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Installation

To install Unreal Tournament 3™ to your computer, follow these steps:

1. Insert your "Unreal Tournament 3™" DVD in your DVD-ROM drive.
2. The install program will automatically begin. If not, browse to your DVD-ROM drive and double-click on SetupUT3.exe.
3. Select the language you would like to install and select OK.
4. Read the End User License Agreement and if you agree, select YES.
5. Select Browse to change the directory to install the game to, otherwise select Next.
6. Unreal Tournament 3 will now begin installation.
7. Once the installation has completed, select Finish.
8. The first time you run Unreal Tournament 3 following installation, the game will prompt you to enter your Product Key. The Product Key can be found in the game's packaging.



Installation Key Code

Controls

Action	Key Set 1	Key Set 2
Move Forward	W	Up
Move Backward	S	Down
Strafe Left	A	N/A
Strafe Right	D	N/A
Turn Left	Left	N/A
Turn Right	Right	N/A
Jump	Spacebar	N/A
Crouch	C	N/A
Fire	Left Mouse	N/A
Alternative Fire	Right Mouse	N/A
Use	E	Enter
Feign Death	F	N/A
Switch to Best Weapon	G	N/A
Previous Weapon	Mouse Scroll Up	N/A
Next Weapon	Mouse Scroll Down	N/A
Impact Hammer	1	N/A
Enforcers	2	N/A
Bio Rifle	3	N/A
Shock Rifle	4	N/A

Controls

Action	Key Set 1	Key Set 2
Link Gun	5	N/A
Stringer Mini-gun	6	N/A
Flak Cannon	7	N/A
Rocket Launcher	8	N/A
Sniper Rifle	9	N/A
AVRiL Longbow/ Redeemer	0	N/A
Translocator/ Hoverboard	Q	N/A
Transmit Voice	B	N/A
Talk	T	N/A
Team Talk	Y	N/A
Taunt 1	J	N/A
Taunt 2	K	N/A
Horn	L	N/A
Show Menu	Escape	N/A
Show Command Menu	V	N/A
Show Scoreboard	F1	N/A
Show Map	F2	N/A
Toggle Minimap Views	F3	N/A

Login



Login

The Login Screen includes an option to insert a **Username** and **Password**. You'll create these when you create a profile. Logging in with a Username and Profile will allow you to connect to the many online options found in the game.

Check **Save Password** to have it stored and automatically entered the next time you play the game. Check **Automatically Login** to bypass this screen entirely the next time you login in. You can always return to the Login screen by selecting Logout from the Main Menu.

If you wish to play offline, please select the **Play Offline** button. Multiplayer features will be disabled when using this Profile.

Create Profile



Create Profile

Before you can access the online features in the game, you'll need to use the Create Profile option to choose a **Username** and **Password** and register to the official UT3 network. You'll also need to enter a valid email address in order to retrieve forgotten login and password information. This information can be retrieved at www.gamespyid.com.

Creating a Profile allows you to take advantage of **UT3 Stat Tracking** and a **Friends List**. Once you've created a Profile, make sure you keep a record of your username and password, so you can enter them at the Login screen.

Single Player

Campaign

Unreal Tournament 3 features a compelling single player experience that follows the adventures of Ronin, a team of mercenaries out for revenge on those who destroyed their home colony.

After selecting Campaign from the Main Menu, select **New Campaign** to start a new game or **Join Game** to join a Co-Op game. After starting a new game, two additional options become available. To continue a Campaign game you've already started, select **Continue Campaign**. The **Replay Chapter** option will allow the player to start over at one of the five Chapter points. Doing so will reset all progress to the beginning of the selected Chapter.

When starting a new Campaign game, you'll choose a difficulty level. This determines the skill of the bot opponents you'll encounter. Select **Start Private Game** to play solo, or **Start Public Game** to advertise your game for other players to join on the Server Browser. Check the **LAN Game** box to advertise your Public game locally (LAN only), or leave it unchecked to advertise your Public game on the Internet.

While playing through the Single Player campaign, certain in-game objectives will award you **Cards**. These Cards can be played before a mission to tweak the rules of the game. Some will give your team additional reinforcements; others will hurt your opponents. While many Cards can be kept for use later, some must be used in the mission immediately following the one they were awarded in.

Instant Action

Jump right into the action against advanced, computer-controlled Bots.

Deathmatch

Free-for-all deathmatch action.

Team Deathmatch

Team-based deathmatch action.

Capture the Flag

Team-based capture the flag. Invade the opposing team's base, grab their flag, and bring it back to your own to obtain glory.

Vehicle Capture the Flag

Team-based capture the flag with vehicles. Invade the opposing team's base, grab their flag, and bring it back to your own to obtain glory.

Duel

A one-versus-one test of Deathmatch skill. Whoever wins the round will take on the next spectator watching the carnage!

Warfare

Link together Nodes and destroy the enemy Core in this team based mode. See Warfare section, pgs. 19 - 22.

Multiplayer



Quick Match

Quick Match will look for the best game for you to join based on your search parameters. You'll choose a Match Type (Internet or LAN) and a Game Mode. Select your preferred Game Mode: DM, TDM, CTF, VCTF, Duel or War. Check **Pure Server** will allow you to restrict the search to only those servers without custom content, with custom content, or to not restrict the search based on this criteria at all. Select **Find Match** to begin the search. When a game is found, you'll automatically connect to the server.

Join Game

This option allows you to search for a match using criteria that you'll choose from the list of options. You can select the Match Type (Internet or Lan) and Game Mode. There are also a number of options that will restrict the results of the search. These include Pure Server, Show Full Servers, Show Empty Servers and Show Locked Servers. When the settings are configured to your liking, select the **Search** button.

Servers

When you select Search, a list of available games will be displayed. You can sort the returned list by selecting the column headings, and select the same heading again to reverse the sorting order. Selecting a server will display information about it in the two lower fields. When you've found a server you'd like to join, select **Join Server** to connect. Select **Refresh** to update the list of servers returned.

Host Game

Host Game allows you to setup a multiplayer match that other players can join. After selecting Host Game, you set the Game Mode you'd like your server to use. You can select from *Deathmatch*, *Team Deathmatch*, *Capture the Flag*, *Vehicle Capture the Flag*, *Warfare* and *Duel*. Once you've made your choice select *Next*.

