. Joseph Sariel, was formerly a field researcher for RNA Global whose discoveries of purported Santos-related manuscripts at Angkor Wat catapulted him into a leadership position at RNA and focused the resources of the corporation toward the recovery of Santos and the ziggurat.

During RNA's absence, Marcio's son, Iomar, returned from his magical studies abroad. He and the remaining members of the Lineage vowed to help the people of Santos rebuild. They publicly declared their existence as the Lineage and began rebuilding the city (while reestablishing control over the ziggurat), gaining popular and local political support. The government was unwilling to support the Lineage, however, given the influence of RNA Global within the nation as a whole. National forces did not hinder the Lineage, but

neither would they legitimize the organization by assisting it, instead insisting that they would be assigning resources to rebuilding the city "soon."

While the Lineage helped the people of Santos, however, Dr. Sariel announced plans to return to Santos, restore law, bring back economic prosperity, and build a new corporate arcology from which RNA Global could assist the region in recovery from the blast. A sprawling city inside a single building capable of sustaining over 100,000 people, the arcology was originally intended as a research and development lab focused on studying the ziggurat. The Brazilian government was only too happy to hear the news and gave them the official contract to rebuild Santos, dismissing Lineage efforts altogether.

In 2027, RNA Global returned to Santos. While welcomed initially by the people of the city, it didn't take long for the average citizen to notice that RNA's efforts focused not on rebuilding the city, but rather on building the arcology and analyzing the ziggurat. The Lineage decided to take the battle to RNA by disrupting and sabotaging RNA efforts to study the ziggurat. Both guerilla warfare and open battles between RNA and the Lineage became common, transforming the ruined streets of Santos closest to the ziggurat into a battleground. In order to combat the public relations hit from such activities and to clamp down on Lineage

TIMELINE

2018

The Treaty of Denver puts an end to the NAN war. It recognizes the sovereignty of the Native American Nations and cedes most of the western portion of North America to the new nation. Aztlán becomes one of the original signatory members of the NAN.

2019

Leonora Bartoli receives the first successful cybernetic limb

replacement, quickly dubbed a "cyberlimb."

2021

Ten percent of the world's population undergoes spontaneous mutation on April 30, 2021. Formerly normal individuals change dramatically in appearance and size, morphing into "orks" and "trolls," again ending up with nicknames torn from mythology. Orks end up slightly

larger than a normal human with a brutish appearance and generally increased physical abilities. Trolls, however, can range over nine feet in height with armored skin and enormous strength.

2022

- Much as its parent company did with Aztlán, RNA Global begins insinuating itself into the government of Brazil. It wins a contract to act as the

national police force.

- The next wave of VITAS sweeps across the planet, killing millions. Another 10 percent of the population succumbs to the disease.
- While on a contract in Santos, Brazil, RNA Global employees discover an enormous concentration of magical energy inside a nearby hill. RNA Global begins studying the Santos area.

activities, the corporation declared martial law and set a local curfew. In retaliation, the Lineage began sabotaging construction of the arcology as well. Despite multiple delays due to Lineage disruption, the arcology was completed in 2031.

RNA Global has declared the Santos arcology to be their new global corporate headquarters, and the most powerful members of the company have relocated to the city along with key corporate assets. With the city's population effectively cowed and under corporate control, only the Lineage stands between RNA and their vision of a brighter, ziggurat-fueled tomorrow. With so much hanging in the balance, the ziggurat is potentially the greatest prize the world has yet known. What side will you choose?

RNA GLOBAL HISTORY

RNA Global is a large multinational corporation with offices in over 30 different countries. Founded in Houston, Texas, in 1991 by Jonathan Cain as an energy and commodities trading company, RNA quickly expanded its corporate interests into an array of diverse fields, including data storage, security technology, biotech research, and pharmaceuticals.

In 2010, when VITAS began infecting the world's population, RNA Global was well positioned to capitalize due to the corporation's extensive research in the field of viral pandemics. The corporation patented a cocktail of antiviral drugs aimed at curtailing the spread of VITAS. Profits soared, and RNA Global opened its first corporate headquarters in Brazil after securing a contract to treat the country's population and develop a vaccine to fight the deadly disease.

It was during this period that Cain became known as a bit of an eccentric within the business world. His intense interest in and study of the occult and esoteric history led him to found the RNA's

Department of Antiquities (DOA), headed by Harvard archaeologists Dr. Williams and Dr. Nakamura.

By 2013, the awakening of magic was becoming world news. RNA Global branched out from its research roots and opened a division aimed at providing security for governments and powerful corporations, emphasizing antimagic technology and services. Three years later, ORO bought RNA Global. RNA Global retained its corporate identity while functioning as a wholly owned subsidiary of ORO.

In 2022, while conducting field research in Santos, Brazil, RNA scientists discovered an enormous concentration of magical energy inside a nearby mountainside.



The corporation ordered an extensive five-year study of the Santos area. Jonathan Cain personally took control of the research program.

- Race riots spread across the globe. Elves, dwarves, orks, and trolls find themselves the victims of widespread prejudice.
- As part of a sweeping reorganization, ORO Corporation renames itself Aztechnology. At that time, Aztechnology is one of the largest AAA corporations in the world, with holdings in more than 40 countries.

2023

- The U.S. Supreme Court grants equal rights to all metahuman races. Worldwide riots break out in protest.
- Jonathan Cain, CEO of RNA Global, starts showing a personal interest in exploration of the strange concentration of magical energy near Santos.
- The Humanis Policlub is

founded with the stated mission of limiting or removing all metahuman rights.

2024

Partly in response to the formation of the Humanis Policlub, the Worldwide Association for the Advancement of Metahumans (WAAM) is founded in Geneva,

Switzerland. Dedicated to metahuman rights, WAAM finds itself swamped almost from its inception as claims of antimetahuman prejudice sweep in from across the globe.

2025

- An RNA Global exploration team led by Jonathan Cain succeeds in entering the ziggurat. He begins experimenting with the energies inside. Unfortunately, his

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In 2025, RNA Global fell on hard times when an RNA Global research team cleared a passage into the half-buried ziggurat. Cain believed the ancient temple was directly linked to the enormous concentration of magical energy in the Santos area and began conducting harmonic-resonance experiments within the ziggurat. The resonance generators accidentally unleashed an enormous blast of magical energy that collapsed the mountainside surrounding the ziggurat and caused extensive damage to the surrounding city. Jonathan Cain was killed in the accident.

Santos was quickly declared a disaster area, and within a year the economy of the city had completely collapsed. While RNA Global managed to spin blame for the accident onto an ork paramilitary organization in the area, they still closed down all activity in the Santos area following the disaster.

Later that year in Cambodia, RNA field researcher Dr. Joseph Sariel uncovered an ancient text at an Angkor Wat dig site. The text purportedly contained valuable information regarding the Santos ziggurat. Shortly after his discovery, Dr. Joseph Sariel was named the new CEO of RNA Global, the first CEO since Jonathan Cain.

As his first order of business, Dr. Sariel announced plans to return to the lawless and economically devastated region of Santos and build an RNA Global corporate arcology within the city, promising jobs, prosperity, and opportunity to the city's disenfranchised population.

In 2027, after securing an Urban Renewal Charter from the Brazilian government, RNA Global began construction of the Santos arcology. While RNA Global was initially welcomed by the populace, a combination of draconian peacekeeping measures and an obvious disinterest in rebuilding the city as a whole quickly turned the people against RNA. RNA's interests seemed to be threefold: building their new arcology, studying the ziggurat, and keeping the locals from interfering.

In 2028, members of the Lineage began a campaign to disrupt RNA attempts to study the ziggurat, and a number of incidents involving RNA security forces tarnished the corporation's public image.

A year later, RNA enacted a local curfew in an attempt to curtail Lineage activities. In response, the Lineage began

sabotaging the construction of the arcology. Despite the Lineage's best efforts, RNA Global finished construction of the arcology in 2031.

Today, with their global headquarters complete and open for business, RNA Global has turned its efforts toward securing control of the ziggurat.

LINEAGE HISTORY



TIMELINE

efforts go awry. An enormous amount of magical energy is released, and the resulting explosion destroys large parts of Santos and completely blows away the mountainside surrounding the ziggurat, revealing it to the public. Both Jonathan Cain (CEO of RNA Global) and Marcio Chancela (leader of the Lineage) are killed in the accident.

- RNA successfully spins the

Santos disaster, placing blame onto the Resurgence, a local ork separatist group. RNA claims that their exploration team came across a group of Resurgence orks laying charges along the hillside with the plan of burying Santos in a landslide. The backlash against the ork community in Santos is enormous, with lynch squads roaming the streets. With the Resurgence promising retri-

bution for every ork killed, the situation quickly escalates into an all-out race war. In less than six months, there isn't an ork to be found inside Santos.

- Cyberware enters mainstream society for the first time, as professional football players begin using cyberware to gain an edge over their opponents.
- Iomar Chancela returns from overseas to take over the

Lineage. The Lineage publicly declares its existence and begins acting to help the people of Santos rebuild their lives. The Brazilian government refuses to legitimize the Lineage's efforts, instead saying they are studying the problem and will be assigning resources to the rebuilding of Santos soon.

- UCLA becomes the first university to offer a degree in magical studies. Other

An ancient bloodline known as the Lineage has existed in the Santos region for millennia; the nature of their purpose, their long-term goals, and their very existence have long been shrouded in mystery.

Five thousand years ago, with the magical races fading from the earth and the Age of Man ahead, a sacred temple or ziggurat was built in the Santos region. While its purpose was lost to the outside world in the centuries to follow, its history and the nature of its mysterious power were preserved by the Lineage bloodline.

Four thousand years ago, a great earthquake buried the Santos ziggurat under a massive landslide. Over the next decade, the Lineage dug a series of tunnels around the site, secretly restoring access to the ziggurat and enabling them to maintain and protect its secrets through the centuries to follow.

By 2012, when magic began its return, the Lineage had lost much of their precious heritage. A prominent Santos family, the Chancelas, represented the last remaining descendants of the Lineage bloodline. Realizing the world was changing, Marcio Chancela, patriarch of the family, turned to his family history for answers. In the tomes and esoteric texts preserved in the family library, he rediscovered the charge of his bloodline—to serve as keepers and protectors of the sacred Santos ziggurat. Marcio called a family meeting to reform the Lineage and set about recruiting those he could trust into its ranks. Within weeks, access to the ziggurat was reestablished and Marcio began full-time research into its secrets.

However, in 2025, with the aid of the Brazilian government, RNA Global secured research rights to the ziggurat, and Marcio and the Lineage were forced to withdraw from the sacred site. Marcio turned to the city's disenfranchised metahuman population for support, enlisting their aid in an effort to stop the "dangerous and potentially catastrophic" research being conducted by the RNA. On December 21 of that year, the Lineage, with its increased numbers,

marched on the ziggurat in an attempt to stop RNA Global from conducting a risky harmonic-resonance experiment. As forces clashed outside the ziggurat, the experiment went terribly wrong and unleashed an enormous blast of magical energy that brought the mountainside crashing down on the ziggurat and sent out an enormous shock wave that leveled much of the surrounding city. Marcio and many of the Lineage sympathizers were killed in the blast.

Marcio Chancela's son, Iomar, was overseas studying various shamanistic forms of magic when he heard of his father's death. Iomar immediately returned to Santos and took his hereditary place at the head of the Lineage. Over the next year, under Iomar's guidance, the Lineage was restored to prominence and became a safe haven for the city's displaced and disenfranchised metahuman and magically gifted population. Though not officially recognized by the Brazilian government, the Lineage took charge of rebuilding efforts in Santos and gained much public support as the unofficial governing force in the city.

When RNA Global was awarded the Urban Renewal Charter in 2027, the table for the coming conflict was set.

Today, with the construction of the arcology complete and the RNA policing the population of Santos, the Lineage is all that stands between the corporation and its bid to seize control of the ziggurat.

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centers of learning (including MIT and the Sorbonne) follow suit.

2026

RNA Global wins the contract to rebuild Santos from the Brazilian government. They declare that their first action will be the construction of a large arcology, which will also contain their new global headquarters.

2027

RNA Global begins construction of their new arcology. While initially welcomed, the people of Santos notice that RNA's efforts focus almost exclusively on the new arcology and the ziggurat. Members of the Lineage start regularly disrupting RNA attempts to study the ziggurat. Locals and RNA security forces face off in a number of alterca-

tions, tarnishing RNA's public image.

2028

RNA enacts a local curfew in Santos in an attempt to curtail Lineage activities. In response, the Lineage begins sabotaging the ongoing arcology construction. RNA uses antimagic devices licensed from Ares Corporation to reduce sabotage efforts.

2031

RNA Global finishes construction of the arcology. With their global headquarters finished, RNA turns all their efforts toward achieving control of the ziggurat. Lineage forces swear to prevent this at all costs.

TIMELINE

GETTING STARTED




The conflict in Santos has created a never-ending demand for fresh recruits on both sides. RNA security forces face the daunting challenge of restoring order to a city in a perpetual state of chaos. Meanwhile, the Lineage seeks to sabotage RNA Global's efforts at every turn, in an effort to maintain control of the ancient magic whose sudden reemergence has caused so much turmoil. Which side will you choose?

BASIC TRAINING

While you may have played tons of first-person shooters, you haven't played anything like *Shadowrun*. Although some of the controls and interface features look familiar, *Shadowrun*'s gameplay is unique. The ability to use powerful magic and tech on the fly requires a whole new mind-set and plenty of skill. In this section, we examine each element of the game, helping you grasp the fundamentals.



CONTROLS

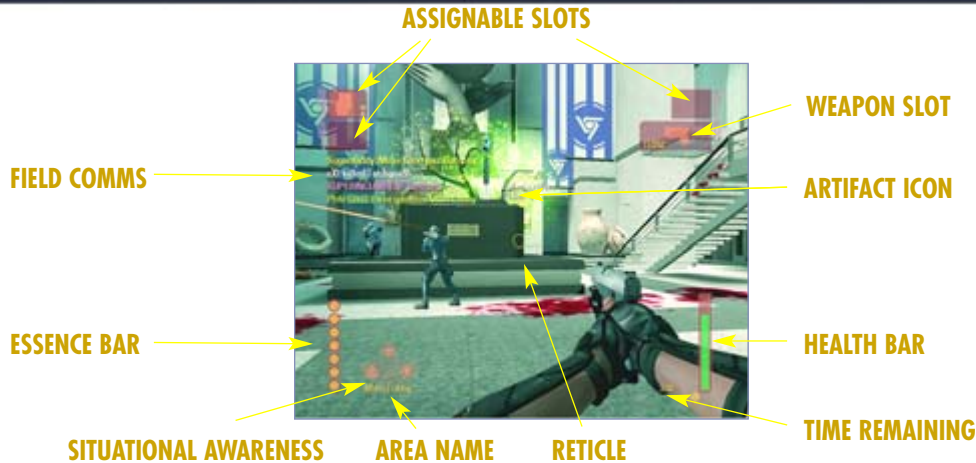
ACTION	XBOX 360 CONTROLLER	KEYBOARD	MOUSE
Move	Left thumbstick	w , a , s , d	—
Aim/look	Right thumbstick	—	Move mouse
Jump	A	Spacebar	—
Crouch	Click left thumbstick	Left CTRL or C	—
Fire weapon/quick cast	RT	—	Left-click
Reload weapon	X	r	—
Pick up weapon	Hold X	e	—
Switch weapon	V	q	Mouse wheel up
Drop weapon	Hold V	g or y	—
Zoom	Click right thumbstick	z	Click mouse wheel
Buy menu	START	b	—
Radial menu	Hold B	f	—
Cycle camera (when dead)	3	Spacebar	Left-click
Assignable slot 1	LB	1	Right-click
Assignable slot 2	LT	2	Mouse button 2
Assignable slot 3	RB	3	Mouse button 3
Scoreboard	MAX	TAB	—
SITUATIONAL AWARENESS			
Help		z	—
Update		x	—
Move		c	—

NOTE

Don't bypass the game's training levels. These tutorials cover all the gameplay basics. They also demonstrate how to use each magic and tech ability, and explain each race's special abilities. There are only six chapters to go through, and you get 10 gamerpoints for completing each one.

THE HUD

The heads-up display (HUD) contains all the information you'll need while playing. *Shadowrun*'s HUD isn't quite as simplistic as those found in other first-person shooters. There's a fair amount of information to sort through, so here's a brief explanation of each item and how it pertains to gameplay.



ASSIGNABLE SLOTS: These boxes show which magic and tech items are currently assigned. By default, grenades are always assigned to slot 1 or ②. In the case of grenades and AntiMagic Generators (AMGs), the dots next to the icon show how many grenades or AMGs are left in your inventory. For magic, the dots next to the icon show how much Essence is required to cast the assigned spell. For tech, the dots represent how many pips of Essence are locked. Assigning tech locks up a certain amount of Essence for elves, trolls, and dwarves. Humans can assign tech with no such penalty.

FIELD COMMS: This is where all text appears, keeping you informed of the ever-changing tactical situation. All messages from the Situational Awareness system appear here, as do kill messages. When the Artifact is grabbed or dropped, a message will appear here too.

ESSENCE BAR: The in-line pips on the screen's left side comprise your Essence bar. This shows how much Essence you have available to cast magic. If a pip is orange, it is available for use. White pips show invested or held Essence. Resurrect, Strangle, and Summon all require that you hold some Essence to sustain resurrected teammates, crystals, or minions. Dark-colored pips represent depleted Essence. Casting spells costs Essence, causing these pips to go dark temporarily. But they'll slowly return to orange, filling from the bottom up. Red crossed-out pips indicate Essence that is locked due to the assignment of tech. Remove tech from an assignable slot to free up these pips.

SITUATIONAL AWARENESS: These icons represent the Help, Update, and Move commands of the Situational Awareness system. When these commands are issued, the proper icon is highlighted.

AREA NAME: The name of your current location is always shown directly below the Situational Awareness icons. As you move to new locations,

the name changes. Use this to keep track of where you are on the map. The Situational Awareness system's commands use these names too.

ARTIFACT ICON: This shows the position of the Artifact. When the icon is white, neither team holds the Artifact. If it turns blue, it means your team is in possession. Follow it to catch up with your team's Artifact runner. If it turns red, it means the opposing team has it. In Raid and Extraction matches, it will turn red only for a few seconds before disappearing, hiding the location of the enemy Artifact runner. But in Attrition matches, the Artifact can be seen at all times, no matter which team is in possession.

RETICLE: The circle at the HUD's center is your aiming reticle and is how you aim your weapon. Simply place this circle over your target and fire away. Your bullets will strike somewhere within this circle, so keep your target centered for best results. The reticle contracts and expands based on movement and stance. While moving, the reticle expands, indicating an unstable firing position. To improve accuracy, drop to a crouch and stop moving. Notice how the reticle shrinks? If your weapon has a zoom level, you can increase your accuracy even more.

WEAPON SLOT: This shows which weapon you are currently holding. The number below the weapon icon shows the number of rounds in your weapon's magazine. The second number shows how much ammo you have in reserve for the weapon.

HEALTH BAR: The green status bar on the screen's right side shows your health. As you take damage, the green level drops. Elves can heal themselves by seeking cover and avoiding more damage. But all other races must use Trees of Life to replenish their health.

TIME REMAINING: All game modes are timed, represented by this digital countdown timer on the screen's bottom right edge. Sometimes time works in your favor, and sometimes it doesn't, so monitor this timer to see how much time is left in each round.

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MOVEMENT



As with any shooter, mastering the game's movement system is key, because if you stand still, you're dead. Fortunately, the learning curve isn't very steep. The game utilizes a control layout similar to those found in many other first-person shooters. If you're a fan of the genre, you'll have no problem catching on.

On the Xbox 360 controller, all movement (forward, backward, and lateral) is controlled with the left thumbstick, while looking/aiming is mapped to the right thumbstick.

PC players can use an Xbox 360 controller too. After you plug a controller into one of your system's USB ports, *Shadowrun* sets it as the default input device. But most PC players will want to stick with the traditional keyboard and mouse configuration. On the keyboard, **W**, **A**, **S**, and **D** control movement, and the mouse is used to look/aim.

Whatever your method of control, spend some time getting used to the game's movement. Experiment with the different races to gauge their speeds and the general flow of the game. Elves are the fastest race, and trolls are the slowest—humans and dwarves fit in the middle. Speed greatly impacts jumping. The faster a player is moving, the higher and farther they can jump. Therefore, elves have the best jumping ability, and trolls lag behind the other races.

Next, pay attention to the look/aiming function. If you're a veteran of other shooters, the default sensitivity settings may seem a bit sluggish. Access the Controls menu (under "Settings") and adjust the vertical and horizontal sensitivity sliders until the look function pans and tilts at a speed you're comfortable with. If you're getting killed too often, quickly adjusting these sliders can make a huge difference.

HEALTH AND DAMAGE



Characters in *Shadowrun* sustain damage primarily from weapons, but they can also be injured by falls from great heights or by some forms of magic. Each race has different health levels, with trolls at the top of the scale and elves at the bottom. When weapons are involved, damage is determined by subtracting the weapon's damage value from the target's health points. For example, humans start with 100 health points, and a rifle causes 20 points of damage. So if a human with full health gets hit by one rifle bullet, they'll be left with 80 health points. But more damage is inflicted by headshots, determined by the weapon's headshot modifier. In the case of the rifle, its damage value is multiplied by two when hitting a target's head, causing 40 points of damage. For more information on weapons and their damage values, see the next chapter.

Fall damage is determined by how far a player has fallen prior to impact. The longer the fall, the more damage inflicted. However, you can avoid fall damage by deploying a Glider or by casting Smoke or Gust.

Track your health by watching the vertical Health bar on the screen's right side. As long as this meter is mostly green, your character is healthy. But as the green bar drops, start thinking about healing. Humans, trolls, and dwarves can heal only at Trees of Life. If you don't own the spell, stand beside one of these yellow-glowing trees to slowly regenerate your health. Elves can slowly heal themselves without a tree, but they must be out of danger and have available Essence.

Death occurs when you have no health points left. At this point, your body drops to the ground and remains there until cleared or resurrected. When you're dead, the camera switches to a third-person view, centered on your lifeless body—this is often referred to as "dead-cam." But you don't have to stare at your body. Press **X** on the 360 controller or **Spacebar** on the PC to cycle the camera view between yourself and your teammates. Watching your teammates play is a good way to learn the map and new tactics. It also allows you to watch their backs. Give them a heads-up if you see an enemy sneaking up behind them.

CAUTION

You can be resurrected only once. If you've been resurrected and die again, your body is instantly cleared from play.

THE BUY MENU



At the start of every game round, each player begins at the Buy menu. Here you can buy weapons, magic, tech, or give money away to your teammates. Elves, dwarves, and trolls begin each game with \$2,000; humans begin with \$2,500. All races begin with only a pistol and two grenades, so you must spend your money wisely to properly outfit your character. Weapons range in price from \$500 for an SMG or rifle, up to \$5,000 for a rocket launcher.

You can carry up to two weapons at a time—one in your hands and the other either holstered or strapped to your back. Upon buying your first weapon, your pistol is automatically holstered and your newly purchased weapon shows up in your hands. If you want to buy another weapon, ditch one of the two weapons already in your possession—usually your pistol. To drop your pistol, select it by pressing **Y** on the Xbox 360 controller or by pressing **q** on the keyboard. When the pistol is in hand, drop it by holding down **Y** on the Xbox 360 controller or pressing **g** or **y** on the keyboard. You're now free to buy a new weapon. Toggle between your two weapons by pressing **Y** on the Xbox 360 controller or by pressing **q** on the keyboard.

ASSIGNING MAGIC AND TECH



You can also buy magic and tech from the Buy menu. But these abilities cost more than most weapons, ranging from \$1,500 to \$3,000. When buying a new ability, map it to an assignment slot. Highlight the magic or tech you wish to buy, then press the button or

key to which you want to map it. For example, if you want Teleport assigned to your Xbox 360 controller's left trigger, highlight Teleport in the list, then press **LT** to buy and assign it. The Teleport icon will show up in the left-trigger box, showing that it's currently assigned to that specific button. As long as Teleport is assigned to that slot, pressing **LT** will activate Teleport.

You can also use the two bumper buttons to assign and activate abilities. On the PC, map and activate abilities with the **1**, **2**, and **3** keys or with the mouse buttons—just make sure you have a four-button mouse.

After you leave the Buy menu, you can use the Radial menu to assign any purchased magic and tech abilities. Use this to customize your assignment slots during the game. On the 360, press and hold down **LB** to open this circular menu; on the PC, press **F**. When the menu is open, choose between magic or tech to open the proper submenu. These menus resemble pies, with each ability appearing in its own slice—the darkened slices represent abilities you don't own. Highlight the ability you want to assign, then press the button or key to which you want to map it. The selected ability will appear in the corresponding assignment slot, indicating it's ready for use.

There's no limit to how many abilities you can own, but you can have only three mapped to the assignment slots at any given time. So if you own more than three abilities, think carefully about which ones

DEV TEAM TIP

Look six ways before crossing! Players can teleport in from the ceiling above or the floor below.

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to assign to these slots. Map combat-oriented magic and tech abilities to these three slots so you can quickly cast or deploy them. Magic like Teleport, Gust, and Smoke are good choices for your assignment slots. On the other hand, Resurrect, Tree of Life, Strangle, and Summon aren't always so time-sensitive. Tech abilities like Glider, Smartlink, and Wired Reflexes should also be mapped to get the most out of them. Assigning Enhanced Vision and AntiMagic Generators isn't as critical. Grenades are considered tech, too, and they're mapped by default. So if you've used up your grenades, map another ability over that slot.

CAUTION

If you die, you lose any weapons you had; however, you can carry over all magic and tech purchases from round to round no matter how many times you die.



If you own an ability, you can use it at any time whether it's mapped or not. Highlight the ability in the Radial menu and press the Fire Weapon button—**R** on the 360 or left-click on the PC. This is called “quick casting,” and it's the fastest and most efficient way to use your unassigned abilities.

However, because you must access the Radial menu, it takes time and prevents you from moving, leaving you vulnerable to attack. Only attempt quick casts when you're in a safe area or when a teammate is watching your back. As a result, quick casting is best reserved for abilities that aren't time-sensitive. The Tree of Life is a good example of something you should quick-cast, as you rarely use it in the heat of battle. Instead, you usually cast a tree in a safe place for healing purposes. As you become more proficient with quick casting, use it to throw grenades.

Accurately quick-casting grenades can be difficult, but it allows you to free up an assignment slot you can use for another ability.

DEVELOPER TIP

ABILITY MAPPING LAYOUT TIP (HUMAN CENTRIC)

To be used the most efficiently, the combination of quick casting and having a button that is “variable” gives you the most flexibility to turn around losing games. I like to only map abilities to my controller that are necessary in the middle of a fight and are very time-sensitive. That means I never map Tree of Life or Resurrect. Get used to quick-casting these so that the buttons can be freed up for more time-sensitive abilities. Even grenades can be quick-cast rather effectively. Teleport is of course a staple move, so I put that on my left trigger. It has become reflexive to Teleport. The other two map slots I like to be a bit more situational with. I tend to put Enhanced Vision on my right bumper. But, depending on the situation—for instance, if I need just one more pip of Essence to resurrect a teammate—I'll unmap Enhanced Vision on the fly so I can get that rez. Or if the whole other team is Smoked, Enhanced Vision becomes much less useful, so I'll switch it to Smoke. The left bumper I like to use as a wild card for countering whatever the other team's strength is. Depending on my mood and which map we're playing, I'll start Glider, Smartlink, or Strangle. This is also a great way to get you out of the rut of using the exact same tech/magic loadout all the time. Additionally, toward the end of a match, I may want to change my wild-card slot to a more defensive ability like Gust or Strangle, as opposed to more offensive abilities like Smartlink.

—David (dj) Johnson “The Undertone,”
Effects Artist

WEAPONS TRAINING



Killing your opponents is a key component of every win. The more proficient you are at killing, the more successful your team will be. To aid you in this bloody endeavor, several lethal weapons are at your disposal. Learn how to use them before running off into battle.

FIREARMS



There are seven types of firearms, ranging from a compact semiautomatic pistol to a massive minigun capable of

spitting out a rapid stream of lead. Although each weapon has its own characteristics, they all operate similarly. But there's more to these firearms than just aiming and shooting.

Use the round reticle in the HUD's center for aiming. Although the reticle looks simple, this yellow circle subtly relays critical information about your target and the stability of your firing stance. The reticle changes color based on the target's affiliation. If placed over an enemy who's within range of your selected weapon, the reticle turns red. When aiming at a teammate, the reticle turns blue. To avoid friendly fire incidents, check the reticle's color before firing. This is important at long range, when it's difficult to identify friend from foe.

The reticle also expands and constricts, based on movement and stance. While you're moving, an outer band expands outward around the reticle, indicating a decrease in accuracy. Halt to make the reticle return to its default size, or crouch to make it shrink. During crouched movement, the reticle constricts to its smallest size, indicating the most

stable firing stance. So take a knee before firing your weapon, especially when accuracy counts. For best results, aim for your opponent's torso to increase the chances of hitting. To inflict extra damage, aim for their head. Dwarves are resistant to headshot damage; when shot in the head, they take normal damage, with no modifier applied.

TIP

Unlike the other weapons, the shotgun loses no accuracy while moving, making it effective in close-quarters firefights. Circle-strafe around your enemy while firing. It takes only a couple of direct hits to kill humans, elves, and dwarves—trolls are much harder to kill.

Each weapon exhibits a certain amount of recoil, depending on its power and rate of fire. Each shot fired causes the reticle to expand and jerk upward. The effect is intensified when firing automatic weapons. To compensate for muzzle climb, fire in short bursts, and reset your aim before firing again. However, in the case of the minigun, firing in short bursts isn't effective. Instead, nudge the weapon back on target while firing. The weapon isn't accurate to begin with, but it's critical to keep it on target.

Even the weapons with the largest magazines run out of ammo. Reload times vary from firearm to firearm. But the heavier weapons like the minigun and sniper rifle take the longest to reload. Keep a fresh magazine loaded in your weapon. You never know when you'll need every last round. If caught with an empty magazine in a close-quarters firefight, don't reload. Instead, switch to a backup weapon, even if it's a pistol. Switching weapons is faster than reloading. But make sure your backup weapon is loaded to capacity.

If both of your weapons are out of ammo, look for weapons on the ground. By walking over a dropped weapon, you can retrieve its surplus ammo (it must be the same type of weapon). For example, if you need SMG ammo, walk over a dropped SMG to grab its ammo. You can also pick up dropped weapons by standing next to

DEV TEAM TIP

Plan ahead—plant a tree! Casting a tree before a fight starts can give you a decisive advantage.

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them and pressing **B** on the 360 controller, or **e** on the keyboard. But if you already have two weapons when you retrieve a new one from the ground, you will drop the weapon in your hand.

TIP

Buying extra ammo is a waste of money. The ammo that comes with the SMG, rifle, and minigun is adequate to complete a round. Plus, you can find more lying around. Buy some extra ammo for the shotgun, sniper rifle, and rocket launcher. Never buy the maximum amount unless you're positive you'll use it. Save your money for magic or tech.

CLEARING BODIES



In Extraction and Raid matches, clear your opponents' dead bodies by shooting at them repeatedly. Keep shooting their corpse until it disappears, leaving behind a purple

mark on the ground. Clearing bodies is essential when establishing a manpower advantage over the opposing team. By removing dead bodies from play, you prevent them from being resurrected and rejoining the fight.

MELEE COMBAT



The katana and Artifact are the only two melee weapons in the game. When equipped with either, the camera switches to a third-person perspective, giving you a better view of your surroundings. The round reticle is replaced with a slightly arched horizontal line

in the HUD's center. This is how you aim the weapon. The toughest part about melee combat is judging the range between you and your opponent. Watch the horizontal line—when you're within striking range, it turns red. Press the Fire Weapon button in rapid succession to perform a three-hit combo—although, it's safest to hit once, then back off.

If fighting an opponent also equipped with a melee weapon, you can block his incoming strikes by facing him at all times. But melee weapons are best used stealthily. Sneak up behind opponents and look for the question mark icon above their heads—this means they're unaware of your presence. If you strike them while the question mark is still in place, you'll inflict a mortal wound, indicated by the geyser of blood squirting from their neck. Mortally wounded opponents will bleed out and die unless they are resurrected or stand next to a Tree of Life.

TIP



If you have Wired Reflexes assigned, you can block bullets with a katana or the Artifact. Face the shooter to deflect some of the incoming rounds. Some bullets will get through, so watch your Health bar.

GRENADES



At the start of every round, all players are equipped with two grenades, which are mapped to one of the assignment slots. Grenades are always thrown, with limited

range. To increase the range of your throw, aim high, allowing the grenade to travel in an arc-like trajectory to the intended target. There is a three- to four-second delay from the time you throw the grenade to the moment of

detonation. After being thrown, each grenade emits a series of beeps, warning anyone nearby.

When it hits a surface, the grenade bounces or rolls around until it explodes—it does not detonate on impact. Bank grenades off walls or other surfaces to target enemies hiding behind cover. Grenades are dangerous, so be careful, especially around teammates—most friendly fire deaths are caused by grenades. If you run out of grenades, look for more lying next to the dead bodies of opponents or teammates. This is the only way to replenish your maximum stock of two.

CAUTION

You can detonate grenades by gunfire, too, so be careful when clearing bodies. A couple of stray rounds into a nearby grenade could result in an accidental suicide.

GAME MODES

All three game modes emphasize team play. While there are elements of solo achievement in each, you always win or lose as a team. As in any shooter, skill plays a big part in winning. But it's not the only factor. The team with the most kills isn't always the winner. Review each mode's rules and victory conditions to better understand the nuances and subtleties of each.

ATTRITION

Attrition is available on all nine maps and plays like team deathmatch but with the addition of an Artifact. Whichever team holds the Artifact at the end of the match is declared the winner. But Attrition matches rarely reach that point, as most players are dead long before the timer runs out. Instead, it's the last team standing that earns the win.

However, the Artifact adds unpredictability to this otherwise familiar game mode. Even if it's four against one, the outnumbered player can pick up the Artifact in the last few seconds to secure the win for their team. In addition, any player holding the Artifact can see everyone on the map—but everyone else can see the Artifact holder too. This makes the Artifact a powerful reconnaissance tool. If your team needs to hunt down one remaining opponent, grab the Artifact to uncover their hiding

spot. Unlike in Extraction and Raid matches, bodies cannot be cleared in Attrition matches. Therefore, dead players can always be resurrected once.

EXTRACTION

EXTRACTION MAPS

- Lobby
- Nerve Center
- Pinnacle
- Favela
- Maelstrom

Those familiar with capture the flag will feel comfortable with Extraction. This game mode is played on symmetrical maps, with each team starting at opposite ends and the Artifact starting in the center. To win, each team must try to grab the Artifact and move it to an exit point near their enemy's starting position. Teams can also win by wiping out their opponents.

The different victory conditions allow teams to approach this game mode in various ways. Some teams rush the Artifact at the start of each round, sometimes scoring it within the first minute. But standoffs occur around the Artifact's starting position as both teams struggle for supremacy. Whatever the case, both teams should form a general game plan before rushing into action. Due to the mode's fast-paced nature, it's a good idea to keep some teammates back on defense. Expect the Artifact to change hands several times in the course of each round, so be aware of which team holds the Artifact and prepare to respond by defending or escorting.

RAID

RAID MAPS

- Power Station
- Poco
- Dig Site
- Temple Grounds

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DEV TEAM TIP

Make money!
Teammates healing at
your tree can earn
you money.

Raid matches are attack and defend affairs, with the RNA team protecting the Artifact from the Lineage. It's up to the Lineage to steal the Artifact from a central location and move it to an exit point on the map's far side—the exit point is opposite the Lineage's starting point, requiring them to cover serious ground. The Lineage can win if they score the Artifact or if they kill all RNA players. RNA wins if they prevent the Artifact's capture (within the time allotted) or if they kill all Lineage players.

The RNA team begins near the Artifact, allowing it to set up its defenses before the Lineage arrives. Meanwhile, the Lineage must devise a plan to steal the Artifact without walking straight into an RNA trap. For the Lineage, flanking hit-and-run attacks are the best approach, utilizing speed and unpredictability to confuse and overwhelm the RNA defenders. The escalation of creative tactics in these attack-and-defend situations often makes Raid matches the most fluid of the three game types as both teams try to outsmart each other.

TIP

In Raid matches, only the Lineage team can see the dropped Artifact icon on its HUD. RNA players can only see the Artifact icon when the Artifact is at its starting point. This allows Lineage players to drop or swap the Artifact without giving away their position.

KARMA

Karma comes into play when a team is trailing by two rounds or more. At this point, the losing team attains Karma, providing it with several advantages intended to level the playing field. For one, a Karma-enabled team's bodies are harder to clear. They can also resurrect teammates at a lower cost of Essence. If the losing team is far behind, they can resurrect teammates more than once. So keep an eye on the standings in between rounds to see when Karma is in effect.

GAME STATS AND ECONOMY



Player	Bonus \$ Total	Kills	Deaths	Resurrects	Friendly Fire
RNA Corp leads, 2-0					
Extraction 0:01					
STAT SUMMARY					
Player	Bonus \$ Total	Kills	Deaths	Resurrects	Friendly Fire
RNA Corp	1438	5	0	0	0
Lineage	1070	4	2	1	0
Lineage	875	1	2	2	0
Lineage	799	1	2	1	0
Lineage	788	4	4	0	0
Lineage	765	2	2	0	0
Lineage	280	2	2	0	0
Lineage	270	1	1	0	0
Lineage	1175	4	3	0	0
Lineage	850	1	2	1	100
Lineage	800	0	2	1	0
Lineage	420	0	2	1	0
Lineage	420	1	2	1	0
Lineage	180	1	2	0	0
Lineage	180	0	2	1	0
Lineage	40	0	4	0	100

If you spent your starting cash, you can make more by killing opponents, resurrecting teammates, or by playing a single round. There are many other ways to make money too. But you can lose money as well if you injure or kill teammates. During play, the game accumulates many different statistics, most of which help determine how much money you earn. These stats are broken up into seven key categories, all viewable from the scoreboard. Here's a detailed breakdown of each category and an explanation of all the game's statistics.

SUMMARY

BONUS \$ TOTAL: A measure of how well someone is playing. It is the sum of money a player has earned (and lost) over the match for their performance. The only money not included in Bonus \$ is Round End money, which players get every round, just for showing up.

KILLS #: Number of opponents a player has killed.

DEATHS #: Number of times a player died.

RESURRECTS #: Number of teammates a player resurrected.

FRIENDLY FIRE \$: Amount of money a player has lost due to friendly fire.

COMBAT

COMBAT \$ TOTAL: Amount of money a player has earned in the Combat category.

KILLS #: Number of opponents a player has killed (got the last shot in).

KILL \$: 1 Kill = \$50.

DAMAGE %: Damage is similar (but not identical) to the Assists stat in most shooters. Damage % is the amount of damage a player has done that results in an enemy's death:

- Any damage that doesn't result in an enemy's death (i.e., gets healed) doesn't count. Examples: A solo kill would result in a score of 1.0. A score of 1.5 could result from doing a solo kill (1.0) and doing 50 percent of the damage to another enemy (0.5).
- Damage \$: 1.0 Damage = \$150 for the enemy's first life, \$50 for resurrected enemies.

BODY CLEAR: Identical to Damage, except that it applies to damage that results in clearing a body—Body Clear \$: 1.0 Body Clear = \$50.

TEAM PLAY

TEAM PLAY \$ TOTAL: Amount of money a player has earned in the Team Play category.

HEALING %: The percentage of team's healing a player's trees supplied.

- The only healing that counts is damage caused by enemies at a tree other than your own. Friendly fire and healing at your own tree don't count.
- Examples: If one player's trees do all the healing a team receives during a round, the player gets a healing score of 1.0. If two players' trees do the same amount of healing for their team, they both get a healing score of 0.5.
- Healing \$: 1.0 Healing = \$300.

RESURRECT #: The number of teammates a player has resurrected—Resurrect \$: 1 Resurrect = \$100.

RES. EXTRA \$: Players who resurrect teammates get 50 percent of the money those teammates earn after being resurrected. Examples: If PlayerAlive resurrects PlayerDead and PlayerDead goes on to kill two enemies (earning \$200) before the round ends, PlayerAlive gets half of the \$200, leaving PlayerDead with half of the \$200.

ARTIFACT

ARTIFACT \$ TOTAL: Amount of money a player has earned in the Artifact category.

PICKUP #: Number of times a player was the first in the round to pick up the Artifact. Only the first Artifact pickup of the round counts—Pickup \$: 1 pickup = \$100.

CARRY %: The percentage of time that a player carried the Artifact per round. If a player is the only one on the team to have carried the Artifact during the round, that player gets a Carry % of 1.0.

- Examples: If one player carries the Artifact for 90 seconds and dies right before scoring, and then a teammate carries it for 10 seconds, the first player gets a score of 0.9 and the teammate gets a score of 0.1.
- Carry \$: 1.0 carry = \$200.

SCORE #: Number of times a player carries the Artifact into the extraction point (score zone)—Score \$: 1 carry = \$100.

FRIENDLY FIRE

FF \$ TOTAL: Amount of money a player has lost in the Friendly Fire category.

FF PENALTY #: Amount of money a player has lost due to injuring teammates.

- Any damage that exceeds the “acceptable threshold” will cause a player to get a Friendly Fire penalty. The threshold is a percentage of a player's hit points (varies by race) and is one to two rifle shots or two to three SMG rounds for a human.
- Examples: If the player ItchyTrigger accidentally hits a teammate with one SMG round during a fight, no penalty will be assessed. However, when ItchyTrigger hits a teammate with a sniper round, he will get an FF penalty.

* FF Penalty \$: 1 FF Penalty = -\$200.

FF DAMAGE %: Friendly Fire Damage is when you kill a teammate. Specifically:

- Examples: A player who kills a teammate (gets in the last shot) would result in a FF Damage score of 1.
- FF Damage \$: 1.0 FF Damage = -\$100.

ROUND END

ROUND END \$ TOTAL: Amount of money a player has earned in the Round End category.

MAJOR WIN #: Number of times the player's team has won a major victory. Major victory is defined in the following ways:

- Extraction: Escape with the Artifact
- Attrition: Kill all enemies
- Raid as Lineage: Escape with the Artifact
- Raid as RNA: Kill all Lineage
- Major Win \$: 1 major win = \$300

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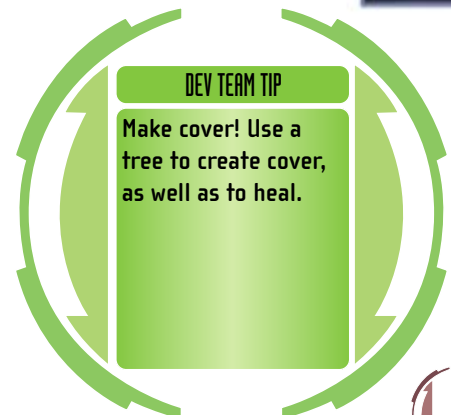
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MINOR WIN #: Number of times the player's team has won a minor victory. Minor victory is defined in the following ways:

- *Extraction:* Kill all enemies
- *Attrition:* Hold the Artifact when time expires
- *Raid as Lineage:* Kill all RNA
- *Raid as RNA:* Time expires
- *Minor win \$:* 1 minor win = \$100

ROUNDS #: Number of rounds the player has played—

Round \$: 1 round played = \$1,400.

UPKEEP \$: Upkeep costs are charged at the end of each round for possessing certain weapons, magic, or tech at the end of each round. Upkeep costs are approximately 5 percent of the cost of nondefensive magic and tech, and 10 percent of weapon cost.

ACCURACY

HIT : The percentage of shots fired that hit enemies.

SHOTS FIRED: The number of shots each player fired.

SHOTS HIT: The number of shots that hit an enemy.

NOTE

A special achievement is awarded for corpse-humping, which is a type of in-game taunt. After killing an opponent, you stand over his body and crouch and stand up repeatedly.

Upon starting a solo match, you can choose your team and race. You can also select the races of your AI-controlled teammates as well as your opponents. Want to play a game of elves versus trolls? No problem. Each race is programmed to buy weapons, magic, and tech that best complement their strengths and weaknesses. For newbies, this is an excellent way to see how the different races use magic and tech. As you become more proficient at dispatching the bots, crank up the bots' skill level to Hard or Insane. Solo matches are also a great way to learn the maps. Here are a few sample lessons you can set up to learn a few crucial aspects of the game.

ARTIFACT - RUNNING PRACTICE

Map: Lobby

Game Mode: Extraction

Player Race: Elf

Player Team: N/A

RNA Race: Troll

Lineage Race: Troll

Being the fastest yet weakest unit on the map is good practice for being the Artifact runner. Use speed and Teleport to sneak up on the Artifact and grab it. Move to one of the side corridors and request backup. Wait for your troll escorts to show up before moving in for the capture. Or move in for the rush capture while evading the slow-moving trolls.

DEFENSE PRACTICE

Map: Poco

Game Mode: Raid

Player Race: Dwarf

Player Team: RNA

RNA Race: Human

Lineage Race: Random

Buy Strangle in the first round and report to the exit point at the elevator. Cast Strangle on the two surrounding paths when the Lineage team grabs the Artifact. From the elevator, engage the incoming attackers as they get caught in your Strangle crystals. Buy Tree of Life and a minigun in subsequent rounds to better secure the elevator.

BOT TRAINING



Before jumping online, spend time in solo matches, playing against bots. Compared to most games, the bots here are smart and deadly, making them the perfect practice opponents. Plus, you don't have to worry about them taunting or corpse-humping you.

ATTACK PRACTICE

Map: Temple Grounds
Game Mode: Raid
Player Race: Troll
Player Team: Lineage
RNA Race: Random
Lineage Race: Random

At the start of the round, buy Tree of Life and climb to the top of the sacrifice pit to reach the red room and front yard. Cast a tree in the front yard, then peek out onto the main bridge in the Dragon Hall to find a large group of RNA defenders. Open fire with your pistol while tossing grenades. In later rounds, use the same maneuver but with the aid of Smartlink and a minigun. This demonstrates how effective trolls are at close range and how useful they are in the spearhead of an attack.

HIT-AND-RUN PRACTICE

Map: Power Station
Game Mode: Raid
Player Race: Elf
Player Team: Lineage
RNA Race: Random
Lineage Race: Random

Learning to use Teleport is the key to mastering the elf. Play the first round without buying anything; then buy Teleport in the second round. Use Teleport to quickly reach the upper-level catwalks on the outside of the power station, then flank the office roof from the ladder side or from the red room on the coffin side. Attack from a distance, then Teleport out of the area when the enemy bots retaliate. Move across the roof and attack from the other side. Use Teleport to jump in and out of the station until you get a good feel for its use in combat.

SNIPING PRACTICE

Map: Temple Grounds
Game Mode: Raid
Player Race: Dwarf
Player Team: RNA
RNA Race: Random
Lineage Race: Troll

In Temple Grounds, the Lineage team starts in the excavation trench, putting them within view of the RNA's start point high on the temple's top side. Save up for a Glider and a sniper rifle. When you have your gear, glide onto the hut and aim at the slow-moving Lineage trolls. You can't score one-shot kills on trolls, even with a headshot, but they do present big easy targets to hit at any range. This gives you a good feel for the sniper rifle's capabilities. To increase the difficulty, switch the Lineage bots to humans or trolls and score headshots on these much faster targets.

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ENVIRONMENTAL

DEV TEAM TIP

Run silently! Players with Smoke mapped are mostly invisible to Enhanced Vision.

WEAPONS, MAGIC, AND TECH

The sudden reemergence of magic has changed the face of the modern battlefield. RNA has taken a leading role in studying and exploiting these mysterious powers, combining ancient magic with modern technology. In an effort to keep pace, Lineage fighters have begun utilizing magic and technology as well, leading to the discovery and implementation of new mind-bending tactics. Santos is now the proving grounds for this new style of warfare. Those hoping to survive the conflict should be well versed in all weapons, magic, and tech.

WEAPONS

Since the Santos disaster, weapons of all varieties have flooded into the region as the Lineage challenges RNA's control of the city and ziggurat. This has resulted in an escalating arms race, with both sides seeking to gain an advantage with increasingly lethal firearms. Each weapon has its own characteristics, including cost, firepower, and ammo capacity. The weapons range from small to massive, each with a corresponding weight—the heavier the weapon, the slower the shooter.

NOTE

All weapons have a minimum and maximum damage value. These values refer to how much hit point damage the weapon inflicts on a character. Minimum damage is inflicted by a glancing blow, while maximum damage is based on a direct torso hit. The weapons are divided into four weight classes: light, medium, heavy, and massive. A weapon's weight determines how fast a character can move when the item is equipped. Speed values are measured in meters per second.

WEAPON COMPARISON CHART

WEAPON	COST	AMMO COST	MAGAZINE CAP.	MIN. DAMAGE	MAX. DAMAGE	WEIGHT
Pistol	—	—	12	16	16.5	Light
SMG	\$500	\$100	50	7.69	9.09	Medium
Rifle	\$500	—	15	20	20	Medium
Shotgun	\$750	\$100	5	1	65	Medium
Katana	\$1,000	\$100	—	25.5/50.5*	25.5/50.5*	Light
Minigun	\$1,250	\$100	150	9.09	11.11	Massive
Sniper rifle	\$2,500	\$100	4	50.5	50.5	Heavy
Rocket launcher	\$5,000	\$1,000	1	1	250	Massive
Grenade	—	—	—	1	110	—

* When wielded by a troll

ARES PREDATOR PISTOL

**COST:** N/A**AMMO COST:** N/A**MINIMUM DAMAGE:** 16**MAXIMUM DAMAGE:** 16.5**HEADSHOT MODIFIER:** x 1.2**FIRE MODE:** Semiautomatic**MAGAZINE CAPACITY:** 12**WEIGHT:** Light**PISTOL: SPEED****MOVEMENT** HUMAN ELF TROLL DWARF**STANDING**

Forward	8	9.60	6.48	7.20
Backward	7	8.40	5.67	6.30
Sidestep	6.50	7.80	5.27	5.85

CROUCHING

Forward	2.74	3.29	2.22	2.47
Backward	2.43	2.92	1.97	2.19
Sidestep	2.43	2.92	1.97	2.19

DESCRIPTION

This standard sidearm is supplied to all players at no cost. Pistols have moderate accuracy but low stopping power. A pistol is generally not recommended as a primary weapon.

FIELD NOTES

- *Equip the pistol when speed is essential. All races are faster when the pistol (or katana) is equipped.*
- *Don't underestimate the pistol. One bullet fired from it inflicts more damage than a single round fired from the SMG or minigun.*
- *Surprisingly, the pistol is very effective against trolls. Fire slowly, pausing at least one second between each shot. This prevents the troll's skin from establishing a fully hardened state, ensuring each round inflicts optimal damage. Aim for the troll's face when possible to expedite the process.*

- *You can't buy pistol ammo, but it's readily available. Simply walk over a dropped pistol next to an opponent's or teammate's body to retrieve the weapon's surplus magazines—any ammunition loaded in the weapon cannot be picked up. If the dropped weapon belonged to an opponent, this is a good way to ensure they're low on ammo in the event they're resurrected.*
- **Defensive tactics:** *The pistol's range and rate of fire are its two major weaknesses. So when taking pistol fire, keep your distance and move laterally.*

BACKSTORY: ARES PREDATOR PISTOL

Ares Corporation was known for their high-performance weaponry long before the Predator came out. But it was the Predator that made Ares a household name. Light, accurate, with excellent ammo capacity and impressive stopping power, the Ares Predator Pistol may well be the most ubiquitous weapon in modern combat. If you are a medic, an assault troop, a scout, a heavy weapons or any other role, the odds are you have a Predator somewhere on your person. And odds are it will save your life at some point.

DEVELOPER TIP

A sniper equipped with Smoke is less likely to be seen by Enhanced Vision.
—Jerry Edsall,
Gameplay Lead

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ARES HH.45 SMG

COST: \$500
AMMO COST: \$100 (50 rounds)
MINIMUM DAMAGE: 7.69
MAXIMUM DAMAGE: 9.09
HEADSHOT MODIFIER: x 1.2
FIRE MODE: Automatic
MAGAZINE CAPACITY: 50
WEIGHT: Medium



SMG: ENCUMBRANCE AND SPEED

MOVEMENT HUMAN ELF TROLL DWARF

STANDING

Forward	7.20	8	6.48	6.80
Backward	6.30	7	5.67	5.95
Sidestep	5.85	6.50	5.27	5.53

CROUCHING

Forward	2.47	2.74	2.22	2.33
Backward	2.19	2.43	1.97	2.07
Sidestep	2.19	2.43	1.97	2.07

DESCRIPTION

This .45-caliber submachine gun is a compact, blowback-operated, closed-bolt automatic weapon designed for close-to medium-range engagements. The SMG sacrifices the accuracy and stability of a rifle for a high rate of fire.

FIELD NOTES

- At \$500, the SMG is a bargain. It comes with 250 rounds, too. This is usually more than enough ammo to complete a round, so don't bother buying more unless you have a real heavy trigger finger.
- Always take range into account when determining the proper rate of fire. At close range, the SMG chews up targets, so accuracy isn't of great concern. But at intermediate and long ranges, fire the SMG in short two- to three-round bursts to keep the weapon on target. The SMG is remarkably accurate when using the short-burst method.
- The SMG's 50-round magazine may seem sufficient, but the weapon devours ammo at an impressive speed. Therefore, after each use, load a fresh magazine. There's nothing worse than coming face-to-face with an opponent and discovering you have only two bullets remaining.
- When combined with Smartlink, the SMG gains one level of zoom magnification. This scopelike view allows for more precise targeting. It also increases the weapon's accuracy. However, recoil is still an

issue, so go easy on the trigger, especially when engaging at long range.

- **Defensive tactics:** The SMG is deadly at close range. If you start taking hits from a nearby enemy, either cast *Smoke* or *Teleport* to escape. If you don't have those spells, just keep moving until you can find cover. But never turn your back on the shooter—continue shooting back while seeking cover. A shotgun blast or two can quickly silence an SMG-toting opponent.

BACKSTORY: ARES HH.45 SMG

The Ares HH.45, originally developed in 2024, has emerged as a popular weapon for security forces worldwide. Capable of a sustained fire rate of 900 rounds per minute, the HH.45 can put out a large amount of firepower over a short period.

The HH.45's detractors, however, say that its high rate of fire compared with its low ammo capacity can cause ammo issues at the worst times during a firefight. Reloading is a fast and easy process, but no one likes to be out of bullets at a sticky moment.

Another issue is the recoil that high rate of fire can cause. While the HH.45 is accurate when fired in bursts, it becomes quite inaccurate in sustained mode. This is not an issue at close range, but in a long-range fight, the HH.45 requires a steady hand and disciplined mind to fire accurately. The HH.45's detractors also point at the lack of a scope as another issue.

RACOM 7.62 MM COMBAT RIFLE

COST: \$500**AMMO COST:** \$100 (15 Rounds)**MINIMUM DAMAGE:** 20**MAXIMUM DAMAGE:** 20**HEADSHOT MODIFIER:** x 2.0**FIRE MODE:** Three-Round Burst**MAGAZINE CAPACITY:** 15**WEIGHT:** Medium**RIFLE: ENCUMBRANCE AND SPEED****MOVEMENT HUMAN ELF TROLL DWARF****STANDING**

Forward	7.20	8	6.48	6.80
Backward	6.30	7	5.67	5.95
Sidestep	5.85	6.50	5.27	5.53

CROUCHING

Forward	2.47	2.74	2.22	2.33
Backward	2.19	2.43	1.97	2.07
Sidestep	2.19	2.43	1.97	2.07

DESCRIPTION

Chambered for 7.62 x 51 mm, this semiautomatic battle rifle inflicts moderate damage at long range. The integral reflex sight, featuring one level of magnification, enhances target acquisition and provides high accuracy.

FIELD NOTES

- *Snipers in training should start off with this rifle. It's cheaper, lighter, and easier to use than the XM-20. Unless your victim is already injured, you won't score any one-shot kills with this weapon. But you'll inflict plenty of damage, often resulting in kill assists.*
- *Despite its semiauto functionality, the rifle exhibits significant recoil, so avoid holding down the trigger to initiate the three-round burst. Instead, tap the trigger to fire one round at a time, particularly when engaging targets through the scope at long range. In between shots, wait for the aiming reticle to constrict completely before firing again.*
- *Keeping your distance is the key to getting the most out of this weapon. Find a relatively isolated area of the map and set your sights on a high-traffic area. If you take damage, you'll be knocked out of the weapon's scope view. Take this as a warning and find a new spot.*

- *Although the rifle is powerful and can fire three rounds in quick succession, it is easily outclassed by the less-powerful yet faster-firing SMG and minigun at close range. Strap the rifle to your back and equip an SMG, shotgun, or pistol during close-quarter firefights.*
- **Defensive tactics:** *Since the weapon is most effective at intermediate to long ranges, you're sometimes better off rushing an opponent carrying a rifle, forcing them to engage at short range. The rifle fires a quick three-round burst, but the recoil makes it quite inaccurate; move in for the kill with an SMG or shotgun.*

DEVELOPER TIP

The rifle is a hard weapon to use effectively. This weapon's three-round burst capability at close to medium range can be damaging, but other weapons are better at this range. The rifle is best used as long-range support for suppression. You make the enemy take cover, and more importantly, you can keep the sniper out of zoom, which denies them a shot. While you're keeping the enemy's head down, your team can move in for close range or make that critical grab for the Artifact out in the open. You have one level of zoom; add Smartlink and you almost have sniper zoom capability.
—Michel "Frstrm" Lowrance, Level Designer

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RACOM GUTTER CLEANER SHOTGUN

COST: \$750

AMMO COST: \$100 (5 Shells)

MINIMUM DAMAGE: 1

MAXIMUM DAMAGE: 65

HEADSHOT MODIFIER: x 1.2

FIRE MODE: Pump-Action

MAGAZINE CAPACITY: 5

WEIGHT: Medium



SHOTGUN: ENCUMBRANCE AND SPEED

MOVEMENT **HUMAN** **ELF** **TROLL** **DWARF**

STANDING

Forward	7.20	8	6.48	6.80
Backward	6.30	7	5.67	5.95
Sidestep	5.85	6.50	5.27	5.53

CROUCHING

Forward	2.47	2.74	2.22	2.33
Backward	2.19	2.43	1.97	2.07
Sidestep	2.19	2.43	1.97	2.07

DESCRIPTION

Shotguns inflict very high damage at close range by firing a spread of round pellets (shot) instead of a single bullet. At medium range and beyond, their stopping power is drastically reduced.

FIELD NOTES

- The shotgun sprays a salvo of pelletlike projectiles, making it a devastating weapon at close range. Always aim for your target's head to maximize damage—scoring a single headshot on an elf is lethal.
- You must load the shotgun one shell at a time. To prevent long loading times, fill the shotgun to capacity after each engagement. Ammo is expensive, so always look for shotguns on the ground and strip them of their surplus shells.
- Pay close attention to the round aiming reticle. If you are targeting an opponent and the reticle doesn't turn red, you're out of range. Either move toward the target until the reticle turns red or switch to a longer-range weapon. Shooting at targets beyond the shotgun's effective range is a waste of ammo—which can get expensive at \$20 per shell.
- Exercise caution when using the shotgun around teammates. Some of the shotgun's imprecise pellets may hit your friends if they're caught in the blast. Even Smartlink won't prevent hitting teammates caught in the blast's outer spray.

- **Defensive tactics:** The farther away from a shotgun you are, the safer you'll be. So keep your distance and fight back with an SMG, rifle, or even a pistol. Maintain your distance from the shooter by backpedaling or casting Gust. If the shooter is at close range, strafe left or right to dodge the incoming spray of pellets.

BACKSTORY: RACOM GUTTER CLEANER SHOTGUN

There are subtle weapons in the awakened world. Silenced, slick, efficient, they can take out an opponent with no one knowing where the strike came from. The Racom Gutter Cleaner Shotgun is the complete opposite of these weapons. When Racom set out to make the Gutter Cleaner, they had two goals in mind. The first was to make an accurate, efficient device. The second was to make a street-level terror weapon. The Racom Gutter Cleaner is intentionally designed to create the maximum level of noise, smoke, and flash upon firing. To create this effect, Racom created a custom ammo with added propellant and compensated with grooves along the inside of the barrel designed to channel the extra propellant out the mouth of the weapon.

The end result is a weapon with both high stopping power and an extremely high terror factor. The discharging of a Gutter Cleaner is an event that cannot be ignored. This makes the Gutter Cleaner the preferred combat shotgun of security forces worldwide, as in many cases simply firing it into the air is sufficient to quell a potential situation. Unfortunately, while the Gutter Cleaner shows brisk sales in security forces, it has been mostly snubbed by more conventional military organizations. This has caused many megacorps to provide different weapons to their security and military outfits, increasing logistical issues.

KATANA (CHI O SHAKUHO SURU)

COST: \$1,000

AMMO COST: N/A

MINIMUM DAMAGE: 25.5 (50.5 for Trolls)

MAXIMUM DAMAGE: 25.5 (50.5 for Trolls)

HEADSHOT MODIFIER: N/A

FIRE MODE: N/A

MAGAZINE CAPACITY: N/A

WEIGHT: Light

KATANA: ENCUMBRANCE AND SPEED

MOVEMENT HUMAN ELF TROLL DWARF

STANDING

Forward	8	9.60	6.48	7.20
Backward	7	8.40	5.67	6.30
Sidestep	6.50	7.80	5.27	5.85

CROUCHING

Forward	2.74	3.29	2.22	2.47
Backward	2.43	2.92	1.97	2.19
Sidestep	2.43	2.92	1.97	2.19

DESCRIPTION

A time-honored weapon, this sword causes moderate damage under normal circumstances. However, it is devastating against unsuspecting targets, who will quickly bleed out and die after being attacked.

FIELD NOTES

- When you have the katana equipped, the view switches to third-person, offering better peripheral vision. However, this makes it difficult to judge the distance between you and your target. That's where the horizontal reticle comes in. When this arched line turns red, you're within slicing range. String together a three-hit combo by hitting the Fire Weapon button/key three times in a row. You will begin the combo with two horizontal slashes and finish by raising the katana above your head for one vertical strike.
- Due to their strength, trolls inflict nearly twice as much damage with the katana as the other races. Trolls are also very durable, making them extremely deadly in close-quarter melees, despite their slow speed. If equipped with Wired Reflexes and Teleport, a troll can overcome their sluggishness to become a very deadly sword fighter.
- The question mark icon above an opponent's head means they're unaware of your presence, providing you the opportunity to score a mortal wound. Sneak up behind them and strike once to release a

geyser of blood. Players can survive a mortal wound by standing next to a Tree of Life or by getting resurrected. Otherwise, their health will slowly drain until they bleed out and die. It's easiest to score mortal wounds on snipers or other opponents fixated on a central location. Avoid using Teleport when sneaking up on an enemy, as the swooshing sound may catch your victim's attention.

- Katana-on-katana fights are uncommon, but you should still be prepared. Simply face your opponent at all times to block incoming strikes. While blocking, look for opportunities to strike, but don't get too greedy. Move in for one hit, then back off. After a katana fight begins, it's bad etiquette to pull out your gun and shoot your opponent. However, if a critical win hangs in the balance, set your personal honor aside and do the right thing for your team.
- With Wired Reflexes mapped, you can block some bullets with your katana by facing in the shooter's direction. You'll deflect more bullets at long range than you will at short range. Block bullets until the shooter reloads, then activate Wired Reflexes to rush in and slice the shooter before they can load a fresh magazine. This is a risky tactic, but without Wired Reflexes, such head-on charges are suicidal.
- **Defensive tactics:** If you have a firearm, simply keep your distance and shoot the charging opponent. Even if they're blocking some of your rounds, keep up the pressure and they'll eventually retreat or succumb to their wounds. If holding a katana yourself, always face your opponent to block their strikes.

DEVELOPER TIP

Gusting another player decreases their accuracy.
—Jerry Edsall, Gameplay Lead

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VINDICATOR MINIGUN

COST: \$1,250
AMMO COST: \$100 (150 Rounds)
MINIMUM DAMAGE: 9.09
MAXIMUM DAMAGE: 11.11
HEADSHOT MODIFIER: x 1.2
FIRE MODE: Automatic
MAGAZINE CAPACITY: 150
WEIGHT: Massive



MINIGUN: ENCUMBRANCE AND SPEED

MOVEMENT **HUMAN** **ELF** **TROLL** **DWARF**

STANDING

Forward	4.80	4	6.48	6
Backward	4.20	3.50	5.67	5.25
Sidestep	3.90	3.25	5.27	4.88

CROUCHING

Forward	1.64	1.37	2.22	2.06
Backward	1.46	1.22	1.97	1.82
Sidestep	1.46	1.22	1.97	1.82

DESCRIPTION

The minigun utilizes multiple rotating barrels to decrease heat. This allows an extremely high rate of fire, which compensates for the low accuracy and stopping power of individual rounds. The weapon is very heavy, and there is a brief delay while it spins up to its rotational operating speed. Best used in target-rich environments.

FIELD NOTES

- What the minigun lacks in accuracy and stopping power, it makes up for in volume and rate of fire. It takes approximately two seconds for the minigun's barrels to spin up before it begins firing. The rate of fire increases as the barrels reach their top rotational speed, eventually peaking after a few seconds of operation. From the moment you pull the trigger, it takes between four to five seconds for the minigun to reach its maximum rate of fire. Prepare for this delay before deploying the weapon. Some players continually tap the trigger to keep the barrels spinning.
- The minigun is most effective as a suppressive weapon. Its sustained fire capability allows you to lock down areas, often causing opponents to seek cover or retreat altogether—it's never wise to go toe-to-toe with a minigun. However, minigun operators draw plenty of attention, too, so find an area that's relatively safe from sniper fire.
- Humans and elves should leave the minigun to the dwarves and trolls. It's simply too heavy for the weaker races, slowing them down to a crawl when equipped.

But if operated from a stationary position, any race can benefit from this weapon's firepower. Just remember to strap it to your back (or drop it) before moving out. The troll is the only race that can carry the minigun without a movement penalty.

- **Smartlink** is a near-must purchase when operating the minigun. The level of zoom and increased accuracy are welcome features, but your teammates will appreciate the Identify Friend and Foe (IFF) system even more. This allows you to hose down an entire area without worrying about hitting a teammate—the barrels will automatically disengage when you point the weapon at a friendly target. Move the weapon off your teammate to resume firing. If you're not quick, the barrels will slow down, decreasing the rate of fire.
- **Defensive tactics:** If you see one of these weapons aimed at you, take cover immediately. Fortunate for you, the minigun exhibits a fire delay and is wildly inaccurate. Back off and engage the gunner at long range with a rifle or sniper rifle. Even if they retaliate, you have little to worry about if you keep your distance.

BACKSTORY: VINDICATOR MINIGUN

The Vindicator Minigun is one of those rare weapon designs that have managed to define their class, to the point where it would be hard to name another human-portable minigun on the market. Essentially unchanged since its initial release in 2023, the Vindicator has carved out and defended its niche through a combination of simplicity and efficiency rarely seen in a heavy weapon.

While the damage inflicted by the Vindicator would seem slightly low for a heavy weapon, that is not its primary purpose. The 150-round drum magazine, when combined with an internal cooling system that allows sustained fire without overheating, makes the Vindicator the premier weapon of choice for suppressive fire. The distinctive sound of a Vindicator spinning up makes combatants dive for cover even before the first shot is fired.

Where the Vindicator truly shines, however, is in the awakened world. The average man struggles to carry a Vindicator into combat, but the average troll isn't slowed down in the slightest. When combined with the built-in Smartlink adapter, a troll with a Vindicator is a sight to make enemy knees weak.

KINETIC LABS XM-20 SNIPER RIFLE

**COST:** \$2,500**AMMO COST:** \$100 (4 Rounds)**MINIMUM DAMAGE:** 50.5**MAXIMUM DAMAGE:** 50.5**HEADSHOT MODIFIER:** x 2.0**FIRE MODE:** Semiautomatic**MAGAZINE CAPACITY:** 4**WEIGHT:** Heavy

SNIPER RIFLE: ENCUMBRANCE AND SPEED

MOVEMENT HUMAN ELF TROLL DWARF

STANDING

Forward	6.40	6.40	6.48	6.40
Backward	5.60	5.60	5.67	5.60
Sidestep	5.20	5.20	5.27	5.20

CROUCHING

Forward	2.19	2.19	2.22	2.19
Backward	1.94	1.94	1.97	1.94
Sidestep	1.94	1.94	1.97	1.94

DESCRIPTION

This highly accurate 20 mm bolt-action rifle inflicts extreme damage at very long range. The sniper rifle is equipped with a telescopic sight providing two levels of magnification. You must engage the scope to fire the weapon or you will perform a melee attack.

FIELD NOTES

- Scoring kills with the sniper rifle takes skill and patience. If you're a beginner, don't fire on moving players; wait until they stop, then center your sights on their head before firing. Single-round headshots are lethal against humans and elves. Dwarves aren't affected by headshots, so shoot them in the torso—it causes the same damage. After you get more experience, try shooting slow-moving targets like trolls or players using gliders.
- Never carry the sniper rifle when moving about the map. It's very heavy, slowing down all but the troll. But more importantly, you can fire it only from the scope view. Attempting to fire while zoomed out will make you perform a melee attack with the rifle's stock. Instead, equip a competent short-range weapon while moving around, then deploy the sniper rifle when you reach your perch.
- Although the rifle is semiautomatic, firing quick successive shots is very ineffective due to the weapon's

harsh recoil. Wait a couple of seconds for the rifle to settle before firing a follow-up shot. Unfortunately, your target may move out of view during this period. This is why the headshot is so critical, because you usually don't have a second chance.

- When sniping, deactivate Smartlink, but keep it mapped. This turns off the laser targeting system, helping maintain stealth. But by keeping the tech mapped, you can still use the extra level of magnification, giving the sniper rifle three levels of zoom.
- **Defensive tactics:** First, study the key sniper positions in each map to identify the zones where these sharpshooters are most active. When moving through these areas, always keep running and jumping to make yourself a hard target. Lateral zigzag movements can make you tough to hit too. If you identify a sniper, call out the target to inform your teammates, then consider attacking. Continually hitting a sniper with a rifle keeps them out of their scope view, preventing them from retaliating. But when possible, take the fight to them, at close range. Sneak in from behind and surprise them with a katana slice or a shotgun blast.

BACKSTORY: KINETIC LABS XM-20 SNIPER RIFLE

Measuring over 1.5 meters long and weighing in at 10 kilos, the XM-20 is not what one would call a light weapon. But if you have a desperate need to put a bullet through a knothole at 500 meters, there are few tools better suited to the task.

When Kinetic Labs (a wholly owned subsidiary of Ares Macrotechnology) set out to build the XM-20, they had the goal of making the most accurate long-range rifle in the world. Given that the XM-20 is now the preferred sniper rifle for seven different major military powers (the Native American Nations, Aztechnology, Ares Macrotechnology, Shiawese Corporation, Aztlán, the UCAS, and Mitsuhamma Computer Technologies) and growing, a case can easily be made for their success.

With two-level zoom (three when the built-in Smartlink adapter is used), internal recoil compensators, and a barrel closely resembling a small naval cannon, the XM-20 is both unique in appearance and unparalleled in performance. The only issue people have ever pointed to is the four-shot capacity of the XM-20, but fans of the rifle quickly state that with its unparalleled accuracy, one shot is all you need.

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ARMTECH PERSONAL ROCKET LAUNCHER



COST: \$5,000
AMMO COST: \$1,000 (1 Rocket)
MINIMUM DAMAGE: 1
MAXIMUM DAMAGE: 250
HEADSHOT MODIFIER: N/A
FIRE MODE: Single-Shot
MAGAZINE CAPACITY: 1
WEIGHT: Massive

ROCKET LAUNCHER: ENCUMBRANCE AND SPEED

MOVEMENT HUMAN ELF TROLL DWARF

STANDING

Forward	4.80	4	6.48	6
Backward	4.20	3.50	5.67	5.25
Sidestep	3.90	3.25	5.27	4.88

CROUCHING

Forward	1.64	1.37	2.22	2.06
Backward	1.46	1.22	1.97	1.82
Sidestep	1.46	1.22	1.97	1.82

DESCRIPTION

This heavy, recoilless man-portable weapon launches 83 mm high-explosive projectiles that inflict extremely high damage over a large area of effect. Note that rockets are expensive, and the reload process requires considerable time.

FIELD NOTES

- Although its blast radius is similar to a grenade, the rocket causes more than twice the damage in the same space. When possible, fire the rocket launcher from a stable elevated position, aiming at your intended target's feet. Use the launcher's scope to fine-tune your aim before firing. It's not the most accurate weapon, but anyone within a meter of the rocket's impact will be killed instantly. Even those in the blast radius's periphery will take some damage.
- Scoring a direct hit with a rocket will kill and clear any target. Due to their size and slow speed, trolls make the easiest targets. But at \$1,000 per shot, it's still a gamble given the rocket's erratic flight path. For best results, only try direct hits at relatively close range.
- Prior to launch, the rocket launcher emits a laser, painting the target with a red hue. If this red light is near you, get out of the way!
- Rocket launchers are so expensive that it's best to pool your team's resources to buy one. First, designate an operator, then give them cash so they can afford the

weapon and a couple of extra rockets, which comes to a whopping total of \$7,000. The rocket launcher is a prized possession, so protect it as such. If the operator dies, make sure a teammate picks it up and survives to carry it into the next round. Likewise, look for enemy rocket launchers lying around, and strap one to your back; eventually hand it off to a teammate or use it yourself.

- Defensive tactics:** The rocket launcher is loud and distinct, making it easy to recognize an incoming rocket. First, look for the red laser light, which indicates where the rocket will strike. Move as far away from this light as quickly as possible. Remember, you can always move faster forward than you can sideways or backward. If you don't see the light but only hear the rocket, assume you're the target and move anyway. If you have Smoke, cast it anytime you hear a rocket just to be safe.

BACKSTORY: ARMTECH PERSONAL ROCKET LAUNCHER



One of the newest weapons in existence, the ArmTech Rocket Launcher was

designed from the ground up to be an answer to one of the greatest changes the battlefield has ever seen: trolls.

When trolls finally came of age and began entering combat units, it was discovered that most weapons just don't have the stopping power to put a troll down fast. Most modern battlefield weapons are designed for rapid fire, built on the theory that a lot of bullets keeps heads down better than one big one does. But with a troll's ability to harden, lots of bullets do very little damage. One big hit, however, has the potential to hurt a troll extensively before he can harden.

Literally marketed as a troll-stopper, the ArmTech Rocket Launcher has proven to be very effective in its chosen role when used properly. The only issues modern units have with the ArmTech are its slow reload time and extremely high cost. When each shot can cost up to a thousand dollars, people are very careful where and when the ArmTech Rocket Launcher is used.

GRENADE

COST: N/A

AMMO COST: N/A

MINIMUM DAMAGE: 1

MAXIMUM DAMAGE: 110

HEADSHOT MODIFIER: N/A

FIRE MODE: Hand-Tossed

MAGAZINE CAPACITY: N/A

WEIGHT: N/A



DESCRIPTION

A fragmentation grenade with a blast radius of approximately two meters. You receive two grenades at no cost each time you buy equipment. Additional grenades must be salvaged from casualties. Grenades do not occupy the weapon slot; they can be assigned to slots or quick cast from the radial menu.

FIELD NOTES

- Grenades are automatically mapped to one of your assignment slots at the start of every match. If you're not a heavy grenade user or have already expended your allotment, use the assignment slot for magic or tech. With some practice, grenades can be deployed as a quick cast (this can be difficult during the heat of combat).
- Use Gust to greatly increase your grenade's range. After tossing a grenade, cast Gust right behind it and watch it fly. Gust is also useful when you're the target of incoming grenades. Simply Gust the grenades back in the thrower's direction and revel in their unintentional suicide.
- When a player is killed, they drop all their weapons, including grenades. Use this opportunity to stock up.
- Detonate grenades lying on the ground with two well-placed shots. This is a fun (yet complicated) way to take out opponents attempting to resurrect their fallen teammate. First, weaken the grenade's outer shell with one shot, then wait for a Resurrect caster to approach their dead teammate. Using a rifle or sniper rifle's scope for greater accuracy, shoot the grenade once more to kill the caster. Even if the spell is successful, the resurrected opponent will eventually bleed out.
- **Defensive tactics:** Prior to detonation, grenades generate a high-pitched beeping sound, serving as a useful cue. If the beeps are loud, the grenade is nearby, meaning you should move. Grenades will also make a clanking sound when slamming into a wall or the ground. If you hear this, you're way too close! Casting Smoke or Teleport may be your only chance of survival.

DEVELOPER TIP

If you have Enhanced Vision, you will see when others use Enhanced Vision. This works even if you have Smoke equipped and they cannot see you.
—Jerry Edsall, Gameplay Lead

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MAGIC

Since the reawakening of magic, spells that were once thought to be nothing more than ancient myth have proven to be very real. Magic has become a very powerful tool, both physically and politically, finding service in the hands of the Lineage and the RNA in the Santos conflict. Each race has an Essence pool of varying capacities from which they cast spells; each spell costs a certain amount of Essence. Some spells require continued Essence investment, usually to sustain a certain type of magic such as a resurrected player, a minion, or Strangle crystals.

TREE OF LIFE

COST: \$2,000

ESSENCE USED: 3

ESSENCE INVESTMENT: 0

RECAST DELAY: 30 Seconds

COUNTER: AntiMagic Generator, Strangle, Dwarves



DESCRIPTION

The Tree of Life spell, originally discovered by Thomas Runningfeather of the Lakota Sioux, opens a conduit to another plane of existence where entropy runs backward. This manifests in the world as a large ethereal tree. Any person in the vicinity of the tree will be healed of any wounds they have received.

The Tree of Life can heal multiple people at once and can bring you to full health from the brink of death, but it does not care who it heals. Enemies in its area of effect are healed just as much as teammates. And while magical, the Tree of Life is also a physical entity and can be easily destroyed by weapon fire or explosives.

Of course, being a physical entity means that the Tree of Life can also be used as cover in a firefight. More than one battle was won because someone summoned a piece of cover that also healed him. But be careful, the Tree of Life is large and gives off its own ethereal light. Summoning a tree in the open can be the combat equivalent of putting a big sign over your head.

FIELD NOTES

- A tree has 400 health, and loses 2 points per second. Any health it transfers to a player is taken from the total—if it's damaged, it loses that amount, too. When it reaches zero health, the tree disappears.
- Humans, trolls, and dwarves should never wander too far from a Tree of Life. If you don't own this spell, make friends with someone who does.
- If you're a dwarf who needs to heal, don't stand too close to the tree's trunk—you'll drain the tree's Essence, eventually killing it. Instead, stand beneath the tree's canopy. However, if you need Essence, trees are a bountiful source, so hug away.
- In some instances, you can use trees to block narrow passages. This is handy if you're being chased and lack other escape-oriented spells.
- A tree's healing radius can extend through solid objects. Look for the yellow glow of a tree's branches extending through walls and floors to grab some quick health.

RESURRECT

COST: \$2,000

ESSENCE USED: 4

ESSENCE INVESTMENT: 4

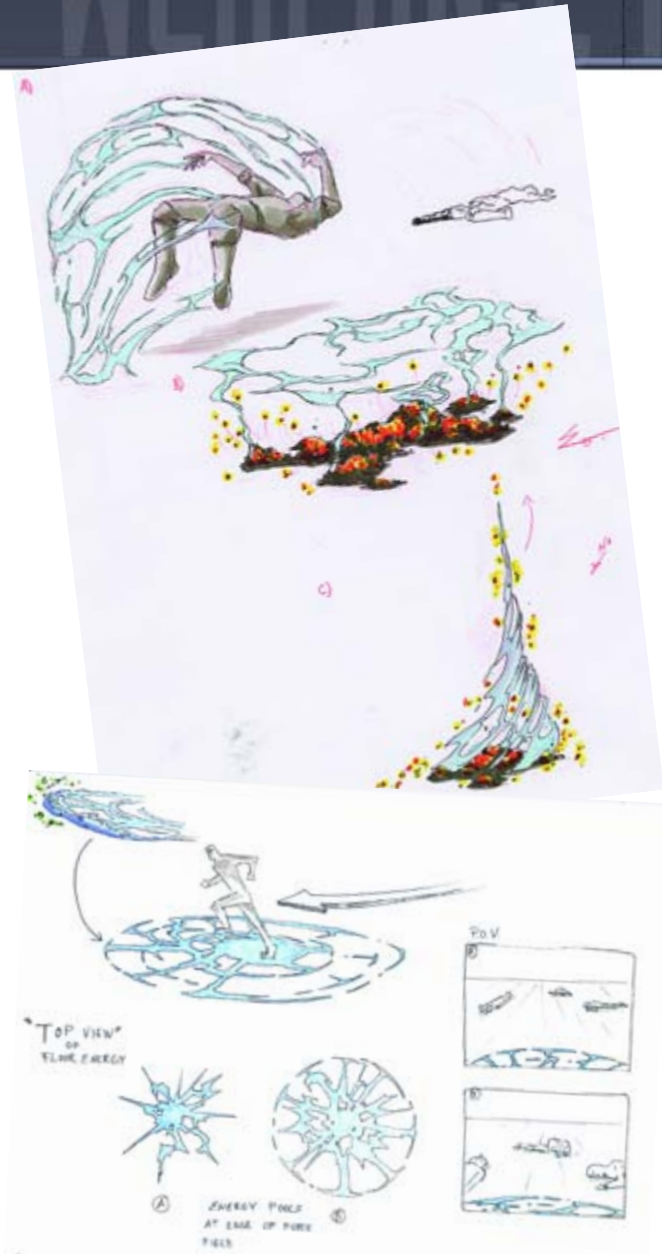
RECAST DELAY: 1 Second

COUNTER: Clearing Bodies



DESCRIPTION

No one knows when or where the first Resurrect spell was cast, but since its use has spread, Resurrect is considered one of the most powerful battlefield magics in the world.



The Resurrect spell literally can return a fallen comrade to life, letting him return to the fight. Properly used, Resurrect can turn the tide of a battle. But while powerful, Resurrect has some severe limitations in its use for both the resurrector and the resurrectee.

First, Resurrect requires a body for it to function properly. If your teammate's body has been destroyed, then it can't be resurrected. Second, if you resurrect someone, you will have a smaller Essence pool while your teammate is alive. A portion of your life Essence is being used to maintain the life of your comrade. One quirk of the Resurrect spell, however, is that if you resurrect two or more teammates with one cast of Resurrect, you pay the

same Essence cost as if you had resurrected only one. Third, if you are resurrected, it is considered customary to tithe some of your earnings to the teammate who resurrected you. Expect to make less cash once brought back to life. This, however, certainly beats the zero money you would have made if you remained dead. And finally, if you are resurrected by a friend, then protect that friend at all costs! Because if he dies, you will quickly follow him since his life Essence is no longer sustaining your recently animated corpse.

FIELD NOTES

- If you're a team player, consider buying *Resurrect* in the first round. Elves and dwarves make the best casters due to their large Essence pools.
- After resurrecting a teammate, you take a 50 percent cut of everything they make during the remaining minutes of the round. If they in turn resurrect someone, you'll get a 25 percent cut of the newly resurrected teammate's income. Such resurrect chains can become quite complex. Think of it as a pyramid, with the player at the top raking in the cash.
- If the player who resurrected you is killed, you'll begin bleeding out, slowly losing your health until you die. Find or cast a *Tree of Life* as soon as possible and stay near it to prevent dying. Someone will have to resurrect you again to halt the health drain—call out to your teammates, requesting a "Re-Rez."
- Dead teammates will appear on the HUD as yellow resurrect icons, helping you easily track them down. Next to the icon is the player's name and their distance from you in meters. If the icon is orange and blinking, the teammate is bleeding out. Get to them quickly before they die.
- Use one cast to resurrect as many teammates as possible. As long as teammates are within the spell's cast radius, they'll be resurrected, costing you only four pips of Essence. The spell has a wide cast radius, but you can extend its range by moving, effectively dragging the radius across the ground as you run. This is extremely useful when attempting to resurrect multiple teammates who are spread out. The spell's spherical radius can extend through walls, floors, ceilings, and other solid objects as well.
- Opponents may use your teammates' bodies as bait, so check your surroundings carefully before moving in for a resurrection. You won't do your teammate any good if you're killed.

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ENVIRONMENTAL

STRANGLE



COST: \$2,000

ESSENCE USED: 2 (3 for Dwarves)

ESSENCE INVESTMENT: 2 (3 for Dwarves)

RECAST DELAY: 3 Seconds

COUNTER: AntiMagic Generator, Dwarves

DESCRIPTION

Useful for blocking choke points, Strangle creates magical crystals that attract and trap nearby hostiles, draining their health and Essence. Cast Strangle at a hostile's feet to trap him. Crystals dematerialize after inflicting a certain amount of damage, and they are also vulnerable to weapons fire.

FIELD NOTES

- Each clump of Strangle crystals has 100 health and live for 90 seconds. They don't "bleed out" like the tree or minion—they are full-strength until they time out (assuming you don't hurt them).
- Elves are the most efficient Strangle casters. Although dwarves have the largest Essence pools, it costs them more to cast and maintain Strangle than the other races. Plus dwarves regenerate Essence slowly, potentially inhibiting their ability to cast the spell multiple times in quick succession.
- Strangle is most effective as a defensive barrier. Cast it around the Artifact to prevent opponents from taking it, or cast it around exit points to delay Artifact runners. Most players can bypass a map's critical choke points by using a glider or Teleport. But Artifact runners must stick to the ground, so block all key routes leading to the exit point.
- There are several ways to eliminate Strangle crystals. Gunfire works, but it takes a while to blast your way through. Grenades are much quicker, usually destroying an entire crystal barrier with one blast. AntiMagic Generators (AGM) are ideal too. Just throw an AGM at the crystals to clear a path. Dwarves can drain Strangle barricades as well, but they'll need to stand close to the crystals for a few seconds, leaving them vulnerable to attack.

- With some practice, you can use Strangle as effective offense. Try casting it in an opponent's path. If your timing and aim are just right, you can trap your opponent in the center of the crystals. While stuck amongst the crystals, they will have a difficult time defending themselves. Use this opportunity to finish them off. If your opponent was near death to begin with, the Strangle crystals may do the job for you.
- Is an opponent camping a Tree of Life? Cast Strangle around the trunk to prevent them from accessing the tree's healing radius.

GUST



COST: \$2,000

ESSENCE USED: 2

ESSENCE INVESTMENT: 2

RECAST DELAY: 2.4 Seconds

COUNTER: None

DESCRIPTION

Gust is the ultimate example of a magical rags-to-riches story. Originally discovered by RNA magical researcher Holly Wilper in 2027, its initial use was as a party trick. After all, the only thing Gust did was send a powerful burst of air out in a cone in front of the caster. Then the spell was taught to then RNA security lieutenant and now RNA security chief Peter Enstrom. Two years later, Gust was considered one of the most versatile and powerful tools available to a modern combatant. RNA now has a one-month security course solely on the use of Gust in combat. When properly utilized, Gust may well be the most powerful spell in your arsenal. It is certainly the spell that most rewards creativity and fast reflexes.

FIELD NOTES

- Gust is the only way to harm an opponent using Smoke, inflicting approximately 20 points of damage. But make sure you have an enemy targeted—RNA players show up as blue smoke while Lineage players appear as red.
- Look for opportunities to blow opponents off map edges such as Nerve Center, Pinnacle, and Maelstrom. This will kill your target and clear their body from play, preventing them from being resurrected. Simply blowing opponents off high ledges or rooftops works well too. If the fall kills them, you'll get the credit (and cash) for the kill.

- Use Gust to push around any bodies or objects on the ground. If your opponent is reaching for a new weapon on the ground, blow it out of their reach. Or use Gust to blow your dead teammates' bodies close together in preparation for a mass resurrection.
- If you're falling from a great height, cast Gust at your feet prior to impact in order to prevent taking fall damage.
- In firefights, use Gust to push opponents away. This is most useful when facing off against a shotgun- or katana-wielding enemy, where range matters. Gusting an opponent decreases their accuracy, too, often throwing their weapon off target.

S M O K E



COST: \$2,000

ESSENCE USED: 1/2 Pip per Second

ESSENCE INVESTMENT: 0

RECAST DELAY: 2 Seconds

COUNTER: Gust, AntiMagic Generator, Dwarves

DESCRIPTION

When you have Smoke assigned, hostiles can neither detect you using Enhanced Vision nor lock on to you with Smartlink. With Smoke active, you take no damage from weapons or falling; however, Gust damages you. You return to your normal form when your Essence is depleted or when you deactivate Smoke manually. After deactivation, there is a brief recovery period during which you cannot use any weapons, magic, or tech.

FIELD NOTES

- Smoke is a very effective spell for escaping dangerous situations. It casts instantaneously, allowing you to immediately escape the damage caused by incoming bullets and grenades. It can also save your life when falling from great heights. However, watch your Essence pool. Smoke drains your Essence at a rate of half a pip per second. If you run out of Essence, Smoke automatically deactivates.

- Due to their slow Essence-regeneration rate, dwarves benefit from Smoke more than Teleport as a means of escape.
- While smoked, avoid close contact with AntiMagic Generators and dwarves. They'll drain your Essence, causing you to return to a solid (and vulnerable) state.
- Players with Smoke assigned leave behind a light smoke trail. Use this to identify potential targets for Gust attacks.
- Don't drop out of Smoke until you reach safety. Upon deactivation, you'll incur a two-second delay before you can fire a weapon, cast a spell, or deploy tech. However, you can keep moving, so don't stand still.

T E L E P O R T



COST: \$2,250

ESSENCE USED: 3

ESSENCE INVESTMENT: 0

RECAST DELAY: 0.4 Seconds

COUNTER: AntiMagic Generator, Dwarves



DEVELOPER TIP

Gusting a Smoked player will cause damage.

—Jerry Edsall,
Gameplay Lead

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DESCRIPTION

At the surface, Teleport seems a very simple spell. It moves you 10 meters in your direction of travel, ignoring any obstacles in the way. Where it becomes more powerful, and therefore more complicated, is in the phrase “in the direction of travel.”

Jump up, activate glider, and cast Teleport, and all of a sudden you are well above the battlefield, looking down with your grenades in one hand and your SMG in the other. If you're in the middle of combat and are about to become outnumbered, simply crouch and cast Teleport and you are in the basement, all alone and able to recover. You've used Enhanced Vision and found two enemies one floor above you? Jump, Teleport, and all of a sudden you're behind them with a katana in hand.

Properly used, Teleport brings an air of unpredictability and speed to combat. The situation can change at any time. Even if you don't use Teleport yourself, just knowing how it works and planning for it increases your chance of survival on the streets of Santos.

FIELD NOTES

- *Teleport is one of the most powerful spells at your disposal, but you must have a thorough knowledge of each map's layout before you can take full advantage of it. You can't Teleport through every wall, floor, or ceiling—especially those lining the map's perimeter. Teleport will fail (with no Essence loss) when attempting to jump through objects thicker than 10 meters. Get the most from this spell by learning which surfaces support it (and where you'll reappear); experiment until you have a good feel for each map.*
- *You must be moving for Teleport to work properly. Jump and Teleport to reach the floor or level above you. Or crouch and Teleport to drop through a floor. When paired with a glider, Teleport allows you to reach high perches inaccessible by most players.*
 - *Use Teleport during firefights to confuse your opponents. If face-to-face, teleport into your opponent, appearing behind them. Turn around and shoot them in the back while they scratch their head. Or if you're being chased, backpedal a couple of steps—depending on distance, you should appear directly behind them with your weapon pointing at their back. Now you can be the pursuer.*
 - *Humans and elves get the most out of Teleport, thanks to their speed and ability to quickly regenerate Essence. You can cast the spell in quick succession, but it costs three pips of Essence for each jump, so don't get carried away.*
 - *Commando and ninja-style players love using Teleport when staging flanking or surprise attacks. However, the spell is far from stealthy. Each Teleport is accompanied by a loud “whooshing” sound, likely to draw*

the attention of even the most clueless player. In addition, orange and black scorch marks temporarily appear on the surface from which the teleporter passed through. Listen and watch for these cues to avoid being surprised by a Teleport-enabled assailant.

DEV TEAM TIP

Telesplode: This is a great way to turn cowardice into kill count. When you're being pursued by an opponent who's stronger/less injured/more skilled than you, bait them into the nearest teleportable corner. Hesitate a moment in the corner to lure them into charging you, then drop a grenade at your feet and execute a carefully timed teleport out of the area. Time it right, and you'll hear a loud explosion and a death wail through the wall. Time it badly and at least you'll probably take your attacker with you to the land of dead-cam. Works best in confined spaces.

—Kimona

SUMMON



COST: \$3,000

ESSENCE USED: 4

ESSENCE INVESTMENT: 4

RECAST DELAY: 40 Seconds

MINION MELEE DAMAGE (MINIMUM): 70

MINION MELEE DAMAGE (MAXIMUM): 75

COUNTER: Summon, AntiMagic Generator

DESCRIPTION



Outnumbered, surrounded, and without an escape route, a prepared soldier has little to fear. By using the Summon ability to call forth a minion to fight for him, the soldier can easily change the tide of battle to be in his favor.

The minion is a bloodthirsty creature, requiring no more than a few seconds to be called forth from the hellish plane in which it resides. Its nightmarish look and growl strikes fear in even the most battle-hardened veteran, and for good reason. The minion is deceptively agile given its size and more than makes up for its lack of intelligence by its unyielding desire to tear apart anything it encounters. Even a well-armored troll knows not to get too close to these creatures if he wishes to retain possession of all of his limbs.

The Summon ability can be used on either an area or an opponent. When used on an area, a minion will spawn nearby and behave as a sentry, moving only when a hostile target approaches or attacks. When Summon is used on an enemy soldier, the minion spawns nearby and will stop at nothing until either the target soldier or the minion itself has been destroyed.

Summoned minions are very territorial and have been known to fight amongst themselves, even if both are fighting for the same cause. It is recommended that these summoned creatures are kept apart from each other to minimize collateral damage and maximize their effectiveness in battle.

A final word of warning to anyone attempting to fight alongside these ferocious creatures: these beasts are indiscriminate as they rend their enemies to pieces, so be sure to give them their space. There have been multiple reports of careless soldiers standing too close to a friendly minion and walking away missing a finger, or worse.

FIELD NOTES

- Minions have 300 health, and heal 2–10 points per second when standing in their seal. They lose the same amount when not in their seal.
- RNA minions are blue, and Lineage minions are a reddish-orange. Know which is on your side before wandering too close.
- Minions look scary but are relatively easy to kill. Always stay out of melee range and attack them with a weapon of your choice—SMGs work well. AntiMagic Generators can kill them quickly, too, draining all their Essence.
- When cast on an area, minions are bound to a seal on the ground. They will stay within this seal until they spot a hostile—or another minion of either affiliation. Cast the seal at any range; the minion will always appear near the caster, often requiring the minion to walk to their seal. For best results, always cast Summon near the spot where you want the minion to defend. If cast at long range, it may take several seconds for the minion to reach their designated position—when there's nothing to attack, minions move very slowly.
- Your team usually needs only one Summon caster. If there is more than one, casters should communicate carefully before calling forth their minions. When conjuring multiple minions, make sure they're out of each other's line of sight. If they see each other, they'll charge and fight, ignoring any of your opponents.
- If you see a weblike orb rotating around you, this means a minion has targeted you. In such cases, an enemy minion will pursue you until one of you dies. Either kill the minion or its caster to eliminate this threat.

DEVELOPER TIP

Instead of just teleporting up to your enemy's level, try telegliding to arrive above your enemy. Chances are he will hear your Teleport and spin around to look for you, but you will be silently gliding down from above.

—Jerry Edsall,
Gameplay Lead

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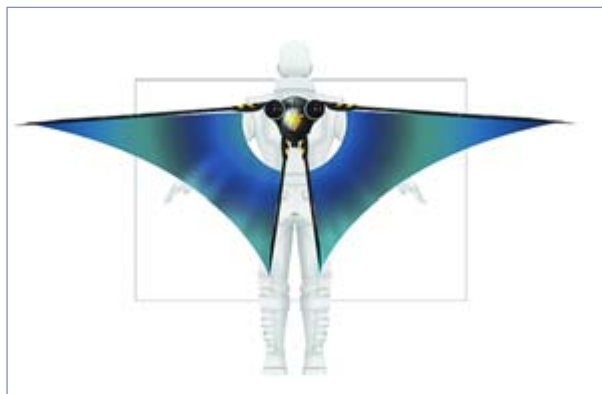
Originally developed by Ares Corporation for RNA security personnel, the latest technological advancements are also available to the Lineage, providing both sides with cybernetic enhancements and other devices. But tech is not deployed equally among the four races. Elves, trolls, and dwarves incur a penalty when equipping tech, reducing their Essence pools. Humans, however, experience no such penalty when equipping tech.

GLIDER



COST: \$2,000
ESSENCE LOSS: 2
REDEPLOYMENT DELAY: 0.1 Seconds
COUNTER: Gust

DESCRIPTION



Originally developed in 2029, the Renraku Soarpak Glider quickly became popular amongst combat troops across the planet. While portable gliders had been in use for a decade or more, Renraku added a magnetic accelerator to the mix, allowing the glider to give some vertical lift when deployed. This allows the Soarpak to be used in situations where other gliders would not allow sufficient travel distance before losing height.

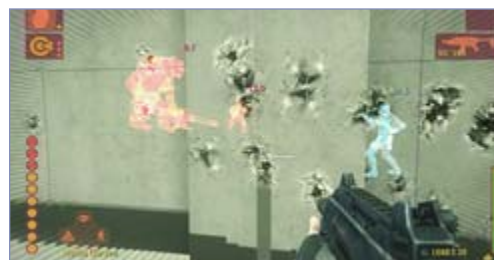
While the Soarpak is useful in and of itself, it becomes even more useful when combined with the Teleport spell. Teleporting up for additional height or teleporting horizontally for additional length of travel allows a Soarpak pilot to travel amazing distances without touching the ground. This combined with the Soarpak's silence allows a cunning user to come upon his opponents unaware, thereby gaining a significant combat advantage.

One must be careful when using a Soarpak, however. The urge is there to gain as much height as possible, but never forget one of the most important rules of combat—anything hanging in midair is a target.

FIELD NOTES

- To attain the greatest vertical boost, always deploy the glider from the ground. This launches you into the air, increasing your flight time. Jumping prior to activating the glider will simply maintain the altitude at the peak of your jump for a moment before descending.
- Gliding players make easy targets for snipers, so limit glider use in areas you know sharpshooters are camping. If you come under attack while gliding, immediately deactivate the glider to drop straight to the ground. Before impacting, activate the glider again to prevent taking fall damage. Casting Smoke is also a good way to drop out of the sky quickly and safely.
- The rifle is a good weapon to use while gliding. It's relatively stable and has the range and firepower to make a noticeable impact. Zoom in and score headshots on unsuspecting opponents below. For optimal accuracy, wait until you're at the peak of your ascent before firing. Dropping grenades on enemies is always fun too.
- If targeted by Gust, a glider's wings will retract, but you can quickly redeploy them.

ENHANCED VISION



COST: \$2,000
ESSENCE LOSS: 3
REDEPLOYMENT DELAY: 1.5 Seconds
COUNTER: Smoke, Enhanced Vision

DESCRIPTION



The Fuchi CV Enhanced Vision implant is now considered necessary gear for any squad going into contested territory. Not only does it make distinguishing friend from foe a much easier proposition, but it also enables a level of battlefield awareness far greater than ever before.

When activated, the Fuchi CV sends out an active radar pulse. Fuchi's patented technology allows this pulse to go through solid objects yet be reflected by flesh. This enables a Fuchi CV wielder to see his friends and opponents through walls in tight quarters. If the opponent is close enough, a skilled user can tell what race they are and even what weapons they have. If far enough away, the people show up only as icons in the HUD display. The Fuchi CV system also has passive sensors. If a Fuchi CV wielder is scanned by an active pulse from another Enhanced Vision user, they can detect the user just as if they had sent an active pulse.

While extremely useful (the Fuchi CV system won *Mercswrite* magazine's "best accessory" award for 2028), the Fuchi CV system does have its weaknesses. A skilled mage can defeat the Fuchi CV system at all but the closest ranges by preparing a Smoke spell. The pulse simply goes right through him. Only at extremely close ranges will a mage with Smoke equipped show up on an Enhanced Vision pulse.

But even with this weakness, no one is denying the simple facts. The Fuchi CV Enhanced Vision system is an extremely powerful tool, more than capable of changing the texture of a firefight. Any team with a CV-equipped member has a distinct advantage over their opponents.

FIELD NOTES

- *Enhanced Vision is a key component of any successful team. Knowing where the enemy is has enormous advantages whether playing offense or defense. Therefore, at least one player on each team should have Enhanced Vision. As with all tech, humans are the best candidates since they suffer no Essence loss.*
- *Enhanced Vision's pulse emanates in all directions in a spherical pattern with a maximum range of 60*

meters. Like sonar, this returns pings, which are visible on the HUD as icons. However, each pulse lasts only about five seconds, so look all around in that period to take in all the information.

- *Use Enhanced Vision frequently, particularly when searching for lone survivors. You can activate it every 1.5 seconds. After you spot targets, use the Situational Awareness update command to relay your findings to the rest of the team.*
- *If an enemy is using Enhanced Vision, a thin red circle will quickly expand across your HUD and your controller will vibrate. The greater the intensity of these cues, the closer the Enhanced Vision user. If you have Enhanced Vision assigned, you'll be able to see the user's position.*

SMARTLINK



COST: \$2,000

ESSENCE LOSS: 2

REDEPLOYMENT DELAY: 0.1 Seconds

COUNTER: Smoke

DESCRIPTION

The Ares Integral Laser Smartlink is just out of the prototype stage and is beginning to gain acceptance by combat forces worldwide. Designed to directly connect the optical nerve to the weapon targeting system, the Smartlink increases weapon accuracy by a measured amount.

DEVELOPER TIP

Got the drop on another player? Don't shoot too soon. If they have extra warning, they could get away. Plus, being closer puts more bullets into 'em.

—Jerry Edsall,
Gameplay Lead

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ENVIRONMENTAL

In addition to base accuracy improvement, the Smartlink system comes with a built-in zoom system. This system integrates with the weapon's existing sights. In the case where a weapon already has a scope, the zoom system allows an additional level of magnification. If the weapon does not have a scope, then a basic level of zoom is enabled with the weapon.

But the most popular feature of Smartlink may well be the integrated IFF system. With Smartlink enabled, a combatant can not shoot his teammates with direct-fire weapons. They may still get caught in the splash of a shotgun blast or rocket launcher round, but direct targeting of a friendly causes the weapon safety to automatically engage. Taking the crosshairs off the friendly turns the safety back off.

Though extremely powerful, the Smartlink system does have one major flaw. It relies on an integrated laser sight for data-gathering. This laser causes the user to be extremely visible to anyone searching for him. As such, the Smartlink system can be turned off when stealth is required, then enabled when added accuracy is needed.

FIELD NOTES

- *Deactivate Smartlink while moving around. The targeting laser reveals your position, making you easy to track down. Activate Smartlink only when you have an opponent in your sights, as this is the only time it's useful. If you're a sniper, never use Smartlink—the additional level of zoom isn't worth your loss of stealth.*
- *Want a scope on your pistol, SMG, or shotgun? Buy Smartlink! This system's zoom function allows for one level of magnification on these weapons. However, don't expect a major boost in accuracy, especially with the shotgun.*
- *All weapons benefit from Smartlink's IFF system, reducing friendly fire incidents. But the rapid-firing SMG and minigun benefit the most. With Smartlink active, fire away on a room filled with teammates and enemies, knowing your weapon will automatically disengage when a friendly unit is in front of your muzzle.*
- *The system has one major drawback, particularly at close range. Smartlink locks on to your target's torso, making it nearly impossible to score intentional headshots. Attempting to manually re-aim the weapon is nearly impossible while the system is active—it will simply recenter on the target's torso. If you're competent during close-quarter firefights, deactivate Smartlink and aim for headshots the old-fashioned way.*

ANTIMAGIC GENERATOR



COST: \$1,500

ESSENCE LOSS: None

REDEPLOYMENT DELAY: N/A

COUNTER: Gunfire

DESCRIPTION

For years following magic's return to the world, any wielder of magic had an enormous advantage over his opponents in combat. It was a seemingly insurmountable benefit. A magic wielder with a pistol would often be more effective in combat than a normal soldier in full body armor with an assault rifle. Then RNA developed the AntiMagic Generator.



