

LURKER'S CRAFT

presents:

SECESSION

Design Document v0.1

Compiled by Paul Cameron

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EXECUTIVE SUMMARY

Title: Secession

Genre: Sci-Fi, real-time, 3D strategy/action shooter

Document Version: v0.1

Overview: Command a small, customisable group of mercenaries through various battlefields, allying with or combating other players in order to establish majority control of key locations in the game world. High-tech structures, weapons, and armoured suits deliver the primary visual aesthetic in Secession, in stark contrast to the scarred landscape players fight to control. A brooding, minimal, atmospheric soundtrack enhances the sombre tone of each battlefield.

The theme of growth through the sharing of skills is presented subtly via the game's interface and directly as players make vital decisions to develop the story. While players can choose to behave autonomously, they are better off working within a larger group and seeing first-hand that the benefits of doing so far outweigh the costs.

Category: Secession is a real-time, single and multi-player 3D strategy game that offers players solo through unit level control of specialist combat teams in a number of dynamic battlefield environments.

Platforms: Linux, Mac, PC. Secession is distributed via the steam workshop as a modification of the game *Running With Rifles*.

License: Original IP. Options exist for creating 3D-printed or die-cast models of the various unit types for use as part of a table-top edition of Secession or simply as collectors' items.

Play Mechanic: Each area in the *Secession* world has a number of zones that need to be captured and controlled by one corporation (or alliance) before the area is marked on the world map as owned by that entity. Each corporation's command staff drive each engagement, using radio announcements to advise mercenaries which targets and zones are of most interest, when.

A media organisation known as the *Broadcast News Network* (BNN) also makes regular announcements over the airwaves. Common BNN messages advise listeners of important game statistics and standings or offer special missions to all players. While the game is won and lost through majority control of areas in the game world, players can achieve a healthy side-income and may even acquire previously unseen or experimental technologies by investigating these BNN reports.

As players gain skill and complete mission objectives they can customise their character's abilities by spending **Resource Points** at upgrade centres. The character also has the option to lead and command an increasing number of friendly units as he or she accumulates experience and is promoted to higher ranks.

Technology: Secession (mod) operates over the *Running With Rifles* game, which is built using the *OGRE 3D* engine. The mod interfaces with the parent game via XML, Angel Script, shader, and OGRE material languages.

Target Audience: M/F 13+. Strategy elements present in *Secession* require a degree of mature thought; without such, the game would become a frustrating endeavour within minutes. War themes are a primary driver in the game, and mercenary behaviour patterns are commonly encountered in multiplayer games.

Key Features / USPs:

- Take command of a small group of mercenaries in a battle for planetary resources and possession.
- Align yourself with a number of corporations and take advantage of their distinct combat bonuses.
- Coordinate your team's movement with your allies to gain the upper hand in skirmishes.
- Hire specialist units to your team and use their skills to strategically conquer various battlefields.
- Step back from the front lines and take part in dangerous but lucrative contract missions.

SECTION 1: INTRODUCTION

* Readers are reminded that this document covers specifics of the Secession modification to Osumia Games': *Running With Rifles* game. Many of the base game's concepts are neither introduced nor explained in depth. Please consult the RWR Manual as necessary.

SETTING

The product is a real-time, single and multi-player combat strategy simulation set in a high-tech universe, where laser weaponry, powered armour, hovering vehicles, and robot drones form the primary arsenal of paramilitary organisations competing for possession of key geographical locations. *Secession* allows players to make their mark as a mercenary working for the largest five of these factions.

Each player controls a single unit of a larger force and engages in skirmishes across numerous battlefields seen from various camera angles. Players must choose to engage in combat or ally with other human and AI players as each force attempts to establish majority control of the universe.

Vibrant neon landscapes ranging from spaceports to deep wilderness combine with a retro-futuristic musical score to create a familiar yet unique synthesised environment.

STORY

We have achieved greatness. Technology has advanced to a point where human civilisation spans several galaxies and interplanetary space travel at speeds faster than light is the norm. Inanimate objects can be teleported hundreds of kilometres and intergalactic communications can instantaneously. But, the cost to purchase and maintain these devices is prohibitive to all but the wealthiest organisations.

We have achieved great greed. Huge corporations own and control all industry within the known universe. An unending stream of frenzied investment encourages corporations to expand their universal footprint at a relentless pace and to outperform their competitors at all costs. As new planets are discovered, their most promising resources and lifeforms are collected and brought back to corporation home worlds for further study and integration.

We have complete control. The corporations rapidly establish economic rule over the worlds they colonise, leaving the native inhabitants with little option but to work for the corporations in order to survive. On occasion, however, a corporation encounters stubborn, violent resistance from a planet's people. In these cases, the simplest solution is to offer contract work to mercenary factions and let their specialist units resolve the situation.

The factions video record these operations and use selected moments as advertising material that showcases the combat finesse, technical ingenuity, and great wealth their employees have attained. When the general public see a chance to exist as something other than a number belonging to one of the corporations, a significant proportion register their interest and await their opportunity to join BlastCorp, LifeCraft, ReflexArq, ScopeSystems, or WyreTek.

...

Without technology, corporations will fall. Without resources, technology will not exist.

...

Still, one's allegiance is to the highest bidder. Every mercenary who proves his worth to one faction becomes a prime candidate for assimilation within another.

Beyond the conflict occurring between the corporations and the mercenary factions, a media presence known as the 'Broadcast News Network' (BNN) keeps the inhabitants informed on matters ranging from places of interest to each corporation's overall performance and other statistics. The BNN even finds time to sneak in the odd product advertisement, but many rumour these are in fact encrypted transmissions.

SECTION II: GAME MECHANICS

What are the bits and how do they work?

OPTIONS AND SETTINGS

> DIFFICULTY LEVELS

Recruit

Enemy AI numbers and accuracy are heavily reduced. The player character starts with no combat experience, however, and cannot use advanced weapons or lead a squad until he has proven himself on the battlefield.

Professional

The default setting. Enemies are numerous and know how to handle a laser rifle. The player character is able to equip most faction weapons and can immediately recruit up to two squad members.

Veteran

The player character starts with a healthy bank balance and is awarded rank that unlocks all faction weapons and allows for up to five squad members. Combat zones are swarming with enemies who are deadly accurate. The player can only see enemies within a forward arc of their character.

> IN-GAME HELP

Overlays

RWR version 1.70 introduced a 'journal' mechanic, displaying interactive information panes in the top-right corner of the game hud when the player first encounters a new item, enemy, vehicle, or structure that has relevance to the current mission. While there are no plans to do so at this time, *Secession* may use the journal system if user testing reveals important game concepts are not being grasped.