Map Options

The Map screen allows you to select which map you'd like your server to use. The list is restricted to the Game Mode you chose and the recommended player counts are displayed under the Map preview image. If you'd like to setup a rotation of maps, select *Setup Map Cycle* to configure the series of maps you'd like to play. Once the Maps you'd like your server to use are chosen, select *Next*.

Server Options

The Server screen gives you options to configure your server to your liking. Here you can choose whether to advertise your server on your local LAN or the Internet. Select *Dedicated Server* to improve server performance, but you won't be able to play on a machine running a dedicated server. *Max Players* allows you to select the maximum number of players permitted on the server, while *Min Players* determines the minimum necessary for the match to begin.

You can enter a description for your server in the *Description* box as well as a *Message of the Day* that players connecting to your server will see. The last option on this screen allows you to set a password required to join your server. Select *Next* when you're happy with these settings.



Settings

Next, you'll set your preferred Settings options. Click the *Force Respawn* option to force fragged players to automatically respawn

For team games additional options become available. *Versus Bot Ratio* allows human players to play cooperatively on one team against AI opponents on the other team. Set this option to 1:1, 3:2, or 1:2 to configure the odds. *Opposing Bot Faction* allows you to configure the character models that the opposing will use to those of a single team.

Mutators

One last step before you begin your hosted game is to choose some Mutators if you like. Mutators are fun mutations to the default look and play of the game. As you highlight a Mutator, descriptions appear at the bottom of the screen. Double-Click a Mutator to add it to the *Enable* list. You can also click the *Add/Remove* options at the bottom of the screen to add to or remove Mutators from the *Enable* list.



Community

This option allows you to view the latest UT3 News, manage your Friends list, check for Messages, view the UT3 Leaderboards, and view Recorded Demos.

News

Get the latest Unreal Tournament 3 news updates.

Friends

You can view and manage (add or remove) Friends from the list. When you select Details, you can use the **Send Message** option to communicate with your friend, **Invite** the friend to a game or **Follow** the friend to a match.

Messages

If you've received any messages, you'll find them here.

Leaderboards

View the stats for players within the community. You can sort the Leaderboards information by Server Type and use View Filters to limit the statistics returned to just the information you want.

Demo Playback

Demo Playback is used to view games that you recorded by checking Record Demo in the Settings screen. Select the Demo you'd like to view and select Play Demo to load and view it

Settings

VIDEO

Screen Resolution

Change the Resolution at which the game is displayed.

Screen Mode

Toggle whether the game runs in full screen or windowed mode.

Brightness

Modify the Brightness of the screen.

Post Processing

Choose the type of post processing that works best with your video card. The Default option should work fine for your video card, but you may find one of the other three options works best for you.

Reduced Gore

This option will tone down the more gory aspects of the game.

Subtitles

Toggle Subtitles On or Off.

Hardware Physics

This option will enable or disable physics acceleration.

Advanced Video Settings

Advanced video settings allow you to further adjust the performance and appearance of the game.

Screen Percentage: Change the amount of screen space to render in.

Texture Detail: Change the detail of the textures in-game.

World Detail: Change the detail of the world geometry.

Enable V-Sync: Toggle whether or not Vertical Sync is enabled

AUDIO

Hardware OpenAL

Toggle whether or not to use Hardware Open AL (if available). Changing this option will require a restart of the game before the change will take effect.

SFX Volume

Control the volume of sound effects in the game.

Music Volume

Control the volume of music in the game.

Voice Volume

Control the volume of voice in the game.

Ambience Volume

Control the volume of ambient sounds in the game.

Announcement Type

Choose the type and/or amount of announcements during the game.

Automatic Taunts

Enable or disable whether you'd like the Taunts to be automatic.

Mute Voice

Enable or disable voice chat functionality during multiplayer matches. There are two settings from the Main Menu. You can Mute your voice or adjust voice volume. If you have Voice enabled, it will appear so on your Friend's List, represented by an icon. Your microphone hardware must be configured in Windows before starting UT3.

Text-to-Speech Mode

Controls which text is converted to speech.

INPUT

Invert Y

Invert your up and down view. When enabled, pushing forward with the mouse will make you look down, and vice versa.

Auto Aim

When enabled, Auto Aim will help you lock on to an opponent.

Mouse Smoothing

Enable or disable mouse smoothing.

Mouse Sensitivity

Tweak mouse sensitivity in-game.

Configure Keys

This option allows you to configure the PC controls any way you like. Simply click on a control, then when prompted, select the new key (or other control) that you would like to replace that control. Repeat this process until you're satisfied with the new configuration. The **Defaults** option is always available if you'd like to restore the default configuration.

PLAYER

Clan Tag

Choose the clan prefix you'd like displayed before your username in-game.

Network Connection

Set this option to an appropriate setting that will give you the best online experience. Obviously, the faster the connection the better, but you'll have to make sure it applies to your internet capabilities.

Dynamic Netspeed

Toggle whether or not netspeed is dynamic.

Allow Custom Characters

Check this option if you'd like to allow players to use their custom characters during the game.

CUSTOMIZE CHARACTER

Unreal Tournament 3 allows you to customize a character you can later use in battle. You'll first need to choose the Faction that your character will represent.

You'll then choose from the available **Characters** from that Faction. Once the Customize Character screen appears, you can select one of the eight categories of custom items: **Facemask, Helmet, Goggles, Torso, Shoulder Pads, Arms, Thighs and Boots.**

Go through the list of items until you're happy with the look of your character, then select **Accept**. Additional items can be unlocked with successful progression while playing in single player Campaign mode. The **Toggle Shoulder Type** allows you to control whether or not to display Shoulder Pads on your character.

Select the **Rotate Character** arrows to view your Character from different angles.

If you have a **Unlock Code**, use the **Enter Unlock Code** option to enter it and unlock a specific character.



WEAPONS

Crosshair Type

The **Normal** setting is the unique crosshair that is applied to each weapon. A **Simple** crosshair is the same for all weapons. **Hidden** Crosshairs will display no crosshair in-game.

Weapon Switch on Pickup

By default, you'll switch to the best weapon you pick up. This option allows you to disable that option and keep the weapon in hand.

Weapon Hand

Decide where the currently equipped weapon is displayed. Select **Hidden** to display no first person weapon at all.

Small Weapons

Toggle whether to display a smaller version of your weapon in hand.

Display Weapon Bar

Toggle this option to decide whether or not to display your weapon bar.

Only Show Available Weapons

Only your available weapons will be displayed (no empty slots).