Based on a long-term study of dwarven physiology, the AntiMagic Generator sets up a field that drains all magical energy around it. Placing it will not only destroy all magical constructs such as Strangle crystals, summoned minions, and Trees of Life, but it will also drain all Essence from anyone standing within the field. Many combatants have teleported into a room only to find they can't teleport back out, as an AMG is up in the room.

Original designs of the AMG were bulky and hard to carry, but as further research was conducted, RNA not only miniaturized the AntiMagic Generator, but they also developed a portable construction system. Nowadays, carrying an AMG system lets the number of generators to regenerate over time so that the modern soldier is never without one. While it is not considered overly powerful, the AntiMagic Generator is one of those devices that strongly rewards cleverness on the part of a soldier.



RACES

In 2011, the UGE (Unexplained Genetic Expression) pandemic struck newborns, giving rise to the first wave of metahumans, dubbed “dwarves” and “elves” because of their unusual features. Ten years later, on April 30, 2021, a second wave of spontaneous genetic mutations shook the world, this time affecting adults. Simultaneously, 10 percent of the world’s adult population underwent violent mutations, transforming into what are now commonly referred to as “orks” and “trolls.” While dwarves and elves were widely accepted among the human populace, the sudden appearance of brutish orks and trolls spawned societal rifts, leading to riots and other violent disturbances. In the wake of the Santos Disaster of 2025, the already ostracized ork population was run out of the city, erroneously blamed for the widespread destruction. Now humans, elves, trolls, and dwarves are all that remain in Santos, taking up arms for both RNA and the Lineage.



HUMAN

STARTING CASH: \$2,500

HEALTH: 100

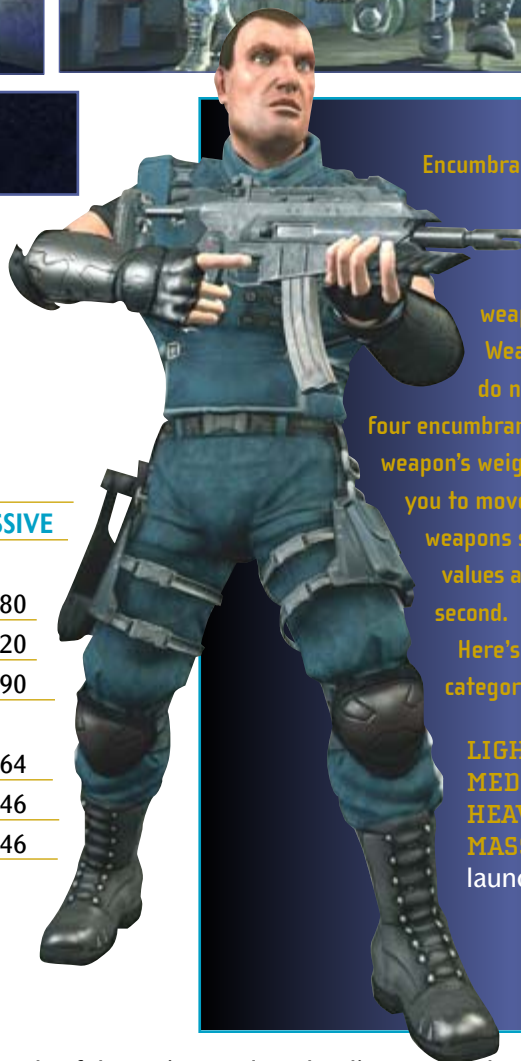
ESSENCE POOL: 7 pips

TOP SPEED: 8 meters per second

SPECIAL ABILITY: No Essence penalty when assigning tech

HUMAN SPEEDS

MOVEMENT	LIGHT	MEDIUM	HEAVY	MASSIVE
STANDING				
Forward	8	7.20	6.40	4.80
Backward	7	6.30	5.60	4.20
Sidestep	6.50	5.85	5.20	3.90
CROUCHING				
Forward	2.74	2.47	2.19	1.64
Backward	2.43	2.19	1.94	1.46
Sidestep	2.43	2.19	1.94	1.46



Encumbrance comes into play when you carry a weapon in your character’s hands, which is assigned to the weapon slot on the HUD. Weapons strapped to your back do not affect speed. There are four encumbrance levels, determined by a weapon’s weight. Lighter weapons allow you to move quickly while heavier weapons slow you down. All speed values are measured in meters per second.

Here’s how the weapons are categorized:

LIGHT: Pistol, katana, Artifact

MEDIUM: SMG, rifle, shotgun

HEAVY: Sniper rifle

MASSIVE: Minigun, rocket launcher



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Sidestep	2.43	2.19	1.94	1.46

Encumbrance comes into play when you carry a weapon in your character’s hands, which is assigned to the weapon slot on the HUD. Weapons strapped to your back do not affect speed. There are four encumbrance levels, determined by a weapon’s weight. Lighter weapons allow you to move quickly while heavier weapons slow you down. All speed values are measured in meters per second.

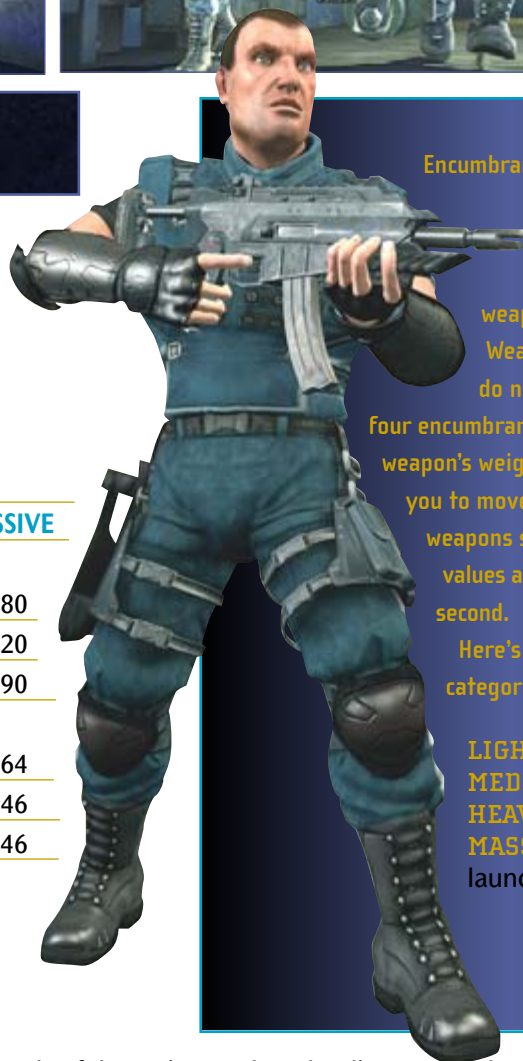
Here’s how the weapons are categorized:

LIGHT: Pistol, katana, Artifact

MEDIUM: SMG, rifle, shotgun

HEAVY: Sniper rifle

MASSIVE: Minigun, rocket launcher



DESCRIPTION

The human legacy is one of progress and profit, an advantage not shared by the recently arrived metahumans. Because of their history, humans are more adept with technology and suffer no Essence penalty when using techs. Humans also have more wealth with which to buy equipment. They have evolved neither the benefits nor the liabilities of their metahuman counterparts, and as a result, they can acquit themselves well in any combat role.

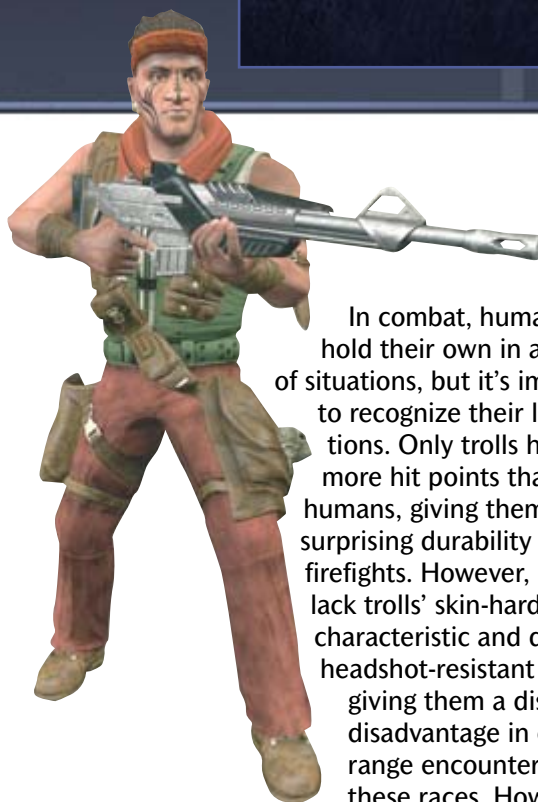
GAMEPLAY NOTES



Humans are well balanced, but their lack of specialization makes them the most difficult race to play. However, with their versatility comes a greater sense of freedom—they are not pigeonholed into certain roles determined by their attributes. Instead, humans can competently fill a variety of roles. The trick is locking down a role and sticking with it.

While skill is always a factor, achieving success as a human entails buying the right combination of weapons, magic, and tech. This all starts in the first round when humans must decide what to do with their \$2,500. Before plopping down your cash, discuss roles and purchases with your teammates. Who's buying Resurrect? Anyone buying a Tree of Life?

After you determine the purchases your teammates are making, decide which direction you want to go. Your first priority is self-preservation (i.e., how are you going to heal?). Purchase the Tree of Life first if you feel there won't be enough life-giving magic to go around. But if a couple of teammates have already purchased trees, you should be OK. From that point, focus on specialization. Want to be a medic? Start out with Resurrect and an SMG. Snipers can benefit from a Glider and a rifle. Whatever your decision, complement your first-round purchases in subsequent rounds. Whimsical purchases rarely serve you or your team.



In combat, humans can hold their own in a variety of situations, but it's important to recognize their limitations. Only trolls have more hit points than humans, giving them surprising durability in firefights. However, humans lack trolls' skin-hardening characteristic and dwarves' headshot-resistant skulls, giving them a distinct disadvantage in close-range encounters with these races. However,

humans can compensate with speed and maneuverability, particularly when using a Glider or Teleport. Humans are most effective at medium and long ranges, using a rifle or sniper rifle. Also carry an SMG for those inevitable point-blank slugfests.

SAMPLE ROLES AND LOADOUTS

TIP

This is a highly customizable game, allowing you to create a wide range of roles and tactics from the available races and assets. The sample loadouts provided in this section are just examples of what combinations of weapons, magic, and tech work well together for each race, but these aren't necessarily the best loadouts for everyone. Experiment with the tools provided to find the combination that best fits your play style.

MEDIC

FIRST-ROUND

PURCHASES: Tree of Life, SMG

SUBSEQUENT PURCHASES:

- Resurrect
- Rifle
- Smoke

TOTAL COST: \$7,000

DEV TEAM TIP

Better to be rich than dead! Humans start out with more money than other races.

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As a medic, your primary role is to cast Trees of Life for yourself and your teammates. Monitor your team's trolls and dwarves, as they require trees to heal. Humans aren't the most effective resurrectors, but they can help out in a pinch, so buy Resurrect when you can afford it. A rifle can come in handy for dealing with long-range threats or for clearing out opponents camping your teammate's bodies. Cast Smoke to cross fields of fire when attempting to reach a teammate who needs health or resurrection.

RECON SPECIALIST

FIRST-ROUND PURCHASES: Enhanced Vision, SMG

SUBSEQUENT PURCHASES:

- *Tree of Life*
- *Teleport or Glider*
- *Rifle*

TOTAL COST: \$7,000-\$7,250

The human's lack of an Essence penalty when assigning tech makes them ideal for reconnaissance, with the aid of Enhanced Vision. Find a safe central spot on the map and run continuous scans, using the Situational Awareness update command to keep your teammates in the loop. This allows them to hear and see enemy locations. Because you're on your own, a Tree of Life is a must for healing. Consider buying Teleport or a Glider to reach higher, more secluded perches from which to conduct your scans. With height comes long-range engagement opportunities, so get a rifle too.

SKIRMISHER

FIRST-ROUND PURCHASES: Tree of Life, SMG, or rifle

SUBSEQUENT PURCHASES:

- *Smoke*
- *Smartlink*
- *Gust*

TOTAL COST: \$8,500

If you want to take the fight to the enemy, this is a good basic loadout in either offensive or defensive situations. But remember, the human is most effective at mid to long range, so keep your distance—particularly from trolls. Attack and retreat as necessary, using Smoke until you can safely cast a tree. Add Smartlink and Gust for a greater offensive punch, assigning them over your grenade and Tree of Life slots—both of which you can still cast.

MARKSMAN

FIRST-ROUND PURCHASE: Sniper rifle

SUBSEQUENT PURCHASES:

- *Smoke*
- *Glider*
- *Teleport*

TOTAL COST: \$8,750

Buying a sniper rifle in the first round is a big financial risk, but if you're an expert marksman, it will pay off. While most of your teammates and opponents fight the first round with pistols, you can hold back at a great distance and score some long-range kills. Attempt this only on maps with long sight lines, as range is your biggest advantage. Use your new cash to buy Smoke so you can escape if you're attacked. Look for opportunities to grab an SMG or shotgun off one of your victims, and use it as a backup while moving around. If funds allow, buy a Glider and Teleport to reach the map's highest sniper perches.

DEVELOPER TIP

The first round is where the human can shine. You have enough money to get a weapon and a critical magic ability. Another tactic is to purchase a magic ability and gift your remaining funds to a teammate so he can get a quick higher-level magic like Teleport—your elf teammates will love you for it. SMG and Resurrect or Tree of Life are the general loadouts for a human first round.
—Michel "Frstrm" Lowrance, Level Designer



ELF

STARTING CASH: \$2,000
HEALTH: 78
ESSENCE POOL: 10 pips
TOP SPEED: 9.6 meters per second
SPECIAL ABILITY: Health Regeneration

ELF SPEEDS

MOVEMENT	LIGHT	MEDIUM	HEAVY	MASSIVE
STANDING				
Forward	9.60	8	6.40	4
Backward	8.40	7	5.60	3.50
Sidestep	7.80	6.50	5.20	3.25
CROUCHING				
Forward	3.29	2.74	2.19	1.37
Backward	2.92	2.43	1.94	1.22
Sidestep	2.92	2.43	1.94	1.22

DESCRIPTION

Elves are the fastest race. They are unable to withstand substantial damage, but they can leverage their considerable Essence to regenerate health when not under fire. Elves are physically slight, and wielding heavy weapons negates their natural speed advantage. While not well suited for direct assaults or for mounting a hasty defense, elves are well adapted to executing quick hit-and-run attacks and then quickly retreating to heal in safety. This makes them potent adversaries.

GAMEPLAY NOTES



Elves are one of the most popular races in the game due to their speed and ability to heal themselves—the two primary concerns in the game. But the elf's agility and resiliency comes at a price—it's the weakest and most fragile race in the game.

When equipping your elf, take these strengths and weaknesses into account. To play it safe, think defensively first. How are you going to escape when you take heavy damage? When an elf comes under direct attack, there's little time to think; even the slightest hesitation can result in death. So devise a game plan beforehand. Magic is often the best solution for a hasty retreat. But which spell is best? With their starting cash, elves can buy Smoke in the first round. This is a useful spell for them, as it prevents weapon and fall damage while staying out of the view of Enhanced Vision scans. But while Smoked, you're vulnerable to Gust—a potentially fatal attack if you've sustained heavy damage. Teleport is another effective

escape-oriented spell, but it costs too much for an elf to purchase in the first round. However, if you convince a teammate to give you \$250, it's yours. Teleport is more difficult to use than Smoke, but it's a more versatile spell, useful during assaults or retreats. So if you're not serving as your team's resurrector or Strangle caster, make Smoke or Teleport your first purchase.

DEV TEAM TIP

Speed demon: Elves are the fastest race, but they have the least health. Hit and run!

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You must play the elf carefully in combat; this requires greater discipline than the other races. Because the elf is easily outmatched in toe-to-toe confrontations, look for opportunities to stage fast hit-and-run attacks, using the element of surprise to your advantage. Teleport is key to such tactics, allowing you to jump into range, attack, then retreat before your victim can retaliate. An SMG, shotgun, or katana are all effective weapons during these quick strikes. However, it's important to not get too greedy. Not every attack you conduct will result in a kill, so be ready to escape if things don't go your way.

CAUTION

When playing as an elf, keep your distance from dwarves. They can steal your Essence, preventing you from using magic to escape. Avoid sneaking up on dwarves with a katana—they'll drain your Essence before you're within range, which will tip them off and prevent you from inflicting a mortal wound.



SAMPLE ROLES AND LOADOUTS

ARTIFACT GUARDIAN

FIRST-ROUND PURCHASE: Strangle

SUBSEQUENT PURCHASES:

- SMG
- Gust
- Teleport

TOTAL COST: \$6,750

This loadout is most useful when playing as RNA during raid matches, when you must guard the Artifact start point as well as the exit point. Defending the Artifact is often left to the slower trolls and dwarves. But the elf is one of the most versatile defenders, thanks to their efficient use of Strangle. Always begin with Strangle and cast it on the Artifact to ensnare and deter Lineage attackers. Buy an SMG and Gust to aid in your defensive efforts. Teleport can come in handy, too, when chasing down the Artifact runner or when moving to the exit point.

NINJA

FIRST-ROUND PURCHASE: Smoke

SUBSEQUENT PURCHASES:

- Teleport
- Glider
- Katana

TOTAL COST: \$7,250

Piecing together the elements of this loadout takes time and money, but if you stick with it, you'll have a powerful combination of tools in the later rounds. The elf ninja is all about stealth, so never charge headlong into battle. Instead, rely on Smoke and Teleport to sneak up on unsuspecting opponents, striking them from behind with the katana to score mortal wounds. Snipers are the easiest victims, so patrol each map's key sniping spots. Use your katana only for surprise attacks or when fighting other katana-wielding opponents. Grab an SMG off the ground and use it during all other engagements.

RESUSCITATOR

FIRST-ROUND PURCHASE: Resurrect

SUBSEQUENT PURCHASES:

- SMG
- Teleport
- Gust

TOTAL COST: \$6,750

Elves are great candidates for Resurrect, thanks to their large Essence pool. You can also respond to emergency situations quickly, especially after you can afford Teleport. In such a critical supporting role, it's important to stay out of the fray. Use an SMG to defend yourself, but don't go off on your own. To get the most out of your Essence pool, resurrect as many teammates as possible with one cast. If your dead teammates are spread out, use Gust to sweep their bodies closer together so they're within Resurrect's casting radius.

ROCKET ELF

FIRST-ROUND PURCHASE: Smoke

SUBSEQUENT PURCHASES:

- *Teleport*
- *Glider*
- *Rocket Launcher*

TOTAL COST: \$11,250+

This is one of those late-round loadouts that can have a big impact on a close match, but it takes the financial support of teammates to pull it off. Start with the usual elf magics like Smoke and Teleport. If playing on maps with long sight lines or high elevations, buy a Glider to increase your vertical mobility. As your teammates get comfortable with their loadouts, they'll have more cash to spare. Ask them to make donations to your rocket launcher fund. By the seventh or eighth round, you will have enough money to make the purchase—don't forget to buy a spare rocket or two.

With the rocket launcher strapped to your back, glide or teleport to an elevated firing position and find a large cluster of opponents to target. Equip the rocket launcher, fire, then strap the launcher to your back again before making your escape. Due to their speed, elves can make quick hit-and-run rocket attacks and disappear before the enemy can retaliate. Keep the launcher on your back when moving—otherwise you'll be easy to hunt down. This same loadout works well when you want to snipe too. Just substitute a sniper rifle for the rocket launcher and you're ready to go.

TIP

Need to make cash quickly? Look for high-priced weapons on the battlefield and grab them. Katanas, miniguns, sniper rifles, and rocket launchers are all good picks. Strap them to your back and proceed. At the beginning of the next round, offer to sell your booty to your teammates at half price. It's a win-win for everyone—your teammate gets a weapon at a discount price and you get extra cash.

DEV TEAM TIP

Live to fight another day! Elves regenerate health without a tree when not in combat.

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ENVIRONMENTS

TROLL



STARTING CASH: \$2,000

HEALTH: 120

ESSENCE POOL: 7 pips

TOP SPEED: 6.48 meters per second

SPECIAL ABILITY: Hardening

TROLL SPEEDS

MOVEMENT	LIGHT	MEDIUM	HEAVY	MASSIVE
STANDING				
Forward	6.48	6.48	6.48	6.48
Backward	5.67	5.67	5.67	5.67
Sidestep	5.27	5.27	5.27	5.27
CROUCHING				
Forward	2.22	2.22	2.22	2.22
Backward	1.97	1.97	1.97	1.97
Sidestep	1.97	1.97	1.97	1.97

DESCRIPTION

Truly massive, trolls can endure overwhelming amounts of punishment due to their superior health and an innate ability to harden their skin and absorb damage. However, this ability slows trolls, and it requires Essence. Because

of their great size, trolls have poor mobility. They compensate for this with their incredible strength, which allows them to operate even the heaviest weapons without any impairment to mobility.

TIP

Similar to dwarves, trolls have hard heads, resistant to gunshots. However, their skull's facial portion is weaker than the sides and rear. Therefore, when attempting a headshot on a troll, always aim between their forehead and chin to inflict the most damage. On the Lineage troll, this area is colored with white face paint, highlighting the sweet spot.



GAMEPLAY NOTES



Trolls are built for frontline combat, capable of absorbing incredible amounts of damage, all while dishing out their own fair share of carnage. Their unparalleled strength allows them to carry around the heaviest and most devastating weapons, with no loss in speed. But trolls are slow to begin with, and their sluggishness increases as they take damage.

Still, when compared to the other races, trolls have the shallowest learning curve, making them a good choice for new players. Just because trolls are durable doesn't mean they're invincible. Although they have the largest amount of health, trolls still rely on Trees of Life to heal—and they'll need plenty of trees, because trolls are the biggest bullet magnets in the game. Consider making a Tree of Life your first purchase. After that, you can branch out into several directions.

Many players like loading up the troll with hard-hitting offensive weapons. The minigun/Smartlink combo is the most common and one of the most effective. Together, the weapon and tech augmentation allow you to hose down a large area without hitting any teammates. If equipped with Wired Reflexes and Teleport, you can partially overcome the troll's slow speed to become an effective katana fighter. Trolls aren't the stealthiest of the races, but they are effective snipers. Experiment with different roles and combinations to build a troll that best matches your play style, as they're more versatile than they first appear.

Before charging into battle, study your loadout and determine the best attack plan. Pair up with at least one teammate. If left alone, multiple opponents single out trolls; make sure you have someone to watch your back. This is problematic, as other races move faster, often leaving you behind unintentionally. Therefore, pair up with another slow-moving troll, and stay within each other's line of sight. Prior to engaging, cast your tree somewhere safe and return to it if you take heavy damage. During combat, monitor your health to determine the best

time to disengage or cast a new tree. Adding Smoke to your repertoire can also be a lifesaver during close-quarter firefights. Cast Smoke and move behind a tree to heal—you can heal while Smoked. It's best to heal out of harm's way, as a blast of Gust or a well-placed AntiMagic Generator can ruin your day while Smoked.

TROLL HARDENING EXPLAINED



Think of a troll's hardening capability as body armor. But unlike conventional body armor, a

troll's skin becomes tougher as more damage is incurred. Damage done to trolls is multiplied by 0.85 normally and up to 0.17 when fully hardened. For example, a shotgun blast to a normal troll does 55.25 max damage, but a shotgun blast to a fully hardened troll does only approximately 11 points of damage. The spiky bumps on the troll's arms and shoulders indicate the degree to which they are hardened; the spikes are longest when the troll is fully hardened. Use this as a cue of the troll's state, and don't attack until the spikes recede to inflict optimal damage. You can also toss an AntiMagic Generator at a troll's feet. With their Essence drained, a troll can't harden. Dwarves are effective, too, circle-strafting trolls while draining their Essence and blasting them with a shotgun.

DEV TEAM TIP

Elf needs magic badly! Elves only regenerate health when they have Essence.

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SAMPLE ROLES AND LOADOUTS

EXPLOSIVES SPECIALIST

FIRST-ROUND PURCHASE: Tree of Life

SUBSEQUENT PURCHASES:

- Rifle
- Gust
- Rocket Launcher

TOTAL COST: \$9,500+

Any race can fill this role, but the troll stands the best chance of survival if something goes wrong. Grenades and rockets are the only two types of explosive munitions in the game. Don't be surprised if a majority of your kills are caused by things that go boom. Find grenades scattered among dead bodies. Target them with a rifle to make them explode, preferably when an enemy is within its blast radius. Cast Gust to blow an opponent's grenade back in their face. Or Gust your own grenades across the map for longer-ranged kills. If you can secure the funds, buy a rocket launcher and blast large gatherings of opponents. Or target enemy trolls directly, killing and clearing their body with a single shot.

HEAVY WEAPONS EXPERT

FIRST-ROUND PURCHASE: Tree of Life

SUBSEQUENT PURCHASES:

- Shotgun
- Smartlink
- Minigun

TOTAL COST: \$5,950

The troll is the archetypal tank of the game, and this is the most common loadout, allowing you to excel in that role. As usual, start off with Tree of Life and pair up with a teammate for the first-round pistol hunt. Buy a shotgun and a few extra shells in the second round, but save the rest of your money for Smartlink. Don't wander too far from your tree, and challenge opponents to close-range duels using your shotgun.

Smartlink won't do much for your pistol or shotgun, but you'll be glad you have it after you acquire a minigun. Use the Smartlink/minigun combo to chew up opponents at short- to midrange. This is also an impressive support-weapons platform. Use it to cover teammates grabbing or scoring the Artifact. It's also a good way to distract opponents during diversionary maneuvers. Spin up the minigun to turn their heads while your teammates flank.



SAMURAI

FIRST-ROUND PURCHASE: Tree of Life

SUBSEQUENT PURCHASES:

- *Wired Reflexes*
- *Teleport*
- *Katana*

TOTAL COST: \$7,250

This is one of the toughest loadouts to master, but it can be rewarding. The troll inflicts 50.5 points of damage with each katana strike. However, it's tough for such a slow-moving and unstealthy character to get within range to use it. Compensate for the troll's slow speed by purchasing *Wired Reflexes* and *Teleport*. While assigned, *Wired Reflexes* increases your base speed and allows you to block bullets with the katana. Still, it's tough to catch up with a backpedaling opponent. That's where *Teleport* comes in. Cast *Teleport* to close in and attack—it takes only a couple of slices to kill humans, elves, and dwarves with full health. Avoid using such close-range attacks on dwarves, as they'll steal your Essence, preventing your skin from hardening. Still, if you can land your attacks, it won't matter.

SHARPSHOOTER

FIRST-ROUND PURCHASE: Tree of Life

SUBSEQUENT PURCHASES:

- *Smoke*
- *Sniper Rifle*
- *Teleport*

TOTAL COST: \$8,750

Trolls are unlikely snipers due to their hard-to-conceal size and their slow speed. But this can work in your favor, especially if your opponents don't expect you to have such deadly long-range capability. Earn your pay as usual during the first few rounds, taking the fight to your opponents at close range. But slowly save your money, eventually buying *Smoke* and a sniper rifle. When you're ready, find a good secure spot and snipe. Stay behind some form of cover to better conceal your position. If you're spotted, cast *Smoke* and escape, retreating to a nearby tree. But never cast a tree at your sniper position, unless your goal is to draw attention. Later, save up for *Teleport* to enhance your mobility when moving to and from sniper perches.

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DEV TEAM TIP

Invulnerable: Players can't be hurt for a few seconds after being resurrected. Shooting, activating magic, or deploying tech cancels the invulnerability.

DWARF



STARTING CASH: \$2,000

HEALTH: 90

ESSENCE POOL: 12 pips

TOP SPEED: 7.20 meters per second

SPECIAL ABILITY: Essence Drain

DWARF SPEEDS

MOVEMENT	LIGHT	MEDIUM	HEAVY	MASSIVE
STANDING				
Forward	7.20	6.80	6.40	6
Backward	6.30	5.95	5.60	5.25
Sidestep	5.85	5.53	5.20	4.88
CROUCHING				
Forward	2.47	2.33	2.19	2.06
Backward	2.19	2.07	1.94	1.82
Sidestep	2.19	2.07	1.94	1.82

DESCRIPTION

Dwarves are capable of absorbing Essence from their surroundings and transferring it to their own reserves. By absorbing Essence from Strangle crystals and Summoned minions, they can effectively bypass these magical defenses. Be aware that at close range, dwarves will absorb Essence from hostiles and friendlies alike. While dwarves have the most Essence of any race, they regenerate it very slowly, forcing them to absorb it from their environment. A hardy race, dwarves are also unique in that they can survive a single headshot and fight on.

GAMEPLAY NOTES



Dwarves are the ultimate utility players on the battlefield, useful during offensive pushes and invaluable during defensive lockdowns. Although they have the largest Essence pool of any race, a dwarf's Essence regenerates slowly. But no worries: dwarves can drain Essence from players and magical entities simply by standing next to them. Despite their resistance to headshots, dwarves are fragile beings, ranking between the human and elf in total health. Plus, they're not much faster than trolls. Therefore, play dwarves carefully, and monitor their health and Essence levels.

As the true wizards of the game, dwarves are magic users. However, they must use their Essence wisely due to its slow regenerative rate. Knowing which spells to buy and when depends on the situation. There are a few core spells that dwarves should purchase. Like humans and trolls, dwarves rely on Trees of Life to heal. But this isn't always the best first purchase. Survey your team at the start of every game and see which of your teammates are buying a Tree of Life. If your team already has at least two tree casters, their trees will be sufficient as long as you stay within reasonable range. But if there's only one tree caster, or none at all, make the Tree of Life your first purchase.

Like elves, dwarves aren't durable in combat, so they always need a quick escape method. Smoke is the most effective escape-oriented spell for dwarves, costing only a half-pip of Essence for every second of use. This should

allow you to leave the danger zone without expending too much Essence. Teleport is too costly, draining your Essence pool after only a few jumps. If playing a supporting role, Resurrect is another great starting spell for dwarves. With 12 pips of Essence, dwarves can support up to three separate castings of Resurrect, more than any other race. In later rounds, dwarves can benefit from Strangle and Summon, particularly when defending.

When it comes to fighting, dwarves are versatile, capable of mixing it up at close range or holding back and supporting their teammates from a distance. In any case, dwarves should avoid operating alone. Because they move at similar speeds and both require trees, trolls and dwarves make good partners. In firefights, your troll buddy gets all the attention, allowing you to flank or drain Essence from your opponents. If you're low on Essence, borrow some from your troll partner—but always ask first.

Dwarves are the second strongest race, allowing them to carry the heaviest weapons with only a mild speed penalty; therefore, don't be afraid to carry a minigun or rocket launcher. If properly cast, Strangle and Summon are great weapons too. Cast Strangle at an opponent's feet to trap them, or conjure a minion as a potentially lifesaving decoy. Mixing weapons and magic is the dwarf's strong suit, so don't disappoint your opponents.

SAMPLE ROLES AND LOADOUTS

COMBAT ENGINEER

FIRST-ROUND PURCHASE: Strangle

SUBSEQUENT PURCHASES:

- *Tree of Life*
- *Minigun*
- *Summon*

TOTAL COST: \$8,250

Thanks to their large Essence pools and ability to withstand headshots, dwarves are awesome defenders. Use this configuration when attempting to lock down the Artifact or exit points. Purchase Strangle early to prevent first-round rush attempts. Cast it on the Artifact, or use it to block all paths leading to an exit point. If your teammates aren't placing enough trees, buy Tree of Life next and cast one near your defensive position. In addition to providing health, trees are useful as cover, particularly when camping wide-open exit points.



DEV TEAM TIP

Protect your rezzer! If your resurrector dies, you will begin to die as well.

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Add a minigun and Summon to round out your package. If your Essence allows, conjure a minion outside your Strangle barricades to serve as another obstacle. As Artifact runners and their escorts approach the Strangle, spin up your minigun's barrels and open fire on them as they attempt to crash through the crystals.

FIELD SURGEON

FIRST-ROUND PURCHASE: Resurrect

SUBSEQUENT PURCHASES:

- *Tree of Life*
- *SMG*
- *Smoke*

TOTAL COST: \$6,500

Dwarves aren't the quickest responders, but their Essence pool can support a maximum of three Resurrect casts—elves can support only two, while trolls and humans can support only one. This makes a dwarf an ideal choice as the team's chief Resurrect caster. Stay safe until you're needed. Hold back from the most dangerous areas of the map, and stay within support range of at least one teammate. Buying a Tree of Life and an SMG can help you attain a greater degree of self-sufficiency, but even with these tools it's best to stay clear of heated battles—you won't do your teammates any good if you're dead. For increased safety, save up for Smoke, but use it only when necessary. Smoke eats up your Essence, so if you use it too often, you won't have enough to resurrect your teammates. Look for opportunities to drain Essence from isolated trees and Strangle crystals to replenish your stock. Or drain Essence from willing teammates. Elves have the most Essence to spare, and they can regenerate it quickly too.

LEECH

FIRST-ROUND PURCHASE: Smoke

SUBSEQUENT PURCHASES:

- *Tree of Life*
- *Shotgun*
- *AntiMagic Generator*

TOTAL COST: \$6,250

This loadout is most effective when working closely with at least one teammate, preferably a troll. Start off with Smoke and look for opportunities to use it. Upon encountering an enemy, cast Smoke and charge at your opponent while your teammate engages—you can't be hit by friendly fire while Smoked.

Because you can't shoot while Smoked, your opponent will probably focus on your teammate. While your

teammate and opponent duke it out, circle your enemy, draining them of their Essence. This is effective against trolls who rely on their Essence to harden or elves who must have Essence to heal or escape with Teleport. With your teammate attacking their health while you drain their Essence, it won't take long to defeat your opponent.

If your buddy doesn't have Tree of Life, buy it at the earliest convenience so you can both use it to heal. Grab a shotgun, too, as it's the most effective close-range weapon. Drop out of Smoke behind your opponent and blast them in the back of the head. If your opponents start using Gust, avoid using Smoke. Instead, hold back and toss AntiMagic Generators at them to drain their Essence. During assaults, your Essence-draining ability is key in clearing enemy Strangle barricades. Run ahead of your team's Artifact runner while Smoked to clear a path.



SNIPER/COUNTERSNIPER

FIRST-ROUND PURCHASE: Smoke

SUBSEQUENT PURCHASES:

- *Glider*
- *Sniper Rifle*
- *Summon*

TOTAL COST: \$9,500

Like the troll, the dwarf can survive a direct headshot, even when hit by a powerful sniper rifle round. But unlike the troll, the dwarf is a smaller target that's hard enough to spot, let alone hit. Fill a sniper role, especially if you're comfortable with the sniper rifle.

It will take a few rounds of safe (and lucrative) play before you can piece together this loadout's components. Start with Smoke and use it to stay alive while helping your

teammates cap opponents. Buy a Glider to aid in vertical mobility. Meanwhile, scour the ground for a good short-range backup weapon like an SMG or shotgun—anything you can scavenge will save you money in the long run. Finally, save up for the sniper rifle and set out to score your first long-range kills. Your easiest targets are enemy snipers. Look for them on high perches and in other predictable locations. Use Smoke to move into position, and hide behind crates, rocks, or anything else you can use for partial cover and concealment. Once behind cover, pop out of Smoke and wait—if you're not shot immediately, your position hasn't been compromised. Equip your sniper rifle and go to work. If things go well, purchase Summon and conjure minions as decoys. Bored enemy snipers will often use minions for target practice, allowing you to zero in on their location. But never cast Summon from your intended sniper spot—the minion will appear next to you, revealing your position. Instead, cast Summon on a central area, then stealthily move to your sniping spot. Use minions for protection if you're attacked at close range. Cast Summon on your attacker and make your escape with Smoke.

DEVELOPER TIP

My Favorite Race Loadouts:

ELF: Wired Reflexes, Enhanced Vision, Teleport, Katana, SMG

TROLL: Wired Reflexes, Minigun, Katana

HUMAN: Tree of Life, SMG, Shotgun

DWARF: Resurrect, Sniper Rifle
—Paul Ehreth, Level Designer



DEV TEAM TIP

Clean up after yourself! Clearing enemy bodies prevents them from being resurrected.

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TEAMPLAY

Santos hasn't always been a dangerous place. However, since the events following the disaster at the ziggurat, violence and chaos are widespread. Nobody walks the streets alone. RNA security forces move around the city and surrounding areas in small rapid-response teams. Despite their support among the locals, even Lineage members never travel by themselves. However, strength in numbers isn't always enough. Survival in Santos comes down to teamwork, and it all starts with communication.

COMMUNICATION



Clear and concise communication is the cornerstone of any successful team effort. This is important in the fast-paced world of the game, as it's the team with the best communication skills that usually wins. Fortunately, the game provides two easy methods to stay in touch with your teammates, helping you relay critical information while staying focused on the fight.

SITUATIONAL AWARENESS



SITUATIONAL AWARENESS CONTROLS

COMMUNICATION	XBOX 360 CONTROLLER	KEYBOARD/PC
---------------	---------------------	-------------

Help		[Z]
Update		[X]
Move		[C]

Need backup? Want to report enemy movement? Or maybe you just want your teammates to move to a specific point. In any of these cases, the Situational Awareness system is the best method of communication. The system utilizes canned audio messages combined with onscreen text and directional cues to convey your message. The message's audio and text portions will also include a location, using the specifically named



areas of each map. There are three different types of messages that you can relay through this system: Help, Update, and Move.

HELP



Help is how you call for backup at your location. The message's audio portion delivers a simple request for backup and states your current location. In addition to the audio, your teammates will see an exclamation point icon on their HUD, providing a general heading to your location. The message's onscreen text portion (located in the Field Comms area) gives your name and location, so your teammates know who's in trouble. Together, all these cues give your teammates enough information to reach you. If necessary, continually issue the Help command until someone responds.

UPDATE



Of the three Situational Awareness commands, you'll probably use Update the most. Update is a context-sensitive command, requiring you to aim at a specific area or target to file the proper report. For example, put your aiming reticle over an opponent and issue the Update command. This relays the opponent's race and location to your teammates. Your teammates will see an eye icon on their HUDs, showing them where you spotted the enemy. They'll also get a brief text message in the screen's Field Comms portion stating the same information and the reporter's name.

Also use Update to report on areas clear of threats. This is useful when camping the Artifact or high-traffic areas, letting teammates know when key areas are clear. When used in conjunction with Enhanced Vision, Update is a useful reconnaissance tool. Run a scan, then aim at the contacts and relay their positions to your teammates. In Attrition matches, Artifact runners can see all enemies, too, much like Enhanced Vision. Use this opportunity to call out your opponents' positions.

MOVE



Like Update, Move is another context-sensitive command, useful for telling your teammates where to go. Aim where you want them to move, then issue the command. Your teammates will hear the Move order and the name of their desired location. They'll see the stick-figure icon on their HUDs superimposed over the targeted location. In the Field Comms area, the text will say who issued the order and where the issuer wants them to go. This is the quickest way to tell your team to move to a specific location and can be used in a variety of situations. Prior to assaults or when defending an exit point, use it to set rendezvous points.

CAUTION

Use the Situational Awareness system only when you have something important to report. Spamming the com lines with repetitive messages can be annoying and can even mask voice communications. This isn't a good way to establish rapport with your team. If they get fed up, they may kick you from the game.

VoIP (Voice over Internet Protocol) allows for full duplex voice communication. Plug in a microphone and talk—there are no buttons or keys to press in order to transmit. Voice is the best way to relay complex details not allowed by the Situational Awareness system. Use it to set up elaborate ambushes or multidirectional assaults. For example, surround an enemy position, then use Voice to count down to the moment of attack. Such coordinated tactics can give your team the advantage.

Voice communication is even helpful when you're dead. Use the third-person camera view attached to your teammates and help them spot threats. Position the camera view so they're facing you—this allows you to watch their back and inform them if an opponent tries to sneak up behind them. Make sure they know you're talking to them.

Although Voice is helpful, there are a few things to remember when using it. If requesting help or money, state your name or the name of the player you're addressing. Unless your teammates know the sound of your voice, they'll have a difficult time figuring out who's talking. When a player speaks, a small speaker icon appears above their character's head, helping with identification. But if you're out of

their line of sight, this icon is of little use. Also, keep all conversations relevant to the game. You don't want to tie up the voice channel with unrelated chatter. You can trash-talk your opponents all you want, but they can't hear you. Only your teammates can revel in your creative vocabulary. Avoid talking over each other too. Wait until a teammate has finished speaking before talking. If more than one person speaks at a time, it's difficult to make out anything.

TIP

In the game's Lobby screen, you can chat with everyone, including players assigned to the opposing team. Use this opportunity to congratulate the victors, trade taunts, or request balanced teams. However, hold off on discussing team strategy until the match begins to load. When the Loading screen appears, the voice channels are split between the RNA and Lineage teams, allowing you to discuss your team's plans without worrying about spies listening in.

GIFTING















At the beginning of every round, each player can spend their cash on new weapons, magic, and tech, and can give any surplus cash to

their teammates. This is called “gifting.” To give money to a teammate, choose the Team option in the Buy menu. This opens a new menu interface showing the names of all your teammates as well as icons of the magic and tech they've already purchased—the icon is brightly lit if they own it and dark if they don't. Before giving away money, ask if anyone needs some extra cash, and make sure they give you their name. To give money, highlight the teammate's name in the list and press **A**, or click on it if using a mouse. Money is given away in \$250 increments, referred to as “pips.” For example, if someone says they need a couple of pips, hit their name twice to give them \$500.

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In addition to giving money, this screen is the best way to study your teammates' loadouts. However, you must know the icon associated with each magic and tech item—use the table below to determine what each icon represents. A well-balanced team should have a diversified mix of magic and tech. If your team is struggling, study this screen and suggest purchases that may have a positive impact. For instance, if your dead are not being resurrected, check to see if your team's elves and dwarves even have Resurrect. If they don't, help them buy it. Elves can use extra cash to buy Teleport too. Anyone hoping to buy a rocket launcher will need their teammates' support. Before beginning each round, return to this screen to check on your team's assets. Knowing who has what can come in handy during combat.

MAGIC AND TECH: QUICK REFERENCE

ICON	NAME	TOTAL COST	GIFTING COST
	Tree of Life	\$2,000	8 pips
	Resurrect	\$2,000	8 pips
	Strangle	\$2,000	8 pips
	Gust	\$2,000	8 pips
	Smoke	\$2,000	8 pips
	Teleport	\$2,250	9 pips
	Summon	\$3,000	12 pips
	Glider	\$2,000	8 pips
	Enhanced Vision	\$2,000	8 pips
	Smartlink	\$2,000	8 pips
	AntiMagic Generator	\$1,500	7 pips
	Wired Reflexes	\$2,000	8 pips

TEAM ORGANIZATION

The game's fast-paced action can make it difficult to hold a team together as everyone runs off in different directions to score kills. This problem is intensified in public matches, where strangers are thrown together, many of whom have never played together. A lack of team cohesion can be attributed to a sense of shyness or an unfamiliarity with team-orientated shooters.

If you're experiencing teamwork problems, start with simple and nonthreatening communication. Simply saying hi to your new teammates is an icebreaker, helping launch teamwide voice communication. At the start of a game, tell your teammates what you're buying. They'll chime in with their first-round purchases too. Use that as a springboard to discuss tactics. From which direction should we attack? How should we split up? Who's going to defend? Simple questions such as these can get the ball rolling, helping you devise simple game plans. However, it's best to initiate communication before the game begins, when you're choosing your races in the lobby.

RACE SELECTION



Diversity is the key to a well-balanced team, with a wide range of races serving in different but symbiotic roles. All of this starts with player specialization, initiated by selecting races in the lobby. Prior to beginning

each match, both teams' racial makeups are listed in the two columns on the lobby screen.

Before choosing a race, study both the RNA and Lineage columns. Picking an underrepresented race is a good way to go, but cross-reference your pick with the opposing team's lineup. Will you have an advantage or a disadvantage? For instance, if you want to be a troll but the opposing team is comprised primarily of elves, you'll have a tremendous speed disadvantage—but you'll have an advantage during close-quarter fights, thanks to the troll's durability. By weighing the pros and cons of each race, you can find the best race to counter the enemy team while helping your own.

After you pick a race, help your teammates choose to balance out your team. Don't single out anyone in particular but drop hints like, "We could use a dwarf" or "We have too many elves." Some players are only familiar with playing one race, so they may be unwilling to try something new. But any serious player should be competent with all four races and capable of filling specific voids in the team's lineup.

DIVISION OF LABOR TEAM STRATEGY



Despite your team's racial makeup, you can address deficiencies and redundancies through role specialization. All four races are capable of filling a variety of roles, be it an attacker, defender, medic, or sniper. However, some races are more proficient at specific roles than others. Begin with these strengths when it comes to the division of labor. Due to their speed, humans and elves are excellent hit-and-run attackers, capable of using Teleport or Smoke to strike and disappear. Trolls are great on offense or defense, using Smartlink and a minigun to blast opponents while absorbing heavy damage. Dwarves, on the other hand, are best in a supporting role, holding back from the most heated firefights and assisting with Resurrect, Strangle, or a sniper rifle.

These are broad generalizations, but they give you a starting point from which to work. While some players know their role, others need guidance. In any case, verify through Voice that everyone knows what to buy and where to go. Some players do not like being told what to do, but if they're not pulling their weight, offer suggestions.

THE BUDDY SYSTEM

Running off on your own is a good way to get killed; stay within the line of sight of at least one teammate so you can support each other. For best results, stick with one teammate who complements your race's attributes. Speed is always a factor when finding a good buddy. As such, trolls are better off pairing with dwarves, while the faster humans and elves should stick together. But silently shadowing your buddy isn't enough. At the start of a match, formally introduce yourself and suggest teaming up to help each other out. From that point, discuss weapon, magic, and tech purchases that will benefit your two-man miniteam, striving for self-sufficiency. Move and respond together, but don't isolate yourselves from the rest of your teammates.



No match plays the same. Regardless of how many hours you've played, each gaming experience is unique. However, there are general strategies and tactics teams can apply to get the upper hand, helping secure victory after victory.

ATTRITION

If you're not careful, Attrition matches can devolve into a free-for-all, as each player struggles to survive. Let the other team split up and die while you maintain team cohesion. Divide your team into two core groups of four players each. If the groups consist of slow and fast races, humans and elves must be mindful of their slower teammates, careful not to move out of their line of sight. Use one group to patrol the area around the Artifact, usually in a central location. Think of this group as the defense. They're responsible for watching over the Artifact and eliminating any opponents who try to grab it.

The second group is your offense. It's their job to patrol the map's periphery, hunting down opponents. Time is key in Attrition, so always watch the clock. With one minute remaining, both groups should center on the Artifact. One teammate should grab the Artifact while the rest of the team defends the runner, securing the win when time runs out.

DEV TEAM TIP

Make money! Masters get half of the money earned by the players they resurrect.

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In Attrition matches, you can't clear bodies; anyone who's been killed can be resurrected. If you've killed a large number of enemies in a small area, camp their bodies and kill any teammates who attempt to resurrect them. To make the enemy resurrector's job more difficult, cast *Gust* to blow the enemy bodies far apart; the caster is then unable to resurrect more than one teammate per cast.

EXTRACTION

Extraction matches require a tremendous amount of versatility, as your team must transition between offense and defense at a moment's notice. There are many ways to approach these matches, but the safest way is to split your team into two groups: attackers and defenders. This is important on the smaller maps, where the Artifact can be grabbed and scored within the first minute. The majority of your team should serve as attackers while only two teammates stay back on defense.

At the start of each round, defenders should report to the opposing team's exit point, preparing to cast *Strangle* on all access points. Trolls and dwarves are well suited for defense, because their lack of speed won't be a liability. Instead, they can focus on fortifying the exit point with the aid of powerful weapons and magic. The defenders are responsible for delaying Artifact runners and their escorts until your team's attackers can fall back and assist.

On the other hand, your team's attackers have two main tasks. First, they should kill and clear as many opponents as possible, reducing the opposing team's manpower. Second, they should look for opportunities to grab and score the Artifact. Attackers should utilize the buddy system, splitting up into subgroups of two players. When they secure the Artifact, attackers should reunite, forming an insulating barrier around the Artifact runner. In some instances, it may be necessary to split up and stage diversionary attacks with one group of attackers assaulting from one direction while the Artifact runner and an escort sneak in from the opposite direction. In any case, maintain communication throughout the match to devise the best plan of attack.

RAID

In Raid matches, teams are automatically divided into attackers and defenders, with the RNA team guarding the Artifact while the Lineage team attempts to steal it. But simply crowding around the Artifact won't always

secure the win for RNA. Likewise, Lineage players must approach these matches with a certain amount of guile, as speed and brute force aren't enough to get the job done.

As RNA, your team begins near the Artifact, giving you a few precious seconds to secure the area before the Lineage is within attack range. Start by casting *Strangle* on and around the Artifact; this is the best way to delay rush attempts. At the same time, spread out and make sure your teammates cover the Artifact from multiple vantage points. Never cluster in predictable areas, as this makes your team vulnerable to sneak attacks. As long as your team stays together and remains focused on the Artifact, the Lineage team will have a tough time getting near their prize, let alone grabbing it.

For greater redundancy, position one or two teammates near the exit point too. With layers of defenders around both the Artifact and exit point, you'll have an easy time repelling the attackers. Time is on your side. You don't have to kill all the Lineage players; you just have to prevent them from scoring the Artifact within the time allotted. So hunker down on defense and let the Lineage team take all the risks.

Lineage attackers always begin with a disadvantage in Raid matches, as they must infiltrate a heavily fortified area to retrieve the Artifact. Assume the Artifact is watched by defenders at all times. Instead of focusing on grabbing the Artifact, go after the defenders first—if you kill all the defenders, you can win the match without even touching the Artifact. Split up into small groups and stage hit-and-run flanking attacks.

Attack from unpredictable directions, preferably with a height advantage, even if it takes a long time to get into position. When possible, stage coordinated attacks from multiple directions, using voice communication to perfectly time the assault. This is the best way to divide the defenders' attention. Whittle away at the defenders, killing and clearing them one at a time if necessary.

But if the clock is ticking down, you must make a move on the Artifact at some point. Once again, rely on coordinated diversionary tactics to make the grab. Attack from one or two directions to draw the defenders' fire while an elf teleports into position to grab the Artifact. Pin as many defenders at the Artifact starting point, preventing them from reaching the exit point. Or look for opportunities to ambush the defenders during their transition. In any case, make sure the Artifact runner has the proper backup during their move to the exit point. Stage another diversionary attack on the exit point so the Artifact runner can sneak in and score. Achieving success as the Lineage during raids requires creativity, constant communication, and careful coordination, making it the ultimate teamwork challenge.

POWER STATION

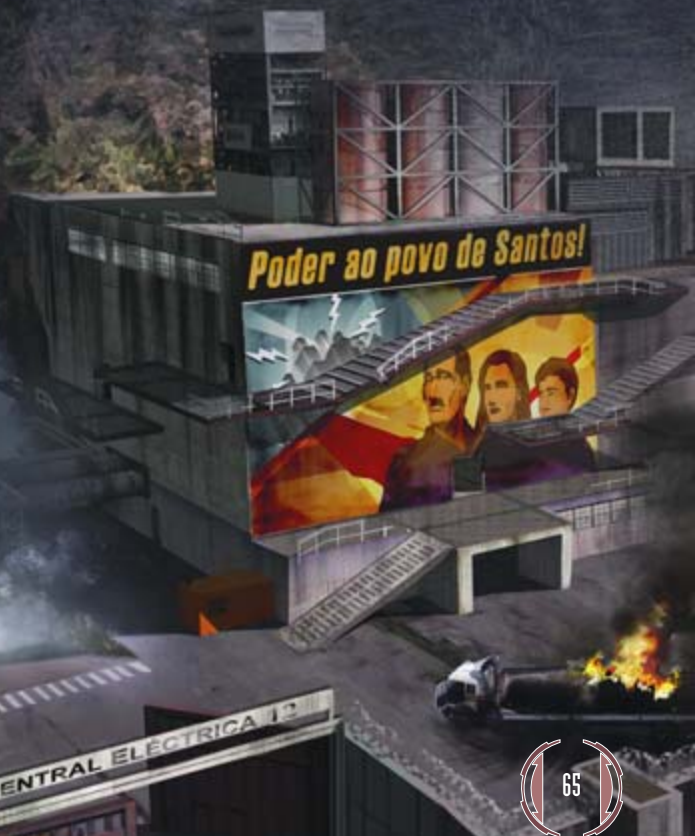
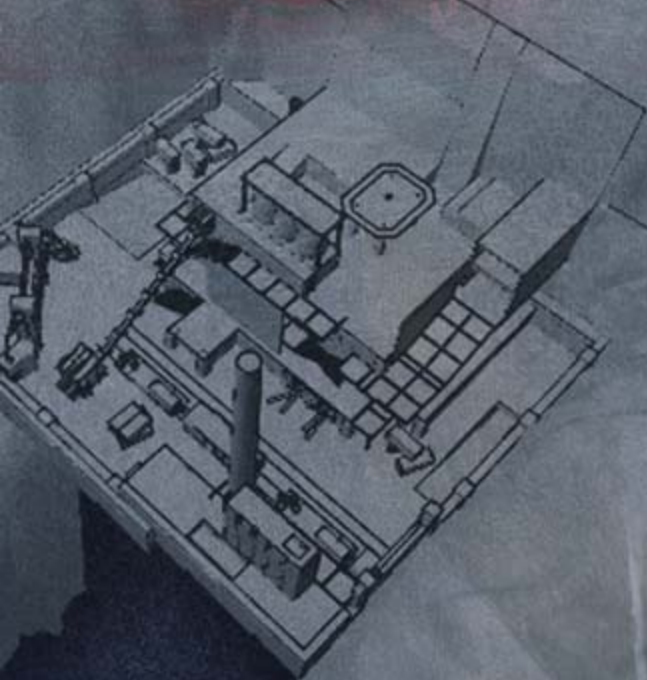
Abandoned since the disaster at the ziggurat, the Santos Power Station now lies in a state of disrepair. Nestled in the mountains to the west of the Slums, the power station is now gradually disappearing beneath an invasion of jungle vegetation that threatens to overcome the vacant facility altogether.

Dirt covers the steel walls, and vines climb as high as the helicopter

platform at the top of the complex. Only the majestic waterfall flowing through the complex remains untouched—a reminder of the days when the station was the primary energy supplier for the region.

Beneath the rusty oil pipes and moss-covered girders, however, lies the real mystery. Rumors circulate that RNA is using the station to conduct top-secret research—unpredictable research that the company would rather keep out of the public eye.

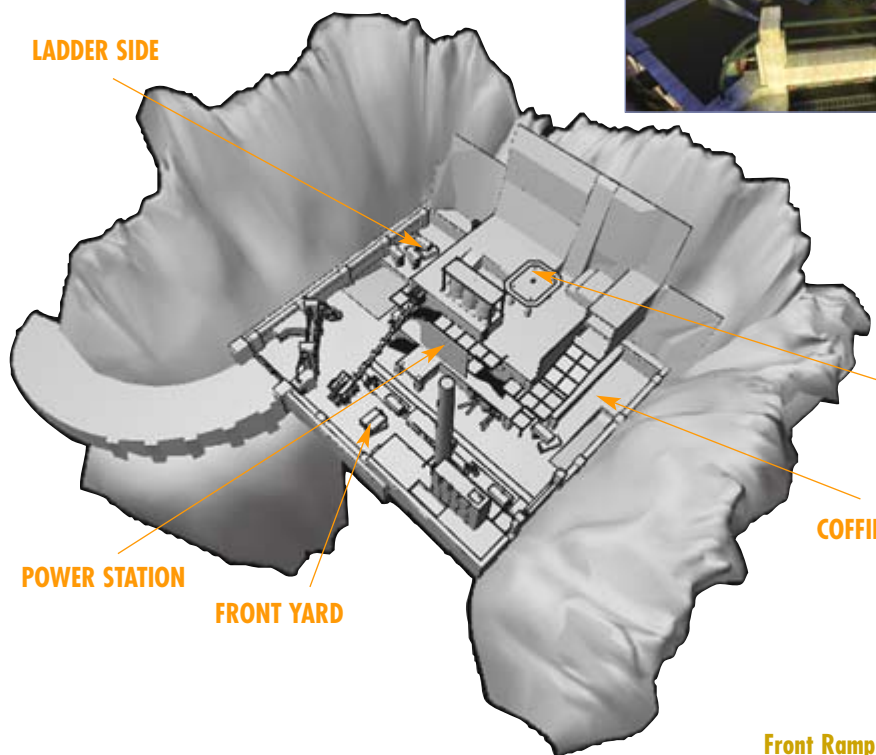
Fearing a repeat of the Santos Disaster, the Lineage has launched concentrated attacks on the power station, determined to uncover whatever schemes RNA might be hatching and stop it before it's too late.



POWER STATION

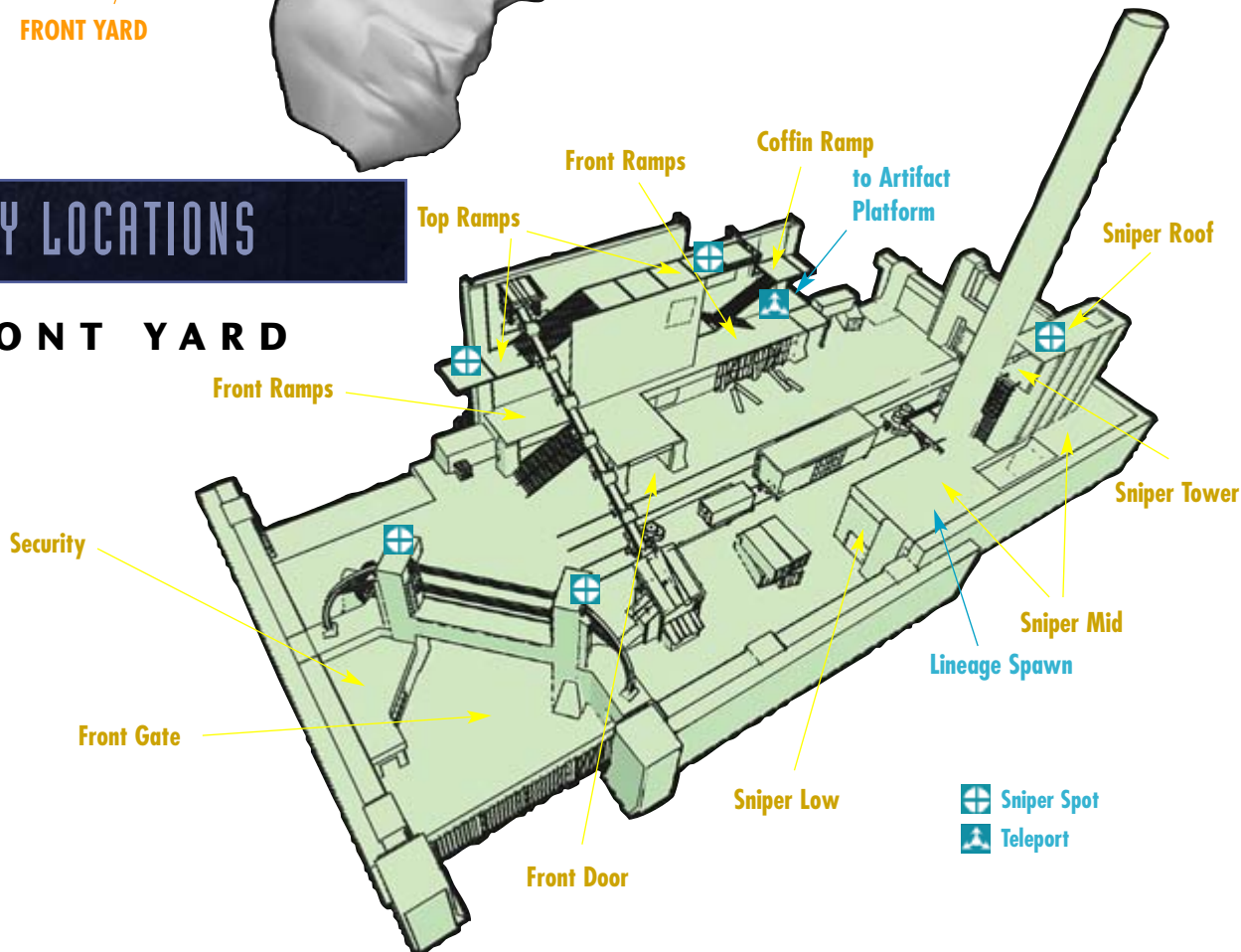


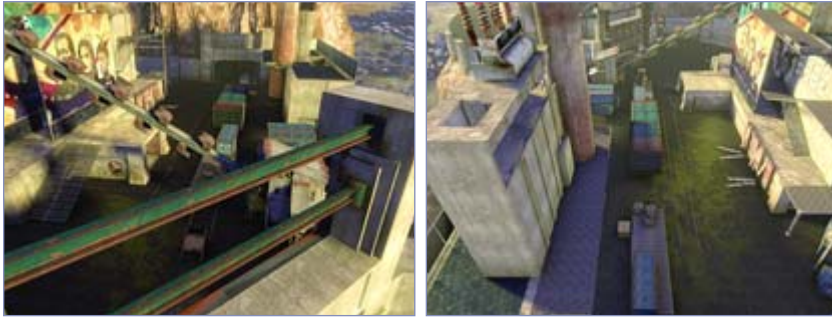
The power station was once an important utility plant, but now it lies dormant as a result of the Santos Disaster. Still rumors circulate that, beneath the decrepit exterior, the complex is home to some of the most volatile experiments conducted by RNA.



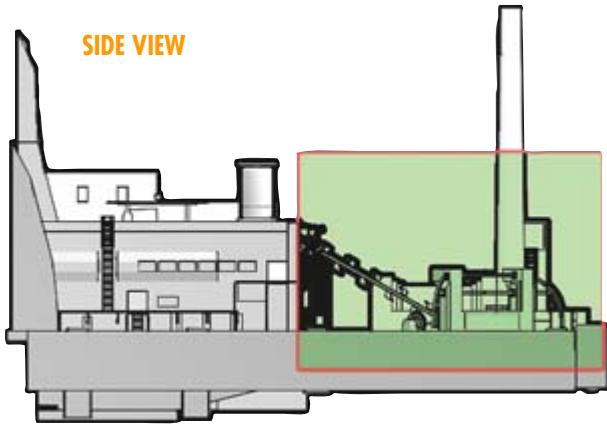
KEY LOCATIONS

FRONT YARD





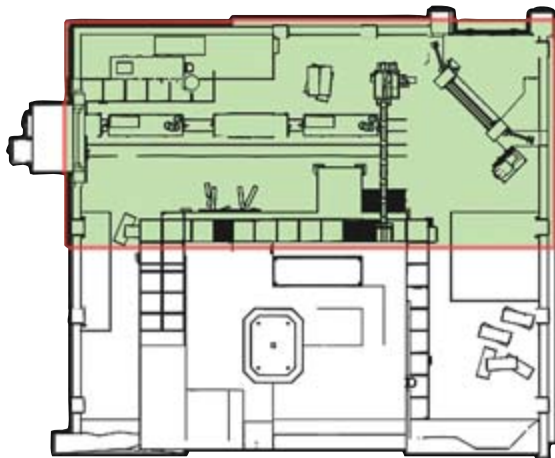
SIDE VIEW



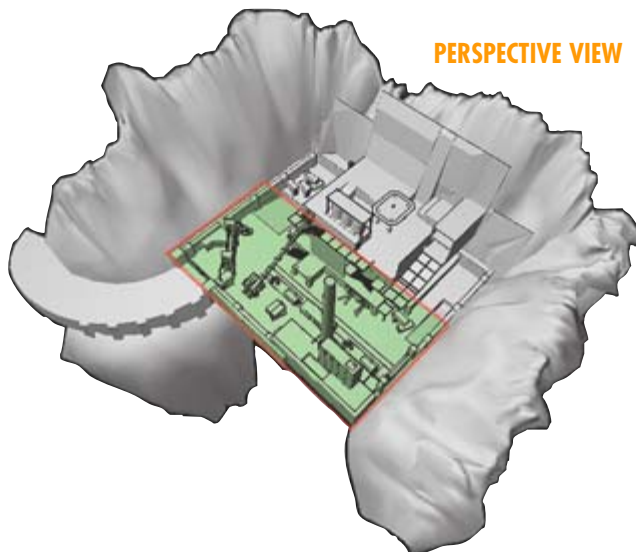
The front yard is often dominated by competent snipers who occupy the high ground, effectively shutting the area down to players with shorter-range weapons. In many instances, this leads to long-range duels. Lineage sharpshooters take shots from the sniper tower while RNA snipers hold positions along the power station's ramps and roof. Those stuck on the ground in the middle better find cover fast. Fortunately, the grounds are littered with abandoned railcars and shipping containers, providing adequate cover.

In both Attrition and Raid matches, it's beneficial for RNA to pin down the Lineage in the front yard as it attempts to move from the sniper tower to the station. But in later rounds, as the Lineage attackers gain access to glider technology and teleport magic, it becomes harder to contain them to the front yard, requiring a more balanced approach. You can access the station's front door from the front yard, entering onto the station floor. Two more entrances are located above, intersecting catwalks low and the office bridge. Defenders cover the front entrances, so attackers are better off finding another way inside the station.

TOP VIEW



PERSPECTIVE VIEW



DEVELOPER TIP

Dwarves should learn to notice the visual and audio cues indicating that they are draining someone. It can be an early warning system that enemies are near.
—Jerry Edsall, Gameplay Lead

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FRONT YARD TIPS

- *The front gate's two concrete towers are decent sniper perches, offering coverage of the station's north face and the ladder side. However, you'll need a glider to reach them.*
- *If advancing through the front door, cast a tree in the short concrete entryway. This provides a good rally point for your teammates and is outside the view of opponents on the office roof.*
- *When crossing the front yard, listen for the beeping sounds of incoming grenades. Enemies on the station roof and northern ramps can lob grenades impressive distances with surprising accuracy.*

SNIPER TOWER



Lineage players should be familiar with the sniper tower, as it serves as their spawn point in both Raid and Attrition matches. The sniper tower is one of the most obvious sniping positions on the map and has clear sight lines of the front yard and of the station's exterior ramps and roof.

Earthbound players can climb the staircase and ladder to reach the tower's enclosed sniping platform. When sniping from here, crouch and stay behind the vertical steel plates

attached to the railing. However, the plates and railing make it difficult for dwarves to see enemies on the ground. If the tower's top isn't high enough or if you're a dwarf with sight-line impediments, teleport or glide onto the tower's roof for a better view of the surroundings. You're easier to spot on the roof, so limit your movement and use the large power transformer for partial cover and concealment. While stationed here, scan the map's other high-elevation sniper positions, paying attention to the coffin roof and the station roof's low and high perches.

SNIPER TOWER TIPS

- *You can't jump through the hatch in the sniper tower's ceiling to reach the roof. Such attempts will only draw attention to you.*
- *Don't use the sniper tower every round. After scoring a kill or two, your opponents will catch on and hunt you down. For best results, find a new sniping position after each kill.*
- *Once inside the sniper tower, cast Strangle at the ladder's top. This prevents enemies from sneaking up on you—unless they're dwarves who drain the Essence from your Strangle.*

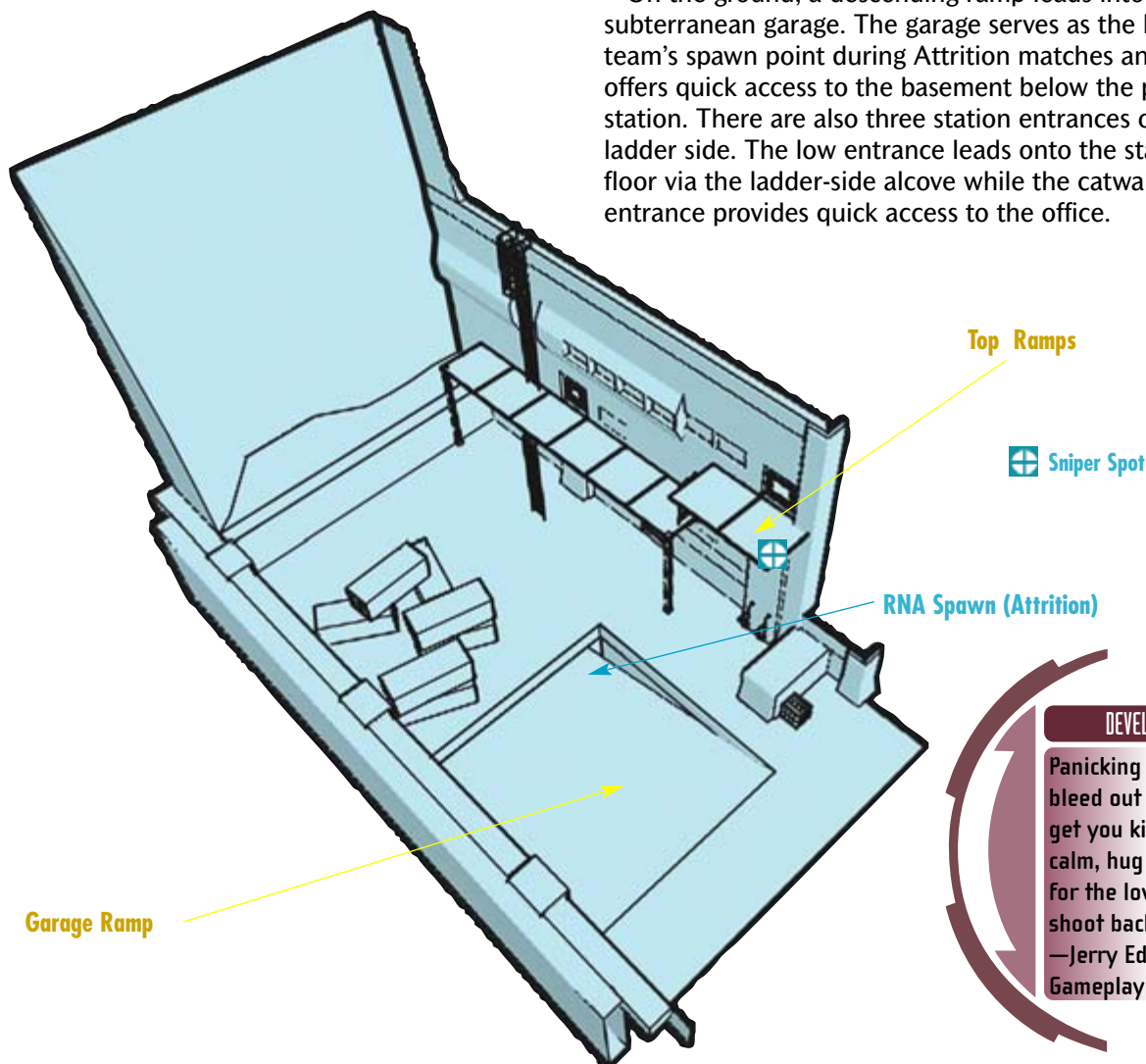
LADDER SIDE



This area gets its name from the two large ladders lining the power station's eastern side. These ladders provide a fast way to move from the ground to the roof, or vice versa. However, both ladders are exposed, making them attractive bait for enemy

snipers posted around the perimeter. If you're not careful, you'll catch a bullet in the back. To avoid falling prey to snipers, consider using the station's interior catwalks and ramps when moving vertically, especially if you're running the Artifact to the roof.

On the ground, a descending ramp leads into the subterranean garage. The garage serves as the RNA team's spawn point during Attrition matches and offers quick access to the basement below the power station. There are also three station entrances on the ladder side. The low entrance leads onto the station floor via the ladder-side alcove while the catwalk entrance provides quick access to the office.



DEVELOPER TIP

Panicking when you bleed out will only get you killed. Stay calm, hug a tree, and for the love of God, shoot back!
—Jerry Edsall, Gameplay Lead

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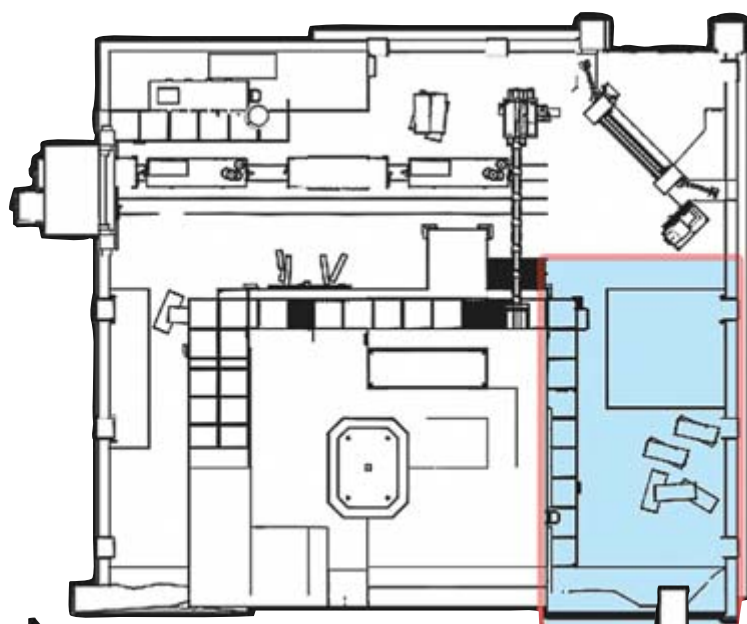
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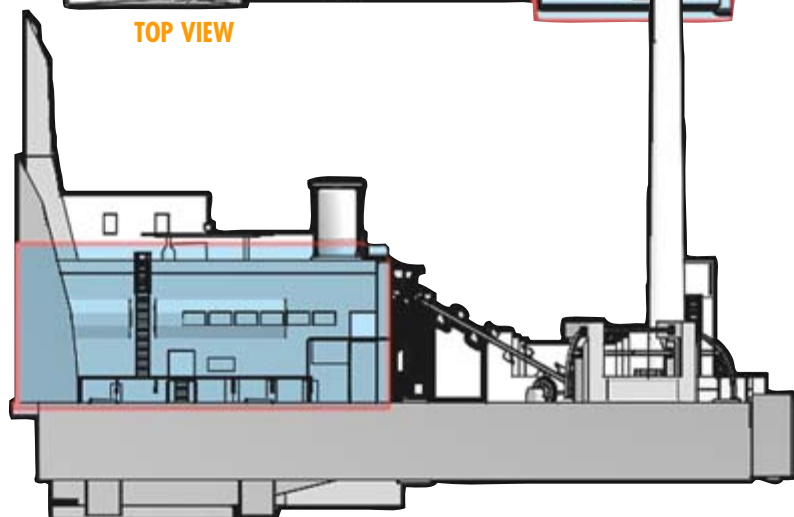
Flanking the office from the ladder side is a great way to clear the office roof of snipers and other enemies focused on the Artifact platform and station floor. The third entrance is located off the top ramps and is connected to catwalks high inside the station. The platform just inside this entrance offers a great elevated view of the station's interior, making it a great defensive position—just watch out for opponents sneaking up behind you.

LADDER-SIDE TIPS

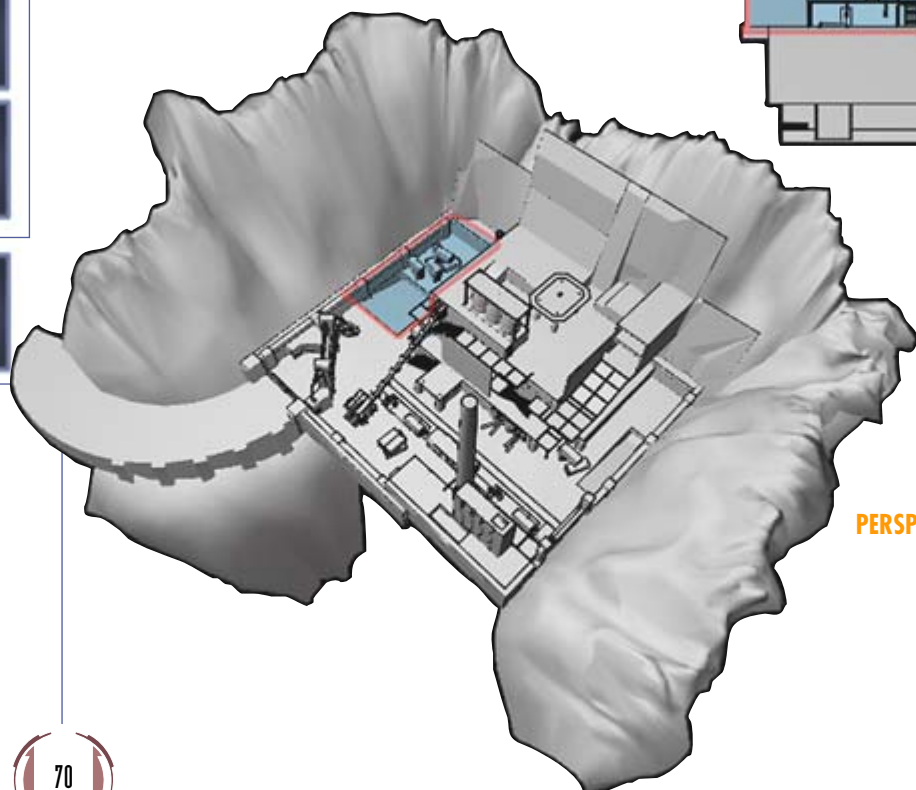
- When playing as Lineage, the ladder side is a great place to ambush RNA players heading for the roof. The ladder's base is a bottleneck, allowing you to score easy kills with gunfire and grenades.
- Use Gust to blow opponents off the ladder. If the fall doesn't kill them, it at least injures them, making them easy to finish off.
- The stacks of shipping containers on the ground provide a good hiding spot, whether you're looking for a place to snipe or a place to heal.



TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW

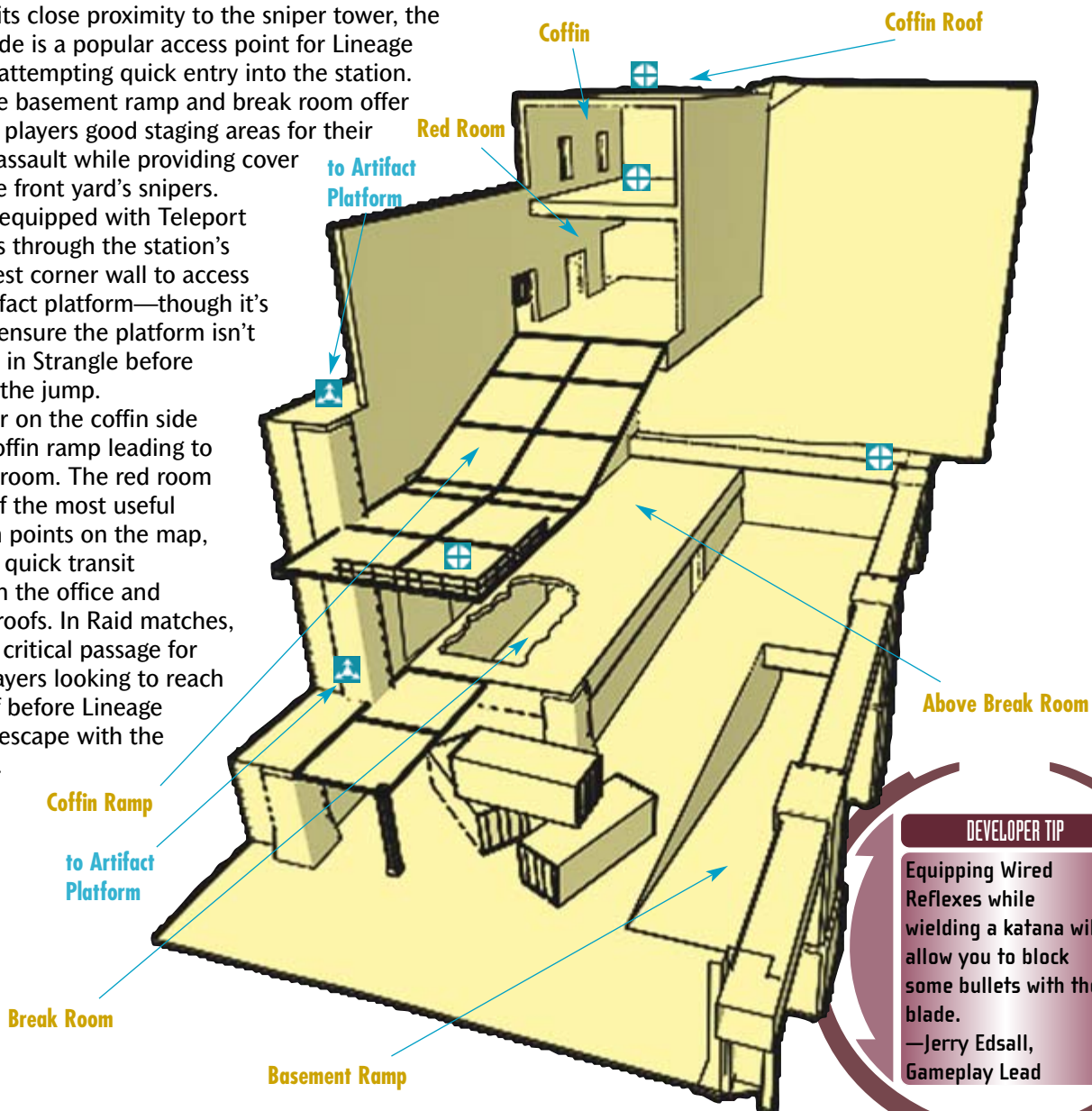
COFFIN SIDE



Sniper Spot
Teleport

Due to its close proximity to the sniper tower, the coffin side is a popular access point for Lineage players attempting quick entry into the station. Both the basement ramp and break room offer Lineage players good staging areas for their station assault while providing cover from the front yard's snipers. Players equipped with Teleport can pass through the station's northwest corner wall to access the Artifact platform—though it's best to ensure the platform isn't covered in Strangle before making the jump.

Higher on the coffin side is the coffin ramp leading to the red room. The red room is one of the most useful junction points on the map, offering quick transit between the office and station roofs. In Raid matches, this is a critical passage for RNA players looking to reach the roof before Lineage players escape with the Artifact.



DEVELOPER TIP

Equipping Wired Reflexes while wielding a katana will allow you to block some bullets with the blade.
—Jerry Edsall, Gameplay Lead

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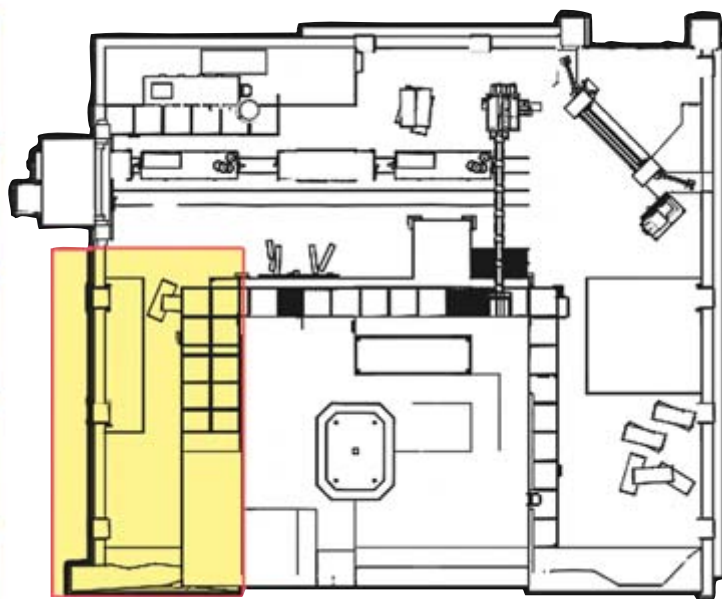
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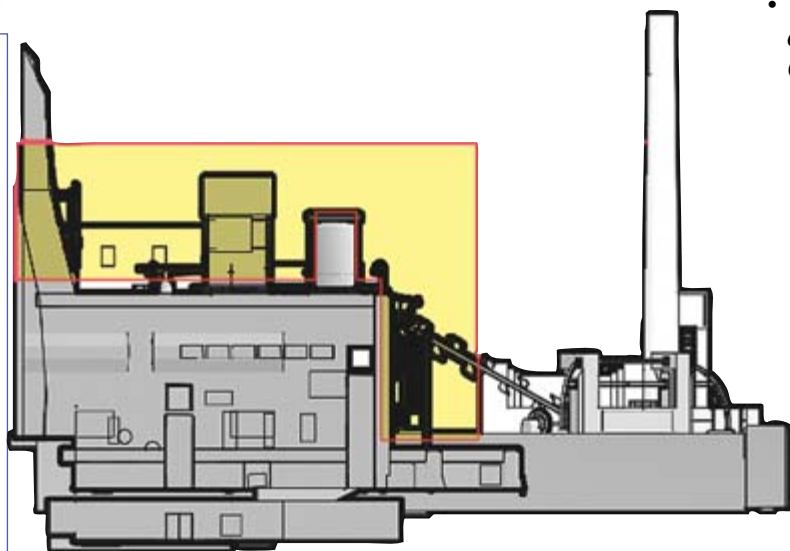
TOP VIEW

Likewise, the Lineage can use the red room passage to launch surprise attacks on RNA defenders camping on the office roof.

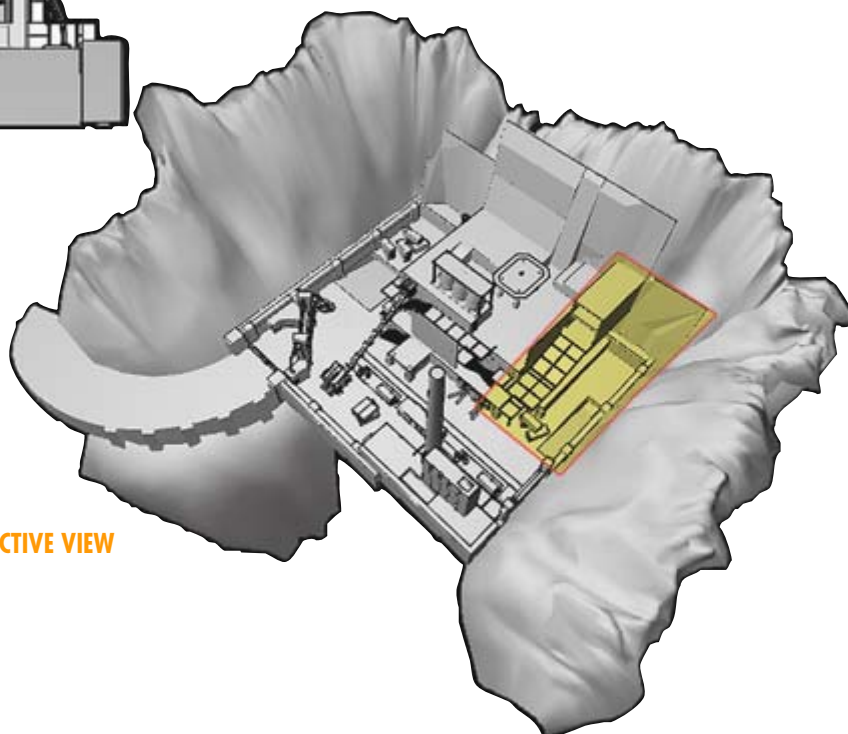
Above the red room is the coffin, a small room with two windows overlooking the roof's helipad to the east and an open wall exposed to the front yard. The coffin is an ideal sniping position, especially for covering the helipad. During Raid matches, Lineage snipers should move here (or to the coffin roof) and pick off RNA defenders before a teammate attempts to score the Artifact.

COFFIN-SIDE TIPS

- When holding in the break room, watch for incoming grenades. Opponents can accurately lob grenades inside the room from the station's interior ramps as well as from the office roof.
- The southern ledge above the break room is a good cover point for RNA defenders, offering a clear elevated view of the coffin side.
- The shipping containers north of the break room offer excellent cover from snipers on the station's ramps and roof. Cast a tree here and catch your breath before moving on.

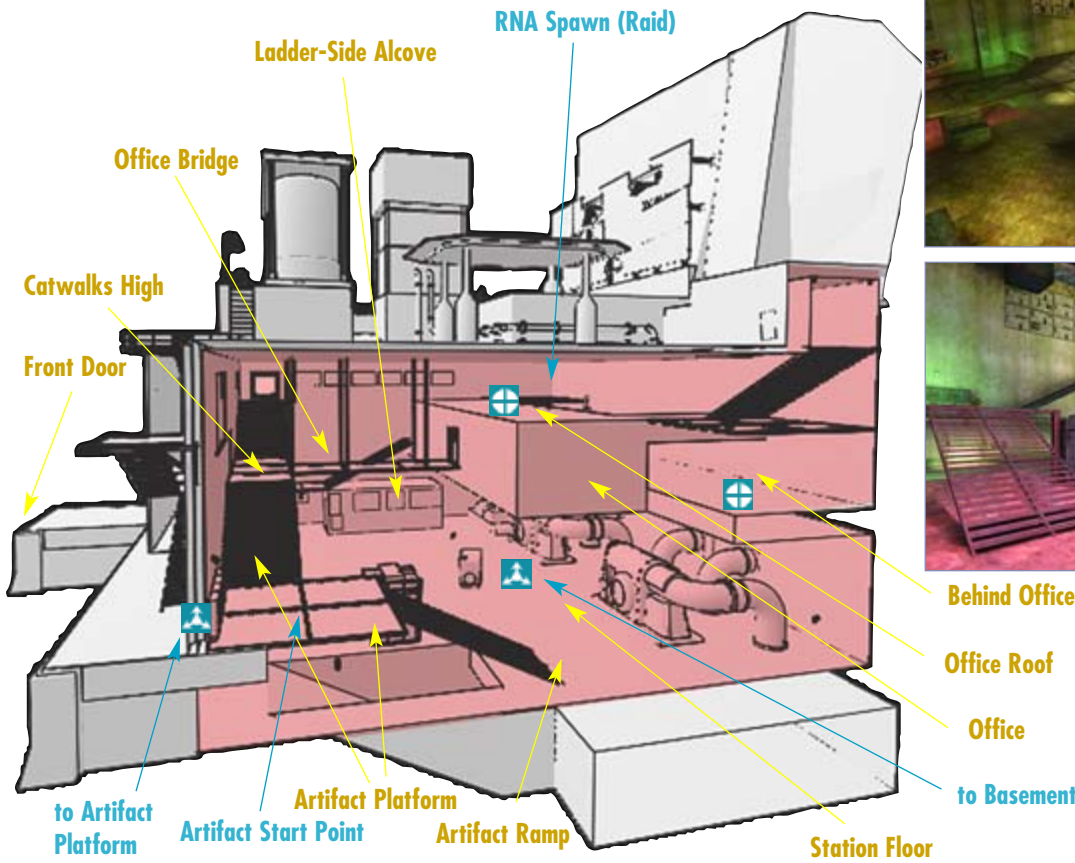


SIDE VIEW



PERSPECTIVE VIEW

POWER STATION INTERIOR



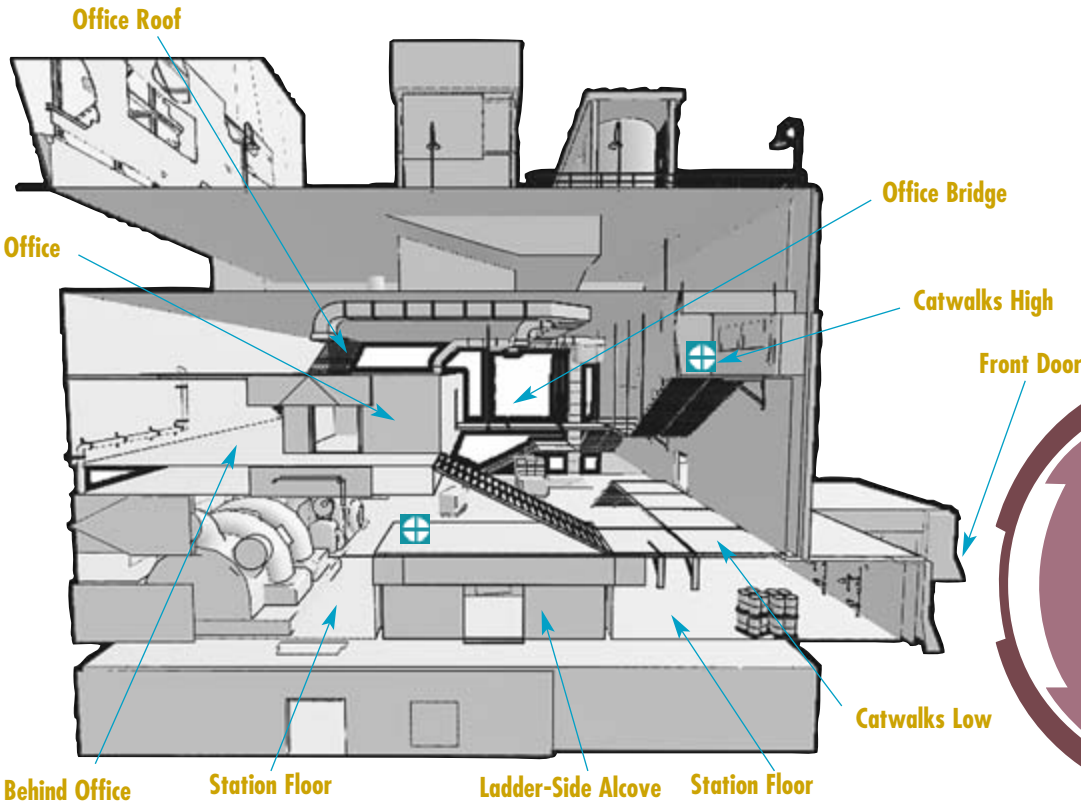
Behind Office

Office Roof

Office

Sniper Spot
Teleport

to Basement



DEVELOPER TIP

Teleporting players leave energy trails and burn marks that you can use to follow where they went.
—Jerry Edsall, Gameplay Lead

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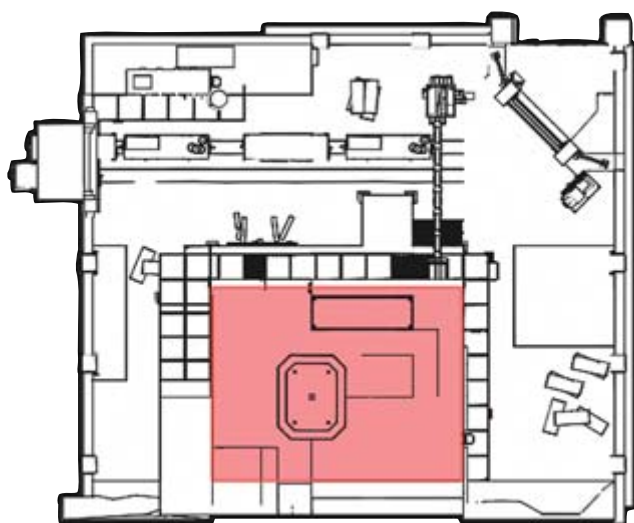
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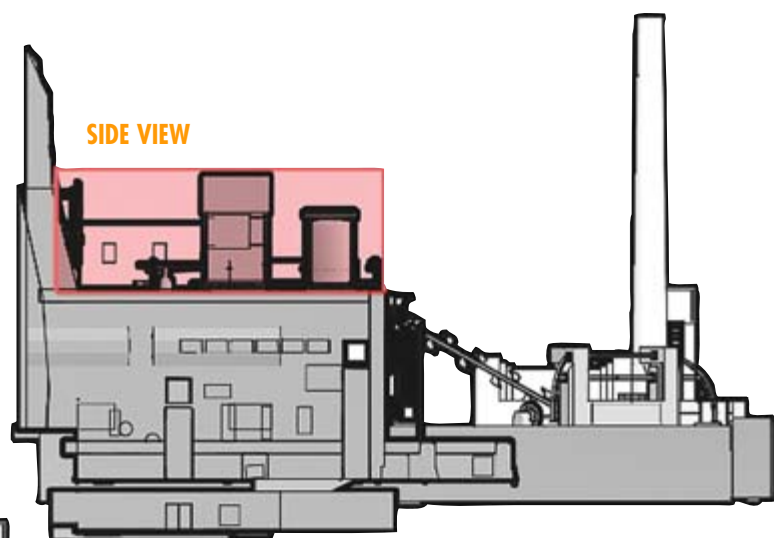
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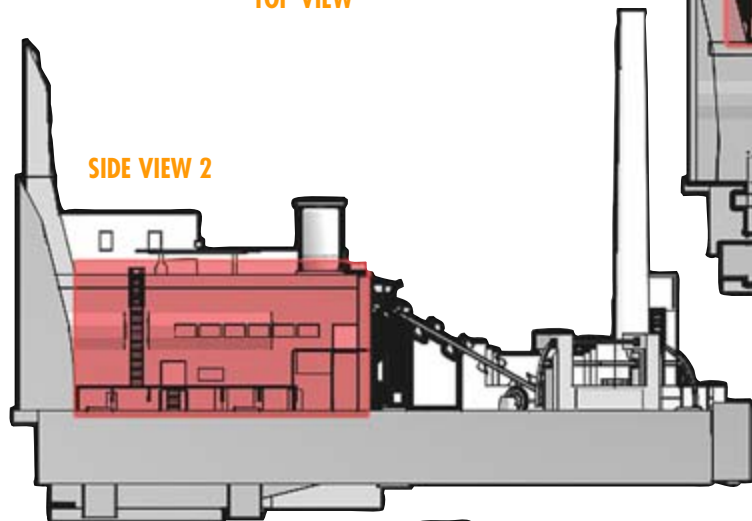


TOP VIEW

Whether playing Raid or Attrition matches, the power station's interior is hopping with activity. In both match types, the station houses the Artifact, which sits on the elevated Artifact platform in the northwest corner. You can cover and approach the Artifact platform from a variety of directions; this always makes for an unpredictable experience.



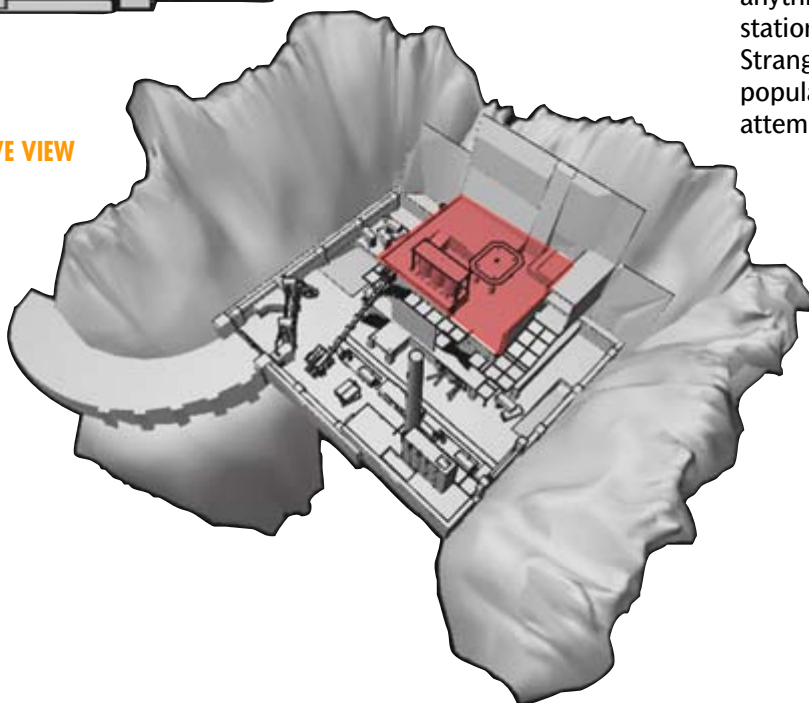
SIDE VIEW



SIDE VIEW 2

Instead of using the catwalks and ramps leading to the platform, many players rely on teleport magic to sneak up on the Artifact by moving through the station's exterior walls, floor, or roof. Therefore, defenders must be prepared for anything by focusing on the platform instead of the station's numerous entrance points. Casting Strangle and Summon on the Artifact platform are popular methods of slowing down capture attempts.

PERSPECTIVE VIEW



The Artifact platform isn't the only site of heavy action. Frantic firefights are common on the station floor as well, particularly around the break room entrance and basement ramp. There isn't much cover on the floor, so if you're in trouble, duck behind the large pieces of equipment to the south, or teleport through the floor to the basement.

Enemies on higher elevations are also a constant threat when running around on the floor. However, you can use the catwalks and ramps for cover. Although it's possible to see through the catwalks' mesh surface, bullets cannot pass through them. Therefore, if you spot opponents above, keep a catwalk or ramp between you and the shooters to avoid getting hit.

POWER STATION INTERIOR TIPS

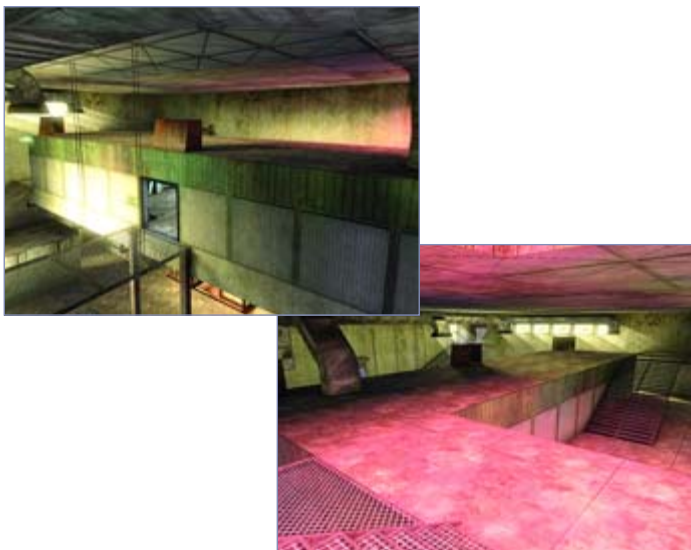
- *The ladder-side alcove is the only enclosed space on the station floor. If taking heavy fire from above, retreat to the alcove and outside if necessary. The alcove's roof is a good cover spot too. Sidestep the stairs above it to access it.*
- *Use the catwalk's high platform on the ladder side to cover the Artifact platform. This spot has great sight lines of the Artifact and of the station floor.*
- *There are many elevated sniper spots in the power station, so use Enhanced Vision to locate your opponents' positions before moving inside.*
- *If the Artifact platform is covered in Strangle, dwarves can clear it by standing beneath the platform and jumping. Each leap puts them within range of the Strangle, allowing them to drain its Essence.*

OFFICE

The office is a long rectangular room elevated along the station's southern wall. Its roof is a popular sniping position because it's the highest accessible point within the station, offering commanding views of the floor and Artifact platform. During Raid matches, RNA players spawn on the office roof, putting them within sight of the Artifact. As a result, most RNA players like to hold out on the roof and wait for their Lineage opponents to make a move on the Artifact. But the office and office roof can easily be flanked using either the ladder-side catwalk entrance to the east or the red room entrance to the west. It's also possible to teleport down through the station's roof (beneath the helipad) to surprise RNA defenders. Before moving in on the Artifact, Lineage players should clear the office roof. A simultaneous coordinated attack from the ladder side and coffin side is the best approach—watch the cross fire.