HUD Indicators

Icons indicating the general location of mission objectives track along the screen edges as the player character moves around the game world. The icon disappears when the player character has moved within the relevant target area.

> LOAD/SAVE

Automatically managed, as per RWR.

Any number of save game slots can be created, allowing players to play through each faction's campaign concurrently.

CAMERA

> POSITION

The camera position and distance from the player character can be placed anywhere in 3D space, but only once per playable level. An **if** structure is used in `scripts/invasion/stage_invasion.as` to set the camera position based on the map being loaded. Depending on the setting of the level, one of four camera positions/modes is used:

Over-the-shoulder (long corridor)

These levels play out with a "cover-to-cover" feel like *Gears of War*.

```
camera.setStringAttribute("direction", "-0.01 -0.16 0.5");
camera.setFloatAttribute("distance", 12.5);
camera.setFloatAttribute("far_clip", 150.0);
camera.setFloatAttribute("shadow_far_clip", 150.0);
```

Side-scroller (2D platform feel)

The camera is close to the East/West (L/R or R/L) action in these levels, following the player character throughout a small vertical but long horizontal playing space much like *Golden Axe* and *Double Dragon*.

```
camera.setStringAttribute("direction", "-0.01 -0.21 0.5");
camera.setFloatAttribute("distance", 25.5);
camera.setFloatAttribute("far_clip", 95.0);
camera.setFloatAttribute("shadow_far_clip", 80.0);
```

Top-down (commander / drone view / orbital bombardment)

In these levels, the camera is on rails moving at a relatively constant speed and in a northerly (up) direction, similar to VSHMUPs like *Raiden DX*

and 1942.

```
camera.setStringAttribute("direction", "-0.001 -1.0 0.001");  
camera.setFloatAttribute("distance", 70.0);  
camera.setFloatAttribute("far_clip", 150.0);  
camera.setFloatAttribute("shadow_far_clip", 150.0);
```

Isometric / skewed top-down (similar to *RWR* 'vanilla' camera position.

This mode is used for large levels that simulate entire continents/planets.

```
camera.setStringAttribute("direction", "-0.3 -1.7 1.0");  
camera.setFloatAttribute("distance", 36.0);  
camera.setFloatAttribute("far_clip", 95.0);  
camera.setFloatAttribute("shadow_far_clip", 80.0);
```

> MOVEMENT

The camera follows the player character as it is moved around the game world. The camera tracks crosshair movement away from the player character and pans the viewfinder in that direction, up to the maximum visibility range of the player character's currently-equipped weapon or item. In some cases (e.g. binoculars, sniper rifles), this can mean the player character is no longer visible on the screen.

GAME INTERFACE

> CHARACTER MOVEMENT

WASD controls (N-W-S-E) with 360-degree rotation provided by moving the mouse pointer (crosshair) around the screen. LMB 'fire'. RMB 'issue move/attack order to squad'. Many key mappings exist. See in-game controls options if no info included in an appendix to this document :-)

> HUD

Crosshair

The mouse pointer controls the position of the crosshair on the screen. The character will attempt to look at and fire on this position. The crosshair can be moved over interactive objects in the game world to show tooltips and to interact with HUD overlays such as the journal

Commander messages (upper left)

Each faction's (AI-controlled) commanding unit maintains regular radio communication with his forces. These are announced as text messages.

General notices (upper right)

Alerts and information not specifically related to the player's faction appear as text in this area. Predominantly, BNN advertisements and missions are announced here.

Equipment overlay (lower left)

In the case of primary and secondary weapons, the 'b' key is used to determine which is active. An arrow indicator appears below the currently active slot.

- Primary weapon
- Secondary weapon / item
- Throwable weapon
- Armour

Location information (bottom, right of centre)

The nearest base name is indicated in this area, which appears as a progress bar to show control / dominance of the base. The colour of the controlling faction displays in the bar along with an icon representing an order to attack or defend the base appears when enemy units are also present within the boundary. This icon moves from left to right as a general indication of the ratio of attackers to defenders within the base area.

Squad size (bottom right)

The current and maximum number of units available to the player character as squad mates, along with a graphical indication of how many of these slots are available and filled appears here.

> MAP OVERLAY

Each game level is a separate map, and the topography and landmark areas of each map can be seen at a glance by enabling the map overlay, which can be dragged around by holding in LMB and zoomed in and out with the mouse wheel. The overlay is also capable of providing real-time feedback as to the whereabouts of tracked vehicles, friendly forces, and locations the faction commander wishes his units to attack or defend.

> SQUAD / AI CONTROL

Each time a character accumulates sufficient experience points (XP) to be promoted, he is rewarded with the ability to include an additional unit in his squad. The player can set a desired squad size (default: PageUp / PageDown) within the maximum or minimum numbers as indicated in the squad information section on the HUD.

- Move to / attack location (RMB)
- Charge area (double-click RMB)
- Form on me (RMB on self or move player character over an existing move/attack marker)

> RADIO CALLS

The radio call HUD overlay (default 'h') displays all calls available to the player character. Calls that the character does not yet meet the XP or RP requirements for are greyed out and cannot be selected from the list. The LEDs on the radio indicator on the bottom menu of the HUD light up corresponding with which calls can be made. The crosshair position (prior to opening the call overlay) is the location the call target action will occur.

> MISSION INTERCONNECTIVITY

Extraction points

When a mission's goals have been achieved, extraction point markers appear on the map overlay and the level itself. Multiple extraction points can exist on each map, with each point leading the player to a different mission (including returning to previous, completed missions).

Once a map's extraction points have been revealed, they remain available for the player character to use at any time, provided the current mission's goals remain complete (e.g. hold at least 5 bases; control the star port).

INTERACTION

> TERMINALS

This is one of the concepts that separates *Secession* from other RWR mods. Interactive terminals are generally found in close proximity to equipment such as AI turrets, repair stations, radio jammers, and all manner of locked doors. The resulting action(s) varies depending on the terminal's vicinity to electrical equipment, whether the terminal has been previously activated, and which faction the terminal belongs to. Generally, the result is that the terminal and its associated equipment will immediately fall under the control of the activating character's faction.