Weapon Priority

Select **Weapon Priority** from the Weapons Setting screen to alter the behavior of **Weapon Switch on Pickup**. Weapons lower in priority than others will not automatically be switched to when picked up.

Select the weapon whose priority you'd like to adjust and select the **Up** or **Down** arrow to move its position in the Queue. Select **Defaults** to reset the priority.

HUD

Zoomed Minimap

Toggle whether or not to default to a zoomed-in rotating minimap.

Show Map

Toggle whether or not to display the map.

Show Clock

Toggle whether or not to display the match clock.

Show Scoring

Toggle whether or not to display the scoring table.

Show Leaderboard

Toggle whether or not to display the leaderboard.

Show Vehicle Armor

Toggle whether or not to display the vehicle armor count.

CREDITS

View the names of those who worked long hours to bring you *Unreal Tournament 3*.

Deathmatch HUD



1. Power Up/Power Up Time

After you've picked up timed power ups, an icon(s) is displayed. The Timer counts down remaining time, so make quick use of the power up.

2. Armor/Armor Value

Your Armor Value is displayed as a number. Various pickups and powerups are shown as active on the paper doll to the left of the number.

3. Health

Your Health counts down from 100. You can have a Health value higher than 100 if you pick up a Health pickup.

4. Weapons

Your available weapons are displayed with the keyboard key in which they correspond (Keys 1 to 0).

5. Ammunition

This displays your weapon's available Ammunition.

6. Rank

Your Rank (1st, 2nd, etc.) is displayed, as well as where you rank in regards to first place. For example, "1st / +3" would indicate that you're in first place by three frags.

7. Frags

This is your Frag count.

Team Deathmatch HUD



The Team Deathmatch HUD displays mostly the same information as the standard Deathmatch HUD, other than these two elements.

1. Team Scores

Blue and Red team scores are shown.

2. Frags

This displays your kill contribution to the team.

Duel Deathmatch HUD

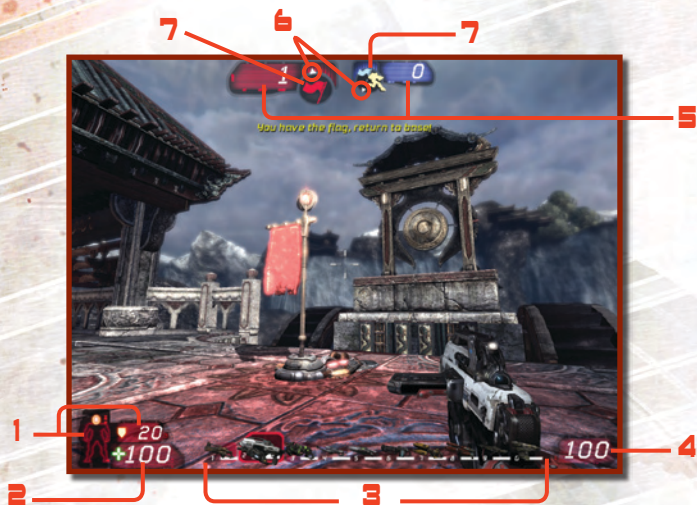
The Duel Deathmatch HUD is the same as the Team Deathmatch HUD, but the scoring is different and the current dueling player names are displayed.

1. Frags

Displays you and your opponents score.



Capture the Flag HUD



1. Armor/Armor Value

Your Armor Value is displayed as a number. Various pickups and powerups are shown as active on the paper doll to the left of the number.

2. Health

Your Health counts down from 100 as you take damage. You can have a Health value higher than 100 if you pick up a Health pickup.

3. Weapons

Your available weapons are displayed.

4. Ammunition

This displays your weapon's available Ammunition.

5. Captured Flags

The number of Red and Blue team captured flags is displayed.

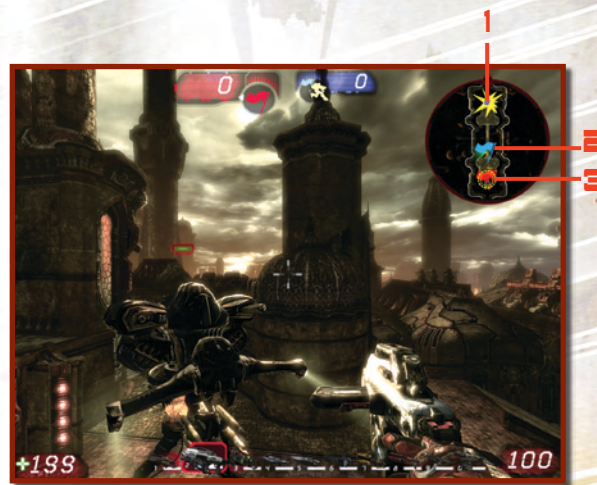
6. Flag Base Directional Indicators

White arrows point the way to each team's flag base.

7. Flag Status

Displays an icon indicating both teams flag status. There are icons for *Secure*, *Taken* and *Dropped*.

Vehicle CTF HUD



The Vehicle Capture the Flag (CTF) HUD displays mostly the same information as the standard CTF HUD, other than the Mini-Map.

Map

1. Flag Taken

This icon represents that the flag has been captured and is in route to the opponent's base.

2. Flag on the Move

When captured, your flag icon will move across the map keeping you abreast of its location.

3. Flag in Place

The flag is safe at the base.

This all-new game mode is a strategic, moving-battlefront, team game. The object is to destroy the enemy's Power Core by linking to it through control points called Nodes. Once a link is established the enemy Power Core's shield drops and it becomes vulnerable to an attack.

Objective

The objective is to destroy the enemy's Power Core by reducing its 100 percent Health to zero. It's Red vs. Blue, and the clock is counting down.



Power Cores

Power Cores are found in each team's base. They start at 100 percent Health and cannot be repaired. At the start of a match, you can see the shield protecting the Power Core. That shield will drop, however, if the enemy successfully controls a series of Nodes leading up to your Prime Node. Once the Prime Node falls, your Power Core will become vulnerable to attack. Make sure to defend the Power Core at all costs! If you are able to retake the Prime Node, the shielding will return. Once a Power Core reaches zero Health, the match is over. Should a game reach overtime, the Power Cores will start to drain.