OFFICE TIPS

- *Don't cast Summon on the Artifact platform from the office roof. Your minion must walk to the Artifact platform, missing out on the opportunity to defend the Artifact.*
- *You can use trees to block the office's narrow entrances. This comes in handy if you're being chased.*
- *From the office roof, the quickest way to the station roof is to teleport up through the ceiling. You'll emerge on the roof, below the helipad.*


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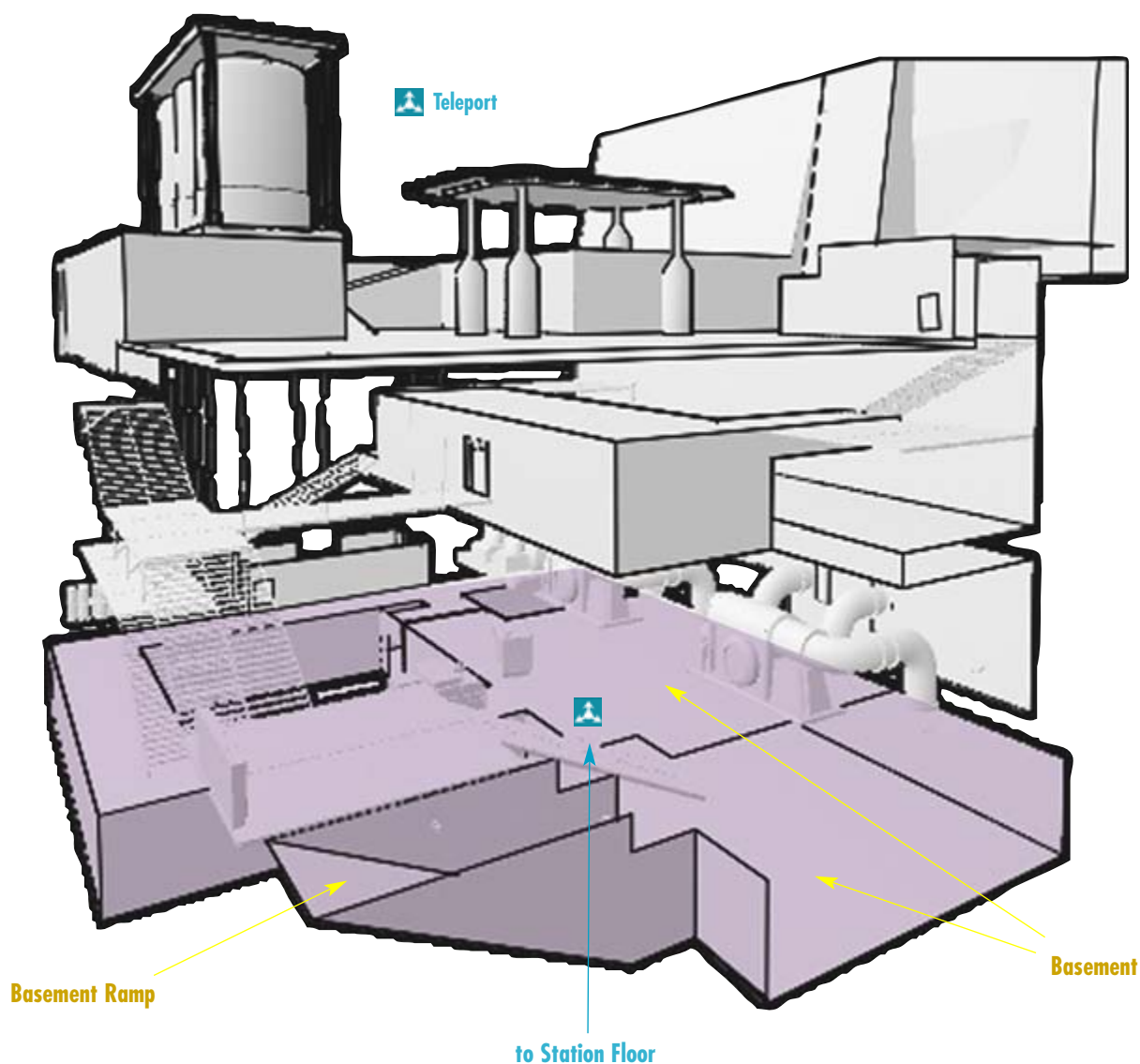
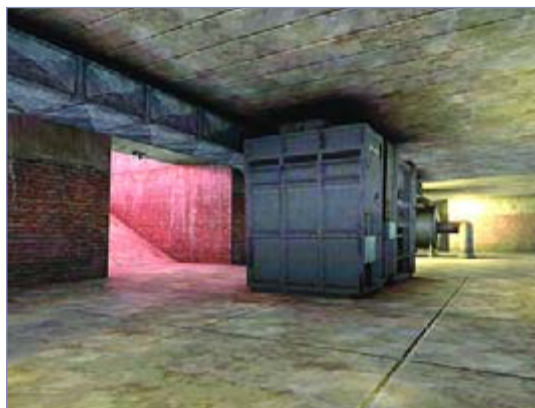
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DEVELOPER TIP

Big Pimping: Rezzing players not only gives you some money, but you also earn a percentage of everything they earn while they are supported by your Essence.
—Jerry Edsall, Gameplay Lead

BASEMENT

Located beneath the power station, the basement is a popular way to infiltrate the station's interior. Enter the basement through the ramp on the coffin side or through the garage on the ladder side. Once inside the basement, attackers can access the station floor via the ramp (below the Artifact platform) or by teleporting through the basement's ceiling.

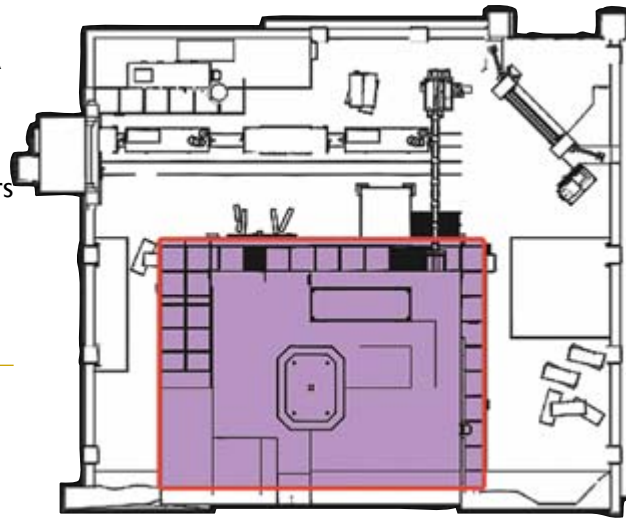


During Raid matches, Lineage players use the basement as a forward base by planting trees and conjuring minions to act as sentries. Therefore, RNA players should watch the basement, either with patrols or by using Enhanced Vision.

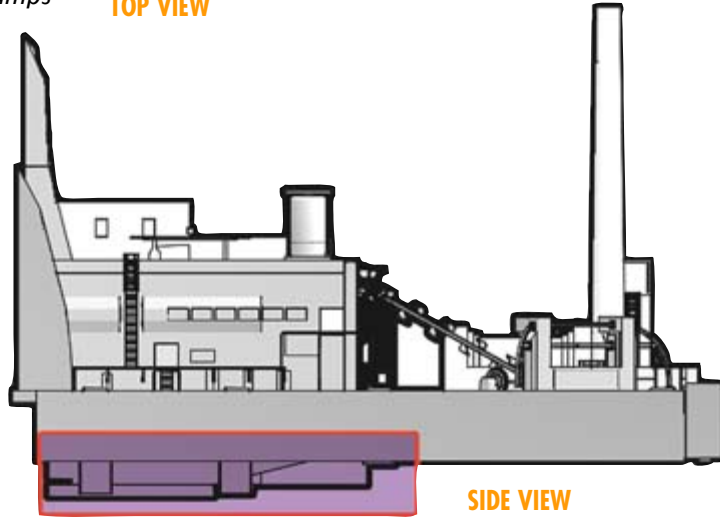
During chaotic firefights on the station floor, the basement also provides all Teleport-equipped players with a quick escape—if you start taking heavy damage, crouch and teleport through the floor to drop into the basement and escape.

BASEMENT TIPS

- Cutting through the basement is the safest way to move from ladder side to coffin side, avoiding the high-traffic front yard and station interior.
- Don't loiter around the bottom of the basement ramps. Incoming grenades will roll down the ramps upon impact, detonating at the bottom.
- Toss antimagic generators on the basement's ceiling to drain the Essence of players on the station floor.

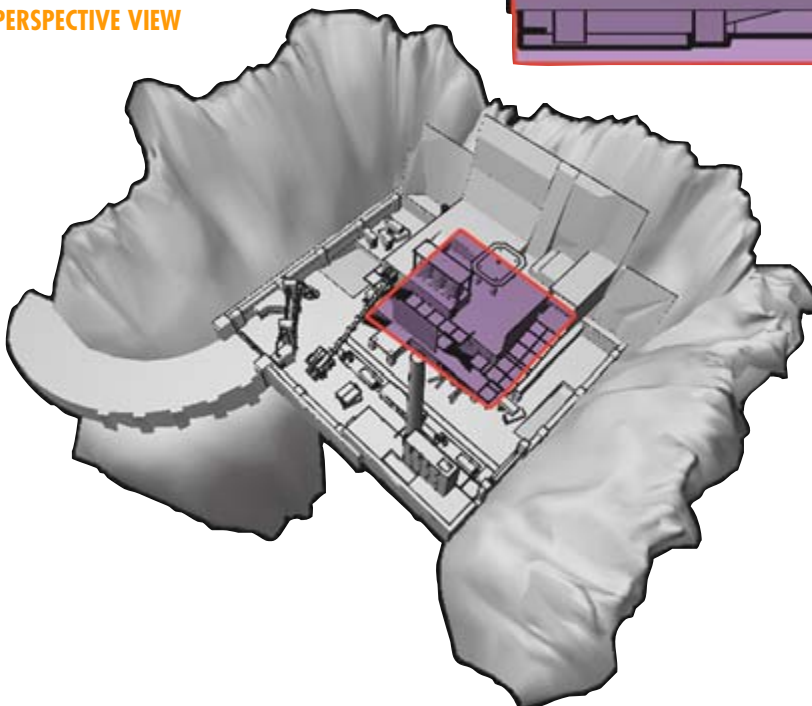


TOP VIEW



SIDE VIEW

PERSPECTIVE VIEW



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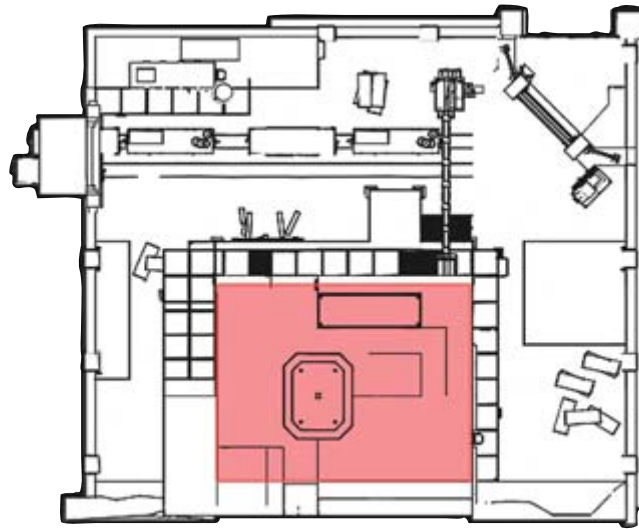
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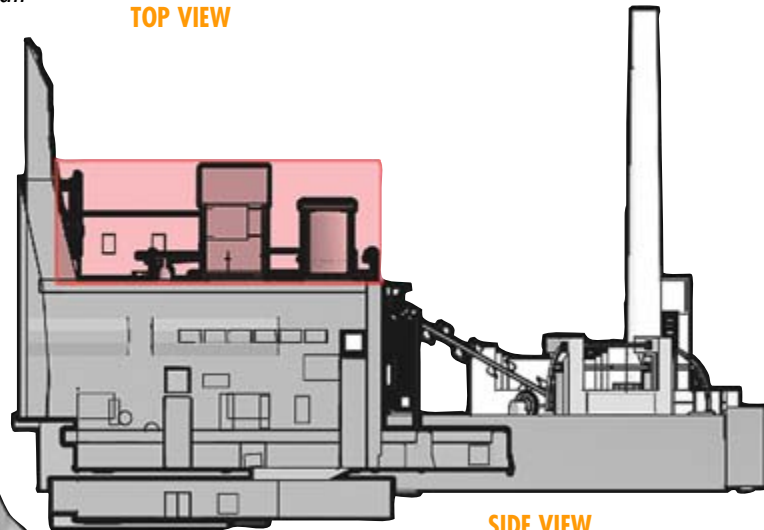
Teleport: it's not just for getting through walls. Use it to get behind an enemy in a wide-open space, and then shoot them in the back!
—Paul Ehreth, Level Designer

STATION ROOF TIPS

- When defending the helipad, don't just focus on the helipad ramp. Watch the low perch's ladder. Humans and elves can score the Artifact from the north with a couple of jumps.
- Stand to the left or right of the ladder and ambush opponents as they climb onto the roof. A close-range shotgun blast should do the job.
- To reach the Artifact platform from above, stand on the roof's northwest corner and teleport down. You'll pass through the roof and drop right onto the Artifact platform, taking minimal fall damage.

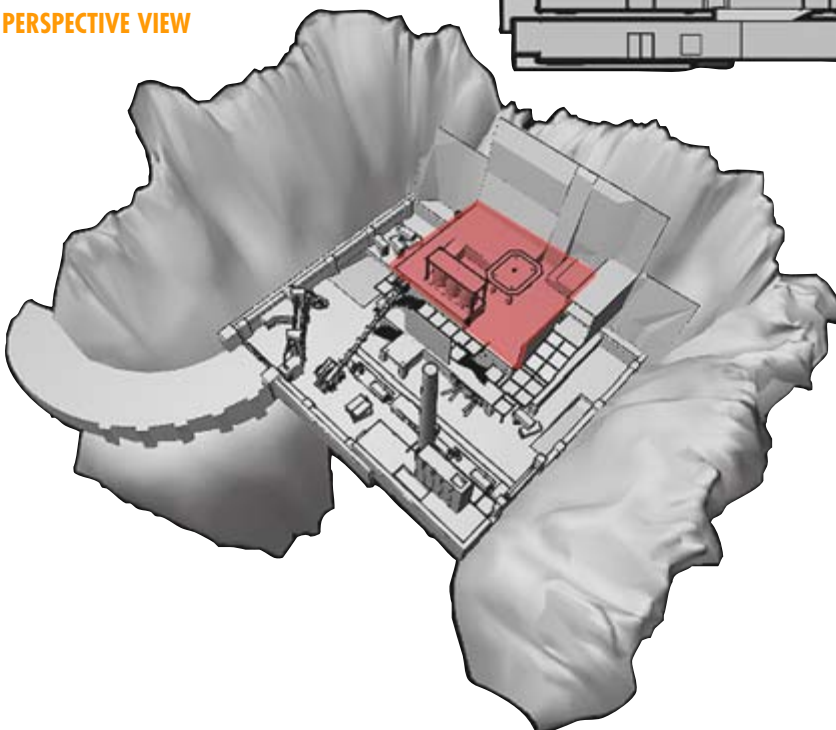


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DEVELOPER TIP

Try teleporting through random walls in each level; you may find a shortcut!
—Paul Ehreth, Level Designer

ARTIFACT CAPTURE: HELIPAD



HELIPAD SHORTCUT:

This is one of the most popular and effective capture routes. With the Artifact in hand, move to the roof's northern edge, by the top ramps (overlooking the front yard). Climb the

short ladder on the low perch to reach a small walkway. From the ladder, turn around and jump across to the rusty piece of equipment next to the helipad—only humans and elves can make this jump, and it requires a running start. Take another running leap onto the helipad to score the Artifact. Defenders can stop such captures by casting Strangle on the low perch's ladder or the rusty equipment. But if the Artifact runner is moving, use a shotgun and a casting gust to keep them off the helipad.



SHIPPING CONTAINER:

You can also jump onto the helipad from the shipping container to the south. Jump onto the smaller crate first, then hop onto the shipping container before leaping toward the helipad.

However, this method only works if you haven't been noticed. You're vulnerable while jumping onto the shipping container; it's easy for alert defenders to gun you down.

HELIPAD RAMP: Running straight up the helipad ramp is the quickest and most direct way to score the Artifact, but it's heavily defended. If the ramp has been cast with Strangle, find another route or wait for backup. If the path is clear, make a dash for the helipad.



TEAM TACTICS

ATTRITION

In Attrition, the RNA team spawns in the ladder-side garage while the Lineage spawns in the sniper tower. The Artifact is inside the station, on the Artifact platform. Instead of rushing at each other, both teams should attempt to gain a foothold on the high ground both inside and outside the station. This makes it easier to pick off targets in the front yard and on the station floor.

If you prefer close-range encounters, head for the station's front door. There's a flurry of activity there, as well as plenty of bodies to resurrect. After your team has the upper hand, grab the Artifact and use it to route your teammates toward the surviving opponents. But if you're outnumbered, stay on the run as long as possible, hiding in the sniper tower or on the station's roof. Keep your eye on the clock and attempt a last-second grab on the Artifact for the win.

RAID: RNA

Since the RNA team spawns on the office roof, stay inside the power station and defend the Artifact. Venturing outside makes your team vulnerable to sniper fire that originates from the sniper tower. Inside, surround the Artifact with as many obstacles as possible, using Strangle, Summon, and antimagic generators.

Spread the team throughout the power station too; position no more than two sharpshooters on the office roof. The rest of the team should seek out cover spots on the catwalks and station floor. Using Enhanced Vision, determine the direction of the incoming assault and direct teammates to counter it. If the Lineage team grabs the Artifact, race to the roof and take up positions around the helipad. Focus on the helipad ramp and on the low perch's ladder to the north. Using Strangle on both surfaces can delay the Artifact runner.

If enough manpower is available, guard the roof's three access points—the ladder-side ladder, top ramps, and the red room. The Artifact runner must pass through one of these points. While guarding the roof, watch for snipers in the coffin and on the surrounding perches. Hold steady until all the Lineage players are dead or until time runs out. If the Artifact is returned, maintain your defense around the helipad. Transitioning from the roof into the station often divides the team, making them vulnerable to ambushes and other distractions.

RAID: LINEAGE

There are a few ways to approach this map, depending on your opponents' experience. One way is to draw the RNA players out into the front yard and eliminate them one by one. It doesn't take much to lure them either—their boredom of defending an empty power station makes them peek outside. But if your opponents are intent on locking down the station's interior, you must take a different approach. Use a couple of teammates (preferably elves with Teleport) as a diversionary force to harass and distract the station's defenders while the rest of the team moves on the Artifact, either from the break room or the basement.

After you secure the Artifact, move it to the roof via the top ramps or coffin ramp. Unless the roof is clear, never take the Artifact up the ladder side—defenders on the helipad easily cover this area. If the roof is heavily defended, eliminate or distract as many defenders as possible before attempting to score the Artifact. Sometimes it's best to let the Artifact return and ambush the RNA members on the ladder side or in the red room as they revisit the station's interior. In any case, keep your tactics fresh each round to prevent your opponents from catching on.

NOTE

If you drop the Artifact, it will automatically return to its starting position after approximately 30-60 seconds.

KNOW YOUR ROLE!

HUMAN: Buy Tree of Life early on to heal yourself and teammates. A first-round SMG purchase can also give you slight advantage over your pistol-wielding opponents. RNA humans should grab Enhanced Vision to help locate the Lineage attackers. When fighting in the front yard or on the station floor, never wander far from your Tree of Life—and make sure it's not within view of the sniper tower or office roof.

ELF: Serve as your team's medic by purchasing Resurrect in the first round. Hold back and support your teammates until you can afford Teleport and/or a glider. At that point, play more aggressively by staging quick hit-and-run attacks inside and outside the station. When playing as Lineage, you or another elf should always run the Artifact to the roof, using the shortcut route.

TROLL: Positioning is more important than purchases on this map. As an RNA troll, don't wander from the station roof. Plant a tree on the office roof and watch the Artifact, but be prepared to fall back to the helipad. Lineage trolls should lead the charge onto the station floor, helping secure the Artifact. If necessary, assist on the roof, too, distracting and clearing opponents while your teammates score the Artifact.

DWARF: Think of yourself as a combat engineer, especially when playing as an RNA member. Clog the Artifact platform with Strangle and toss antimagic generators around the station floor. Do the same around the helipad if the Lineage grabs the Artifact. Their resistance to headshot damage also makes dwarves good countersnipers, useful for clearing the front yard of long-range threats.

DEVELOPER TIP

Use Gust to try and knock players off the edge of the Pinnacle building.
—Paul Ehreth, Level Designer

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RNA ARCOLOGY

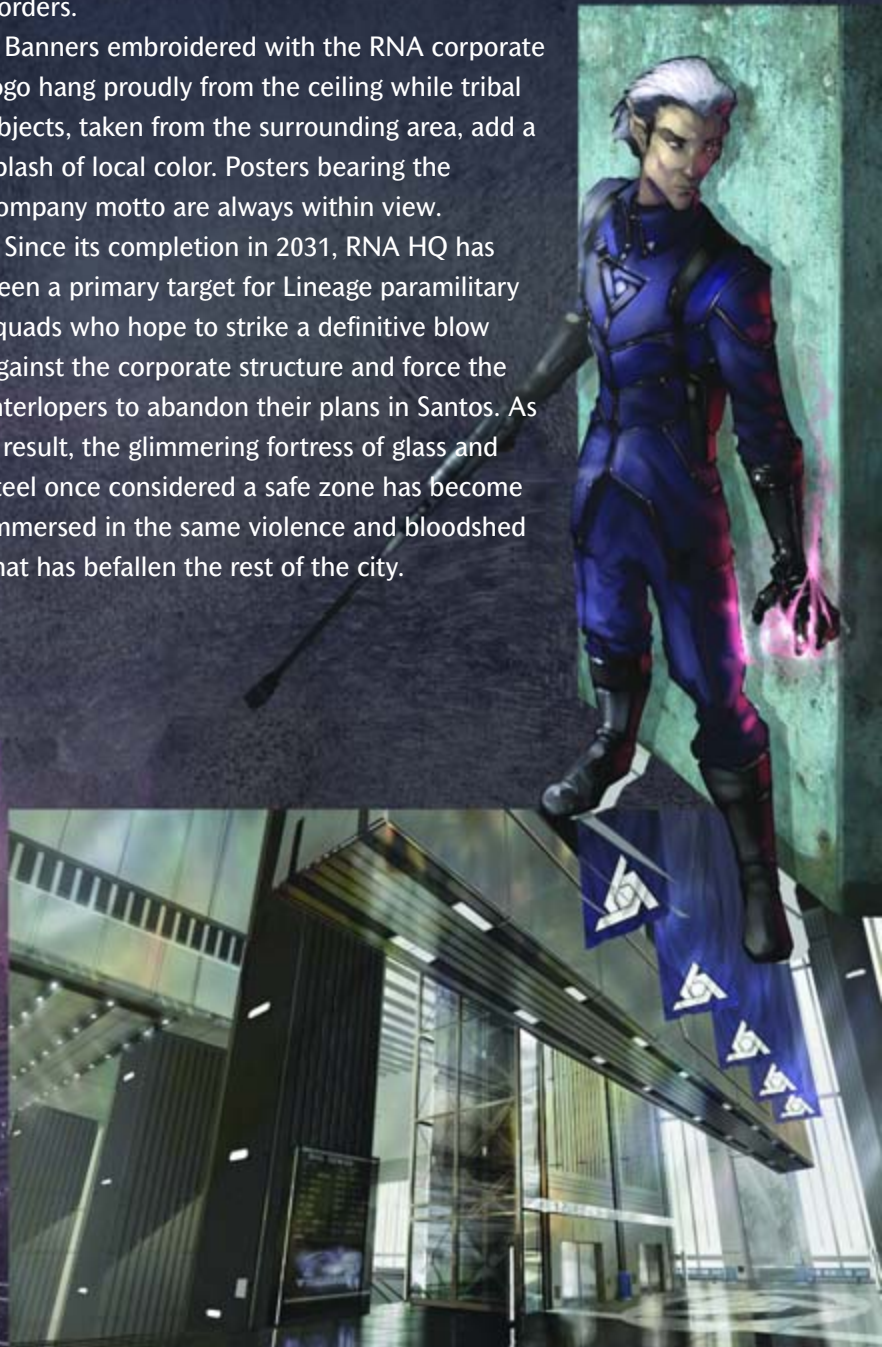
Constructed following the mysterious explosion that claimed the life of the company's CEO, Jonathan Cain, RNA Global HQ now stands as a shining beacon of modernity amidst the chaos and wreckage of Santos, Brazil.

A sprawling city inside a single building capable of sustaining over 100,000 people, the arcology was originally intended as a research and development lab focused on studying the ziggurat. The complex has since expanded to include housing for RNA military forces and the company's highest-ranking executives.

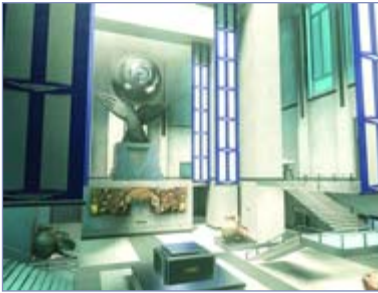
Located near the Brazilian coast and a comfortable distance from the ziggurat, RNA HQ is intended to provide an oasis for company personnel looking to escape from the violence and carnage that exists outside the compound's borders.

Banners embroidered with the RNA corporate logo hang proudly from the ceiling while tribal objects, taken from the surrounding area, add a splash of local color. Posters bearing the company motto are always within view.

Since its completion in 2031, RNA HQ has been a primary target for Lineage paramilitary squads who hope to strike a definitive blow against the corporate structure and force the interlopers to abandon their plans in Santos. As a result, the glimmering fortress of glass and steel once considered a safe zone has become immersed in the same violence and bloodshed that has befallen the rest of the city.

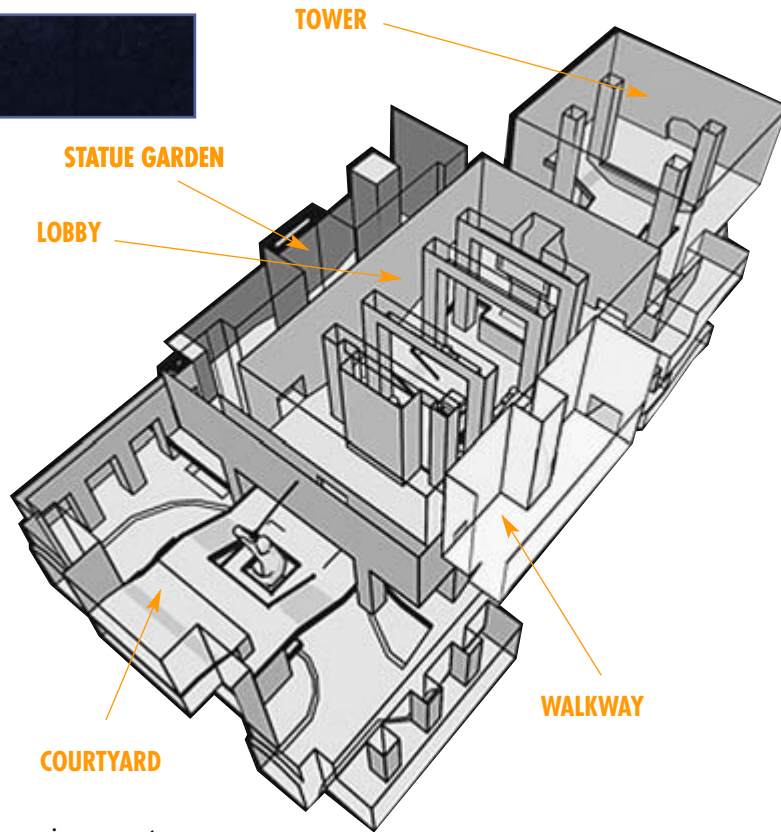


LOBBY



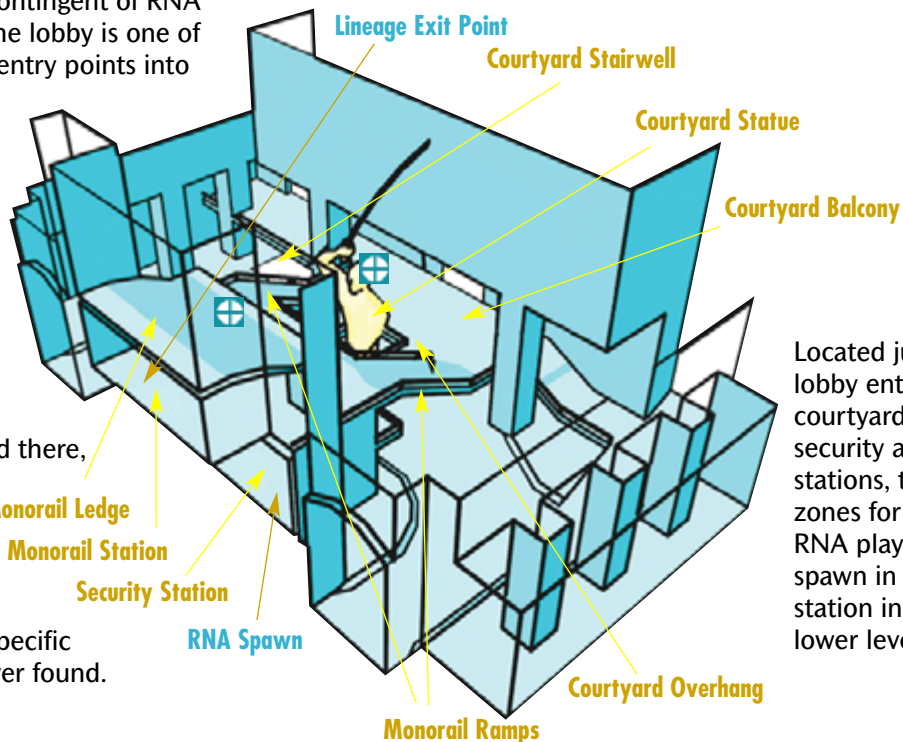
Just off the main entrance to the RNA arcology, the lobby area connects the arcology monorail station with the rest of the arcology environment. The lobby itself boasts a selection of archaeological treasures from the nearby ziggurat, and the statue garden next door houses a truly awe-inspiring ancient sculpture found deep inside the ziggurat.

As one of the main arcology entrances, the lobby normally has a large contingent of RNA security forces in it. The lobby is one of the Lineage's favorite entry points into the arcology. In one famous incursion, a Lineage strike force made it into the arcology through a hole in the basement under the lobby. Making their way to the art collection, the strike force managed to acquire a magically charged Artifact stored there, then made their escape by way of the monorail station. RNA retaliated against the Lineage, but the specific perpetrators were never found.



KEY LOCATIONS

COURTYARD



Located just off the lobby entrance, the courtyard is home to the security and monorail stations, two critical zones for both teams. RNA players always spawn in the security station in the courtyard's lower level.

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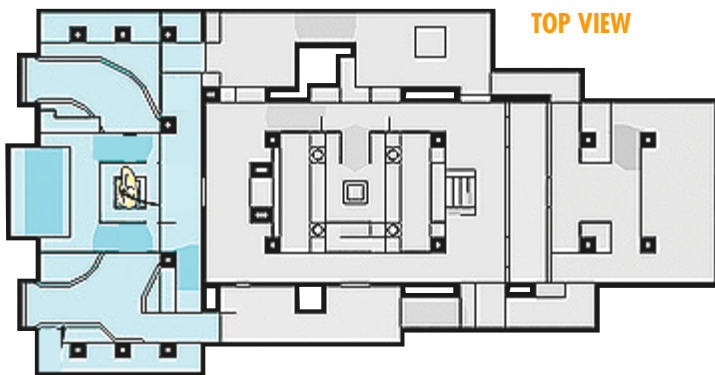
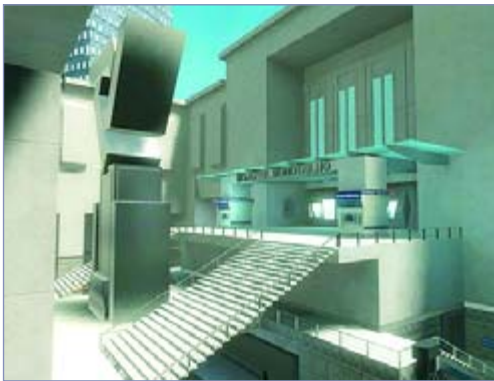
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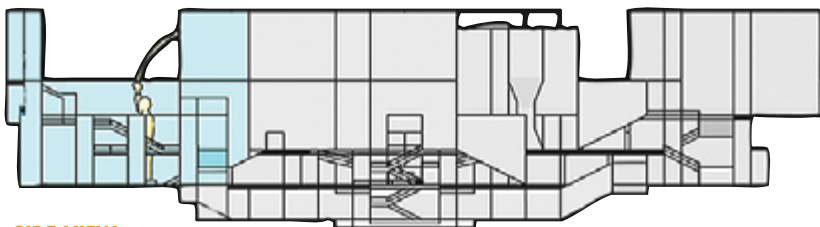
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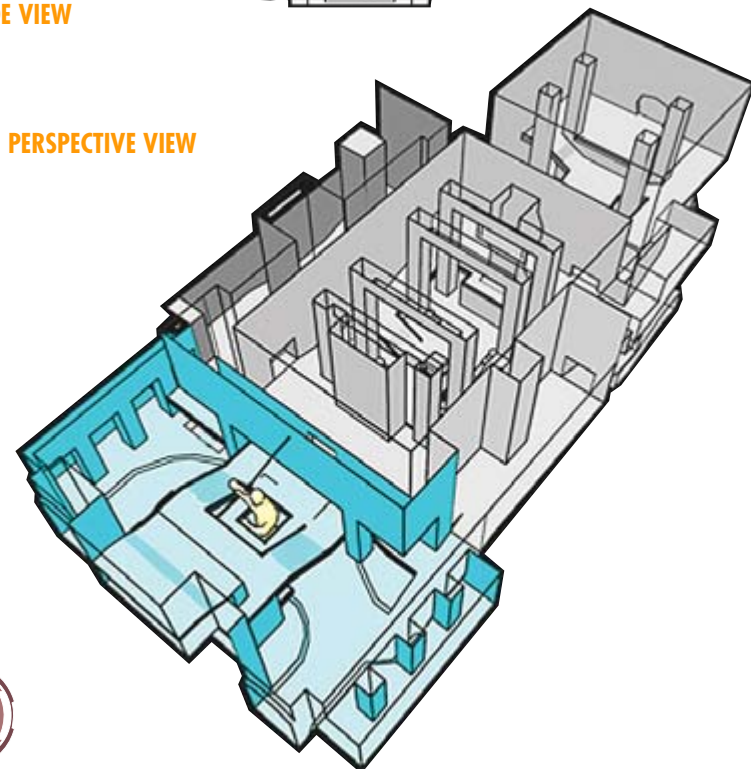
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PERSPECTIVE VIEW

From here, they can make a quick move on the lobby via the lobby entrance at the start of each round, useful for rushing the Artifact. In Extraction matches, the monorail station serves as the exit point for the Lineage team. The monorail station sits just above the security station; only the Artifact runner can access this, via the two monorail station ramps on the courtyard balcony. RNA defenders can easily Strangle these two ramps, effectively shutting down access to the station.

COURTYARD TIPS

- The massive courtyard statue makes a decent sniper perch, but you'll need a glider to reach it. Glide onto the monorail station's glass roof first, then glide to the top of the large RNA insignia. For better concealment (but less visibility), you can also glide into the insignia's center. From the statue, cast Strangle on opponents below, then pick them off with a rifle or sniper rifle as they struggle to escape. The rocket launcher is also very effective, especially when targeting trolls or Artifact runners.
- When defending the monorail station exit point, watch the security station staircase. Consider passively defending this area with Strangle or a minion. However, if teammates are watching the exit point, guard the staircase yourself by camping at the top of the steps with a shotgun.
- Use a glider or Teleport to reach the monorail station's glass rooftop. This is a good vantage point for watching the courtyard's lower areas. But the roof offers no cover, so be prepared to move if you start taking fire.



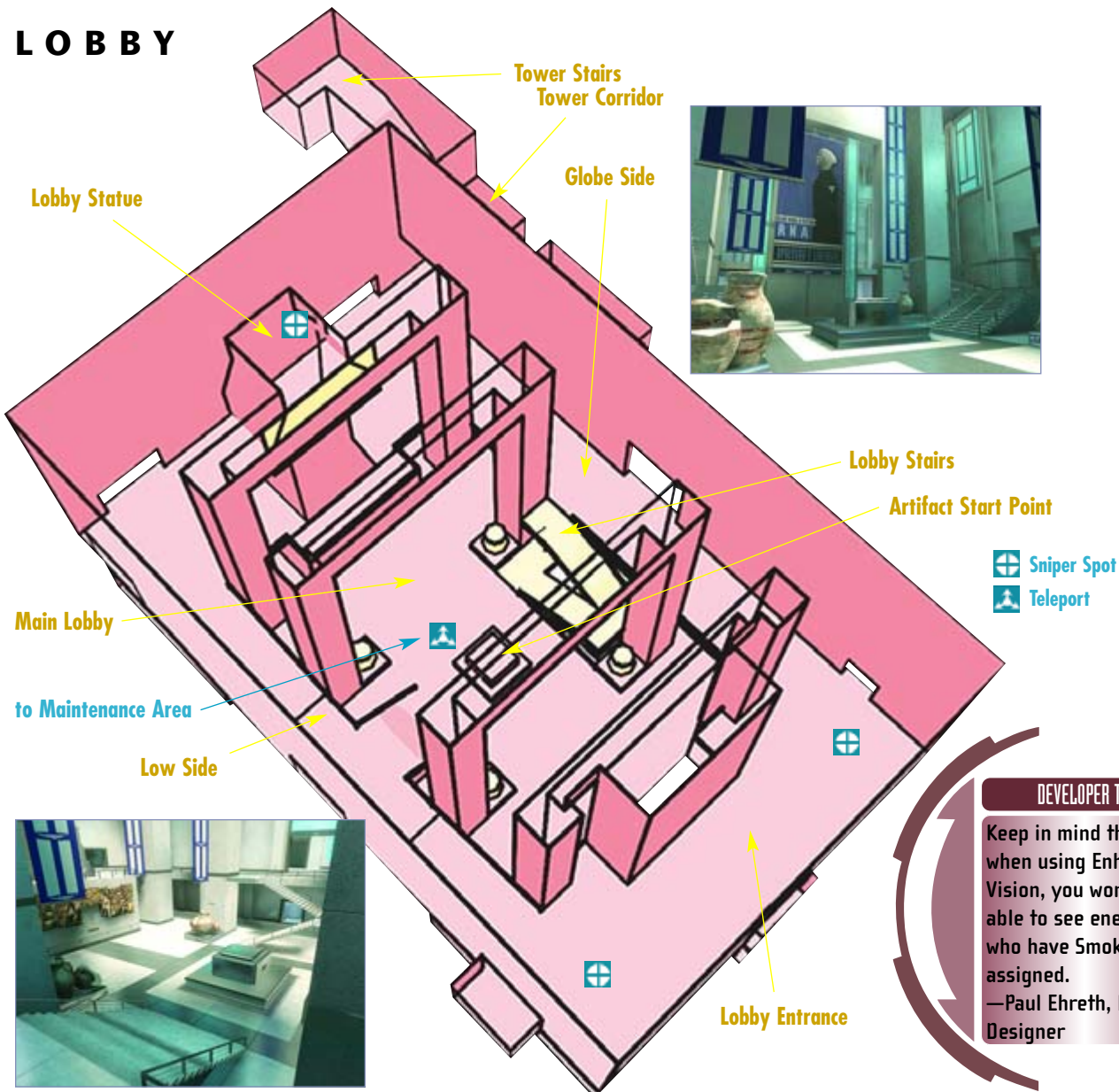
ARTIFACT CAPTURE: MONORAIL STATION

SECURITY STAIRCASE: Make a habit of running the Artifact up the staircase in the security station. You must still run the Artifact up one of the monorail ramps, but by approaching the exit point from below, you'll deny defending snipers the long-range opportunities they've been waiting for.

DWARF ESCORT: RNA defenders love covering the monorail ramps with Strangle. A dwarf can quickly drain these barriers, so consider using them as your Artifact runners, or at least let them lead the way to the exit point.

STATION ASSAULT: It's always good to secure the monorail station before your team's Artifact runner arrives. The best way to attack is from below. Use the security station staircase to sneak into range, then teleport or glide onto the monorail station, ignoring the heavily watched monorail ramps. This is the best way to get the jump on the defenders, hopefully clearing a path for the Artifact runner in the process.

LOBBY



DEVELOPER TIP

Keep in mind that when using Enhanced Vision, you won't be able to see enemies who have Smoke assigned.
—Paul Ehreth, Level Designer

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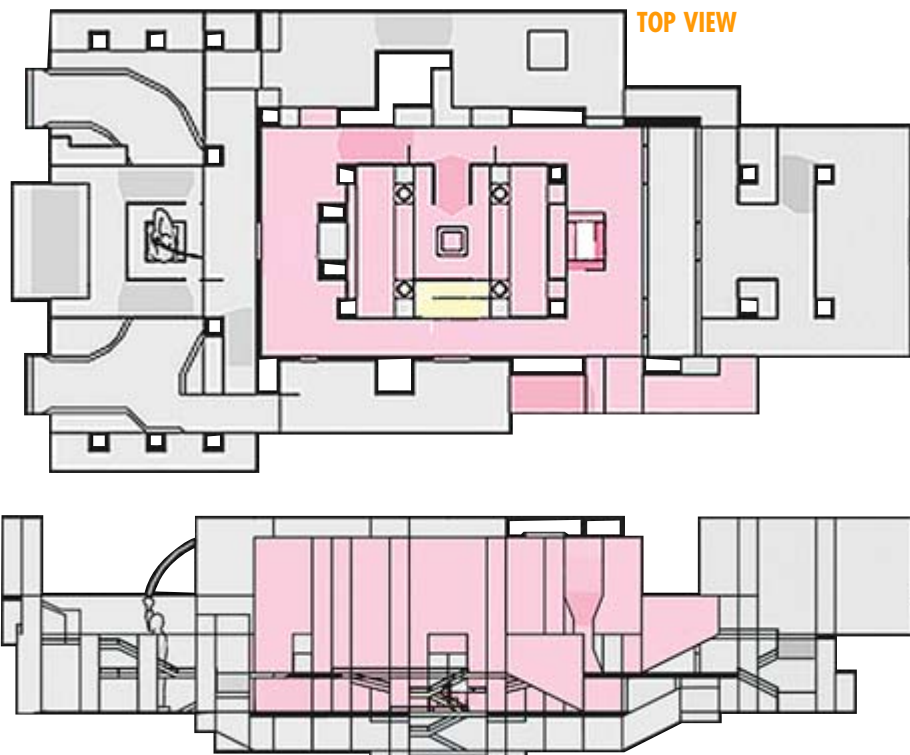
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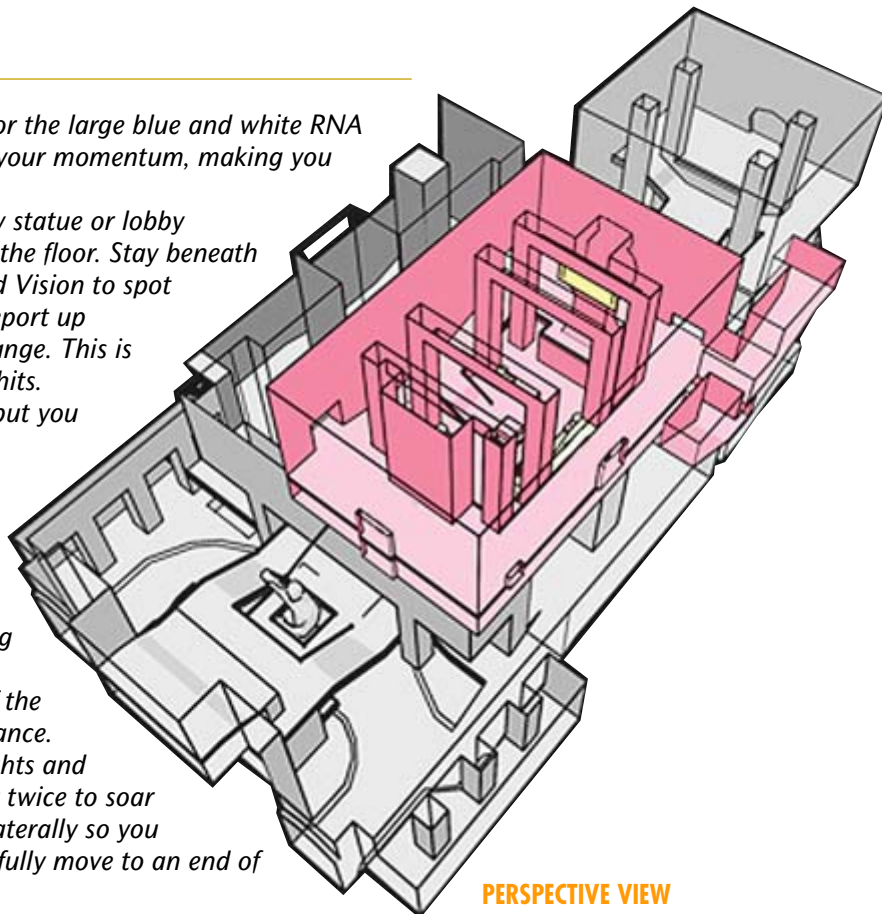
All paths lead to the lobby, making this central hub the map's largest and most dangerous area. The Artifact draws both teams to this massive room and rests on a central pedestal on the main floor. But running directly for the Artifact is usually a quick way to die, as it's often watched by players on the upper-level walkway that rings the entire room.

In many matches, this leads to standoffs, as both teams jockey for dominance; the Lineage team holds near the lobby statue while the RNA team exchanges fire from the lobby entrance. Such long-range encounters are ideal for those equipped with rifles and sniper rifles. Close-quarter specialists can use the statue garden or walkway passages to flank their opponents on the lobby's other side.

SIDE VIEW

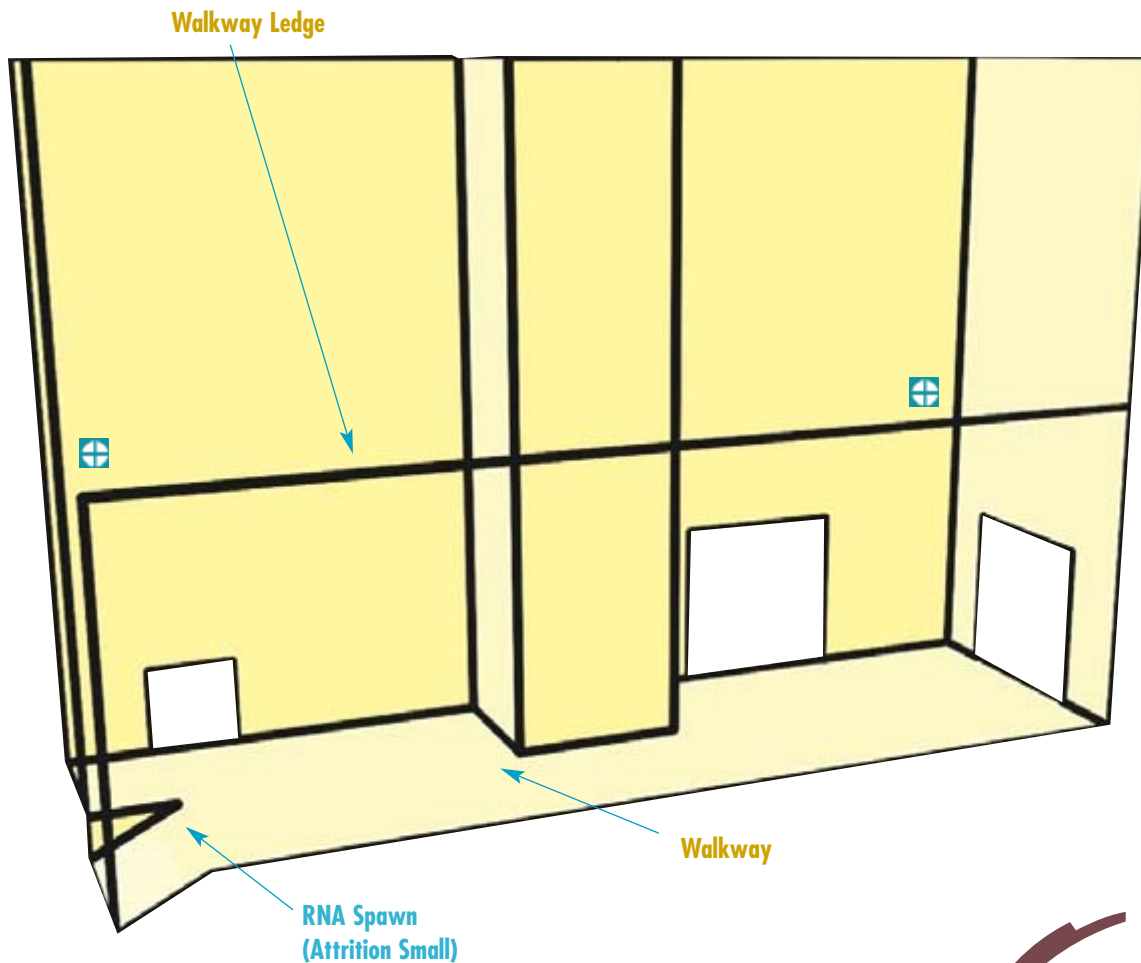
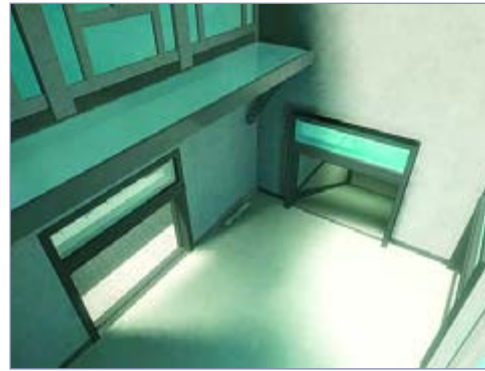
LOBBY TIPS

- When gliding above the lobby, watch out for the large blue and white RNA banners. Hitting these in midflight can kill your momentum, making you an easy target for your opponents below.
- When staging flanking attacks on the lobby statue or lobby entrance areas, consider hitting them from the floor. Stay beneath the upper-level walkways and use Enhanced Vision to spot enemies above. After you spot a target, teleport up through the walkway and attack at close range. This is a great way to score some surprise katana hits.
- You can reach the top of the lobby statue, but you need a glider and Teleport. First, glide or teleport onto the statue's base and stand between the two hands supporting the orb. While standing still, glide directly up. Before crashing into the orb's bottom, trigger Teleport to pass through. You'll emerge on the orb's top with a commanding view of the lobby and Artifact pedestal.
- A lesser-known sniper spot is atop either of the light fixtures hanging above the lobby entrance. Stand between the two parallel banks of lights and glide straight up. While ascending, teleport twice to soar above the lights. While descending, move laterally so you land on top of a fixture. After landing, carefully move to an end of the light fixture to get a view of the lobby.



PERSPECTIVE VIEW

WALKWAY



This corridor is located just off the lobby's globe-side upper walkway, offering an alternate upper-level thoroughfare between the tower and courtyard. Those wishing to avoid the chaos centered around the Artifact often use this passage and the statue garden on the lobby's opposite side.

DEVELOPER TIP

When carrying the artifact, you can melee attack with it as a weapon!
—Paul Ehreth, Level Designer

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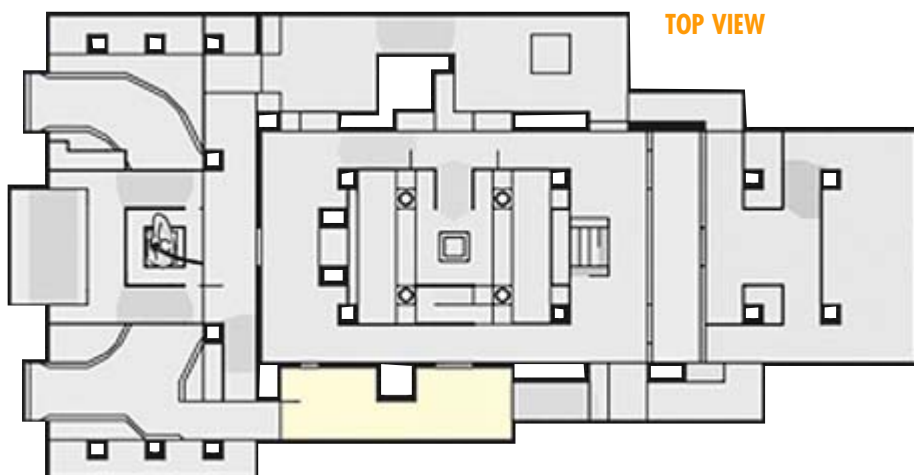
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In addition to globe-side entrances into the lobby, the walkway has a ramp offering access to the lobby floor. This enclosed ramp offers a quick and relatively safe path for Artifact runners to reach the upper levels—it's much safer than the exposed staircases on the main floor. RNA players spawn in the walkway (near the lobby entrance) during the small-scale Attrition matches. On this condensed lobby map, the walkway passages to the tower and courtyard are sealed off, restricting movement to and from the lobby.

WALKWAY TIPS

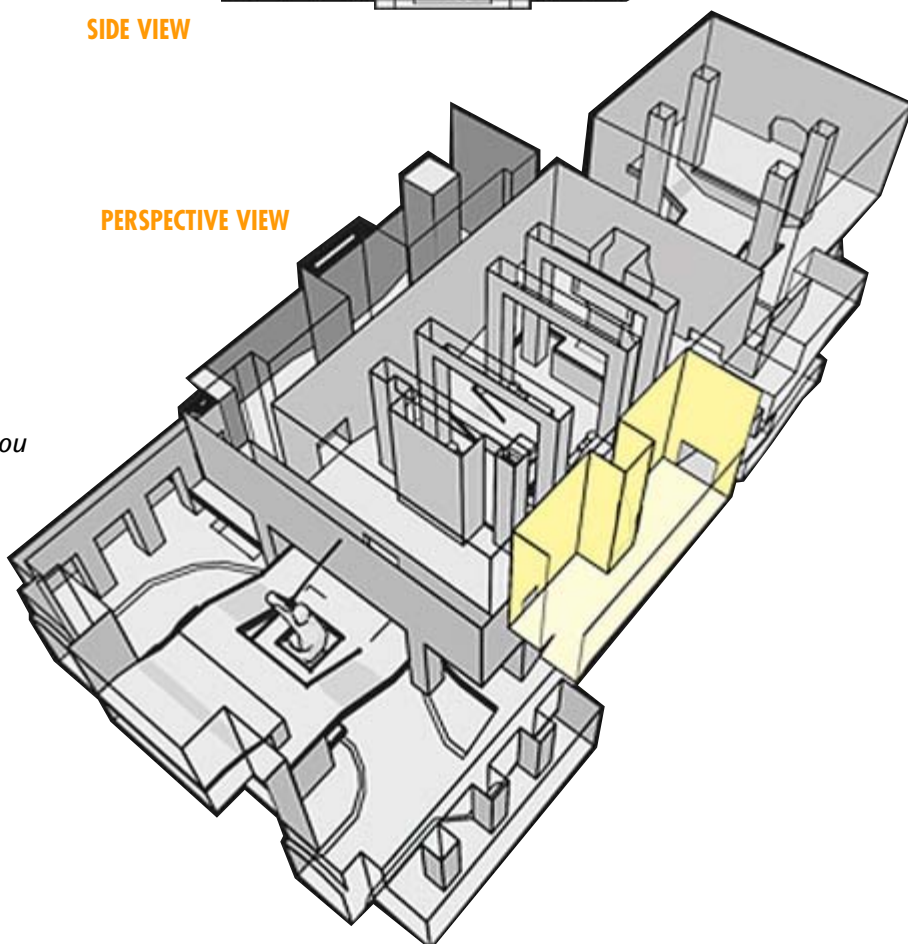
- *Stairways near the Lineage and RNA spawn points both lead into the walkway, often resulting in some early round clashes. Be careful when passing through the narrow passage at the walkway's center. RNA and Lineage players often run into each other here, which frequently leads to point-blank exchanges and frantic grenade duels.*
- *The walkway ledge is attached along the lobby-side wall and runs this corridor's length. You can access the ledge by standing beneath it and teleporting up, or by glider if you begin your ascent from the opposite wall and glide up, approaching the ledge at a perpendicular angle. From the ledge, you can fire down on your opponents, usually catching them by surprise. While on the ledge, use Teleport to jump through the dividing wall separating both sides of the walkway. This is a good way to escape if you start taking fire.*
- *A second ledge is located directly across from the walkway ledge. It's much narrower but is higher on the wall. From the walkway ledge, glide or teleport across the gap to reach it. Glide laterally from ledge to ledge while watching the ground for unsuspecting opponents.*



TOP VIEW

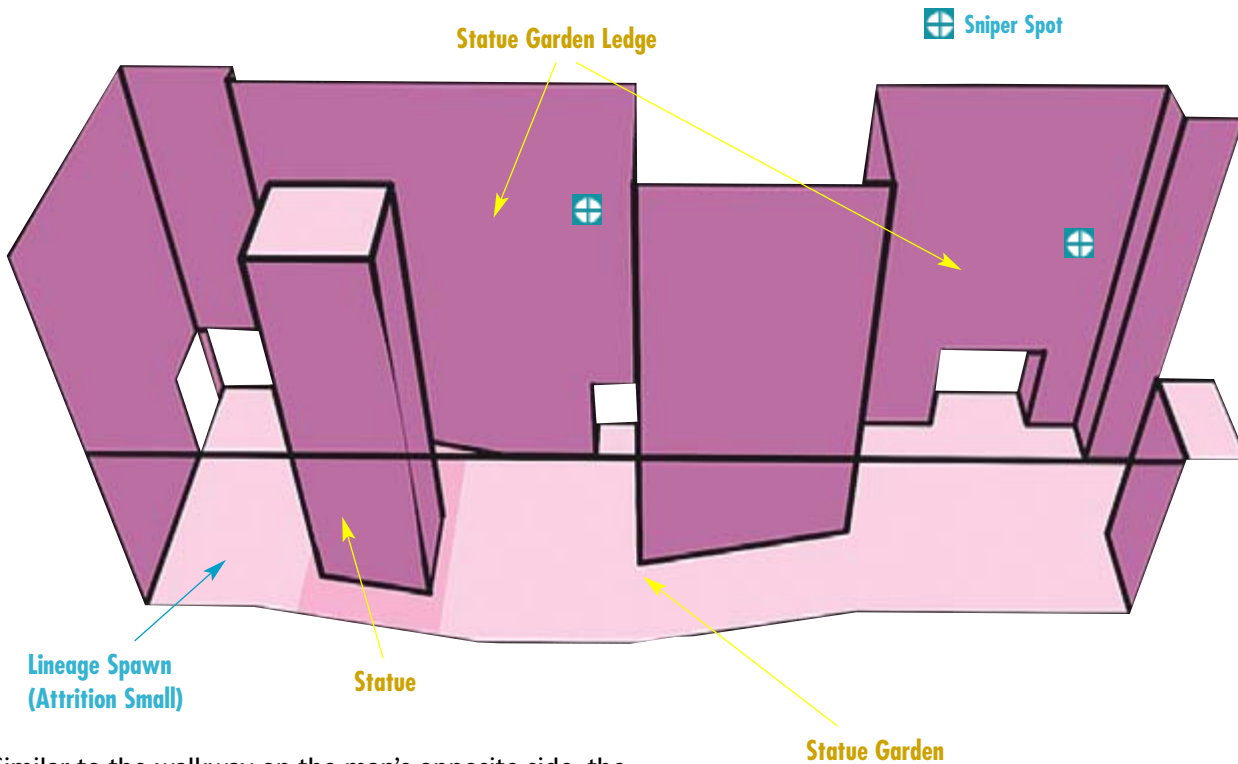


SIDE VIEW



PERSPECTIVE VIEW

STATUE GARDEN



Similar to the walkway on the map's opposite side, the statue garden is an upper-level corridor running parallel with the low side passage in the lobby. Unlike the walkway, the statue garden provides no direct access to the lobby floor; however, the passage is great for staging flanking maneuvers on the lobby entrance or lobby statue sides of the lobby.

DEV TEAM TIP

Karma tip! When your side is behind, Resurrection can take less Essence.

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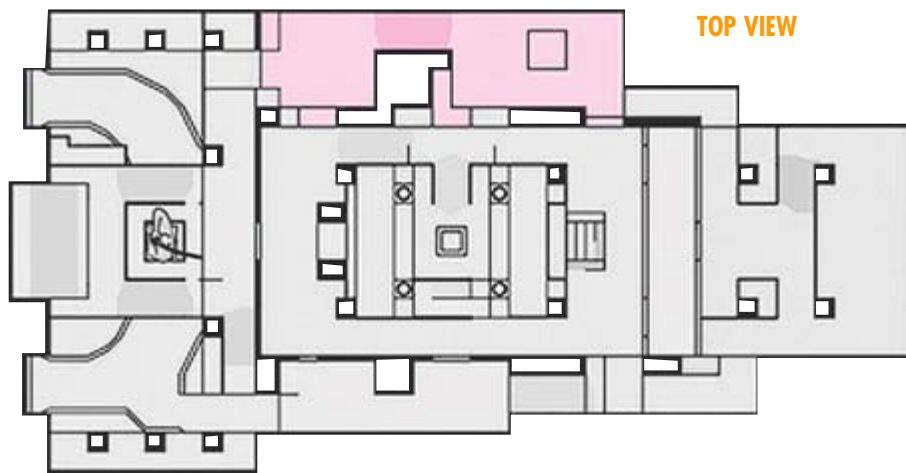
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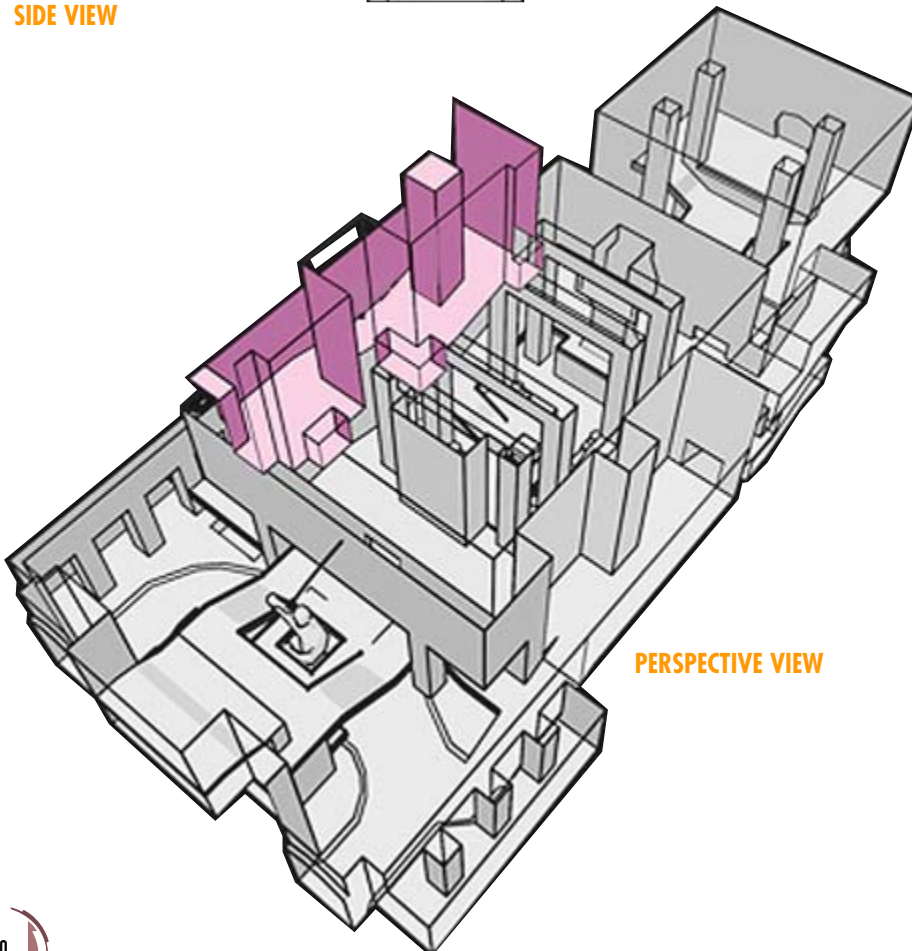
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The garden is home to a large statue excavated from the ziggurat. While you can use the statue's base for cover, you can't stand on top of the statue due to its sloped surface—don't glide or teleport to the top, as you'll just fall off.

In the small-scale Attrition matches, the statue garden serves as the Lineage team's spawn point, placing them near the lobby statue end of the corridor. As in the walkway, the passages to the courtyard and tower are sealed during these matches.

STATUE GARDEN TIPS

- The statue garden ledge is a glass walkway suspended above the passage and is nearly identical to the walkway ledge on the map's other side. When using Teleport to reach it, make sure you're not standing at the garden's lowest point. Minimize the distance between yourself and the ledge before teleporting up. You can also reach the ledge by glider; take off from the railing surrounding the statue. In addition to ambushing opponents, the statue garden ledge is a good place to hide and heal.
- On the opposite wall across from the statue garden ledge is a second ledge running this passage's length. Reach it from the statue garden ledge by gliding or teleporting. Since this ledge is much narrower, it offers little cover and fewer options for escape since it's on an outside wall.

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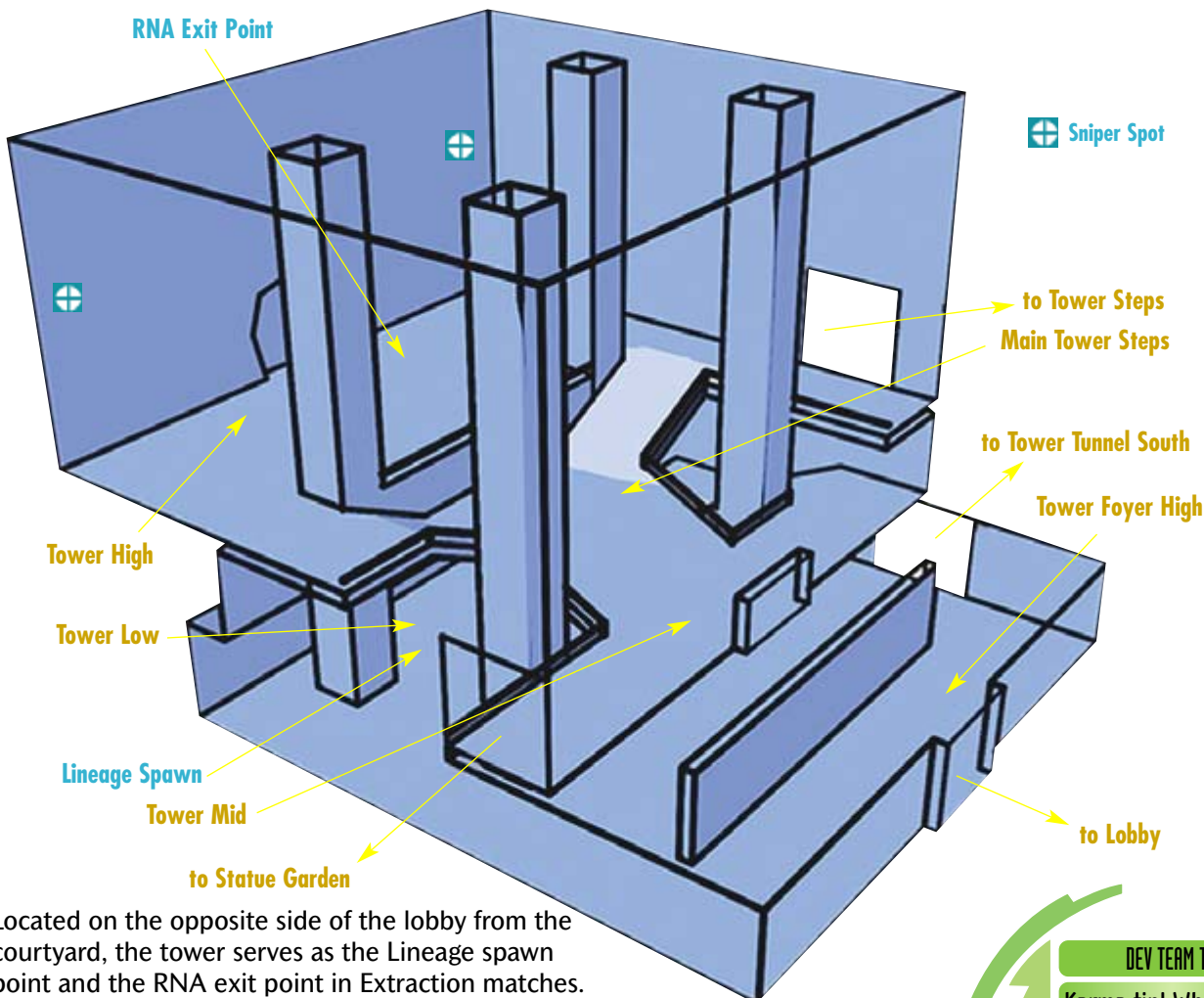
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Located on the opposite side of the lobby from the courtyard, the tower serves as the Lineage spawn point and the RNA exit point in Extraction matches. Lineage players spawn on the lowest elevation at tower low. From tower low, Lineage players can move out onto the lobby floor and the walkway. High above the Lineage spawn point, at tower high, is the RNA exit point. The T-shaped main tower steps are the most obvious access point to the exit point. But the tower steps in the tower corridor (on the map's walkway side) offer direct access to tower high, making it RNA attackers' preferred path.

DEV TEAM TIP

Karma tip! When your side is far behind, it is sometimes possible to resurrect teammates more than once.

TOWER TIPS

- Unlike the courtyard, there aren't many elevated cover positions overlooking the RNA exit point at tower high. However, players with a glider and Teleport can reach the tiny black ledges in the corners overlooking the RNA exit point. The elevation these ledges offer provides a slightly better view of the main tower steps.
- When casting Strangle on the main tower steps, target the two narrow staircases leading up to tower high. Covering the wider set of steps takes three separate casts while the narrower steps require only one each.
- When defending tower high as a Lineage player, always watch the tower steps passage. Block it with Strangle and/or a minion. If you're low on Essence, use grenades or rockets to shut down this popular passage.

ARTIFACT CAPTURE: TOWER HIGH



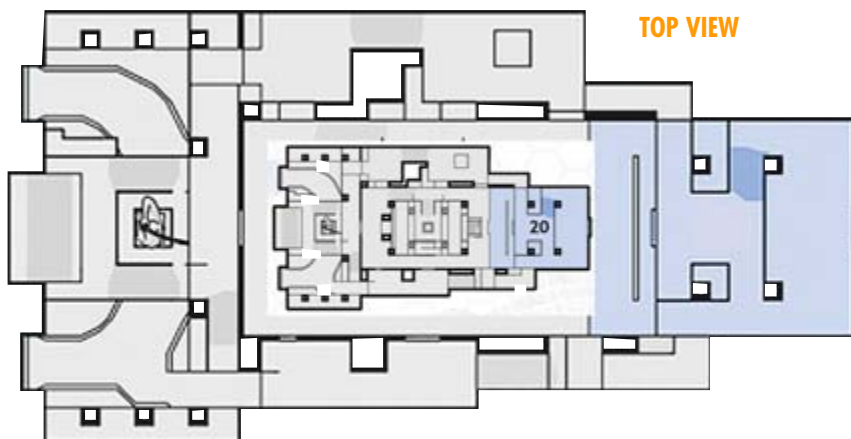
TOWER STEPS: Whether advancing the Artifact through the maintenance area or one of the upper-level passages, always

move toward the tower corridor and use the tower steps to access tower high's exit point. This allows you to enter tower high on the same elevation as the exit point, making it much easier and safer to score the Artifact.

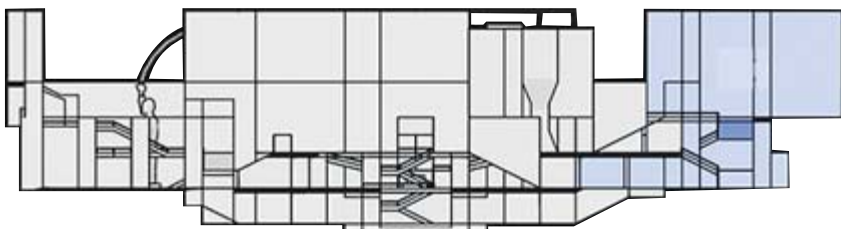


MAIN TOWER STEPS: If you've managed to beat the Lineage defenders to the tower, simply rush up the main tower steps. This is

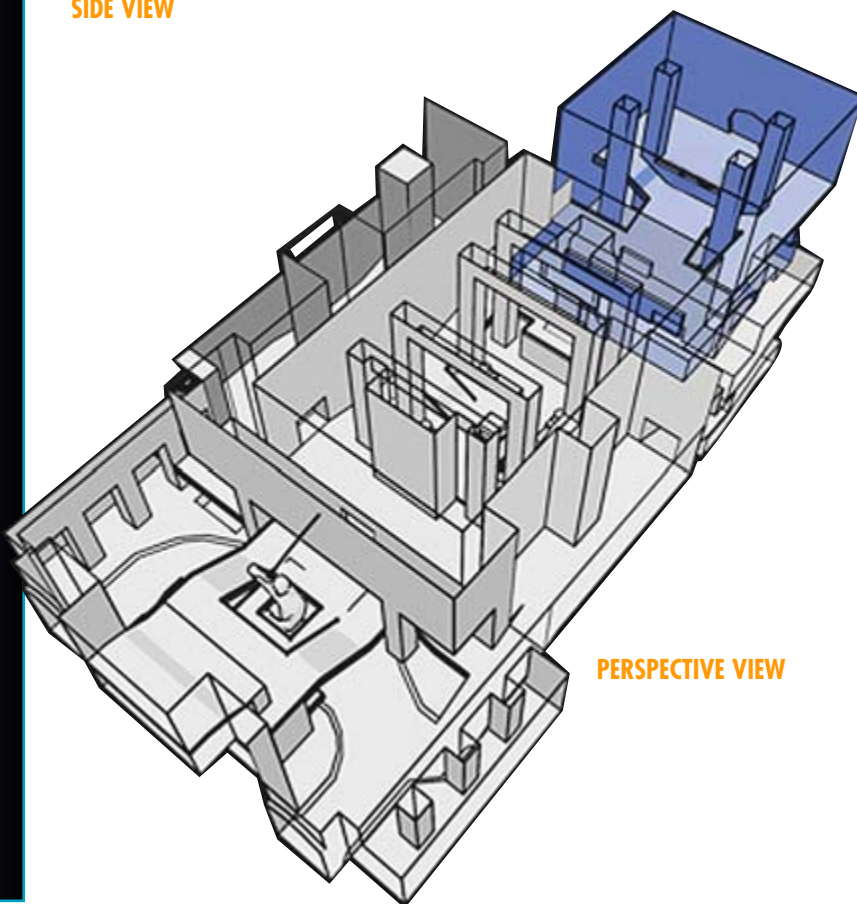
often the quickest way to the exit point. But reconsider your avenue of attack if you spot defenders on tower high. If you're committed to this path, have at least one teammate run ahead of you to draw fire while you rush into the exit point.



TOP VIEW

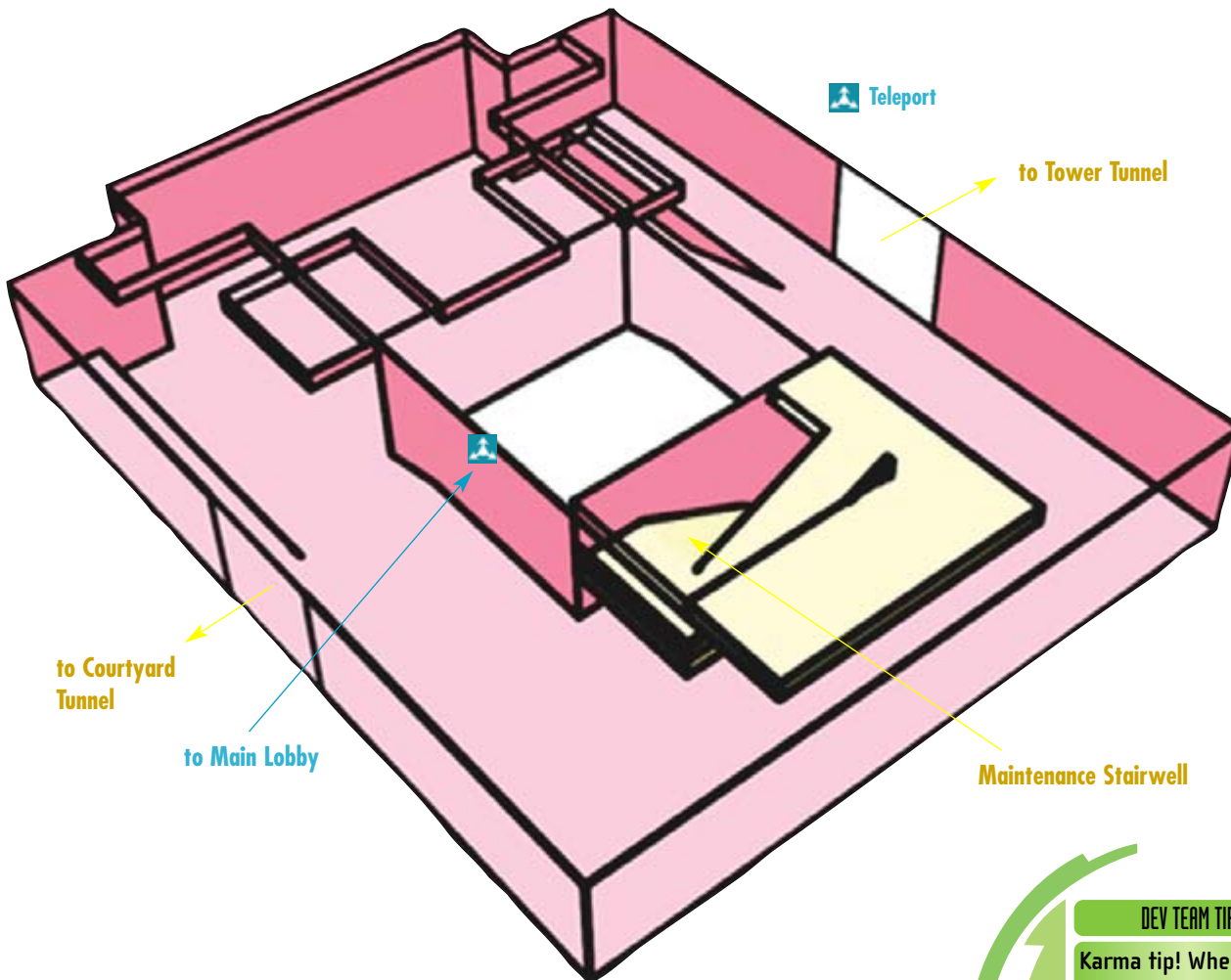


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PERSPECTIVE VIEW

MAINTENANCE AREA



Below the lobby is the maintenance area, a popular route for moving the Artifact as it allows runners and their escorts to avoid the chaos on the upper levels. There are five major access points leading into the maintenance area: two tunnels on the tower side, two tunnels on the courtyard side, and a maintenance stairwell that connects to the lobby floor.

DEV TEAM TIP

Karma tip! When your side is down, your bodies take longer to clear.

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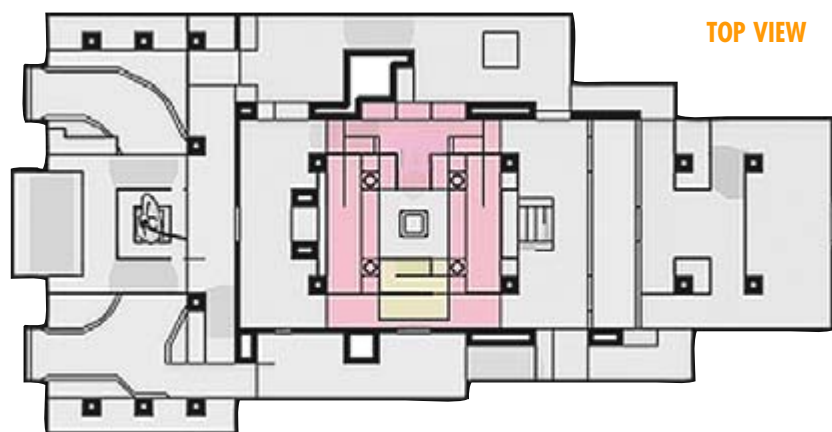
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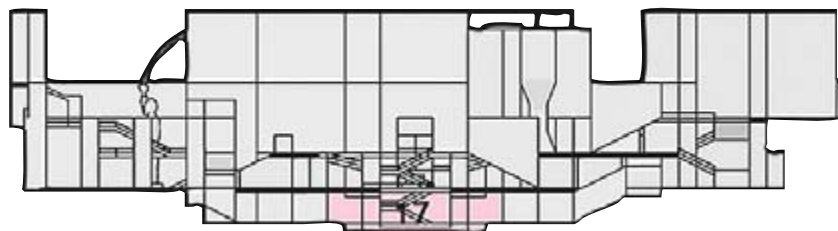
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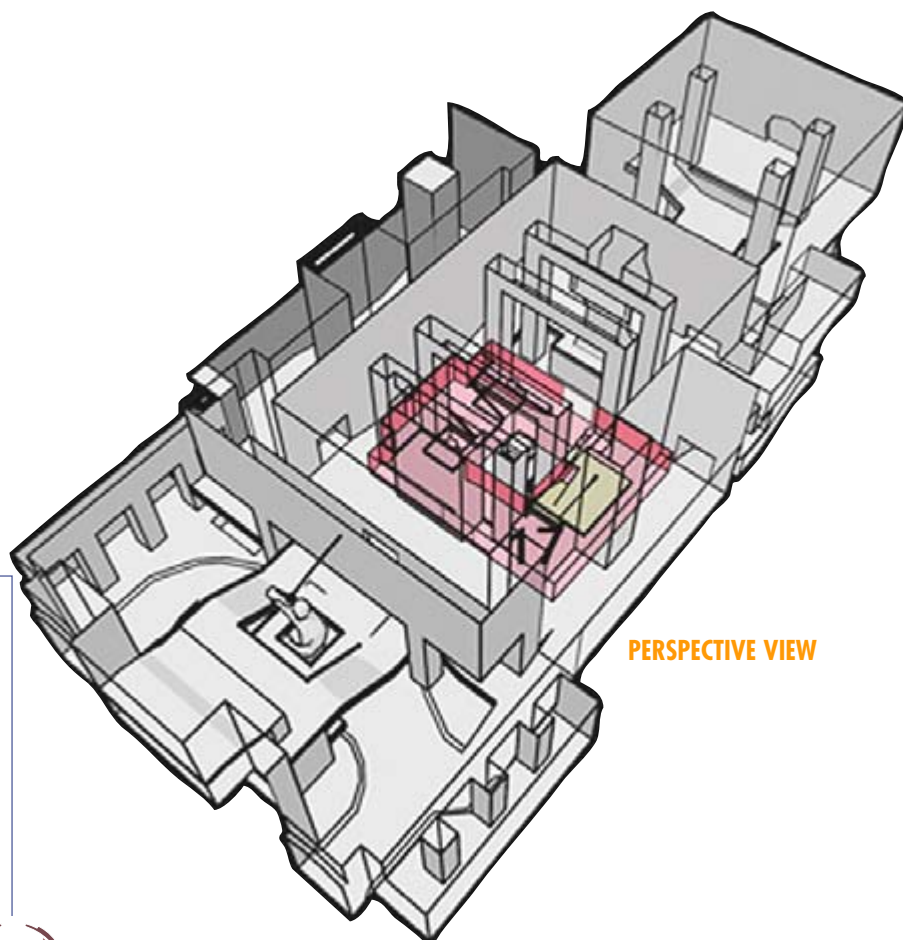
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With so many paths to choose from, it's easy to get disoriented, so use the in-game tunnel labels to make sure you're moving in the right direction. In addition to moving the Artifact, the maintenance area is also a good path to take when attempting to covertly move between the courtyard and tower areas. This is useful for flanking your opponents on the upper levels or when securing your team's exit point.

MAINTENANCE AREA TIPS

- Stand in the narrow gap between the two rust-colored machines in the maintenance area and teleport up into the lobby. You appear next to the Artifact pedestal. This is a great way to sneak up on the Artifact without crossing the lobby floor.
- After grabbing the Artifact, rush into the maintenance stairwell off the lobby floor. It's the quickest way to evade incoming fire. But don't loiter in the stairwell—incoming grenades are a huge hazard in this confined space.

DEV TEAM TIP

Runner-Up: The human is second best in speed and health.

TEAM TACTICS

ATTRITION

Some simple organization can go a long way when attempting to dominate this map. Start by dividing your team into two groups of three to four players; place at least one troll in each squad. Each group should be self-sufficient, with at least one Tree of Life and one Resurrect caster. Use one group to establish a fire base on the lobby's upper walkway—RNA teams should set up at the lobby entrance while Lineage teams should camp near the lobby statue. Meanwhile, use the second group to patrol the rest of the map, moving through the walkway and statue garden to hunt down opponents. With a solid presence in the lobby and a persistent roving squad moving about the map, your team should be able to finish off the opposition rather quickly. However, patience and discipline are the keys to making this strategy work. The group members must stay together and support each other to maintain the advantage.

ATTRITION (SMALL)

On this compact map, movement is restricted to the lobby, walkway, and statue garden—all other areas of the map are sealed off. The RNA spawns in the walkway near the lobby entrance while the Lineage begins in the statue garden, not far from the lobby statue.

While there isn't much space available for elaborate maneuvers, the walkway and statue garden still provide flanking opportunities. Use these side passages to sneak up on opponents camped near the lobby statue or lobby entrance. The lobby statue and lighting fixtures above the lobby entrance are still effective sniper perches. Snipers are a great way to distract the opposing team, while the rest of your teammates close in for the kill. Since the main lobby floor is within almost every player's line of sight, avoid moving toward the Artifact unless you're positive the perimeter is clear. But in a map this compact and with so few players, possession of the Artifact rarely comes into play, as most players are dead before the final minute.

EXTRACTION

Think defense first. The Artifact is prone to quick capture attempts, so your team should keep at least a couple of defenders near the exit point, with the

Lineage covering the tower high while RNA fortifies the monorail station. At the bare minimum, defenders should always be equipped with a shotgun and Strangle. A few casts of Strangle easily cut off both exit points, making it the best way to delay Artifact runners.

While two teammates defend, the rest of the team should move out toward the lobby and engage the enemy. The lobby entrance and lobby statue are always popular camping spots, so run flanking attacks through the walkway or statue garden to catch opponents by surprise. Once your team has cleared at least half of the opposing team, try to score the Artifact. Carefully extract the Artifact from the lobby (if it's still there) and use the safest routes to reach the exit point, taking the security staircase as Lineage or the tower steps as RNA.

KNOW YOUR ROLE!

HUMAN: As usual, purchase a Tree of Life early on and consider casting one in the walkway or statue garden. From these side passages, duck in and out of the lobby to engage opponents, then return to your tree to heal. A glider and/or Teleport can be useful for occupying the glass ledges in these corridors too.

ELF: Start off with Resurrect and stay with your teammates in the lobby. But when you can afford Teleport, consider running solo hit-and-run raids from the lobby's perimeter. Elves also have the easiest time reaching the higher elevation spots on the map, so a glider purchase is a must for those interested in sniping.

TROLL: Stay on the floor when moving through the lobby, using the upper-level walkways to shield your giant body from snipers. Cast a tree in one of the dark corners of the floor and use a shotgun or minigun to engage the traffic around the Artifact. In Extraction matches, don't wander too far from your team's spawn point—you may need to rush back on defense.

DWARF: In Extraction matches, dwarves are most helpful near the exit points. On defense, barricade incoming paths with Strangle. But when it's time to score the Artifact, rush ahead of your team's runner and drain all the enemy's Strangle barricades, clearing a path to the exit point.

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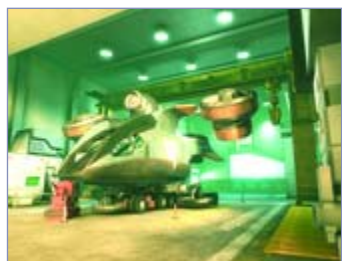
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NERVE CENTER

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RECEPTION AREA

CONTROL ROOM

ATRIUM

HANGER

HALL

The Nerve Center is located in the central area of the RNA Arcology, well above the Santos skyline. It contains a security monitoring and communications routing system which is used to coordinate all military action in the area.

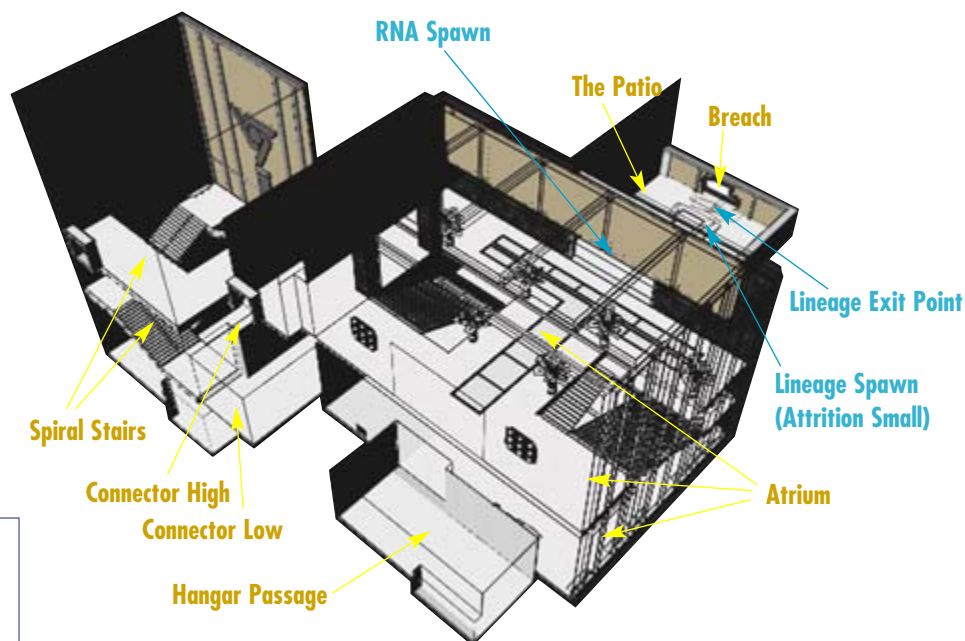
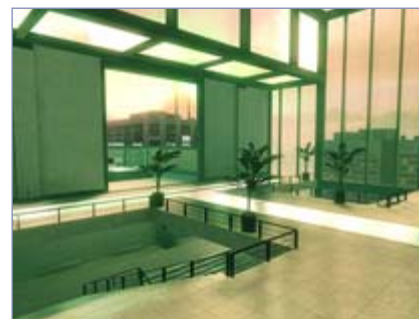
The facility is designed around a large, central hangar, which is used by RNA military vehicles to transport high-ranking officials and personnel to and from the Arcology.

Outside of the hangar and control room, the facility offers expansive windowed walkways, allowing a view over the surrounding city. Like most RNA facilities, the architecture is simple, clean, and sparsely decorated.

The Lineage is attempting to secure the Artifact and is escaping using a zipline to an adjacent building while the RNA tries to escort the Artifact into a security vault located deep inside of the control room.

KEY LOCATIONS

ATRIUM



The atrium is one of the more active areas of the map, requiring constant vigilance. In regular Attrition and Extraction matches, RNA players spawn on the atrium's upper level, giving them quick access to the three upper-level passages leading to the promenade and spiral stairs. Two more passages are located on the atrium's lower level, with one leading directly onto the hangar floor and the other connecting to a midpoint landing on the spiral stairs. With so many potential entry points, the atrium is tough to lock down. Therefore, RNA defenders should center their defensive efforts around the patio during Extraction matches.

The Lineage exit point is located on the patio's edge, right in front of the breach. Since there's only one narrow entry point to the patio, it's easily blocked by Strangle. In the small Attrition variation of this map, the Lineage teams spawn on the patio. Since the maintenance floor is closed on this map, all access points to the spiral stairs are closed.

ATRIUM TIPS

- When defending the atrium, crouch behind the potted palm trees for cover. The pots can withstand all incoming bullets while the palm fronds hide you.
- If opponents are standing on the exit point on the patio, blow them through the breach with Gust and watch them plummet off the building's side. Even if your victims are equipped with a Glider or Smoke, they won't be able to recover.
- Avoid defending the Lineage exit point from the patio. The patio is really cramped and offers little cover, leaving you vulnerable to grenades and rockets. Instead, block the patio's entrance with Strangle and a minion, then defend the entrance from the atrium side.

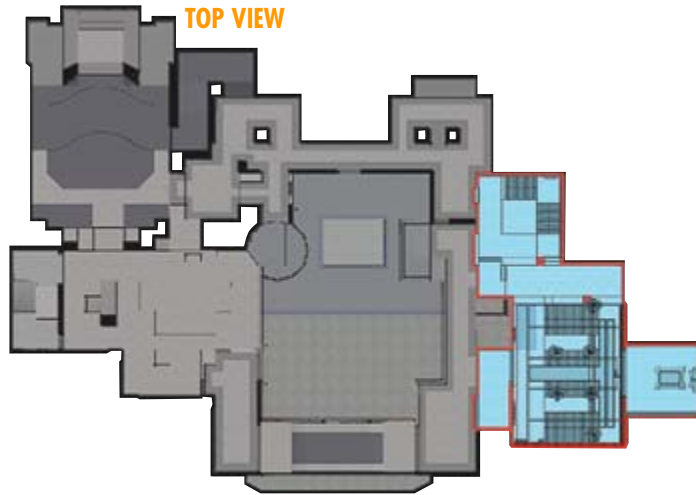
ARTIFACT CAPTURE: PATIO



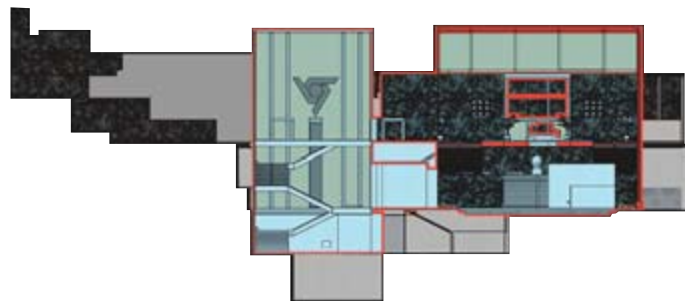
SPIRAL STAIRS RUSH: After grabbing the Artifact on the lift, drop down into the maintenance

floor and head up the spiral stairs. Climb the steps to the top, then rush across the atrium's upper level to reach the patio for the capture. This is the quickest way to move the Artifact from the hangar to the patio, making it the ideal route for rush attempts.

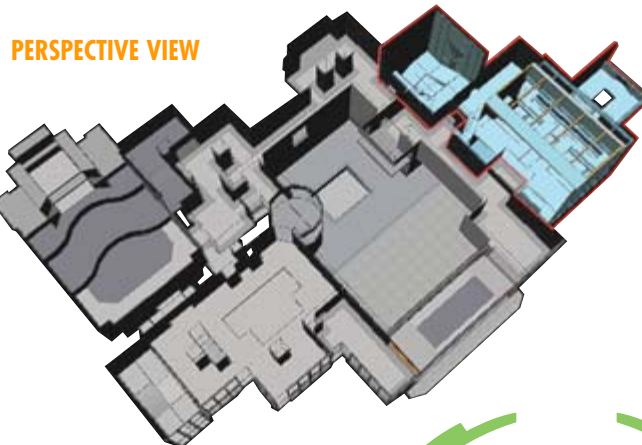
ATRIUM ASSAULT: If the atrium's upper level is defended and the path to the patio is barricaded, your team must attack prior to scoring the Artifact. Start by infiltrating the atrium's lower level and move to the outside wall, just below the patio entrance. Surprise your opponents by teleporting up, appearing on the upper level and attacking at close range with shotguns and SMGs. To increase the likelihood of success, try to coordinate your attack with two to three teammates.



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DEV TEAM TIP

Smoke costs: Essence recharges slower with Smoke mapped.

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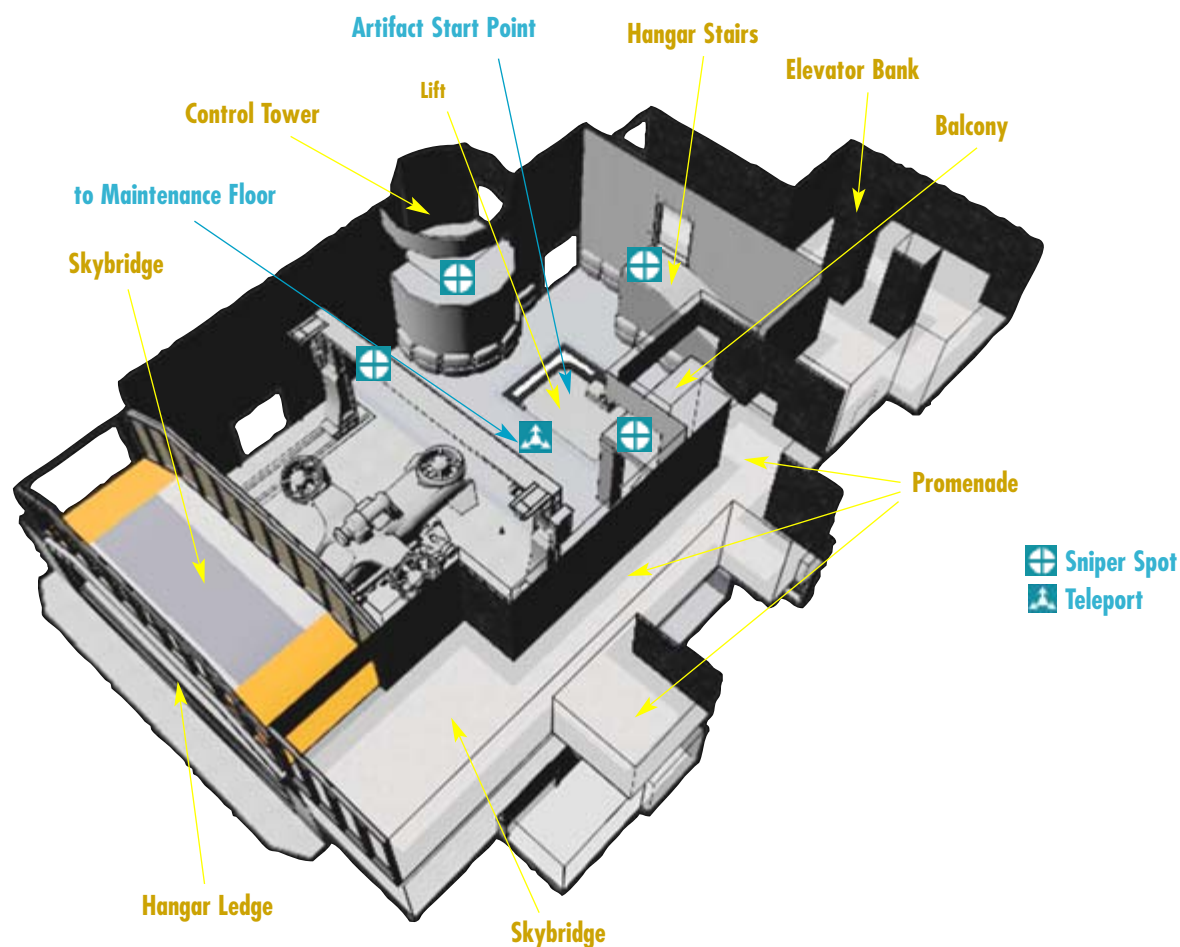
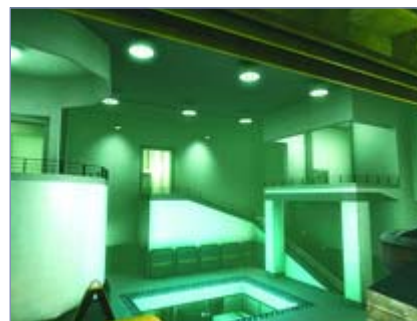
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HANGAR

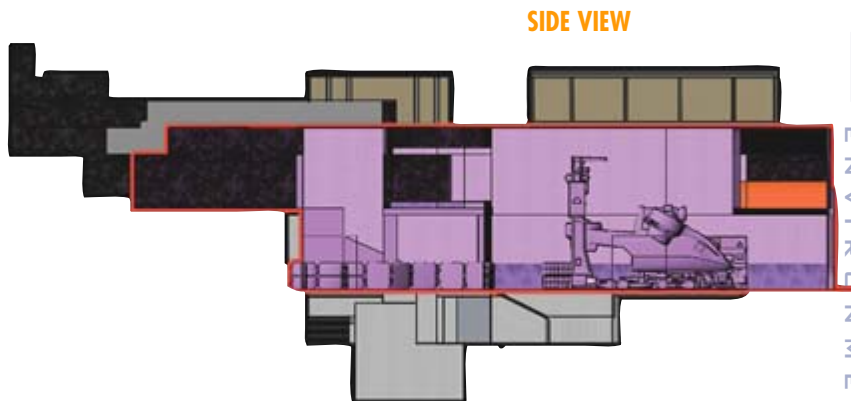
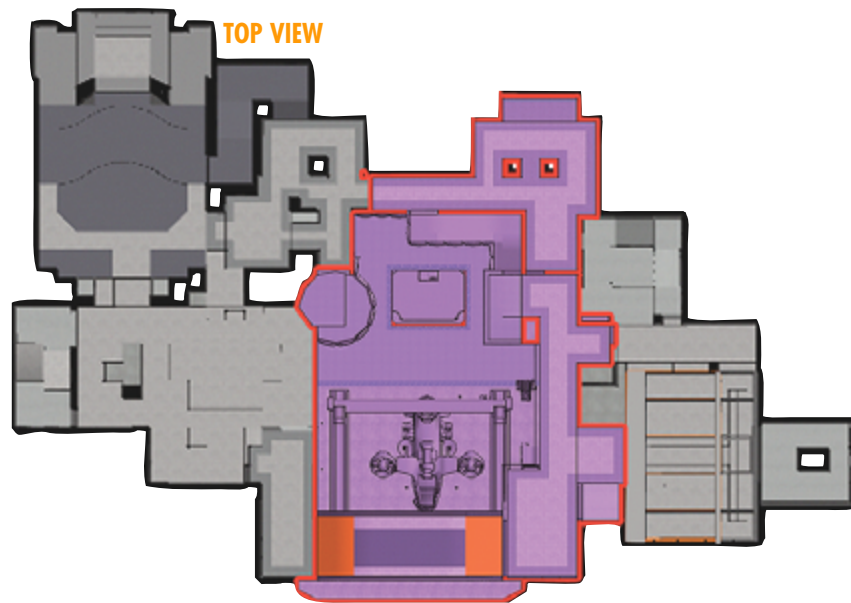


In all game modes, the hangar often sees the map's heaviest action, thanks to its central location and numerous long-range sight lines. But it's the Artifact that draws most players to the hangar, particularly in Extraction matches. The Artifact sits on the lift, near the center of the hangar floor. While the Artifact is easy to reach, it's also easy to cover from the elevated positions surrounding it. The control tower, balcony, hangar stairs, and the yellow crane above the Vertical Take-off Landing (VTOL) all serve as excellent sniper perches with unobstructed views of the lift. Therefore, it's best to quickly grab the Artifact early before snipers can get in position.

There are four access points in and out of the hangar on the floor, offering plenty of egress opportunities. The upper-level hangar is surrounded by three key passages: the elevator bank, the promenade, and the sky bridge. The elevator bank and sky bridge are on the upper-level corridors connecting the atrium to the hall, making them the quickest ways to move from one side of the map to the other. Use them when you must rush back on defense or when regrouping with your team during a capture attempt.

HANGAR TIPS

- Want to reach the Artifact quickly? Leap off the control tower or balcony and aim for the lift. To prevent taking fall damage, activate your Glider or cast Smoke before reaching the ground. Once on the lift, grab the Artifact and rush it through the maintenance floor passages toward your team's exit point.
- Avoid using the two ladders on the sides of the lift. These are bottlenecks watched by snipers and grenade-tossing opponents. It's much safer to drop to the maintenance floor, especially when running the Artifact.
- The high ceiling and elevated perches make the hangar ideal for gliding. Glide onto and over the VTOL to get a sweeping view of the hangar floor. If necessary, use Teleport to duck in and out of the sky bridge for cover.
- Be careful around the hangar ledge—if you fall off, you're dead. But this can work to your advantage too. Save your ammo and use Gust to blow your opponents out of the hangar to score some very gratifying kills.