> TRIGGER AREAS

Another unique concept introduced in *Secession* is invisible areas (hitboxes, in RWR speak) in maps that trigger a resulting action when the player's character enters them. These results can be anything from changing the soundtrack or starting a dialogue to spawning units, repairing vehicles, or creating particle effects, to activating nearby objects, to shaking the screen so much the character is knocked over (and out) and a new mission is loaded. Some trigger areas are clearly advertised, such as doorway with a marker on it labelled "bob's guns and ammo", while others are not so obvious and the result is unknown or unexpected until it's too late for the player to do anything about it.

Bases

These areas are visible on the map overlay as dotted lines. The base's name generally appears in text next to these areas. Unless locked to one faction via the map's source file, bases can be captured by a faction holding a 3:2 unit majority inside the base area for a duration of 15 ~ 20 seconds. A faction holding no bases is unable to spawn new units. A faction holding all bases is declared the winner in conquest mission types. King of the hill (KOTH) type missions require a faction to hold one or more specific bases for a predetermined time period in order to be victorious.

Extraction points

Shortly after a player character enters the area indicated by an extraction point marker, the current mission ends and the commander announces specifics of the map the character is about to be transported to.

Platforms (not yet implemented)

Movable platforms (lifts, travelators) are triggered when player characters move within their detection area. Platforms replace ladders in *Secession* whenever relevant and appropriate to do so. Because players are not able to stand on vehicles, platforms may not be an option at all.

Repair bays

These areas are generally encompassed by a structure that suggests mechanical repairs are offered to vehicles entering it. Stopping a damaged vehicle within the designated area will see the vehicle completely repaired after a short period. Currently activated via a terminal at one of the repair bay's corners.

Traps

Punishments and deterrents (such as spawning multiple enemy units nearby, arming minefields, announcing a character's presence to enemy forces, etc.) that exist to impede the player character's progress. These areas may be suggested (e.g. by their vicinity to a surveillance camera) or completely undetectable.

GAME MODES

> CAMPAIGN (STORY) MODE

The player chooses one of five factions to work for as a mercenary. Each faction has its own ambitions and goals, but ultimately all factions wish to gain majority control of the *Secession* universe. This can be achieved through attrition or by forming alliances with other factions.

As the game progresses, the player has the opportunity to take on missions offered by various corporations and published via the BNN. The player (and his chosen faction) must be mindful of relations with various corporations, however; you can't always make someone happy without upsetting someone else.

When the player completes all missions available to his faction, he will be able to travel uncontested through each of these maps via extraction points.

> QUICK MATCH MODE

Each of the campaign levels can be played as stand-alone levels in this mode. The levels still offer all the functionality of the campaign modes (such as side-quests from the BNN and corporations) but don't support transit from one level to another or affect the world state when completed.

SECTION III: RESOURCES

CORPORATIONS

The player has the opportunity to engage with numerous corporate entities in the *Secession* universe. Initial contact occurs when the player responds to a mission or advertisement announced by the BNN. When the player completes a task for a corporation a reward is paid directly to the player character's inventory or faction armoury. In some cases, a side-mission (reachable via an extraction point hidden until this point) is offered to the player. These non-essential levels are often considerably more difficult than the story missions, but the payoffs are exponentially higher. New weapons, calls, and even inter-mission transport options can be unlocked if the player is able to align with one of the major corporations.

All known corporations are named, below, and a brief introduction is provided for the most prevalent.

>NUKE NARCOTICS

"Drop a bomb on your brain today". Starting as a fringe dealer manufacturing brain-buzz narcs, Nuke Narcotics hit the big time after chancing upon a compound they labelled *Z-Chromium*. The effects of the highly-addictive neuro-med are amplified on anyone with cyberised wet-ware. , and almost overnight built an empire was built off of a massive dependance on this substance. They've got the monopoly on the product, and will kill to keep on top of the market.

>UFORIA STIMS

"Embrace Uforia". Uforia stims focuses on enhancement-class drugs and nano-machines, targeted at high performance athletes, null-g fighter pilots, and soldiers. The stims are only mildly addictive but boost response times detectibly. They wish to push the levels of effectiveness and weed out the competition

>NORD MERC

"Protection, perfected". A Private Military Company comprised almost entirely of ex-SEC officers. Publicly they only do protection, but their clientele often include less respectable members of the underworld, and NORD Mercenaries have been linked to assassinations and other wet work all over.

>MAELSTROM MECHANICALS

"Your personal defensive army, available anywhere!" Maelstrom specialises in defensive robotics – primarily humanoid models – but have started to branch out into spider-tanks and tick-bots. The compact nature of the humanoid bots has meant they are present all over the city, performing both private and professional protectorate services.

>COREXIS SECURITY

Dedicated to the cause of true bleeding edge security, every COREXIS Firewall has one of their own engineers' cyberbrains installed. Static firewalls can be broken, AI firewalls lack flexibility, Only the human mind has the versatility to protect your network.

This company also manages to gloss over its "engineers" are actually executed convicts with wiped memory, a lobotomy and enough neural wet-ware to hard-ware interfaces to hide the back-doors they have seeded in businesses across the net...

>PETRO ENERGY

"If it burns, we can use it". "From Carbon to Cold Fusion. A brighter tomorrow from the glowing embers of the past". These guys will find every natural and unnatural resource they can and harvest it until nothing remains. The universe is infinite so they believe moderation is only for the meek.

>BIG CHEESE ENCRYPTION

Originally starting as a pizza joint, they quickly shifted to delivering encrypted data packs instead, offering *"Encrypted data transported in 30 minutes, or it's free".*

Widely used for shady deals and legitimate small businesses across the city, those smaller groups never realise exactly how much of their data is being skimmed and sold to the most valuable parties...

>HORIZON OPTICS

Specialising in remote surveillance on the surface, sea, and space. *"If you need eyes on it, look to the HORIZON".*

This company has reached manic levels of paranoia and watches everything, and may be used heavily by BNN

>FERTI-CLONE REPRODUCTIONS

Creating clones en masse has become this company's forte. *"Whether you need security clones or clones of yourself for replacement organs, you'll literally be beside yourself with joy".* Their ethical boundaries are constantly being pushed as they dwell in the grey of both legality and morality.

> MYLAR MUSCLES

Originally focusing on replacing human limbs lost in space mining accidents, they've moved on to generating artificial muscles and limbs that are vastly superior to anything you can grow yourself. Rumours exist that they purposefully deregulate safety requirements to ensure replacement limbs are always in high demand...

FACTIONS

The competing interests of five mercenary factions create significant conflict in *Secession*. The following paragraphs detail the similarities and differences of each such as their vision and mission goals, modus operandi, key (unique) arsenal, and specialist unit type.