Nodes

Controlling Nodes gives that team access to new weapons, new vehicles and new spawn points. Controlling Nodes (in order) all the way up to the enemy's base will make their Power Core vulnerable to attack. The more Nodes controlled during overtime, the faster the enemy core will drain. Some Nodes, while not critical in linking to the enemy Power Core, often give access to special vehicles that can turn the tide during the battle. Listen to the announcer and check the mini-map for which Nodes are vulnerable to attack and proceed there with haste! You may only capture Nodes that are adjacent and linkable from your Power Core or other friendly controlled Nodes. Don't attack any unlinked Nodes because they will be shielded to protect them from damage.

Nodes (cont.)

Capture a neutral Node by running over its base to change it to your team's color. You'll see it constructing as the energy bar increases and plating materializes. It's very important to help the process along by using your Link Gun's alt-fire to construct it faster. Access the Link Gun by hitting the 5 Key and firing with the right mouse button. Multiple people using their Link Guns to construct a node will increase the rate at which it's built. A damaged Node can be healed in this manner. Once the Node reaches full Health, it will be briefly shielded from enemy capture.



When attacking an enemy Node, make sure the shields have been dropped and no enemy Orb runner is nearby. Fire at it until all the energy drains and the plating has been blown off. It will return to a neutral state and allow either side to recapture it. Guard your Nodes! Attack the enemy Nodes!



Orbs

The primary use of an Orb is the 100% instantaneous capture of a linked, neutral or enemy Node. This will dramatically change the battlefield and allow even a losing team to make a comeback!

Warfare

Orbs (cont.)

Each team starts with one respawnable power Orb in their base. Take the Orb to become your team's Orb runner. But be careful, though, you'll be a prime target so bring back up! You may not use any vehicles and must carry the Orb on foot or on your hoverboard.

Holding an Orb in near proximity to a friendly Node constantly heals and shields it from enemy attack. You'll have to deal with any enemy Orb runner before taking down their Node so keep a close watch.

If you hear an announcement of incoming enemy Orb runners, destroy them at all costs or you may lose the Node. If you see an enemy Orb dropped, run up to it and press the E Key to sacrifice yourself and destroy it. Good for those last second saves!



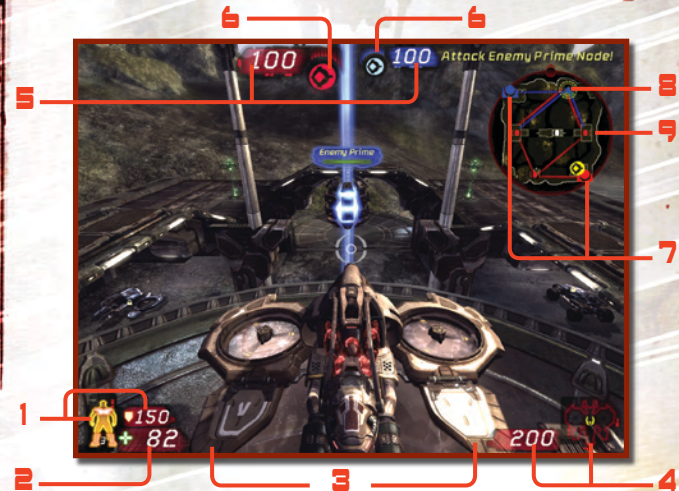
Vehicles

The organic-styled Necris and traditional Axon vehicles (depending on the map) are scattered around the map near bases and Nodes. Try capturing the non-critical Nodes to bring additional vehicles into the fight. Some vehicles such as the menacing, tripod Darkwalker support more than one player, so try to jump in and join the fight by running up to a vehicle and pressing the E Key to take the gunner's position.

Hoverboard

Every player in a Warfare match will have access to a Hoverboard by pressing the Q Key. See [Hoverboard](#), pg. 29, for more details.

Warfare HUD



1. Armor/Armor Value

Your Armor Value is displayed as a number. Various pickups and powerups are shown as active on the paper doll to the left of the number.

2. Health

Your Health counts down from 100 as you take damage. You can have a Health value higher than 100 if you pick up a Health pickup.

3. Weapons

When you're on foot, your available weapons are displayed here.

4. Vehicle Armor

This displays your vehicle's current Armor status.

5. Power Core Status

This shows the current health of the Power Cores.

6. Orb Status

This icon shows that the Orb has spawned and is ready to be taken.

7. Red and Blue Base Locations

8. Current Suggested Objective

9. Node Status

This icon represents one of the Nodes on the map and shows its status: Neutral, Converting, Friendly, Enemy and/or Locked.

Team: Ronin

Full name: James "Reaper" Hawkins

Birthplace: Twin Souls mining colony,
Cox Nebula

Reaper was born into a hardworking mining family in the Twin Souls clan. Four years ago, his only sister joined the Fist of the Twin Souls – the security forces charged with protecting the clan. After a dangerous skirmish left her injured, Reaper left the mines and joined the Fist in order to watch for her safety. His agile handling of the drills translated to able marksmanship, and his keen intellect gave him a grasp on three dimensional combat tactics that many lack.

Team: Ronin

Full Name: Sarah "Jester" Hawkins

Birthplace: Twin Souls mining colony,
Cox Nebula

Jester was born into a hardworking mining family in the Twin Souls clan. She never showed much aptitude for mining; her capricious, happy-go-lucky attitude was not a fit for the dangerous, methodical lifestyle of a miner. Instead, she chose an even more dangerous route by joining the Fist of the Twin Souls – the security forces charged with protecting the clan's interests at the colony and abroad. Her acrobatics in combat, not to mention her carefree approach, left her with the nickname "Jester".

Team: Ronin

Full Name: Terrence "Othello" Marshall

Birthplace: White Plains, New York

Othello was born into a family of means, and never had to work to support himself. Instead, he challenged himself with the most deadly jobs and in adrenaline-fueled adventures around the galaxy – climbing the ice floes of Mt. Karanish, participation in the Liandri Grand Tournament, even mercenary work in against-all-odds military conflicts. Othello became a drifter, floating from colony to colony, feeding his needs as a street brawler and soldier for hire. A series of unfortunate coincidences made him a first-hand witness to the Twin Souls Massacre.

Reaper



Jester



Othello



Bishop



Malcolm



Lauren



Team: Ronin

Full Name: Jeremiah "Bishop" O'Connor

Birthplace: Deep Space aboard Grist,
his parents' cargo transport.