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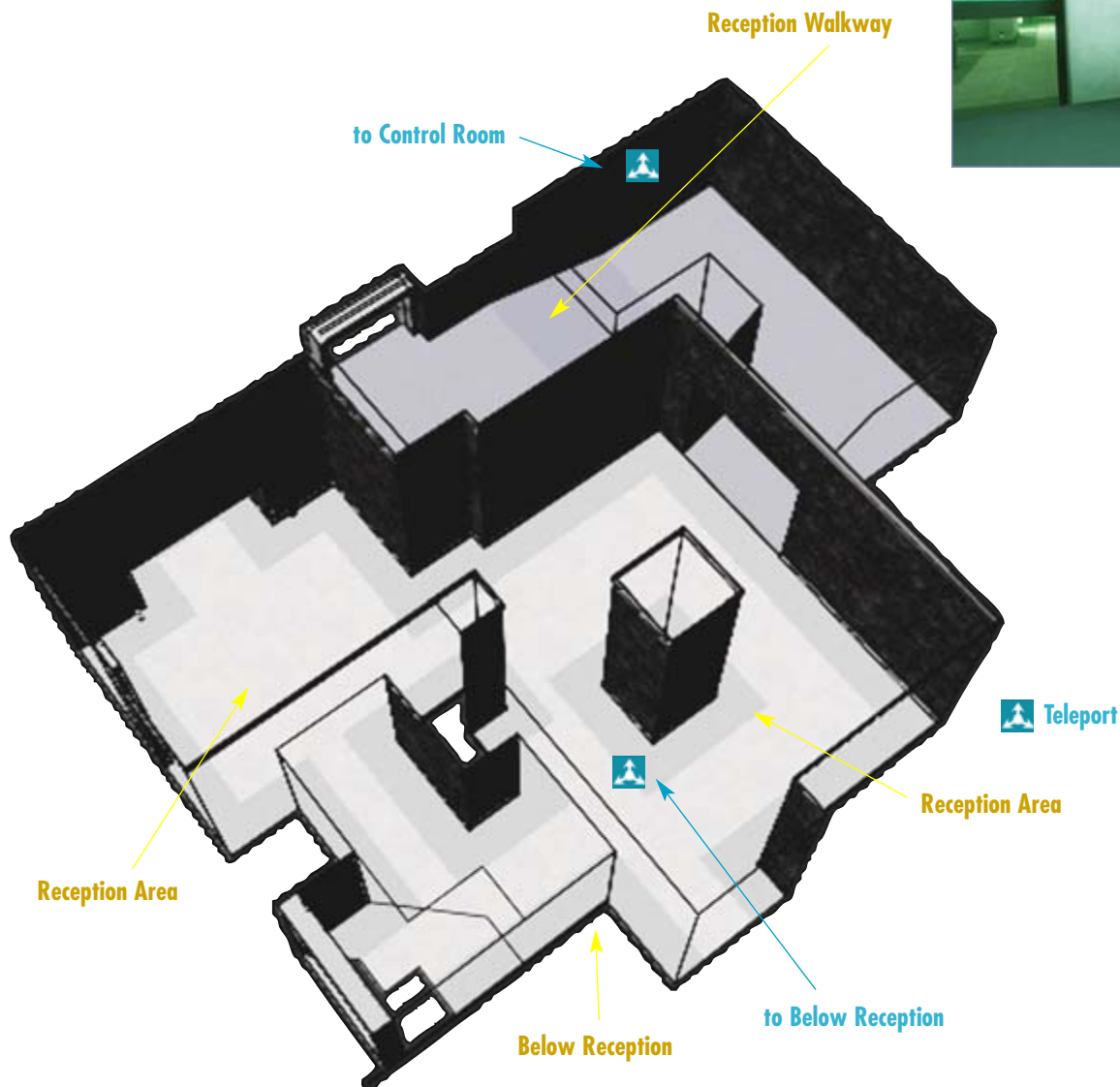
DEV TEAM TIP

Panic button: Cast Smoke to avoid damage from weapons and falling.



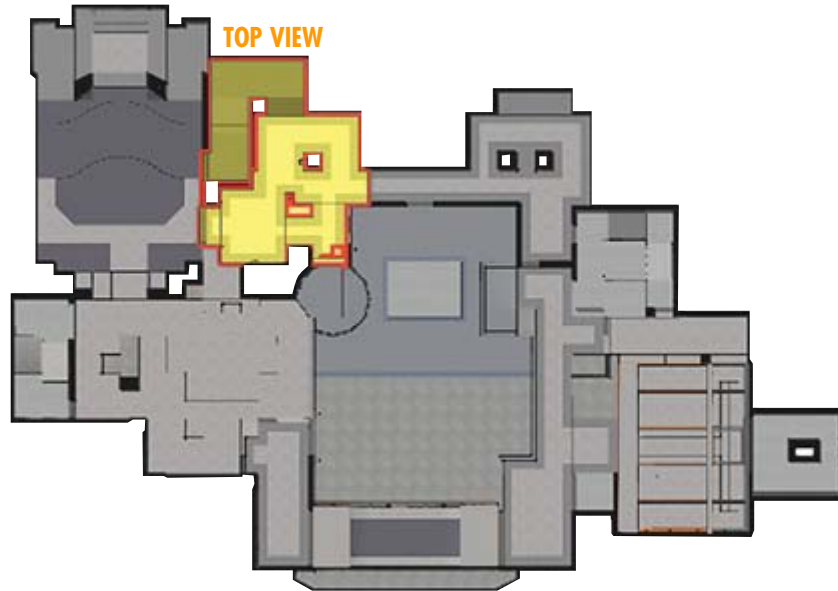
RECEPTION AREA

This small upper-floor area is sandwiched between the control room and elevator bank corridor. While this passage may appear unremarkable at first glance, the reception area offers two key entry points into the control room—something both RNA and Lineage players should know in Extraction matches. Right off the main floor is a large entrance, similar to the one off the upper hall, leading into the control room's lower level. But the reception walkway is a narrow corridor that winds and ascends, eventually connecting to the control room's upper level, near the RNA team's exit point.

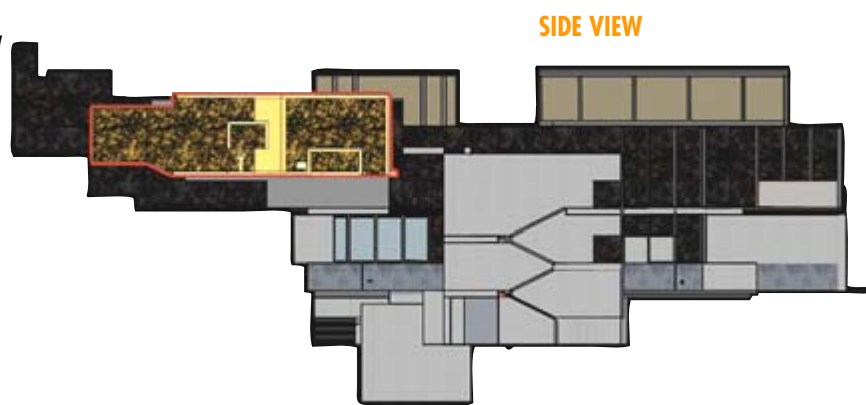


RECEPTION AREA TIPS

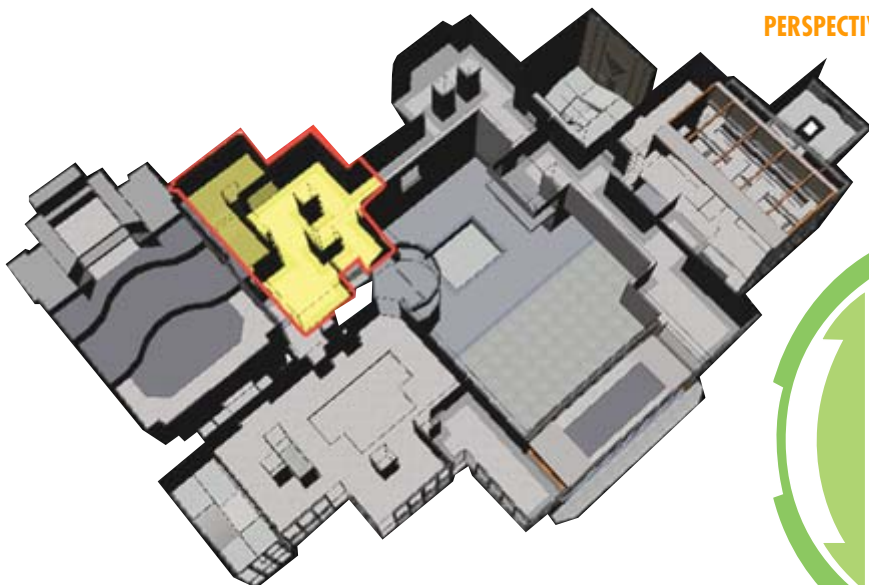
- To quickly teleport onto the control room's upper level, stand on the level section of floor in the reception walkway and face the control room's wall. Run toward the wall and jump. While you're moving through the air, quickly activate Teleport. You'll emerge on the control room's upper tier, next to the exit point. This is a great way for RNA players to stage sneak attacks on the control room in Extraction matches.
- You can use the wall-mounted light above the statue in the reception area as a defensive perch, but you need a Glider to reach it. From the light, you can guard the two reception area entrances leading into the control room. To reduce your visibility, consider casting Smoke when enemies are nearby. While Smoked, the light appears to be a torch and probably won't catch your victim's eye. Wait until their back is turned before attacking. Don't bother with a sniper rifle. An SMG, shotgun, or even a katana is more effective at this range.



TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW

DEV TEAM TIP

Heal while Smoked!
Smoked players can heal under trees.

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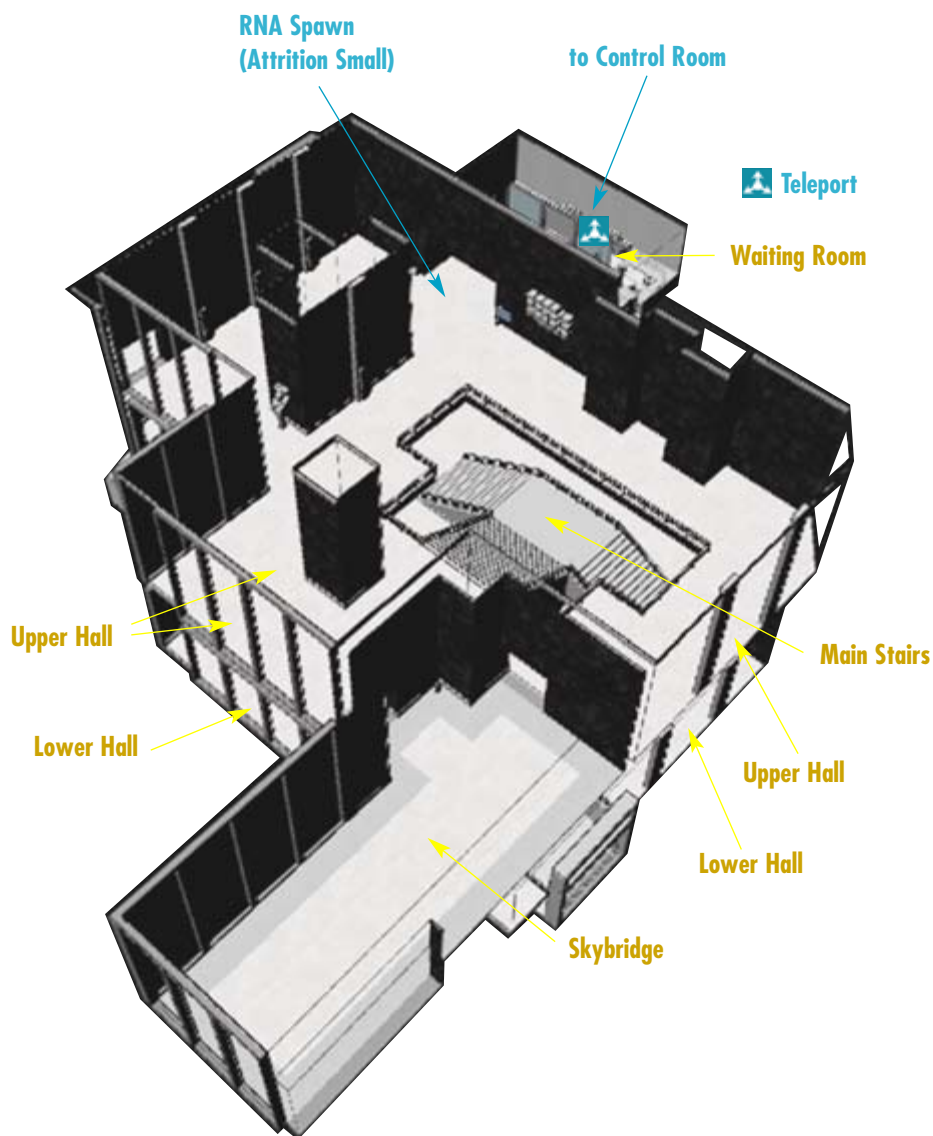
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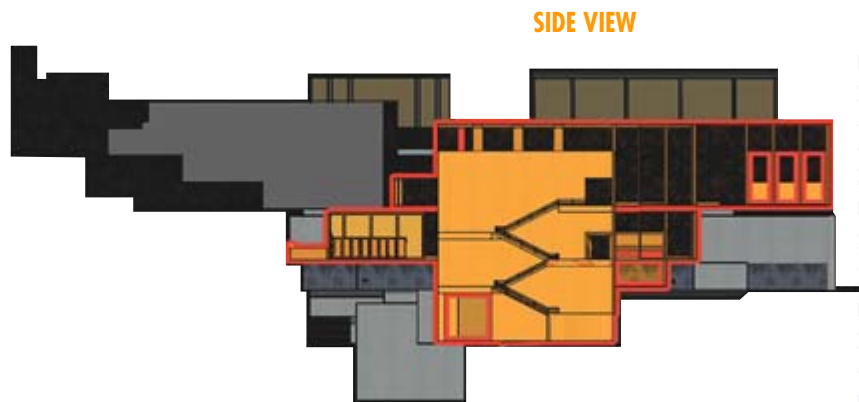
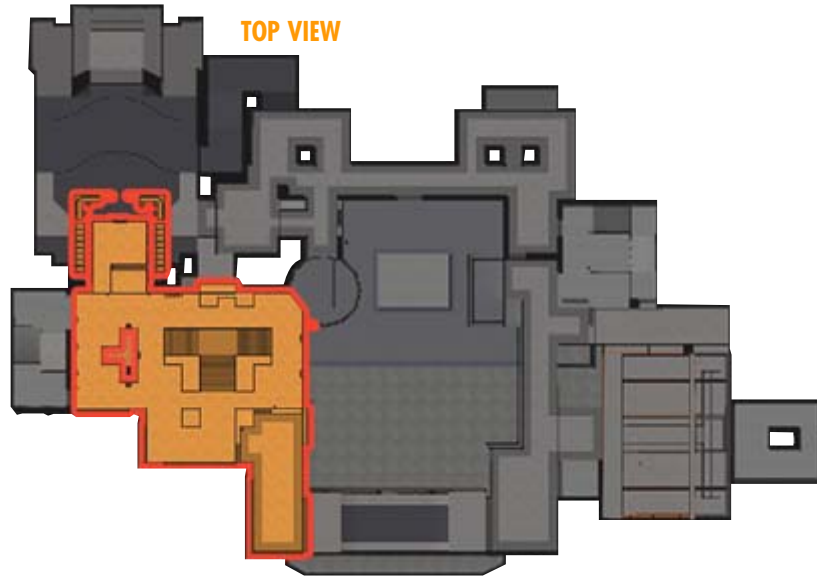
HALL



The upper and lower halls are located between the hangar and the control room. Both floors are connected by a large T-shaped staircase dominating the center. Downstairs in the lower hall are two entrances leading directly to the hangar floor, one leading below the reception area. Opposite the hangar entrances is a mid-stairwell entrance to the control room stairs. The control room stairs lead to the upper hall, not far from the control room entrance—this is a popular route of RNA Artifact runners during Extraction matches. On the upper hall's other side are passages leading to the sky bridge and control tower. In small-scale Attrition matches, the RNA team spawns in the upper hall. Due to this map's condensed nature, all entryways to the control room and control room stairs are closed.

HALL TIPS

- In the lower hall, there is a small corner nook called the waiting room located just below the control room. By teleporting up through the waiting room's ceiling, you can access the control room's lower level. This is a great way to bypass the control room entrances and surprise defenders.
- When defending the control room, consider guarding the hall stairway and control room stairs, especially if the opposing team is running the Artifact on the lower levels. These steps provide the only upper-level access points on this side of the map, making them critical choke points. Cover both staircases with Strangle to slow down or redirect Artifact runners.
- You can access the maintenance floor by teleporting through the lower hall's floor. However, you must be standing next to the hangar wall to properly align the jump. Use this path to quickly sneak up on the Artifact without exposing yourself to the hazards inside the hangar.



DEV TEAM TIP

Unsmoking delay:
While unsmoking, a
player cannot shoot
or use magic or tech.

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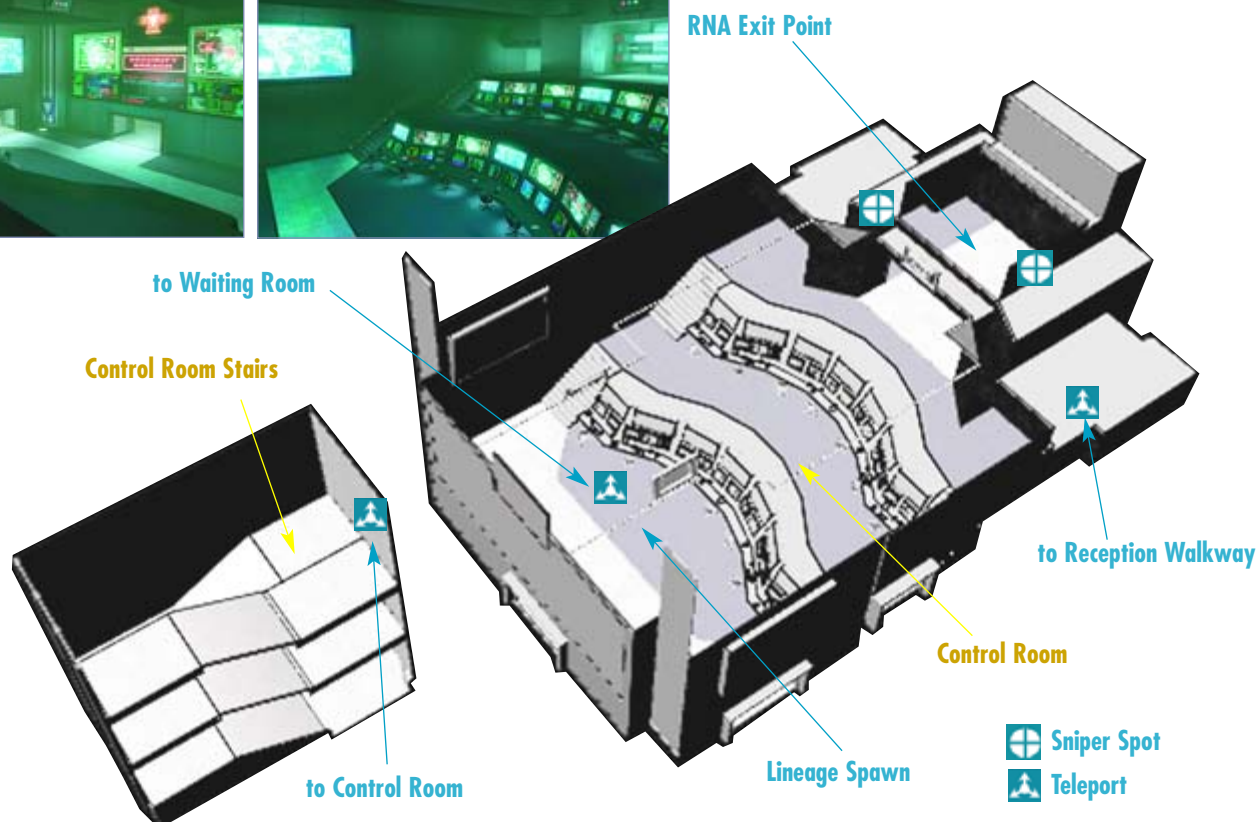
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CONTROL ROOM



Located on the upper level, just off the upper hall and reception area, the control room serves as the Lineage spawn point in the regular-scale game modes. In Extraction matches, the control room is also the exit point for the RNA, so both teams should be very familiar with the layout of this dark, three-tiered room. The main entry points are located on the lower tier, leading to the upper hall and reception area. There's a side entrance on the middle tier, too, connected to the reception walkway. The exit point is located on the room's top tier, often requiring attackers to ascend the steps lining the room's outer walls. Although there are only three entrances into the control room, players with Teleport can enter from several directions; therefore, defenders should do more than simply cover the entrances. Casting Strangle on the popular teleport points is a great way to ensnare would-be attackers, making them easy targets.

CONTROL ROOM TIPS

- When defending the control room, stay on the upper tier along the northern wall. This gives you a good view of the room's entrances and prevents you from being flanked by Teleport-equipped attackers. Use the concrete pillars at the top of the room for cover.
- If you have Teleport, you can access the control room from the control room stairs. At the top of the stairwell, face the control room wall and jump toward it while teleporting. You'll reappear inside the control room on the lower tier. But if you have a Glider and Teleport, you can reach the upper tier. Instead of jumping, glide and teleport up through the stairwell wall to continue your ascent along the control room's ceiling.
- When climbing to the top of the room, avoid jumping up the consoles. It usually takes at least two jumps to clear each bank of consoles, slowing you down and making you an easy target. The stairs lining the room's sides are a much faster way to reach the upper tier, but defenders above have an easy time covering these narrow steps. If necessary, zigzag your way to the top, moving laterally along the consoles to evade fire while using the steps to climb.

ARTIFACT CAPTURE: CONTROL ROOM



CONTROL ROOM STAIRS

RUSH: Like the Lineage, the quickest way for the RNA to score the Artifact is by moving through the maintenance floor. After acquiring the Artifact from

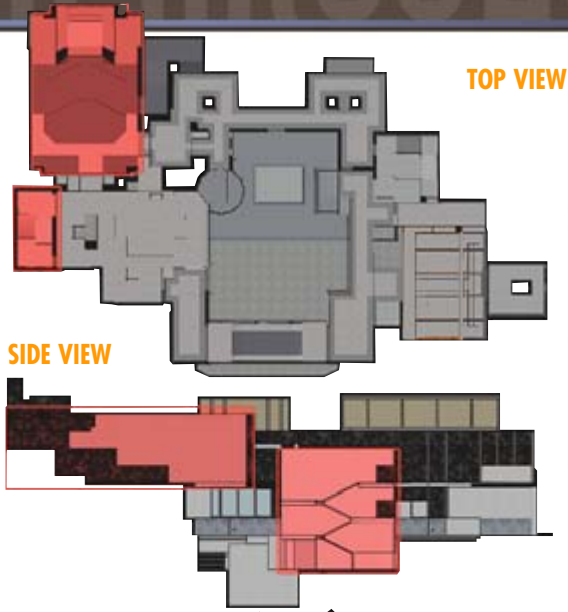
the lift, move it to the control room stairs and take it to the top, exiting into the upper hall. From there, it's just a quick climb up through the control room to score the Artifact.

RECEPTION WALKWAY SURPRISE:

If a rush isn't possible or is no longer safe, always move the Artifact through the reception walkway. This allows you to enter the control room on the middle tier, just steps away from the exit point. Even if the room is defended, it's often possible to sneak in and score the Artifact. Avoid the lower entrances connected to the upper hall and reception area unless you're positive the control room is undefended.

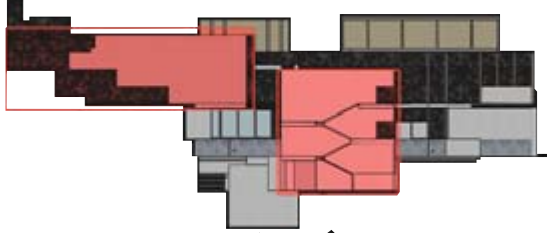


TELEPORT ASSAULT: When the opposing team has the control room locked down, coordinate a teleport assault from multiple directions. Use the reception walkway, waiting room, and control room stairs as staging areas. If available, use Enhanced Vision to scout out enemy positions before attacking. When your teammates are ready, simultaneously count down until the attack and teleport into the control room. When the attack is under way, have the Artifact runner sneak in through the reception walkway and rush the exit point. Even if the attack fails, your Artifact runner may be able to score during the confusion.

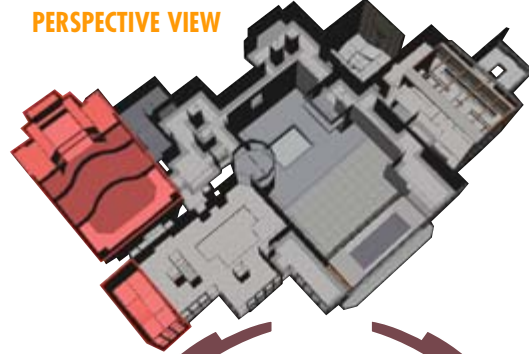


TOP VIEW

SIDE VIEW



PERSPECTIVE VIEW



DEVELOPER TIP

CONTROL ROOM STAIRS AMBUSH

When the Lineage is pushing the flag for the score, they will commonly stage at the control room stairs just before the big push. This is one of my favorite spots for an ambush. Just before the final fight begins, set up just outside the control room, against the right wall (beyond which is the stairwell), with your favorite heavy-damage weapon. The minigun, katana, shotgun, and grenade will all get the job done. Use your Enhanced Vision to gauge how many are going to be there (beware of Smoked players throwing off your count) and their positions. When it looks like they are all at the top of the stairs, ready to push out, teleport in behind them with your minigun wound up, or grenade/shotgun/katana combo. They will almost always have their back to you and won't know what hit them. As soon as they are aware of you and turn to fight, just teleport out the way you came in. They will be damaged, and their big push will be seriously weakened and confused.

—David (dj) Johnson (Gamertag: The Undertone), Effects Artist

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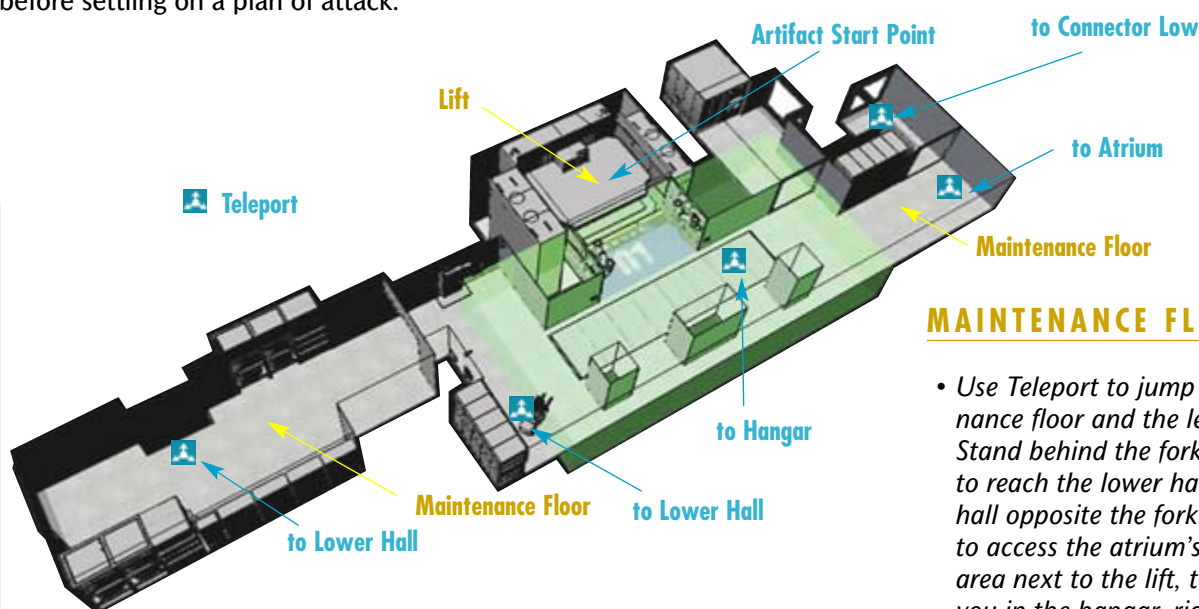
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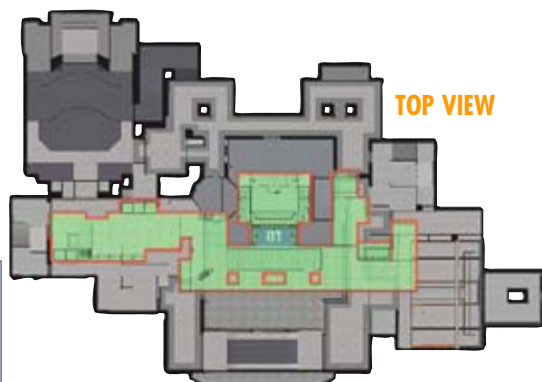
MAINTENANCE FLOOR

The maintenance floor is the lowest level on the map and runs beneath the atrium, hangar, and hall. Due to its close proximity to the lift in the hangar, the maintenance floor is a popular egress route for Artifact runners. After grabbing the Artifact, it's just a short drop off the lift to access this floor. The connecting spiral staircase and control room stairs offer quick and relatively safe access to the atrium and hall, respectively. In addition to serving as an escape route, the maintenance floor is also a great way to sneak up on the Artifact without exposing yourself or your team to the hangar's hazards; however, reaching the maintenance floor from the upper-level spawn points takes longer than moving through the hangar, sometimes leaving the Artifact open to rush captures by the opposing team. So study the other team's tactics and tendencies carefully before settling on a plan of attack.

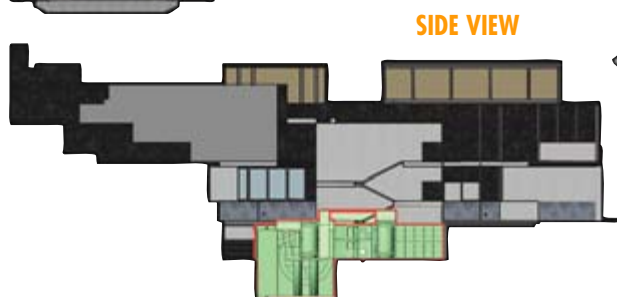


MAINTENANCE FLOOR TIPS

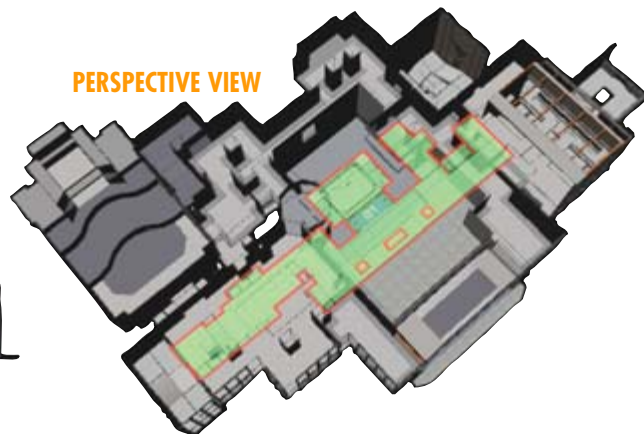
- Use Teleport to jump between the maintenance floor and the levels just above. Stand behind the forklift and teleport up to reach the lower hall. Move down the hall opposite the forklift and teleport up to access the atrium's lower level. In the area next to the lift, teleporting up places you in the hangar, right behind the VTOL aircraft.
- Hide under the lift and intercept enemy traffic moving through the maintenance floor. This is a great camping spot, allowing you to chase down and kill unsuspecting Artifact runners—elves are the best pursuers during chases.



TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW

TEAM TACTICS

ATTRITION

Since there's no rush to grab the Artifact, stay clear of the hangar. Instead, split your team into two groups and patrol the perimeter passages and the atrium and hall. Sneak up on opponents camping the hangar from the balcony and control tower. Continue roving the map in two self-sufficient groups until all your opponents are dead. But if you really want the Artifact, consider grabbing it early and rushing it to either the patio or control room, forcing your opponents to go on the offensive while your team digs in. Strangle and Summon are key when attempting such defensive tactics, so make sure your teammates are wealthy enough to properly fortify the Artifact.

ATTRITION (SMALL)

In this condensed variant, night has fallen over the RNA arcology, and with it come some other notable changes. The Lineage now spawn on the patio while the RNA start in the upper hall. In addition to the spawn switches, the control room and maintenance floor are off-limits, including the control room stairs and spiral stairs; therefore, the bulk of the action centers around the hall, hangar, and atrium. There is still plenty of ground to cover, so it's best to keep your four-player team together. At the very least, use the buddy system, staying within view of one teammate at all times. If splitting up into two groups, coordinate to squeeze the hangar from both sides, with one group attacking from the atrium while the other attacks from the hall.

EXTRACTION

The action moves extremely fast on this map, so your team better be ready. Before each round begins, decide whether or not you're going to rush the Artifact. Rushing is extremely effective on this map and is a good way to sneak in a quick win every few rounds—but you'll usually need a strong contingent of elves to pull it off. Rush tactics go both ways, so be ready to fall back and defend if the other team beats you to the Artifact. If properly defended, the patio and control room are tough to infiltrate. Instead of going for the Artifact, consider locking down the exit point and letting the Artifact come to you. This is usually much safer than trying to secure the Artifact in the hangar.

KNOW YOUR ROLE!

HUMAN: Go long-range with a rifle or sniper rifle and camp the hangar from the balcony or control tower. Back off as necessary and use a Tree of Life to heal before resuming your sniping duties. Later, consider buying a Glider to reach new perches on the VTOL and equipment in the hangar.

ELF: Speed is essential, so don't weigh yourself down with heavy weapons. Stick with an SMG and/or katana and conduct rush attempts on the Artifact during Extraction matches. To facilitate escapes in the hangar and surrounding corridors, buy Smoke or Teleport. Use any extra Essence to cast Strangle during defensive situations.

TROLL: Watch out for snipers in the hangar. Instead, stick to the upper-level corridors by the sky bridge or elevator bank and intimidate your opponents with a minigun or shotgun. Be ready to shift into a defensive roll too. Hide out in the spiral or control room stairs and surprise enemy Artifact runners with a point-blank shotgun blast.

DWARF: Purchase Resurrect in the first round and stay back in a supporting role. As more money rolls in, buy a shotgun and Strangle to erect defensive barriers. Offensively, drain enemy Strangle barricades and consider buying Smoke to increase your longevity.

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DEV TEAM TIP

Volley! Gust can push grenades back toward enemies.



PINNACLE



Short of the top of the ziggurat itself, the pinnacle of the RNA arcology is the highest point in Santos. The rooftops, communications towers, and helipad of the Pinnacle map provide both a stunning (and potentially lethal) view of the city below and a challenging environment in which to play. While there are a number of smaller rooms and ramped hallways to use as chokepoints, there are just as many open areas and walkways, murder holes, and sniper perches.

With the giant RNA symbol towering above the central area, it's impossible to forget that this is RNA's home territory. The map is divided into three areas: the executive side, the central area, and the communications side.

The executive side is home to a number of the nuts-and-bolts systems that make the arcology work. There's a giant turbine, solar panels, and the vents and fans that help run the exhaust systems. There's also an executive exercise area, rock garden, and patio for those execs who don't care to mingle with rank-and-file RNA employees.

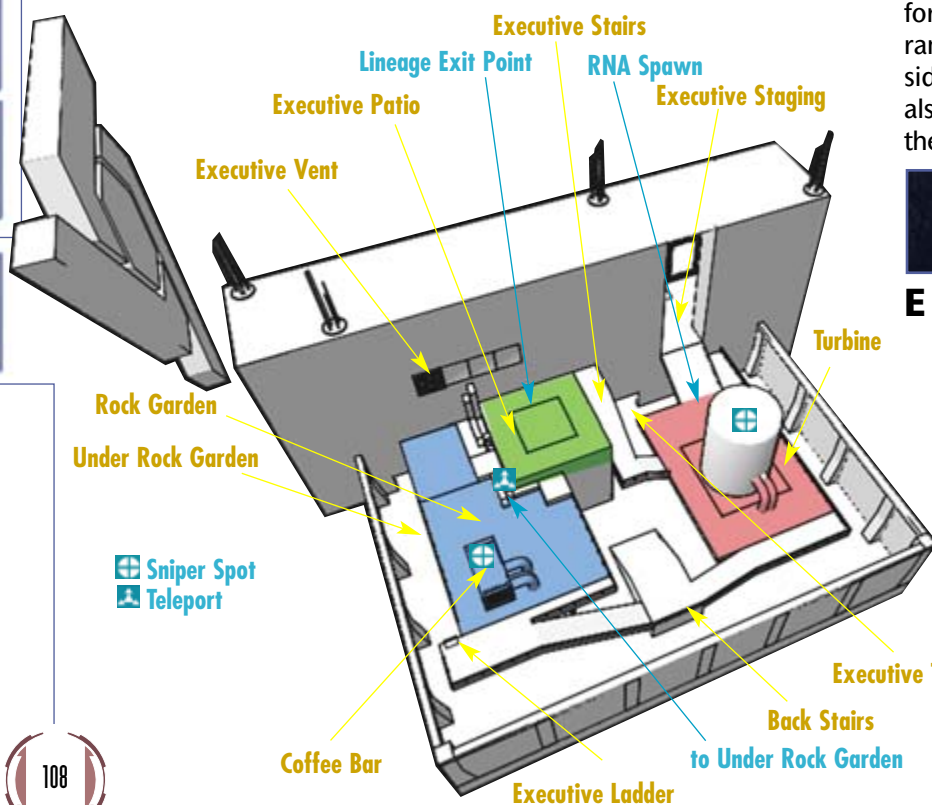
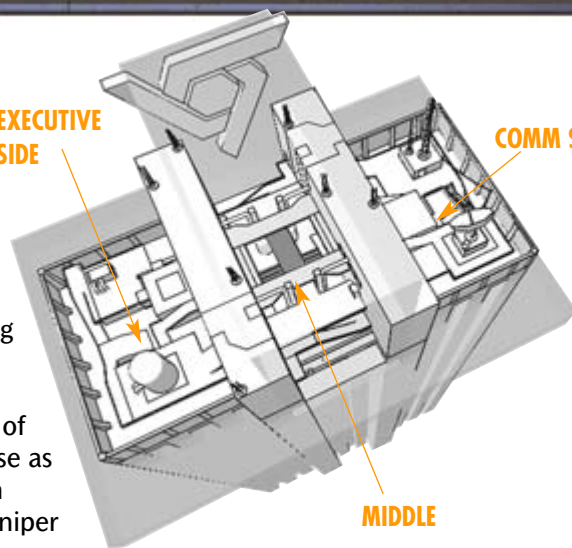
The central area is dominated by a large open bay with huge columns. Open-air walkways and stairs criss-cross the space, allowing for excellent views of both the city below and the RNA symbol above. Its primary function is to allow maintenance access to important systems, but RNA security personnel also love it for how easy it is to lay down crossfire on Lineage intruders.

The communications side is home to the arcology's primary executive helipad and the numerous satellite dishes needed for RNA's global communications. With multiple ramps, ladders, and ledges in close quarters, this side of the map provides plenty of cover—but also plenty of opportunity for snipers to increase their headshot count.

EXECUTIVE
SIDE

COMM SIDE

MIDDLE



KEY LOCATIONS

EXECUTIVE SIDE



The southern side of the RNA arcology's roof is called the executive side; the executive side's upper level consists of three main platforms. To the east is the turbine platform, dominated by a large cylindrical turbine structure. The turbine platform is connected to the executive staging area via a short staircase—RNA players spawn next to this set of steps. This is the only upper-level passage connecting the executive side to the middle. On the western side is the rock garden, home of the coffee bar. The highest of the upper-level platforms is the executive patio, located between the turbine and the rock garden. During Extraction matches, the executive patio is the Lineage team's exit point. Artifact runners can access the patio via the staircase on the turbine side or by hopping up on the low ventilation ducts on the rock garden side. The upper and lower levels are joined by a large T-shaped staircase on the south side. There's also a tall ladder running between the south side of the rock garden and the lower level. Wide corridors fill the lower level, offering two entry points to the executive tunnel on the northern wall. This passage leads to the low and center levels of the middle area and is a popular capture route for Lineage Artifact runners.

EXECUTIVE SIDE TIPS

- The coffee bar's roof and the turbine's top are good defensive cover points when defending the executive patio—use them both. It takes teamwork to lock down both sides of the patio. You can access the turbine's top by a ladder, but you'll need Teleport or a Glider to reach the coffee bar's roof. The turbine also offers a great view of the executive staging corridor to the north, ideal for sniping opponents in the maintenance area.
- If the Lineage Artifact runner is moving on the executive side's lower levels, cover the main staircase and the ladder at the rock garden. These are the only access points to the upper level.
- Use Teleport to jump between the upper and lower levels. Beneath the rock garden, locate the two square ventilation grates in the ceiling. Teleport through these grates to reach the executive patio.
- It's possible to glide on top of the glass wall surrounding the rooftop's perimeter. But watch your step; the wall is extremely narrow and one misstep (or Gust attack) could make you fall off the building's edge. A narrow ledge on the wall's interior base is a much safer place to stand.

ARTIFACT CAPTURE: EXECUTIVE PATIO



ROCK GARDEN RUSH: After securing the Artifact on the low bridge, drop to the floor and run toward the executive side. Weave through the executive tunnel's western branch and head for the ladder leading up to the statue

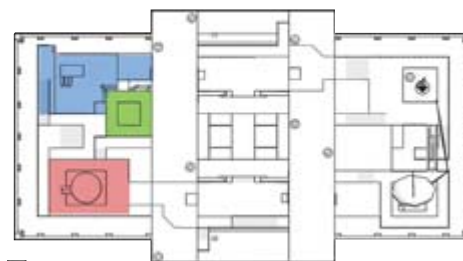
garden. Rush across the statue garden and jump onto the ductwork next to the executive patio to reach the exit point.



UPPER-LEVEL CAPTURE: If the RNA team has rushed back on defense, don't move the Artifact through the executive tunnel. The main staircase and rock garden ladder are likely covered by defenders. Instead, climb to the

executive staging walkway in the middle, then move the Artifact to the executive side, past the turbine and up the patio staircase. During such attempts, escorts should always lead the way in an effort to insulate the Artifact runner while distracting defenders.

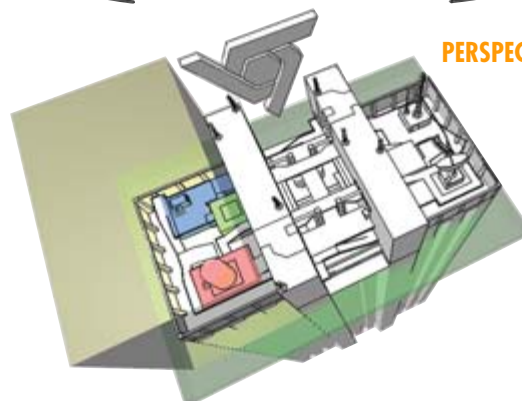
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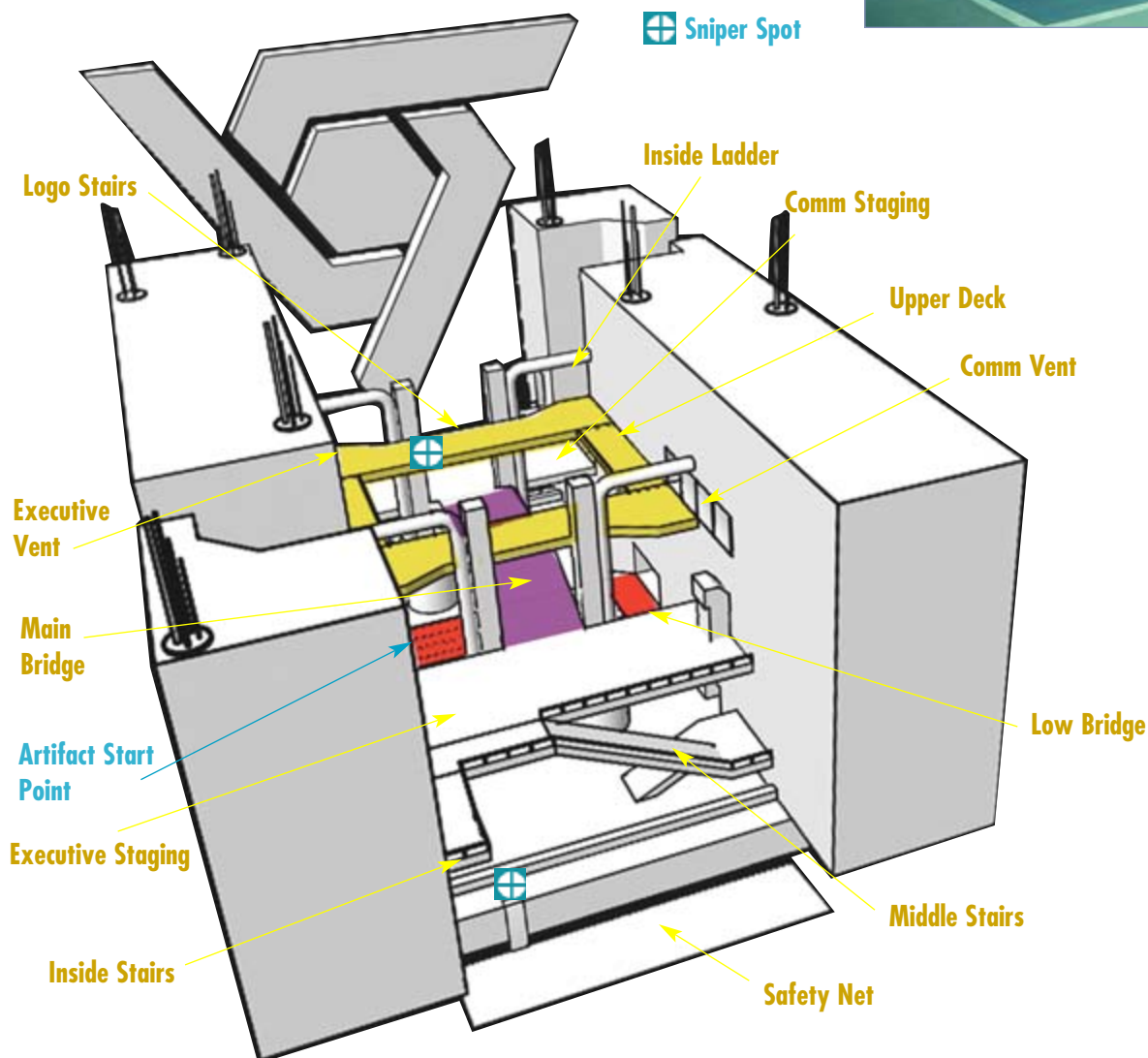
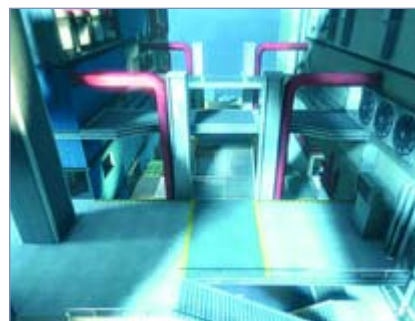
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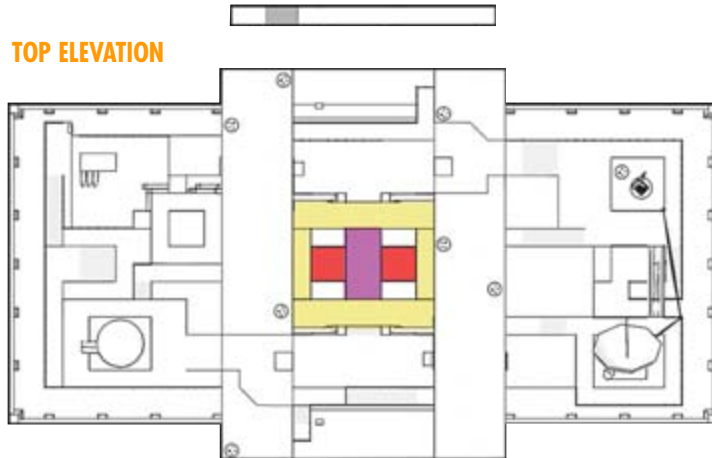
Crammed between the executive and comm sides is the middle, an open sector at the center of the RNA arcology's rooftop. It is filled with crisscrossing walkways and catwalks. In both game types, this is the site of the heaviest action, as RNA players rush in from the executive side and the Lineage enter from the comm side. The Artifact is always located at the low bridge's center, within sight of virtually every upper-level catwalk in the area. The low bridge runs directly between the executive and comm sides with access points to the executive tunnels and comm tunnels at both ends. Above the low bridge is the main bridge, connecting the two peripheral walkways near the executive and comm staging areas. Even higher is the upper deck, a metal catwalk accessible by players equipped with Teleport or Gliders. The floor is filled with supporting columns and other pieces of equipment, offering a surprising amount of cover from threats above. There are also entrances to the comm and executive tunnels on the floor level, which are useful when escaping with the Artifact.



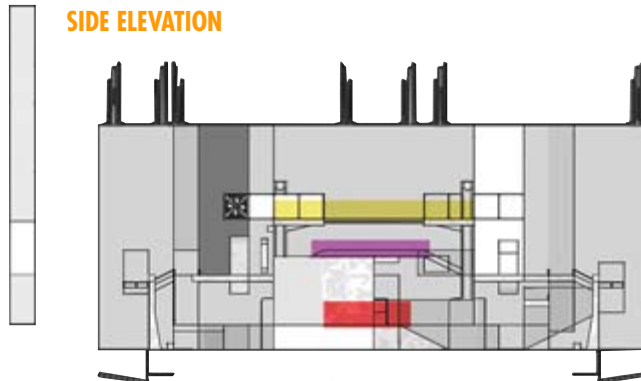
MIDDLE TIPS

- Avoid the staircases in the middle—use the ramp in the executive tunnel or the ladder in the comm tunnel to climb to the respective side's staging area. If you don't have a Glider or Teleport, these enclosed paths are the safest way to move from the lower level to the upper level.
- Just off the executive staging and comm staging walkways are small windowed alcoves overlooking the bridges. These are popular (yet obvious) cover points for snipers camping the Artifact. Sneak up on enemy snipers posted here and slash away with a katana.
- The executive and comm vent ducts are accessible from the upper deck. These dead-end ducts are excellent observation posts when scouting the executive or comm sides of the map prior to launching an attack or capture attempt. Peer through the grate to spot enemies below and relay the information to your teammates—Enhanced Vision makes the job easier. Teleporting through the grate drops you next to the helipad or executive patio, making the vents an excellent avenue of attack when attempting to secure the exit points.
- Players equipped with a Glider and/or Teleport have a tremendous advantage when moving between the maintenance area's multiple levels. While soaring above your opponents, let loose a barrage of automatic fire and grenades. Consider using Gust as well to blow your targets off the main bridge or upper deck.
- Safety nets are suspended along the building's eastern and western sides, helping prevent deadly falls. However, if you overshoot the safety net, it's all over. Despite their low vantage point, the safety nets can be good camping spots when engaging the cross-traffic on the floor and the bridges. Climb the ladder leading up from the safety net until just your head and weapon are peeking over the ledge. The view isn't great, but it's a relatively safe position.

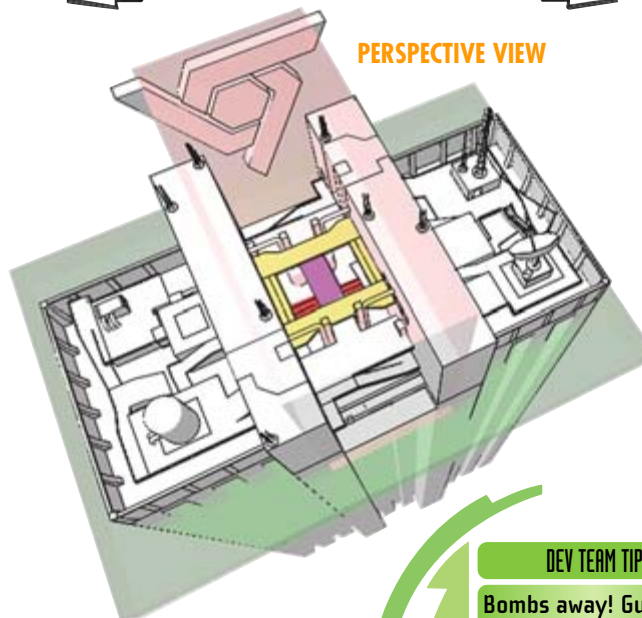
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SIDE ELEVATION



PERSPECTIVE VIEW



DEV TEAM TIP

Bombs away! Gust can launch grenades a long way very accurately.

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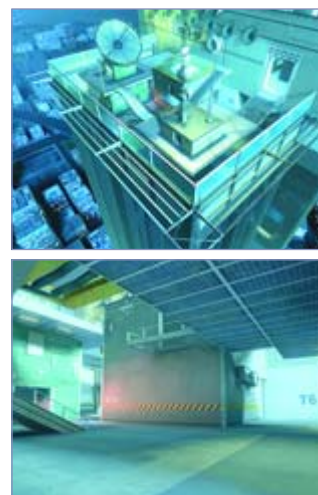
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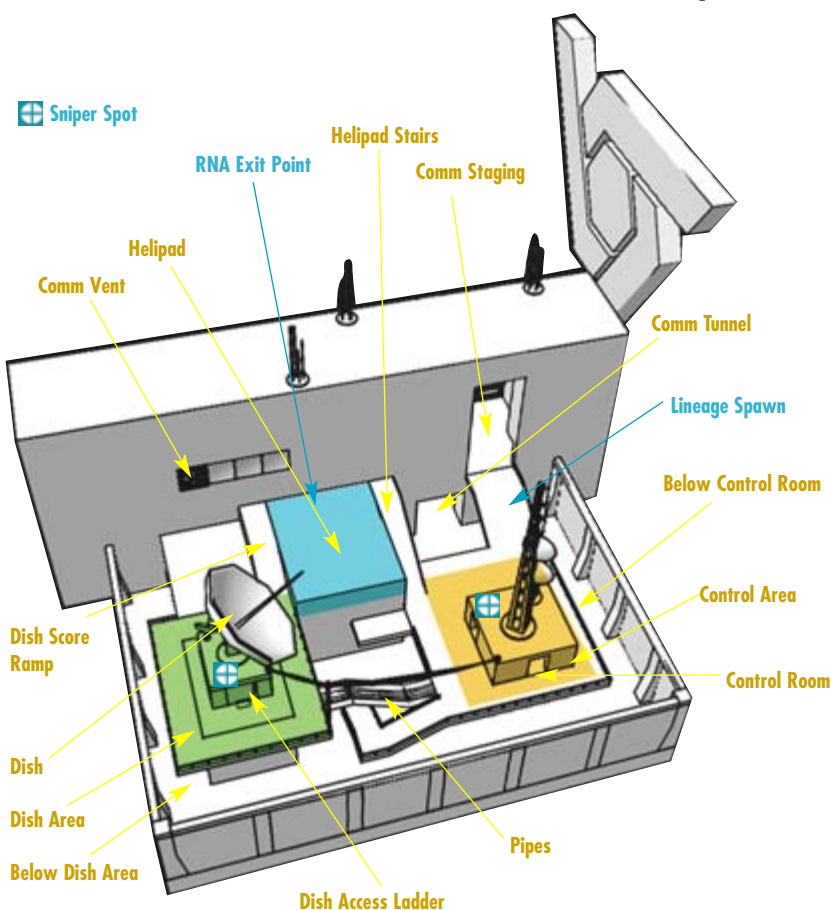
COMM SIDE

This side of the roof is packed with antennas and communications dishes. Apart from the industrial motif, the comm side is a near mirror image of the executive side, with similar upper- and lower-level features. The upper level consists of three main platforms. The Lineage team always spawns on the control area, where the control tower is situated. This puts them within close range of the comm staging walkway, giving them almost immediate access to the maintenance area. Across the way is the dish area, connected to the control area via the pipes catwalk. The control and dish area flank both sides of the helipad—the RNA’s exit point during Extraction matches. Like the executive patio, there are only two paths up to the helipad: the staircase on the control area side and the ramp on the dish area side. A ramp on the control area side and a ladder on the dish area side link the upper and lower levels. The comm tunnels are accessible from the lower level, with two entrances along the southern wall.



COMM SIDE TIPS

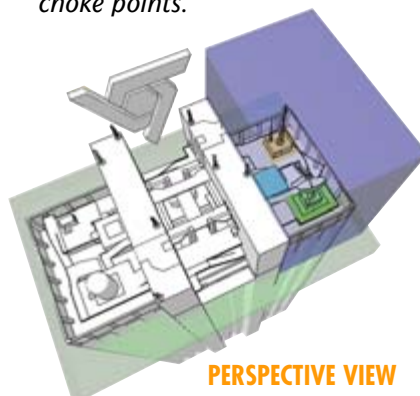
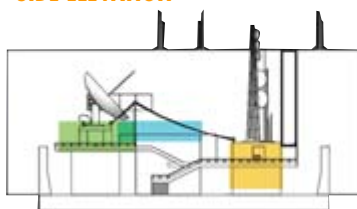
- If manpower allows, lock down the comm side by covering the two comm tunnel entrances and the comm staging walkway with Strangle. The Artifact runner must pass through one of these three passages to enter the comm side. However, other opponents can still teleport through the comm vent grate.
- The control tower is one of the few enclosed rooms on the map. Consider using it as a healing station by planting a Tree of Life inside. This allows teammates to heal without worrying about snipers; however, incoming grenades are still a problem.
- If you have a Glider or Teleport, use the control tower or the dish area’s rooftops as cover points when defending the helipad. Instead of hopping into the dish, take cover beneath it for a better view.
- The control area ramp and dish access ladder are the only two access points to the upper level. If the RNA Artifact runner is on the lower level, cover these two choke points.



TOP ELEVATION



SIDE ELEVATION



PERSPECTIVE VIEW

ARTIFACT CAPTURE: HELIPAD

**DISH AREA RUSH:**

The quickest way for the RNA team to score the Artifact is to take it through the comm tunnel's eastern side to access the comm side's

lower level. From there, rush it up the dish access ladder, then dash across the dish area to the helipad, running up the side ramp to score the Artifact.

HELIPAD DIVERSION: If the helipad is well defended, you can't rush the Artifact. Instead, have the bulk of your team attack from the upper level along the comm staging walkway. While the attack is under way, the Artifact runner and one escort should sneak through on the lower level and use the dish access ladder to reach the upper level, scoring the Artifact from the helipad's ramp.

TEAM TACTICS

ATTRITION

Pinnacle is the smallest map, making for some chaotic Attrition matches. But if you can rein in your team and control the action's pace, you'll have a much better chance of winning. Instead of rushing into the middle, hold near your spawn point at the executive side when playing RNA or at the comm side when playing as Lineage. Split your team between the two levels—on the upper level, cover the three middle-side entry points at the staging walkway; on the lower level, cover the tunnels.

With no enemies to shoot in the middle, your opponents will eventually move into your zones of control, allowing your team to eliminate them one by one. Wait until you've killed at least half of the other team before going on the offensive. But don't leave large groupings of enemy bodies unguarded—enemy Resurrect casters can alter the balance of power in a matter of seconds. Send half the team on the hunt while the rest watches over the bodies.

EXTRACTION

Due to the map's compact size, rush attempts are a huge threat. In fact, Artifact runners commonly

score within the first minute of the round. Your first priority is to make sure at least two teammates defend the exit point. Your team's defenders should be equipped with Strangle and positioned within view of both exit point's stairs and/or ramps. Meanwhile, get the rest of your team in the middle, but don't immediately go for the Artifact. Wait for the opposing team to grab it first and try to ambush them in the tunnels or along the staging walkway.

When the Artifact is in your team's possession, organize a plan of attack. Diversionary tactics are the best way to score, so stage a large-scale attack from one side while the Artifact runner and an escort rush the exit point from the other side. But even during capture attempts, try to keep one teammate back on defense—if your opponents gain control of the Artifact, your team will have a tough time getting back on defense in time to stop them from scoring.

KNOW YOUR ROLE!

HUMAN: Buy an SMG and Glider before the first round and use them to patrol the upper-level catwalks in the middle. The Glider is also useful in the comm and executive sides, whether attacking or defending. Save up for a rifle and Teleport to help keep your distance from opponents.

ELF: Start off with Resurrect and support your teammates in the middle while looking for opportunities to grab and score the Artifact. Don't go solo until you have Smoke or Teleport. Defensively, rely on your speed to hunt down enemy Artifact runners, using an SMG or katana to cut them down.

TROLL: Cast a Tree of Life on or near the low bridge and watch the Artifact from within the comm or executive tunnels. Save up for a shotgun and a minigun to help discourage opponents from approaching the Artifact or escaping with it through the tunnels. If your team grabs the Artifact, spearhead diversionary attacks on the comm and executive sides.

DWARF: Hold near the executive or comm staging walkways and cast Strangle to ensnare opponents on the low bridge—finish them off with a rifle. But don't drop to the middle's lower levels; instead, be prepared to rush back on defense and barricade the exit point with more Strangle. Use Enhanced Vision to direct your team's defensive efforts.

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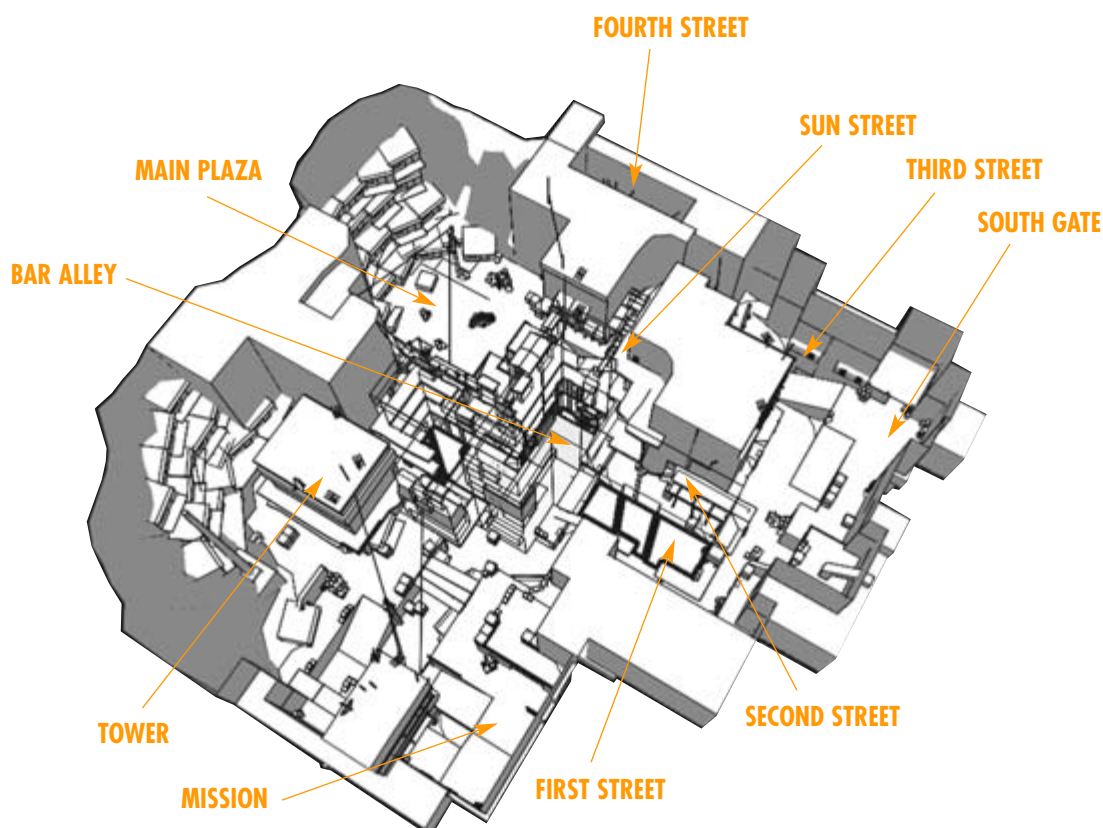
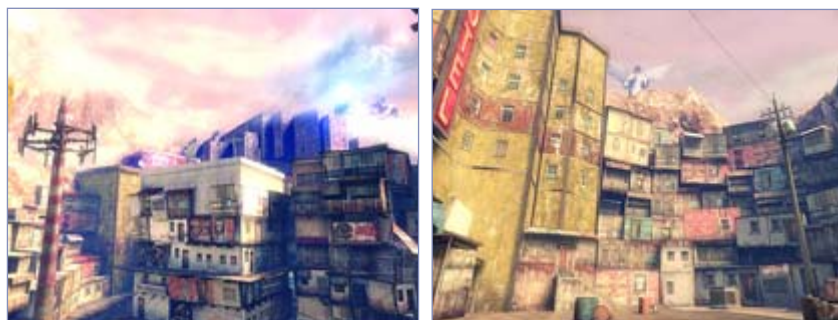
Once this was a prosperous and heavily populated part of the city of Santos, Brazil. Now it's all gone, and its residents struggle merely to survive. They say hardship breeds toughness. That is true. No location in Santos has had it tougher than the Slums.

In the year 2025, RNA Global Corporation's CEO, Jonathan Cain, led an exploratory team into the ziggurat: a powerful source of magic that for thousands of years has been the ancestral focus of the Lineage. Having an aptitude for magic himself, he sought to conduct experiments within the great structure

and learn to harness these mysterious energies. Something went wrong with Cain's experiments, however, and a great explosion killed—amongst many others—Cain and the leader of the Lineage, Marcio Chancela. Even worse, this explosion rocked the mountainside under which the ziggurat slept and destroyed a quarter of the city of Santos, causing such devastation that the city has never fully recovered. Where once there was a thriving neighborhood, now there is nothing but the Slums.



FAVELA



The Favela neighborhood is a virtual microcosm of the entire city of Santos. A couple of areas remain almost untouched, including a Mediterranean-style mansion and a public square that is still used for the Sunday market in the Slums.

Then there are sections that were completely devastated by the Santos Disaster. The Sol Bar used to be one of the most popular gathering spots in Santos, especially among patrons of the FASA Theater just around the corner. But both establishments were ravaged during the Santos Disaster and were eventually abandoned.

In today's Santos, the Favela district is used for the Sunday market, but Monday through Saturday it is a haven for the homeless and desperate. Formerly one of the liveliest neighborhoods in Santos, Favela is now the emblem of Santos's problems.

DEV TEAM TIP

Make money! Picking up, carrying, and escaping with the Artifact all earn you money.

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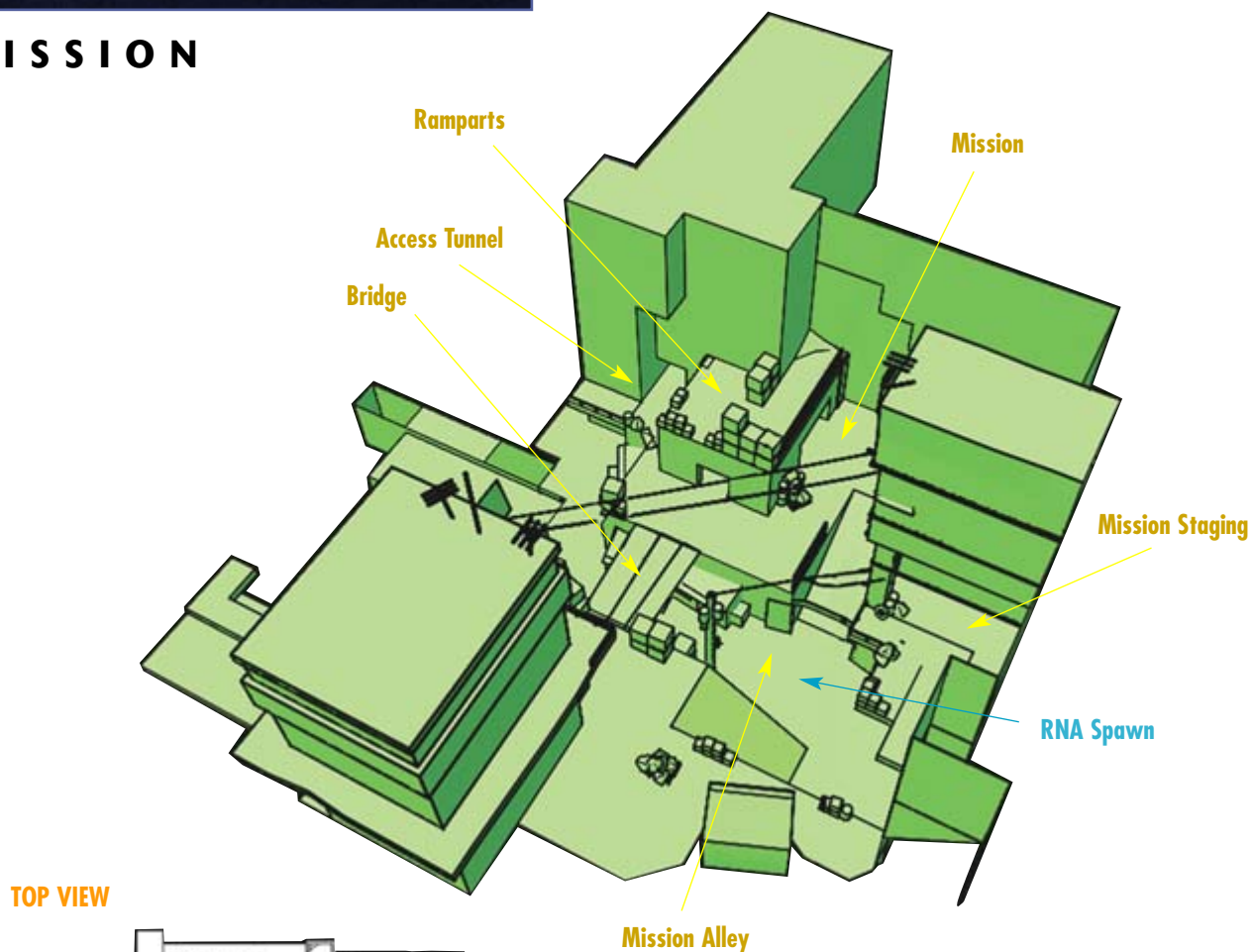
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KEY LOCATIONS

MISSION



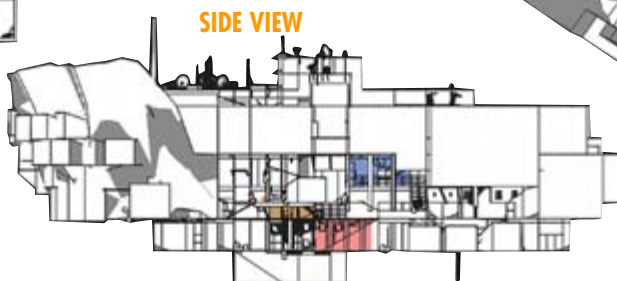
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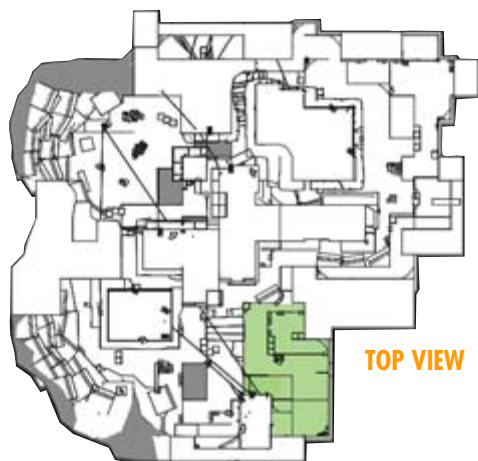
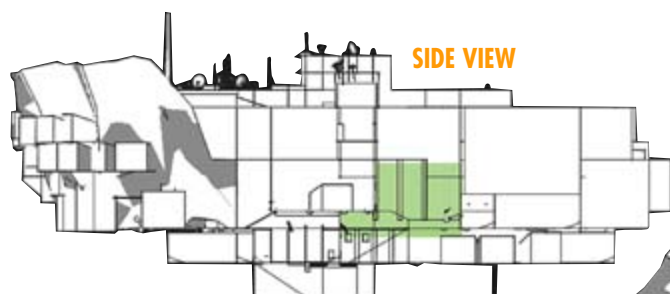
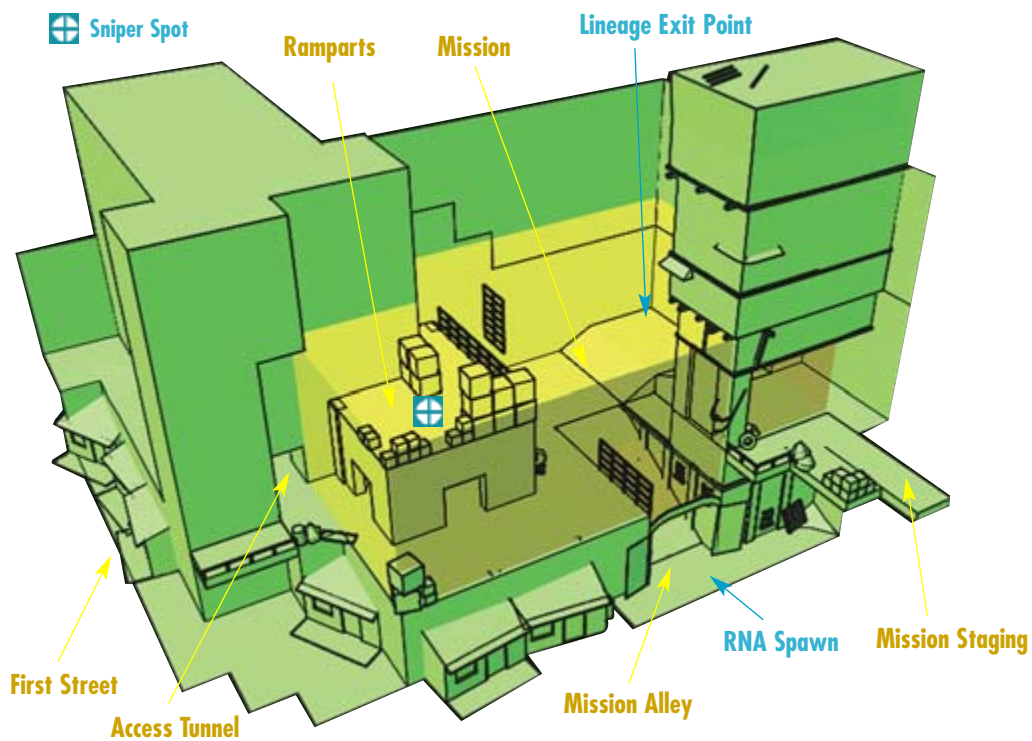


PERSPECTIVE VIEW



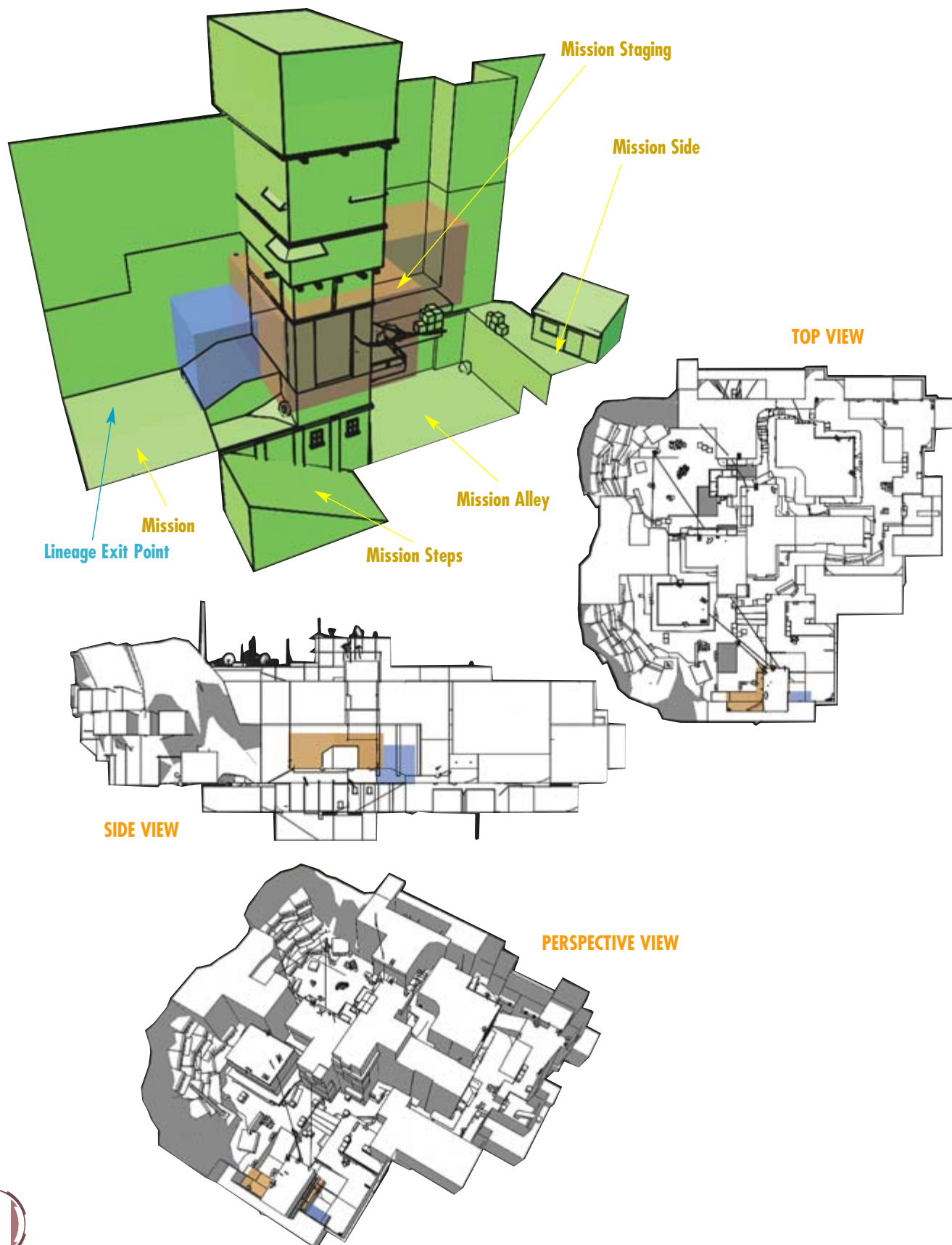
SIDE VIEW





DEV TEAM TIP

Attrition: The Artifact allows the holder to see all enemies. But the holder is also visible to all enemies.





This old mission has seen better days, but it still stands out as one of the key landmarks in Favela. In Attrition and Extraction matches, the RNA team spawns at the bottom of the mission steps, in the mission alley. Lineage players also have a claim on the mission, as it serves as their exit point during Extraction matches.

The mission isn't a central location, yet it offers plenty of adjacent passages to help you get wherever you're going. On the lower level, the mission alley splits off in two directions—the lower mission side passage leads toward the main plaza via the bar alley, and First Street spans in the opposite direction, connecting to Wall Street and the south gate area. On the upper level, the mission staging walkway and mission alley ramp lead to the mission side passages surrounding the tower.

MISSION TIPS

- When defending the mission during Extraction matches, get familiar with the ramparts. This square section of mission roof provides a great view of the exit point and the surrounding passages.
- The access tunnel (by the ramparts) connects the mission's upper level to an elevated walkway along First Street. This is a quick way to move between the mission and the south gate. If the opposing team loses the Artifact, defenders watching the mission exit point should use this route when transitioning to offense, aiding their team during the move to the south gate.
- Lineage Artifact runners can score from three directions: the ramparts, the mission steps, and the mission staging passage. If your team can't cover all paths, center your sights on the exit point, barricading it with Strangle.

ARTIFACT CAPTURE: MISSION



MISSION STAGING RUSH: If the RNA is bogged down in the main plaza, capture the Artifact before the RNA can transition to defense. Move

through the alley between the hotel and tenement. Advance through the passage between the tower and the cliffside shanties, heading toward the mission staging walkway to reach the exit point.



RAMPARTS SNEAK: Sometimes rushing the Artifact is too risky, so consider a more indirect route. From the main plaza, head down Second

or Third streets to Wall Street. Climb the ladder at Wall and First streets to reach the upper ledge on First. Duck inside the access tunnel and follow it to the mission's ramparts side. Instead of climbing up to the ramparts, rush the Artifact through the room beneath to reach the exit point.

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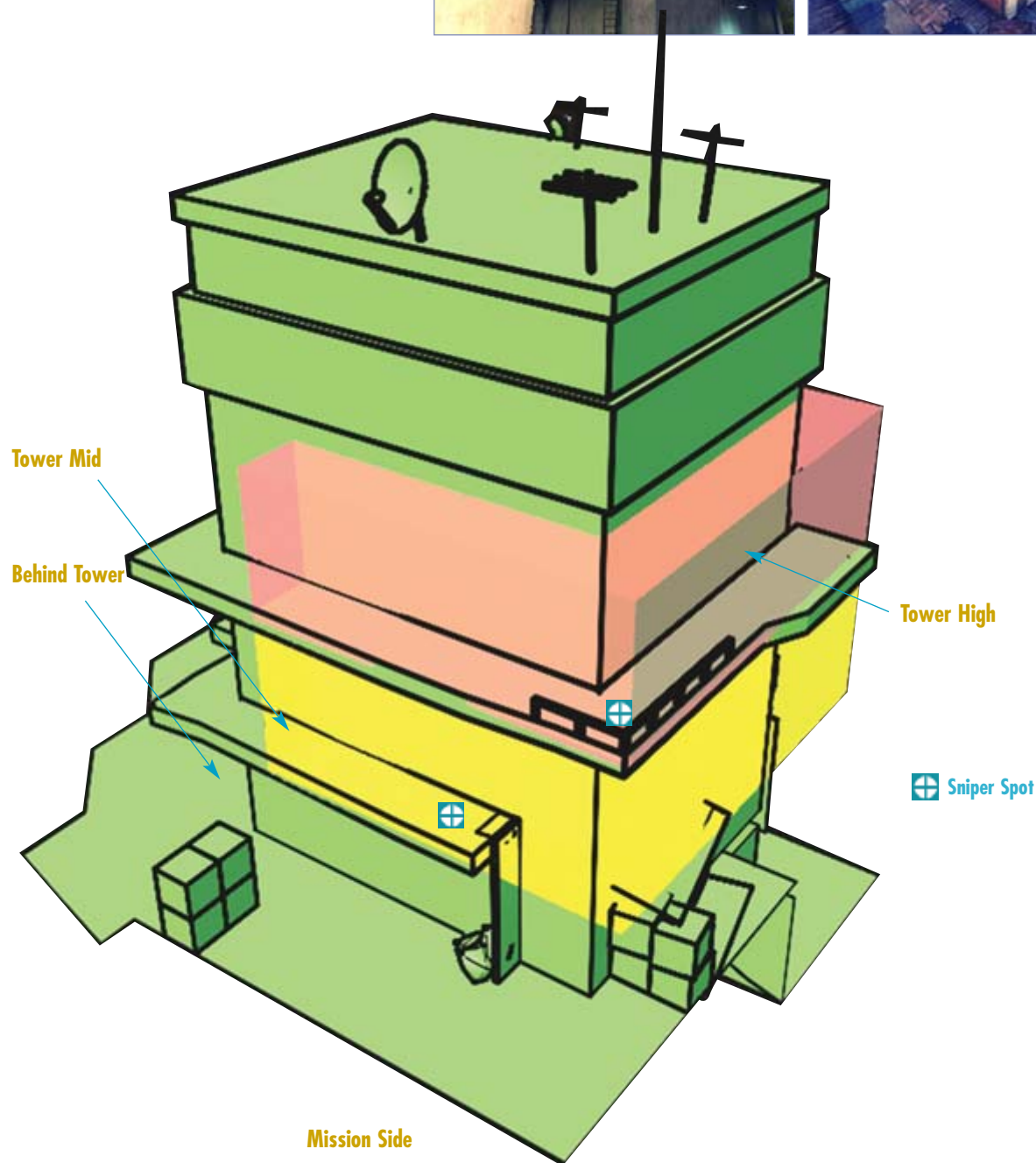
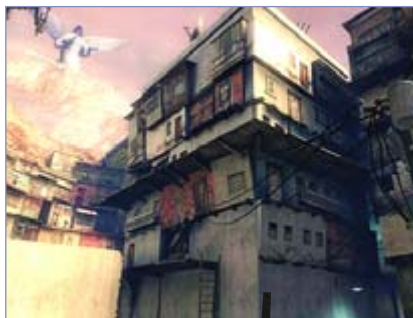
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TOWER

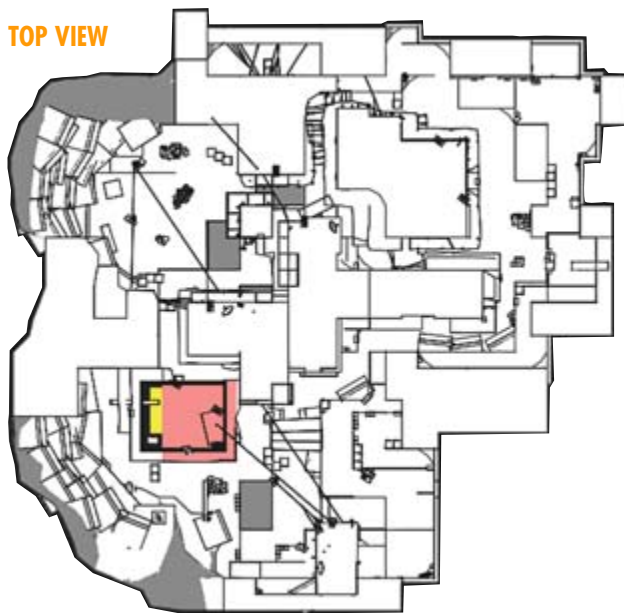


Ringed by two rickety wooden catwalks, the tower is a key location for snipers and for players on the move. On one side, the tower neighbors the tenement and hotel buildings overlooking the main plaza. The tower's catwalks and surrounding alleys running between these buildings connect the mission and the main plaza—jump to move between the tower and tenement's lower- and upper-level catwalks. On the tower's opposite side are several tiers of shanties stacked against a steep cliff face. Both the shanties and tower catwalks offer clear sight lines of the mission, making them popular sniping spots.

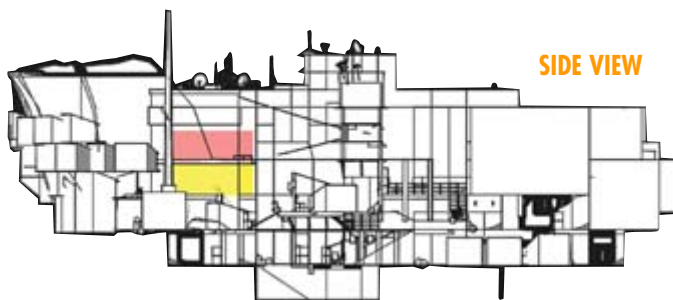
TOWER TIPS

- During Extraction matches, Lineage snipers should move to the tower prior to all capture attempts. The tower's catwalks and the shanty rooftops offer amazing views of the mission's exit point, making this area the perfect spot for clearing out RNA defenders at long range. However, the catwalks and shanty rooftops offer no cover. If cover is important, snipe from the base of the cell tower next to the shanties.
- Gliding or teleporting is the best way to reach the shanty rooftops. But elves can reach the shanties with a jump. Move to the corner of the tower's high catwalk (pointing at the shanties) and get a slight running start before jumping.

TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Raid: RNA Corp wins if time expires and the Lineage haven't escaped with the Artifact.

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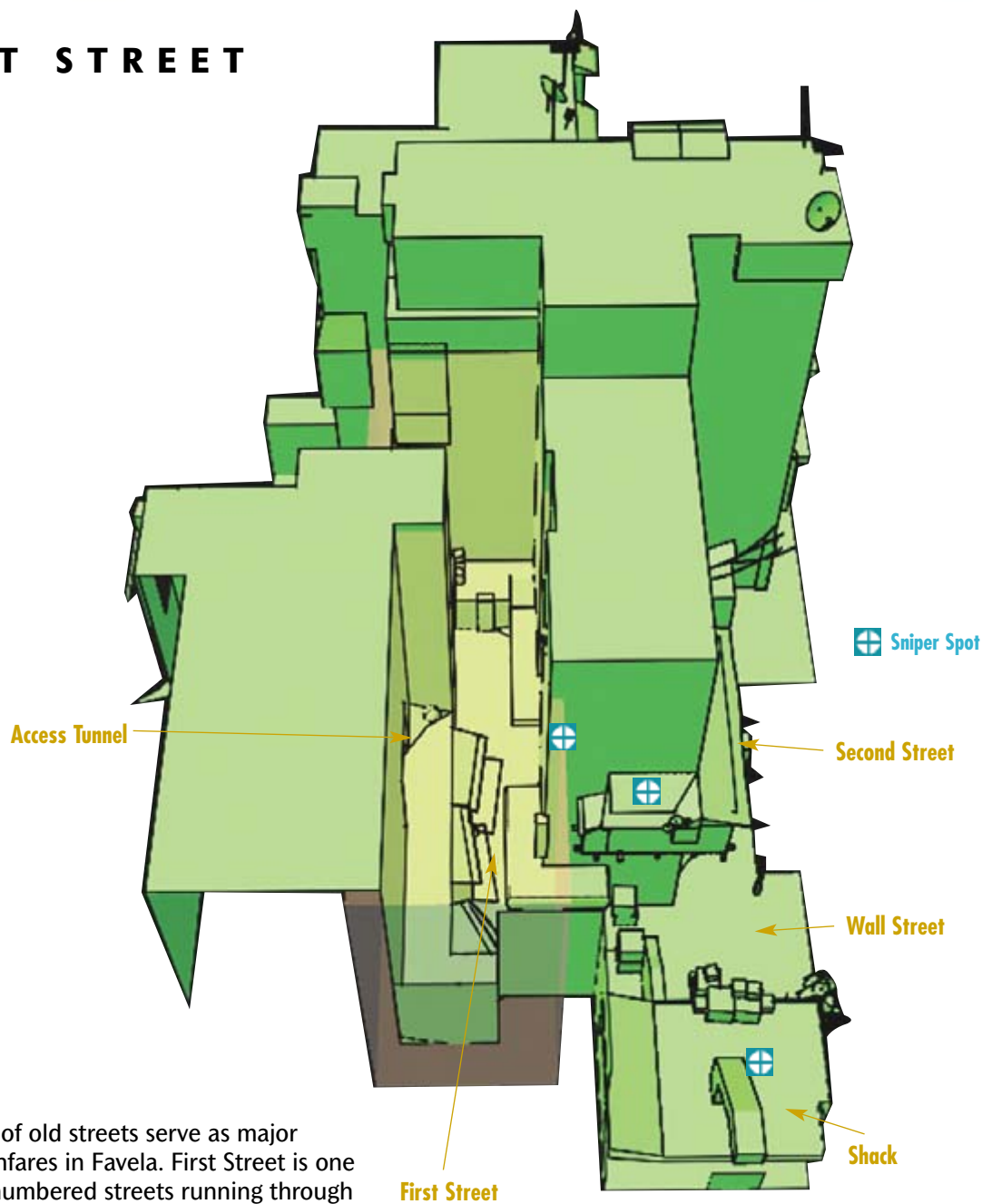
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FIRST STREET



A series of old streets serve as major thoroughfares in Favela. First Street is one of four numbered streets running through the middle of the map.

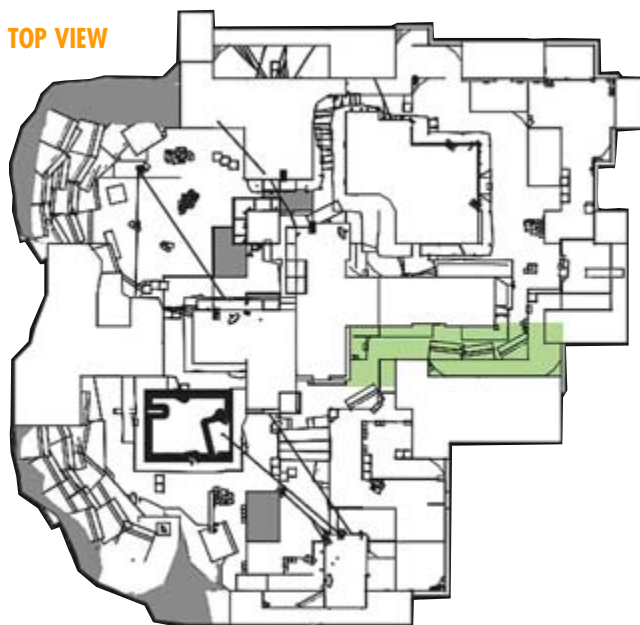


On one end, First Street connects to the mission side, eventually merging into the lower mission side alley. At the opposite end, First Street intersects Wall Street, the main avenue running in front of the south gate. Like most passages, the street is flanked by upper-level catwalks and ledges, accessible by a short ladder near the mission side or a taller ladder on Wall Street. This ledge is also an exit point of the access tunnel, connecting to the mission's ramparts side.

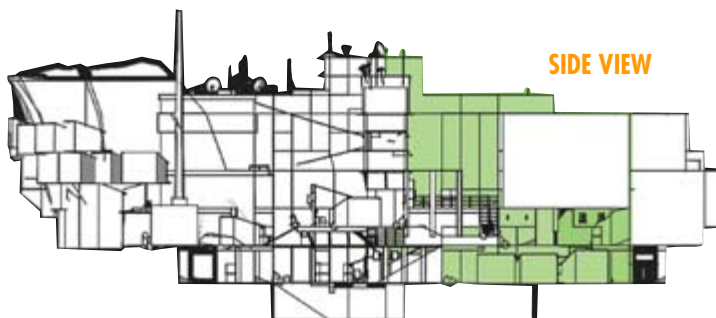
FIRST STREET TIPS

- *Artifact runners from either team can score from First Street. RNA players should climb to the ledge and move through the shack (above Wall Street) to reach the exit point at the south gate. Lineage runners should utilize the upper-level access tunnel, sneaking up on the mission from the ramparts side.*
- *The abandoned FASA Theater is located at the corner of First and Wall streets. Glide to the top of the tall sign for a good view of the south gate exit point. RNA snipers can use this sign to pick off Lineage defenders. The theater sign offers a bit more concealment and distance than the nearby high awning or shack roof on Wall Street.*

TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Quick cast: Some magics work well without being mapped. Quick cast them from the Assignment menu.

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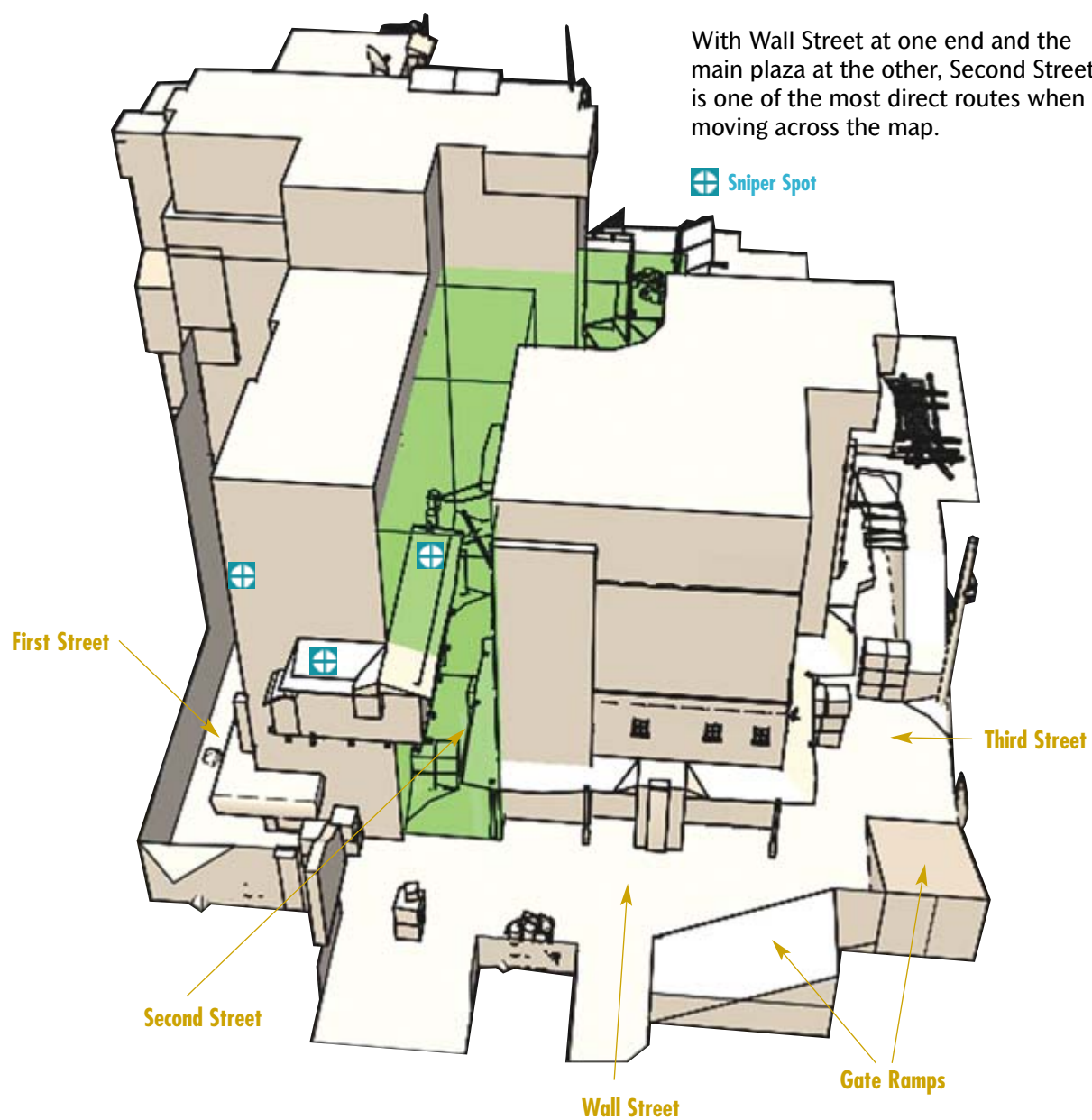
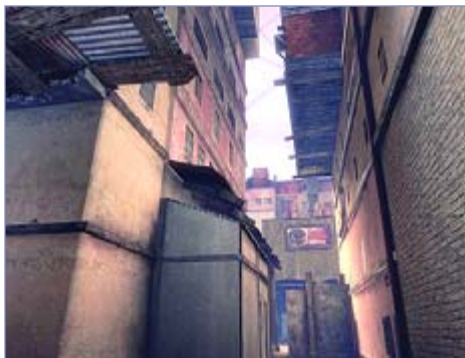
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SECOND STREET

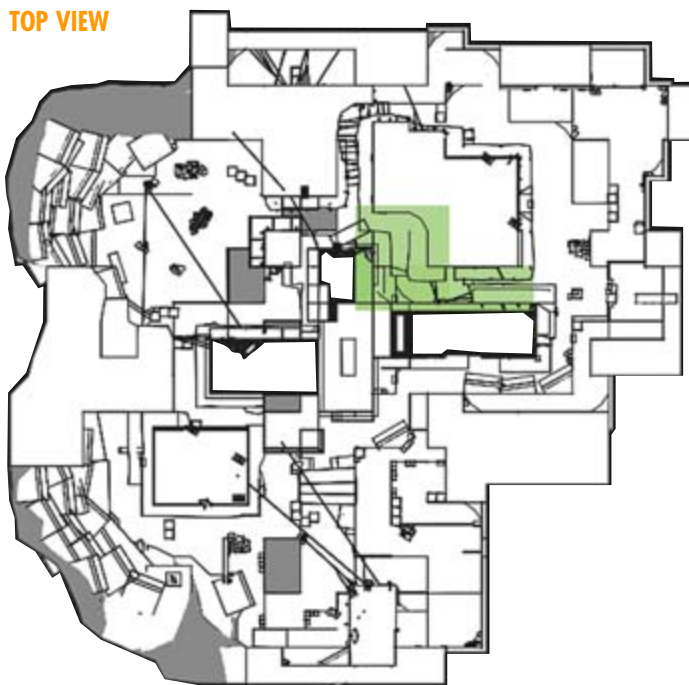


With Wall Street at one end and the main plaza at the other, Second Street is one of the most direct routes when moving across the map. This street houses the perpetually closed Sol Bar, near the Second and Sun streets intersection. Nearby are entrances to the bar alley and basement. Above the Sol Bar, the street is covered with a canopy of wood and sheet metal, connected to the boardwalk running above Sun and Third streets. Higher up is a second tier of catwalks and awnings called Second Street High. This leads to the popular overlook position in the main plaza.

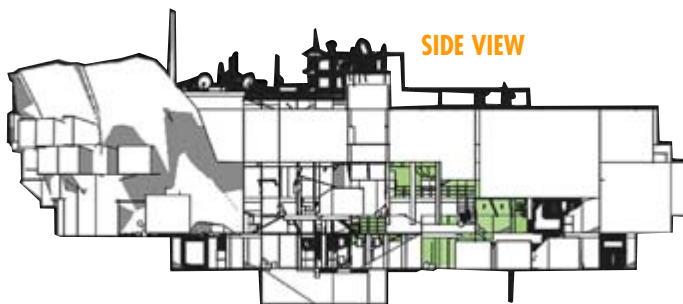
SECOND STREET TIPS

- The shack roof (above Wall Street) has a clear line of sight down Second Street—this is a popular sniper spot for Lineage defenders. If you're running the Artifact as RNA, take another route to the south gate.
- The Second Street High awning (near Wall Street) is another good sniper spot when covering the south gate, offering an unobstructed view of the RNA team's exit point.
- Due to its central location, Second Street is a good place to run Enhanced Vision sweeps. Move to an upper-level position and scan your surroundings for opponents.

TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

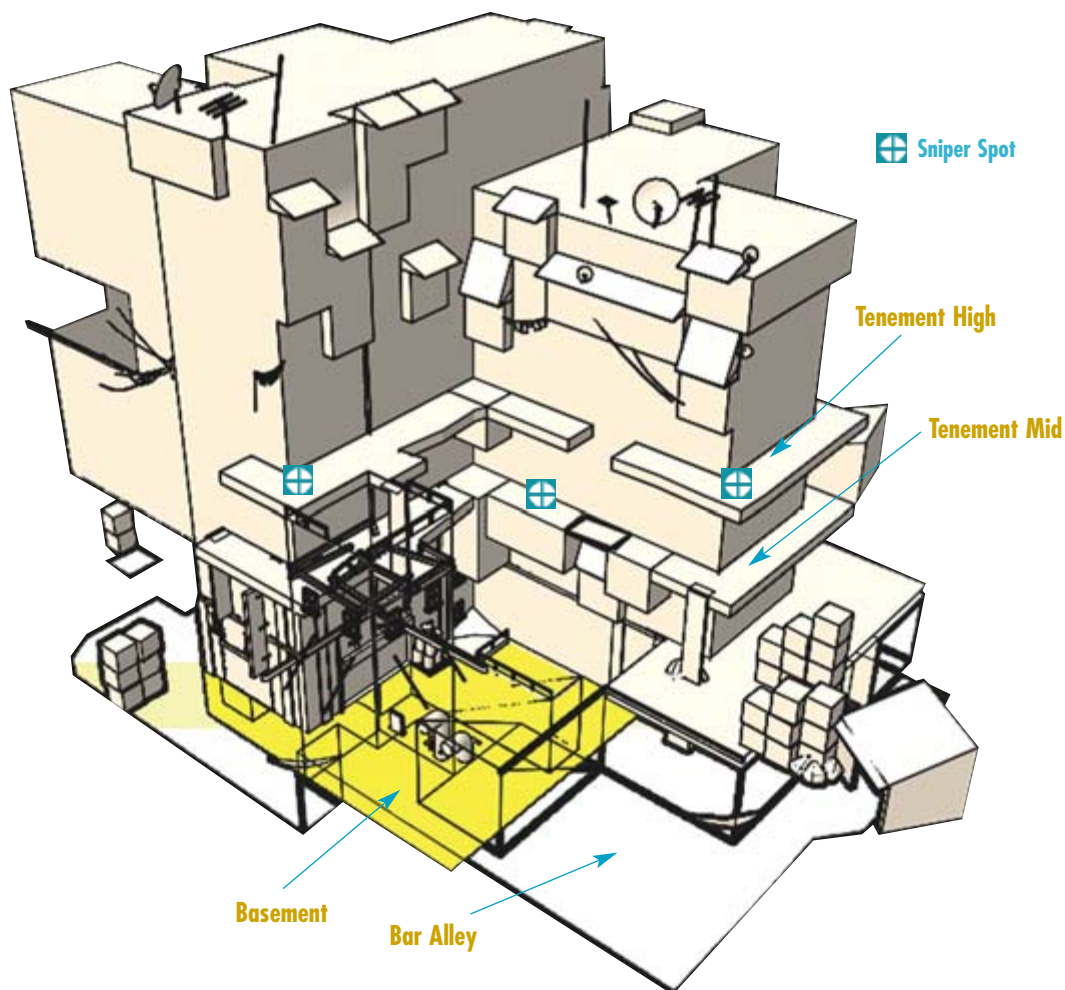
Sit rep: The Situational Awareness System is an efficient way to communicate what you see.