> BLASTCORP

Clear leaders in the explosives field, BlastCorp simply want to prove they can blow everyone else away... and they have the hardware to do it. Their *Demolitions Trooper* is particularly powerful; not only do these units equip numerous high explosive weapons, their standard-issue heavy armour is one of the most resilient ever manufactured.

> LIFECRAFT

Specialists in survival skills and medical procedures, LifeCraft claim to be against fighting at all but acknowledge they first have to stop those who live for it. LifeCraft *Medics* possess weapons and abilities that can heal injured units or repair damaged vehicles within an area of effect. Many question the manner and choice of subjects upon which these techniques are used.

> REFLEXARQ

ReflexArq have developed a serum that improves the reflexes of its subjects. No other unit on the battlefield can match the speed and finesse of the ReflexArq *Light Foot*. They don't make it public, but the primary ingredient of their combat serum is a finite resource that is rarely found on inhabitable planets.

> SCOPESYSTEMS

A surveillance organisation focussed on increasing their universal footprint through intergalactic expansion, ScopeSystems are information brokers who regularly choose to sell their knowledge to the highest bidder. The ScopeSystems *Sniper* equips human-portable versions of some of their most prolific long-range targeting and monitoring equipment.

> WYRETEK

Still recovering from data corruption – and nursing a damaged reputation as a security specialist – after being compromised some months ago, WyreTek suspect another technological attack is imminent. Their *Communications Technicians* operate superior technological devices that allow them to scour transmissions originating from other factions. WyreTek staff hope to establish who was responsible for the hack on their own systems so they may begin to understand why they were attacked.

> BROADCAST NEWS NETWORK (BNN)

The true identity of the BNN is revealed near the very end of *Secession*. They've been feeding the masses with news they wanted to hear for so long that none suspected that the BNN has always been a player.

UNIT TYPES (CLASSES)

Artificial Intelligence / non-player characters appear as any of eight unit types, which are detailed in the paragraphs that follow. The player can build her character around any combination of these classes' default load-outs.

> LIGHT FOOT

This unit is a scouting and reconnaissance specialist, able to equip assault rifles, automatic sidearms, and light armour. The light foot generally avoids direct confrontation with enemy units and vehicles, waiting for support units to arrive while deploying devices that scan, distract, and disrupt the enemy.

> HEAVY TROOPER

Machine guns, automatic shotguns, rocket launchers, and the most protective armours are standard-issue kit for the heavy trooper. While other classes are generally more mobile, none can boast the sustained damage output or survivability of the heavy trooper. These units are ideal for launching frontal assaults or providing suppressing fire.

> GRENADIER

These units reserve the majority of their inventory space for throwable items and have access to higher-powered grenades than other classes. The grenadier still equips an automatic sidearm and medium armour to allow them to remain versatile on the battlefield. These units are able to call for additional grenadier-specific supplies for themselves and others to use.

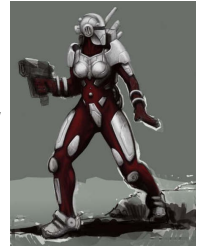
> DEMOLITIONS TROOPER

A demo trooper's equipment can punch a hole through the most stubborn frontline, stop a line of armour in its tracks, or level multiple enemy structures within a few seconds. No other unit type can deliver massive amounts of targeted damage as effectively as a demo trooper who has been able to rig the area with remotely-detonated explosives. Demo troopers can have additional rockets and C4 airdropped via a resupply call. The size and bulk of weapons in a demo trooper's arsenal prevents them from equipping two-handed primary weapons or the heaviest armours. They will generally use an automatic pistol if forced into close combat.

> COMMUNICATIONS TECHNICIAN

Comms techs are masters of manipulating electrical signals and operating devices that transmit and respond to them. These units have access to an array of radio calls that allow them to attack, defend, or support multiple units within large areas on the battlefield. In order to acquire these specialist skills and devices, comms techs must forego gaining proficiency with heavy weapons.

High-level comms techs can equip a lightly-armoured backpack that amplifies their abilities and grants additional class-specific radio calls.



> MEDIC

In addition to training in assault weaponry and combat tactics, medics study techniques that allow them to identify and treat wounds and injuries sustained on the battlefield. They are also skilled in repairing the various armour types worn by combat units. Health and armour kits can be restocked via a priority radio call.

> SNIPER

Ideally suited to tasks where a frontal assault is out of the question, these units use long-range equipment to distract, deter, and destroy enemy defences. Experienced snipers have access to camouflaged armours and laser targeting equipment, granting them the ability to call in devastating orbital strikes while remaining nearly undetectable.

> CIVILIAN

These ancillary units are responsible non-combat functions such as administrative and labouring duties. Civilians are generally found building and maintaining structures such as terminals and repair bays, but will call HQ to report hostile presence and even attack enemies if provoked.

WEAPONS

> PRIMARY

- Laser Pistol
- Laser Sub-machine gun
- Laser Rifle
- Laser Rifle Extreme
- Laser Scattergun
- Sniper Rifle

> SECONDARY

- Laser Pistol
- Laser Sub-machine gun
- Rocket Launcher

> THROWABLE AND EXPLOSIVE

- High Explosive grenade
- Impact Grenade
- Stun Grenade
- C4

> FACTION-SPECIFIC

BlastCorp

Sticky Grenade Launcher. 10-second timer, also supports immediate remote-detonation.

LifeCraft

Heal Grenade Launcher. Revives all wounded soldiers within the grenade's blast area.

ReflexArc

Antidote is medic-specific secondary weapon. It is the only item capable of reviving a RA unit who is suffering a slow death after using an InvinStim (see RA carry items).

ScopeSystems

Armour-Piercing rounds. Granted by weapon. See associated call.

Explosive rounds. Granted by weapon. See associated call.

Target Designator. Grants a sniper the Orbital Bombardment call.

WyreTek

EMP grenade. Detonation disables all vehicles and powered devices within a moderate area.

VEHICLES

> DROPSHIP

Heavily armoured transport spacecraft capable of flight within moderate atmospheric and gravitational environments. Dropships act as the initial spawn point in missions linking to and from '[spacecraft in transit](#)' levels. Dropships appear as static models in these levels, but have manned turrets that will fire bullet and rocket projectiles at enemy units that stray too close.

> EMPLACEMENT

Moderately armoured weapon turrets that, when manually deployed or activated by a terminal, fire on all enemy units within their field of view. Commonly armed with a minigun or rocket launcher.

> REPAIR BAY

Damaged vehicles can be parked inside these structures. Repairs are performed over time when an infantry unit activates the terminal located at one of the corners of the repair bay.