Bishop considers himself a Crusader, a Knight Templar on a mission from god. Those falling outside of his close circle of friends, or worse, those serving an opposing force in a battle, are subject to his brand of divine justice. No church would ever sanction his methods. His tactics usually fall just within the limits of legality and wartime treaty convention, but they never fit well within a civilized society or regular army. Thus Bishop found himself on the fringes of known space, serving as a mercenary by day and an exceedingly unpopular army chaplain by night.

Team: Thundercrash

Birthplace: Earth

During the off-season, Tournament stars and team captains are often recruited by the major corporations to serve as consultants for training or leading their paramilitary security forces. With so much at stake on planet Taryd, the Izanagi Corporation made a massive investment, recruiting tournament champion Malcolm as commander of their security forces. Malcolm a true survivor and born leader, a nine-time champion whose face is recognized on every planet in the galaxy.

Team: Iron Guard

Birthplace: Unknown

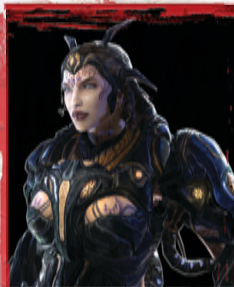
Lauren is fierce, loyal, and technically capable, but is best known for her incredible reflexes. Born into a poor asteroid miner family, she became notorious by stealthily eradicating her parents' competitors in space before becoming a full time Tournament warrior. Lauren currently leads the Axon sponsored Iron Guard team. She is a well-respected superstar, but is tough and no nonsense in her approach.

Unreal Characters

Team: Black Legion
Birthplace: Unknown

The secretive Phayder Corporation developed the Necris treatment process to produce an elite group of "undead" assassins. The Necris process itself has no spiritual component, but those who have undergone the treatment have built up a religion based on this transformation. Over time, the Necris religion has become an important part of the Corporation's driving principles. Akasha is a Necris High Inquisitor, a ruthless leader who has ordered countless massacres.

Akasha



Team: Liandri
Birthplace: Unknown

Matrix leads a team of combat modified versions of the Liandri Mining Corporation's world-class security drones. The Liandri Corporation has developed large numbers of both robots and automations. To date, they refuse to divulge whether Matrix is entirely artificial, or a highly enhanced and modified human. There are strong arguments from each camp, but everyone agrees that Matrix is a fearsome opponent.

Matrix



Team: Krall
Birthplace: Somewhere in Skaarj Empire

The Krall are a fierce reptilian species used by the Skaarj for pacification of newly conquered planets. It is a testament to their fighting skills that the Skaarj use them as warriors rather than slaves. The Krall social structure is too fragmented for them to become a major force on a large scale, but as individual fighters they are truly formidable. Scythe is notoriously vicious, and controls his tribe by tooth and claw. His underlings fear rather than respect him.

Scythe



Weapons

Impact Hammer



Originally designed for sub-surface drift mining, this weapon can focus several hundred metric tons of pressure into the space of a few square centimeters. The impact, and resulting shock wave, easily destabilizes solid stone to speed ore separation and excavation. After several mining accidents highlighted the Hammer's devastating effect on the human body, the N.E.G. military took interest.

To improve the Hammer's effectiveness against vehicles with shock-absorbing armor, an alternate electromagnetic pulse (EMP) mode was added. The EMP violently scrambles onboard computer systems, quickly leading to engine failure. Field testing showed the EMP has a similar effect on infantry powerups, knocking them off soldiers and enabling battlefield recovery.

Enforcer



Ammo

For decades, the Enforcer pistol was the combat sidearm of choice. Veteran soldiers appreciated the lightweight handgun's power, accuracy, and balance. In recent years, the ever-burning desire for greater firepower led to general issue of the AR770 assault rifle. Military procurement officers were drawn to the AR770's higher cyclic rate and underslung M355 grenade launcher, but seasoned combatants missed the dependability of the Enforcer. Axon Research listened to the soldiers, and their new Enforcer MP ("Machine Pistol") model provides the best of both worlds.

Side-fed magazines provide greater capacity, while balancing the shooter's aim when wielding two pistols. With a deadly accurate semi-automatic mode, and a selectable burst fire mode, the Enforcer is back, and the modern battlefield will never be the same.

Bio Rifle



Ammo

The GES BioRifle processes Tarydium from its stable crystalline form into a reactive mutagenic sludge. It can rapidly disperse these toxins for wide-area coverage, or fire a virulent payload of variable, but usually lethal, capacity. In layman's terms, this means the BioRifle can pepper an area with small globs of biosludge, or launch one noxious glob at the target. The BioRifle's ability to carpet an area with a toxic minefield makes it a notoriously effective defensive weapon.

Shock Rifle



Ammo

The ASMD Shock Rifle has changed little since its first incorporation into the Liandri Tournament. The ASMD sports two firing modes: a thin photon beam, and a sphere of unstable plasma energy. These modes are each deadly in their own right, but used together they can neutralize opponents in a devastating shockwave. The energy spheres can be detonated with the photon beam, releasing the explosive energy of the anti-photons in the plasma's EM containment field.

Weapons

Link Gun



Ammo

Riordan Dynamic Weapon Systems is best known for their all-purpose combat engineering weapon system, the Advanced Plasma Rifle v24. Its primary mode is a standard rapid-fire plasma weapon. But the alternate mode beam also serves a multitude of engineering uses on the battlefield, from repairing friendly vehicles to constructing power Nodes. The beam lens incorporates IFF detection, so that its dynamic energy matrix automatically switches to a deadly plasma stream when contacting an enemy vehicle or soldier.

Contact with a friendly target switches to a harmless carrier stream, offloading energy from the onboard cells to the target. This boosts the output of any teammate who is linked to the rifle -- hence its nickname, the "Link Gun".

Stinger Minigun



Ammo

Replacing the Minigun in this year's Tournament, the "Stinger" is actually a Liandri mining tool converted into military service. The Stinger fires shards of unprocessed Tarydium crystal at an alarming rate, raking opponents with a storm of deadly needles. The alternate fire shoots larger hunks of crystal that can knock back an opponent, sometimes even pinning them to walls.

Flak Cannon



Ammo

Trident Defensive Technologies continues to tweak and refine the flak cannon with their newly released Mk4 "Peacekeeper." In spite of its new name, the flak cannon remains banned from most military conflicts for high incidences of maiming and collateral damage. Still, the flak cannon is the weapon of choice for unconventional warfare in urban terrain. The cannon lobbs an explosive flak shell that detonates on contact, sending shrapnel in a dangerously wide and unpredictable radius. The alternative mode actually detonates the shell in the barrel, launching shrapnel forward in a deadly shotgun pattern but often deafening the operator.