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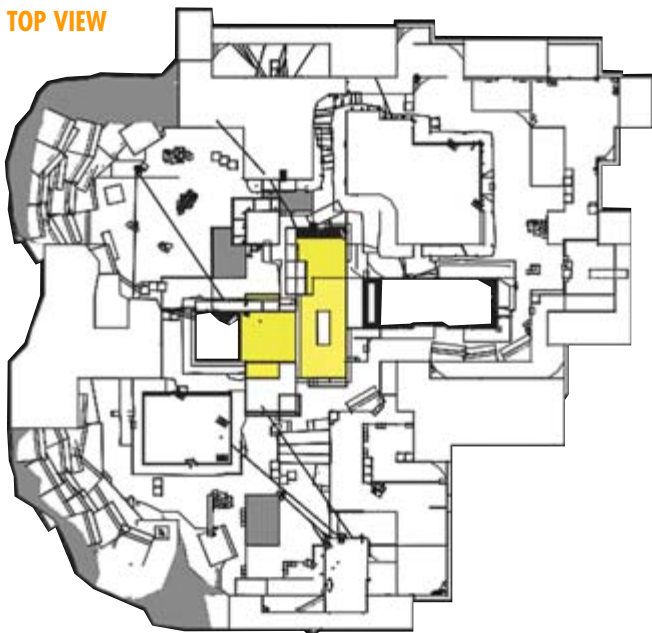
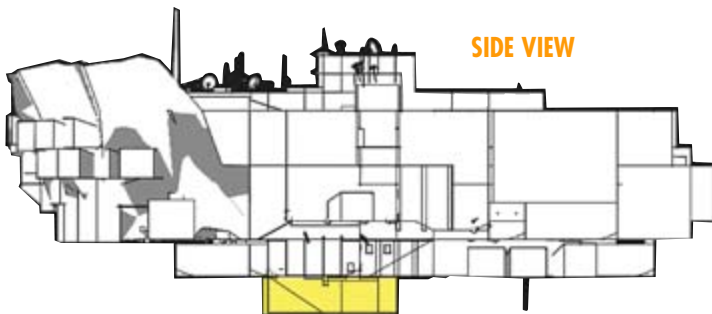
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B A S E M E N T



Located between First and Second streets, the basement is a central hub connecting different areas of the map through four staircases.

TOP VIEW

SIDE VIEW

PERSPECTIVE VIEW


The blue-lit staircase leads to the lower mission side, close to the mission alley. On the opposite wall are two staircases leading in opposite directions, each marked by a red and blue graffiti pictogram. The character in the red pictogram points toward the south gate, with the steps emerging on Second Street, near the Sol Bar. Follow the blue character's directions up the opposite steps to reach First Street, near the mission's ramparts side. The final staircase isn't marked but provides access to the bar alley, near the ramp leading to the main plaza.

BASEMENT TIPS

- *The basement isn't teleport-friendly. However, you can teleport up through the ceiling near the blue-lit staircase, emerging in the mission side alley. But the staircases are the main escape routes, so avoid spending too much time down here unless you enjoy point-blank firefights.*
- *It's easy to get turned around in the basement, so use the cues over each staircase to find your bearings. The red-graffiti-marked steps lead to the Lineage-controlled south gate side of the map. The two staircases marked with blue graffiti and light lead to the RNA's mission side. Finally, the unmarked staircase leads to the neutral territory of the main plaza.*

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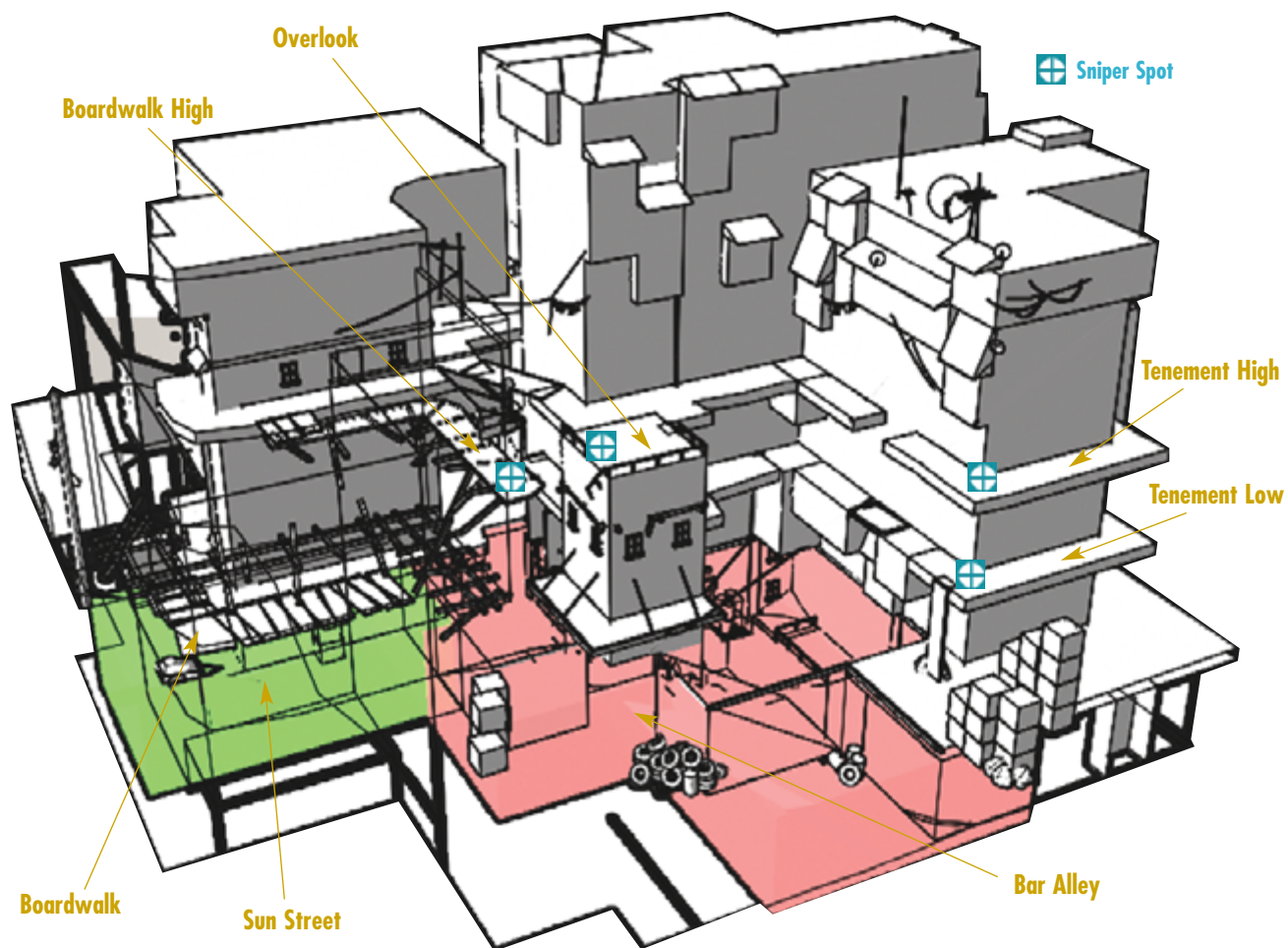
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DEV TEAM TIP

Lose money! Shooting teammates can cost you a great deal of money.



BAR ALLEY AND SUN STREET



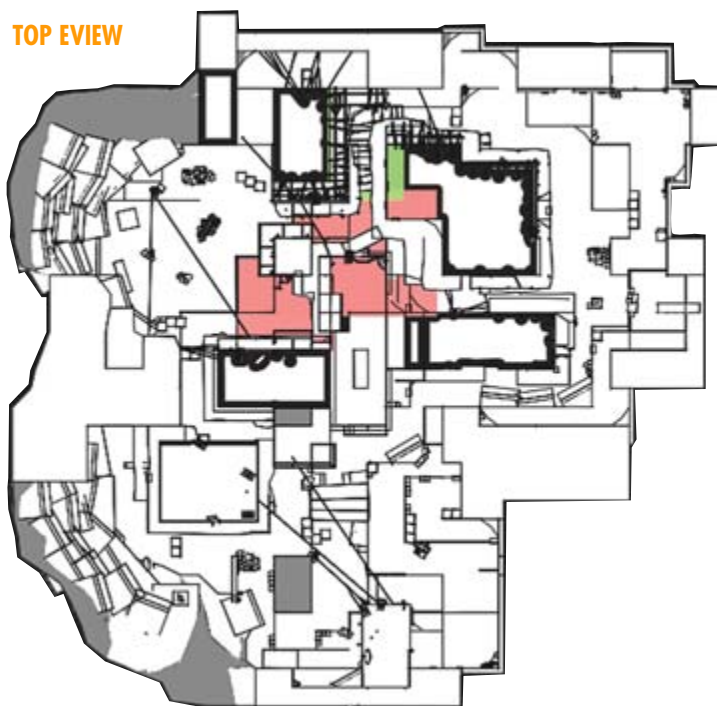
Crammed between Second Street and the lower mission side passage, the bar alley is a small nook located along the side of the Sol Bar. It features a key ramp leading to the main plaza.

This ramp is a popular entrance and exit point for players moving to and from the plaza, particularly for Artifact runners attempting to escape. The bar alley connects to the bar's front at the intersection of Sun and Second streets. Sun Street runs parallel with Wall Street and eventually merges with Third Street. Above Sun Street is the boardwalk, a rickety walkway constructed of wooden planks. Higher up are the boardwalk's high awnings, extended above the Sun and Third streets intersection.

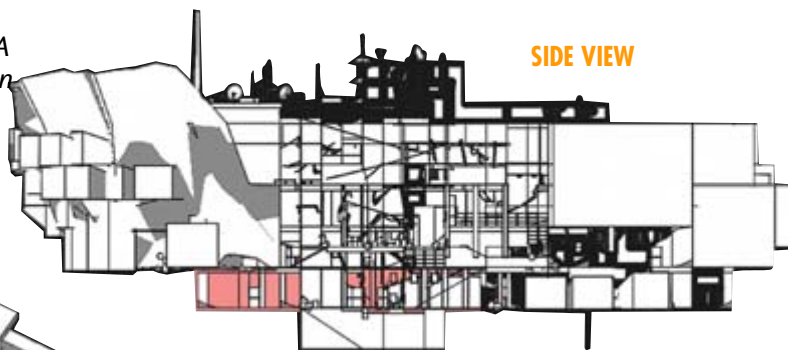
BAR ALLEY AND SUN STREET TIPS

- The pitlike area at the bottom of the bar alley's ramp is a popular spot for players of both teams to seek refuge during firefights in the plaza—but it's also a low point for grenades to settle before detonating, so think twice before casting a tree down here.
- Use Teleport to move between Sun Street and the boardwalk above. This is useful during escapes or ambushes. Lineage players can often sneak up behind RNA Artifact runners here as they rush down Third Street.

TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Lose money! Weapons and some magic and tech cost money each round for upkeep.

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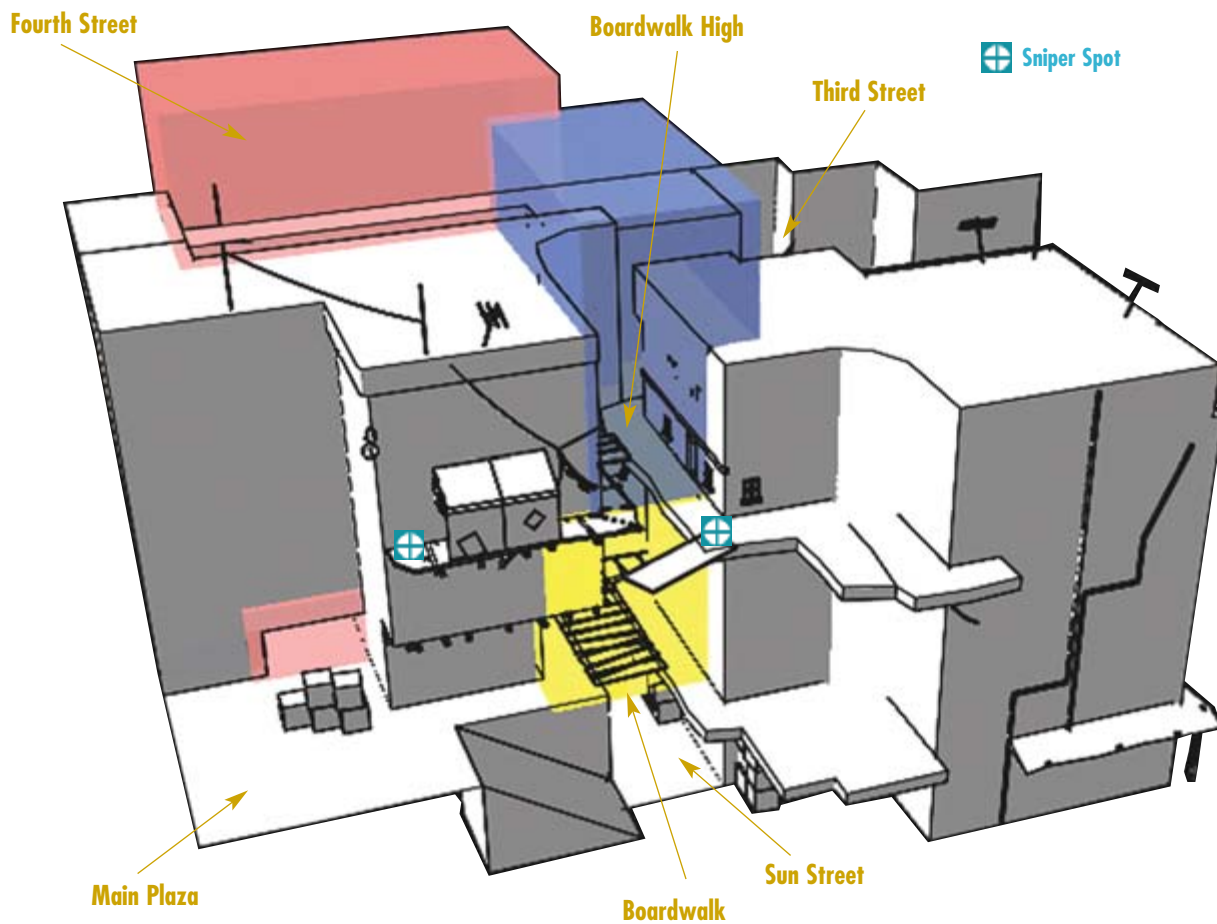
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THIRD AND FOURTH STREETS



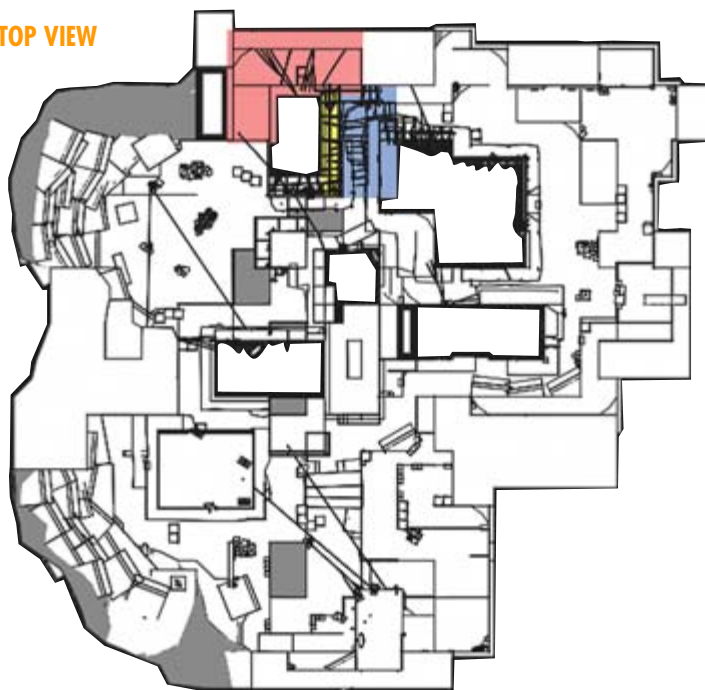
Third and Fourth streets provide the quickest and most direct route between the main plaza and the south gate.

As such, they're frequented by Lineage players looking to rush the plaza or by RNA players trying to score the Artifact. Third Street spans the gap between Sun Street and Wall Street, offering direct access to the gate ramps. Fourth Street sits higher than the other numbered streets and is accessible from the boardwalk on one end and the main plaza on the other. This gives Fourth Street the feeling of a side passage, useful when sneaking up on the Artifact—or when escaping with it.

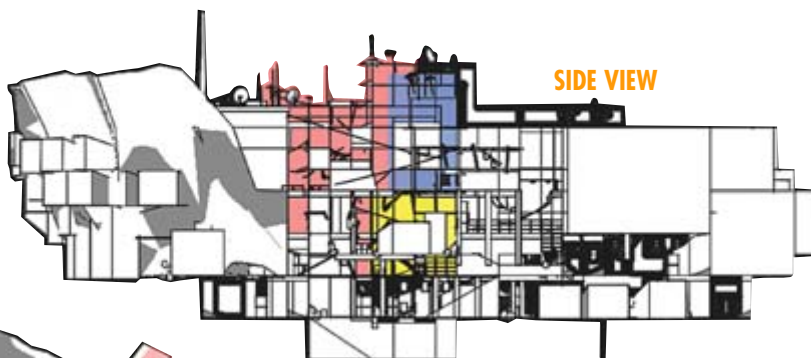
THIRD AND FOURTH STREETS TIPS

- The boardwalk high walkway above Third Street is another favorite sniper position overlooking the south gate. For an even higher spot, glide over to the top of the blue “ACO” sign on the street's opposite side.
- Fourth Street is a popular egress route for RNA players attempting to rush the Artifact to the south gate. Lineage defenders should consider setting up ambushes here, using Strangle and a minion to delay or detour RNA Artifact runners.

TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Good investment: Magic and tech don't get lost when you die, unlike weapons.

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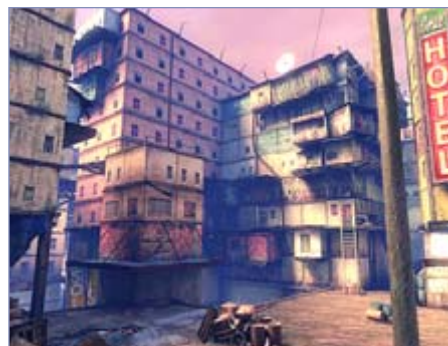
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MAIN PLAZA



Artifact Start Point

Hotel

Fourth Street

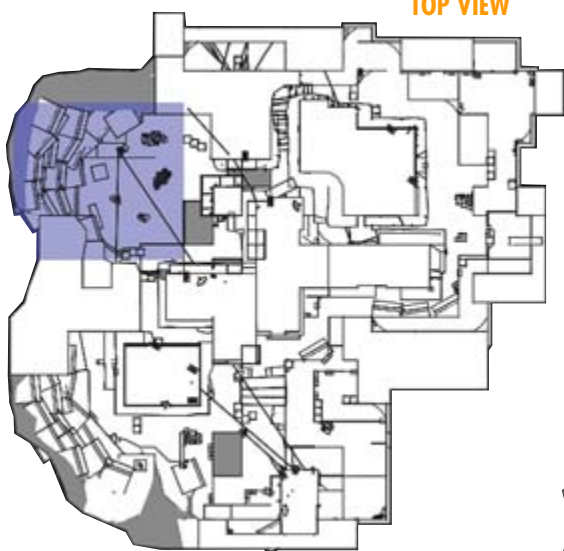
Overlook

Tower

Tenement

Surrounded by tall buildings with various sniper perches, the main plaza is the site of all manner of carnage as the RNA and Lineage struggle for control of the artifact. In most matches, RNA players filter in from the hotel and tenement side while the Lineage rushes in from the boardwalk and Fourth Street.

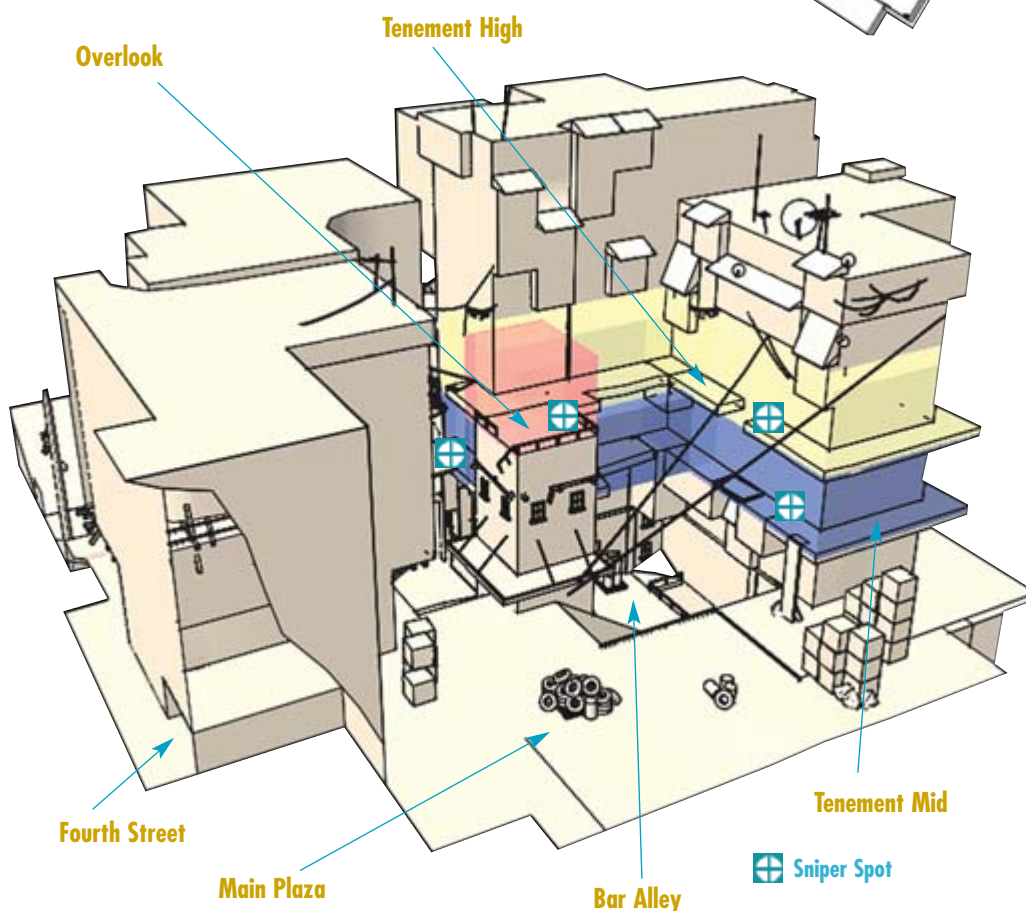
TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



While there's plenty of cover around the perimeter, the plaza's center is open, with the Artifact pedestal tempting both teams to approach. In Extraction matches, this can lead to long-range standoffs as both teams try to secure the plaza from the perimeter walkways and catwalks.

The tenement high walkway and the overlook are popular sniper perches and should always be monitored, particularly by those on the lower levels. As by the tower, there are shanties lining the cliffside overlooking the Artifact. But snipers should avoid these rooftops; they offer no cover and are within the line of sight of every player in the plaza.

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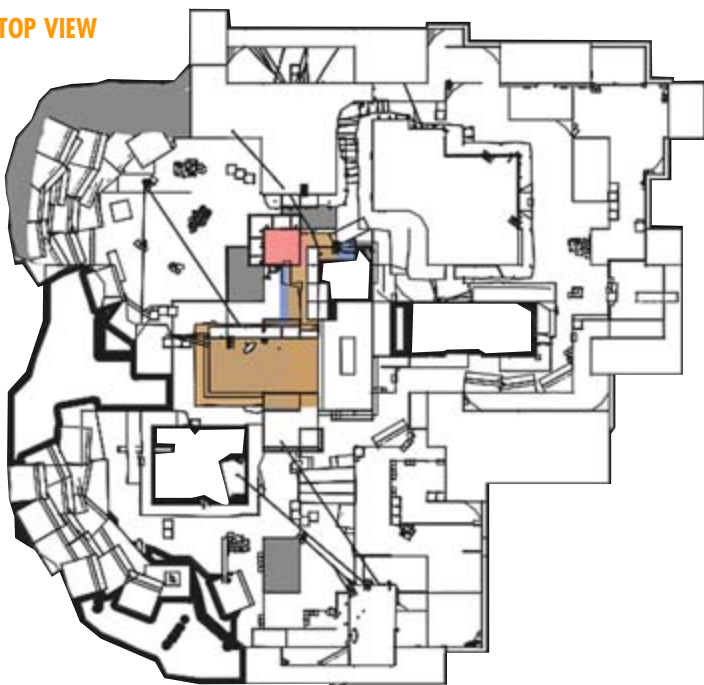
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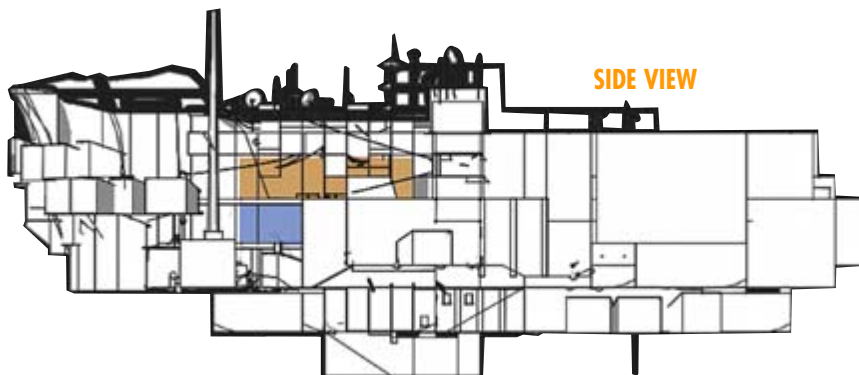
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MAIN PLAZA TIPS

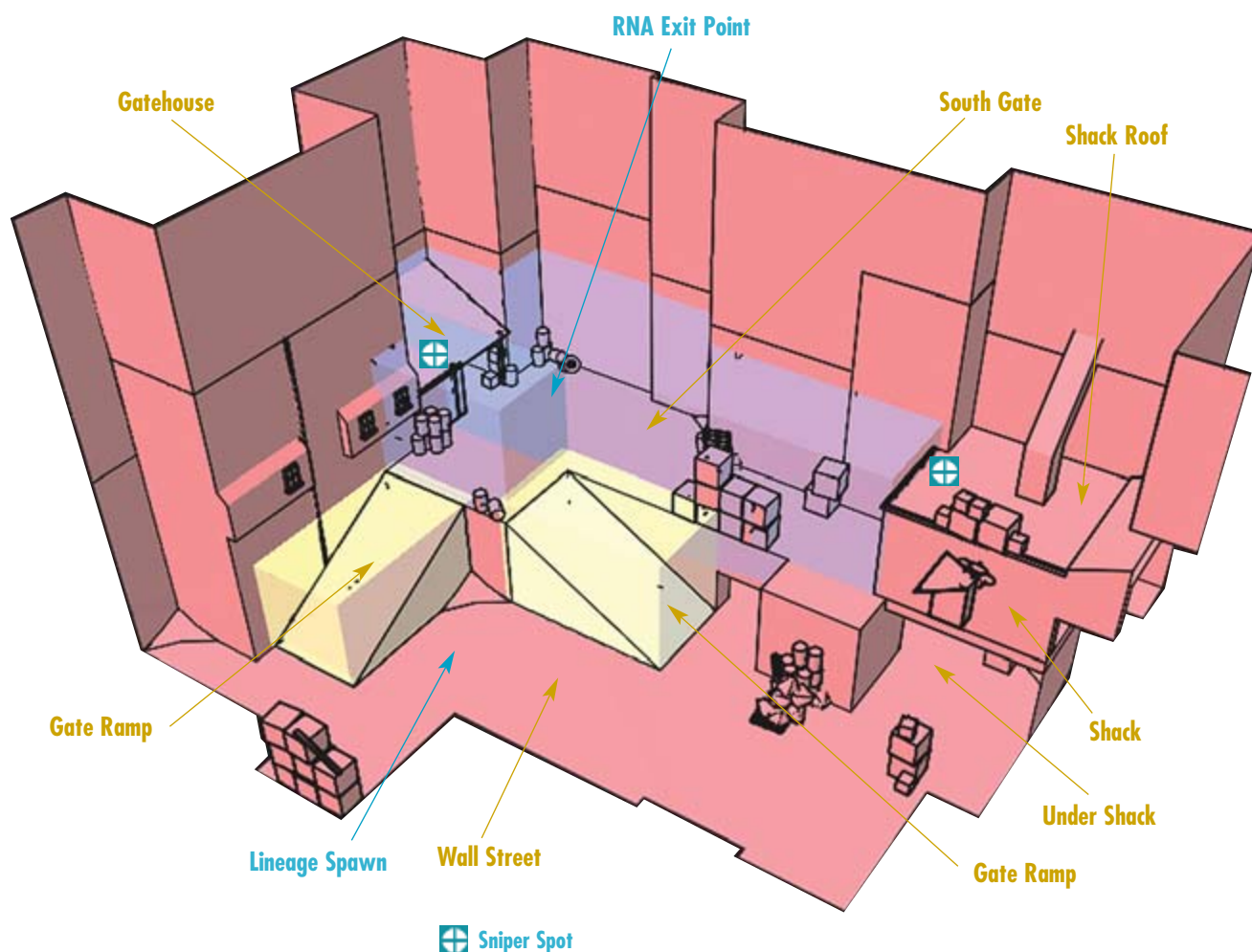
- To prevent early capture attempts, cast *Strangle* on the Artifact pedestal. For best results, wait until an opponent is running for the Artifact. If your timing is right, you can ensnare your target and finish them off with a few shots from your rifle or a headshot from your sniper rifle.

- When playing as Lineage, use the Fourth Street passage as a staging area. This area is well concealed from most sniper positions, making it a great place to cast a *Tree of Life*. Plus, there are several crates and other objects nearby that you can use for cover when fighting in the plaza. The small nook beneath the hotel is an equally effective staging area for the RNA team, though it is more exposed to incoming grenades.

- If you've grabbed the Artifact, don't worry about scoring it quickly. Get out of the plaza in one piece, even if it means running in the opposite direction of your team's exit point. Duck into Fourth Street or the bar alley to evade incoming fire, then regroup with your teammates before moving to the exit point.

SOUTH GATE

Located at the corner of Third and Wall streets, the south gate is the heart of Lineage territory on this map, serving as their spawn point and the RNA's exit point in Extraction matches.



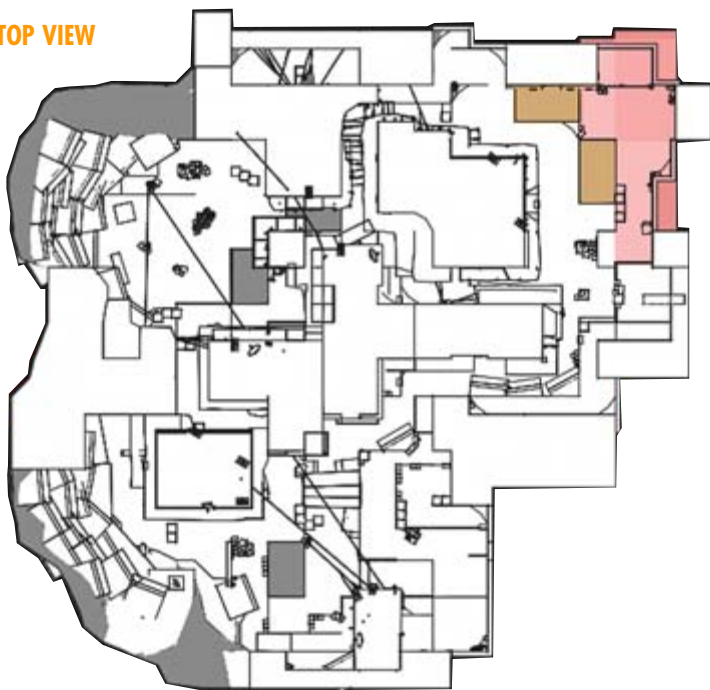
From Wall Street, freshly spawned Lineage players can branch out through the central streets on their way to the main plaza. The gate and its exit point sit on a raised platform above street level and are easily accessed via the two gate ramps. On the same platform are the gatehouse and the shack. The gatehouse is a small structure next to the exit point. Because there's no cover near the gate, the gatehouse is a good place for defenders to take cover when under sniper attack. Farther down the gate's elevated platform is the shack, another small structure within sight of the exit point. As such, the shack and its rooftop are good cover points, whether attacking or defending.

DEV TEAM TIP

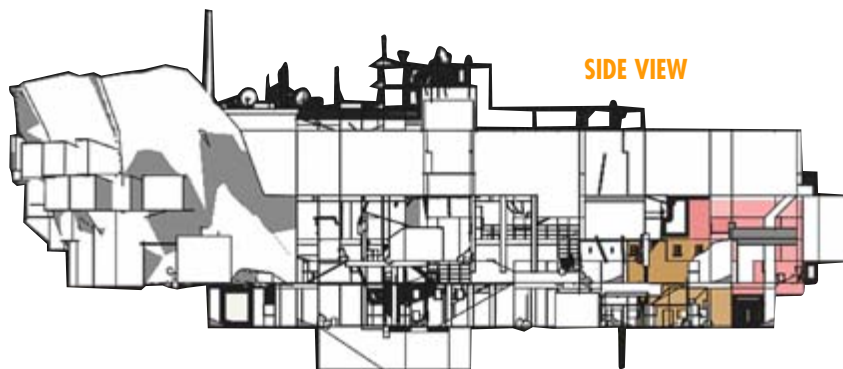
No kill-stealing! Money for kills is split up by the damage done—if you do most of the damage, you get most of the money.



TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



SOUTH GATE TIPS

- When defending, cast a *Tree of Life* inside the gatehouse. Retreat inside and heal if you come under sniper attack. The gatehouse roof is a decent sniper perch; reach it by gliding or teleporting—although it's better to stay inside if you're under fire. The billboard near the shack offers decent cover as well and is another good spot for a *Tree of Life*.
- Use the shack's roof to cover the exit point. This is the highest accessible point on the south gate platform and provides a good view of the surrounding streets and the two gate ramps.
- RNA Artifact runners must access the exit point from either the two gate ramps or by moving along the platform from the shack. Cast *Strangle* on the ramps and the shack's entryway to barricade all access points. Make sure the ramps are fully enveloped in *Strangle*—it may take more than one cast to do the job.

ARTIFACT CAPTURE: SOUTH GATE



THIRD STREET RUSH: The quickest route to the south gate is down Third Street. Grab the Artifact and duck into the Fourth Street passage. Follow

Fourth until it merges with Third, then rush up the adjoining gate ramp to score the Artifact.



SHACK ATTACK: If the Lineage have managed to fall back and defend, it's best to avoid Second and Third streets. Instead, move the Artifact back

to the mission and use the access tunnel (near the ramparts) to reach the upper ledge on First Street. Follow the ledge into the shack and prepare to dash for the exit point while your teammates distract the defenders.

TEAM TACTICS

ATTRITION

Favela is a large map with many hiding spots, so it's beneficial to have an eye in the sky. Start by designating at least one recon specialist, preferably an elf or human equipped with a glider. Their job is to move along the map's upper-level catwalks and report the positions of your opponents—Enhanced Vision makes this job easier. The rest of the team should break up into groups of two, using the intel reports to counter the reported threats. When possible, ambush large clusters of enemies in the narrow central streets, attacking from above with grenades—guard their bodies. Watch the clock and shift to the main plaza when there's one minute remaining, assuming the Artifact is still there. Either use the Artifact as bait or grab it for your team to ensure the win.

EXTRACTION

This map is unforgiving to teams who fail to formulate a defensive plan, so assign at least one player to full-time defense. Due to their Essence capacity, dwarves make the best defenders, capable of casting multiple Strangle barricades around the exit points. However, the team's defender is responsible for delaying the Artifact runner—it's up to the rest of the team to get back and assist. While one teammate holds back, the rest of the team should head toward the main plaza and watch the Artifact from the periphery. If a standoff occurs in the main plaza, with neither team attempting to grab the Artifact, look for opportunities to flank. The Lineage should sneak up through the alleys by the tower while the RNA advances through Third and Fourth streets. This is the best way to thin out the other team, making capture attempts easier.

KNOW YOUR ROLE!

HUMAN: Buy a glider early on and soar between the map's upper-level catwalks while targeting opponents on the ground with grenades and a long-range weapon of your choice. Save up for Enhanced Vision to better spot enemies and surprise them from above.

ELF: Like the human, stick to the upper levels, using either a glider or Teleport to move about. Reach the high perches overlooking the main plaza, mission, and south gate to score long-range kills. In Extraction matches, look for opportunities to grab the Artifact and score.

TROLL: Assist your teammates from the ground by hiding in the narrow alleys and streets or by defending the exit point. Cast Trees of Life around the periphery of the main plaza to serve as first-aid stations for your team. Carry a rifle and shotgun to counter long- and short-range threats.

DWARF: If defending in Extraction matches, buy Strangle in the first round and use it to restrict access to the exit point. But if playing offense, buy Resurrect and serve as your team's medic. As more money rolls in, buy an SMG and a rifle. Take the lead during capture attempts, clearing a path through enemy Strangle barricades.

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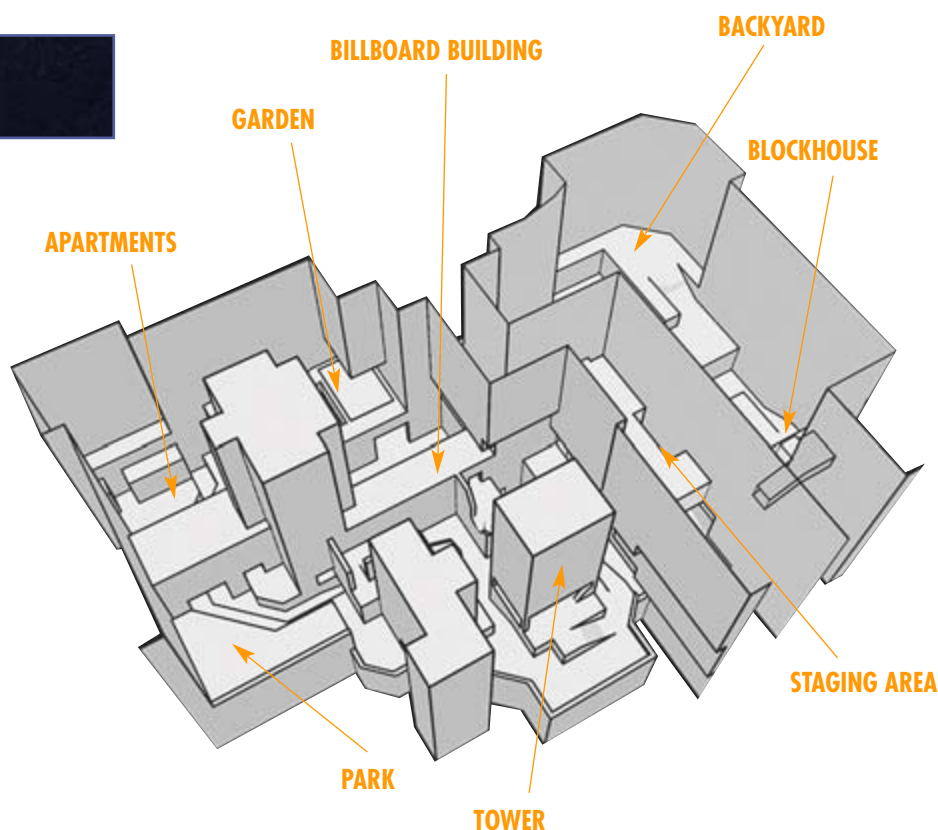
POCO



The neighborhood to have made the largest transition since the Santos disaster is probably POCO. In the days leading up to the disaster, POCO was one of Santos's most popular housing districts. High-rise apartment buildings dominated the landscape. The streets were filled with young families and old retirees. The view at sunset was one of the best in the city.

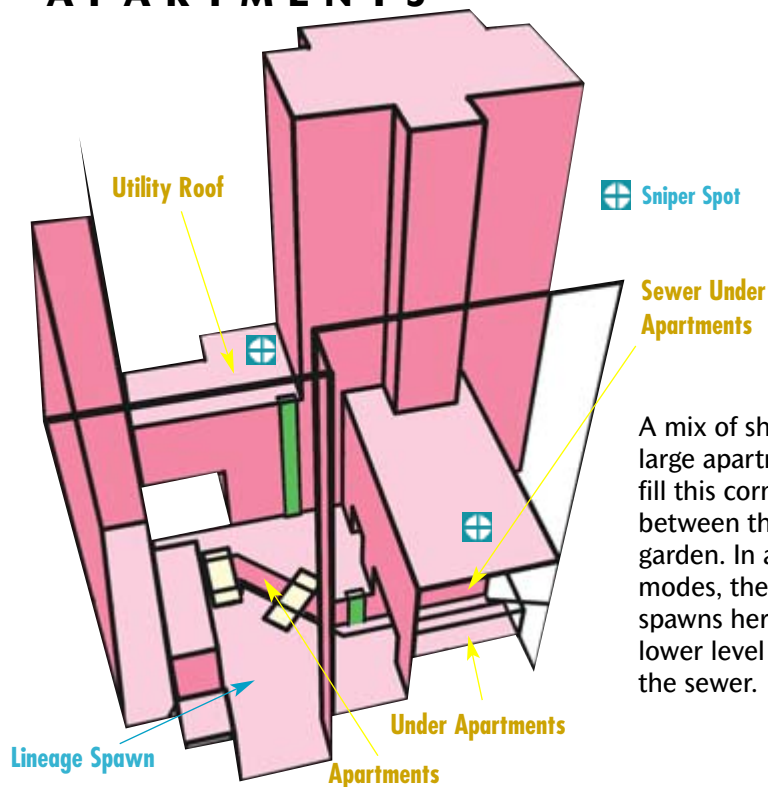
Today the high-rises have been mostly destroyed, and the streets are choked with shantytowns. Guttering fires in garbage cans are one of the few sources of light at night. Walking alone in POCO is tantamount to suicide. Not even the Lineage goes in there alone. As much as members of the Lineage are respected by the average Santos citizen, in POCO they're just another target.

Still, some signs of POCO's former glory remain. The high-rises are still there, though mostly destroyed. They tower over the landscape like relics of a better age, silently reminding POCO's people of what life used to be but may never be again.



KEY LOCATIONS

A P A R T M E N T S

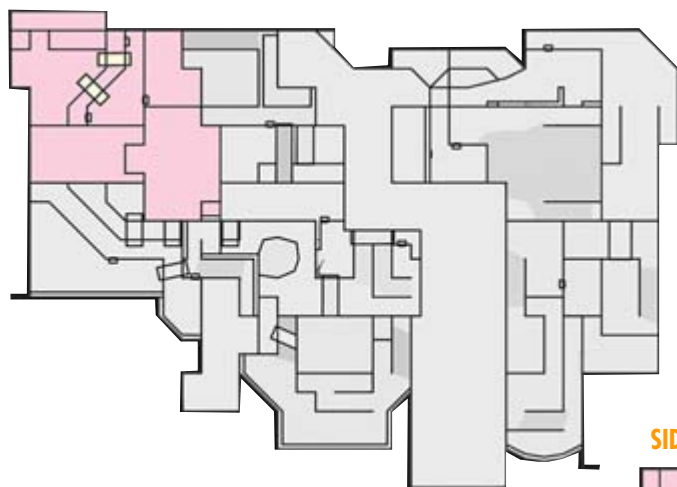


A mix of shanties and large apartment buildings fill this corner of the map between the park and garden. In all game modes, the Lineage team spawns here, on the lower level next to the sewer.



From here, Lineage players have several options for advancing. The park is accessible via the two passages flanking the sewer—which also passes through the park. Above these passages is the apartment roof, useful for watching the apartment courtyard or the park. Another passage on the adjacent wall leads into the garden, offering direct access to the garden alley and garden steps. The utility roof is located directly above the garden alley. Accessible by the tall ladder, the utility roof is a great spot for engaging traffic in the garden area and the lower apartment courtyard.

TOP VIEW



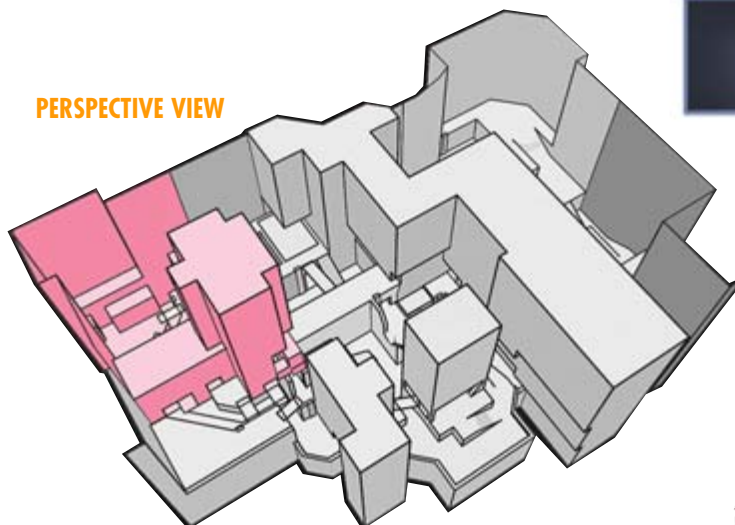
SIDE VIEW



APARTMENTS TIPS

- To reach the apartment roof, first climb to the utility roof. At the ladder's top, turn around and jump onto the nearby awning attached to the apartment wall. From the awning, hop over to the apartment roof. Unless you have a Glider and Teleport, this is the quickest way to reach this high rooftop.
- The sewer passage starts at the apartments and runs through the park toward the sewage pit, right below the Artifact during Raid matches. This is a good way for Lineage players to sneak up on the Artifact.
- The utility roof is a great spot for covering the wooden catwalk spanning the garden roof and billboard roof, a high-traffic area during Attrition matches. Use the crates on the utility roof for cover, and engage opponents moving between these two rooftops.

PERSPECTIVE VIEW



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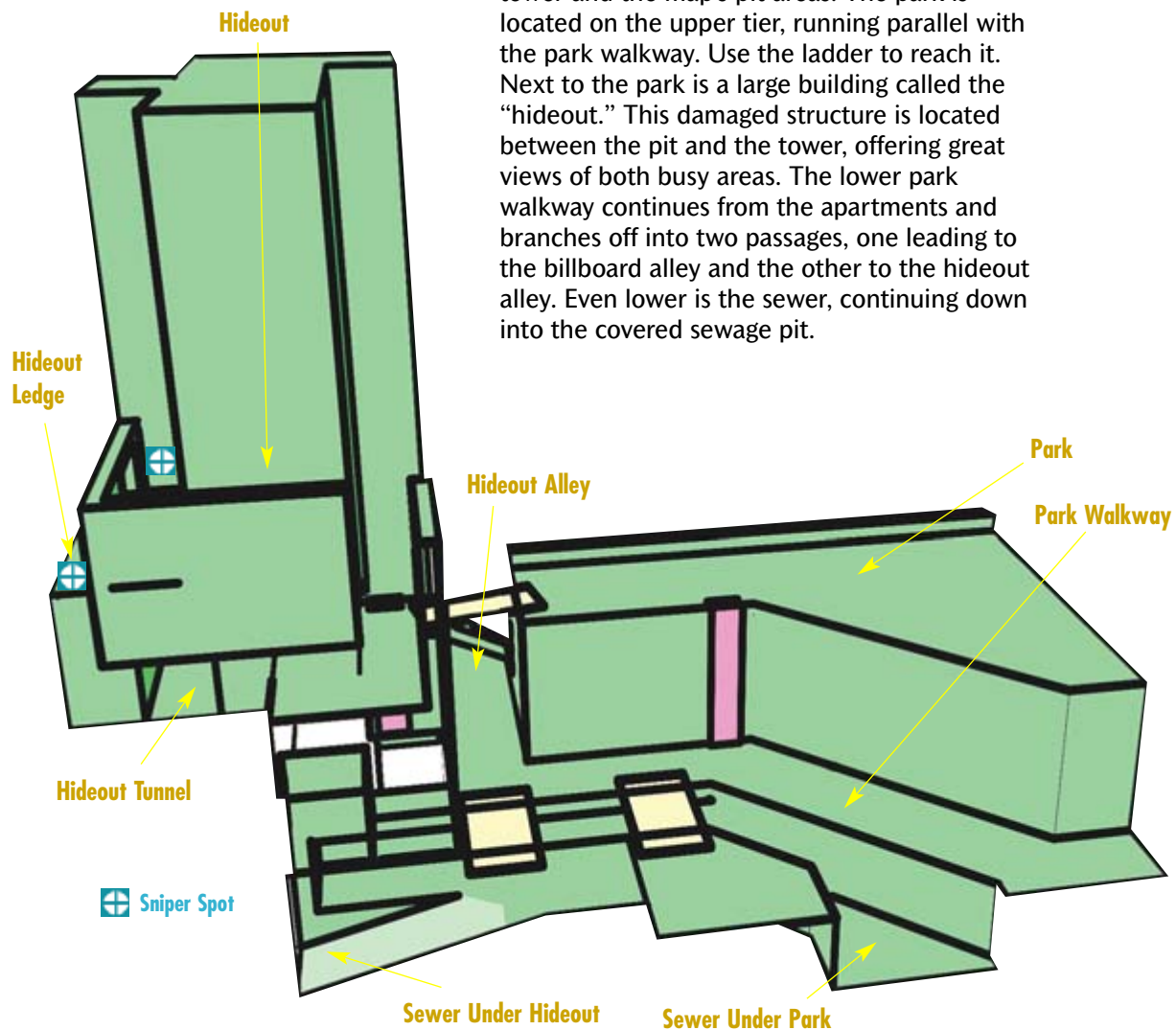
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PARK



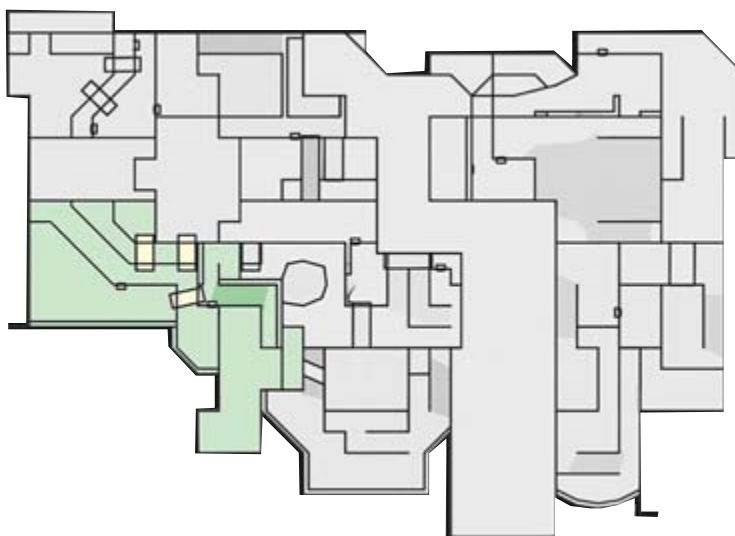
Poco's park is little more than a passage connecting the apartments with the central tower and the map's pit areas. The park is located on the upper tier, running parallel with the park walkway. Use the ladder to reach it. Next to the park is a large building called the "hideout." This damaged structure is located between the pit and the tower, offering great views of both busy areas. The lower park walkway continues from the apartments and branches off into two passages, one leading to the billboard alley and the other to the hideout alley. Even lower is the sewer, continuing down into the covered sewage pit.



PARK TIPS

- The hideout has two main overlook positions, ideal for sniping the map's central areas. The lower-level position offers a clear view of the above sewage pit area, where the Artifact starts in Raid matches. This is a good spot for RNA defenders camping the Artifact or Lineage scouts preparing for a capture attempt. Higher up in the hideout is a second position overlooking the tower. Sharpshooters on either team will find this spot useful, particularly Lineage snipers looking to clear out RNA defenders on the upper levels around the Artifact.
- The hideout alley connects to the hideout tunnel, which runs beneath the main structure. This tunnel leads directly to the above sewage pit area, making it one of the quickest ways for Lineage players to reach the Artifact during Raid matches.
- Don't loiter in the open sewer. There isn't much cover, and your only lines of escape are totally predictable, making it easy for opponents above to lead you with their weapon. Grenades are also extremely deadly when detonated in this narrow passage, so listen for the telltale beeping of incoming explosives.

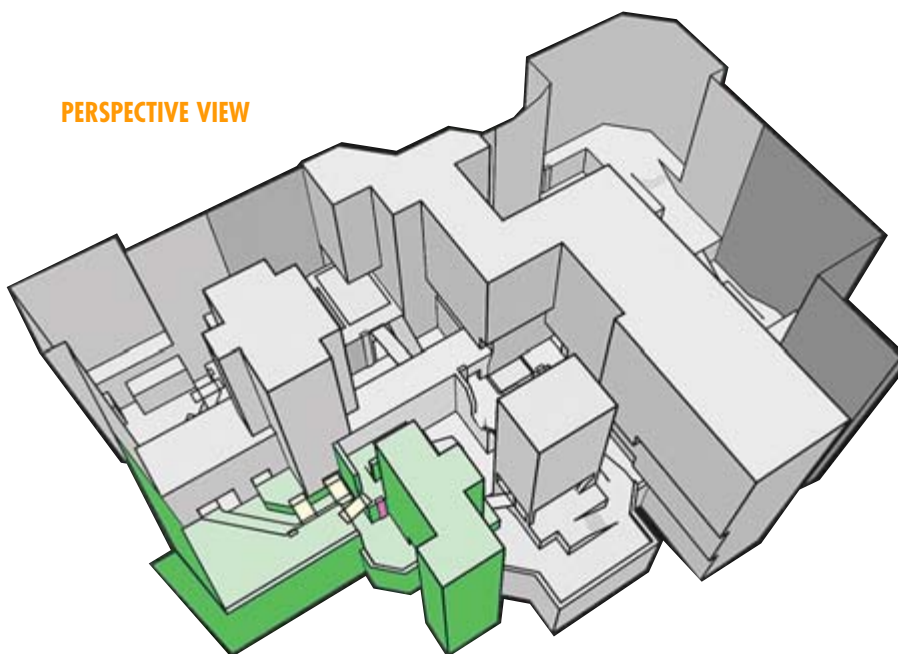
TOP VIEW



SIDE VIEW



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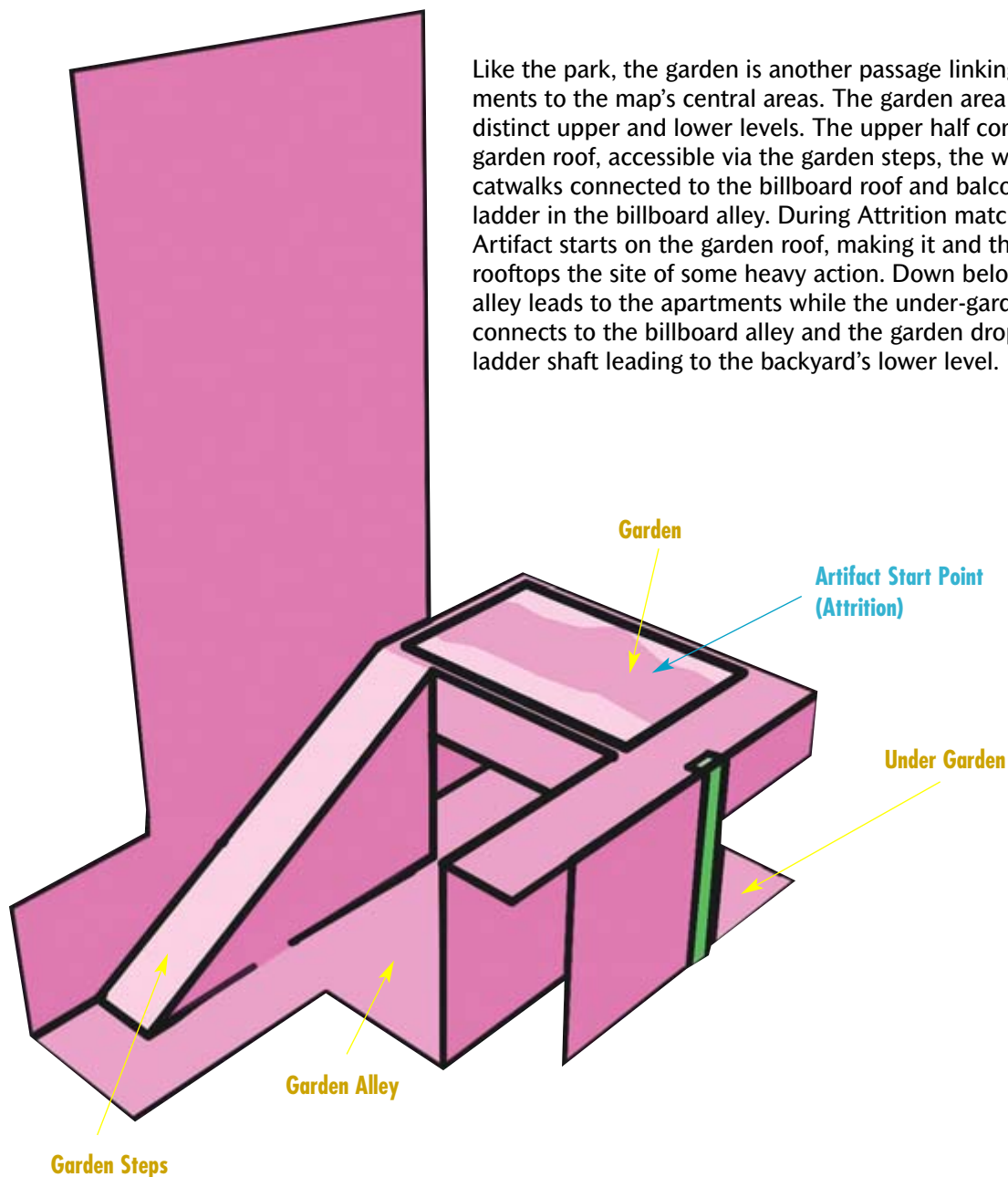
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DEV TEAM TIP

Hardheaded: Dwarves aren't as easy to kill with a single snipe in the head.



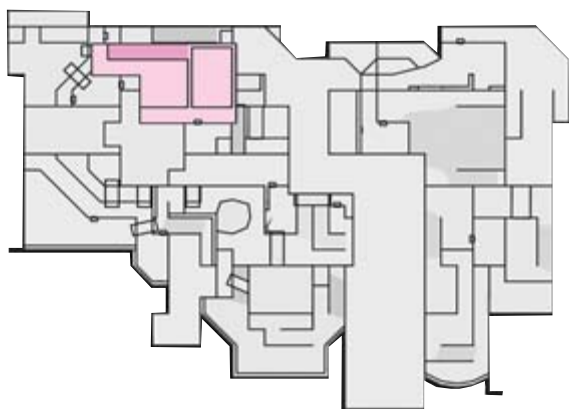
GARDEN



GARDEN TIPS

- The garden roof is a popular route for Lineage players in all game modes. From there, they can access the billboard roof and maintain an upper-level presence in the map's center. RNA players should attempt to counter this by moving to the billboard roof first and using the two narrow catwalks connecting the two buildings as choke points.
- Use Gust to blow your opponents off the catwalks running between the garden roof and the billboard roof and balcony; they fall into the billboard alley. The fall probably won't hurt them, but it will definitely throw them off course.

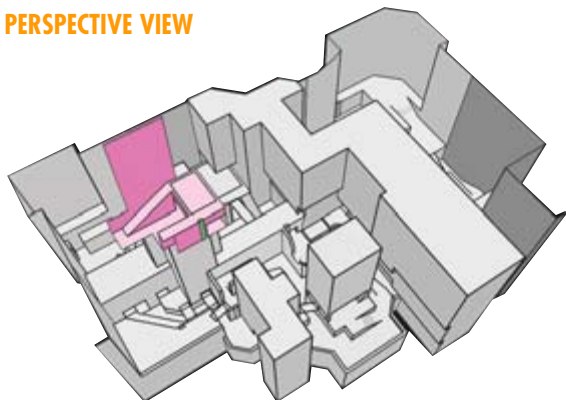
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SIDE VIEW

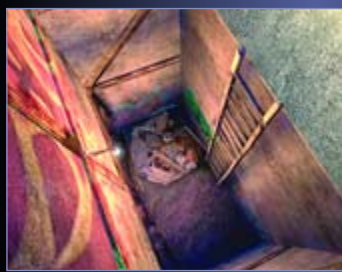
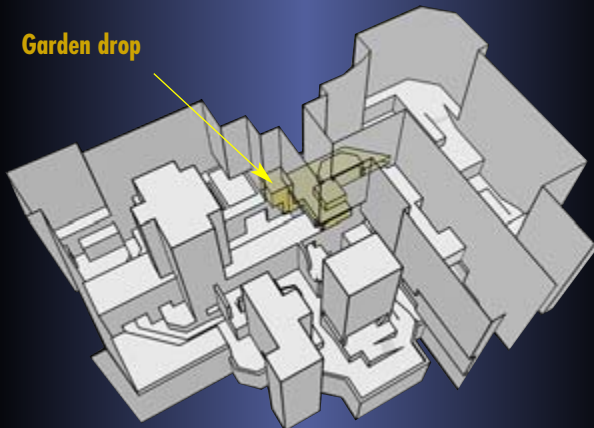


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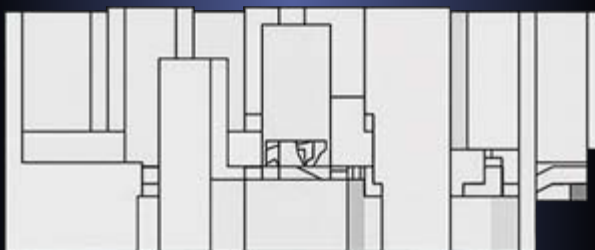
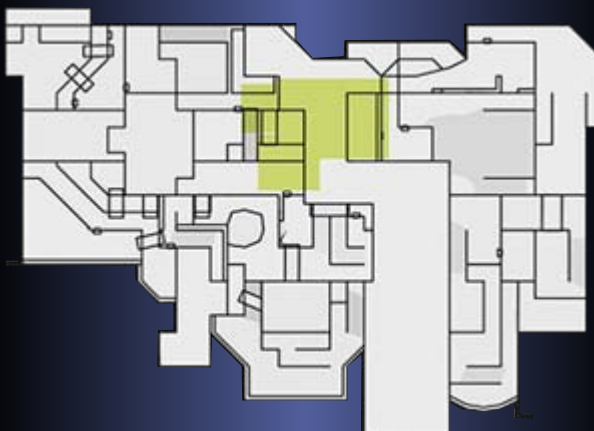


GARDEN DROP

Garden drop



The garden drop is often overlooked, making it a great indirect route for sneaking the Artifact into the backyard during Raid matches. The ladder leads down to a low area in the backyard. From there, it's easiest to score from the ramps by the blockhouse.



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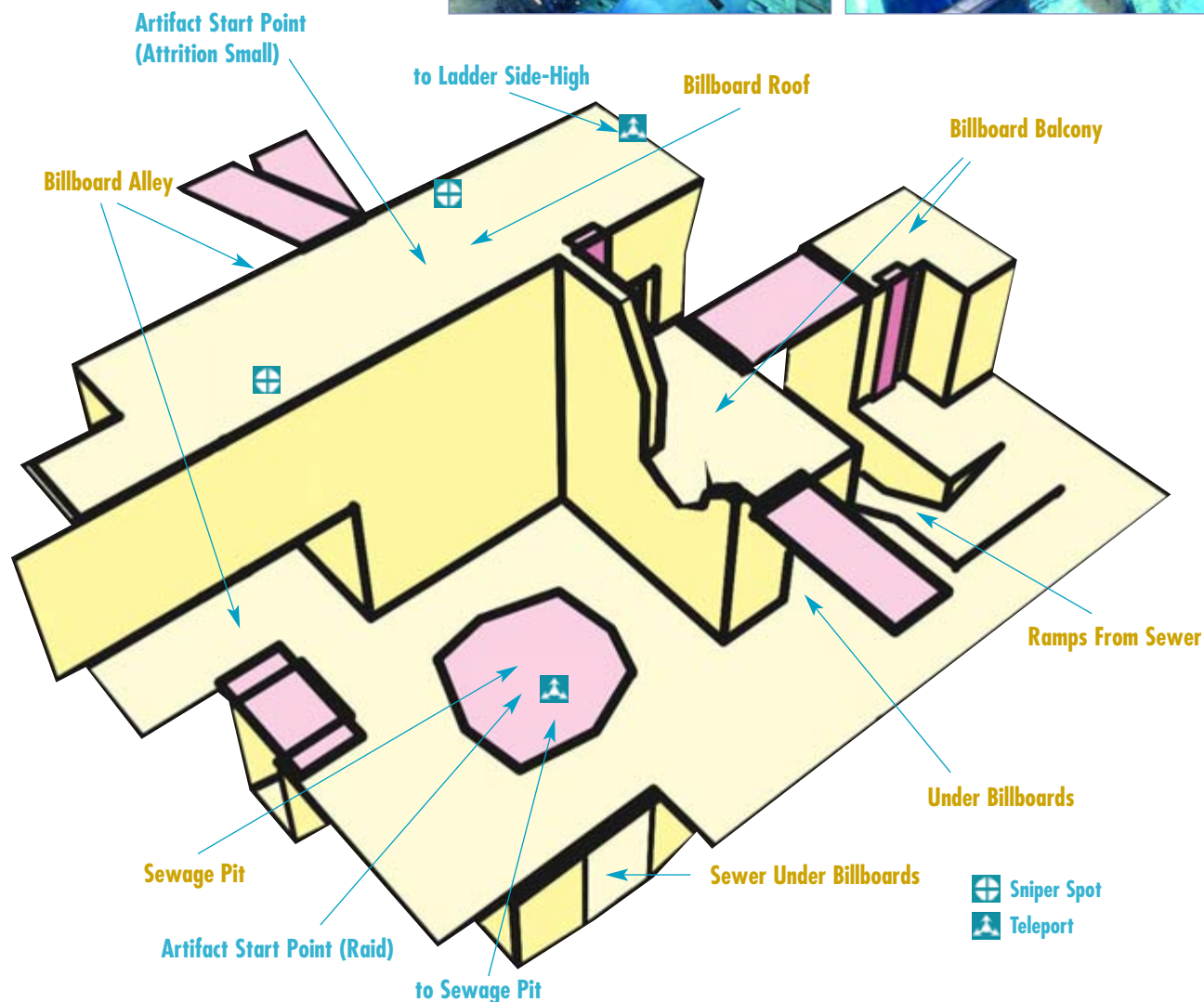
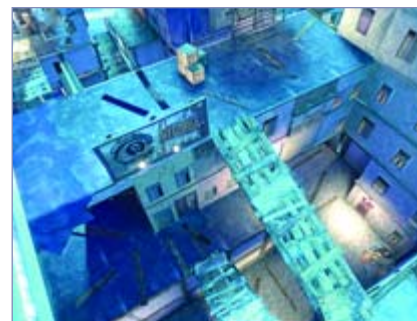
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BILLBOARD BUILDING



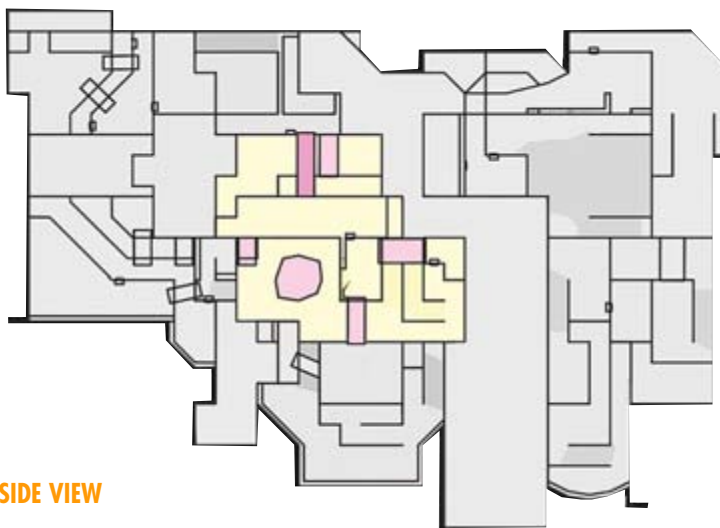
Due to its central location, the billboard building is always a high-traffic area, regardless of game mode. The building gets its name from the two billboards on its roof, one facing the garden and the other facing the tower. On the building's garden side is the billboard alley. This L-shaped passage connects to the garden, the billboard building's interior, and the over-the-pit area near the hideout and tower. During Raid matches, the Artifact is located outside the building on this over-the-pit area. On the building's opposite side are the ramps from the sewer, climbing up from the sewage pit.

The billboard building has three floors. On the ground floor are three entrances, including a ladder leading up from the sewer. One level up is the billboard balcony, a key hub with catwalk links to the tower, high stage, and garden roof. This is all topped by the billboard roof, a rectangular platform overlooking the garden roof and the tower.

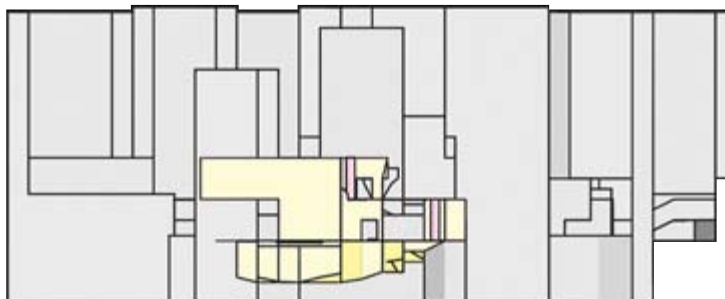
BILLBOARD BUILDING TIPS

- In *Raid* matches, Lineage players can teleport up from the sewage pit to reach the Artifact. But before making the jump, peek through the cracks in the wooden planks to ensure the Artifact is clear of Strangle; otherwise, you'll jump into a trap. To clear the Artifact of Strangle from the sewage pit, throw antimagic generators at the wooden planks above the pit—just be sure to destroy the generators before teleporting up.
- Teleport is also a quick way to move up and down through the billboard building's three levels. Use it to jump from the ground floor to the balcony and onto the roof within a couple seconds.
- When sniping from the billboard roof, use the crates or the billboards for partial cover. The billboard facing the tower and hideout has a small ledge in front of it. While this narrow perch offers an awesome view, you'll be an easy target; however, if your enemies haven't detected you yet, it is an excellent spot to countersnipe opponents in the hideout's upper level.
- When possible, avoid the area around the ramps from the sewer. Opponents on the upper levels near the tower usually watch this passage, and it is a popular target for those honing their grenade-tossing skills.

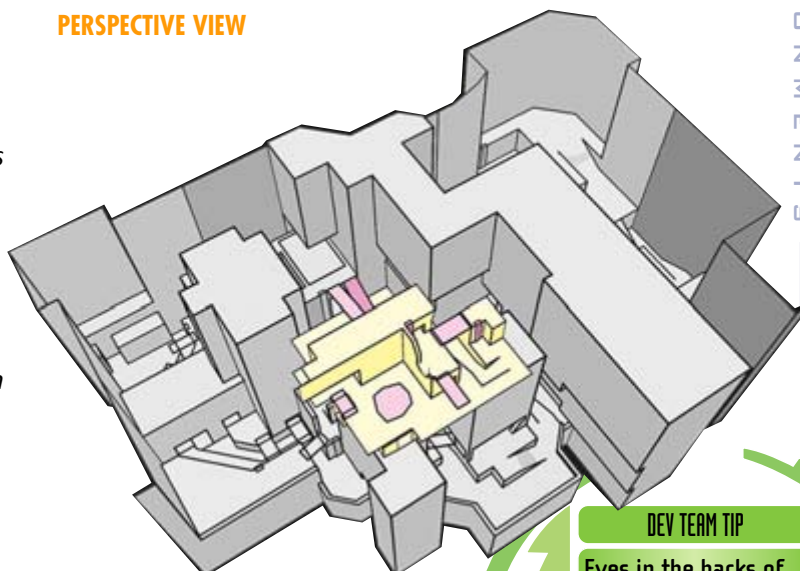
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PERSPECTIVE VIEW



DEV TEAM TIP

Eyes in the backs of their heads! Dwarves never receive a "mortal wound" because they are always "aware" of the enemies directly behind them.

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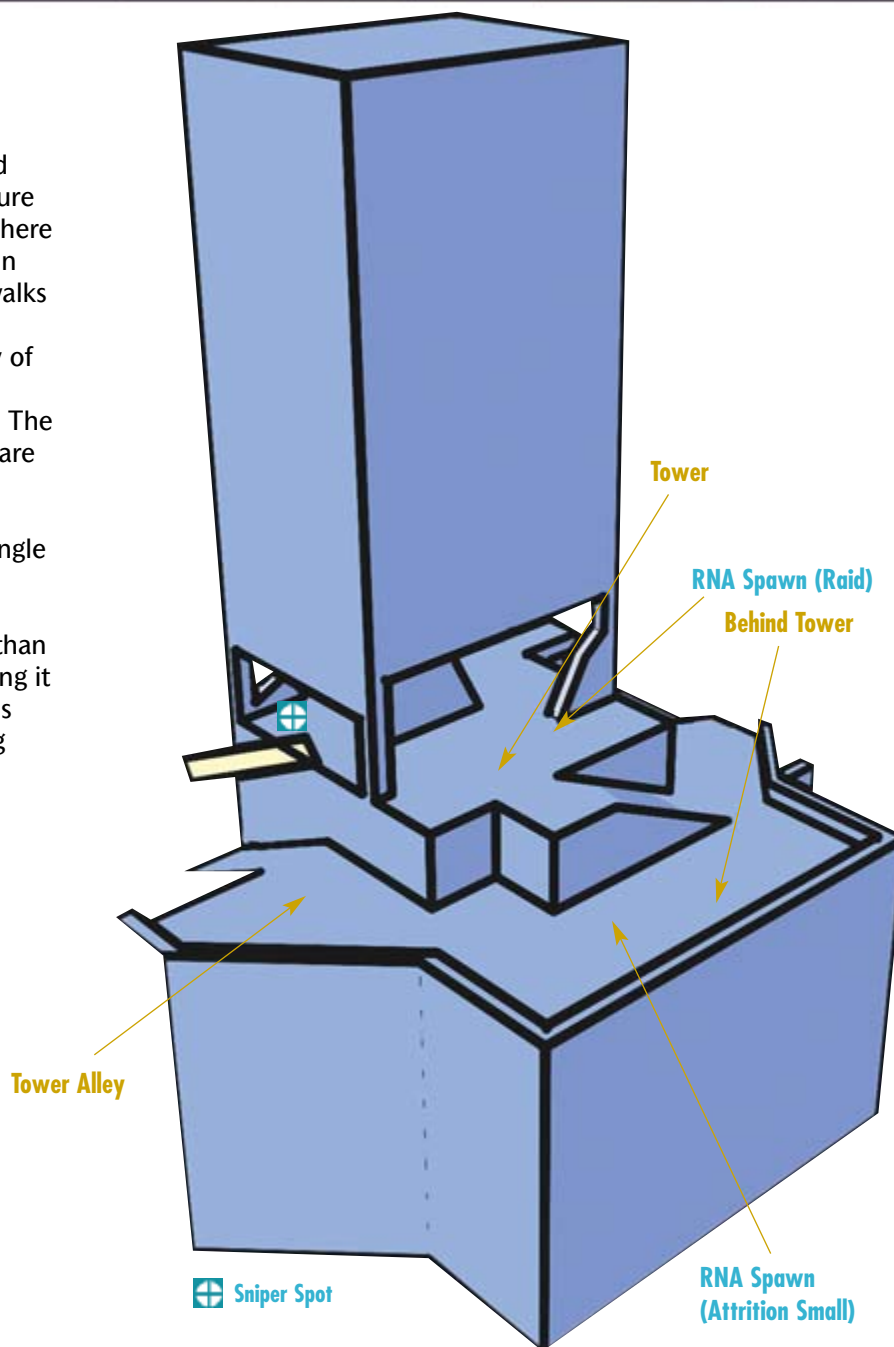
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TOWER

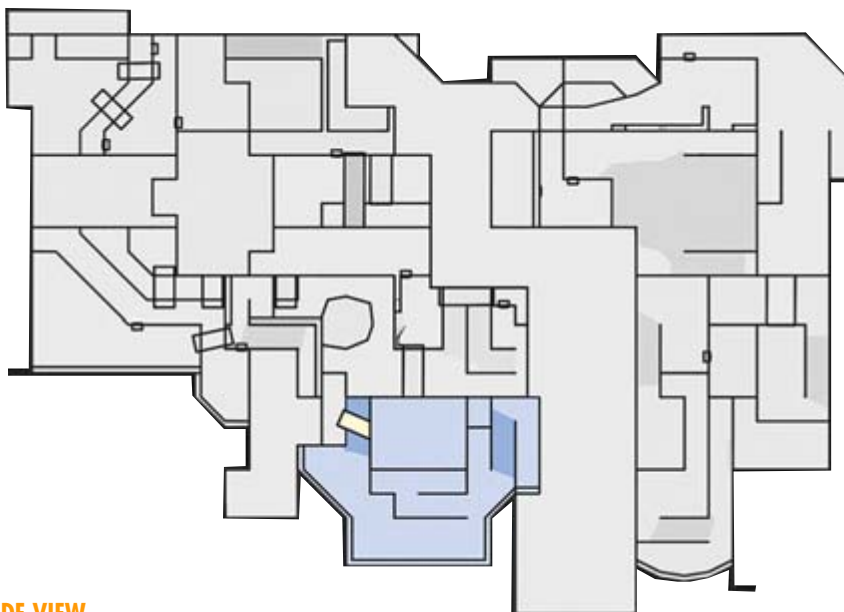
Neighbored by the hideout and billboard building, the tower is another key structure at the map's center. RNA players spawn here during Raid matches, putting them within eyeshot of the Artifact below. With catwalks connecting to the hideout ledge and billboard balcony, defenders have plenty of time to fortify the area and take up overwatch positions around the Artifact. The tower alley and behind-tower segments are narrow passages flanking the structure's lower part. Access these via two ramps leading up from the lower alley or the single ramp leading down from the tower. Although not totally isolated, the area behind the tower sees much less traffic than the other central parts of the map, making it a good place to catch your breath. This is also where the RNA team spawns during small-scale Attrition matches.



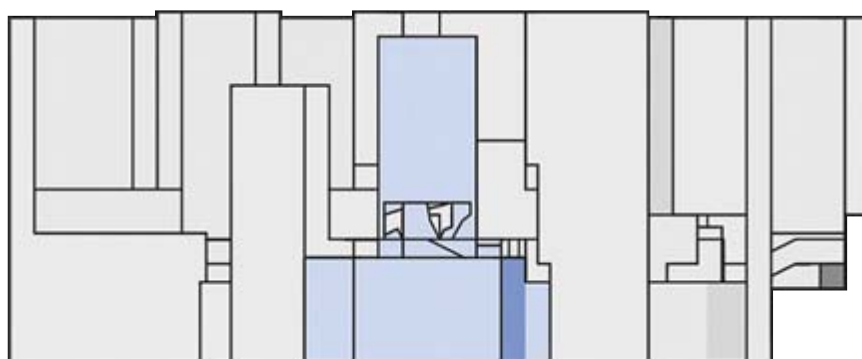
TOWER TIPS

- Watch for incoming grenades and sniper fire from the hideout and the billboard roof. Both positions are higher than the tower, giving opponents a good angle from which to strike.
- Cast a Tree of Life behind the tower. This is a good spot to heal, as it's out of sight of most attackers. This is also a good passage to take to avoid the chaos in the map's center.
- Gliders are very useful in this area. Maintain air superiority by gliding between the tower, the billboard roof, and the hideout.

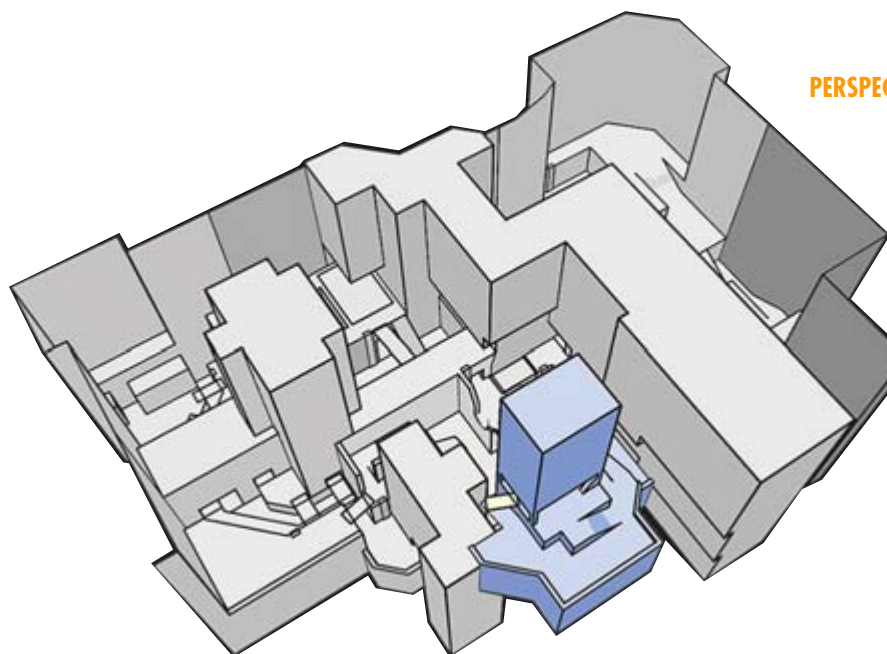
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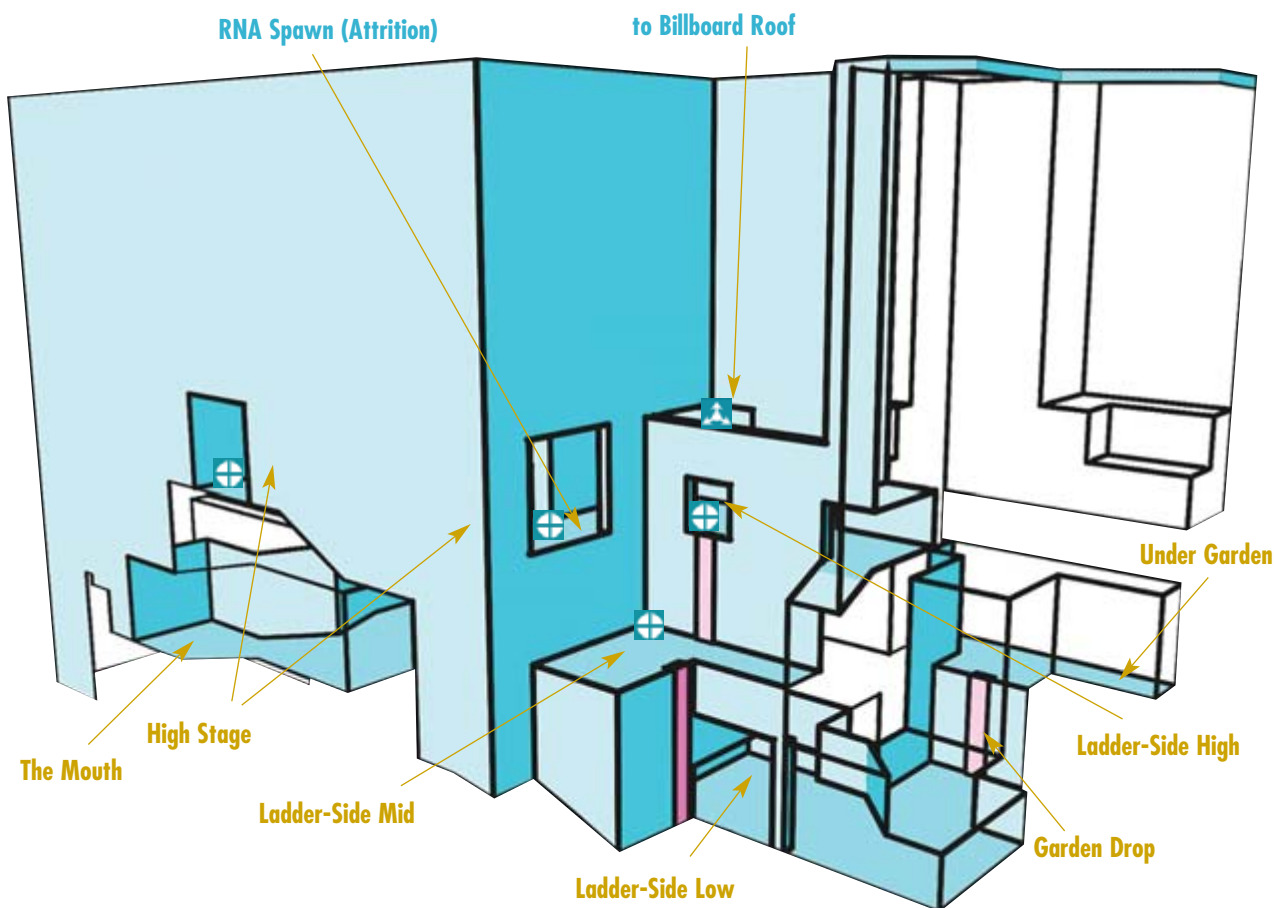
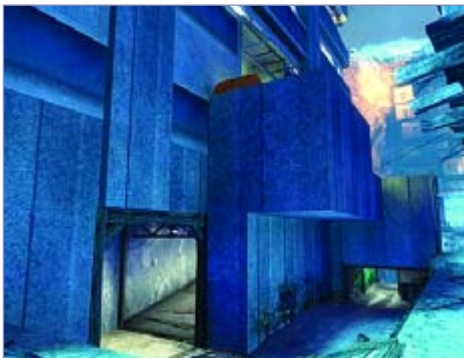
ENVIRONMENTS

DEV TEAM TIP

Fight to the finish! Dwarves steal the Essence of nearby enemies. There's no teleporting away.



STAGING AREA



This large tenement runs directly across Poco, acting as a wall separating the backyard and blockhouse areas from the rest of the map. While this zone isn't very significant in the Attrition game modes, it's of huge strategic importance to both teams during Raid matches, as the Lineage must advance through one of the staging area's three passages to score the Artifact. The two lower passages are the garden drop and the mouth. The garden drop is a ladder shaft connecting the garden to the low backyard. On the structure's opposite end is the mouth, a wide passage leading between the ramps from the sewer zone (by the billboard building) to the blockhouse area.

The only upper passage is the narrow high-stage corridor, accessible from the billboard balcony—this is where the RNA team spawns in standard Attrition matches. Beyond the corridor, the high stage branches off into the stage balcony, overlooking the blockhouse, and the ladder-side high, above the backyard.

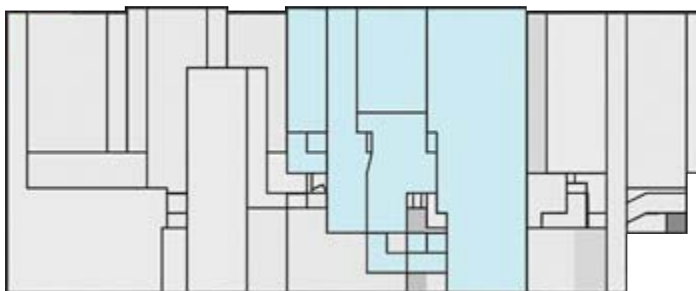
STAGING AREA TIPS

- If playing as RNA during Raid matches, it's often easier to lock down the three staging area passages than it is the actual exit point at the elevator. The high-stage corridor by the billboard balcony is a high-traffic choke point that you can completely shut off with one Strangle cast. Next, focus on barricading the mouth, followed by the garden drop. At the garden drop, cast Strangle on the shaft's ladder side to prevent Lineage Artifact runners from dropping down.
- By teleporting through the adjoining wall, you can jump from the billboard roof to the ladder-side high area or from the tower to the high stage. Use these teleport routes to avoid the cramped high-stage corridor.
- The high stage and its adjacent tiers are great sniper spots during Raid matches. Lineage snipers should use these elevated positions to pick off RNA defenders clustered around the elevator exit point.
- Exercise caution before climbing the two ladders leading up from the backyard low to the ladder-side-mid and ladder-side-high platforms. You'll be an easy target for snipers positioned by the elevator. It's safer to use the blockhouse ramps to reach the higher elevations.

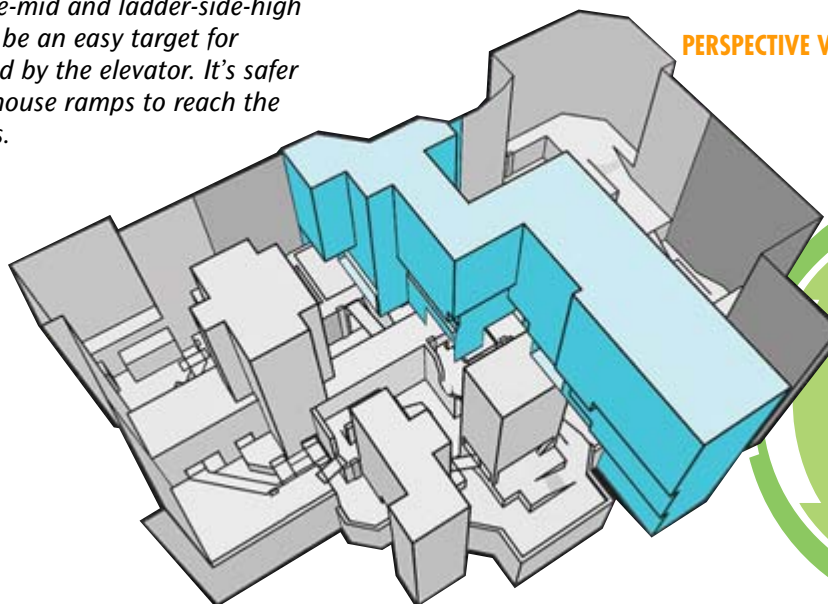
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DEV TEAM TIP

Rock on! Troll skin becomes like stone with spikes the more damage it takes. The spikes show when the troll skin is hard.

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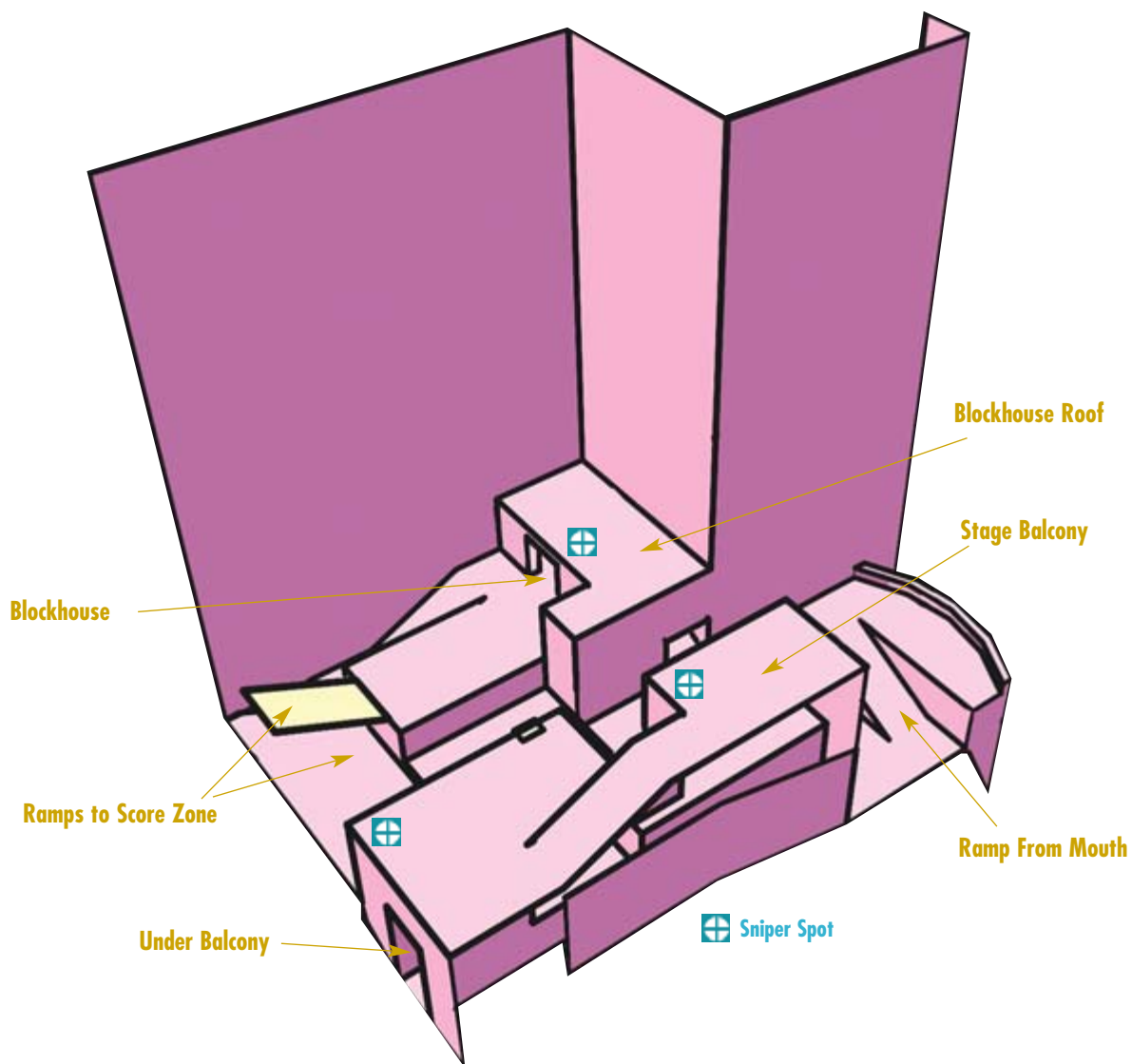
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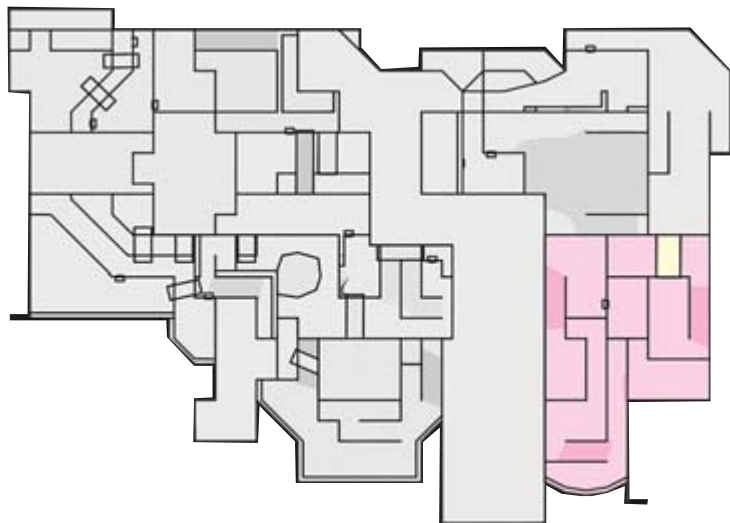


BLOCKHOUSE



Named for blocklike shanties stacked against a cliffside, the blockhouse is tucked in the map's corner between the staging area and the backyard. On the staging area side is the stage balcony and the mouth passage. The stage balcony is divided into two tiers, connected by a ramp. Below the balcony is a narrow passage leading between the backyard low and the mouth entrance.

TOP VIEW

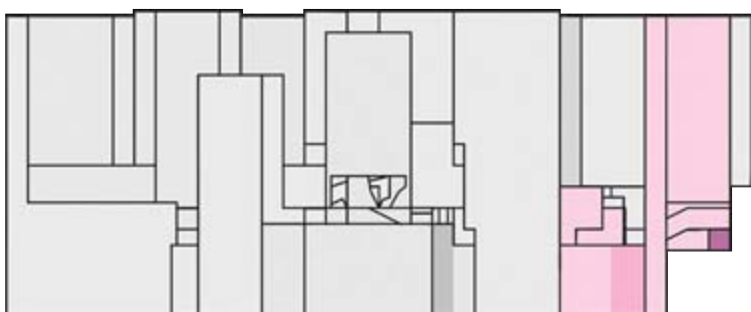


Across from the balcony is the blockhouse, a small structure housing an interior passageway connecting the mouth to the ramps leading toward the elevator. The blockhouse roof is a small square platform that has clear sight lines on most of the backyard's upper level, including the elevator.

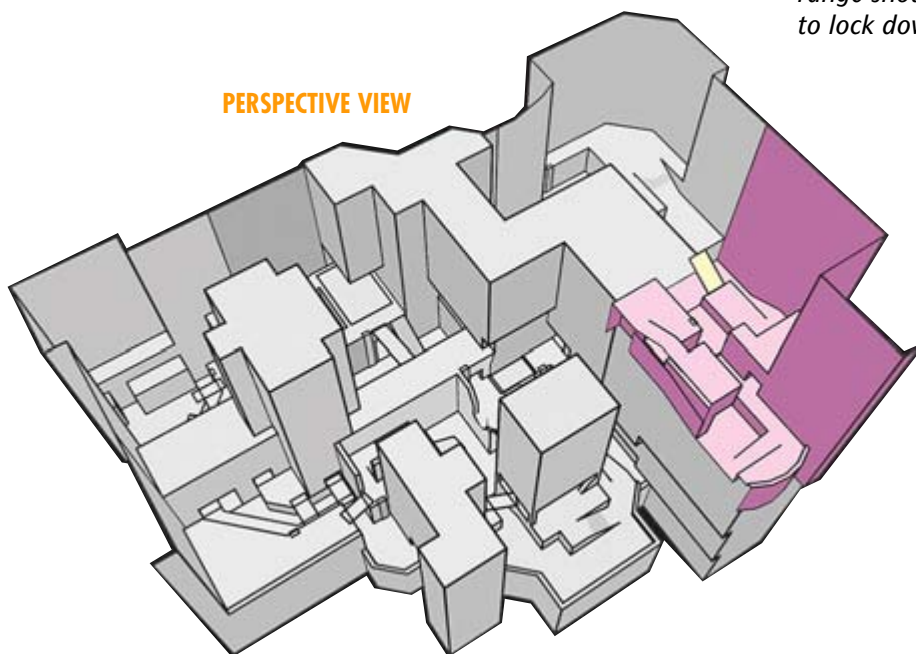
BLOCKHOUSE TIPS

- When running the Artifact, move through the blockhouse on your way to the elevator. Although the ramps aren't completely free of hazards, it's much safer than the alternate ladder route on the backyard side.
- The stage balcony and blockhouse roof are key sniping spots, particularly for Lineage players attempting to thin out the RNA defenders camped around the elevator. Those without a glider or Teleport must access the blockhouse roof by jumping over from the stage balcony's upper tier.
- The narrow ramp to the elevator is a key choke point that RNA defenders should guard. This is the only path the Artifact runner can take when advancing on the elevator from the blockhouse. Strangle, Gust, or a close-range shotgun blast are the best ways to lock down this route.

SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Troll needs magic badly! Troll skin only hardens if a troll has Essence.

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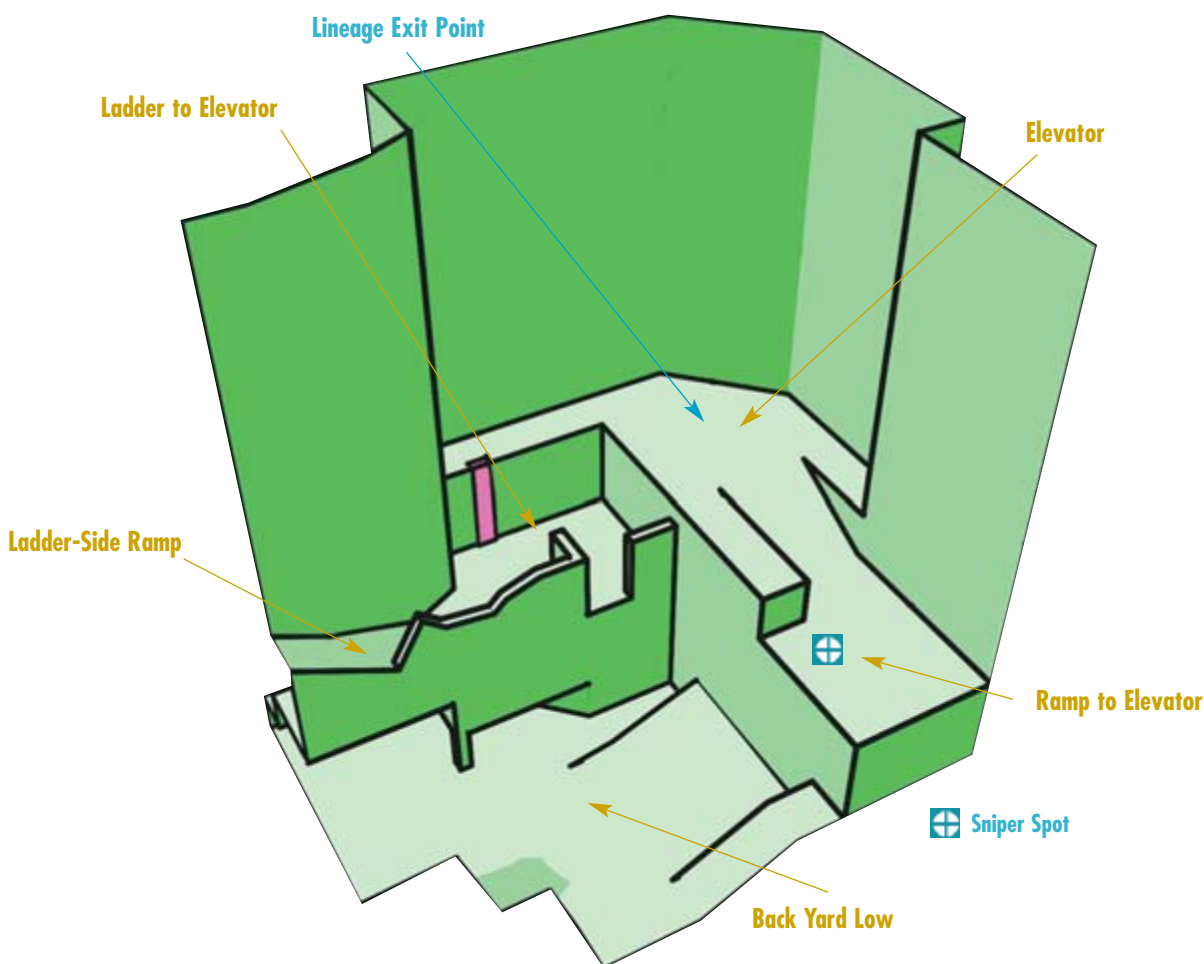
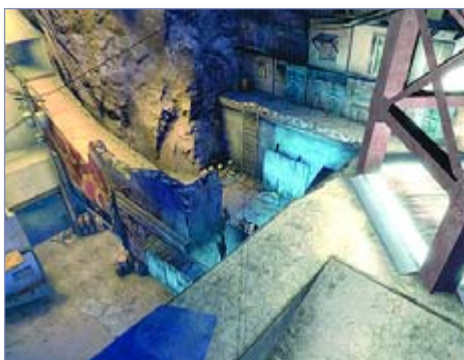
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BACKYARD



The backyard usually hosts the finale in all Raid matches, as the Lineage team tries to reach the elevator to score the Artifact. However, the terrain favors the RNA defenders, particularly if they hold the high ground. The backyard has three main levels: on the ground level is the backyard-low area, adjacent to the garden drop and the under-balcony passage, leading to the blockhouse side; the ladder to the elevator area occupies the middle ground, connected by the ladder-side ramp on the staging area side; from there, it's a short climb up the ladder to reach the elevator platform, the backyard's highest level.