> SPEEDER

A very fast, lightly-armoured, single-seater hovercraft.

> SURVEILLANCE CAMERA

Generally found affixed to buildings and other structures, the Surveillance Camera acts as an early warning system that detects enemy units that enter a pre-defined trigger area (trap type) that the camera overlooks. When a camera detects an enemy in its trigger area, a resulting action occurs, such as a commander notification to the friendly forces, a friendly unit is deployed to investigate the area, etc.

Cameras can be (de)activated or hacked and taken over by another faction through the use of nearby terminals.

> TERMINAL

When a player character is near a terminal object, the player is prompted to press the space bar to attach to the terminal. When attached, the terminal is activated with LMB.

CARRY ITEMS

Items the player can use in each level are displayed in the in-game GUI (see [Game Interface](#), above)

The full list of carry items is found in [common resources](#). A noteworthy subset is included, below:

> ARMOUR

Light

Available to all units. The armour is rendered unusable after sustaining the direct impact of one projectile or explosive blast.

Medium

All units bar light foot can wear this armour. Provides twice the protection of light armours.

Heavy

Available only to heavy troopers. Protects against four projectile or explosive impacts before being destroyed.

> LOOT / PICKUPS

Access Cards

Characters may purchase, find, or be awarded card/key items that can be inserted at terminals and other vehicles in exchange for supplies, reinforcements, transport (within and between levels), or artillery/fire missions. Although these items come at great expense, they are the only option for units who have limited radio training, and in some cases, the only way for a unit to advance between levels (e.g. all exits are via spaceports).

Dropship Pass

These items can be surrendered at terminals found near extraction points linking to off-world missions. One dropship pass allows a single entry/attempt at the linked mission.

Minor corporations may offer these passes as payment for completed missions advertised through the BNN. When a corporation's pass is used at an extraction point, the resulting mission takes part aboard a dropship owned and operated by the corporation instead of a generic spacecraft. This can work both for and against player characters; the character may gain access to corporation-specific hardware while in transit or may become a hostage on the dropship until it reaches its destination or the character locates and uses an escape pod.

Terminal admin

Insert one of these cards into an enemy-controlled terminal to attempt to hack the device and make it work for the player character's faction. May occur in multiple formats, each having its own routines that alter the chance of success.

Transfer storage

These cards are used to store any amount of universal currency ('transfer'). They offer characters the ability to have resources on hand while keeping the character's actual bank account out of reach. As a result, transfer storage cards are very popular and can be found on most characters.

Keyless Entry

Harking back to vehicular remote control systems of the 20th Century, these relatively common cards allow the holder to unlock one nearby vehicle.

Briefcase and cargo truck rewards (types of missions, don't just copy them)

> FACTION-SPECIFIC

BlastCorp

Impervavest

Immune to all projectiles bar explosives and melee attacks. Greatly reduces movement speed.

Power armour

Impervavest with a speed boost. Plan to convert to a vehicle with an invisible driver. Needs to be airdropped via a call.

LifeCraft

RezArmour

This armour grants the player character the ability to self heal (may require a custom call available only to the wearer) shortly after being placed in a wounded state. The armour is destroyed by this action.

ReflexArc

InvinStim

When the wearer would have otherwise been put into a wounded state, she gains an incredible speed boost and becomes invincible for ~30 seconds. When this timer expires, the wearer collapses wounded, unable to respawn unless a RA medic attends with the antidote within 60 seconds. If no help arrives, the player character is permanently killed and the current mission ends as a total failure.

WyreTek

Walkie Talkie

The *WT* for short, this item is the equivalent of the class-specific *Comms Radio*, but is immediately available to all WT unit types. WyreTek comms techs gain further, additional radio calls such as remote hack by equipping this carry item.

> CLASS-SPECIFIC

In addition to the items listed above, units can utilise equipment unique to their soldier class.

Sniper

Disruptor vest

A lightly-armoured vest that generates an electrical noise field around the wearer to confuse the naked eye and disrupt targeting equipment.

Communications Technician

Comms Radio

Affords the wearer the equivalent of light armour while greatly boosting radio signal strength

Medic

Medikit

Armour repair kit

CALLS

> COMMON

- BNN Advertisement: Replays the most recent BNN advertisement in the HUD's notification area;
- BNN Mission: Replays/displays the current BNN mission in the HUD's notification area.

> FACTION-SPECIFIC

BlastCorp

- Annihilator Artillery: As the name implies, a large radius around the target area is bombed repeatedly until decimated;
- Hot Potato: A very heavy, timed explosive is teleported into the backpack of a soldier near the call's target location. If the device is not detected and dropped before the timer expires...;
- Power Armour: A one-man exo-skeleton is delivered to the target location. The armour increases the wearer's speed significantly and makes him impossible to defeat without explosive weaponry;
- Minigun/Grenade Launcher Turret: A deployable, stationary minigun or grenade launcher is dropped at the target location.

LifeCraft

- Conversion: Dead or dying units within a moderate radius of the target location are healed and converted to LifeCraft units;
- Forcefield: Generates a shield with a very large radius that is impervious to projectiles. Infantry and vehicular units can pass through the field, however;
- Heal bomb: Multiple projectiles capable of healing wounded infantry units are deployed in a large radius around the target location;
- Repair bomb: Similar to the heal bomb, these projectiles repair damaged vehicles within a large radius of the target location.

ReflexArc

- Nanobot cloud: Microscopic devices are distributed throughout a very large radius around the target location, blinding enemy infantry for a moderate amount of time;
- Sprint: A faction-wide charge is requested, overriding any directives of the commander for a lengthy duration;
- Teleport (out): Friendly units within a small radius around the target location are teleported off the battlefield to a secure holding area. Holds up to 10 infantry units;
- Teleport (in): Returns all teleported units to the battlefield. Very useful when overwhelming numbers are required for a base attack.

ScopeSystems

- Armour-Piercing rounds: A crate containing an sniper rifle with ammunition capable of penetrating;
- Explosive rounds: A friendly spacecraft delivers a shotgun with explosive shells to the target location;
- Stealth Probe: A near invisible device is dropped at the target location. The probe spots and alerts of enemy vehicles passing nearby;
- X-Ray: Reveals the contents of locked crates as well as detects traps within a large radius around the target location.