Rocket Launcher



Ammo

Each year, more accidental deaths are caused by the Trident Tri-barrel Rocket Launcher than in vehicular accidents and extreme sports combined. The kill radius for its standard dumbfire rocket is surprisingly high by design -- so accidentally firing upon a nearby wall, or a nearby enemy soldier, can be quite fatal for the operator. The alternate fire adds to this suicidal lethality by loading and firing up to three rockets at once, in a spread, tight spiral, or lobbed like grenades. Regardless of the grim statistics, veteran soldiers still consider the 'old 8 ball' the most expedient way to put explosive ordnance on target.

Weapons

Sniper Rifle



Ammo

The venerable Axon Research long-range target interdiction rifle is the weapon of choice for the discerning sniper. Acquisition of a target at distance requires a steady hand, but the rewards merit the effort -- the high-caliber round is lethal at any range. With a precise headshot, the target will be neutralized by the super-sonic bullet long before they hear the report. As they say in the N.E.G. Marines -- "any shot you hear is nothing to be worried about."

Longbow AVRIL



Ammo

The Longbow Anti-Vehicle Rocket Launcher, a.k.a. the "AVRIL", gives dismounted infantry a fighting chance in an armored conflict. Its solid fuel missile can be "dumbfired" as an unguided rocket, but the AVRIL's famed kill percentages come from its optical tracking system. The alternate fire zooms and locks on to a vehicle, guiding the missile towards its target at inescapable speeds.

The missile's microdappled control planes use increased surface area to give unprecedented turning radius, guaranteeing delivery of its shaped PolyDiChlorite charge into all but the most nimble vehicles. The AVRIL is notoriously slow to reload, so it should be employed with caution in a pitched battle. Note, the Longbow's targeting laser is standardized for most Axon military equipment, so it can be used in other battlefield applications such as directing spider mines.

Redeemer



Missile

"Even your least effective soldiers will earn a respectable bodycount with this tactical nuclear device." So said the original brochure for the Redeemer, still unchallenged in its role as the most powerful man-portable weapon system known through the galaxy. The slow-moving but but utterly devastating missile, affectionately known as "Lola" by veteran soldiers, now uses an Enhanced Radiation payload. This ensures maximum tissue failure without undue property damage, perfect for modern assault-and-capture tactics.

The Redeemer's alternate mode fires the missile using the disposable fly-by-wire guidance system, though the manual recommends using this mode only in areas of relative safety.

Weapons

Hoverboard



The reliable delivery of dismantled infantry has been a battlefield logistical issue for millennia. Vehicle factories require massive Tarydium stockpiles, and personal translocating devices quickly deplete their energy reserves on large battlefields. In response to the need for a unified transport solution, personnel can now be equipped with anti-photon Hoverboards.

The harmonic oscillation of three radiating Tarydium-fiber flywheels provides enough thrust to keep riders in their air. Specially designed coil systems draw kinetic energy from the flywheels, powering a series of ducted fans along the underside of the board to generate forward momentum. The Hoverboard's agile design and attitude-based steering system does have one major drawback: the rider is defenseless, and any damage will usually result in a fall.

Note that the board does not perform well on low friction surfaces such as water and ice, but a magnetic grapple is provided should the rider wish to tow behind larger vehicles.

Translocator



Ammo

The Translocator was originally designed by Liandri R&D for rapid rescue of expensive mining equipment during tunnel collapses and related emergencies. The technology also saved countless lives, but not without cost; rapid deresolution and reconstitution led to synaptic disruptions, and the debilitating symptoms like Teleportation Related Dementia (TReDs).

Today, after years of lucrative military development contracts, portable teleportation technology has been declared "sufficiently safe" for regular use by front-line infantry.

Vehicles

Axon Cicada



The Axon Cicada provides versatile near-air support for both offensive and defensive operations. Dual wing-borne rotors allow for vertical takeoff and landing, hovering capability, and multi-vectorized propulsion. Side mounted rocket pods can be fired in quick succession to suppress a target at distance, or loaded up to 16 at a time and launched in a single volley that will home toward and annihilate its intended target. A secondary gunner position controls the underslung ball-turret plasma cannon. The Cicada's low top speed and distinctive flight signature make it a ready target for anti-vehicle rockets, so the secondary gunner also has chaff defensive countermeasures available.

Axon Goliath

The Goliath-class tank has served the Axon infantry as a front-line offensive weapon for more than two decades. Protected by heavy RHA carbon-duranium armor, the Goliath trades speed for endurance and brute force. Four synchronized stabilizers let the turret rotate independently from the chassis, and the built-in targeting scope allows for the tracking of enemies at both medium and long range. The Goliath's main cannon delivers a massive 140mm depleted-uranium round at over 1500 meters per second. An additional gunner seat features a turret-mounted 12.7mm machine gun. Working in tandem, these two weapons provide a strong offense against both enemy infantry and vehicles.



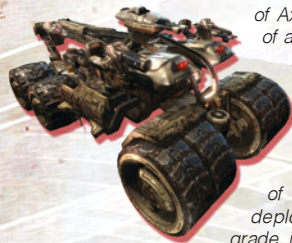
Axon Hellbender



The Axon Hellbender is the spiritual successor to the High Mobility Multipurpose Wheeled Vehicles of the 20th century. The upgraded chassis provides strong maneuverability in the field, and the up-armored neutron panels offer moderate protection to the vehicle's occupants. The Hellbender's main strength, however, is its powerful weaponry. The rear turret focuses a devastating bolt of plasma at its target. The front-mounted shock cannon releases floating mines of unstable plasma which can be chain-ignited by the weapon's secondary fire photon beam. It is not uncommon to see a group of enemies devastated by this spectacular weapon, and it should be approached with caution.

Vehicles

Axon Leviathan



The Leviathan "super vehicle" is the ultimate expression of Axon military firepower. This behemoth is the size of a building, supported by 8 wheels. Each wheel is more than 3 meters in diameter. Infantry accessible turrets sit along the upper deck of the vehicle, strategically located near each corner to ensure maximum protection capability and shield coverage. The Leviathan's massive girth is required to support the true centerpiece of Axon weaponry. The backbone of the vehicle deploys outward and upward to expose an orbital-grade ion cannon. Powered by two quantum-fusion impulse reactors, the cannon's beam focuses to create a negative singularity at the point of impact, drawing all energy and matter out of the immediate area. This singularity explodes outward with devastating force. The resulting shockwave annihilates everything within its radius. There are documented cases of Leviathans single-handedly leveling entire cities; anything less than a full battalion assault against a fully-manned Leviathan is nothing short of suicide.