BACKYARD TIPS

- *The cramped ladder to the elevator plateau is a key choke point, often becoming a shooting gallery for RNA defenders positioned on the upper level near the elevator. Use Strangle to block off the ladder, then toss grenades down on the approaching enemies. Lineage Artifact runners should avoid this route whenever the RNA defenders are already in position around the elevator.*
- *There's very little cover around the elevator. Plus the area is well lit, making all players nearby easy sniper targets. The crates on the ramp to the platform's elevator portion offer the best cover—but it has no line of sight on the ladder.*
- *Gliders are the quickest and most direct way to move from the staging area to the elevator. RNA players can use gliders to rush back and fortify the elevator long before the Artifact runner arrives. Lineage players can also benefit from gliding when escorting the Artifact, using aerial attacks as a diversion.*
- *A lone dwarf can usually lock down the elevator, preventing solo rush attempts. Cast a Tree of Life near the crates, then block off the ramp and elevator paths with Strangle. Stay out of sight (behind the crates) until the Artifact approaches—this is where being short pays off! Wait until the Artifact runner attacks your Strangle barricades, then open fire with a shotgun or minigun.*

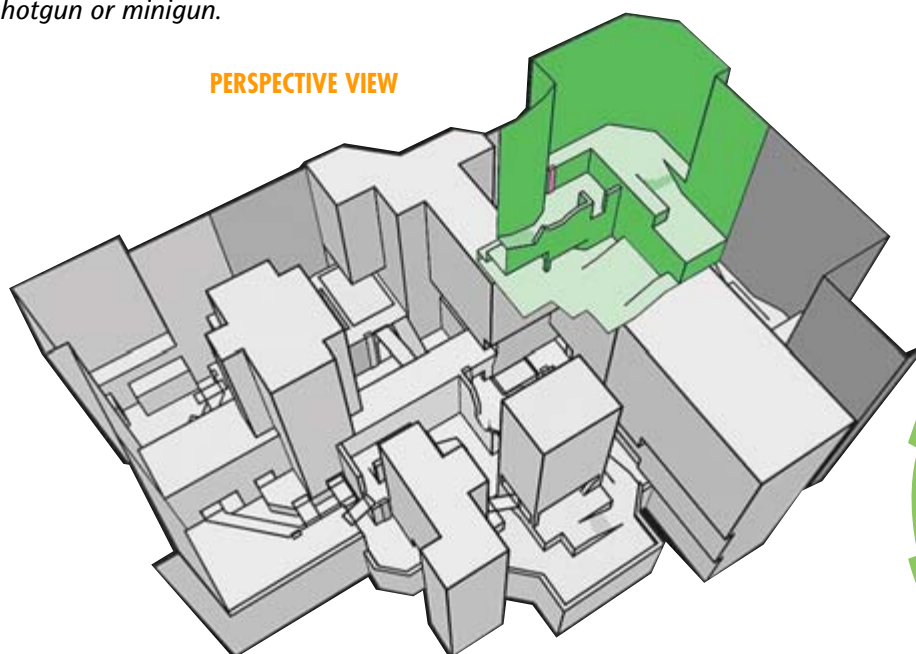
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DEV TEAM TIP

Tank: The troll may be slow, but it can take a huge amount of damage.

ARTIFACT CAPTURE: ELEVATOR



BLOCKHOUSE

RUSH: If the path is clear, this is the quickest way to score the Artifact. Retrieve the Artifact and rush up the tower alley ramp.

Circle around the area behind the tower, moving toward the mouth. From the mouth, run into the blockhouse, then race the Artifact up the adjoining ramp to reach the elevator for the win.



LADDER-SIDE

ASSAULT: Take this route only when your full team serves as escorts. Steal the Artifact, then move it to the garden, using

the garden steps to reach the upper level. Rush the Artifact across the billboard roof, then drop onto the billboard balcony to reach the high-stage corridor. At this point, have your escorts advance ahead of you and snipe defenders near the elevator. Watch for an opening and rush along the ladder-side high platform to the ladder-side ramp. Climb the ladder to reach the elevator platform and rush the Artifact to the exit point.



GARDEN DROP

SNEAK: When it's necessary to bypass the staging area, advance through the garden. After grabbing the Artifact, dash

through the hideout tunnel, then move through the park and apartments to reach the garden. Descend the ladder in the garden drop's shaft to reach the backyard-low area. From there, head through the under-balcony area on your way to the blockhouse. Pause in the blockhouse and watch for defenders near the elevator. If necessary, have your teammates attack while you rush the Artifact to the elevator.

TEAM TACTICS

ATTRITION

In most Attrition matches, the action is centered around the garden roof, where the Artifact begins. But the Artifact really has nothing to do with it—the rooftops in the map's center are the main attraction as both teams attempt to maintain control of the high ground. As such, the nearby billboard and utility roofs are equally attractive. Instead of running around the map hunting down opponents in the alleys and sewer, camp these three central rooftops, casting a Tree of Life on each one. From these rooftops, your team can watch one another and the Artifact. For a more defense-oriented game, grab the Artifact early and take it into the blockhouse, forcing your opponents to attack. The staging area, blockhouse, and backyard rarely come into play, so consider moving the Artifact to these areas to keep things fresh.

ATTRITION (SMALL)

The sun has finally risen over Poco in this Attrition variant. But with the new lighting conditions comes a much smaller map. All passages leading to the staging area, backyard, and blockhouse areas are blocked. As in the standard Attrition matches, much of the action is still centered around the three central rooftops, with the Artifact appearing on the billboard roof. Split your team into two groups and camp the utility and billboard roofs.

If you prefer patrolling the lower levels, think self-preservation when buying new items. Trolls should always buy a Tree of Life first, while the faster races can benefit from more escape-oriented purchases like Smoke, Teleport, or a glider. Expect plenty of close-range encounters, and always be prepared to make a stand or a prompt exit.

RAID: RNA

Before each round begins, split the team into two groups to form a layered defense around the Artifact and the elevator. The first group is the largest and is responsible for defending the Artifact's starting position near the billboard building. A smaller second group (consisting of no more than two teammates) should move directly to the elevator and prepare another defensive layer. Near the tower, have the first group spread out among the surrounding rooftops for wider coverage. Quickly cast Strangle around the Artifact to delay capture attempts, but don't focus solely on the Artifact and lower levels. Watch the garden roof and hideout for upper-level surprise attacks.

If the Lineage grabs the Artifact, the first group should immediately fall back to the staging area. Meanwhile, the second group should be ready with a Strangle cast on the ladder and ramp leading to the elevator. While the second group defends the elevator's two access points, the first group should attempt to stop the Lineage advance at the staging area's passages. At this point, communication is extremely important, so use Enhanced Vision and the Situational Awareness System to keep your teammates updated on the Artifact's whereabouts. Maintain the two defensive lines until all Lineage players are dead or time runs out.

RAID: LINEAGE

Since the RNA team starts near the Artifact, always assume it's heavily defended. Instead of rushing directly to the Artifact and getting trapped by Strangle casters, take to the roofs and work on thinning the RNA's ranks. From the apartments, split into two groups with one group moving up to the billboard roof while the other takes up positions in the hideout. These positions have height advantages over the tower and hideout ledge—the most likely areas from which the RNA team is defending the Artifact.

As RNA players drop, clear their bodies before their teammates can resurrect them. Wait until the area around the Artifact is relatively clear before attempting retrieval. After you grab the Artifact, both groups should reunite around the Artifact runner on the ground, serving as escorts. When possible, take the Artifact through the mouth passage and up through the blockhouse to reach the elevator. A couple of sharpshooters can use the

blockhouse roof or stage balcony as sniper perches to attack RNA defenders around the elevator while the Artifact runner advances on the elevator. But the bulk of the team should move with the Artifact, clearing a path or continuing the carry if the runner is killed.

KNOW YOUR ROLE!

HUMAN: Equip yourself with a glider and a rifle. Glide between the map's rooftops and snipe opponents on the lower levels. You're somewhat vulnerable while gliding, so consider buying Smoke as an escape method. Save up for Enhanced Vision too; this helps aid your team in hunting down opponents.

ELF: On defense, buy Strangle and continually cast it around the Artifact or elevator while using an SMG and grenades to eliminate victims caught in your trap. On offense, use Smoke or Teleport to stage sneak attacks on the tower area, blasting opponents with a shotgun or slicing them with a katana.

TROLL: As usual, get a Tree of Life early on and don't wander too far away from it. Use a shotgun to clean up the lower levels around the billboard alley and hideout tunnel. A minigun can be devastating on the billboard roof or the hideout's upper level—but make sure you have Smartlink to prevent team kills.

DWARF: You're quite effective on defense, setting up camp around the Artifact or elevator while using Strangle and a minigun to deter your opponents. When attacking, clear a path for your team by draining Strangle barricades. But whether playing offense or defense, you're most effective as the team's Resurrect specialist.

DEV TEAM TIP

Techies: Humans take no Essence penalty when equipping tech.

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ZIGGURAT

The Ziggurat is both a magnificent feat of engineering and a work of art built on a site of great power in the Fourth Cycle of Magic. This giant stepped pyramid bubbles with magic and potential. It was used as a temple by an ancient civilization during the Fourth Age of Magic, more than five thousand years ago.

As the age came to a close, though, the building fell into disuse. It would have been entirely forgotten if it were not for the Chancela family that for generations took it as their charge to act as its caretakers. For centuries they kept watch over its secrets despite earthquakes, landslides, and plague. They eventually founded a secret society known as the Lineage, made up of family and followers, to carry on their charge.

Then, at the beginning of the Sixth Age in 2011, the world changed. The ziggurat, long since buried under the mountainside, reawakened and thrummed with power once again as magic returned to the world.

Years later the ziggurat's magical energy caught the attention of RNA Global, a corporation whose CEO, Jonathan Cain, possessed magical aptitude of his own. In 2025, he led an exploratory group into the ziggurat

to determine how to use this magical energy, but his experiments went awry and unleashed an enormous amount of magical energy, killing the leaders of RNA Global and the Lineage as well as leveling a quarter of the city of Santos. The resulting explosion also blew away the mountainside covering the ziggurat, revealing the once secret temple to the public.

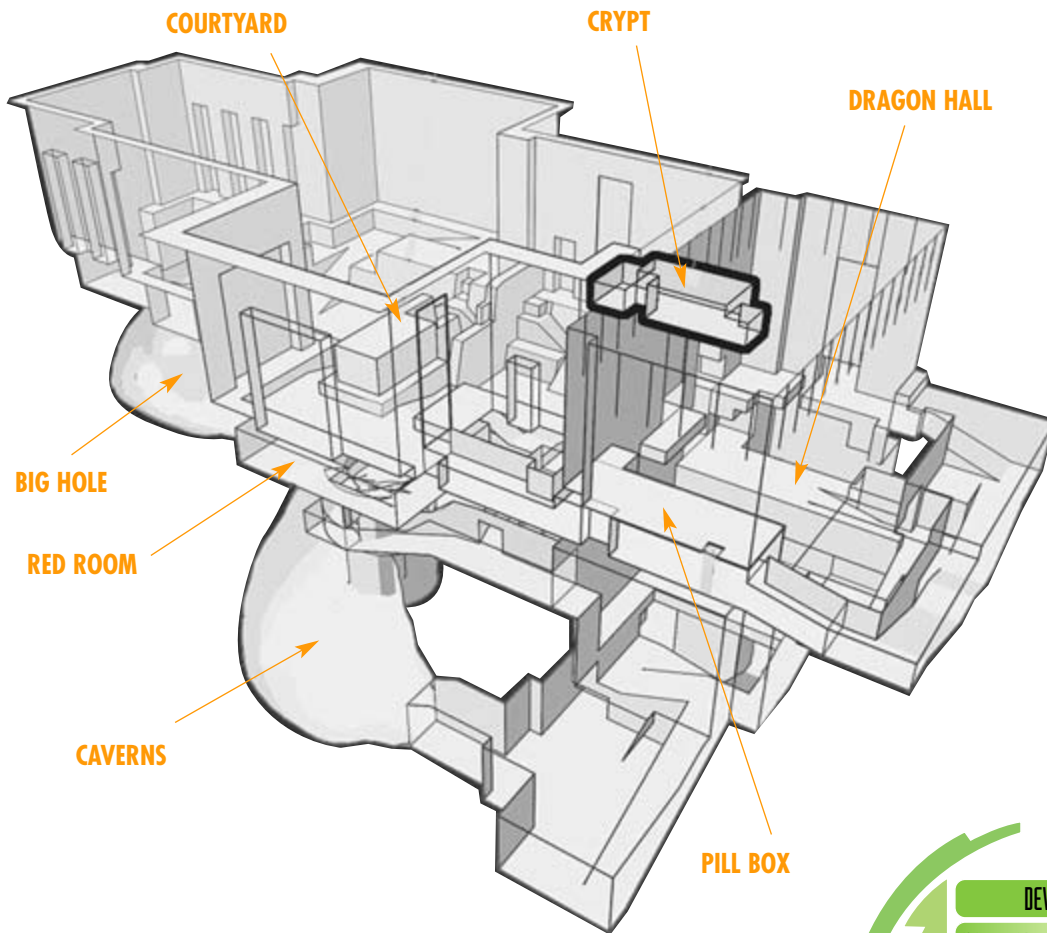
With no more shroud of secrecy, the RNA Global Corporation began rebuilding Santos as the site of a new global HQ, intending to conduct further experiments on the magic of the ziggurat. The Lineage is dedicated to stopping them. The ziggurat is their battlefield and also their prize.



DIG SITE



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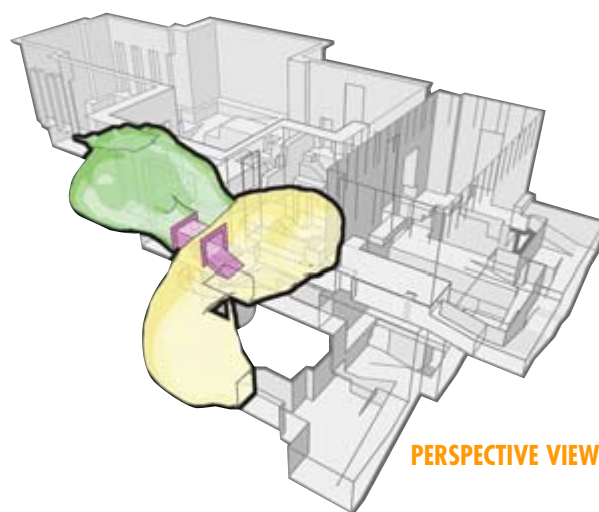
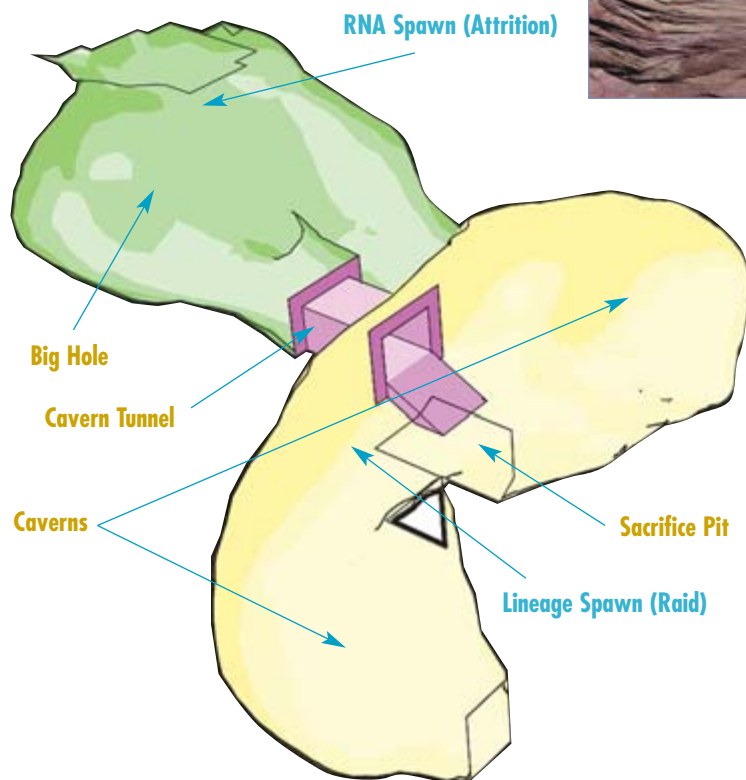
DEV TEAM TIP

Blow them away! Gust damages Smoked enemies and can make them unsmoke.



KEY LOCATIONS

CAVERNS AND BIG HOLE



PERSPECTIVE VIEW

This wide subterranean passage runs beneath the excavated ruins, linking several key areas. The caverns zone is the deepest portion of this passage, connecting directly to the Dragon Hall's floor. In the caverns' center is the bottom of the red room's sacrifice pit. During Raid matches, the Lineage team spawns in the caverns near the sacrifice pit, offering them quick access to the red room and red room tunnel above. Across from the sacrifice pit is a short set of steps leading into the cavern tunnel, a short span connecting the caverns to the big hole. A steep ramp in the big hole leads up to the courtyard, emerging through a giant breach near the backyard. Near the bottom of the big hole's ramp is an opening to the deep tunnel, a narrow passage running directly to the Dragon Hall's floor. In Attrition matches, the RNA team spawns near the big hole's ramp, allowing them to branch out along the map's upper and lower levels.

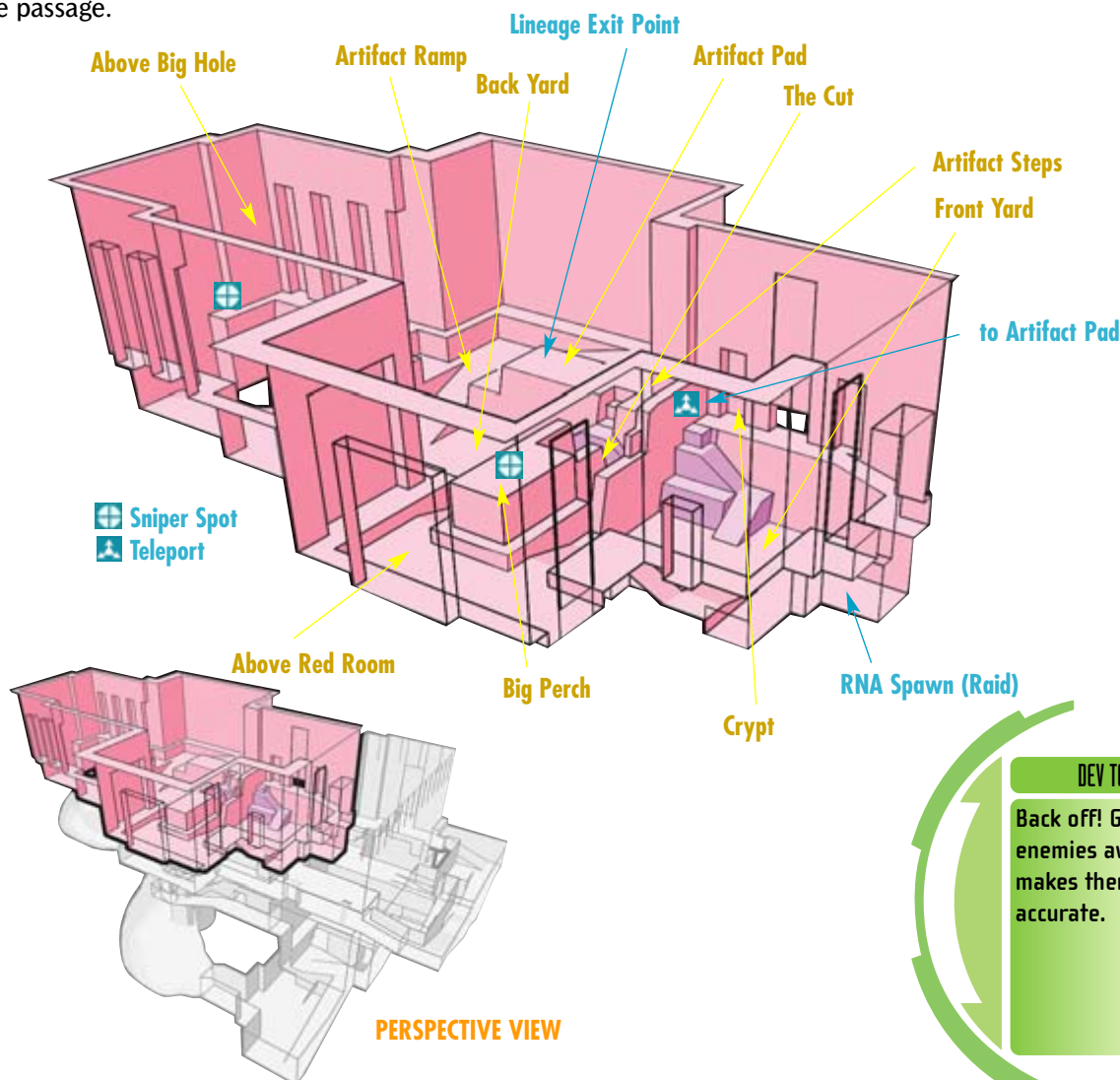
CAVERNS AND BIG HOLE TIPS

- Avoid moving onto the Dragon Hall's floor from the caverns. Opponents positioned on the main bridge or Dragon Bridge usually watch this passage. If necessary, duck in and out of the caverns to trade long-range shots with opponents on the Dragon Hall's upper levels. In addition to bullets, be prepared to dodge incoming grenades.
- It's easy to get lost in the caverns and big hole areas, so watch the area name in the screen's bottom left corner to help navigate. There is only one dead end in the caverns portion, beyond the cavern tunnel and sacrifice pit. The dead end is easily identifiable by the flood light at the end and the tunneling equipment protruding from one of the side walls. Don't run into this dead end if you're being chased, as there's no escape.
- Be careful when moving from the big hole to the courtyard, especially when running or escorting the Artifact during Raid matches. Snipers positioned around the courtyard's upper levels have a clear view of this area. The red room's sacrifice pit is often a safer path.



Surrounded by menacing statues and ancient stone carvings, this courtyard is an archaeological treasure trove. But there's no time for sightseeing in this high-traffic zone. The courtyard is split into three main areas: the front yard, backyard, and above big

hole. With entrances to the crypt, red room, and the Dragon Hall's main bridge, the front yard is a key hub for those utilizing the upper levels. The RNA team spawns here during Raid matches, putting them in close proximity to the Artifact. Next to the front yard is the backyard, occupying the courtyard's middle portion. This is the site of the Artifact pad, a raised platform set against the wall below a massive round carving. During Raid matches, the Lineage team must deliver the Artifact to this platform, using either the steep Artifact steps or the more gradual Artifact ramp. As its name implies, the above big hole area is dominated by a large hole in the floor, leading down to the big hole passage.



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DEV TEAM TIP

Back off! Gust pushes enemies away and makes them less accurate.

COURTYARD TIPS

- When carrying the Artifact, avoid moving up the Artifact steps on your way to the Artifact pad—you must jump onto each step to reach the top, seriously killing your speed and making you an easy target. The Artifact ramp is a much easier path. However, the ramp is usually well guarded. Study the situation and take the path of least resistance.
- The cut is a narrow alley separating the front and backyards. When moving between the two areas, avoid using this passage, especially if opponents occupy the surrounding ledges. Grenades are always a big hazard in this confined space. Instead, move through or above the red room to avoid this kill zone.
- Lineage players attempting to attack the Artifact pad at close range should approach from the front yard, by the crypt. Upon exiting the crypt, turn right and teleport through the wall covered with green vines to appear on the Artifact pad. Before doing this, make sure you have a weapon well suited for close-range combat. Trolls armed with miniguns or shotguns are perfect for such surprise attacks.
- A narrow elevated ledge surrounds the courtyard's perimeter. In the above big hole area, this ledge is a useful sniping spot. Move to the ledge overlooking the big hole until you can see deep inside the tunnel. From here, you can engage targets at the bottom of the big hole ramp and near the deep tunnel's entrance.
- When defending the Artifact pad during Raid matches, begin by casting Strangle on the Artifact ramp and Artifact steps. These are the only two paths the Artifact runner can take to reach the pad. Keep a few defenders (including the Strangle casters) on the pad while the rest of the team sets up around the backyard. The high perch (above the red room) has an excellent view of the entire courtyard, ideal for covering the Artifact pad.

ARTIFACT CAPTURE: ARTIFACT PAD



PILLBOX RUSH: It's difficult to beat the RNA players to the Artifact pad, but if they're distracted in the Dragon Hall or elsewhere, you may have an opportunity to sneak the Artifact in for the win. After grabbing the Artifact, rush it up the switch-backs toward the pillbox. From the pillbox, exit above the red room, then rush across the backyard to reach the Artifact pad.



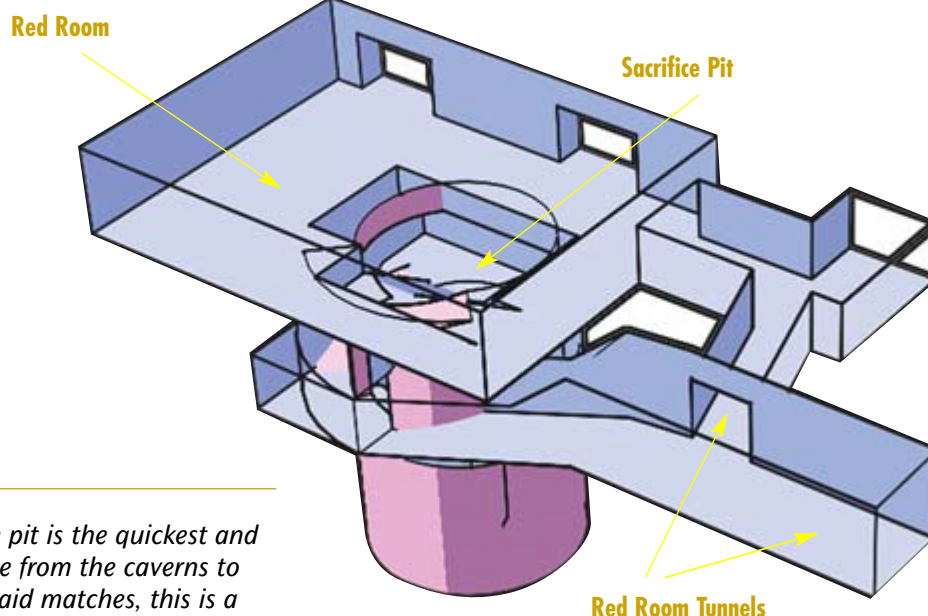
DEEP TUNNEL RUSH: Another direct route is through the deep tunnel. After you have the Artifact, drop to the Dragon Hall's floor. Use Smoke or a Glider to break your fall—you'll drop the Artifact, but it lands on the floor, allowing for quick retrieval. Race through the deep tunnel and up the big hole's ramp on your way to the Artifact pad.



ARTIFACT PAD ASSAULT: In most situations, the RNA team will have the backyard and Artifact pad locked down by the time you can move the Artifact into position. Hold the Artifact in the red room for safekeeping while the rest of the team attacks, preferably from above the red room and the upper ledge above the big hole. Either finish off the defenders or sneak the Artifact onto the pad during the chaotic attack.

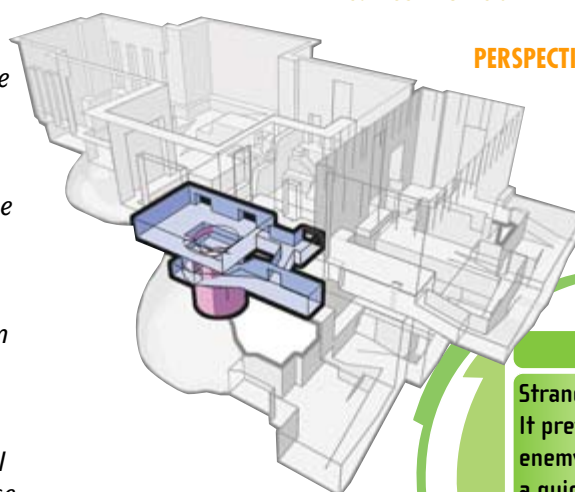
RED ROOM

With access points to every major area of the map, the red room is usually a high-traffic area utilized by both teams. The room's interior is dominated by the sacrifice pit, a deep shaft extending to the caverns below. This shaft is partially ringed by a spiral ramp leading down into the red room tunnel—this passage leads to the Dragon Hall's red room balcony. Below the ramp is the pit ladder, continuing down into the caverns. On the upper level, the red room empties out onto the courtyard with three separate exits, two leading to the front yard and one to the backyard.



RED ROOM TIPS

- The red room's sacrifice pit is the quickest and most direct way to move from the caverns to the courtyard. During raid matches, this is a popular route for Lineage players looking to flank their RNA opponents on the Dragon Hall's main bridge. But don't linger around the sacrifice pit, especially at the bottom. There isn't much room to maneuver, making you vulnerable to grenades and automatic fire.
- When moving the Artifact in Raid matches, the red room is a safe way to approach the backyard. If necessary, use the red room as a staging area for the assault on the Artifact pad. Cast a Tree of Life inside to keep the team healed and prepare to rush the Artifact when the backyard is clear.
- Instead of using the red room balcony as a sniper perch, back up into the red room tunnel for more cover. Inch out of the tunnel to expose specific areas of the Dragon Hall, then zoom in with your scope on your target. This is a great spot for covering the switchbacks ramps near the Dragon Bridge.



PERSPECTIVE VIEW

DEV TEAM TIP

Strangle the artifact! It prevents the enemy from getting a quick grab.

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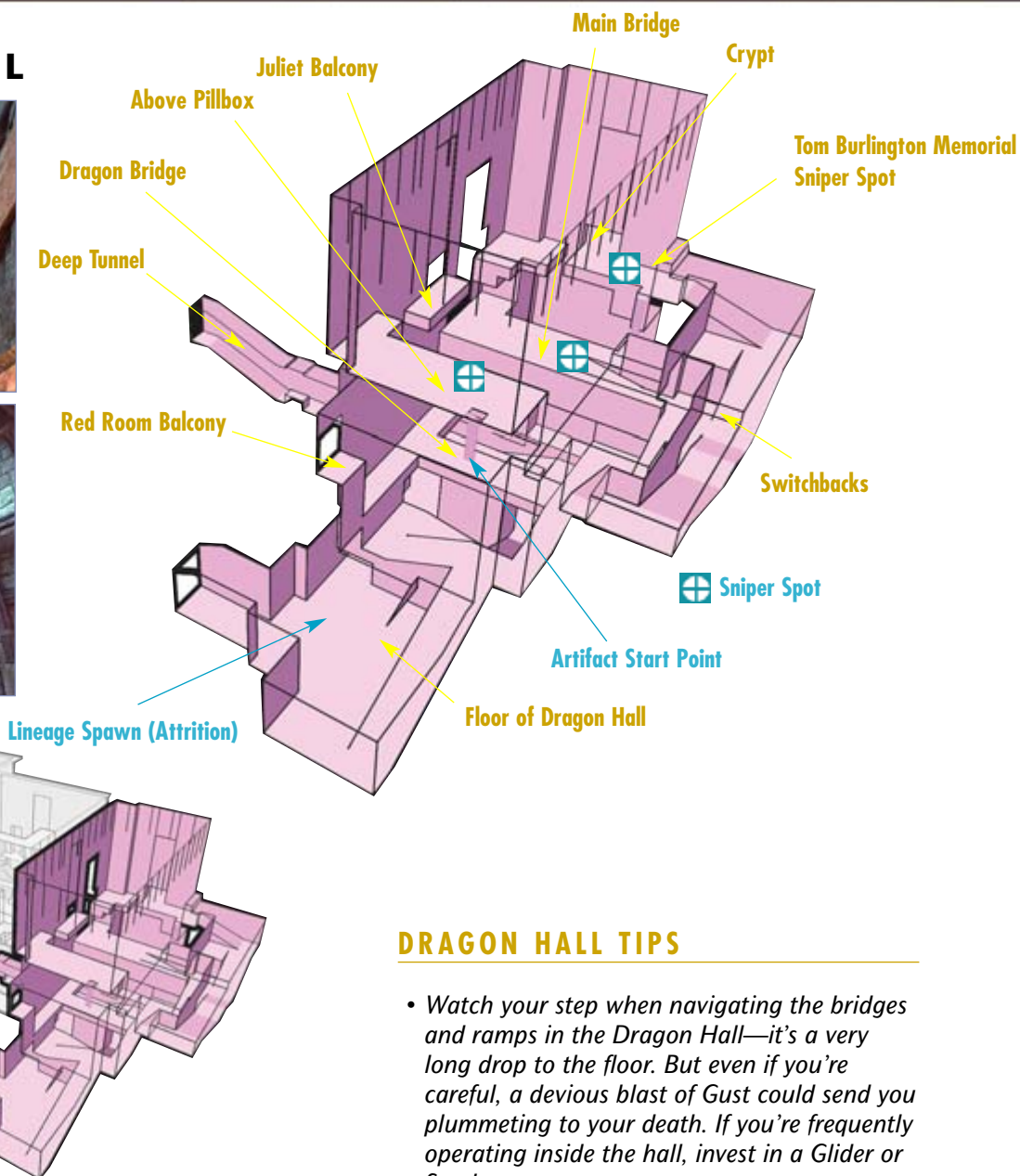
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DRAGON HALL

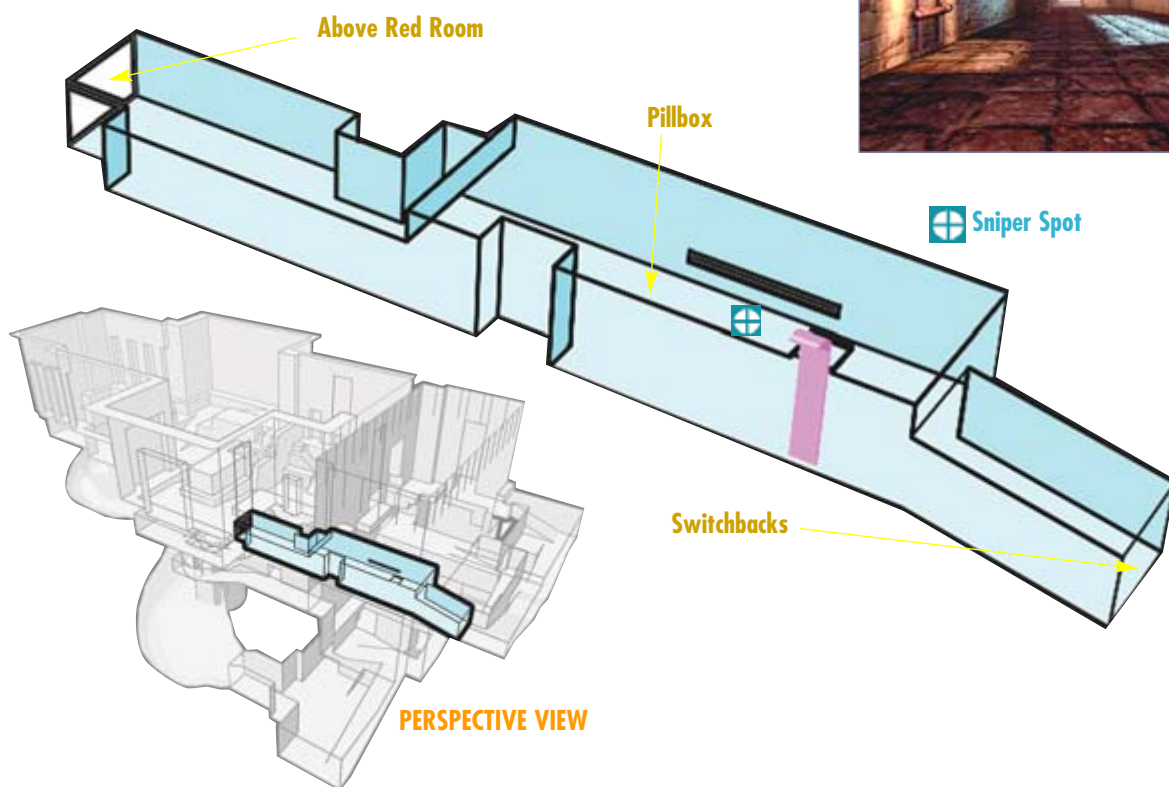


This massive chamber is the epicenter of the Dig Site's magical energy, evident by the blue beam of light running from the floor up through the hole in the ceiling. The source of this harmless energy is the large dragon head sculpture on the floor. Nearly all paths lead to the Dragon Hall, including the two tunnel passages (caverns and deep tunnel) on each end of the floor. On the upper levels are passages leading to the red room and courtyard's front yard. Across the hall are the switchbacks, a series of ramps connecting the upper levels of the Dragon Hall to the floor. Two bridges span the hall as well. The higher one is the main bridge and offers a clear view of the entire hall. Below is the Dragon Bridge, identifiable by the blue energy beam piercing its center. During Raid matches, the Artifact appears on this bridge, floating within the blue energy beam—don't worry, you can't fall through the hole.

DRAGON HALL TIPS

- Watch your step when navigating the bridges and ramps in the Dragon Hall—it's a very long drop to the floor. But even if you're careful, a devious blast of Gust could send you plummeting to your death. If you're frequently operating inside the hall, invest in a Glider or Smoke.
- When playing as RNA during Raid matches, always cover the Dragon Bridge with Strangle, then take up positions around the perimeter. Don't cluster around the main bridge—you'll be vulnerable to flanking attacks from the front yard. Instead, spread out among the crypt, pillbox, red room balcony, and switchbacks for complete coverage of the chamber.
- On the same level as the Dragon Bridge is a narrow walkway running around the chamber's perimeter, including beneath the main bridge. Move to one of the corner positions behind and beneath the main bridge to monitor the Dragon Bridge and the floor. This is also a good position to engage traffic moving in and out of the deep tunnel.

PILLBOX



PILLBOX TIPS

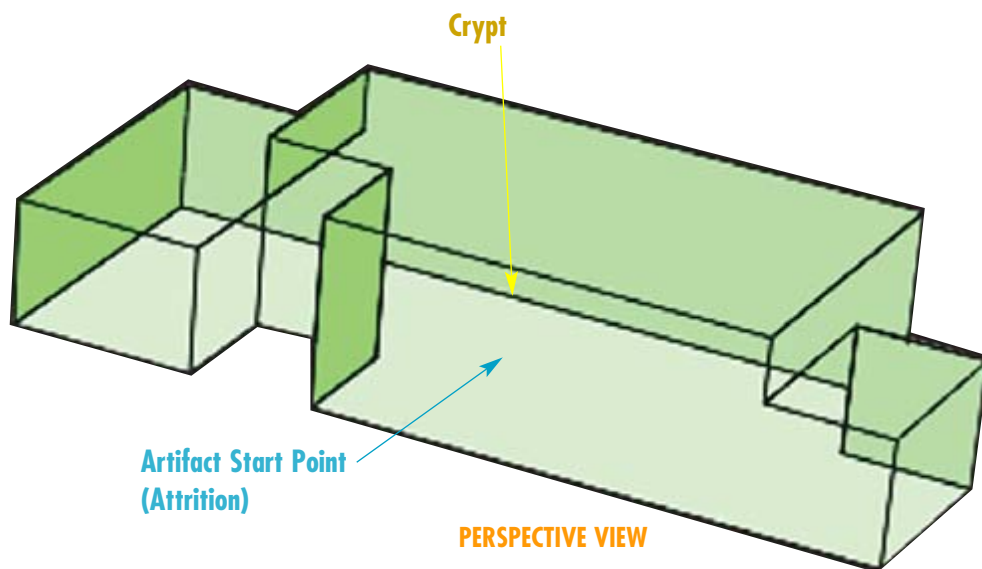
- The pillbox's narrow window may not offer the greatest view, but the cover it provides is essential. In order to hit you, your opponents must thread their bullet through the narrow slit, rendering anything other than a rifle or sniper rifle virtually worthless. During raid matches, Lineage snipers should move here and pick off RNA defenders on the main bridge or in the crypt. The above pillbox platform is a good sniper perch, too, but offers no cover, making you a much easier target.
- As Lineage, use the pillbox and the adjacent switchback path to sneak up on the Artifact. If coordinated with an advance from the crypt, your team can surround the RNA defenders, effectively turning the tables on them as you attack from the high ground.

DEV TEAM TIP

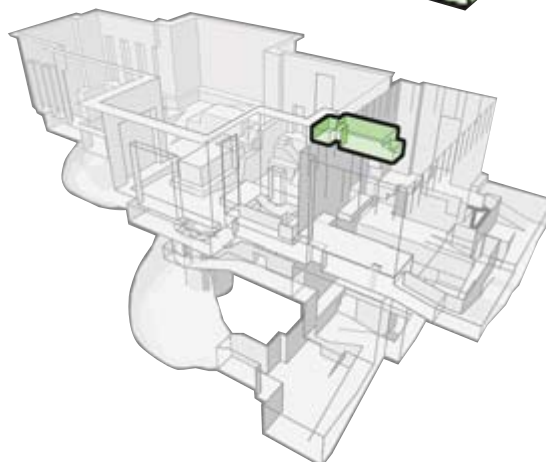
Sticky: It can take a while to move out of Strangle. Shoot it to get out faster.



CRYPT



PERSPECTIVE VIEW



The crypt is located directly across from the pillbox on the Dragon Hall's opposite wall. The walls here are lined with the tombs of ancient humans, elves, trolls, and dwarves, as indicated by the carvings on each vault. This torch-lit passage runs between the upper levels of the front yard and the Dragon Hall. It's also the starting point for the Artifact during Attrition matches.

On the Dragon Hall side, the crypt emerges onto a ledge, just above the main bridge. Although not quite as high as the pillbox, this ledge still has a sweeping view of the Dragon Hall, making it a popular sniper spot (made famous by technical art director Tom Burlington). The ledge branches off in two directions, with one path leading to the switchbacks and the other leading to the front yard.

CRYPT TIPS

- When entering the Dragon Hall from the crypt, watch your step—there's a gap in the ledge on the door's right side. If running, you can easily step over the gap. But if moving slower, you'll fall through, all the way down to the floor.
- During Attrition matches, the Artifact is relatively safe in this enclosed passage. If you're in the area, pick it up to get a peek at your opponents' whereabouts—remember, while holding the Artifact, you can see your enemies anywhere on the map, much like Enhanced Vision but with greater range and detail. Relay this information to your teammates, then drop the Artifact and go back on the offensive.

TOM BURLINGTON MEMORIAL
SNIPER SPOT

During the prototype phase, when pretty much all we had was Dig Site, Tom Burlington (who was really, really good at the time) would always snipe from that location. One or more elves would be dispatched at the beginning of the round to sneak up behind him and cut him down. It was so "his spot" that I had to name the location after him. Too bad we couldn't put a pile of bleached bones there.

—Derek Carroll, Dig Site Designer

TEAM TACTICS

ATTRITION

With the Lineage team spawning on the Dragon Hall's floor and the RNA team spawning near the ramp in the big hole, expect most early round clashes to occur in the caverns near the sacrifice pit. If you like frantic firefights with grenades flying through the air, this is the place to be—it's a great spot to resurrect teammates too. Otherwise, avoid this area and save your ammo for later. Instead, consider spreading out in the Dragon Hall or courtyard. By choosing an area and defending it, your team can pool their firepower, often eliminating opponents one by one as they wander through your kill zone. Unlike most Attrition matches, the Artifact is located within the relatively safe confines of the crypt. Consider using the Artifact and crypt as an observation post, relaying opponents' positions to your teammates. In the last minute of each round, turn your efforts to securing and defending the Artifact. The crypt and pillbox are good, secure points to hold the Artifact until time runs out.

RAID: RNA

From the front yard spawn point, it's a short jog to the main bridge overlooking the Artifact. Your team owns the entire Dragon Hall, so don't cluster around the main bridge—this makes your team vulnerable to flank attacks from the front yard or crypt. Spread out, taking up positions along the switchbacks and on the pillbox's top. Cast Strangle on the Dragon Bridge early, and maintain the Strangle as long as the Artifact is in place. Gust is also a good option for keeping opponents away from the Artifact. If the opponent takes the Artifact, don't bother chasing it down. Instead, rush back on defense to the Artifact pad, casting Strangle on the Artifact ramp and steps. Trolls and dwarves are useful on the pad, denying capture attempts with shotguns and miniguns. Elves and humans are most effective around the periphery, taking up positions on the courtyard's upper levels. Focus on the red room and big hole access points, as these are Artifact runners' most commonly used routes.

RAID: LINEAGE

As in most Raid matches, assume the Artifact is locked down. Instead of rushing directly for it and dying a quick death, focus on thinning out the RNA defenders first. From the caverns, spread out along the Dragon Hall's upper areas. Split your team into three small groups and simultaneously attack from the

red room tunnel and balcony, the pillbox, and the front yard. This is the best way to get the jump on the defenders, who are usually fixated on the Artifact sitting on the Dragon Bridge. To maximize the attack, hold until everyone is in position near the three areas, then move in simultaneously. If successful, you can eliminate or rout most of the RNA team. Still, wait until the Dragon Bridge is clear before making a move for the Artifact. Once secured, take the Artifact to the red room and prepare to launch another coordinated assault on the backyard. Teammates with Gliders or Teleport should attack first from the front yard's upper levels and above big hole areas. When the RNA team's attention is divided, the Artifact runner and a few escorts should make a move on the Artifact pad to secure the win.

KNOW YOUR ROLE!

HUMAN: Whether playing offense or defense, go long-range with a rifle or sniper rifle. Buy a Glider, too, to easily reach some of the high perches in the Dragon Hall and courtyard. Supplement your arsenal with an SMG or shotgun for the inevitable close-quarters encounters while moving through the caverns or red room.

ELF: When playing defense, start off with Strangle and use it to barricade the Artifact or Artifact pad. Then hold back from a distance and snipe opponents from the main bridge or pillbox. On offense, buy Smoke (or save up for Teleport) and stage hit-and-run flanking attacks on the Dragon Hall, preferably with the aid of other elves.

TROLL: Your size makes you a sniper magnet, so limit your exposure while moving through the Dragon Hall and courtyard. Instead, buy a Tree of Life and stick to the caverns, big hole, and red room areas, using a shotgun or minigun to perforate your opponents in confined spaces.

DWARF: Start out with Resurrect and avoid exposing yourself to unnecessary risks. Instead, hold back and engage opponents at long or intermediate range in the Dragon Hall and courtyard using a rifle or minigun. Continue supporting your team with a Tree of Life. Strangle or Summon come in handy when defending, but if attacking, buy Smoke.

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MAELSTROM

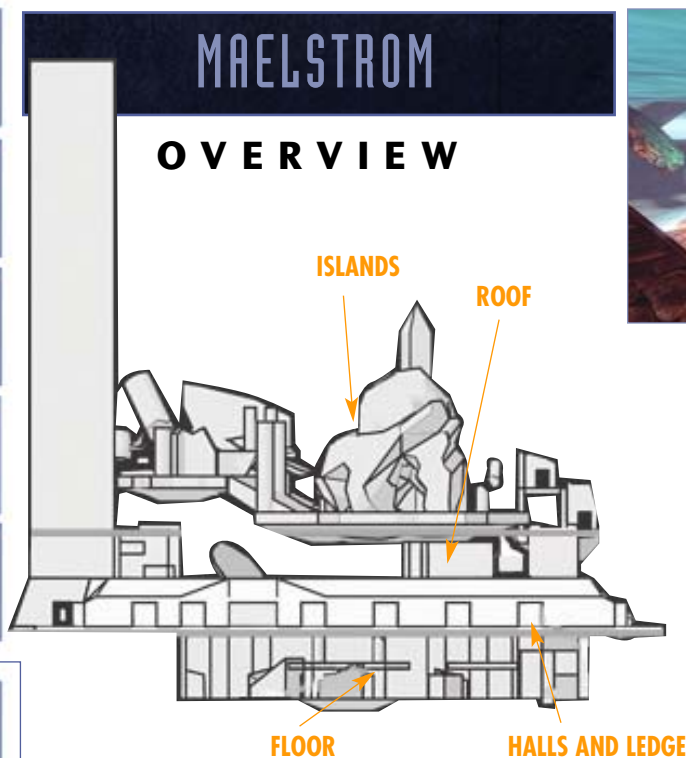
OVERVIEW



Perched on top of the ziggurat, a piercing blue beam of light passes through multiple layers of cloud, hundreds of feet into the air. Surrounding the magical light are multiple layers of ancient stone structures and stairways.

Key features of the environment are the cloud layers which obscure visibility between levels. Enhanced vision is critical, as it allows the user to easily fire through the clouds and kill his unsuspecting target.

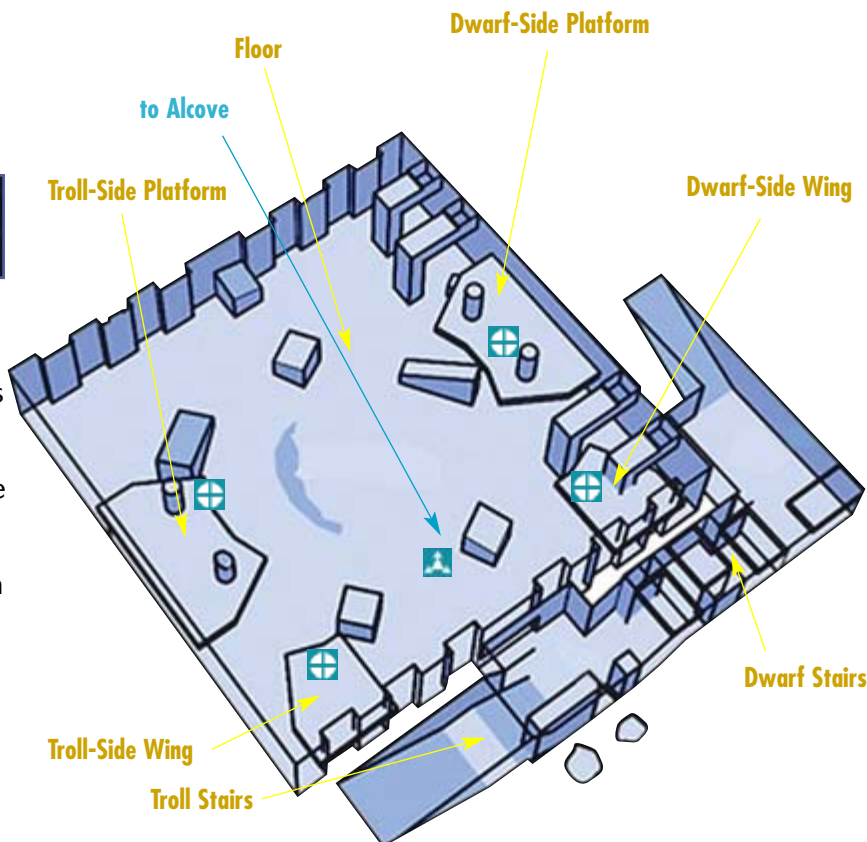
The RNA is trying to escape by bringing the Artifact to an awaiting VTOL while the Lineage is trying to deliver the Artifact to the top of the maelstrom.

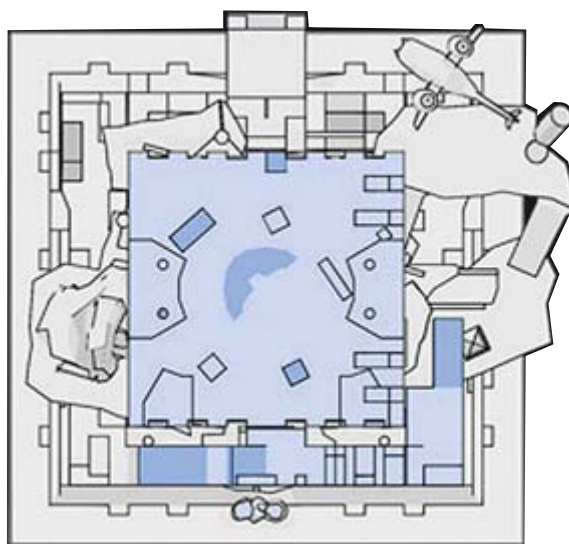


KEY LOCATIONS

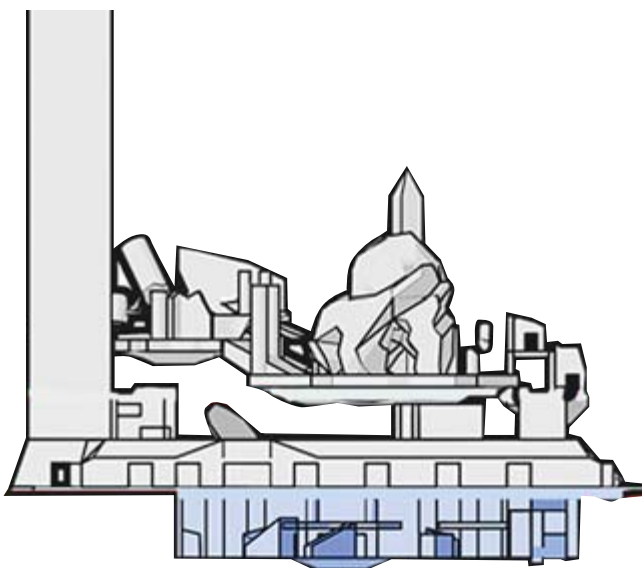
FLOOR

Dominated by the large column of blue energy emanating from the center, the floor is a large square chamber occupying the map's lowest level. Directly above the floor is the ring platform, surrounded by an opaque white fog. While it's impossible to see through the fog, you can fall through it—in fact, this is the most common entry point onto the floor, with players dropping in from the upper levels, often by accident. This can lead to some awkward close-range encounters. A single passage on one side of the room is the only other access point, leading to the dwarf and troll stairs. These stairs branch off in separate directions, but both lead to the enclosed corridors surrounding the ring.





TOP VIEW



SIDE VIEW

FLOOR TIPS

- As in the Dig Site's Dragon Hall, a large beam of blue energy cuts through this map's center, shooting up through the floor and into the sky. However, players cannot enter this column of energy without taking damage.
- On the floor, stand in front of the passage leading to the troll and dwarf stairs. Teleport directly up through the ring platform to appear in the alcove, where the Artifact is located. This is a safe way to sneak up on the Artifact, minimizing your exposure on the ring.
- There are several upper-level platforms overlooking the floor, useful for getting the jump on players below. The dwarf-side platform and wing and the troll-side platform and wing are located on opposite sides of the floor. Jump, glide, or teleport to these elevated slabs of stone to avoid the chaos in the floor's center.
- If the enemy Artifact runner is stuck on the floor, they can escape only through the narrow passage leading to the dwarf and troll stairs. Camp this passage, using grenades to do the dirty work.

DEV TEAM TIP

Sticky: It can take a while to move out of Strangle. Shoot it to get out faster.

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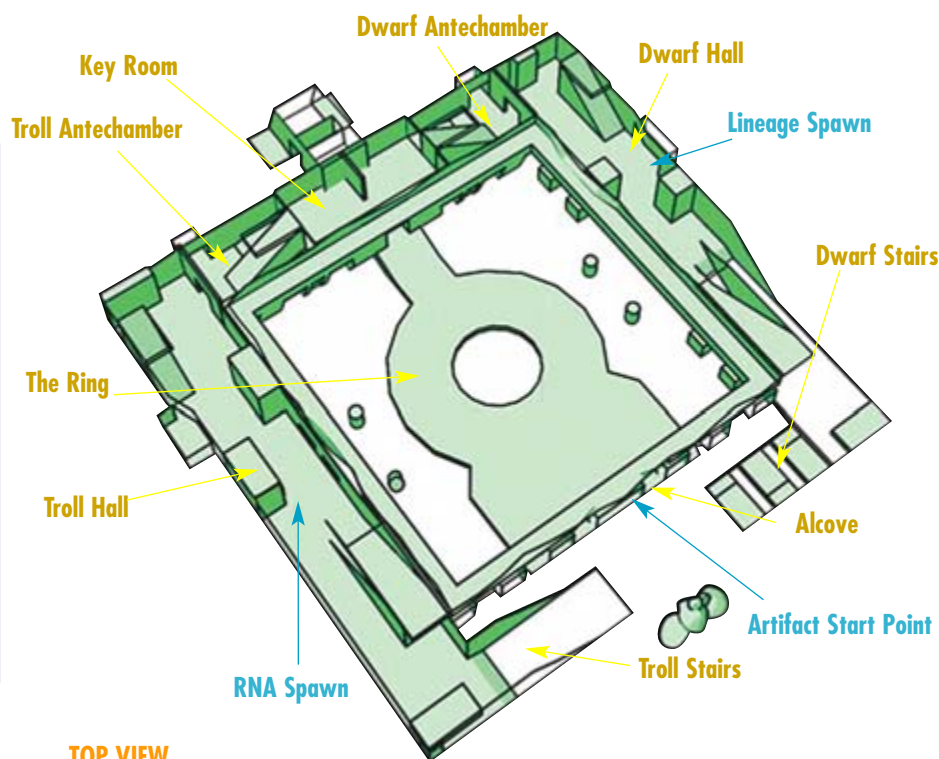
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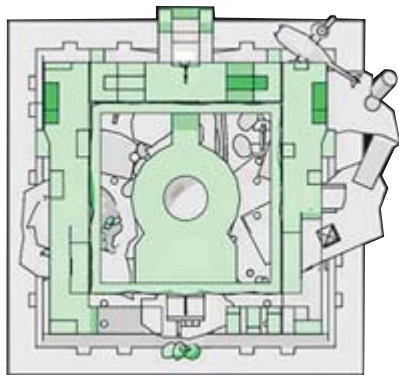


THE RING AND HALLS

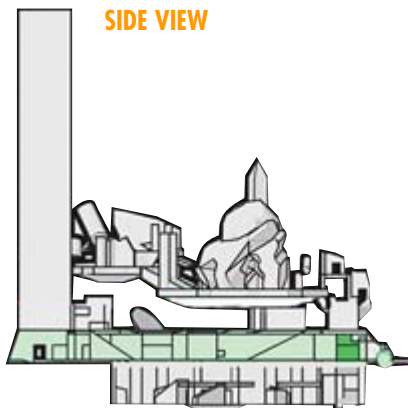
Pierced by the column of blue energy, the ring is located in the map's center and often sees the heaviest action. This platform extends across the center of the ziggurat structure, connecting to the key room via a narrow passage on one end and the alcove on the other. In Attrition and Extraction matches, the Artifact appears in the alcove, attracting the attention of sharpshooters positioned on the perimeter. Flanking both sides of the platform is an opaque white fog, hiding the floor below. A series of enclosed halls and corridors surround the ring. The troll and dwarf halls are on opposing sides, hosting the spawn points of the RNA and Lineage, respectively. These halls have staircases leading to the roof as well as windows looking out on the ring. Both halls connect to the antechambers on one end and the dwarf and troll stairs on the other. The dwarf and troll antechambers converge on the key room and feature separate staircases leading up to the roof's elf side.



TOP VIEW



SIDE VIEW

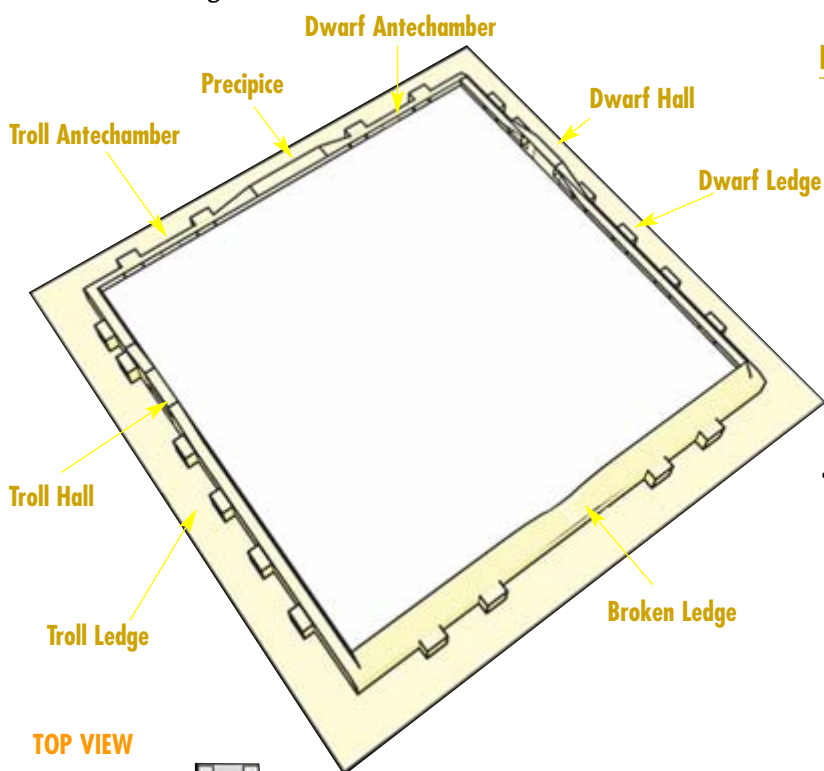


THE RING AND HALLS TIPS

- The ring is the most watched area of the map, particularly during Extraction matches. Don't run across the platform on your way to the Artifact. Instead, drop onto the alcove from the roof's broken side or teleport up from the floor. After grabbing the Artifact, don't run across the ring to the key room unless you're sure there are no enemy snipers on the roof. Instead, drop to the floor and move the Artifact up through one of the halls.
- Artifact runners attempting a rush capture will always move through the key room, as it's the quickest path to the roof. This is the perfect place and opportunity to stage an ambush. Hold near the dwarf or troll antechamber and hit the runner and any escorts with shotguns, miniguns, and grenades as soon as they enter from the ring passage. Then pick up the Artifact and move it to the proper exit point for the win.
- If you're taking heavy damage in the halls, teleport through one of the outer walls and escape to a ledge, or teleport through the ceiling to reach the roof.
- The windows in the troll and dwarf halls are good spots for engaging opponents on the ring. But don't camp here too long—take a shot or two and move on. The halls are high-traffic areas, so if a teammate isn't watching your back, you stand a good chance of getting sliced with a katana.

LEDGE

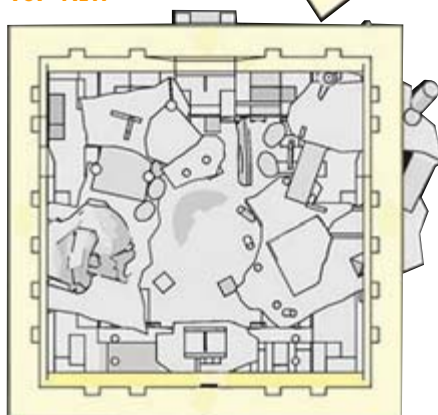
This snow-covered path runs around the map's perimeter, on the same level as the ring and halls. There are four different segments that make up the ledge. The troll ledge is located just outside the troll hall, with a single passage connecting the two areas. The RNA team spawns near this passage during all match types. Around the corner from the troll ledge is the precipice, a path running behind the key room structure. This path features two access points, one leading to the troll antechamber and the other leading to the dwarf antechamber. The adjoining dwarf ledge runs parallel with the dwarf hall, featuring a single passage connecting the two—Lineage players spawn near this passage. The broken ledge is located on the opposite wall of the dwarf and troll stairs, leading up from the floor. This ledge features several pieces of crumbled stone, forming a crude set of steps leading up to the roof's broken side area. For those without Gliders or Teleport, this is the only way to reach the roof from the ledge.



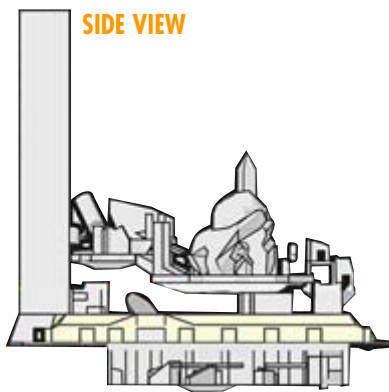
LEDGE TIPS

- Watch your step when navigating the ledge. If you fall off, you're dead with no chance of resurrection. This can work to your advantage too. Use Gust to blow opponents off the side for quick kills. Or if enemy bodies litter the ledge, use Gust (or grenades) to blow them off, effectively clearing them from the match. This is much faster than clearing a body with bullets.
- Use the ledge to sneak up on opponents in the halls. Activate Enhanced Vision to scout their locations, then teleport through the wall to attack. This is a great way to sneak up on snipers near the windows in the troll and dwarf halls.

TOP VIEW



SIDE VIEW



DEV TEAM TIP

Escape fast! Strangle drains essence. Teleport away quickly, or be stuck.

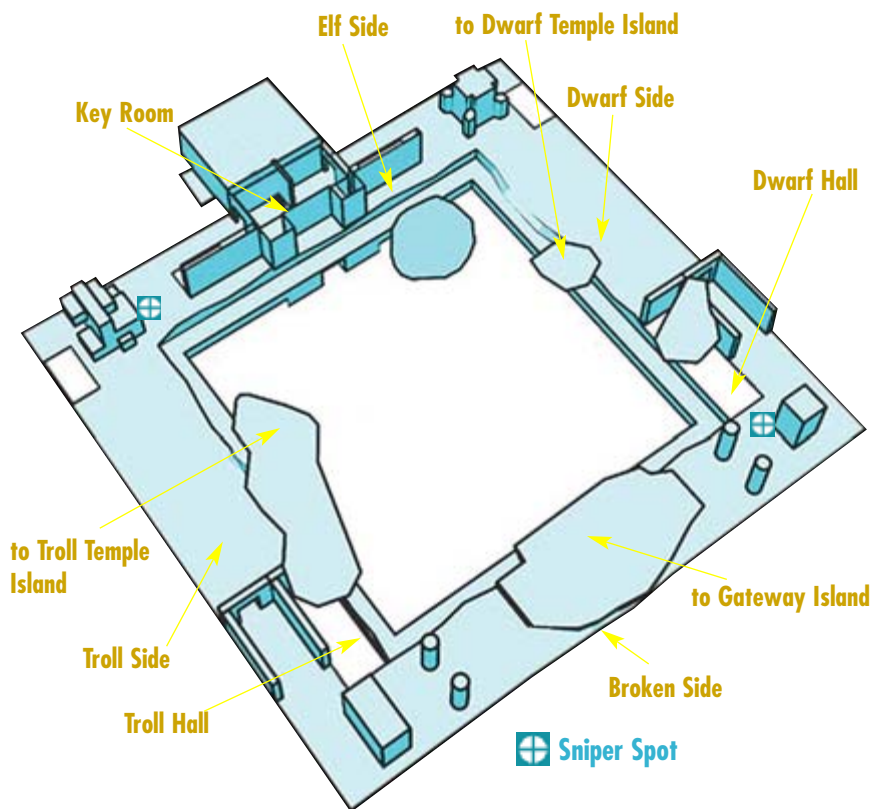
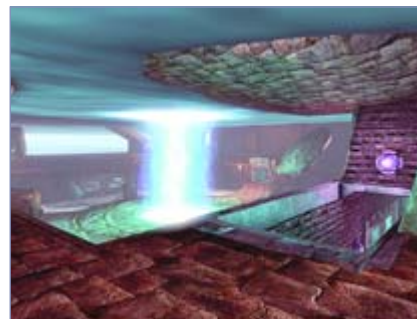
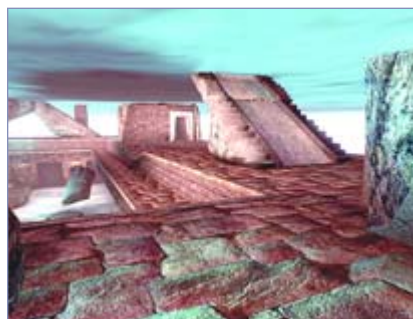


ROOF

Above the halls is the roof, an upper-level walkway overlooking the ring. Above the roof is another layer of fog, masking the islands area. Like the ledge and halls, the roof is divided into four sections. The troll side runs above the troll hall, connected via two staircases. The ramp on the troll side ascends through the fog directly to the troll temple island. Next is the elf side, named for the giant elf statue poking through the layer of fog—a short crooked passage runs through the statue's base. This portion of the roof runs above the key room, with staircases connected to the troll and dwarf antechambers. Similar to the troll side, the dwarf side is connected to the dwarf hall by two staircases. The ramp here leads to the dwarf temple island. There are no staircases leading to the lower levels on the broken side, but its two ramps lead up to the gateway island.

ROOF TIPS

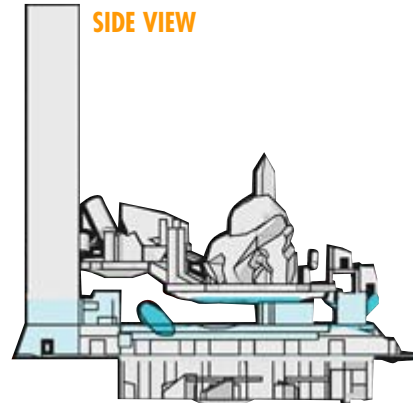
- The layer of fog separating the roof and the islands makes it difficult to navigate. Plan ahead and get your bearings while on the roof—it's much easier to move down here than it is on the islands. If you're heading for the Lineage exit point, take the ramp on the troll side. When moving toward the RNA exit point at the VTOL, climb the ramp on the dwarf side. If you simply want to appear in the middle of the islands and choose your path from there, take one of the ramps on the broken side to reach the gateway island.
- With its elevated view of the ring, the roof may seem like an ideal spot for sniping. However, like the halls below, the roof is a high-traffic area, easily accessible by all players. If you must take some long-range shots, occasionally pull back from your scope to scan the area around you and be prepared to switch to a short-range weapon if opponents appear.
- Use the fog layer above the roof to your advantage. If you're an elf and need to heal, pause on one of the ramps in the middle of the fog layer. While in the fog, you'll be nearly impossible to see. Or cast *Strangle* at the ramps' top. Opponents passing through the fog won't see the barricade until it's too late.



TOP VIEW

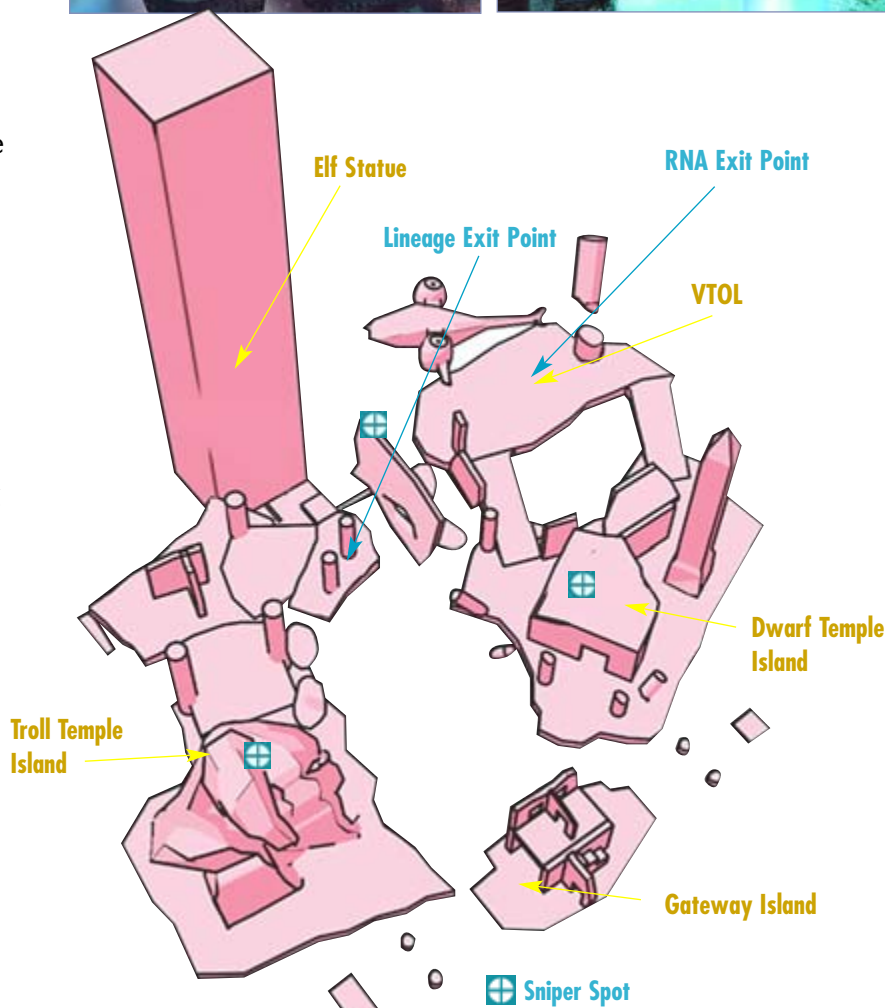
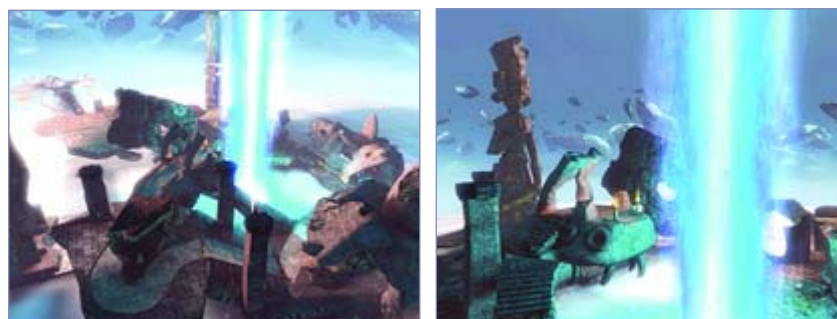


SIDE VIEW

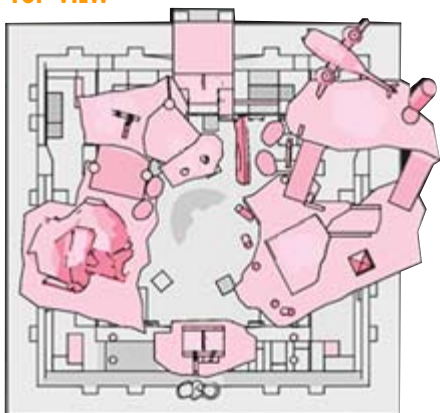


ISLANDS

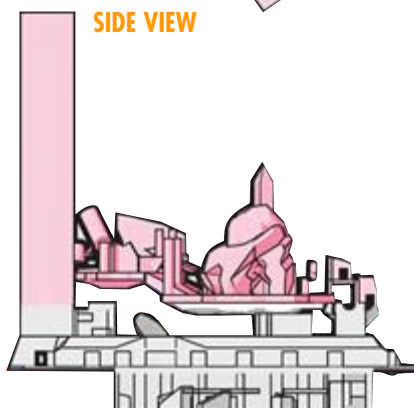
The islands are a series of large stone platforms and other free-floating rocks suspended over the fog layer by the ziggurat's magical power. This surreal scene can be very disorienting, but there is some order to the chaotic jumble of stone. Think of the islands as a U-shaped path. On one end is the pinnacle, a high platform connected to the delivery point, the Lineage's exit point during Extraction matches. The pinnacle is connected to the troll temple island, featuring a short cavelike passage running through the temple. A ramp on this platform connects to the troll side of the roof below. Next is the gateway island, located at the center of the connected paths. The two ramps here lead down to the roof's broken side. A magically supported obelisk and crumbling stone structure are the key features of the dwarf temple island. There are three parallel ramps here: one descending to the roof's dwarf side and two ascending to the VTOL platform, serving as the RNA's exit point during Extraction. Between the pinnacle and the VTOL platform is the towering elf statue. However, this statue and its base are not connected to the islands.



TOP VIEW



SIDE VIEW



DEV TEAM TIP

Target practice: Strangle doesn't do much damage, but trapped enemies are easy targets.

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ISLANDS TIPS

- The set of steps leading up to the delivery point from the troll temple island are the most direct route, but they're also damaged. To use these steps, you must jump over the large crack to avoid dropping back down to the troll temple island.
- Gliders are the best way to move about the islands. Use the various high perches and pillars to surprise your enemies from above. The roofs of the dwarf and troll temples are good spots, as is the gateway island. However, you can't reach the top of the obelisk or the elf statute, so don't try.
- Use Gust to defend your team's exit point. This is a great way to blow Artifact runners off the narrow ramps and steps leading up to the VTOL and delivery point. Try to pump a few rounds into them before they drop through the fog layer, ensuring a fatal impact below.
- If you get Gusted off the islands, be prepared to deploy a Glider or cast Smoke to break your fall. Gust can save you too—cast it at your feet prior to impact; however, the fog layers make it difficult to see your point of impact, making it difficult to time. If Gust is all you have, though, you've got nothing to lose.
- The narrow wall piece suspended between the pinnacle and VTOL platform is a great sniper perch, with views of both exit points. But you'll need a Glider to reach it. Take off from the top of the dwarf temple or the broken arch above the delivery point. If you have a Glider and Teleport, you can reach this spot from lower elevations.
- There is no direct path or shortcut between the delivery point and the VTOL platform. If you grab the Artifact near your opponent's exit point, you must move along the rest of the islands to reach your team's exit point.

ARTIFACT CAPTURE: DELIVERY POINT AND VTOL



ISLANDS RUSH: This path is rarely clear, making it extremely risky. But it's also the fastest way to score the Artifact. Grab the Artifact on the ring and move through the

key room; Lineage players should take the troll antechamber steps to the roof, and RNA players should take the troll antechamber steps. Lineage runners should move to the troll-side ramp and climb it to reach the troll temple island. From there, rush to the pinnacle and climb the steps to the delivery point to score the Artifact. RNA runners should head in the opposite direction, taking the dwarf-side ramp to the dwarf temple island and scoring the Artifact at the VTOL.



GATEWAY ISLAND SPLIT: The troll- and dwarf-side ramps leading up from the roof are often guarded by your opponents. To avoid getting bushwhacked, approach from the

broken side and climb one of the ramps to the gateway island. From here, you can choose your path to the proper exit point. Lineage players should move through the troll temple island while RNA players move to the dwarf temple island. Approaching from the gateway island puts more distance between you and the defenders camping the exit point, allowing you to fall back and take cover. It also gives your escorts the opportunity to engage the defenders at long range.

TEAM TACTICS

ATTRITION

Due to this map's arenalike nature, it's easy to get caught up in the fast-paced action and unintentionally wander away from your teammates. But you'll have a much better chance at winning (and surviving) if you stick together. Here are two good ways to approach this map. One way is to split into two self-sufficient groups, with one group patrolling the upper levels and the other camping the floor. The floor is a high-traffic kill zone, and the team that takes advantage of this can gain the upper hand—trolls armed with shotguns and miniguns own this area.

Another method is to retreat to the islands with the Artifact and go on defense. This is a good way to draw the action up into the islands, an area that usually doesn't see much action during Attrition matches. Camp the tops of the ramps at the gateway, troll temple, and dwarf temple islands and blast opponents as they emerge from the fog layer. But watch for Glider and Teleport entries into the area. Unless the opposing team makes a coordinated push, you should be able to hold the high ground for the match's duration.

EXTRACTION

Unlike other maps, both teams spawn within sight of the Artifact, visible through the windows in the troll and dwarf halls. Under these conditions, rushing the Artifact is unwise. Instead, focus on whittling away the opposing team before attempting a capture. Assign a couple players to Artifact-guard detail. It's their job to cover the ring with long-range weapons and prevent the other team from capturing the Artifact. These players should be your team's best marksmen.

Meanwhile, the rest of the team should break up into groups of two and move out through the halls and floor to hunt down opponents. At least one group should patrol the key room and antechambers at all times, as these are key routes used by Artifact runners escaping the ring. Call out each enemy you clear and keep a mental tally of the downed opponents. When your team outnumbers the enemy, reunite on the ring and grab the Artifact. Make a push toward the exit point via the gateway island with escorts leading the way. Hold the Artifact in the gateway island tunnel until the path is clear, then rush it to the exit point for the win.

KNOW YOUR ROLE!

HUMAN: If you want to play as a sniper, buy a Glider early and use it to reach the various high perches above the islands. Soar above the islands and roof, targeting opponents with a rifle and Gust. If you come under fire, be prepared to drop out of sight, ducking through the fog layers.

ELF: There aren't many places to hide, so think self-preservation first by buying Smoke. This also allows you to drop from great heights without taking fall damage. Later, purchase an SMG and Teleport to stage quick hit-and-run attacks in the halls and on the floor. Always look for chances to grab the Artifact and score it.

TROLL: Limit your exposure on the ring and roof areas to avoid getting picked off by snipers. Instead, patrol the halls and floor, staying within reasonable range of a Tree of Life. Cover the ring from the key room, using a minigun and Smartlink to spray opponents attempting to grab the Artifact.

DWARF: Support your team with an early Resurrect purchase, then join up with a troll teammate, patrolling the halls and floor. Drain your opponents' Essence at close range in these confined spaces while shooting them with an SMG or shotgun. Consider buying Smoke to aid escapes during these close-range encounters.

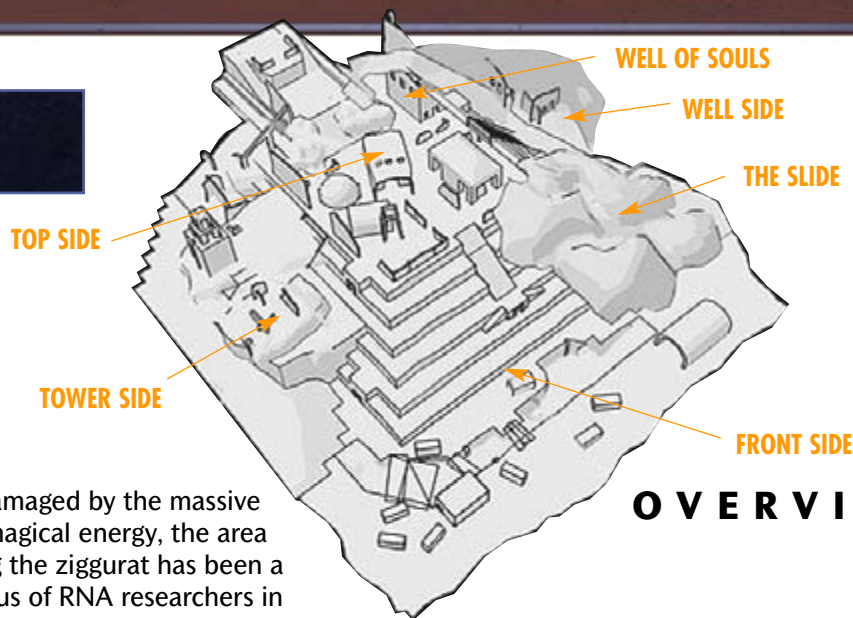
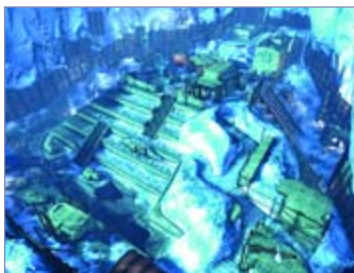
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DEV TEAM TIP

Close-range trap:
Strangle can only be
cast at moderate
range or closer.



TEMPLE GROUNDS



OVERVIEW

Seriously damaged by the massive release of magical energy, the area surrounding the ziggurat has been a primary focus of RNA researchers in recent months. Intent on finding a way to further explore the ziggurat and unlock its secrets, the RNA toils night and day to find a way inside. The RNA has set up multiple structures around the ruins to house research equipment.

Extensive catacombs connect the snow-covered exterior with the central chamber, containing large statues and other objects of the temple's magical heritage.

⊕ Sniper Spot

Artifact Start Point (Raid)

Antechamber

Tower Side

The Slide

The Slide Low

Storage Hangar

Evacuation Tunnel

Excavation

Lineage Spawn

Construction Shack

KEY LOCATIONS

FRONT SIDE



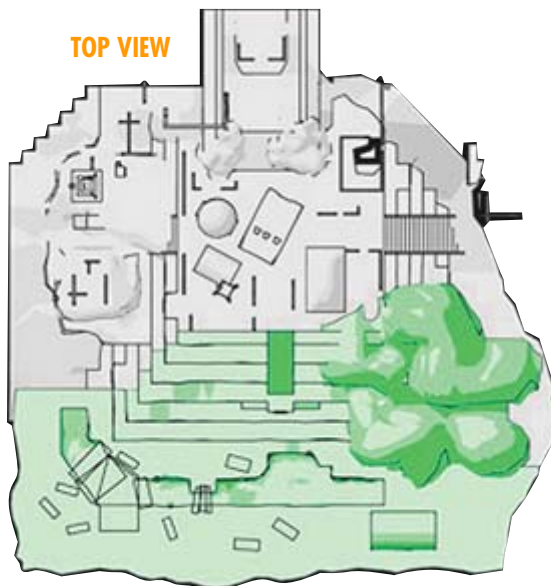
Freshly excavated, the temple's front side is fully exposed, revealing the structure's terraced pyramid form. At the front side's center is the main entrance, leading into the antechamber. This entrance provides access to the temple's upper level. Just above the antechamber is the Artifact starting point; it sits on a platform at the bottom of the temple's central staircase. On the lower

level, at the temple's base, is a large excavation trench running the front side's entire length. The Lineage team spawns here in both match types, just below the construction shack. Several ladders and ramps lead out of the trench, providing access to the snow-covered ground surrounding the temple's base. A tunnel entrance is also located in the excavation trench, near the storage hangar. This is called the "excavation tunnel," and it leads to the temple's floor.

FRONT SIDE TIPS

- In the antechamber entrance, teleport up to reach the Artifact start point. This is a good way for Lineage players to sneak up on the Artifact during Raid matches without exposing themselves on the temple's lower levels. Use the excavation tunnel or one of the tower-side tunnels to sneak into the temple, then proceed to the antechamber to execute your teleport and grab the Artifact.
- Several large stones litter the area behind the excavation trench. Lineage snipers should use these heavy stone blocks for cover when engaging RNA players on the temple. The construction shack and storage hangar offer decent cover too. Scout the temple's top side for easy stationary targets. Due to their height, trolls are the easiest to spot and score headshots on.
- When playing RNA during Raid matches, cast Strangle on the Artifact start point and hold the top side, firing down on the Lineage players attempting to grab the Artifact. If multiple opponents are clustered around your Strangle, finish them off with a grenade, but be prepared to cast more Strangle. Don't bother casting Summon—minions are too slow to respond to quick capture attempts, and they're easy targets for Lineage sharpshooters.
- Dwarves can drain Strangle from the Artifact start point by jumping up inside the antechamber passage. If no AntiMagic Generators are available, this is the best way to remove Strangle cast around the Artifact.

TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Fly, my pretty! Target an enemy and cast Summon. Your minion hunts them relentlessly.

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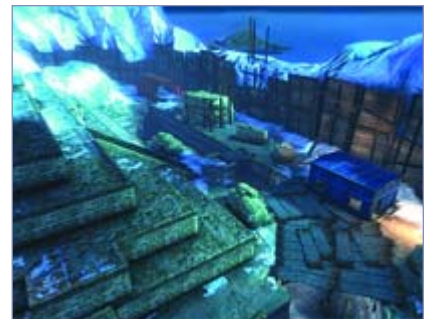
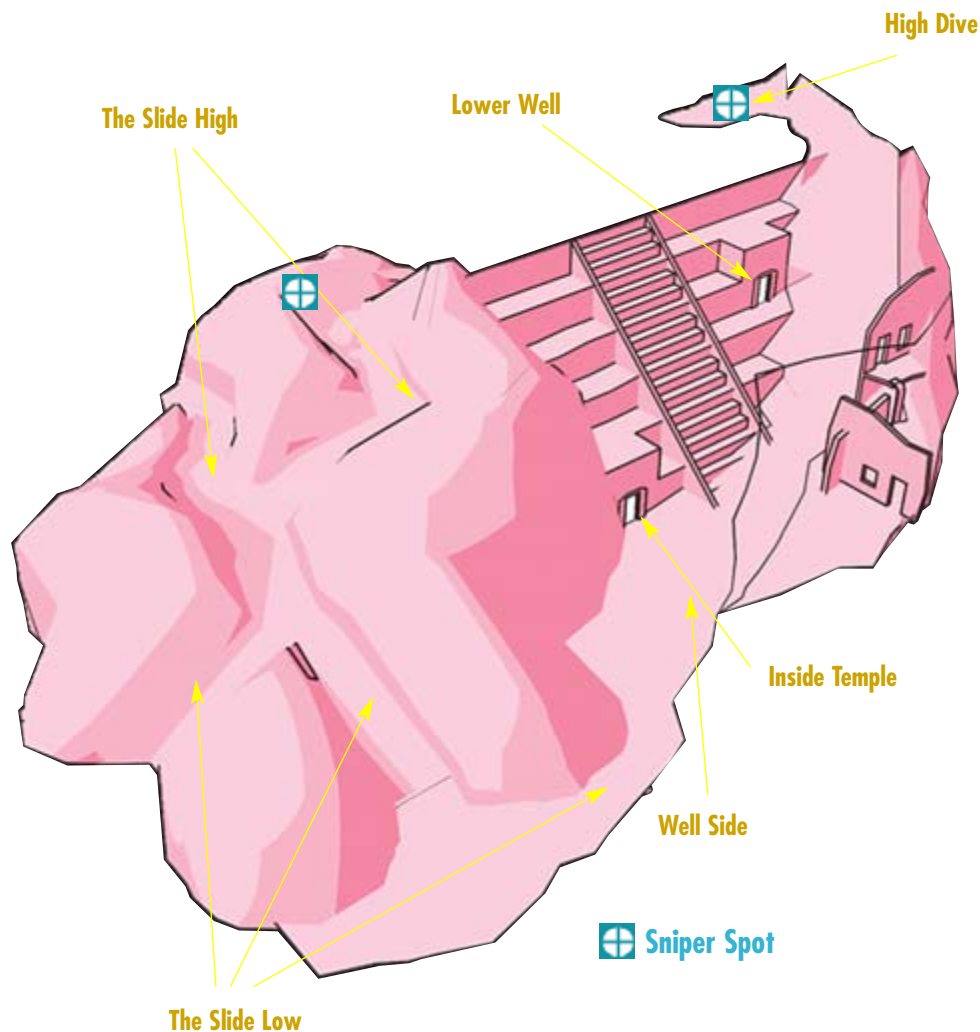
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THE SLIDE AND WELL SIDE

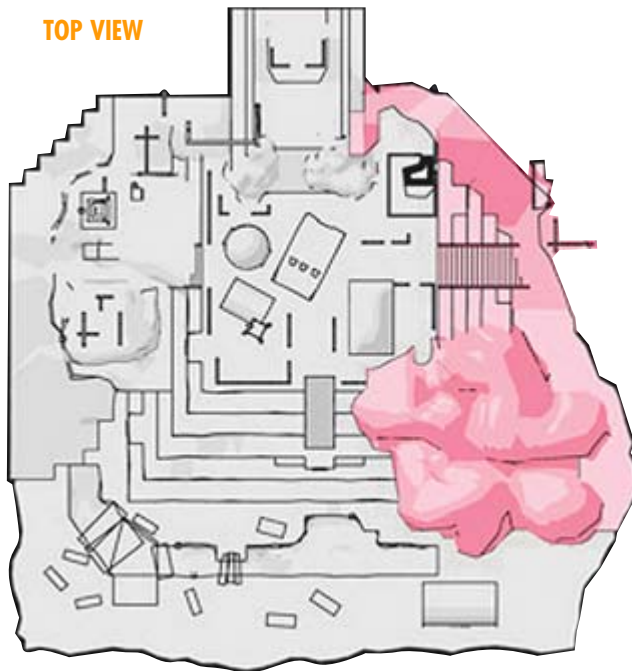


This corner of the temple is still undergoing excavation, covered by layers of earth and ice. But the excavators have managed to carve a few narrow paths through this corner piece known as “the slide.” The slide low portion of this path has two branches running up from the front side and slide side. These lower paths converge on the slide high branches at an X-shaped intersection, with one path connecting to the temple’s front side and the other leading to the top-side corner. The temple is exposed on the well side, featuring two tunnel entrances. The lower entrance leads inside the temple, and the upper entrance connects to the well of souls. Higher up on the well side is a ladder leading to the high dive. This ledge is a key sniper spot that overlooks the top side, including the altar.

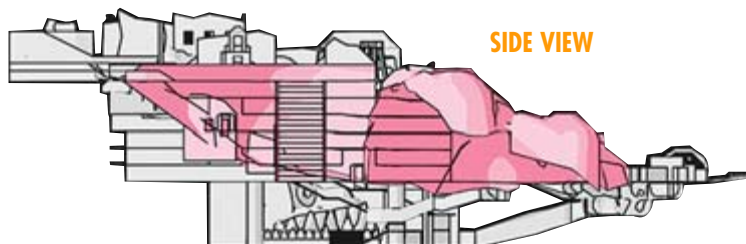
THE SLIDE AND WELL SIDE TIPS

- The slide is a great path for Lineage players to use when attempting to flank RNA defenders on the top side. Move along the front-side trench to the slide, then climb to the top and cut loose with a shotgun or minigun at close range. This is a great tactic when playing as a troll.
- Both teams should be familiar with the high dive. It is a key sniper spot, and Artifact runners can use it to sneak up on the altar. RNA defenders should post a sniper here or cover the ledge with Strangle to prevent such sneak attacks.
- Don't try climbing the well-side steps running up the temple. Each step is very steep, requiring you to jump up one step at a time. It's much faster to climb the temple's snow-covered corners at the slide or below the high dive.

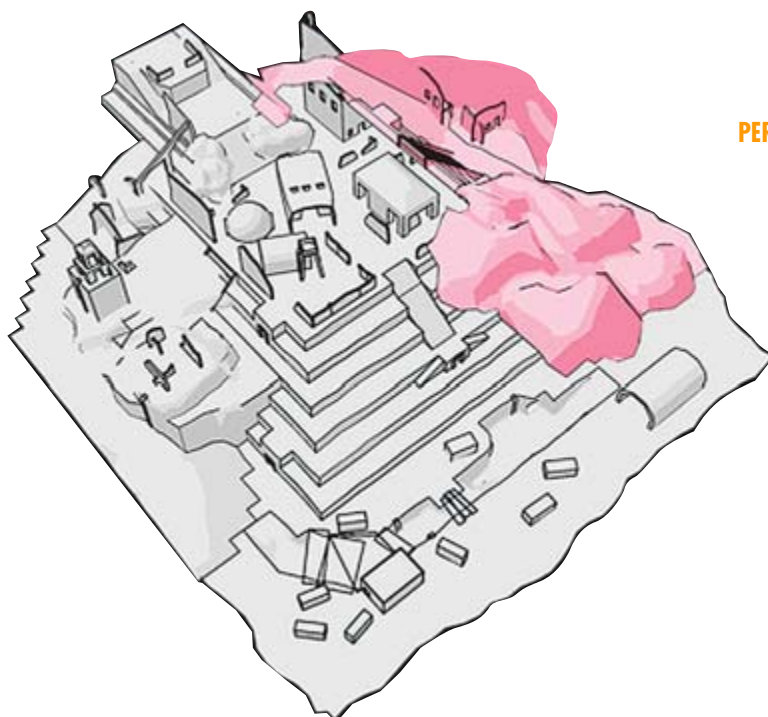
TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Security guard:
Target the minion to
a place and the
minion will guard
that area.

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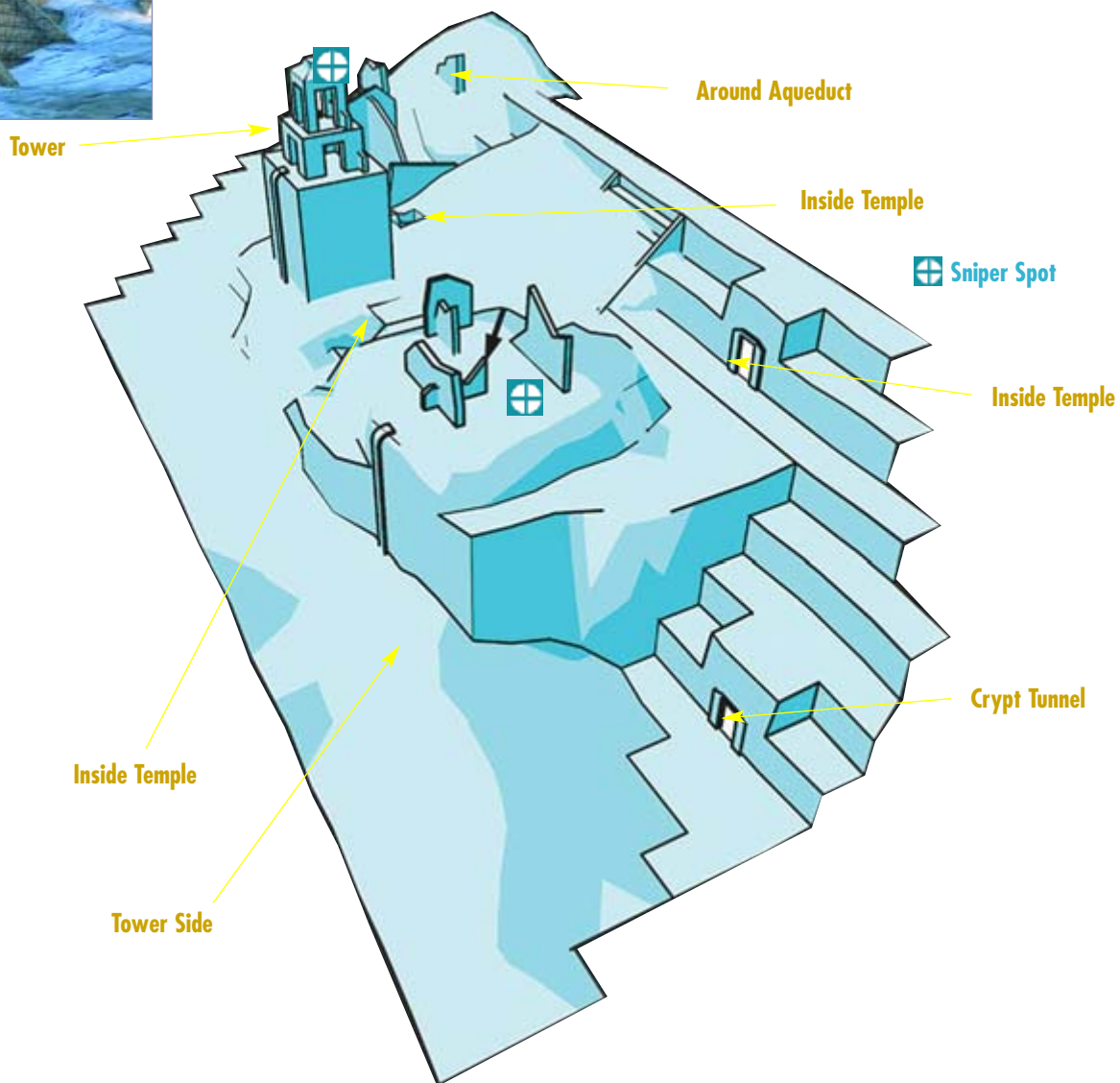
ENVIRONMENTS



TOWER SIDE



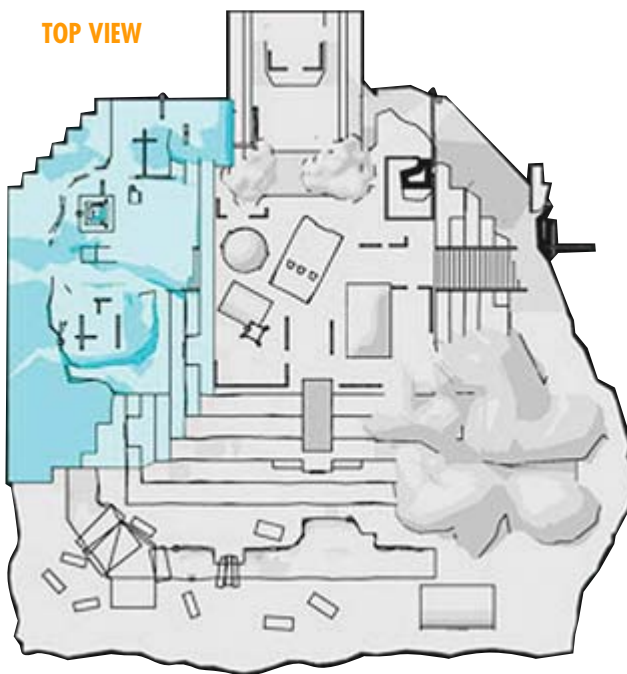
Named for the tall ancient stone tower overlooking the area, this side of the temple is partially excavated, revealing several damaged wall sections and tunnel openings. The terrain here is uneven, with a lower side slope running along the map edge from the front yard to the top side. Near the temple, the terrain juts up by the ruins and tower. There are two tunnel passages cut into this side of the temple. The lower passage leads into the crypt tunnel, which branches off in two directions—one path leads inside the temple and the other leads to the antechamber. The upper tunnel passage leads to the upper-level catwalk inside the temple. In addition to the two tunnel passages on the temple, there are two carved into the frozen landscape near the tower and aqueduct. Both of these passages converge in an underground tunnel leading inside the temple.



TOWER SIDE TIPS

- Get familiar with the tower-side tunnels. They are the quickest way to access the upper-level catwalks inside the temple.
- The tower may seem like an excellent sniper perch, but it's a bit obvious. Plus, surrounding obstructions prevent a good line of sight on the altar or top side. But if you can glide or teleport up to the tower's roof, it offers an excellent view of the front-side approach, making it a great spot for sniping opponents in or near the construction shack.
- When running or escorting the Artifact, try advancing via the aqueduct area. The terrain surrounding the aqueduct is rough but navigable. More importantly, this low area is out of the view of defenders on the altar area, allowing you to access the altar low at point-blank range. However, if defenders have this path covered, find another route—you don't want to advance through this terrain while under fire.

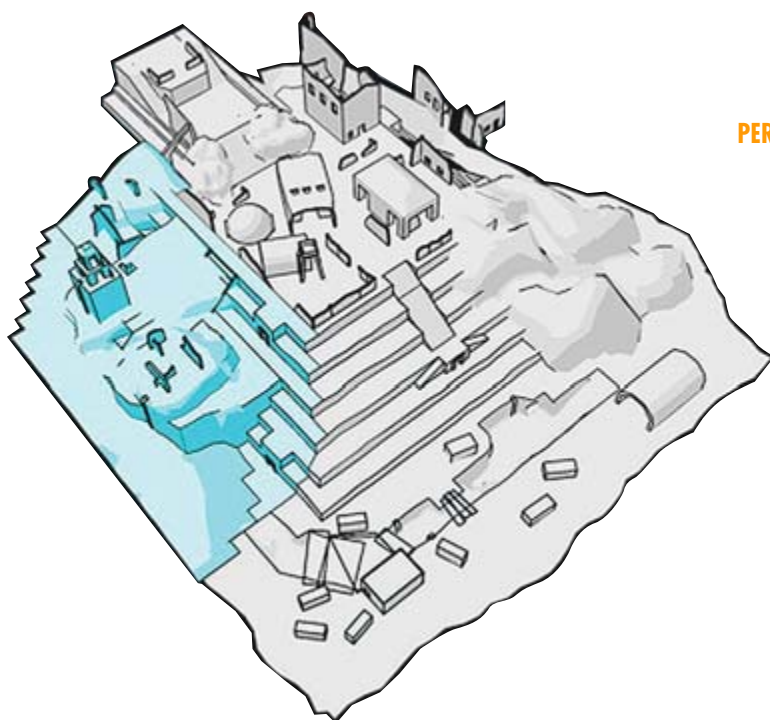
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SIDE VIEW



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DEV TEAM TIP

Loner: Minions hate other minions. Even minions on the same team will fight each other if too close.