WyreTek

- Defend: Overrides any attack order by the WyreTek commander, instructing units to focus on base defence for a long period of time;
- EMP: Artillery delivers a single EMP projectile that disables all electronic and armoured vehicles in the area for a moderate period;
- Jammer: Remotely jams and disables radio communications for opposing forces for a lengthy duration;
- Pathping: Reveals all enemy networked devices such as important structures and vehicles on the map overlay;
- Propaganda: Wirelessly distributes a variety of messages touting the merits of technological supremacy to infantry units within a large

radius of the target location. Almost all of these will immediately join and start fighting for WyreTek.

- Remote hack: Allows the unit to (de)activate terminals without needing to attach to it directly. Moderate chance of success, small chance of failure, small chance of critical failure where the terminal short circuits and the equipment it manages remains controlled by another faction permanently.

> CLASS-SPECIFIC

In addition to the calls listed above, unique radio calls are available to each soldier class.

Light Foot

- Radio Jammer: A friendly spacecraft passes overhead and drops a self-deploying radio jamming device, which prevents nearby enemies from sending or receiving radio traffic.

Heavy Trooper

- Resupply: A flyby from a friendly craft drops a crate containing 2-4 rocket launchers.

Grenadier

- Resupply: A friendly spacecraft flies over and drops a crate containing 2-4 high explosive (HE), 2-4 impact, and 1-2 stun grenades.

Demolitions Trooper

- Resupply: A friendly spacecraft flyby drops a crate containing 2-4 C4 charges and 1-2 rocket launchers.

Sniper

- Target Designator (requires laser sight on primary or laser designator secondary): Requests a devastating orbital strike to occur at the target location. Laser must remain active until the strike concludes to guide the ordnance to the target.

Medic

- Resupply: A friendly flyby drops a crate containing 2 bandages and 2-3 med kits.

SECTION IV: GAME FLOW

This section details how the game / campaign progresses.

Primary and Secondary objectives

Each area in the Secession world has a number of zones that need to be captured and controlled by one faction (or alliance) before the area is marked on the world map as owned by that entity. Each faction's command staff advise mercenaries which targets and zones are of most interest throughout each battle.

Tertiary objectives

The BNN posts regular announcements over the airwaves, advising listeners of locations of interest in their current area and statistics pertaining to the greater world. Mercenaries can investigate reports of misplaced supply drops or attempt high-risk missions that have been posted by external parties. Forming friendships outside of the major corporations can earn players a healthy side-income and may even allow them to gain access to unknown or experimental technologies.

MISSION TYPES

A finite number of pre-rendered combat landscapes are included in Secession. The location of starting bases and faction resources (e.g. weapon emplacements) will differ depending on the faction chosen and the state (win/loss/in contest) of the level as a campaign progresses, however. Some maps are available only to certain factions, so variety and replay-ability are guaranteed.

The following paragraphs provide general information around the types of missions available in *Secession*. For specific details on individual maps, see [Section 5: Maps](#)

> INTRODUCTION

Each faction's first mission provides a brief rundown / recap of the various key mappings and encourages the player to use faction-specific resources and abilities to capture a central base, which becomes the faction's headquarters and a starting point for future missions.

> SPACECRAFT IN TRANSIT

These vital, bridging levels occur inside a spacecraft's cargo dock (or similar) and often utilise an over-the-shoulder camera angle. The player is commonly tasked with mounting an assault inside an enemy faction's spacecraft or defending a position from waves of approaching enemies. Success in these missions allows the player to gain or maintain access to other planets in the *Secession* universe. Failure blocks the faction's progress along that path until sufficient resources have been accumulated to launch another spacecraft.

> DIVERSION

In these missions, the player is often provided with custom, heavy weapons and armour and must cause havoc at one or more locations on the map within a given time period. A successful diversion may unlock a mission that is otherwise unavailable, while a failed attempt may impede such progress or have a negative impact on the faction's holdings.

> CONQUEST

Typical, bread-and-butter type missions where the objective is to capture all of the bases and/or eradicate all hostile presence from the map. These missions are generally displayed in isometric view, but can also appear as a side-scroller.

> INFILTRATE

The player character must act alone to capture as many bases as possible on the map without alerting enemy forces to his presence.

These missions may generate search and rescue / destroy side quests based on targets of opportunity at the bases that must be captured.

> ESCORT

These missions require the player's faction to protect one or more entities (e.g. people, vehicles, carry items) while in transit between two points. Any camera mode may be used, and in some cases the same map may be played from different camera angles. Additionally, a mission timer may be employed, forcing the player to complete the escort task before the clock expires or the mission will be failed (e.g. a tanker filled with a dangerous fluid/gas has reported its cargo has become unstable. The tanker must be evacuated from the city).

Escort missions may be offered by the BNN as a side mission within a larger level.

> SEARCH AND RESCUE / DESTROY

The player is provided with an area of the map in which a target is to be found and recovered or destroyed. Again, a time limit may be enforced and these missions may be offered via the BNN as side quests.

> ORBITAL BOMBARDMENT

A top-down camera angle shows a spacecraft belonging to the player's faction flying over a landscape littered with enemy structures. In these missions, the spacecraft moves automatically from start to finish or until shot down. The player is given control of the spacecraft's arsenal and is expected to cause as much damage as possible to enemy buildings, weapon emplacements, and so forth. These side-missions may be replayed for the purpose of accumulating XP and RP (based on the number and type of targets destroyed), but are not essential to complete in order to win the campaign.