Axon Manta



Thanks to its ultra-lightweight armor and unmatched agility, the Axon IFV Manta has repeatedly proven itself on battlefields across the galaxy. The Manta is propelled by two flush-mounted, magnetically impelled fans which can be instantly pitched, allowing the vehicle to leap high into the air, then quickly duck below incoming obstacles or enemy fire. Its superior agility is paired with two multi-stage plasma casters that burn hot and reload quickly, making the Manta particularly effective in suppressing enemy infantry.

Axon Paladin



This all-terrain vehicle features a signature Projection Turret with powerful offensive and defensive capabilities that are unique to Axon design. As an offensive measure, the Projection Turret launches high-speed plasma cores at long range, which discharge on impact with a wide-area explosive force. While more than capable on the offensive side of a battle, the defensive capabilities of the Paladin are unmatched in modern warfare. The Projection Turret can also deploy a large energy shield matrix that is strong enough to completely protect the shielded area from any and all incoming fire. As a last resort measure, the Projection Turret can even launch plasma cores directly into its own shield matrix, discharging them around the entire perimeter of the Paladin with a burst of energy that is deadly to any nearby dismounted infantry.

Vehicles

Axon Raptor



The FZ-5 Raptor maintains Axon's stranglehold on air-to-ground combat superiority. A grid array of magneto-conducting cells, powered by phase-induction plasma turbines, covers its articulated wings. The grid array vectors gravity away from the Raptor in the direction the pilot chooses, enhancing mobility and giving the Raptor the ability to hover in place at will. Armed with two solidstate plasma projectors and a homing missile mount, the Raptor is effective offensively, but given the grid array's susceptibility to damage, the Raptor is best used for stealthy interdiction rather than frontal assault. Due to the vehicle's delicate nature, Raptor pilots must always be cautious of guided Longbow rockets and turret attacks from the ground.

Axon Scorpion



The Scorpion L2 buggy shows vast improvements over previous generation models. The characteristic sling blades are now forward mounted under the chassis for improved accuracy and feature a proton-charged self-sharpening edge that will cleave through all known types of body armor. The unreliable bolo mechanism has been replaced with a mortar that fires homing spheres of charged anti-matter. The tail of the vehicle has been fitted with two afterburning propulsion units capable of boosting the already nimble vehicle up to speeds over 100 KPH in less than a second. At this top speed, the fuel lines burn so hot that they can actually ignite the Tarydium in the compression chamber, causing a chain reaction that will turn the Scorpion into an explosive meteor. Some drivers have even been known to use this "flaw" as a highly effective weapon against larger, better armored targets. Luckily, the steering column has been encased within a protective carapace that will auto-release and eject the driver should such an engine meltdown occur.

Axon SPMA



This self propelled mobile artillery (SPMA) device is infamous for its ability to blanket a large area with devastating fire that falls from the sky above. The Axon Hellfire is sufficiently maneuverable to deploy its long range artillery cannon on almost any terrain. A remote camera gives its operator a bird's-eye view of the battlefield through a targeting reticule that calculates the projected area of impact in real time. The vehicle housing also incorporates a defensive shock cannon that deploys floating mines of unstable plasma which can be chain-ignited by the weapon's secondary fire photon beam.

Necris Darkwalker



Mounted on a tripod of nano-fueled tentacles, the Darkwalker stands imposingly tall in the battlefield, intending to strike fear into the hearts of those who oppose the Necris. Few have faced this offensive platform in battle and lived to tell the tale. Side mounted particle accelerators combine their firepower into a large sweeping beam that disintegrates anything in its path. Integrated compressor units along the underside of the vehicle release a battle cry that is as destructive as it is intimidating. The concussive blast released by the horns impairs the senses and paralyzes anyone caught below the Walker, leaving them vulnerable to fire from the secondary turret or the crushing forces of the crouching Darkwalker itself.

Necris Fury



This airborne terror defies all rational explanation. Nanoblack turbines seem to discount the laws of physics and ignore gravity, allowing for vertical takeoffs and mid-flight hovering. An array of tentacles mounted on the front of the vehicle pulls the Fury through the air with sudden bursts of speed and unpredictable barrel roll maneuvers. Energy can also be funneled through the tentacles, and focused into a plasmid beam that quickly burns away enemy armor.

Necris Nemesis

The Nemesis is the unholy spawn of a mobile turret and a main battle tank. Two segmented hover treads, separated by a glowing nanocore propulsion engine, creep across any terrain in a nearly organic fashion. The centerpiece of the Nemesis is an actuated plasmid turret capable of attacking in any of three transforming configurations. When compacted, the turret locks into a forward facing position



and all energy is funneled into the hover treads. This dramatically lowers the overall profile of the vehicle and allows for a great boost in speed. When fully engaged, the turret rises up to great heights, and the plasmid energy of the nanocore can be seen from great distances. Such a sight should be taken as a warning, as a Nemesis turret in this state is capable of delivering a rapid fire plasma beam with immense power and devastating accuracy.

Necris Nightshade



Although there have been no confirmed sightings of the Nightshade, recon teams claim to have encountered an unknown "camouflaged support vehicle" in the field. These teams describe seeing minefields and other traps materializing out of thin air in battles with the Necris. Most likely, the Nightshade is surrounded by a cloaking system that permanently bends light, similar to the temporary cloaking device that Axon Tech teams sometimes deploy to infantry captains. More research is needed, and ARC scientists would pay dearly to get their hands on this technology.

Necris Scavenger

A Necris Scavenger barreling toward—and over—its enemies is a truly fearsome sight. The Scavenger's pilot is enveloped in a sphere of modulated nanoblack that can phase-cycle across the battlefield at great speed, barreling through obstacles



and crushing infantry with reckless abandon. Nano-fueled tentacles can be deployed from the central sphere in multiple configurations. When partially deployed, the tentacles spin around the central core in a whirlwind of destructive force, causing even more damage than the sphere alone. When fully deployed, the

Scavenger can actually walk on the Tentacles, or use them to leap into the air and climb over any obstacles in its way. The Scavenger is always accompanied by a protective drone that is comprised of pure sentient nanoblack. When employed, the drone locks on to a target and instantly begins to deteriorate it at a molecular level, leaving nothing in its wake.