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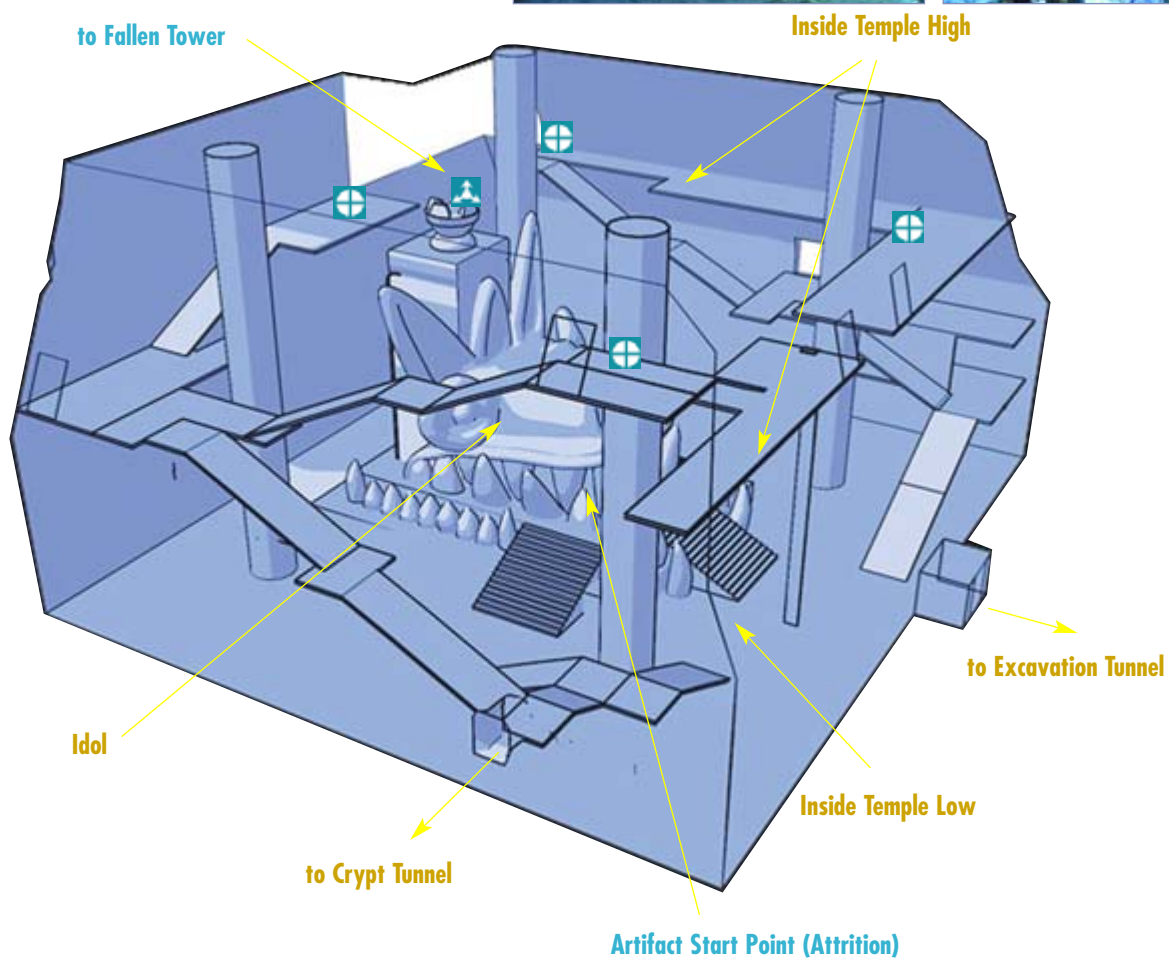
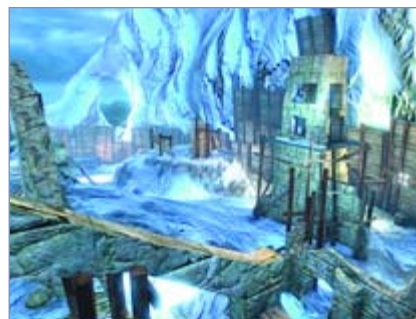
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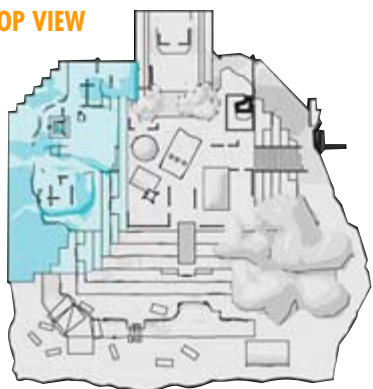


INSIDE TEMPLE

⊕ Sniper Spot
⊕ Teleport



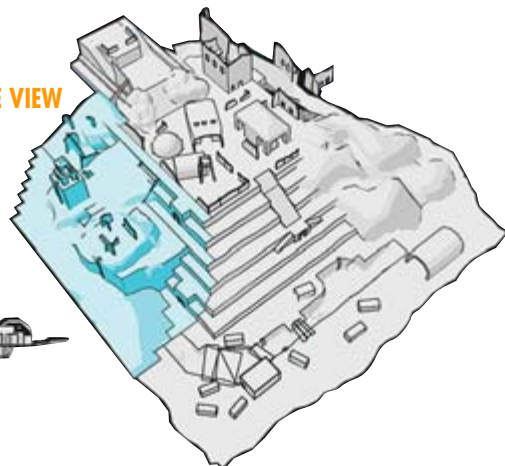
TOP VIEW



SIDE VIEW



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ANTECHAMBER

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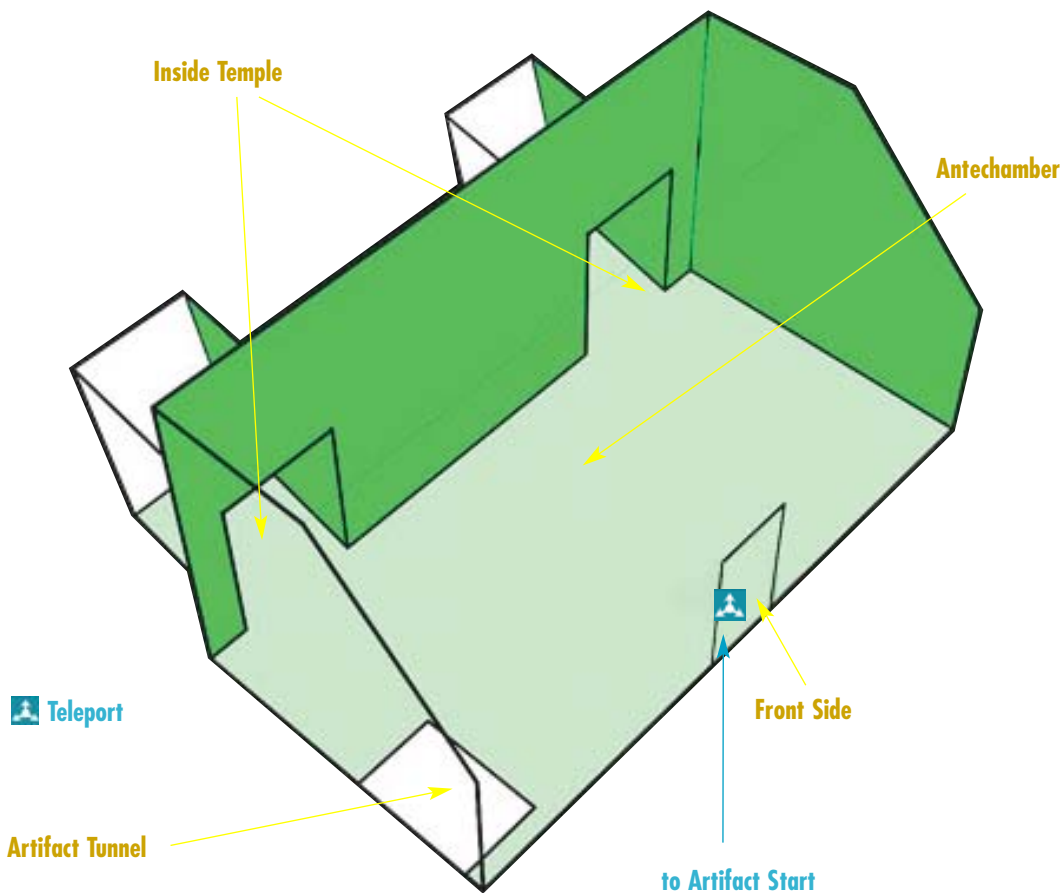
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TOP VIEW



PERSPECTIVE VIEW



SIDE VIEW

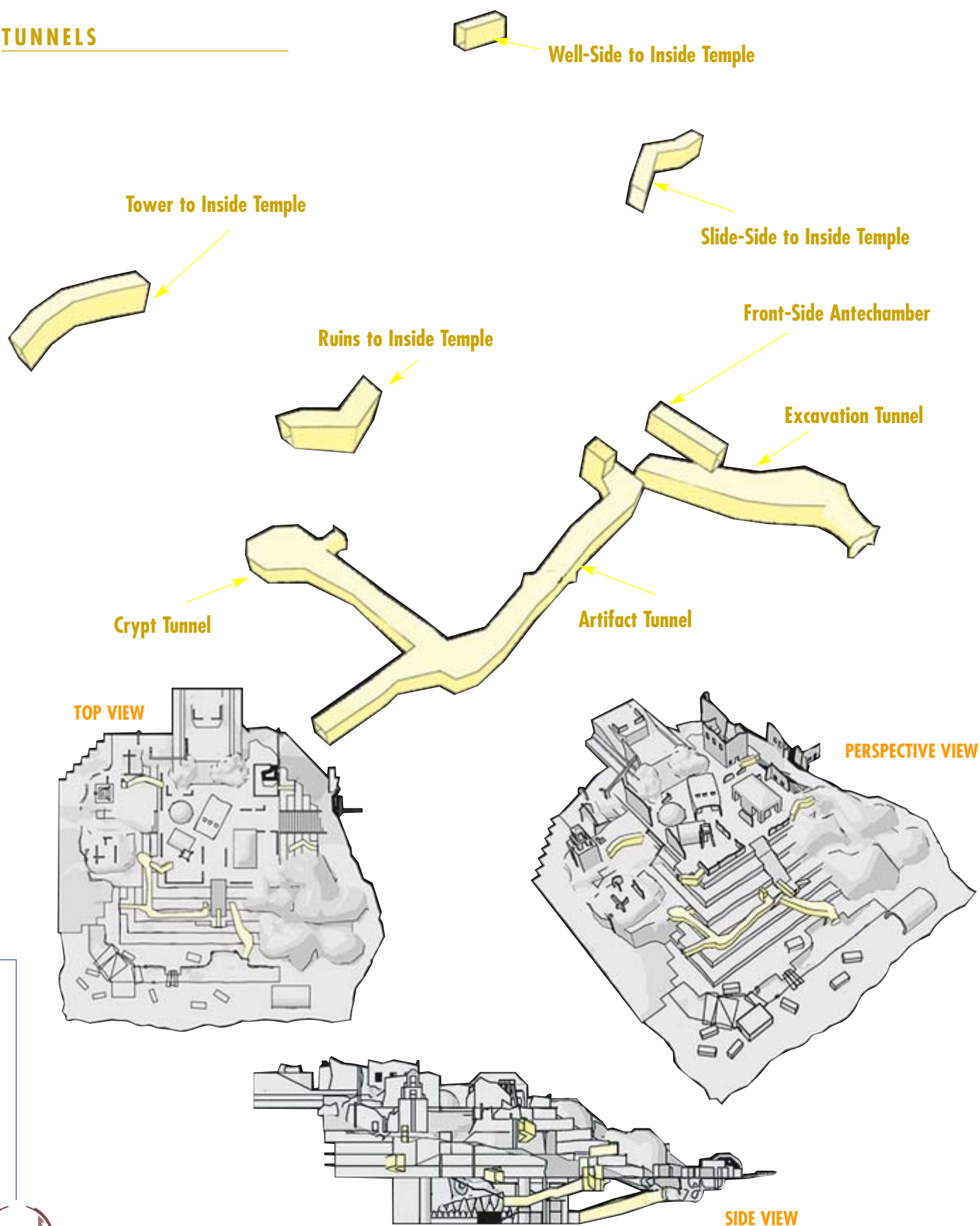


DEV TEAM TIP

Saved! Activating glider right before you hit the ground will prevent fall damage.



TUNNELS



A massive idol resembling the head of a mythological creature dominates the center of the temple's interior. In Attrition matches, the Artifact starts inside the idol's head, often making the temple's interior the site of some intense end-round finales. Several catwalks of various elevations ring the chamber's perimeter, connecting to tunnel passages on all four walls. Given the temple's central location and its numerous passages, this chamber is a major traffic hub. On the front side are the upper-level and floor passages connecting to the antechamber and excavation tunnel, respectively. The antechamber is the temple's main entrance, connected to the front side via a short passage. There's also a small ladder shaft in the antechamber's floor. This leads down into the Artifact tunnel, a passage that connects to the crypt tunnel on the tower side. One midlevel tunnel passage is located on the slide-side wall, and three more tunnel passages line the tower-side wall at low, mid, and high elevations. Behind the idol on the upper-level catwalks are two more passages leading into the lower portion of the well of souls.

INSIDE TEMPLE TIPS

- *Teleport through the chamber's ceiling to emerge on the temple's top side. Glide or teleport onto the idol's top, then teleport up through the ceiling to appear within the walls of the fallen tower above. Just be careful when teleporting down from the top side—it's easy to miss the upper-level sections and crash into the temple floor. Make sure you have Smoke, Gust, or a Glider ready before teleporting down from the top side.*
- *The temple is a popular route for Lineage Artifact runners during Raid matches. By taking the Artifact through the excavation tunnel and up through the temple's slide-side catwalks to the well of souls, Artifact runners can avoid the usual outdoor hazards. However, if skilled RNA snipers are positioned on the temple's upper-level catwalks, they can effectively shut down all interior traffic.*
- *When on the floor, avoid climbing the tall ladder near the mouth of the excavation tunnel. This ladder provides quick access to the catwalk adjacent to the antechamber, but it's also sniper bait. Although indirect, the ramps and catwalks are a safer alternative when ascending to the chamber. If you must climb the ladder, don't climb the side with the three pots clustered around the base—you'll hit a dead end at the top and have to climb back down and ascend the ladder on the correct side.*
- *Gliders are ideal for navigating and dominating the temple's interior. Soar between the tower-side and slide-side upper-level catwalks, using the idol's top as a midflight rest stop—the ceiling and its wooden support beams are momentum-killers, preventing you from making it across the chamber with one continuous glide. While on the upper-level perches or while gliding, use a rifle or sniper rifle to target opponents on the floor and lower catwalks.*

DEV TEAM TIP

Air combat: Turning glider on and off in the air makes for a harder target to hit.

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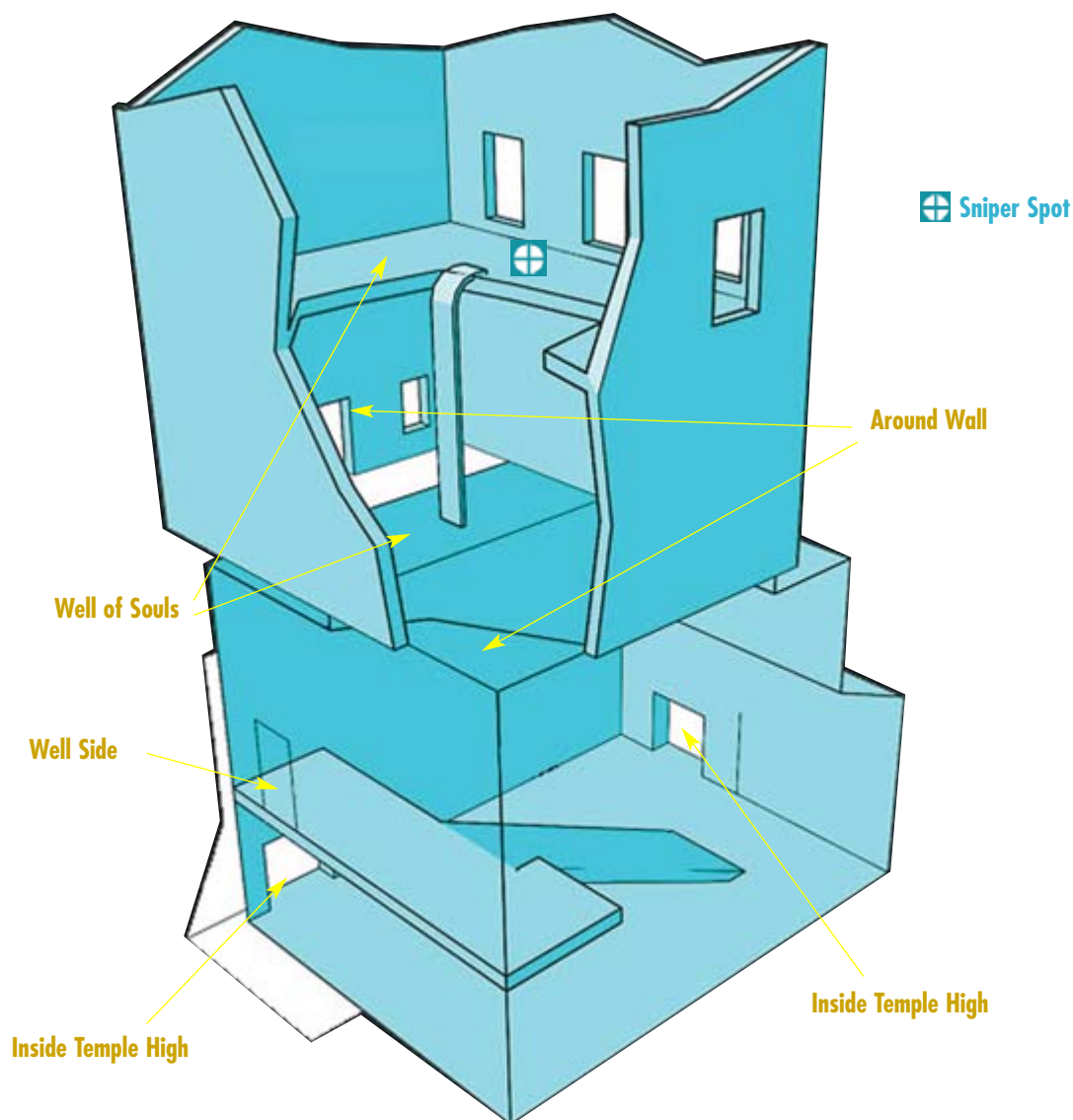
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WELL OF SOULS

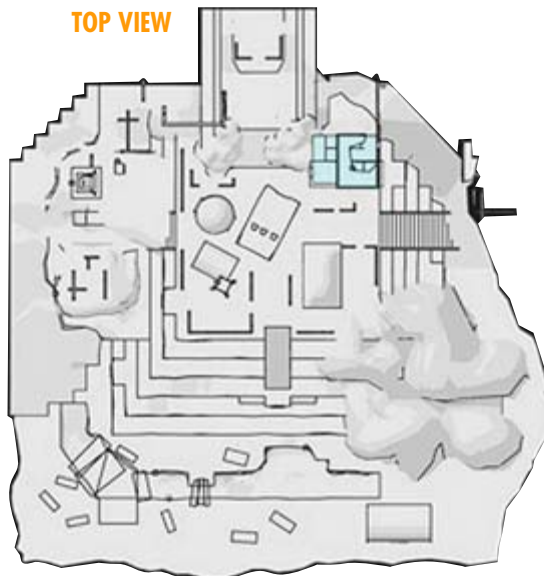


The well of souls is a towerlike structure protruding through the temple's top side, near the altar. Its interior resembles a modern staircase with a series of ramps connecting the temple interior to the top side. Two passages in the lower well provide access to and from the temple interior's upper-level catwalks. Halfway up the well is another passage, leading out to the slide side. On the top side, the well has two openings: a passage leading toward the hut and a missing corner piece opening out onto the slide side and the around well area, just below the altar. Above the well's ramps is an upper-level floor. Four windowlike openings line the wall next to this floor, providing elevated views of the altar.

WELL OF SOULS TIPS

- Due to its close proximity to the altar, the well of souls is a popular capture route for the Lineage during Raid matches. If playing as RNA, you should watch this area at all times, preferably barricading its exit points with Strangle. Camping the well's interior is effective, too, especially if you're positive the Artifact is moving through the temple's interior. Toss grenades down the ramps to score some easy kills.
- Lineage players can help cover their team's Artifact runner from the well's top-floor windows. A troll armed with a minigun and Smartlink is devastating from this position. Limit your exposure by backing away from the windows or using the vertical stone slats between the windows as cover. But don't plan on staying here long. It's only a matter of time before grenades come flying through the windows or a katana-wielding elf comes racing up the ladder, so reserve this position for the final push.

TOP VIEW



PERSPECTIVE VIEW



SIDE VIEW



DEV TEAM TIP

The need for speed: Having Wired Reflexes mapped makes players move faster.

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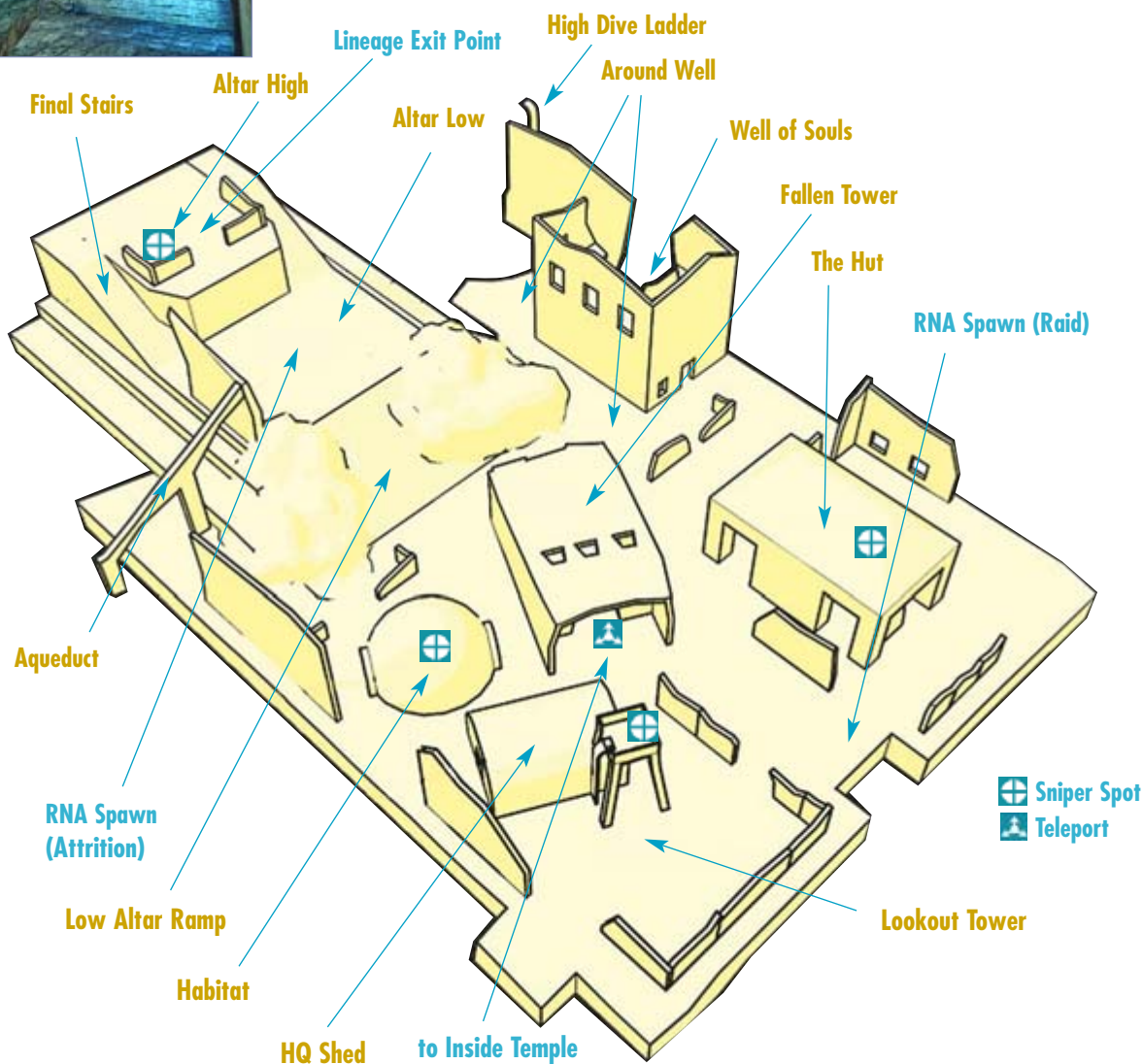


TOP SIDE



RNA researchers have established a base camp here among the ruins at the temple's top. Given RNA's established presence, the top side serves as their spawn point in both game modes. In Attrition, the RNA team spawns on the altar high; in Raid matches, the team spawns around the HQ shed, near the front-side ledge. This area is of great significance to Lineage players, too, as the altar high serves as their exit point during Raid matches.

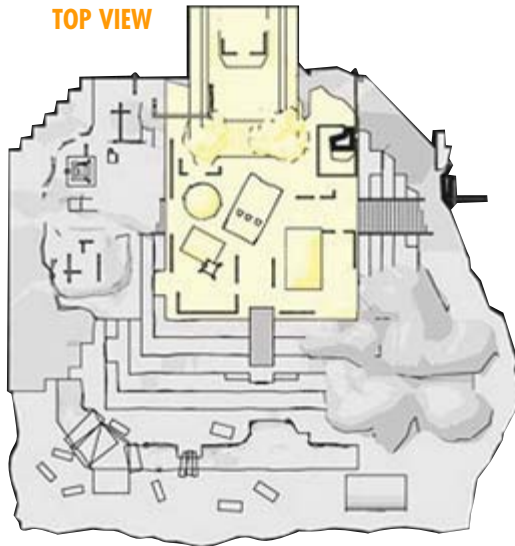
The front-side area on the temple's top is crammed with five small structures, all with accessible interiors. On the tower side are the habitat, HQ shed, and lookout tower, all erected by the RNA researchers. The ancient fallen tower and hut occupy this area's center and slide side. To the rear are the well of souls structure and the altar. The altar is a two-tier platform divided into an upper and lower area—altar high and altar low. Altar low is a wide stone platform just below altar high. This platform can be accessed via the main ramp in the center or by the flanking slopes leading up from the well of souls and aqueduct. The altar high platform is one of the highest points on the map, overlooking the top side. Surrounded by steep ice-covered walls on three sides, the two ramps leading up from altar low are the main access points to this high platform. The high dive ledge (on the slide side) is another potential route, favored by Lineage Artifact carriers looking to avoid altar low.



TOP SIDE TIPS

- The hut's roof is one of the most popular sniper positions on the map, particularly for RNA sharpshooters during the opening moments of Raid matches. There are no ladders or nearby ledges around the hut, so you'll need a Glider or Teleport to reach the roof. You'll be rewarded with a sweeping view of the front side, including clear sight lines of the Artifact start point and excavation trench. But with no cover, you'll be a sitting duck for enemy snipers. So use this spot sparingly and move out once your opponents catch on.
- The habitat's domed roof is a safer sniper spot, useful for engaging targets on the altar. If you don't have a Glider or Teleport, climb the lookout tower's ladder, then jump onto the HQ shed. From there, hop over to the habitat's roof. Instead of standing on top of the roof, slowly move toward the HQ shed, putting as much of the domed roof between yourself and the altar. Crouch to lower your profile and steady your aim. If necessary, creep forward to peer over the roof before taking a shot. After firing, carefully step backward to hide behind the dome. But don't step back too far or you'll fall off. Don't expect to hold out here long, but you should be able to score a couple of kills before it's time to move on.
- When defending the altar high as RNA, Strangle is your best friend. Start by covering the two ascending ramps leading up from the altar low. Cast more Strangle on the high dive platform and around the well of souls. A pair of Strangle casters can quickly lock this area down. Another way to block the high dive route is by casting a Tree of Life at the ladder's top. As long as the tree is there, the Artifact runner won't be able to reach the ledge.

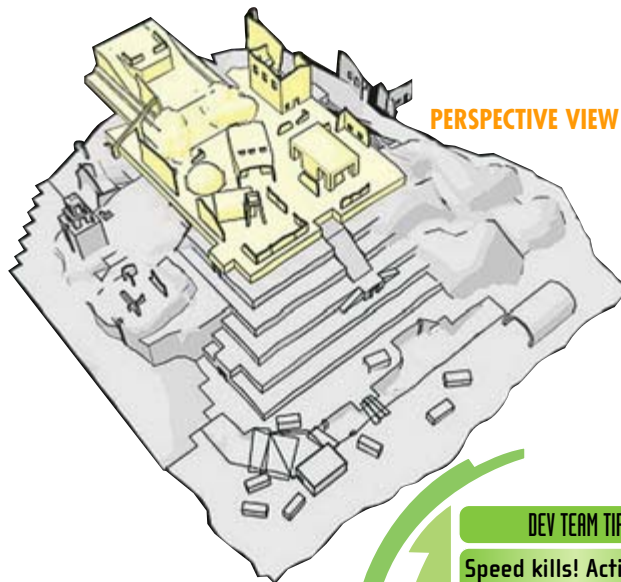
TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



DEV TEAM TIP

Speed kills! Activating Wired Reflexes gives the player a quick boost but will damage (or kill) the player.

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ARTIFACT CAPTURE: ALTAR HIGH



TOP-SIDE RUSH: In the unlikely event that the entire RNA team descends the temple and fights on the lower levels around the front yard or tower side, use the opportunity to grab the Artifact and rush it

along the top side—this is the most direct route to the altar. If you hurry, you can make it all the way to altar high before any defenders can reach the top side.



HIGH DIVE SNEAK: The high dive ledge, on the well side, is the best way to sneak the Artifact onto the altar high. Simply climb the ladder on the well side to reach this narrow ledge.

Leap off the high dive in the direction of the altar high. You'll land on the nearest ramp connecting altar low to altar high. Jog up the ramp and into the exit point to score the Artifact. The high dive route may work a couple of times per match, but the defenders will eventually catch on. Mix up your capture routes to keep them guessing.



AQUEDUCT DIVERSION: If the RNA team has managed to fall back on defense around the altar, a diversion is often the best way to breach their line. The Artifact runner and one escort should advance

along the tower-side slope, moving just below the aqueduct. Meanwhile, the rest of the team should attack from the well of souls, drawing the defenders' attention. Once the attack is under way, the Artifact runner and the escort should sneak up onto altar low and continue on to altar high for the win.

TEAM TACTICS

ATTRITION

In this Attrition match, the Artifact is located inside the temple, within the idol's mouth. But most of the fighting occurs outside, particularly during the opening moments of each round. Spawning on the top-side's altar high, the RNA team holds the high ground while the Lineage occupies the low ground, beginning in the excavation trench on the front side. The RNA team should camp the top-side's perimeter early on, using the height advantage to eliminate as many opponents as possible.

Stuck on the ground, the Lineage team should vacate the front side to avoid coming under sniper fire. By splitting into two groups, the Lineage can make simultaneous pushes up the tower side and slide, squeezing the RNA in the center on the top side. Both teams can benefit by locking down the temple interior, too, camping the Artifact in the idol. Position snipers around the upper-level catwalks while trolls and other close-combat specialists patrol the floor. Either guard or grab the Artifact, but don't leave it unattended, especially as time winds down.

RAID: RNA

Starting on the temple's top, within sight of the Artifact and the Lineage's spawn point, the RNA team begins each round with a tremendous advantage. Assign a couple of players to fortify the Artifact while the rest of the team engages the Lineage. Elves equipped with Strangle make the best Artifact guardians. By continuously casting Strangle on the Artifact start point, your team can deter most capture attempts. But don't expect frontal assaults.

Watch for advances up the slide and tower sides as well. If the Lineage manage to capture the Artifact, don't bother hunting them down. Instead, reunite at the altar and begin barricading the altar high. Once again, Strangle is the best way to delay the Artifact runner. Cast it on the altar high's two ramps, on the high dive, and around the well. Although there are only a few paths to the altar, the Lineage can attack from multiple directions, so frequently employ Enhanced Vision to monitor all enemy movements. Knowing which direction the Artifact is moving allows your team to better organize barricades and ambushes. Hold out at the altar until the Lineage are all dead or until time runs out. Even if the Artifact is returned to the front side, maintain a solid presence at the altar for the duration of the round.

RAID: LINEAG

The Lineage face a literal uphill climb during this challenging Raid match. But with some simple planning, organization, and plenty of skill, victory is well within reach. First, avoid getting pinned down at the temple's bottom. Consider splitting into two groups, with one group moving to the tower side while the other climbs the slide to reach the top side. Slower units like trolls and dwarves have an easier time ascending the slide than they do the uneven tower side slopes. Assault the top side first, preferably from the tower and slide sides of the temple. This is the best way to level the playing field, taking the fight to the RNA at close range.

Trolls equipped with shotguns or miniguns are extremely effective during these point-blank assaults. Secure the area around the HQ shed before attempting to grab the Artifact on the front side. But remember, you don't have to score the Artifact to win. If you managed to inflict heavy casualties during your initial assault, keep applying the pressure until all RNA players are down for the count. However, in most cases, you'll need to run the Artifact to the altar high to secure the win. Make a habit of employing diversionary tactics when assaulting the altar area. Attack from one side while running the Artifact along the other. Such attacks take timing and good communication, but it's the best way to tackle this heavily fortified zone.

KNOW YOUR ROLE!

HUMAN: Want to engage at long range? Start off with a rifle and a Tree of Life. Find a nice piece of cover in the front yard, but don't cast a tree until you need it. If you prefer chewing up opponents at close range, buy an SMG and Smoke. Use the slide to sneak up on enemies on various levels of the temple and surprise them with a full auto burst.

ELF: Strangle should be your first purchase when playing defense. Continually cast it on the Artifact start point and any paths leading to the exit point. If playing offense, buy Smoke or Teleport and conduct quick hit-and-run attacks on the temple's top side. If funds allow, buy Wired Reflexes and a katana to stealthily assassinate the map's overabundance of snipers.

TROLL: Due to snipers' numerous long-range sight lines, the front side is a key danger zone, whether in the excavation trench or on the temple's top. To maximize your close-quarters expertise, operate inside the temple or around the structures on the top side using Enhanced Vision to help hunt down opponents. A Tree of Life along with a minigun or shotgun should keep you in business.

DWARF: Your small stature and resistance to headshots make you an ideal sniper. Still, your primary role should be as your team's resurrector and Strangle-drainer. But as more money rolls in (and other teammates buy Resurrect) consider buying a sniper rifle and engage opponents at extreme ranges on the front or top sides. Smoke is also useful in this role if you come under attack.

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DEV TEAM TIP

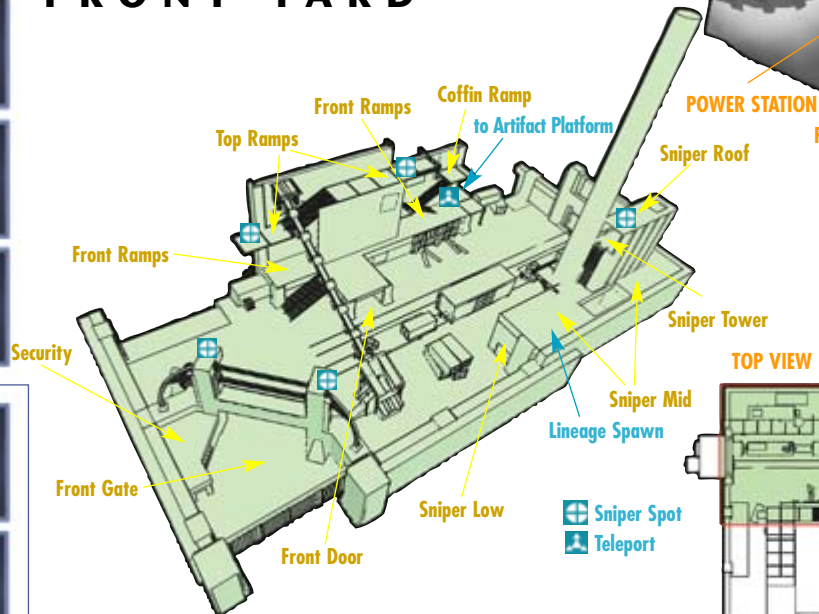
Slo-mo bullets: When targeting the shooter, a katana paired with Wired Reflexes allows the player to block some bullets.



APPENDIX A: MAPS

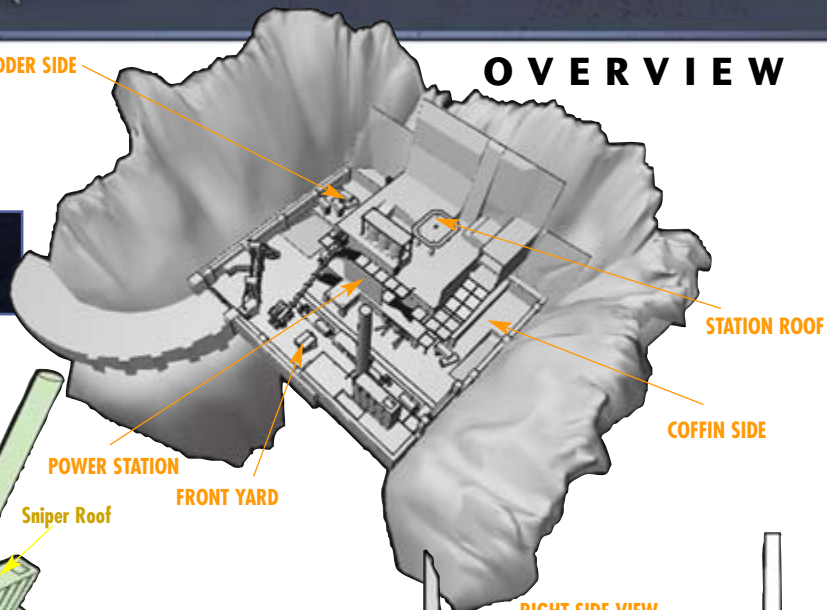
POWER STATION

FRONT YARD

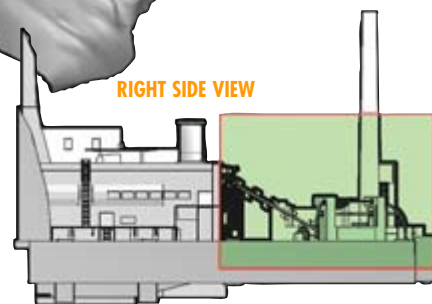


LADDER SIDE

OVERVIEW



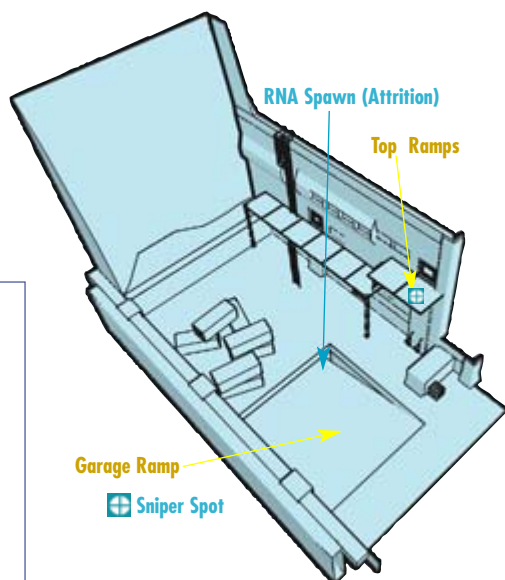
RIGHT SIDE VIEW



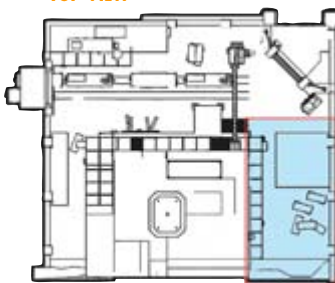
PERSPECTIVE VIEW



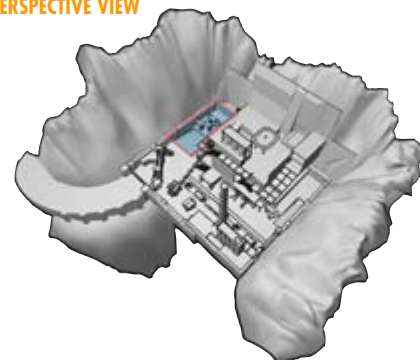
LADDER SIDE



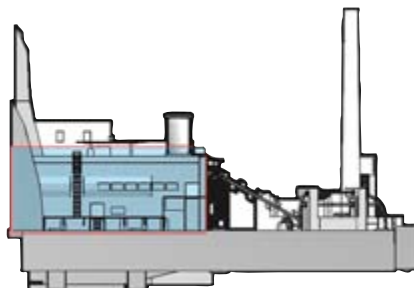
TOP VIEW



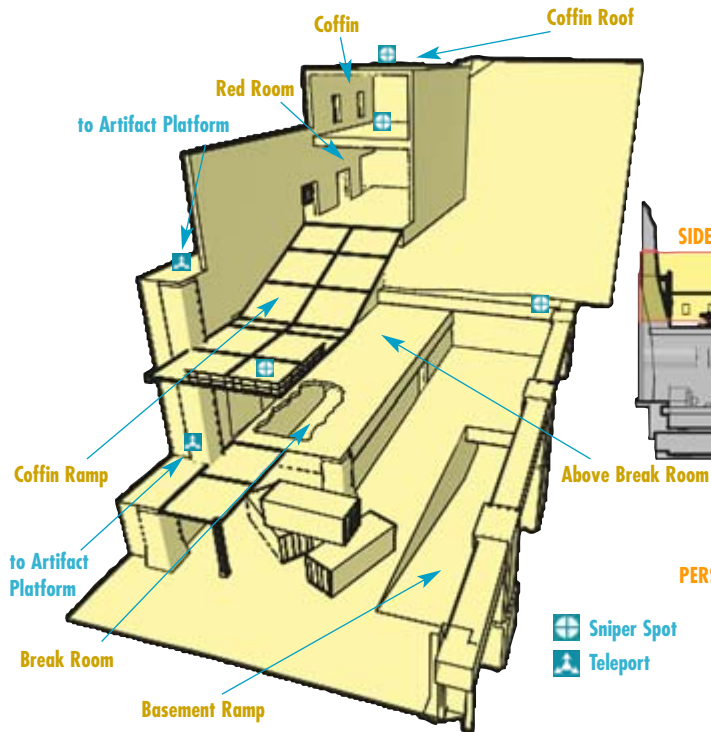
PERSPECTIVE VIEW



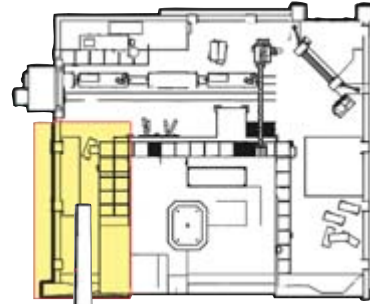
SIDE VIEW



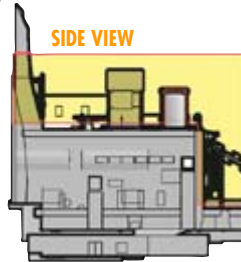
COFFIN SIDE



TOP VIEW



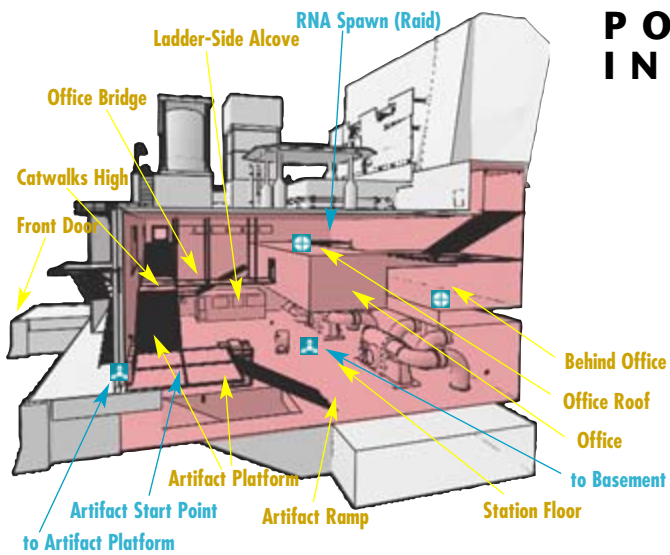
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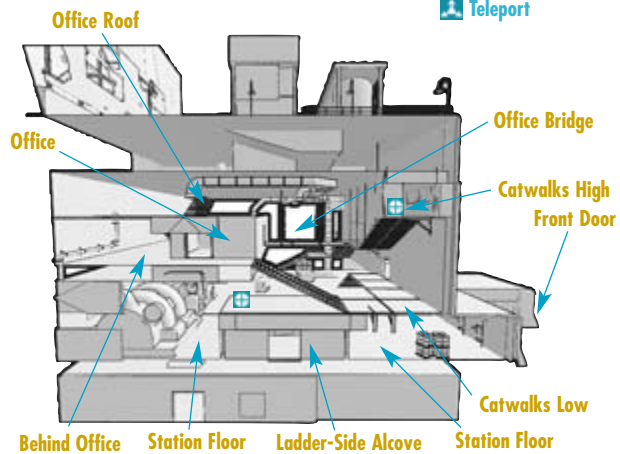
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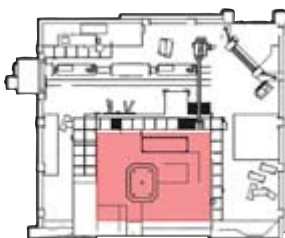
POWER STATION INTERIOR



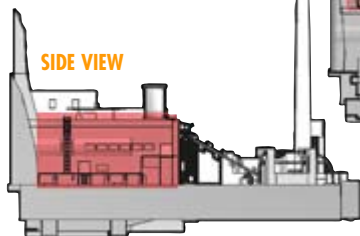
Sniper Spot
Teleport



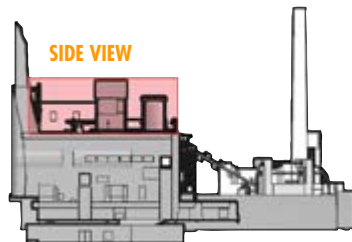
TOP VIEW



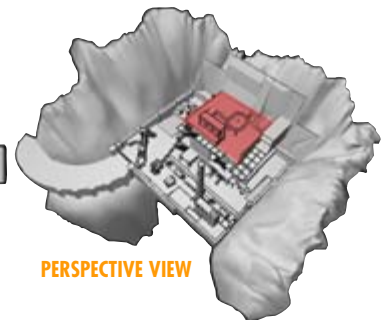
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SIDE VIEW



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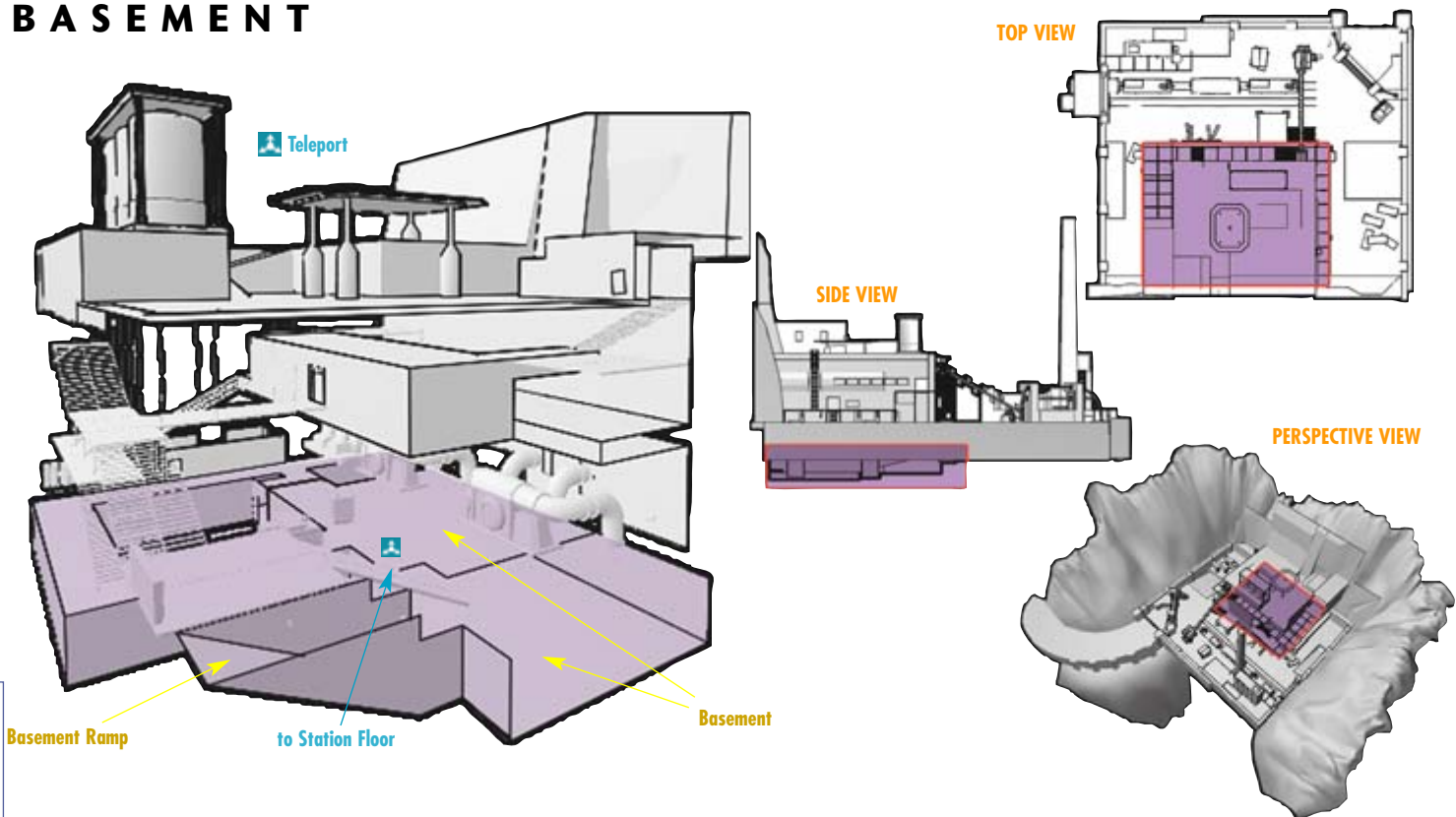
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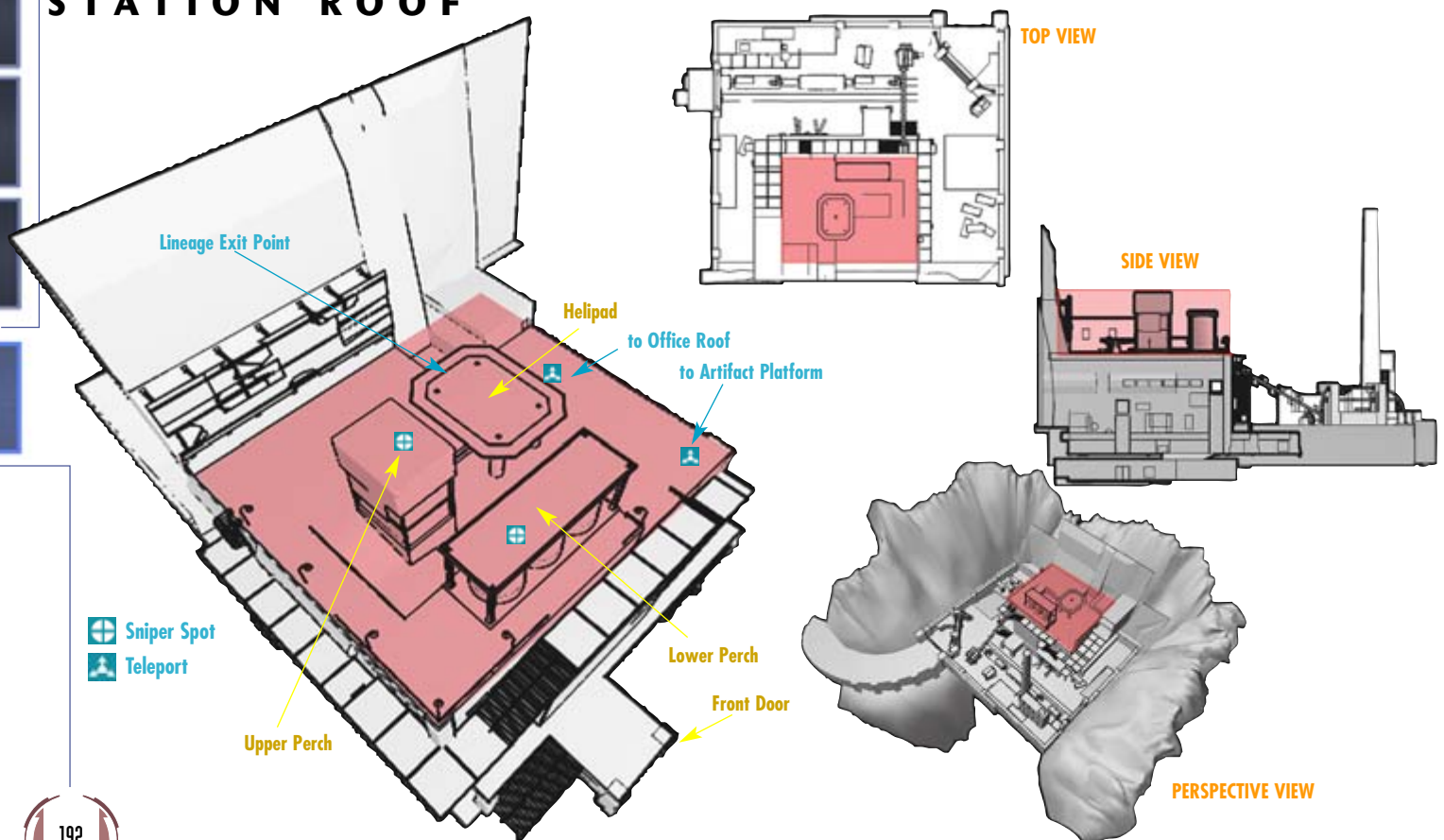
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BASEMENT

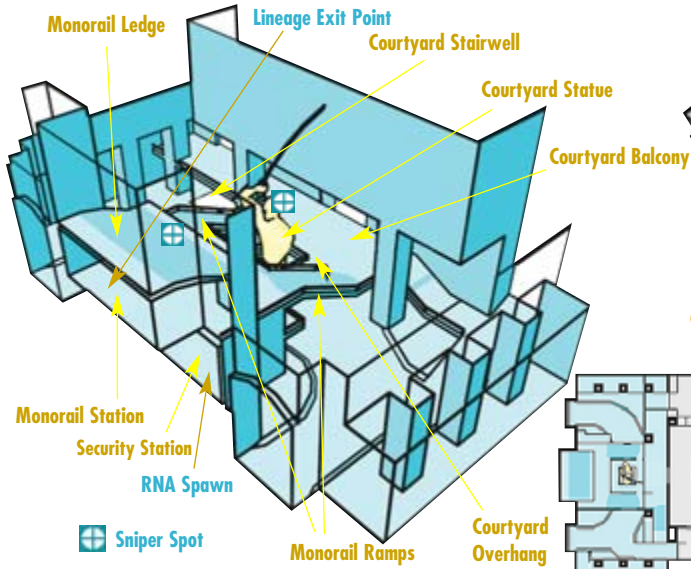


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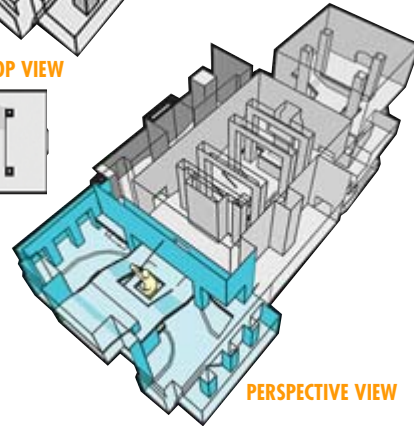
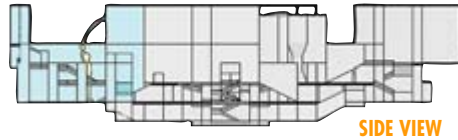
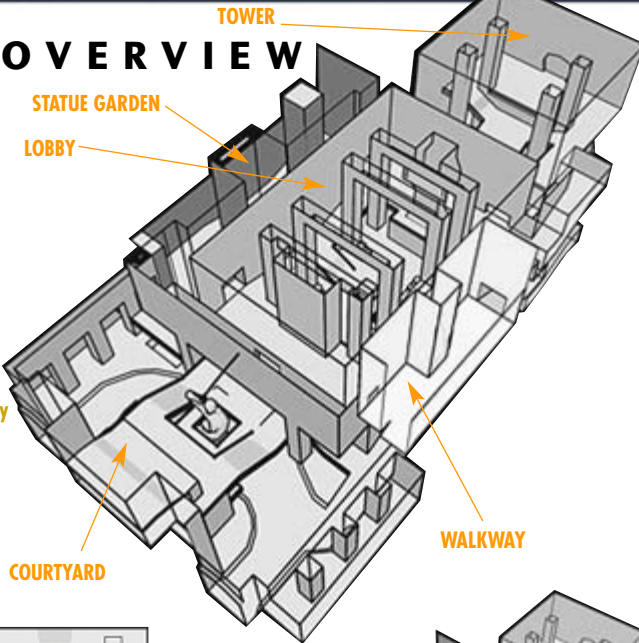


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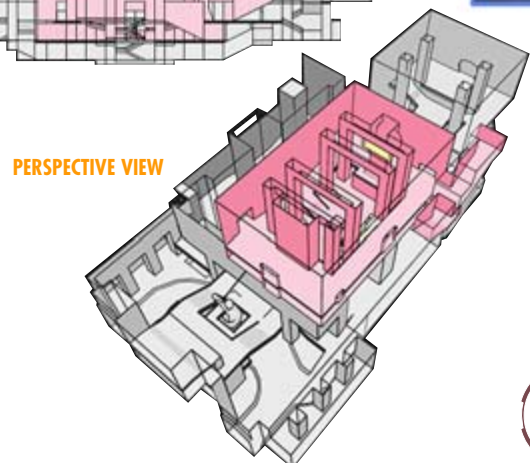
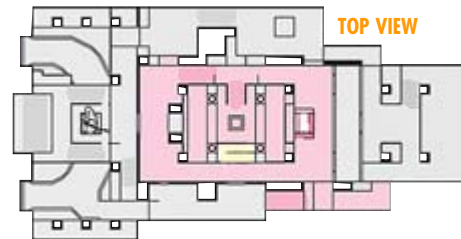
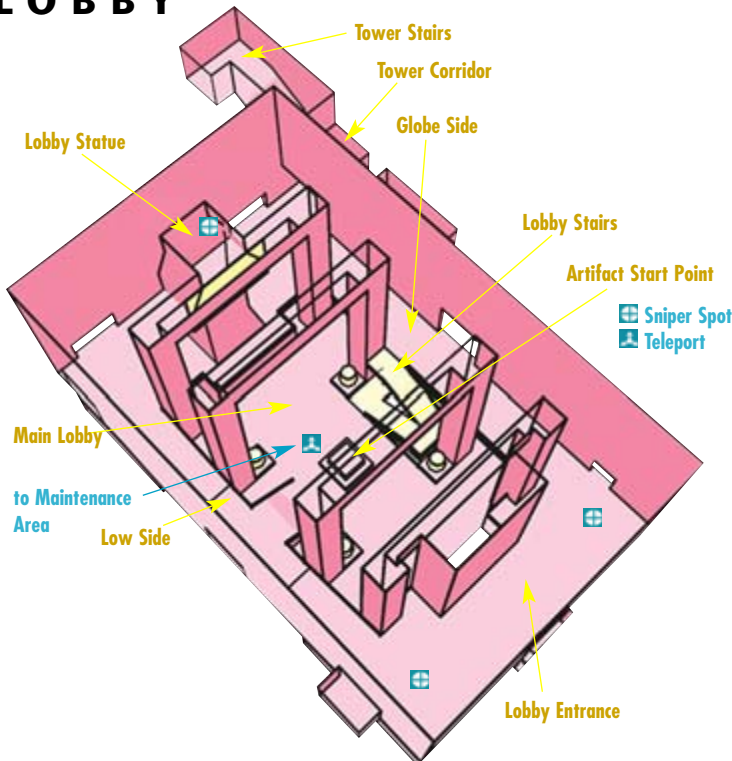
COURTYARD



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LOBBY



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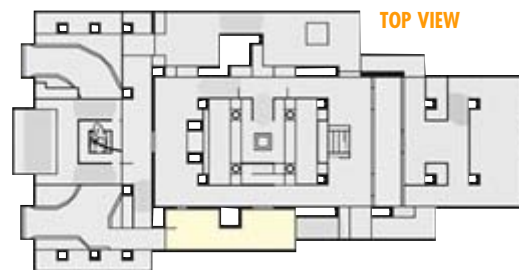
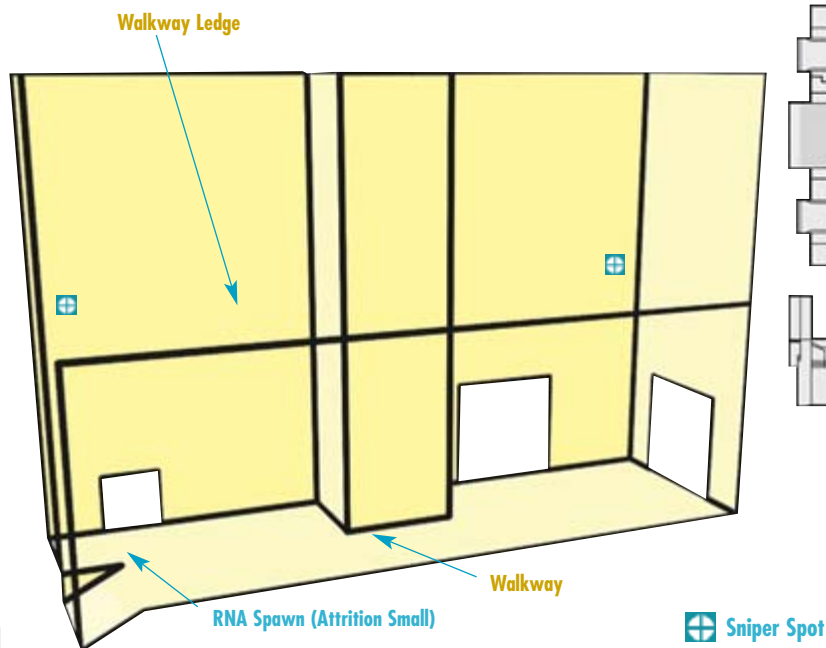
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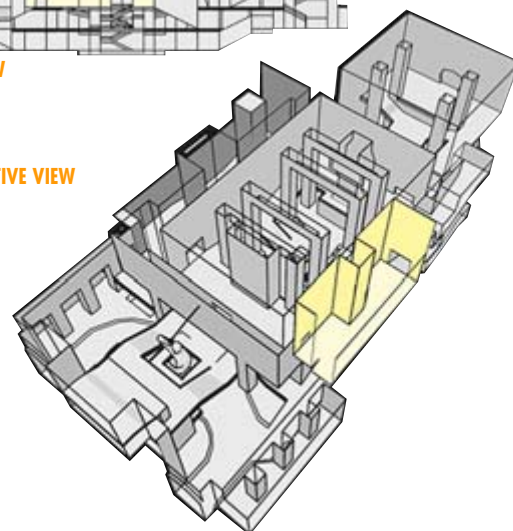
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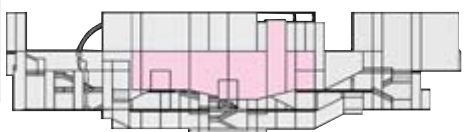
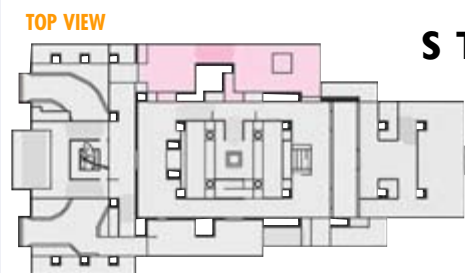
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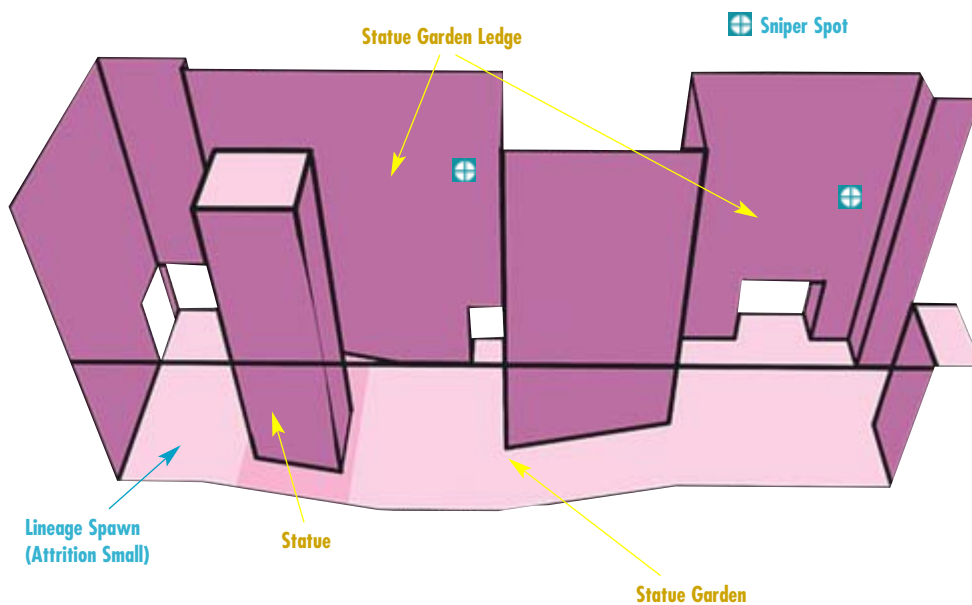
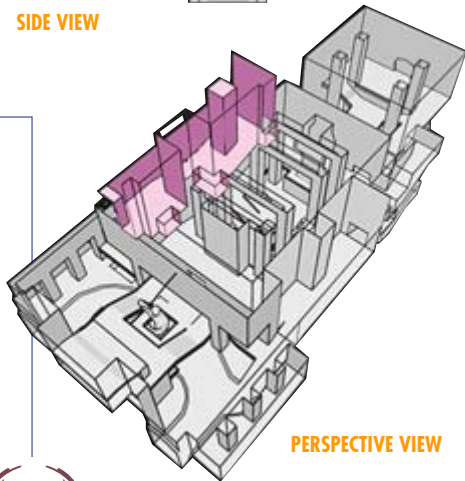
PERSPECTIVE VIEW



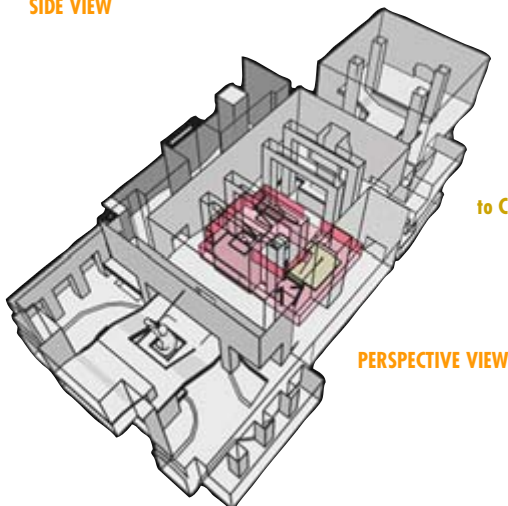
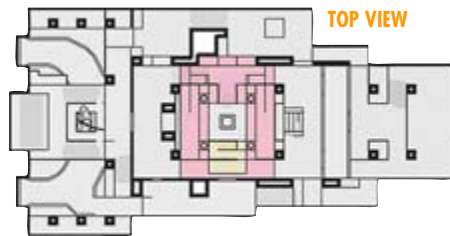
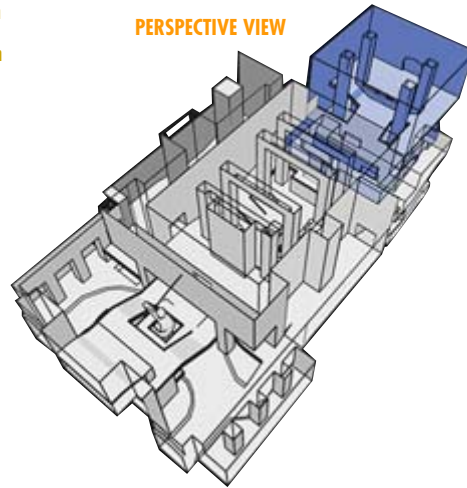
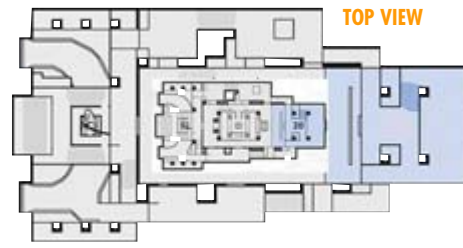
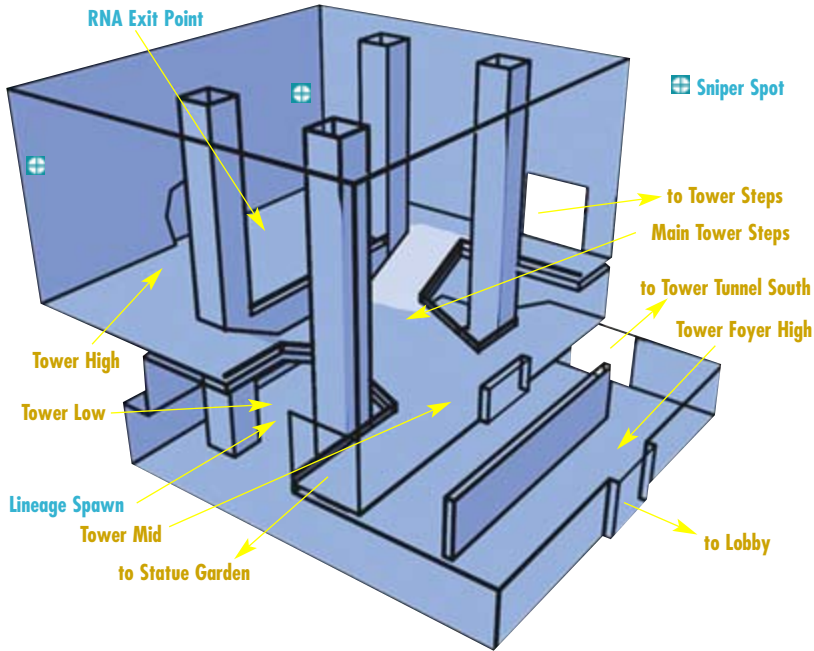
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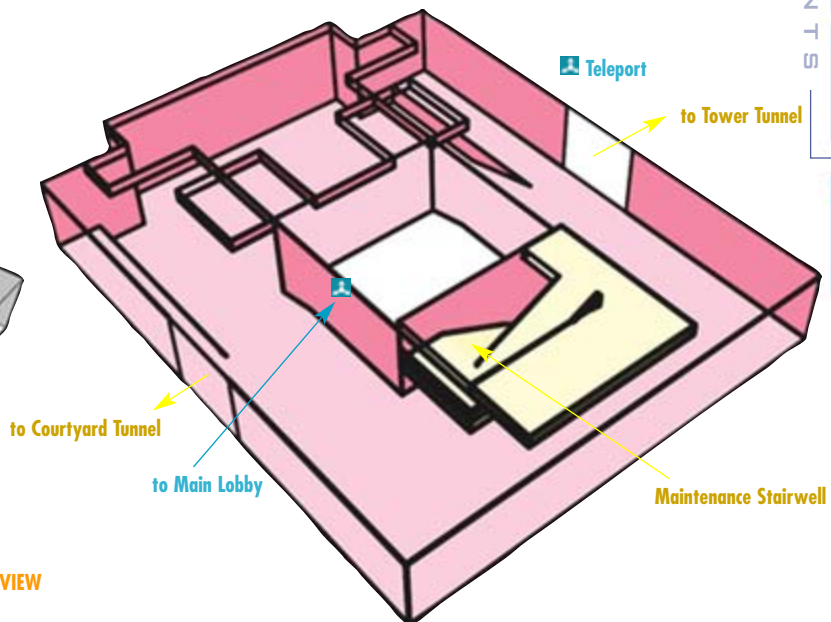
PERSPECTIVE VIEW



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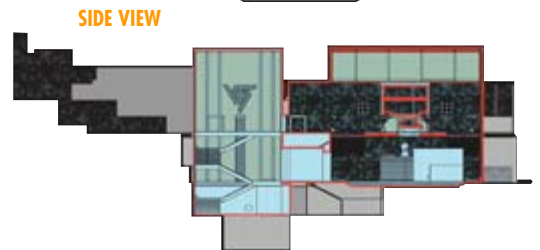
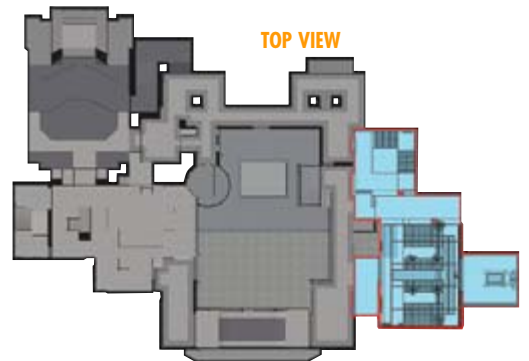
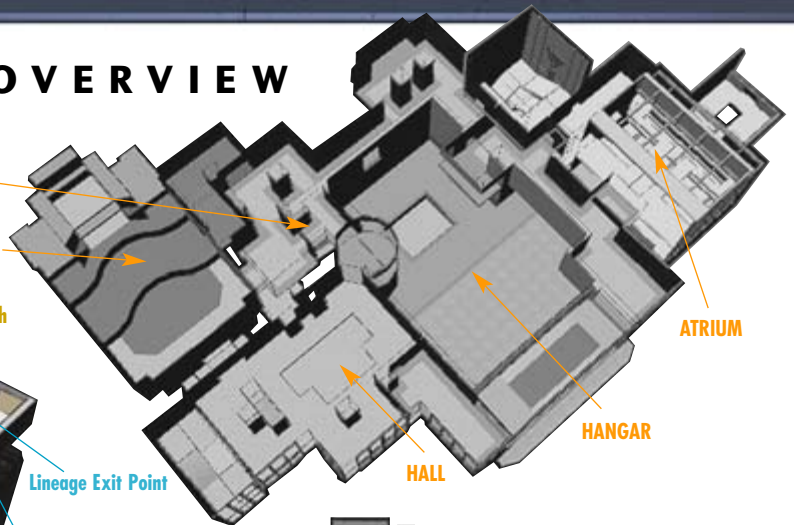
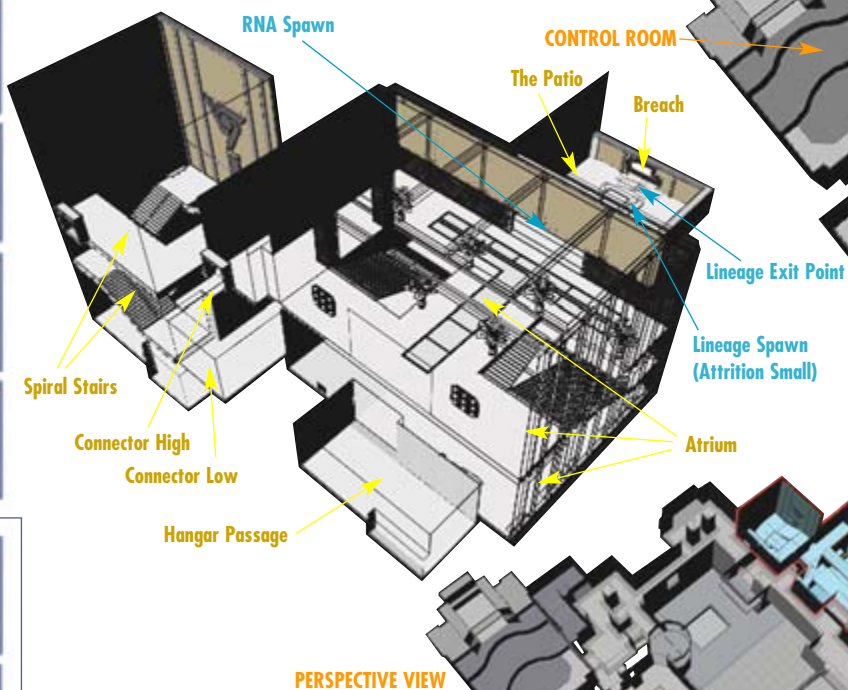
ENVIRONMENTS



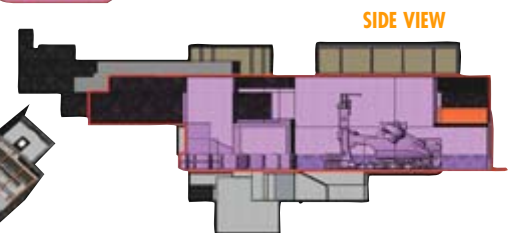
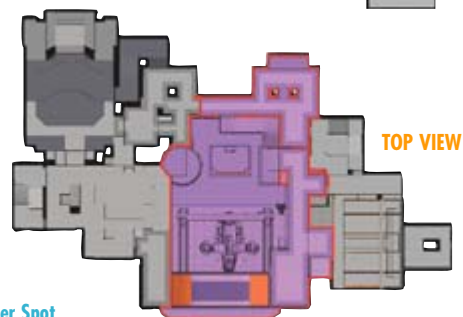
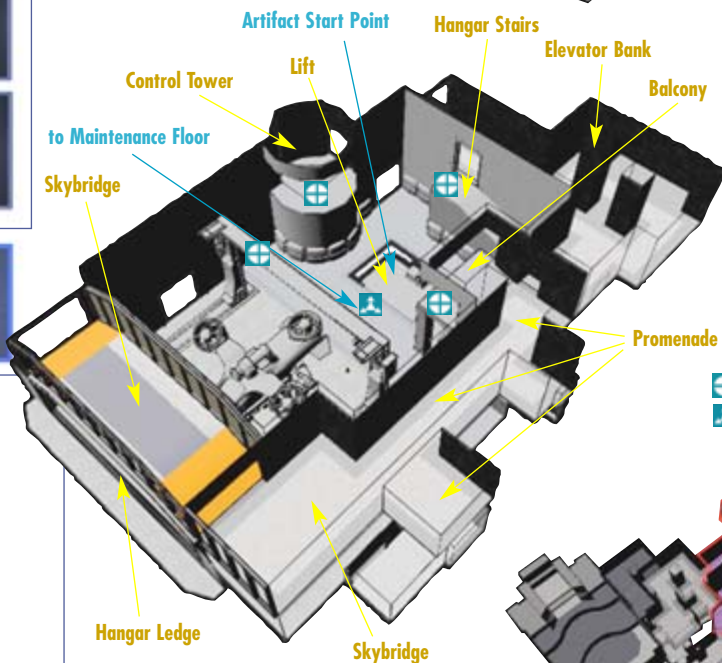
NERVE CENTER

OVERVIEW

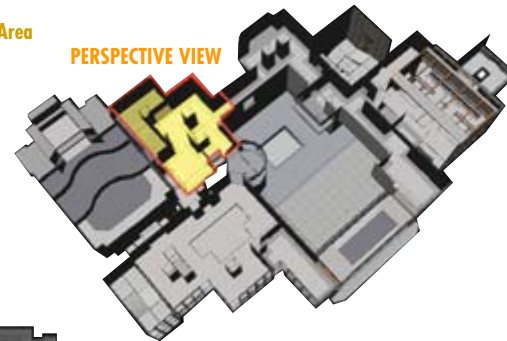
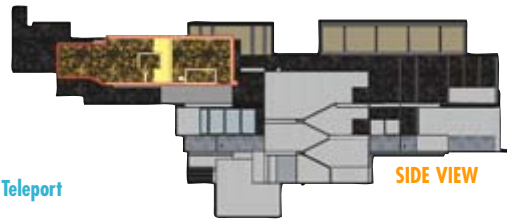
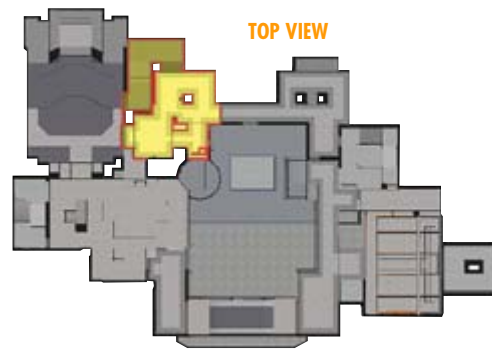
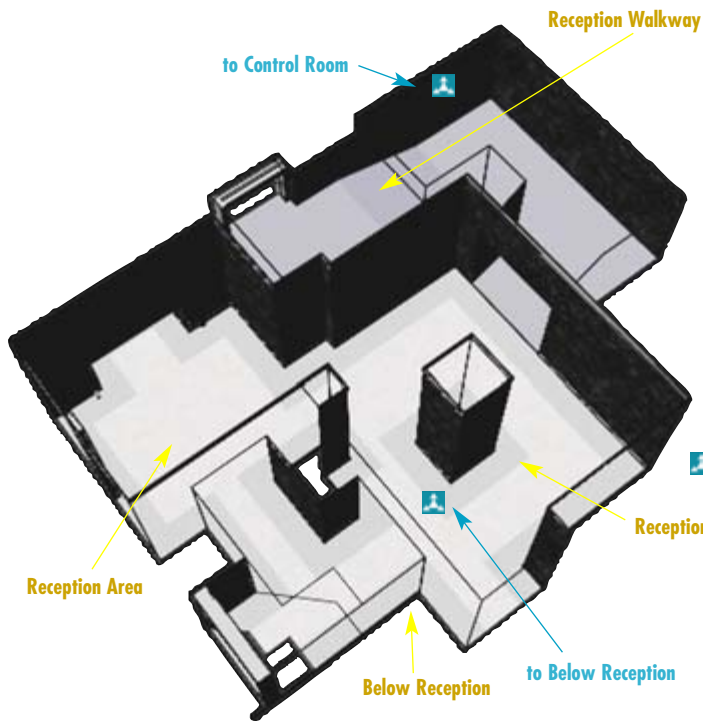
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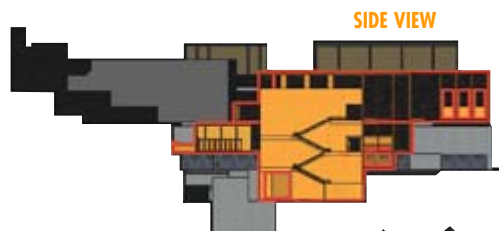
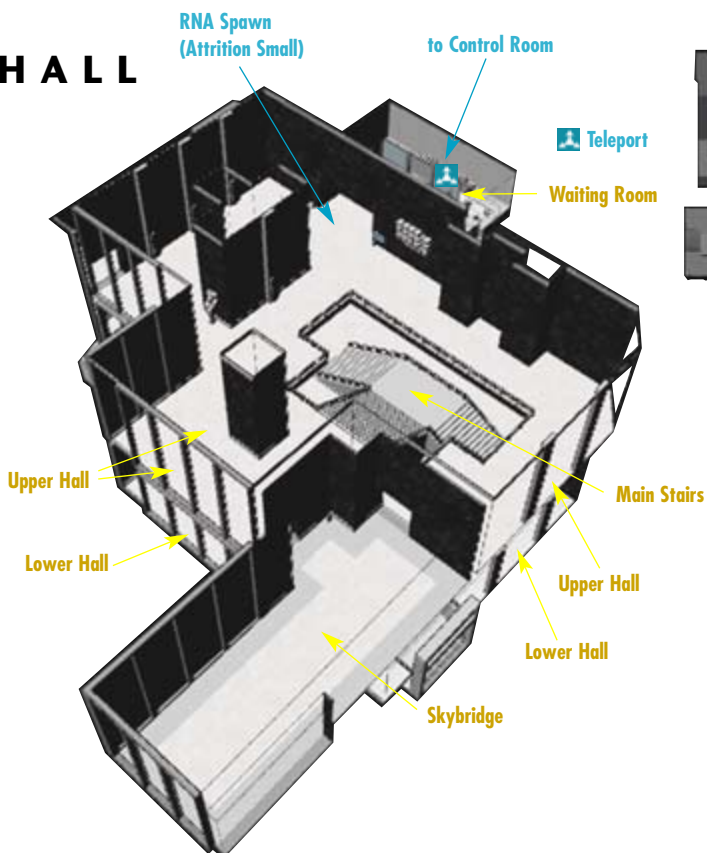
HANGAR



RECEPTION AREA



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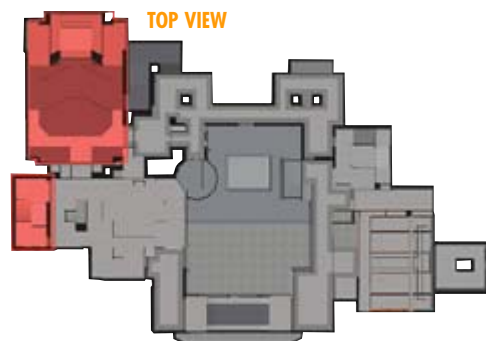
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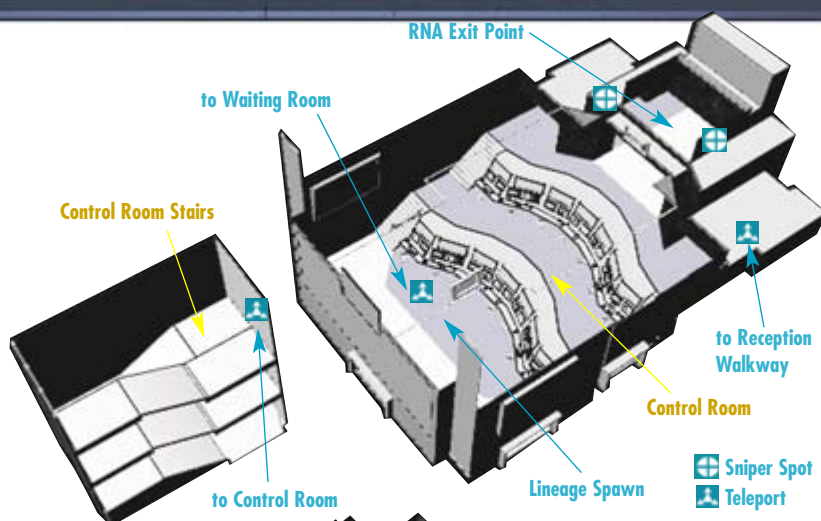
ENVIRONMENTS



CONTROL ROOM



TOP VIEW



to Waiting Room

RNA Exit Point

Control Room Stairs

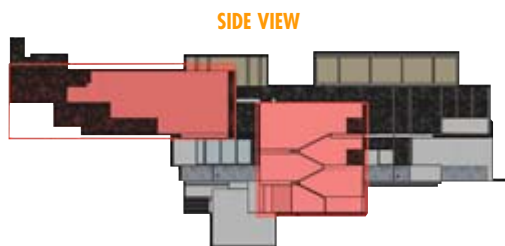
to Control Room

to Reception Walkway

Control Room

Lineage Spawn

Sniper Spot
Teleport

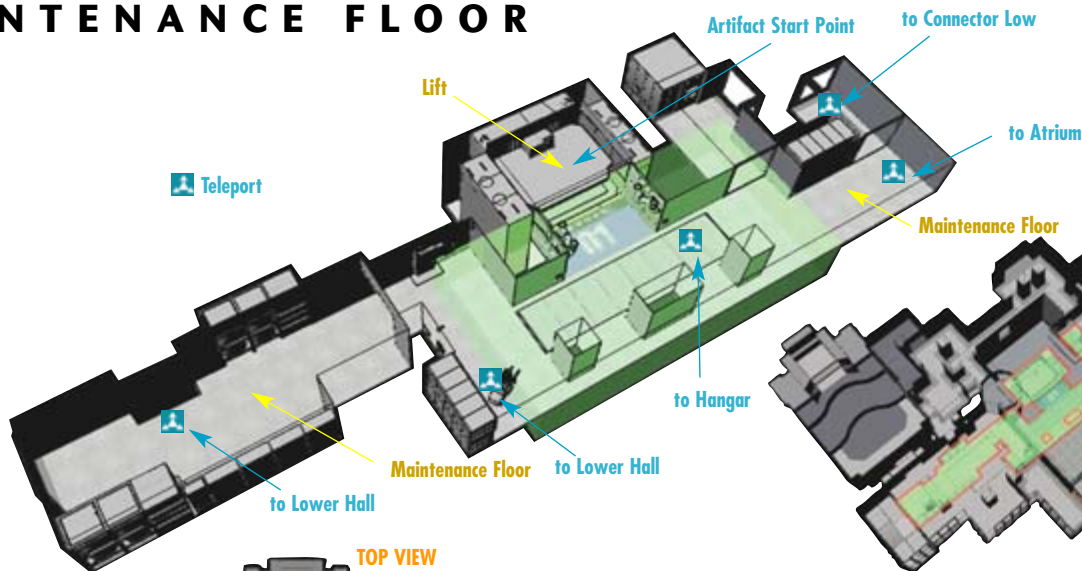


SIDE VIEW



PERSPECTIVE VIEW

MAINTENANCE FLOOR



Teleport

Lift

Artifact Start Point

to Connector Low

to Atrium

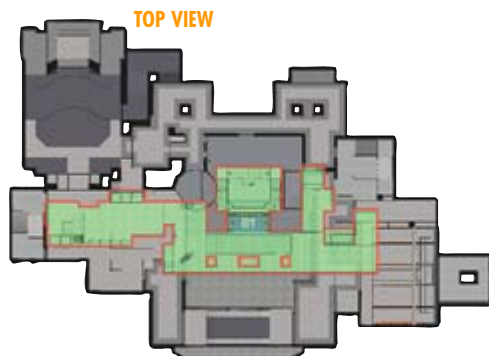
Maintenance Floor

to Hangar

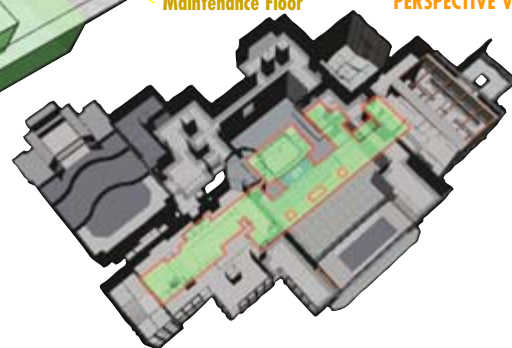
Maintenance Floor

to Lower Hall

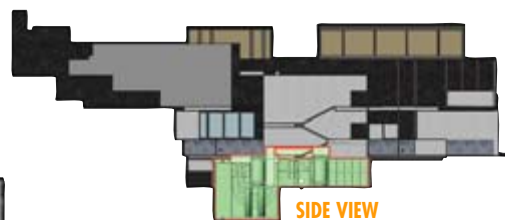
to Lower Hall



TOP VIEW



PERSPECTIVE VIEW



SIDE VIEW

PINNACLE

OVERVIEW

EXECUTIVE SIDE

COMM SIDE

MIDDLE

EXECUTIVE SIDE

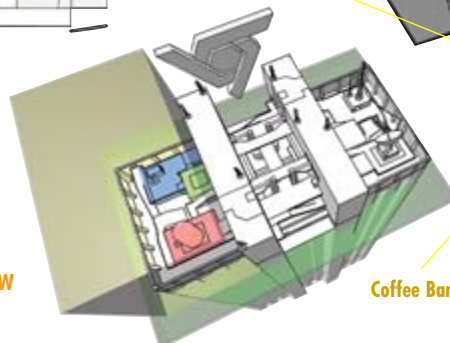
TOP ELEVATION



SIDE ELEVATION



PERSPECTIVE VIEW



Sniper Spot
Teleport

Lineage Exit Point
Executive Patio
Executive Stairs
RNA Spawn
Executive Staging

Executive Vent

Rock Garden
Under Rock Garden

Turbine

Executive Tunnel

Back Stairs

to Under Rock Garden

Coffee Bar

Executive Ladder

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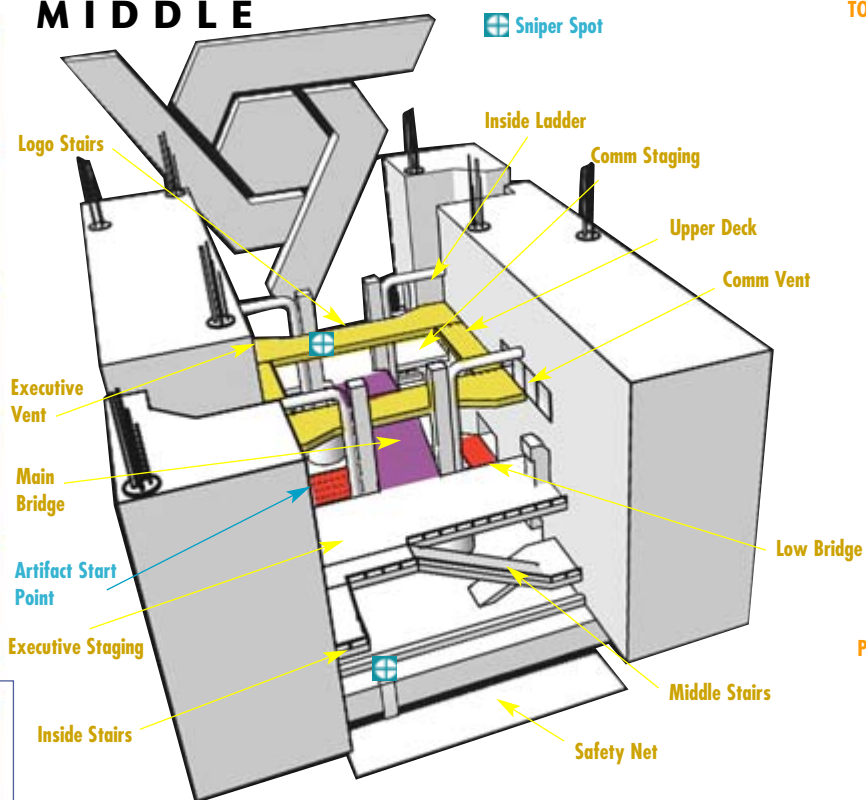
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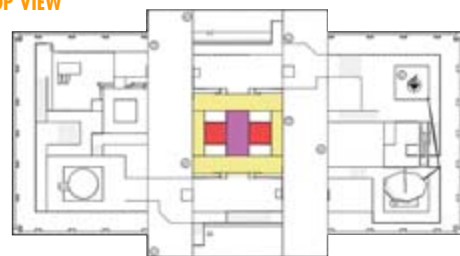
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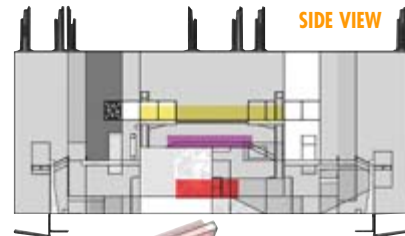
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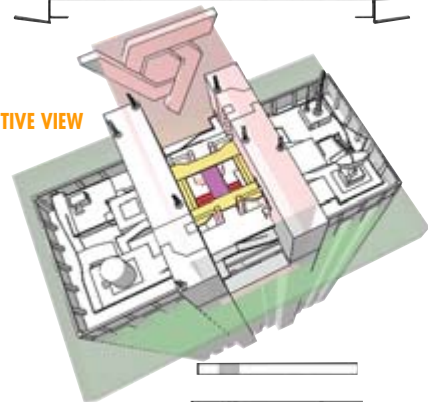
TOP VIEW



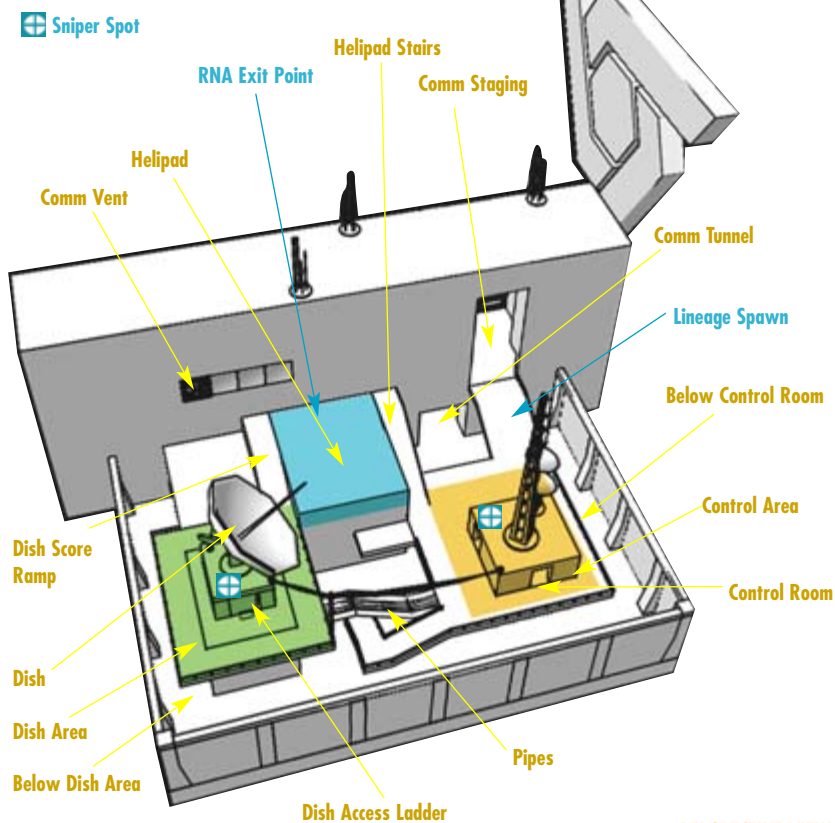
SIDE VIEW



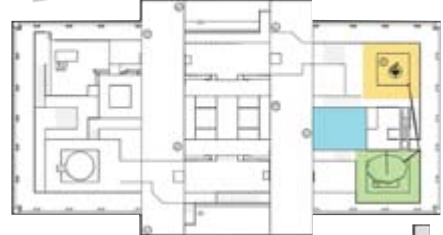
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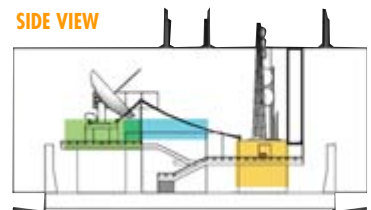
COMM SIDE



TOP VIEW



SIDE VIEW



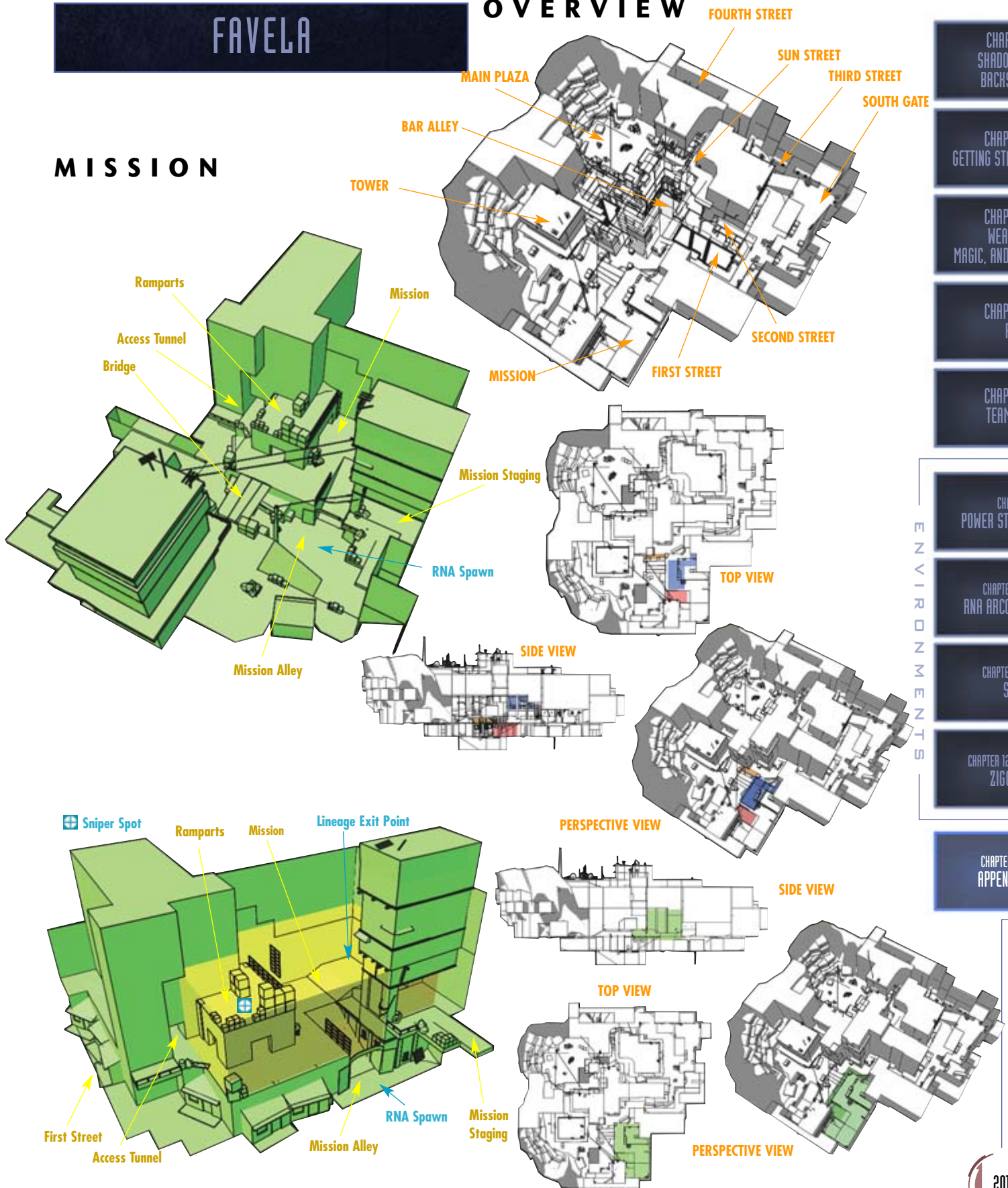
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FAVELA