FACTION MISSIONS

> BLASTCORP

1. (in transit, intro): Brute force your way into the stronghold via a series of narrow passageways (a simple labyrinth, of sorts), using cover objects to assist in progress. Various mini bases (checkpoints) can be captured along the way to open new spawn points for units instead of having to run all the way in again. Final goal is to reach the courtyard in front of the base, where you meet a BC veteran looking for trouble. He teaches you how to call in the BC Exo suit (vehicle), which you use to lay waste to the remaining enemy forces and blow open the blast door that protects the base area. Captured base becomes BC's HQ.
2. (side-scroll, escort): Help gung-ho guy (from mission 1) to reach the spaceport. Board the spacecraft to end mission.
3. (orbital bombardment): soften up a drop zone and deploy him and a squad near a fortress. Mission win when he reaches trigger area on map.
4. (spacecraft in transit) defend the spaceship from an attack, ultimately forced to use escape pod when you learn the ship is rigged to blow
5. (open world, infiltration): end up on the planet you deployed gung-ho guy to and after a series of base conquests, meet up with him again, only to discover he and his squad are leaving BlastCorp and have stolen a bunch of BC tech to take to their new employer. Decide to join them (6a) or attempt to stop them (6b).
6. (final mission [I] selection):
 - a. (open world, diversion): Launch a surprise attack on the spaceport, capturing and holding it for long enough for gung-ho guy and his crew to commandeer an undefended dropship and load up their equipment. If successful, they will radio you to join up with them and you can escape together. When you are on your way to the dock, an unknown faction / group with considerably more advanced tech than your own appears and blocks your path. They offer you to join them (7a) or they will take you by force (you promptly lose any fight against them, and are automatically transported to 7a)
 - b. (corridor, search and destroy): Blast your way through a series of emplaced turrets and other nasty, automated bad guys as you attempt to catch up to gung-ho guy. You encounter mini-bosses (gung-ho guy's junior officers) along the way (checkpoints/bases) until all are defeated bar gung-ho guy himself. Soon realise you're not going to take him down on your own. See a bunch of terminals in the area. When all are activated, a bunch of unknown faction units appear and help you put gung-ho guy's plans to rest. Invited to their base via exfil point (7a). Alternatively, BC commander advises a teleport back to BC home world is available (7b).
7. (final mission [ii] selection)
 - a. (open world, search and rescue) Wake up in a room in BNN base. You are weaponless, and the place is a claustrophobic maze of dark corridors. BNN commander is in your ear throughout mission, encouraging you to join them or things will become unfun for you very quickly. BNN tech materialises in front of you at times, giving you a taste of the power you could wield if you joined them. After plenty of opportunities to kit up as you wish, you must choose either to try to destroy BNN HQ (do so and exit to 7b) or join them (follow a path into increasing darkness, triggered sfx. End campaign (victory), suggest more to come playing for BNN in future campaign).
 - b. BC home world, BC HQ. Arrive to a hero's welcome. Receive medal of honour in ceremony (grant achievement) and mega promotion. End campaign (victory).

> LIFECRAFT

1. (conquest, intro) No way into stronghold can be found. LC units getting slammed by turrets etc. Start weaponless, apart from knife, stun grenades, and medkits. Learn to heal/revive units being gunned down and gather equipment and Resource Points (RP) in order to be able to make radio calls required to finish the mission. When enough RP gained and > 3 minutes have passed, requested to attend to a downed LC commander at specific grid reference for urgent heals. When at location (can we spawn an LC forcefield here or similar to buy us a few moments of uninterrupted time?), find the wounded commander on death's doorstep. In the commander's last breaths, she mentions the LC Conversion call (in some confused jibberish so player can't grasp what it's all about). Commander dies and drops LC heal grenade launcher. Use the launcher to revive wounded units charging the enemy base and assist in its capture.
2. (open world, escort, KOTH) Commander from intro mission turns out to have been super high rank. You're attending her funeral service with a number of other LC units. At conclusion of ceremony (mission starts as it's wrapping up), the casket is being relocated to the burial

ground. You are part of the guard of honour, conducting the escort. While fending off the odd wave of attackers (some have rocket launchers trying to blow apart the casket, which is a vehicle with stacks of health but not invincible), the deceased commander's voice reaches out to you via commander chat. Starts to make a little more sense but still not enough to clearly state what and how the conversion call works. Safely escort the casket to the burial ground and hold the area for 60 seconds. Many enemy units charge from all directions in an attempt to overrun the burial site. A swirling, blood-red particle effect appears over some of the dead hostile units and an LC unit appears in their place shortly afterwards.

> REFLEXARQ

1. (conquest, intro) Start in a gorge, avoiding sniper fire from top of cliffs as well as general foot soldiers. Gain RP (magically at trigger point of map or by grinding bads on your level) and learn to use RA Nanobot Cloud to obscure vision of opponents and sneak past them. Continue the approach until no further progress can be made (cliffs prevent it). Use RA Teleport calls on units to move them to the top of cliffs and allow them to take over a base. On takeover, clear a path (destroyable wall or something) to allow player into final area. General gunfight here and capture base.
2. (Spacecraft in transit, distraction). No enemies in the level. Cruise about the spacecraft until you come across an RA guy coming down hard (wounded). Player learns about RA dependence on serum and is asked to create a diversion while other guy steals some meds. If you help the guy, he drops an *Invinstim* for the player after task is complete (requires blowing up stuff that kills some RA people, loss of RP). If player doesn't help, junkie guy rages for a while and dies. Mission ends when commander voice advises destination coming up and prep for drop onto planet.
3. (open world, search and rescue) RA are mining resources on the planet but other forces are out to stop them. WyreTek units keep remote hacking the vehicles / ore hoppers. Find their base and wipe em out. BlastCorp are here to make bigger explosions for the sake of it. Stop them, too. Detonations on rock faces uncover tunnels. Take any of these to link up with mission 5 via mission 4 tunnels.
4. (in transit, scroller, infiltrate) follow the tunnels, loot grab in a maze really. Multiple bases mark entry and exit points to/from mission 3.

> SCOPESYSTEMS

1. (conquest, intro) Progress through thick woodland area until arrive at small clearing just before stronghold's walls. Can use calls now. Call in Armour-Piercing rounds and use to take out guards stationed on stronghold walls (manually spawned in specific positions at start of level to avoid respawn issues). Call in Explosive Rounds and use to destroy generators that are powering the blast door and turrets that are preventing access to the base.
2. (conquest, escort) HQ established, time to place some probes out in the field to act as early-warning devices. Collect from crate near start location. After placing a stealth probe or two, an unknown unit is detected. Go to investigate and find it's an SS Sniper (in lone wolf mode). Odd that SS gear would fail an IFF check on friendly unit. The probe isn't saying unknown any more so all clear. Sniper asks you to act as spotter for an orbital strike on a hostile corporation's base not far away. Introduces you to the laser target designator call. After explosions, it's time to go and investigate the rubble.
3. (infiltrate, search and rescue) Player character has under 10 minutes to complete mission before hostiles will arrive to investigate. Search the corporation's destroyed base for access cards, find at least one keyless entry card and escape with speeder prototype.

> WYRETEK

1. Start in trenches near stronghold. Find a downed comms tech and pick up their radio. Use to make path ping call to spot enemy patrol vehicles. Get close enough to one of these vehicles and use EMP call to eject its troops, overpower them, then steal the vehicle. Use the stolen vehicle to lay waste to everything you can and blow open the blast door to the base.

SECTION V: MAPS

This section includes images of every Secession game level, from the overhead `map.png` to reference images of landmarks and other areas of interest in each level.