Necris Viper



The Viper is the fastest moving vehicle on any battlefield. The Viper is lightly armored and somewhat less agile than similar Axon counterparts, but it compensates for this with one of the most destructive attacks of all Necris vehicles. It can literally launch itself at a target, converting all its momentum and power into a single armor-penetrating impact. As the Viper rises into the air, two articulated stabilizers unfurl to reveal the anti-gravity fuel cell that controls vehicle movement. It momentarily hovers while it locks on to a target, then

simultaneously ejects its pilot and launches itself forward with fully destructive intention. Its conventional armament includes front-mounted cannons that launch spheres of rebounding plasmid energy. They are not particularly lethal, but their high rate of fire and ability to ricochet around corners makes them effective nevertheless.

Pickups

Pickups are battlefield supplies, such as ammunition and armor. When taken, these supplies will respawn after a short time.

Ammunition

When weapons are spawned on the battlefield they contain limited ammunition. Soldiers must search for additional ammunition appropriate to each weapon: Tarydium crystal shards for the Stinger, semi-stable Percussex shells, etc. Generally, additional ammunition can be found near a weapon spawn point, but this is not always the case. Ammunition is never interchangeable between weapons. To get a look at each weapon's ammunition, see **Weapons**, pgs. 26 - 28.

Armor

Armor is protective combat shielding that reduces, but does not entirely stop, damage to the wearer. Armor effectiveness is lowered each time it's damaged, until it's eventually destroyed. Armor is destroyed a single piece at a time, from most protective to least. Types of Armor:

Armor Vest

Covers the chest and gives 50 points of armor.



Helmet

Covers the head and gives 20 points of armor. The helmet also provides protection against additional damage from head shots.

Thigh Pads

Covers the legs and gives 30 points of armor.



Health Packs

Health

These Nanosurgeon packs work interchangeably for biological, mechanical, and nanoblack soldiers. They appear in standard health packs, small health vials, or a massive "Keg O' Health" that completely heals the body. Health vials and the Keg can take the body's health beyond normal limits, making the soldier able to withstand even more punishment before untimely death.



Powerups

Powerups provide special combat abilities. Many have a limited duration, displayed on the combat HUD. To activate a powerup, simply walk over it, and your battle armor does the rest. The powerup will later respawn after a fixed interval. Elite soldiers often mentally count down the respawn timer in order to deny enemies access to these powerful enhancements. Killed enemies will drop their Powerups, giving some benefit to those who risk facing them. The Impulse Hammer's EMP mode can also be used to short-circuit powerups and drop them to the ground.

Berserk

The Berserk powerup instills you with the primal rage of a blood-soaked Skaarj warrior. The soldier's firing rate increases on all weaponry, resulting in massive damage output.



Damage Amp

The damage amplifier, known as the UDamage for its easily recognized "U" shape, boosts all weapons damage to devastating levels. The UDamage overlays a purple hue on weaponry, and each shot fired gives a keening sound, but these indicators are rarely enough to save the lives of nearby enemies.



Invisibility

The invisibility powerup invokes a powerful camouflage device, making the soldier nearly (but not entirely) invisible.



Invulnerability

The Phadyer corporation recently developed this prototype armor, which uses a modulated nanoblack shield to absorb any attack. These devices consume immense amounts of power, and last for only a limited time, else the Phadyer corporation would already rule the known galaxy.



Jump Boots

These boots can be used to propel the wearer to great heights. These boots only consume power when used, so they are limited to a number of jumps rather than a set period of time. They are activated by double-jumping.



Shield Belt

The shield belt is a powerful protective device that gives 100 points of armor, the same as an entire suit of armor pickups. The shield belt absorbs all damage, unlike armor which absorbs only part of any weapons damage.



Deployables

Deployable Devices are offensive or defensive equipment placed upon the battlefield. Some are carried by hand, while others are delivered by combat support vehicles.

EMP

The Electromagnetic Pulse Mine is used to defend against enemy armor. When an enemy vehicle comes within range of the mine's proximity sensors, the mine detonates with a single wide-area EMP burst. This pulse triggers fail-safe ejection systems on any nearby vehicles, and also shuts down their computer systems, making the vehicles useless until they reboot.

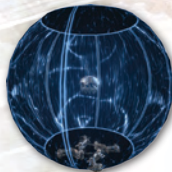


Shaped-Charge

The shaped charge is a hand-carried detonation pack that can be used to clear battlefield obstructions, such as blockades.

Shield Generator

The shield generator creates a massive multi-faceted shield that stops all weapon fire but allows passage of soldiers and vehicles.



Spidermine Trap

When armed, this trap waits for nearby enemies, then sends a swarm of spider-like robots to attack. The robots dig into their targets, then detonate, and are extremely dangerous in packs. The AVRIL Longbow's laser designation system can be used to guide these spider robots from the trip towards distant enemies.

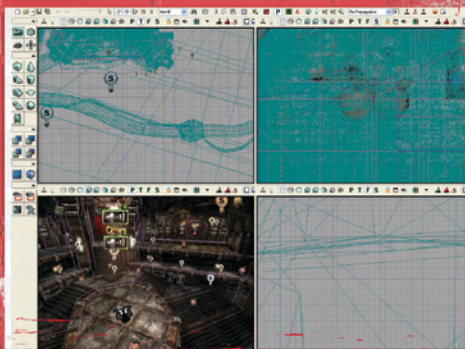


Stasis Field

The technology powering this device is not entirely understood, even by the scientists who assembled the prototype. The apparent effect, though, is quite clear – the perception of time is literally bent to a crawl inside the generated field. This device is extremely effective in defense situations, as it can create tactical choke points, or even be used to slow assaults on Nodes or FLAgs.



MODS/Unreal Editor 3



Unreal Engine 3 Editor

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If you have the *UT3 Collectors Edition*, check out the Bonus DVD for tutorial videos that will show you the ins and outs of the Editor.

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Here are a few other useful links to explore:

www.unrealtournament3.com (official site of Unreal Tournament 3)

www.planetunreal.com

www.beyondunreal.com

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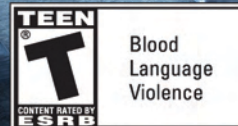
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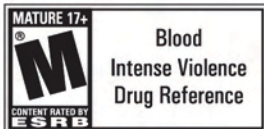
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