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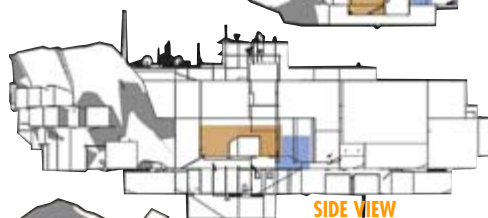
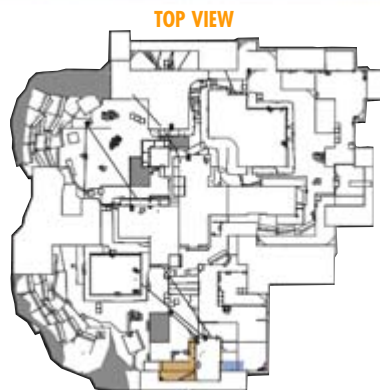
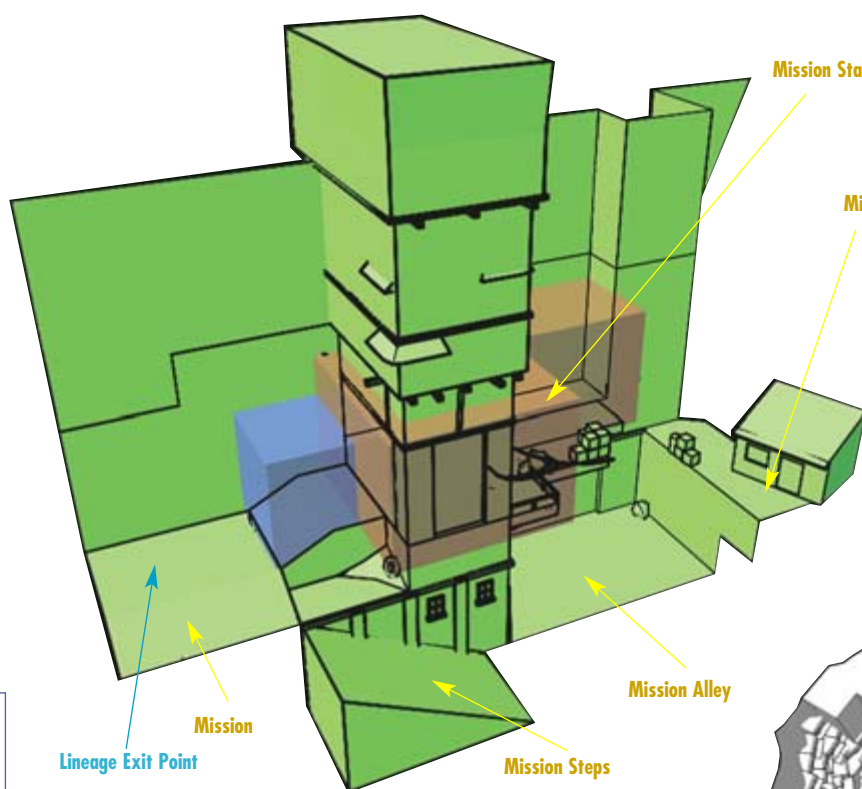
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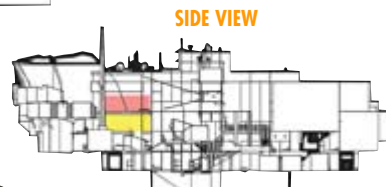
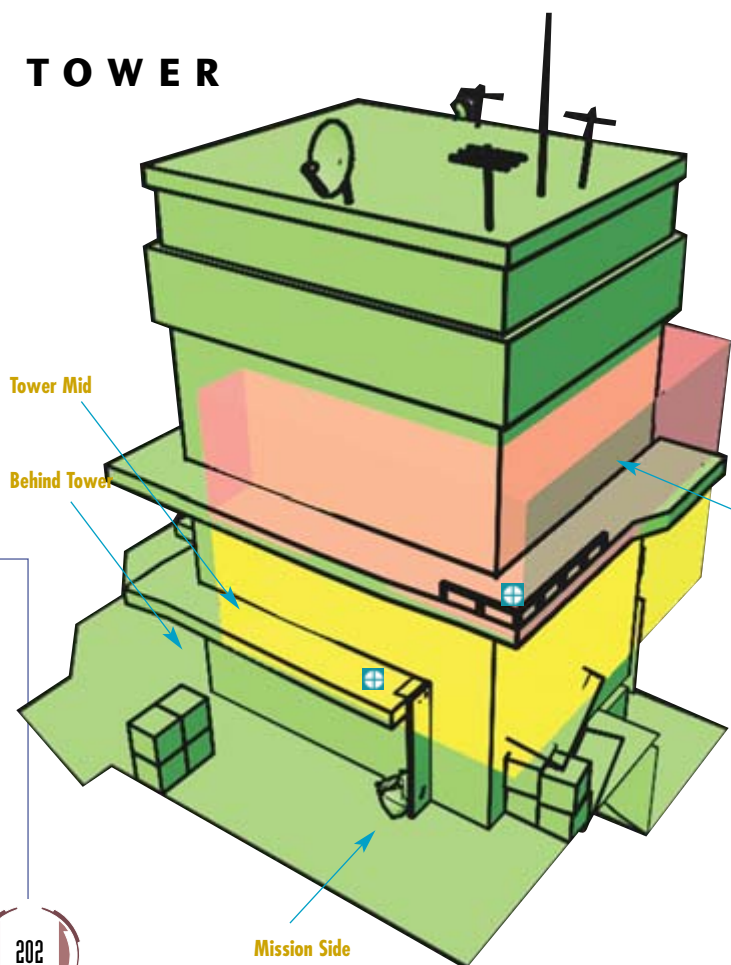
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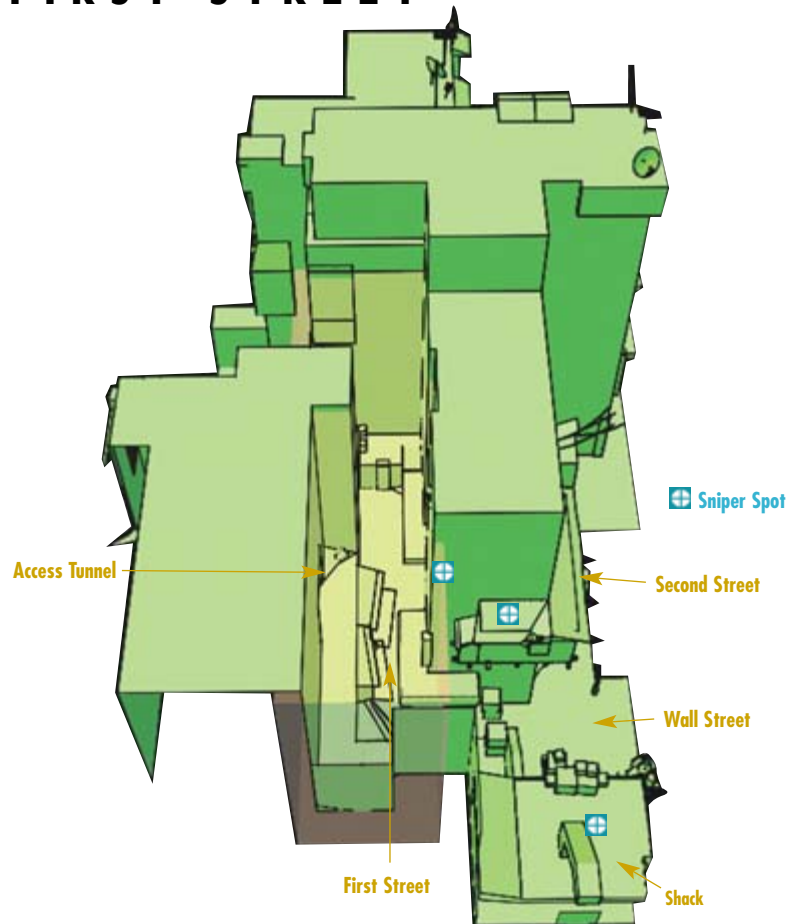
ENVIRONMENTS



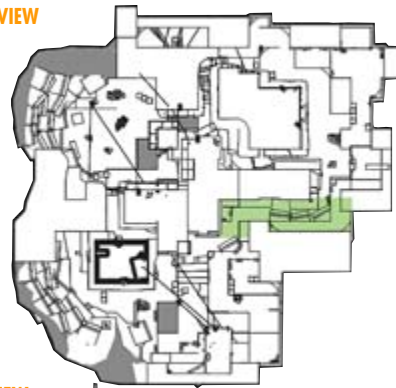
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FIRST STREET



TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



SECOND STREET



TOP VIEW



SIDE VIEW



PERSPECTIVE VIEW



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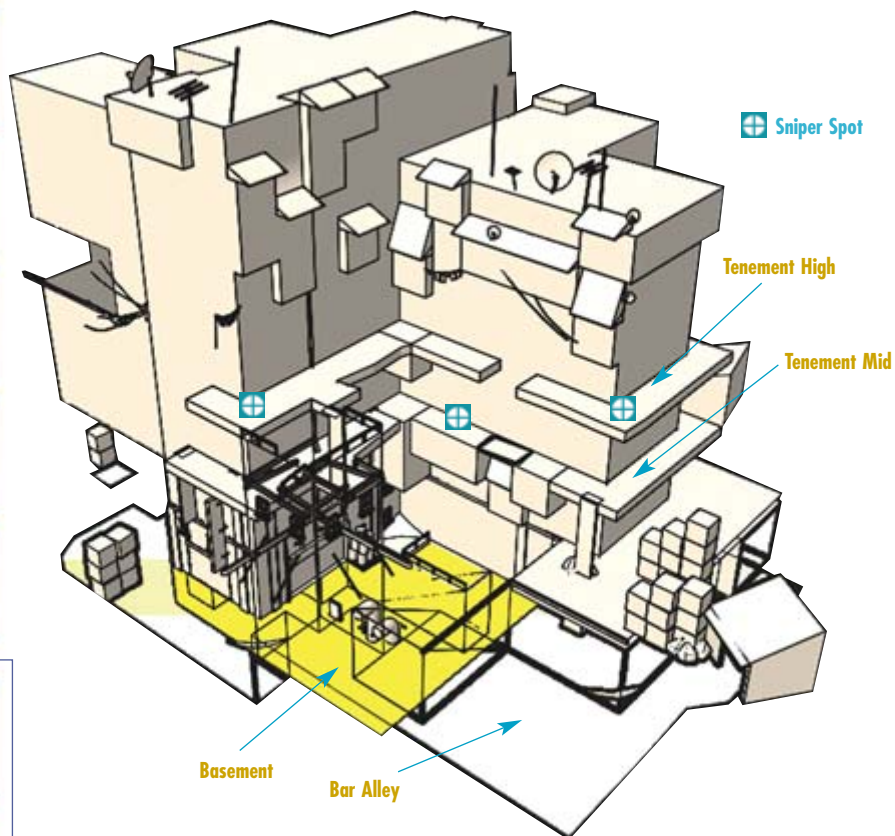
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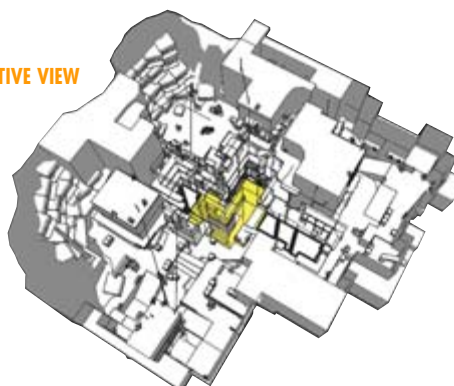
TOP VIEW



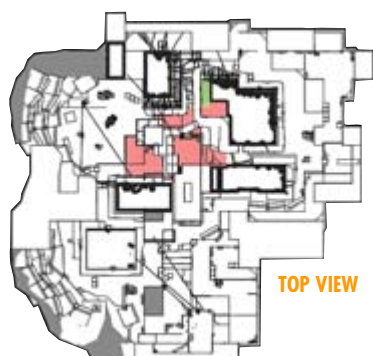
SIDE VIEW



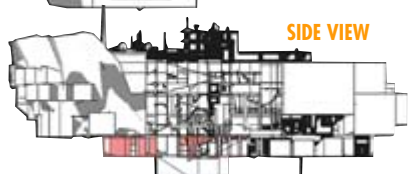
PERSPECTIVE VIEW



BAR ALLEY AND SUN STREET



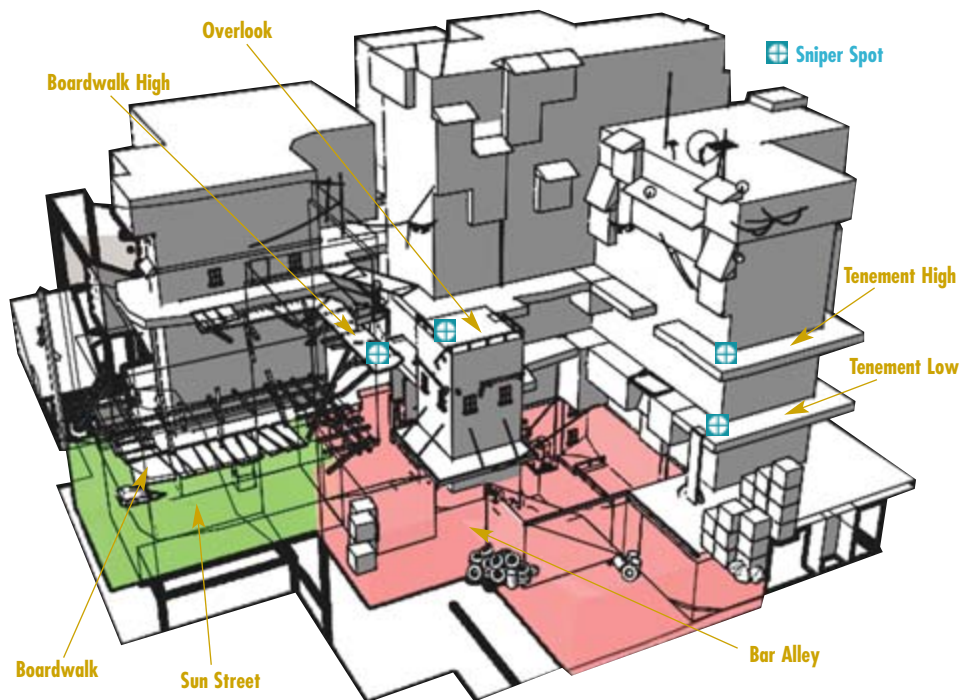
TOP VIEW



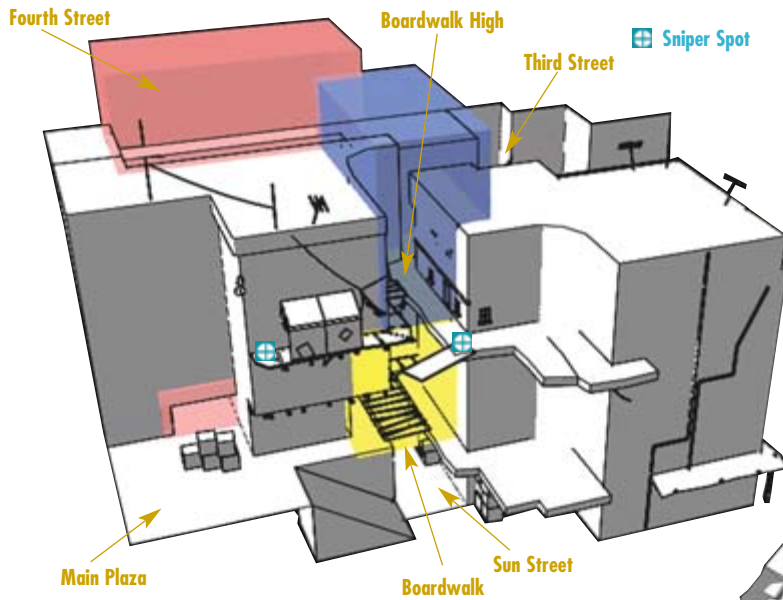
SIDE VIEW



PERSPECTIVE VIEW



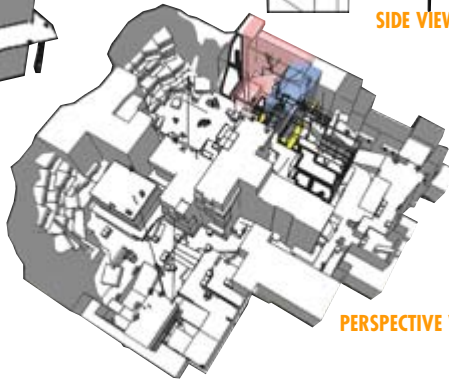
THIRD AND FOURTH STREETS



TOP VIEW



SIDE VIEW

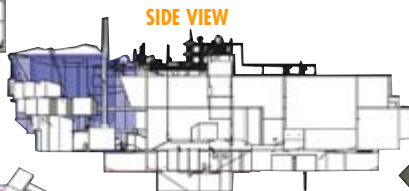


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MAIN PLAZA



TOP VIEW



SIDE VIEW



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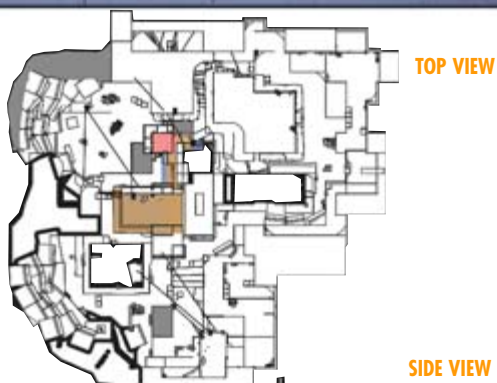
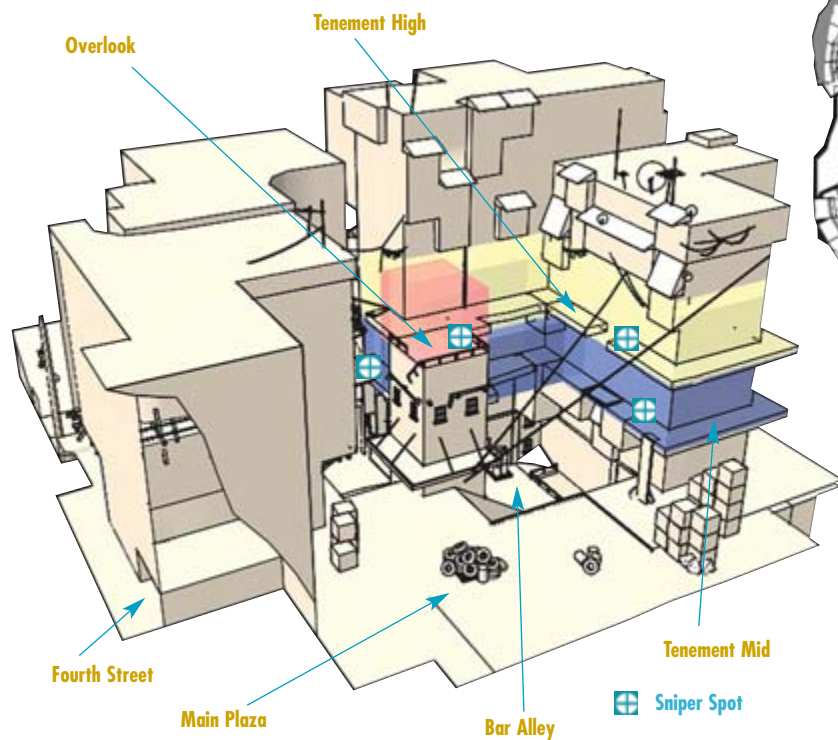
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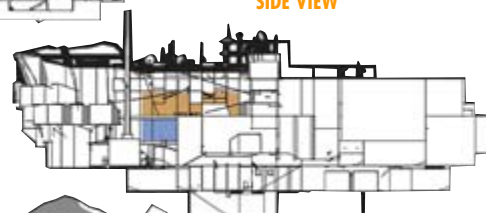
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MAIN PLAZA



TOP VIEW

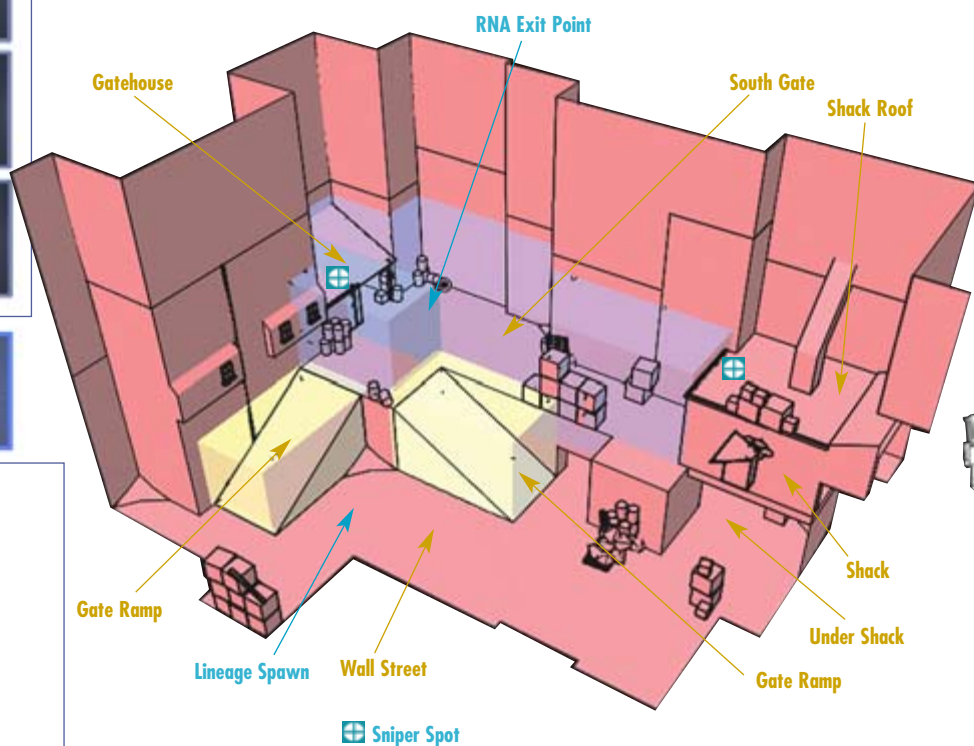


SIDE VIEW

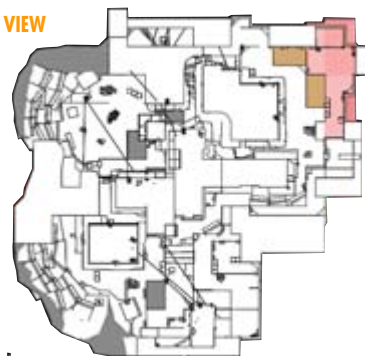


PERSPECTIVE VIEW

SOUTH GATE



TOP VIEW



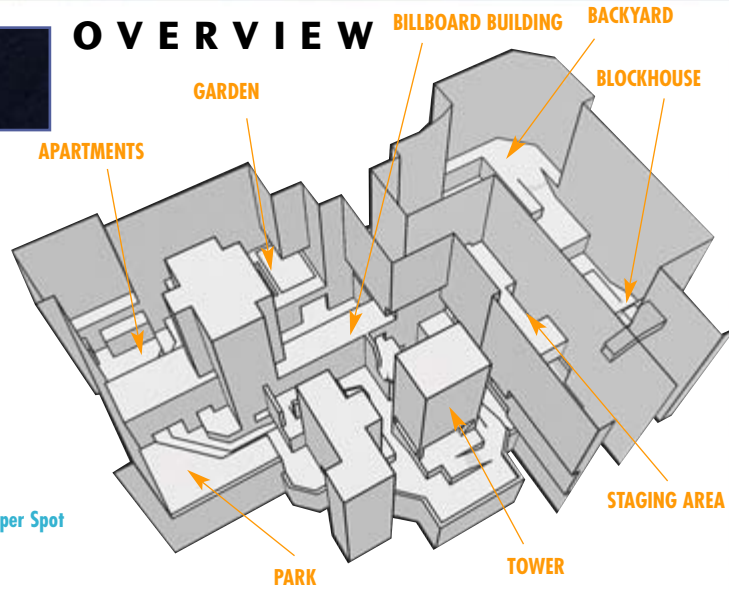
SIDE VIEW



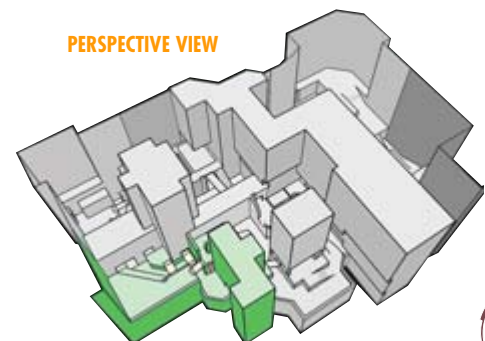
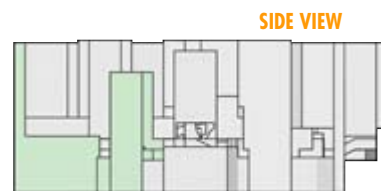
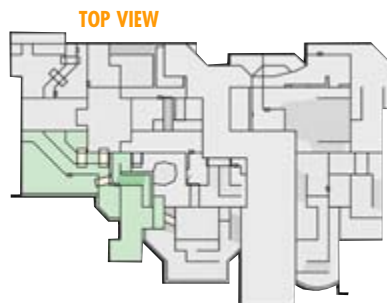
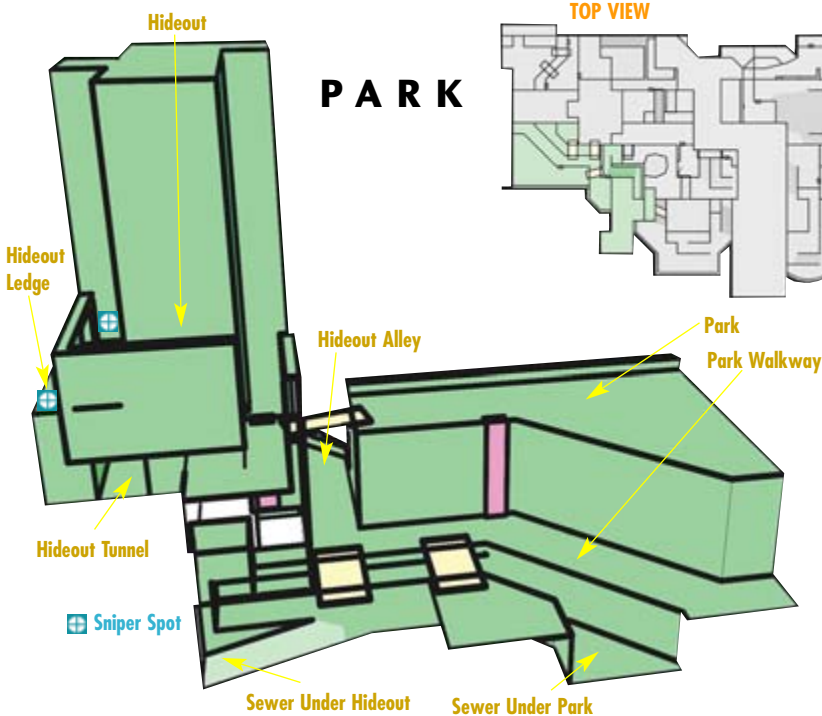
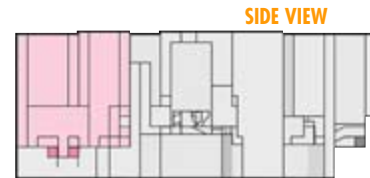
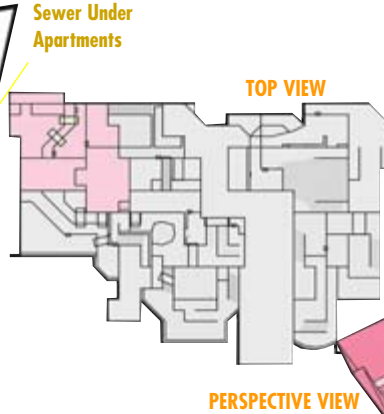
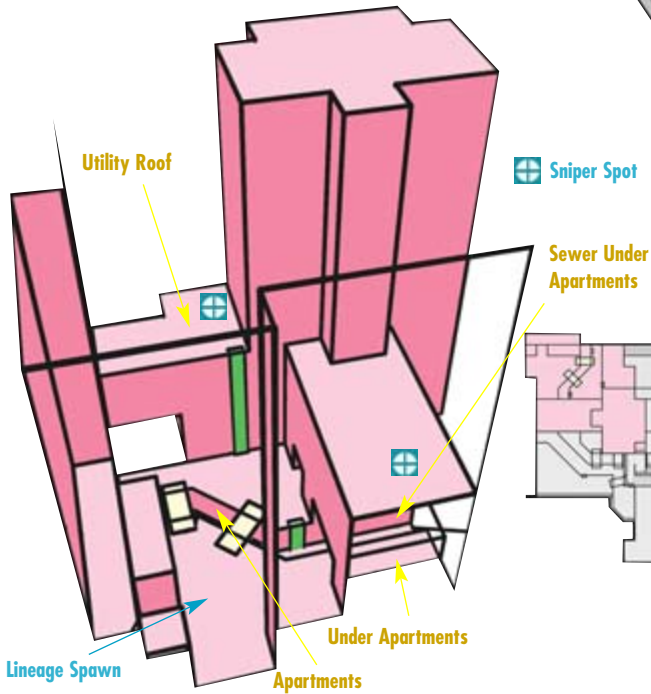
PERSPECTIVE VIEW

POCO

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GARDEN

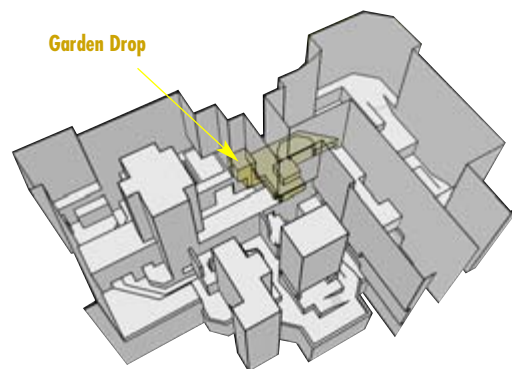
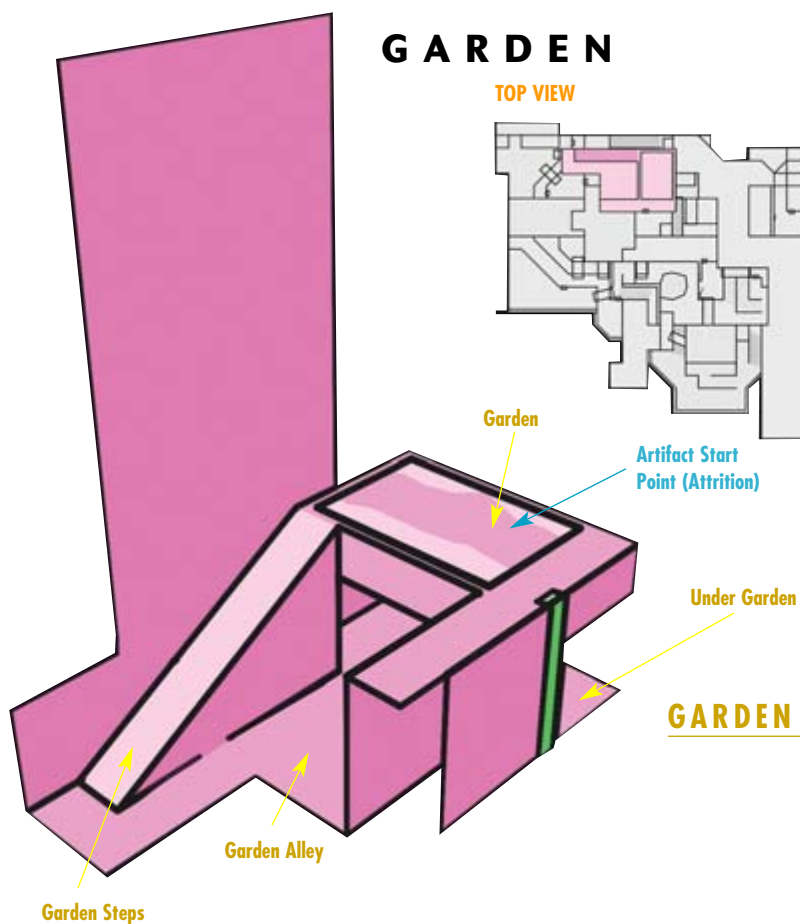
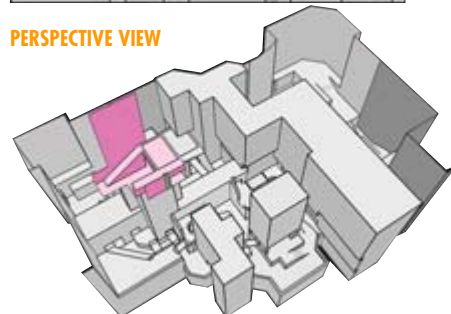
TOP VIEW



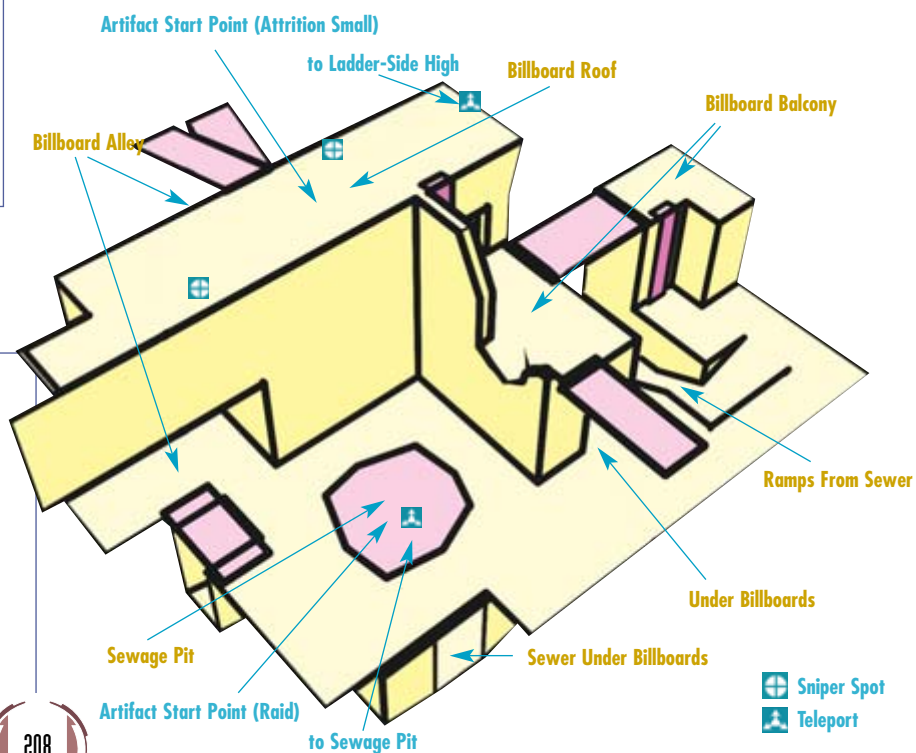
SIDE VIEW



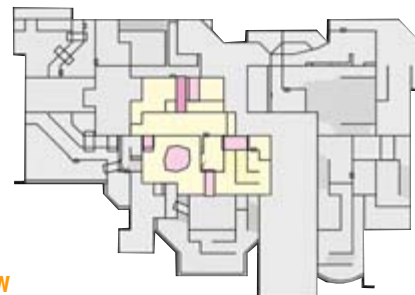
PERSPECTIVE VIEW



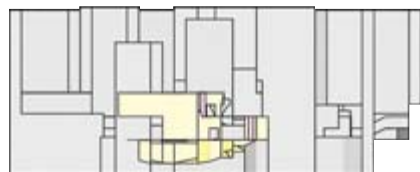
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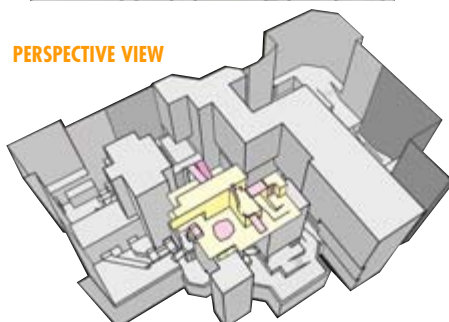
TOP VIEW



SIDE VIEW

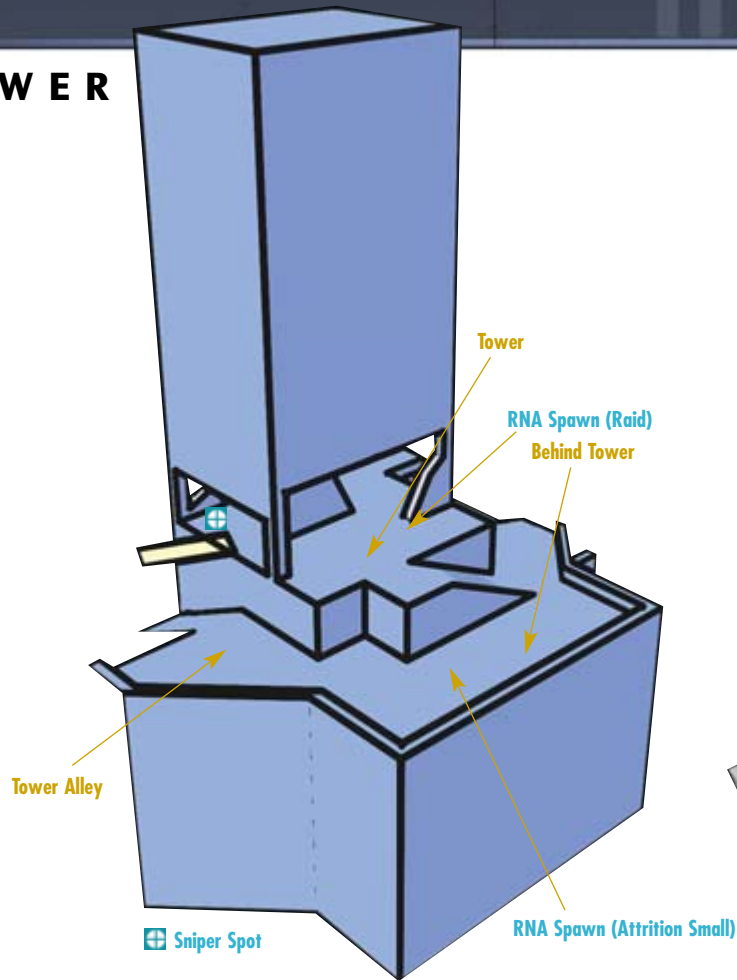


PERSPECTIVE VIEW

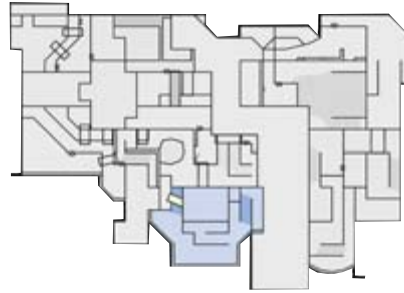


Sniper Spot
Teleport

TOWER



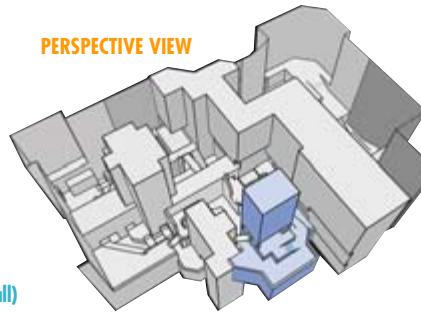
TOP VIEW



SIDE VIEW

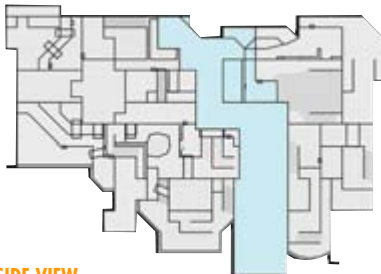


PERSPECTIVE VIEW



STAGING AREA

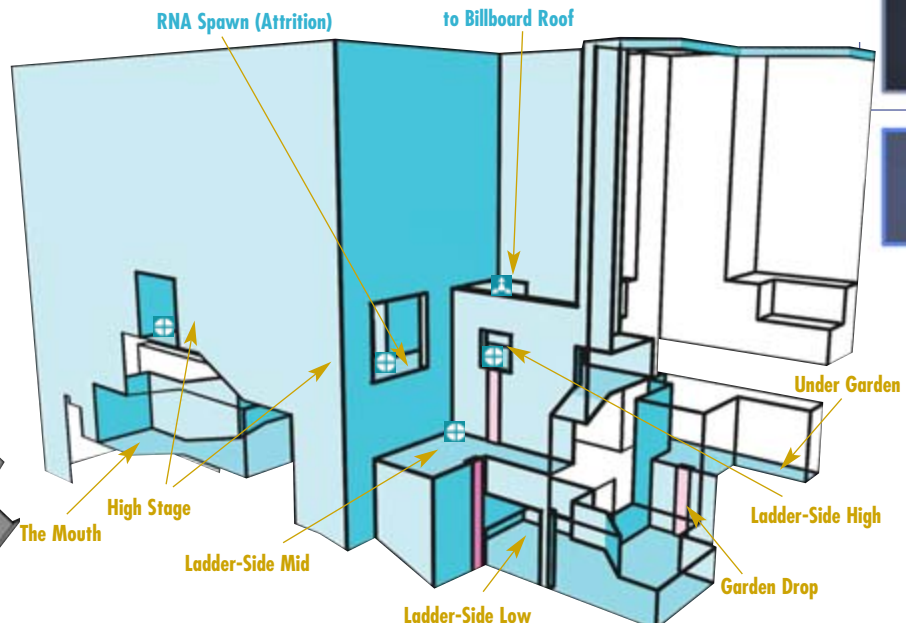
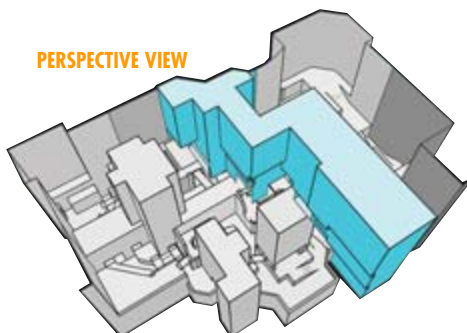
TOP VIEW



SIDE VIEW



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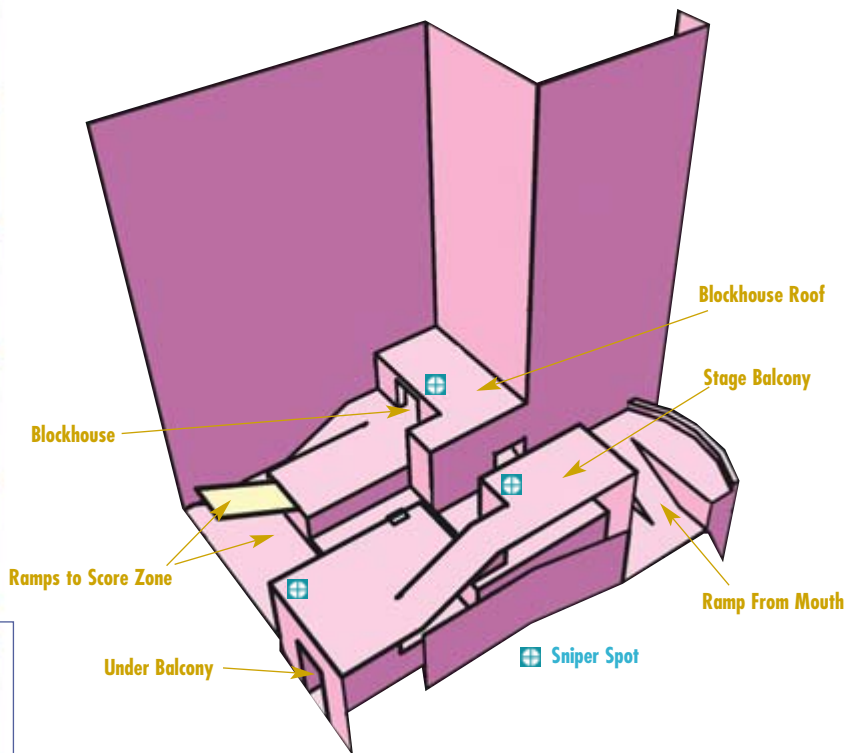
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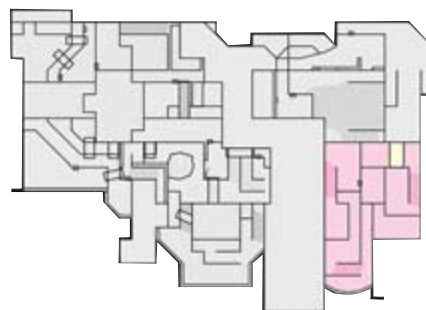
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BLOCKHOUSE



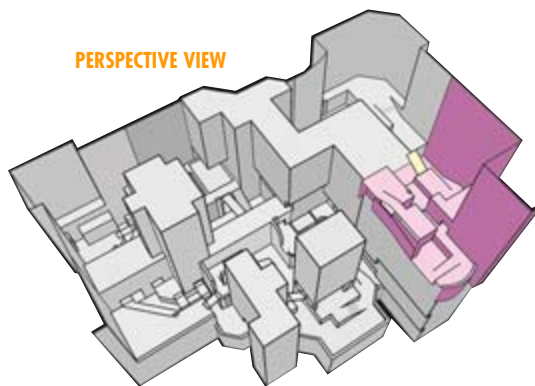
TOP VIEW



SIDE VIEW

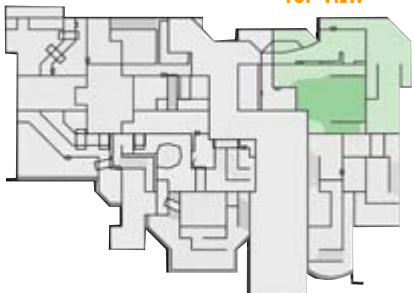


PERSPECTIVE VIEW



BACKYARD

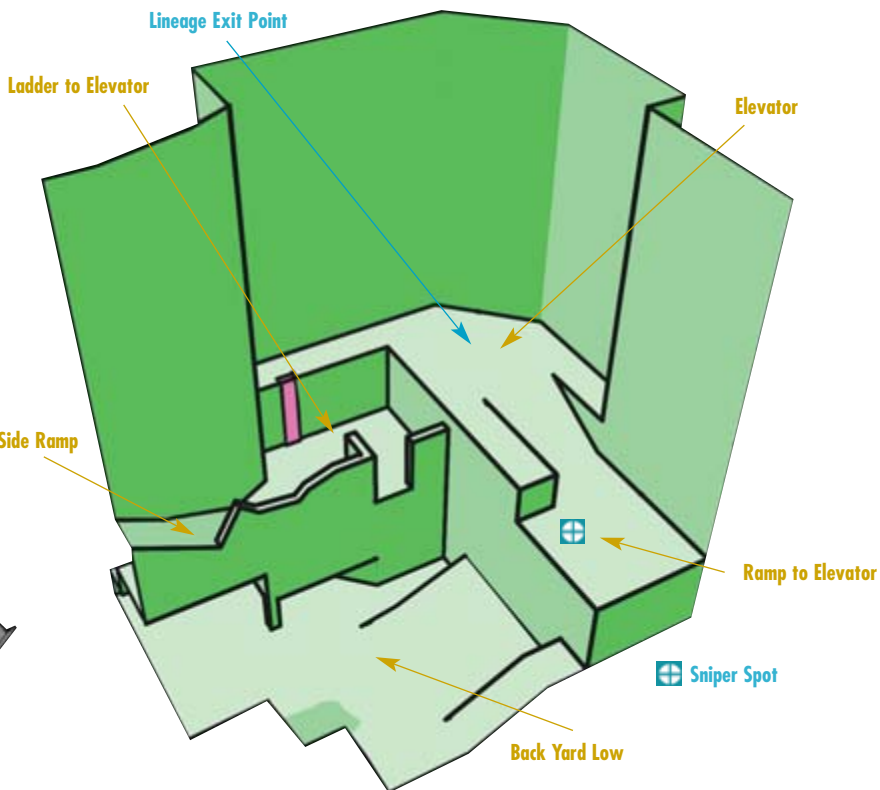
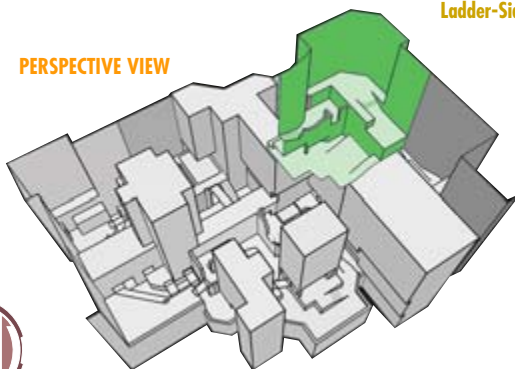
TOP VIEW



SIDE VIEW

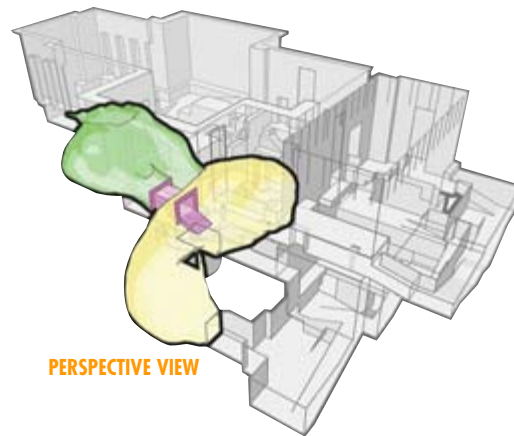
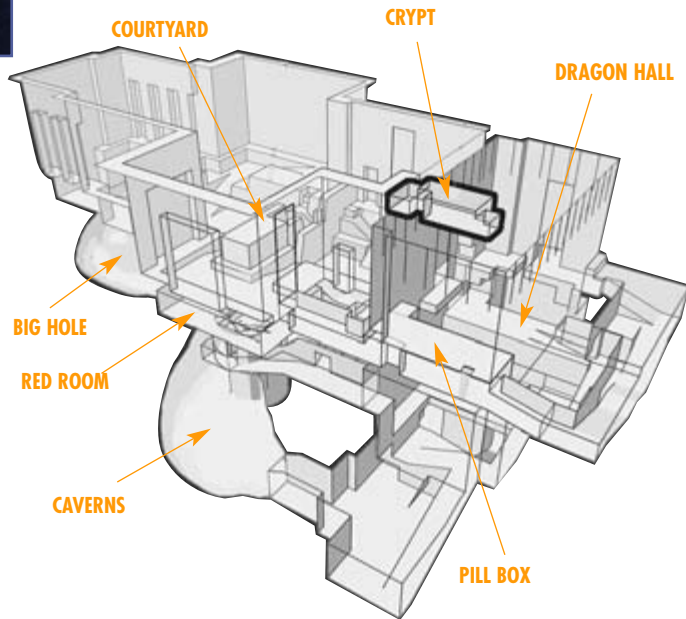


PERSPECTIVE VIEW



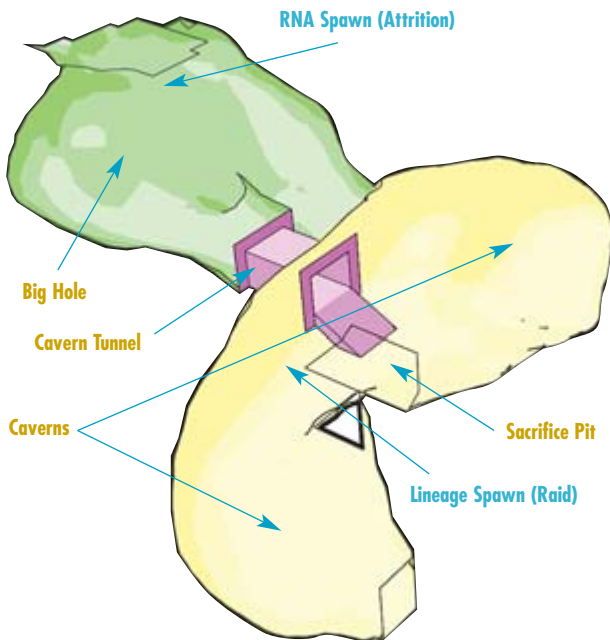
DIG SITE

OVERVIEW

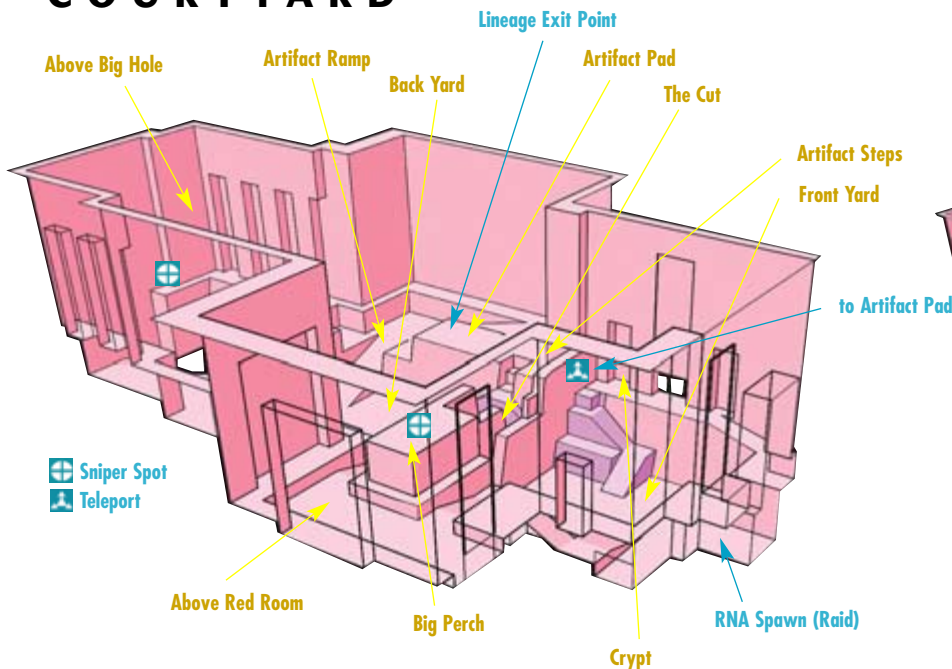


PERSPECTIVE VIEW

CAVERNS AND BIG HOLE



COURTYARD



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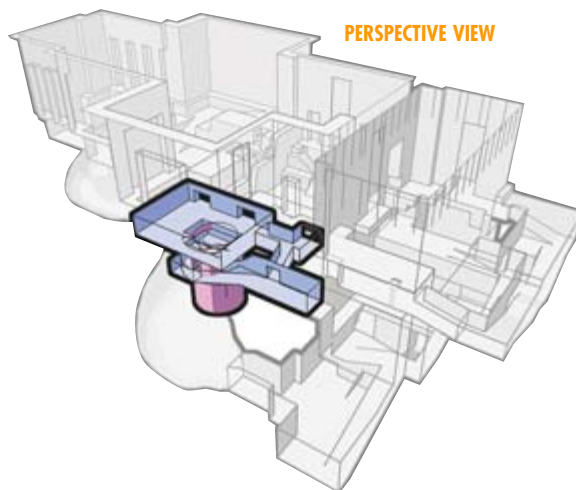
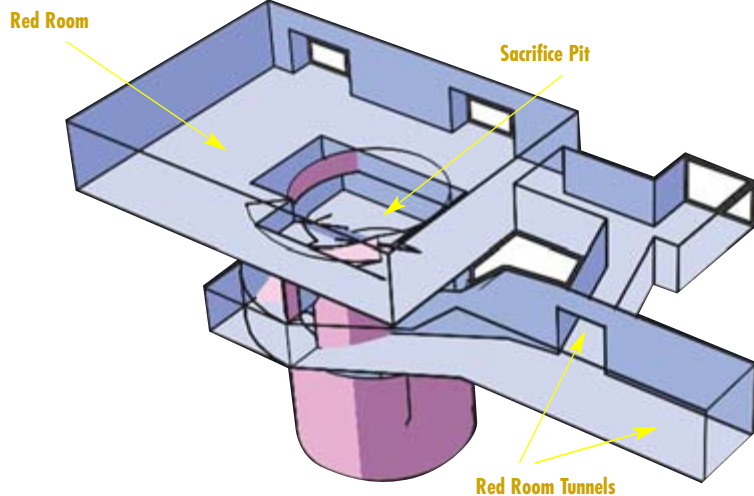
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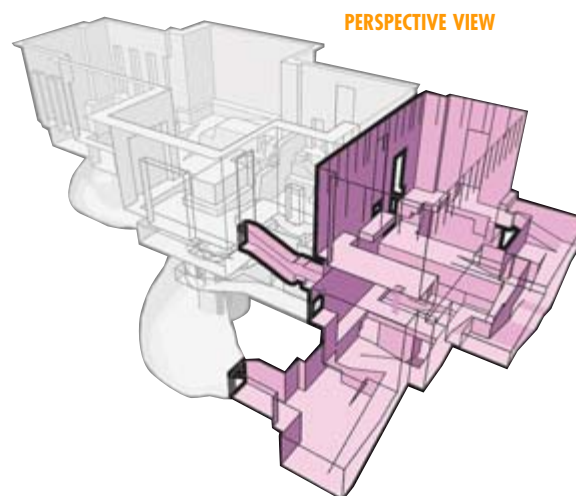
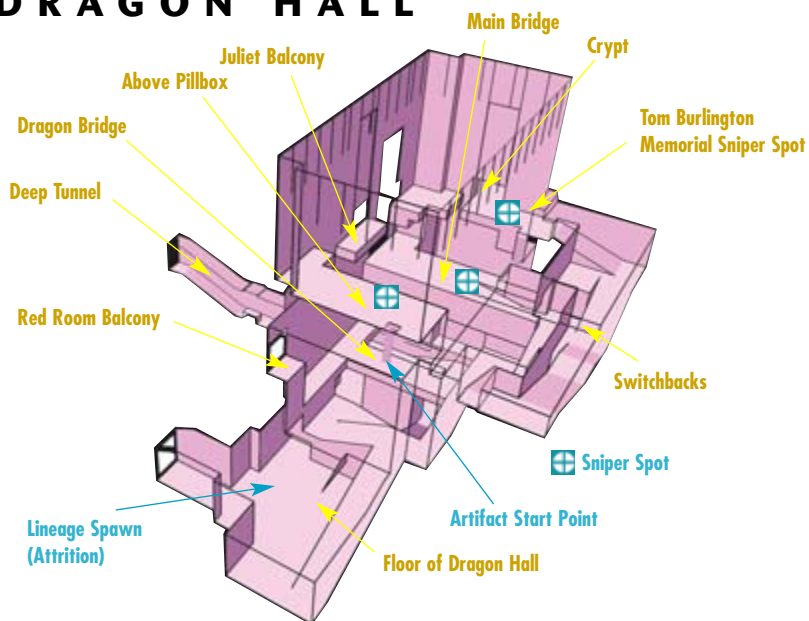
ENVIRONMENTS



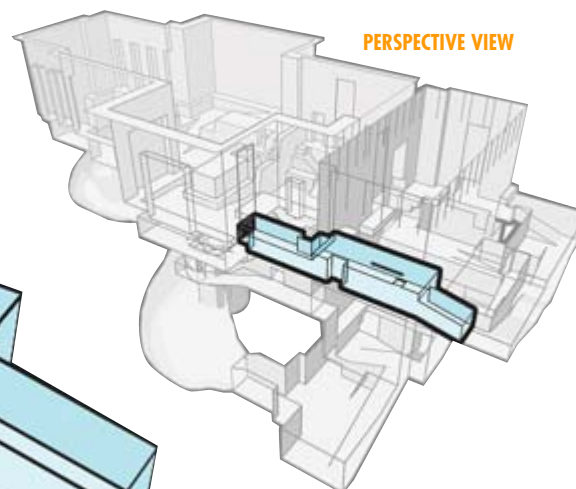
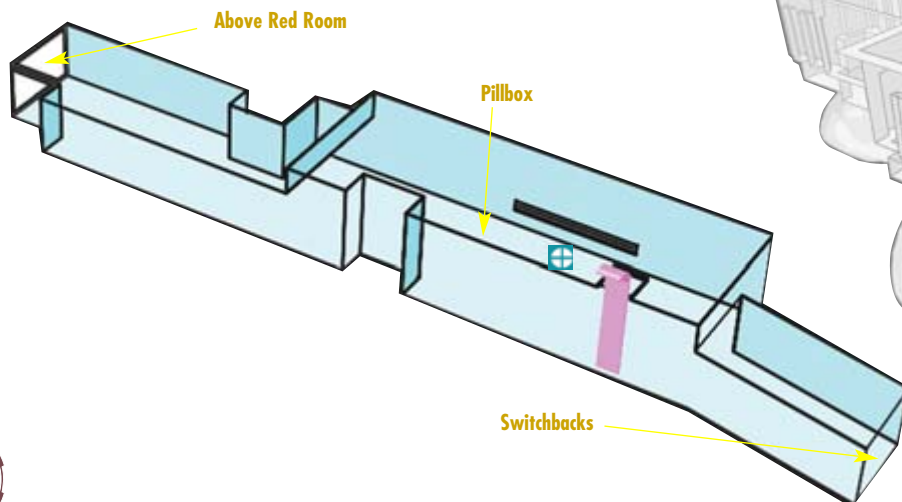
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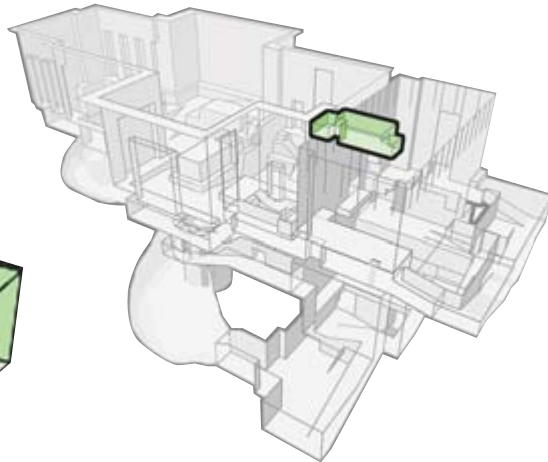
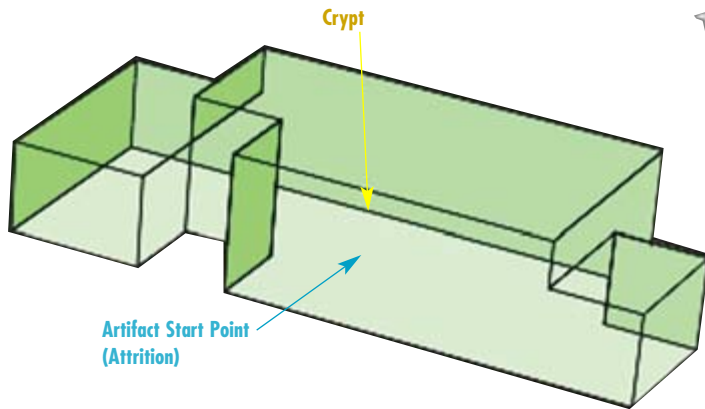
DRAGON HALL



PILLBOX



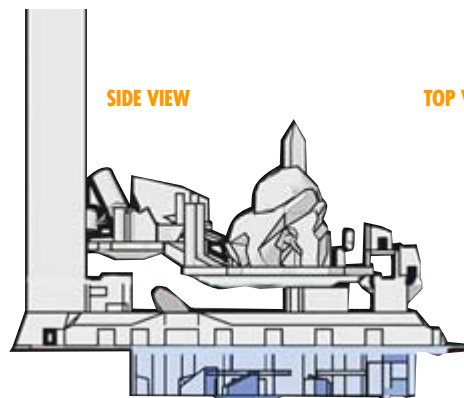
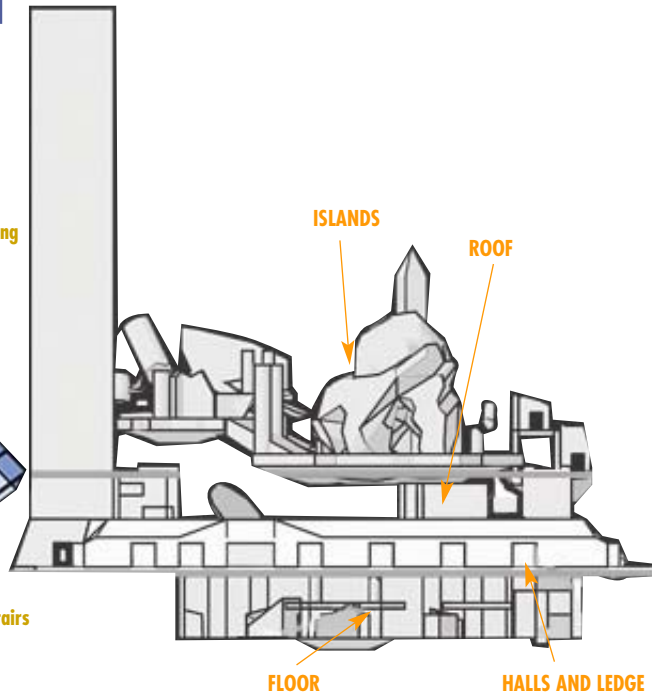
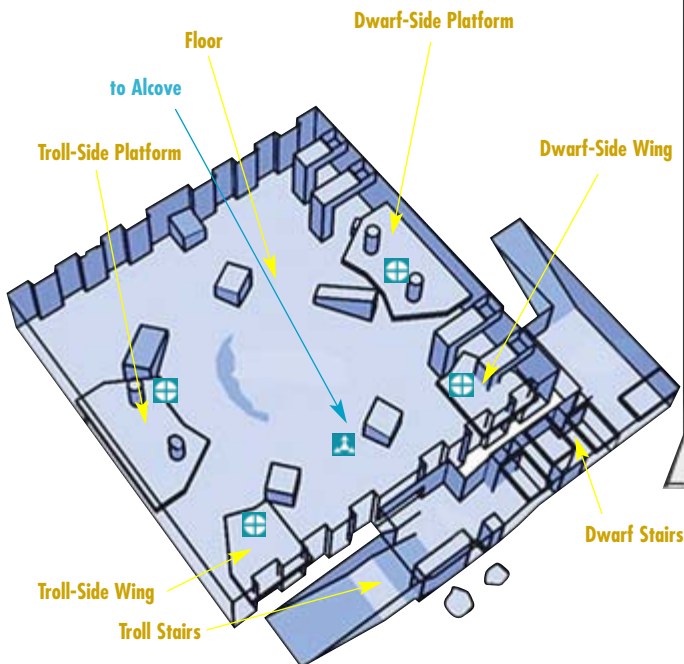
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MAELSTROM

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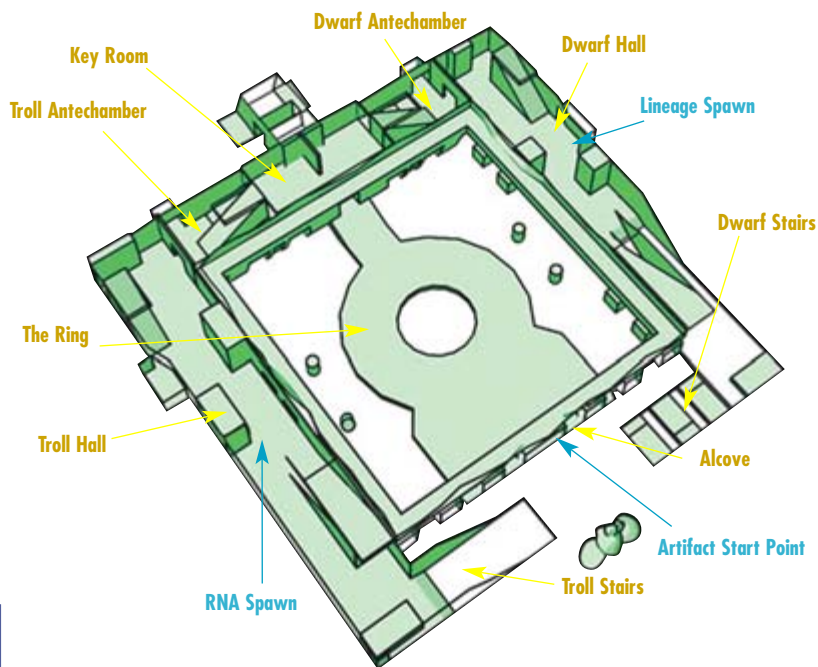
CHAPTER 12, 13, 14
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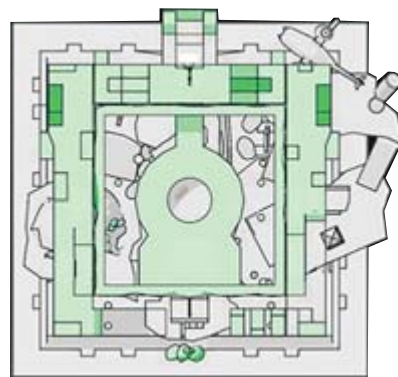
ENVIRONMENTS



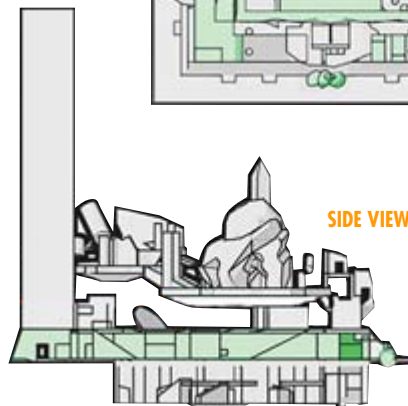
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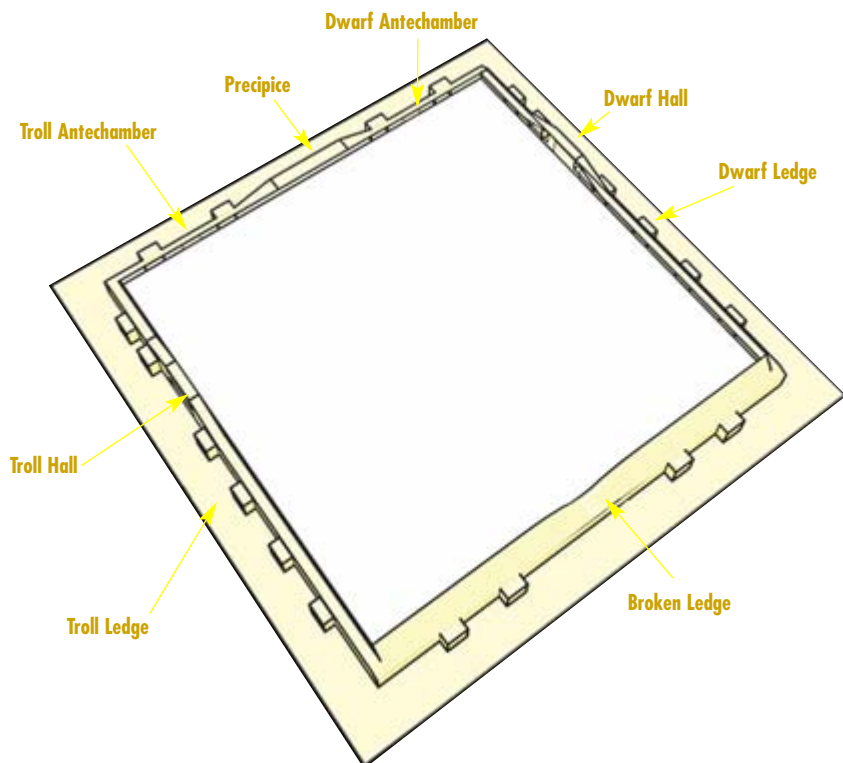
TOP VIEW



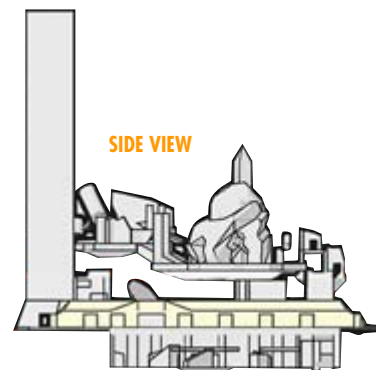
SIDE VIEW



LEDGE

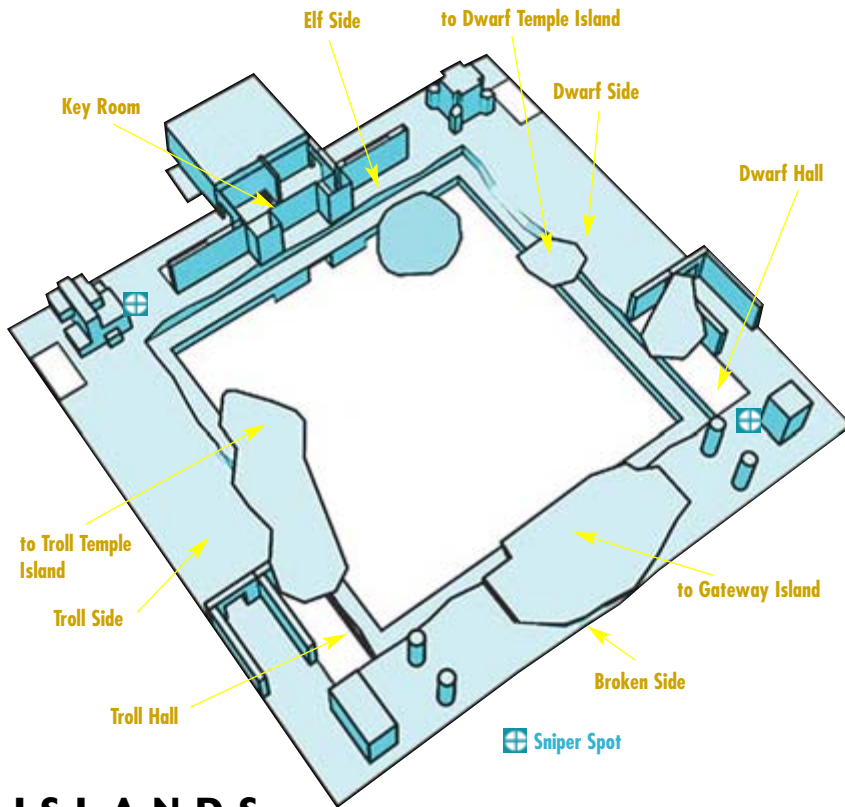


SIDE VIEW

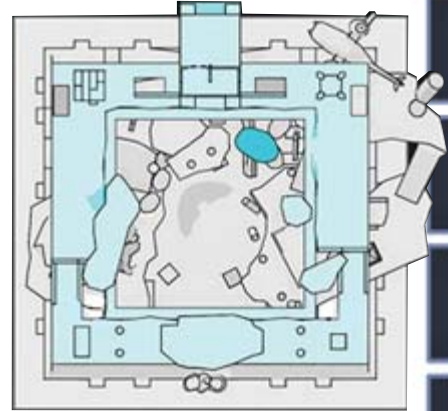


TOP VIEW

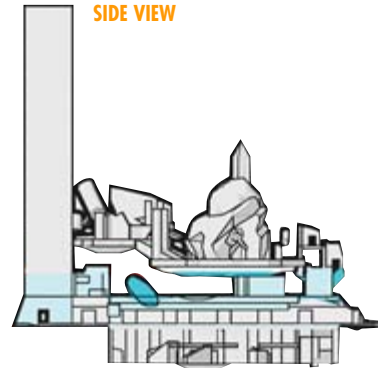
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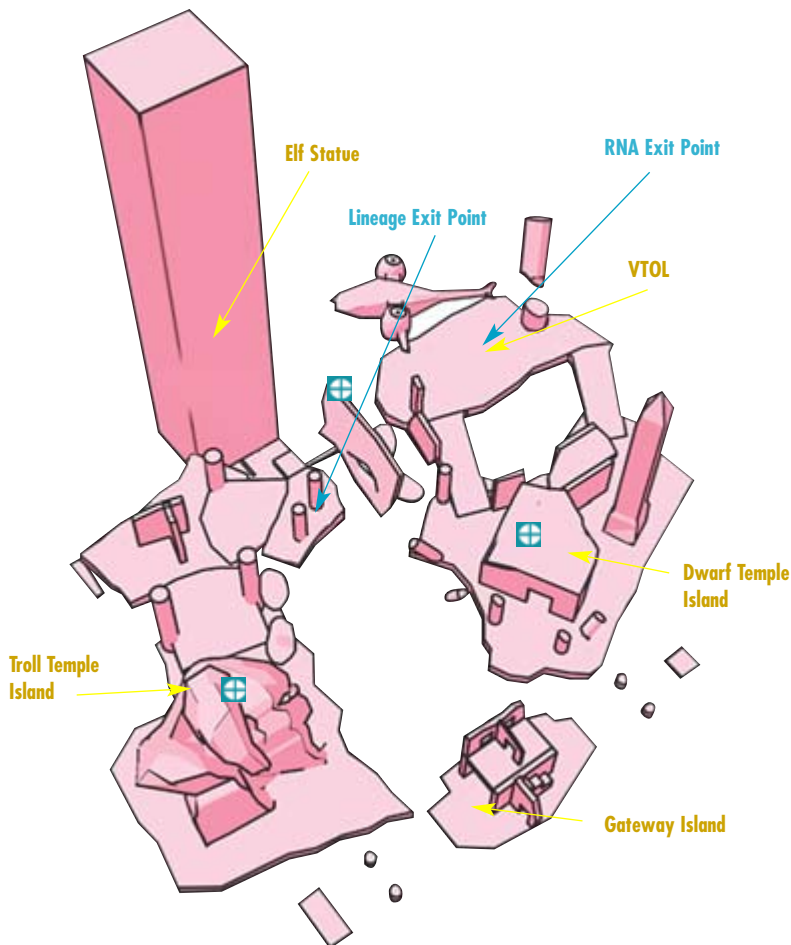
TOP VIEW



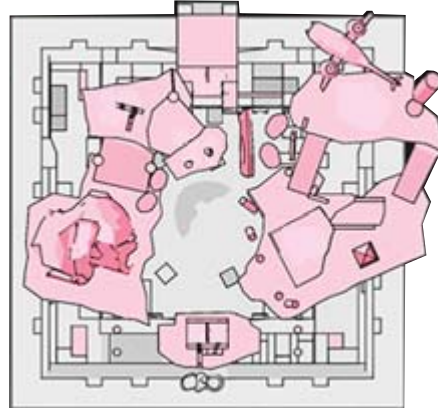
SIDE VIEW



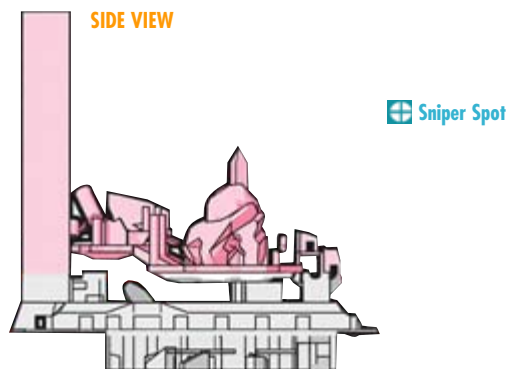
ISLANDS



TOP VIEW



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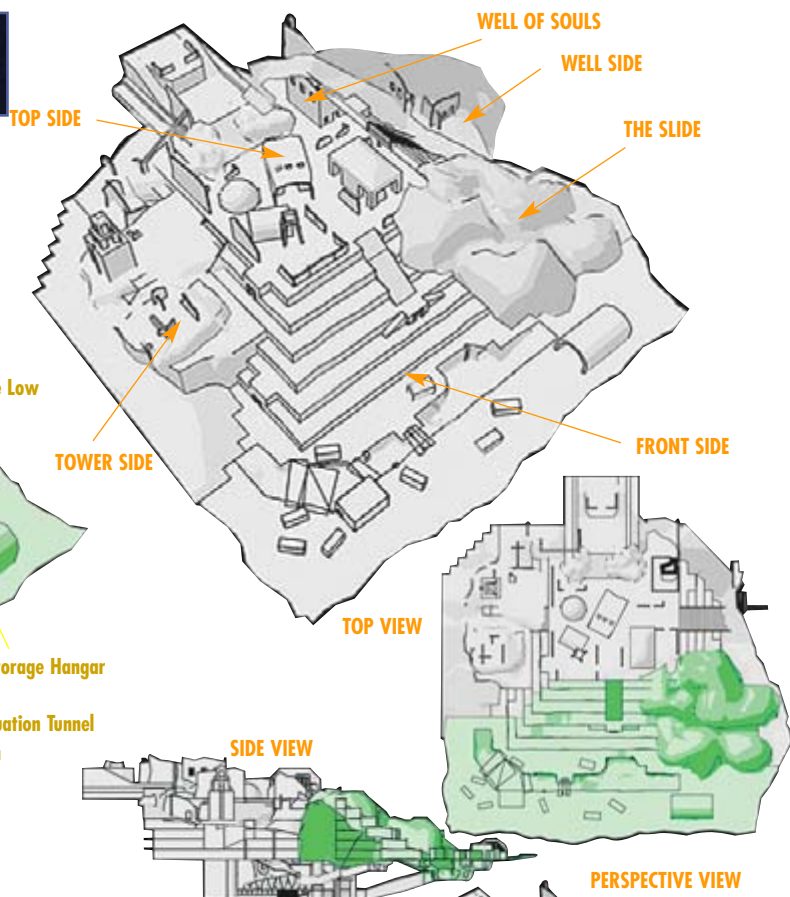
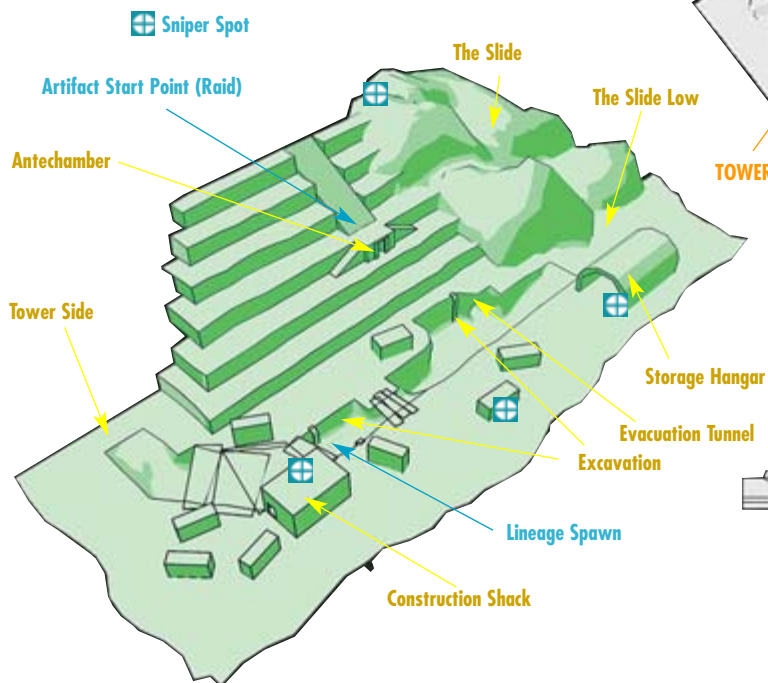
ENVIRONMENTS



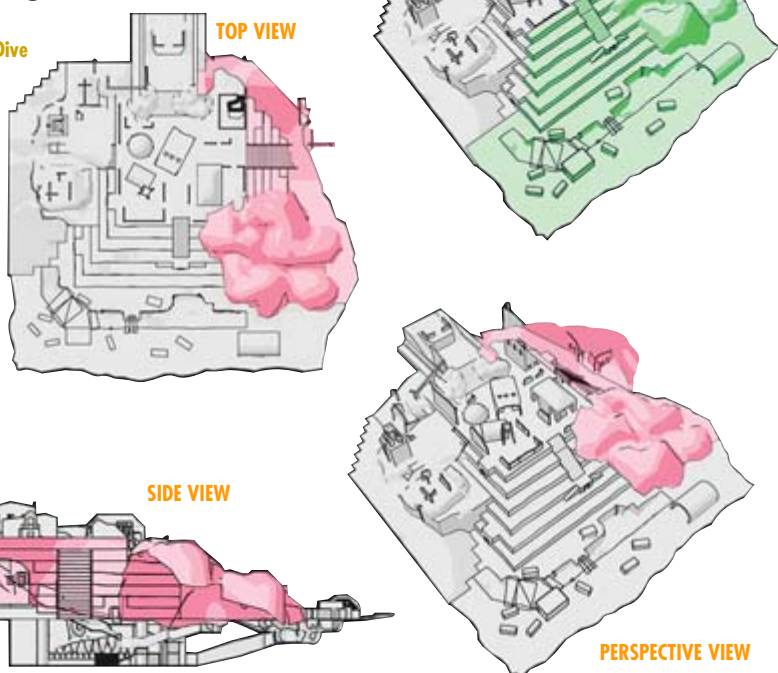
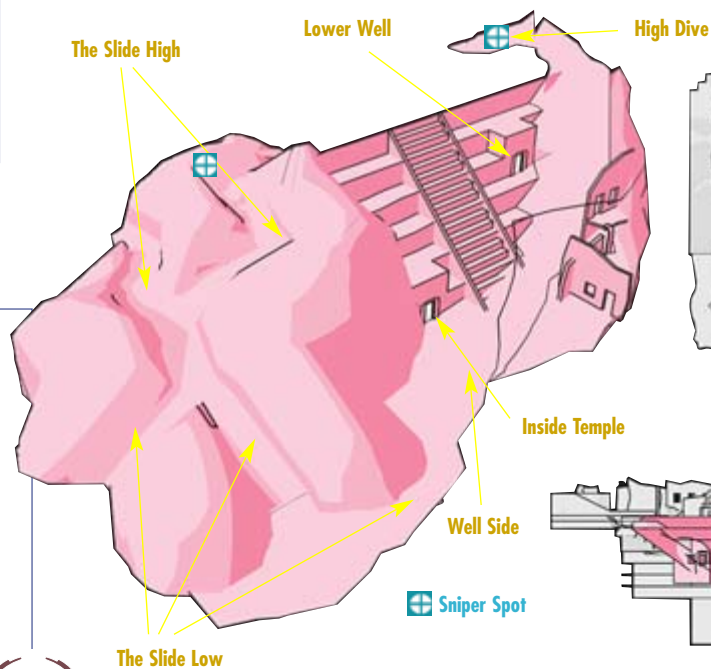
OVERVIEW

TEMPLE GROUNDS

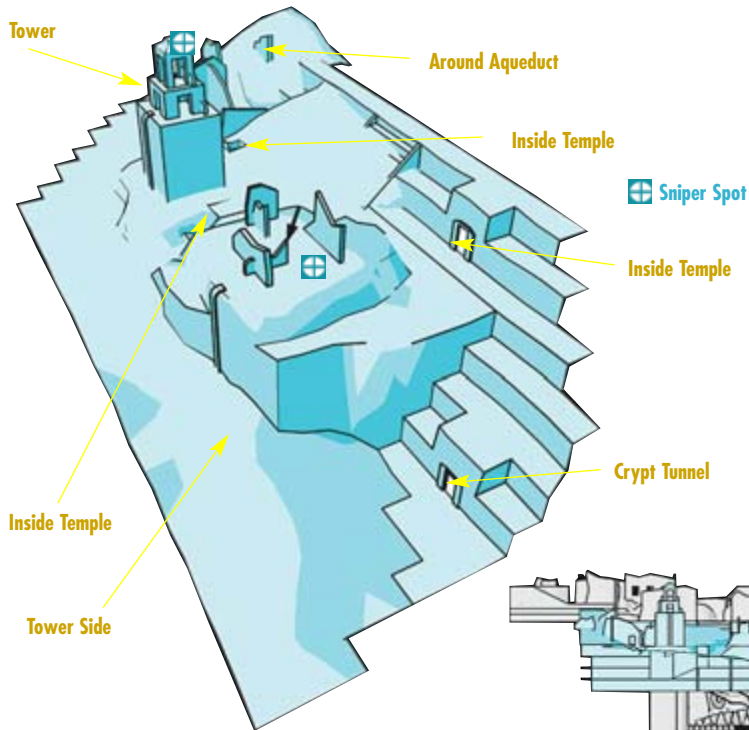
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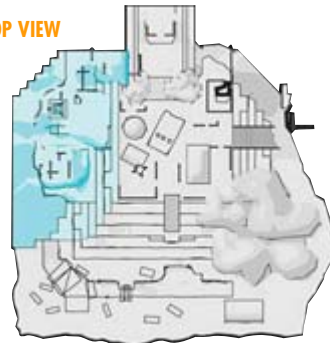
THE SLIDE AND WELL SIDE



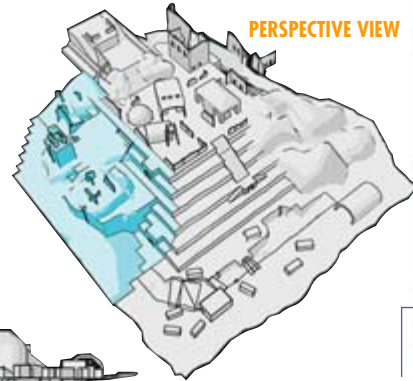
TOWER SIDE



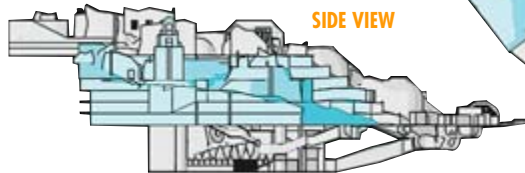
TOP VIEW



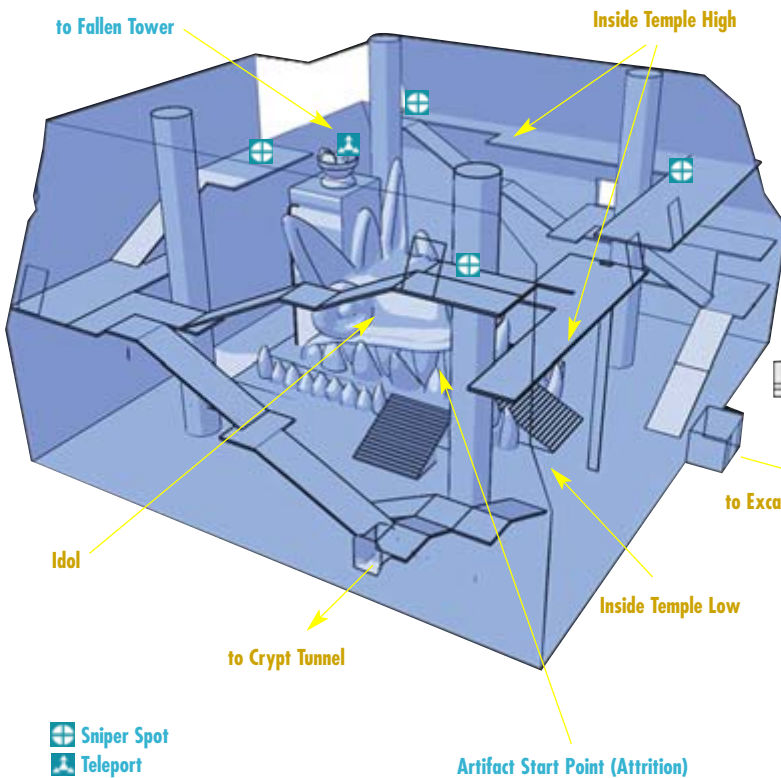
PERSPECTIVE VIEW



SIDE VIEW



INSIDE TEMPLE



TOP VIEW

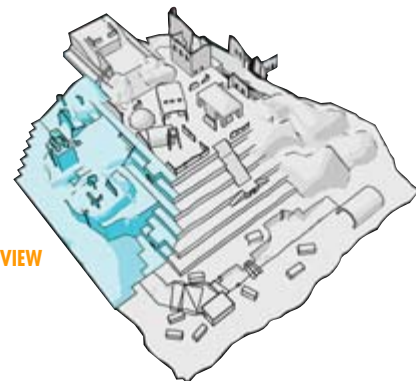


SIDE VIEW



to Excavation Tunnel

PERSPECTIVE VIEW



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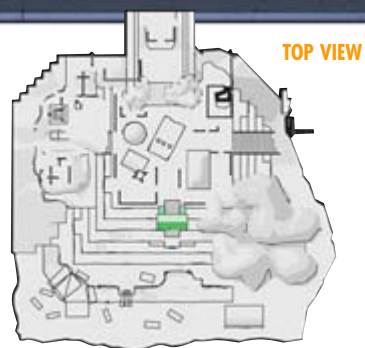
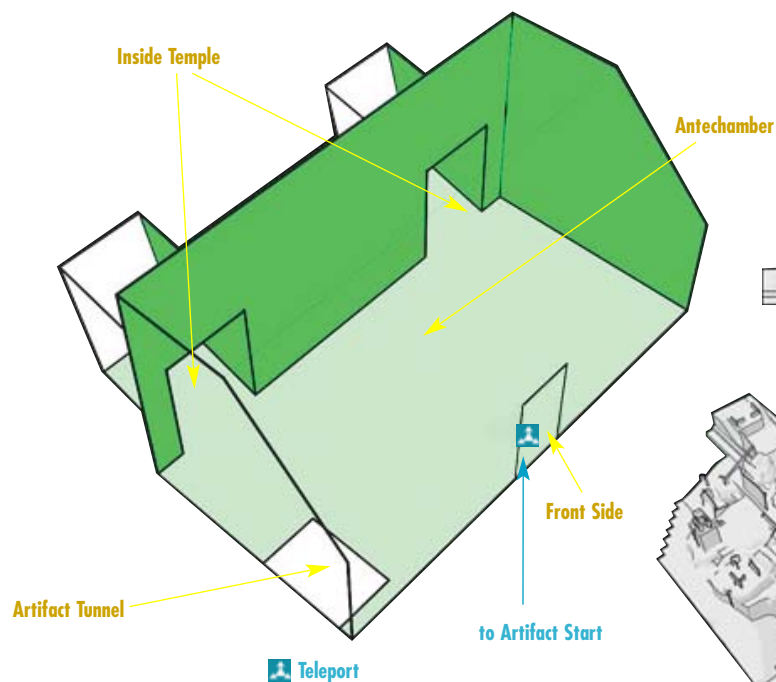
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ANTECHAMBER



TOP VIEW



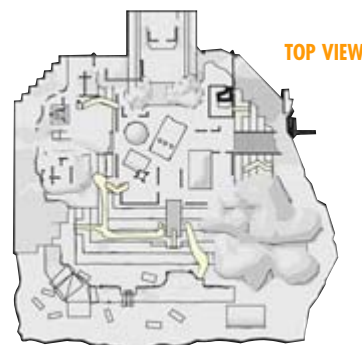
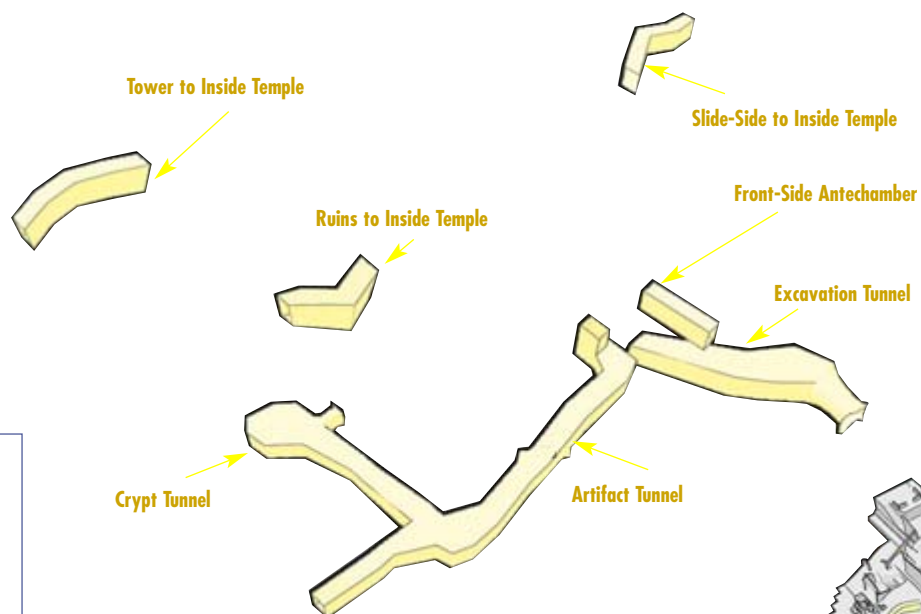
SIDE VIEW



PERSPECTIVE VIEW



TUNNELS



TOP VIEW

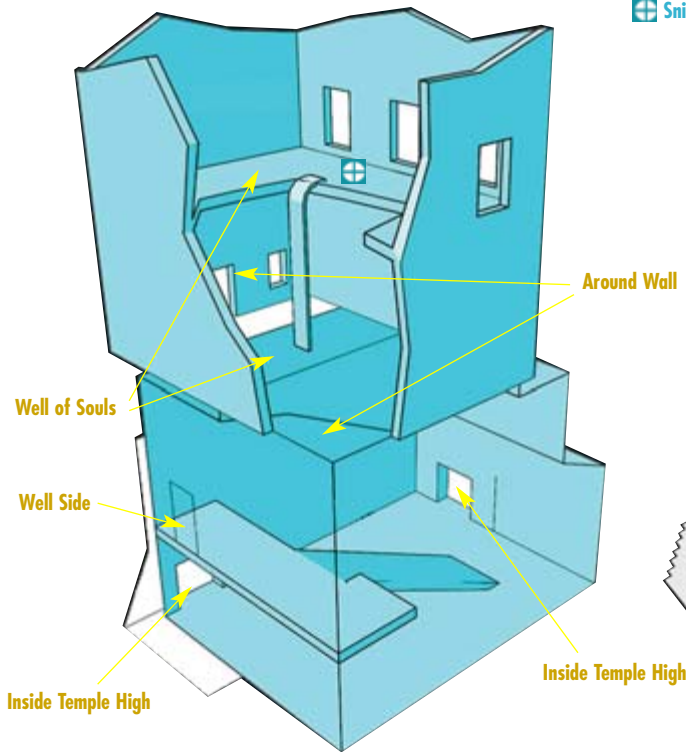


SIDE VIEW

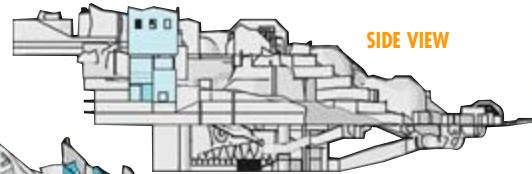


PERSPECTIVE VIEW

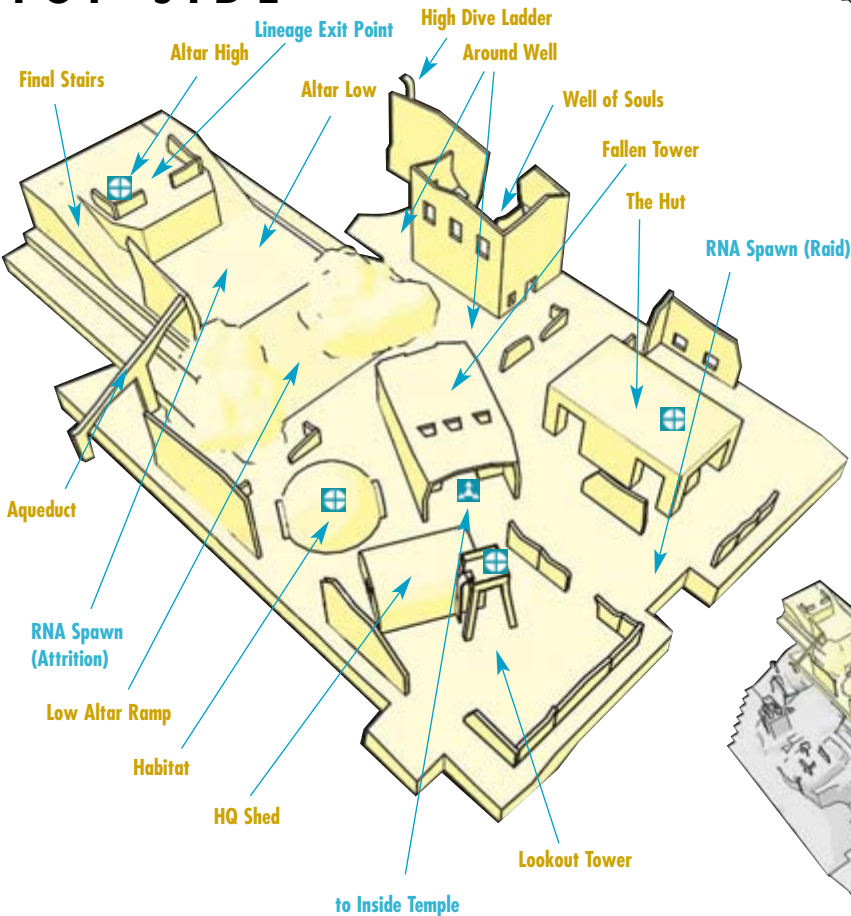
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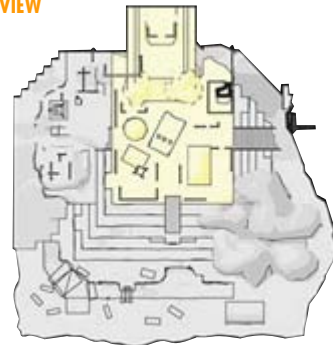
Sniper Spot



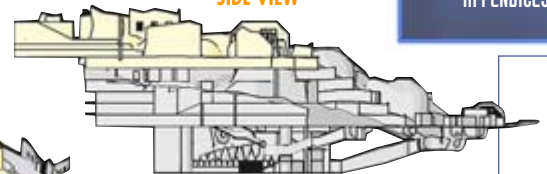
TOP SIDE



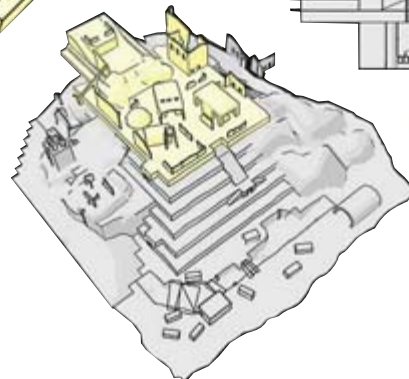
TOP VIEW



SIDE VIEW



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Sniper Spot
Teleport

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






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APPENDIX B: ACHIEVEMENTS

ACHIEVEMENTS













IMAGE	ACHIEVEMENT NAME	REQUIREMENTS	GAMERPOINTS
TRAINING ACHIEVEMENTS			
	Chapter 1	Complete Chapter 1	10
	Chapter 2	Complete Chapter 2	10
	Chapter 3	Complete Chapter 3	10
	Chapter 4	Complete Chapter 4	10
	Chapter 5	Complete Chapter 5	10
	Chapter 6	Complete Chapter 6	10
ONLINE ACHIEVEMENTS			
	100 Wins	Win 100 games	100
	3 for the Price of 1	Three kills with one grenade	25
	Assistant	5:1 damage/kill ratio (must have at least one kill)	20
	Blowhard	Gust 5 enemies to their death	10
	Dwarf Player	Play as a dwarf—100 games logged	10
	Dwarf's Scourge	Kill 100 dwarves	10
	Elf Player	Play as an elf—100 games logged	10
	Elf's Bane	Kill 100 elves	10
	Flag Runner	Take the flag all the way from the holder to the score zone	10
	Godlike	Take no damage in a round in which you kill all enemy players (at least six)	25
	Healer	Heal 50 pips with your Trees of Life in one round	10
	Heavy Smoker	Use Smoke for 60 minutes	10

ACHIEVEMENTS (cont.)

IMAGE	ACHIEVEMENT NAME	REQUIREMENTS	GAMERPOINTS
ONLINE ACHIEVEMENTS (cont.)			
	Human Player	Play as a human—100 games logged	10
	Lead Hose	Minigun—100 kills	20
	Master Blaster	Rocket launcher—100 kills	10
	Master Gardener	Strangle—five kills	25
	Master Ninja	Inflict 100 mortal wounds with katana	100
	Master Thief	Score flag without taking damage and at least four enemies within 20m of the score zone	25
	Popgun	Pistol—100 Kills	20
	Resurrector	Resurrect 100 allies	10
	Shadowrun Fever!	Catch it!	25
	Shotty	Shotgun—100 Kills	20
	Sniper	Sniper rifle—100 kills	20
	Special Delivery	Grenade—100 kills	20
	Street Samurai	Katana—100 kills	20
	Summoner	100 kills with minion you cast	10
	Target Lock	Smartlink—100 kills with Smartlink on	10
	Tatter Tatter	Rifle—100 kills	20
	Teleporter	Teleport—100 casts logged	10
	That Was Close	Kill the flag runner less than 10m from score zone (your team must win round)	20
	That's One Frustrated Sniper	Block 10 sniper shots with Wired Reflexes	10
	Triple Rez!	Resurrect three allies at once	10

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ACHIEVEMENTS (cont.)

IMAGE	ACHIEVEMENT NAME	REQUIREMENTS	GAMERPOINTS
ONLINE ACHIEVEMENTS (cont.)			
	Troll Player	Play as a troll—100 games logged	10
	Trollhammer	Kill 100 trolls	10
	Unstoppable	Kill 10 enemies in a row (without being killed)	50
	Well-Rounded	Win a Live! game as all different races	20
	Well-Traveled	Win a game on every map	20
	Winning Streak	Win 10 rounds in a row	10
	You're Coming with Me	Simultaneous kill (you kill the guy who killed you with grenade, etc.)	25
	Zombie Scores!	Score the flag as a zombie (bleeding out)	20
CROSS-PLATFORM ACHIEVEMENTS			
	BFF	Be in a party with players from both platforms and play in a public match	20
	Brother from Another Mother	Resurrect a player on the other platform	20
	Mine Is the Superior Platform	Kill 100 players on the opposite platform	50
	Small World	Play in a public match with opposite platform (game with both platforms present)	20
TOTAL			1,000

DEVELOPER TIP

All multiplayer achievements (everything except training) are based strictly on minimum four-on-four public matches. Offline bot matches, private matches, and dedicated server matches do not allow the earning of achievements or the incrementing of count-based achievements. At least one member of the *Shadowrun* team will be infected with *Shadowrun Fever* at launch—but we're not telling who yet.

—Sean Gilmour, Program Manager