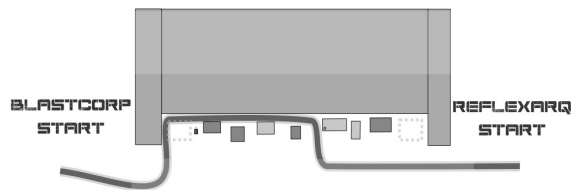
OPEN WORLD MAPS:

> INTRODUCTION

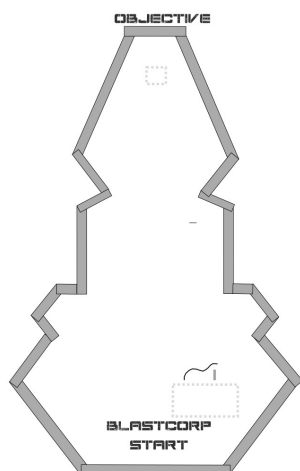
TRANSIT MAPS:

These levels are created as a narrow path S-N (over-the-shoulder) or E-W (2D-platformer). The distance the player character can move on the X-axis (East-West) or Z-axis (South-North) is commonly constrained by invisible walls, which may have a texture applied to prevent breaking the player's concept of freedom of movement.

> BC SIDE-SCROLL 1



> WAREHOUSE 1



TOP-DOWN MAPS:

(commander / drone view / orbital bombardment)

The camera in these levels is "on rails", allowing the player to focus entirely on causing as much destruction to the battlefield as possible. (concept follows) An invisible, invulnerable player character is moved upwards (S --> N) at a constant speed, giving the player the illusion he is onboard a spacecraft or watching a video feed of a drone that is orbiting the planet below. Items just off-screen can be seen by moving the mouse pointer to the far left or right of screen, panning the camera a short distance in these directions.

The goal of these levels is to reduce the opposing force's presence in the area by destroying them with the spacecraft's weapons (pulse laser cannon and bomb as primary and secondary weapons, respectively). **Issue:** How to show weapon fire originating from the extremities of the screen to give the impression the player is in the gunners seat/viewport on an orbiting spacecraft? The player also has the ability to deploy (e.g. HALO/teleport) troops throughout the level so they can stage an attack, reconnaissance, rescue, etc. operation (this may even be the player character's next mission).

SECTION VI: NON-PLAYER CHARACTERS

ARTIFICIAL INTELLIGENCE

> CHARACTER BEHAVIOURS

While character AI routines are not exposed to the mod, many of their input variables are adjustable, allowing some variation in the behaviour of AI controlled units. Each character class has a custom AI behaviour definition. See `factions/<unit_type>.ai` for specific settings.

> STORYLINE CHARACTERS

Faction Commanders

Each faction has an AI commander who issues mission briefing and state announcements along with attack and defend orders over the radio. Although the commander isn't directly involved on the battlefield, the orders he/she provides alter the attack and defence stances for the faction AI. As the campaign missions progress, the commander's announcements become more relevant to how the overall battle is progressing, and why it is occurring at all. The player character is encouraged to follow the faction commander's direction – and will need to do so in order to complete the *Secession* campaign – but in most cases isn't required to do so as a top / sole priority.

Faction Specialists

Through its support for custom unit types, RWR opens up the ability for 'hero' type AI units to spawn or be programmatically inserted into levels and provide scripted quests (e.g. VIP escort / assassinate). See [Primary NPCs](#) later in this section for some examples.

BNN Newsreel

The BNN missions and advertisements are posted by unseen characters, in much the same as faction commanders communicate with their units.

Corporation heads

The minor corporations utilise the BNN to distribute their missions and advertising material. Player characters may engage with staff from these corporations directly or via radio communications while carrying out their missions. Such discussions, and the player character's performance during these missions may have major consequences for the player's faction and future contract opportunities with the corporation.

NPC STORY ARCS

In addition to the player character developing her skills as the game progresses, non-player characters change their behaviours based upon the choices the player character makes. The paragraphs below discuss how the story for each faction plays out, and how primary NPCs engage with the player character throughout each campaign.

> PRIMARY NPCs

BlastCorp

Gung-ho guy. First meet him when he helps you complete the final assault in intro level to take over HQ base.

This guy used to star in action movies until the factions started streaming ad-free video feeds of their specialist mercenaries on real missions with real risks. Movie corps couldn't compete and were forced to lay off staff, like this guy. He joined BlastCorp not only to prove his combat skills were real, but also because deep down he desperately missed the fame. He's a mercenary faction's ideal poster-boy.

Late in the BlastCorp campaign, the player discovers this NPC and other members of his team are defecting and taking a significant amount of hardware with them.

LifeCraft

Dying commander in mission 1. Ultimately teaches you conversion call after returning from the dead late in mission 3. She turns out to be an undead necromancer type. Practically fell into the role while working as a grave digger. Took it up with the intention of helping souls pass onto the next life, only to discover many of them wanted to stick around... as her servants.

She takes a liking to the player character and reveals almost all of the high-level LC abilities. Late in the LC campaign the player can choose to join her and fight for the humans or to become a cyborg working with the BNN, attempting to eradicate the fleshy types before things get really out of hand.

ReflexArq

Guy coming down from a really bad trip. Realise later RA is all about the juice, and it's quite addictive stuff, and it only comes from one type of rock/oil/blah. Ultimately choose to join up with a bunch of disenchanted RA units to overthrow RA as a whole (by this point you're all out of juice and running on fumes and bad attitudes. Might want to get some hardware assistance from a minor corp before trying to take on the big dogs), realise that the top of RA is a literal puppet for BNN, who have him wired up and drip-feed him the RA serum – which is actually a by-product of the stuff you've

been mining.. BNN AI needs the actual resource to continue its existence). Alternatively, see the serum as a necessary evil and save RA and its poor leader from the hostile take over... with a little help from BNN kit and units.

ScopeSystems

Lone wolf sniper appears here and there (often by pure chance, occasionally we intentionally put the character there) to send the player on critical story missions for SS and also to divulge more and more background tidbits as the missions progress. The NPC's sex isn't revealed until an explosion blasts the full-face helmet off to reveal...a robot. No time to explain right now... the player character and AI must work together to escape from a series of traps set for them aboard a minor corporation's dropship and reach the escape pods. When the two meet again (a chance they may not have landed in the same area at start of next mission), we learn this unit has been planted into SS as a counter-intelligence AI (part of the BNN).

WyreTek

BNN

> GENERIC NPCs

See `languages/en/default_shared_character.xml` for lists of general chat statements generic NPCs may make based on their location and situation.

SECTION VII: NEXUS

This section includes images and flow charts for the various menu systems used to navigate the game.