



# ARENA COMMANDER

## Pilot's Guide alpha 1.1a



# ORIGINAL

S Y S T E M S

Why recreate reality?

When we first began on the long journey to develop what would eventually be known as *Arena Commander*, it was a question I was forced to consider myself. Why move away from the fantastic people and places we brought to life in *ULTIMATE* to focus on creating the most realistic and visceral flight simulator possible? Don't people play games to escape the confines of the universe around them? I would say escape is only a small part of what games offer. Their true value lays in how they can help us attain a greater understanding of ourselves and the way we see reality.

I, Charlie Bass and Henry Garrity were aboard a chartered flight back to Terra after attending a convention on Jalan to promote *Times of Myth*. Deep in a heated discussion about what direction we should take O.S. next, a siren suddenly blared through the cruiser. Rushing to the cockpit (which in hindsight might not have been the safest decision) to see what the trouble was, we discovered that a navy squadron had intercepted a Vanduul swarm directly on our traffic lane. What struck me in those intense moments that followed wasn't the aerial combat that was taking place outside, but rather the actions of our own pilot (sadly, she has asked to remain anonymous despite my many requests to feature her in *Arena Commander*). Without so much as a panicked glance or a frantic movement, she gracefully guided our ship out of harm's way as the battle raged around our suddenly frail-seeming ship. It is no exaggeration to say that she saved our lives.

When the proximity alarms finally subsided, a collective breath was released. I'm not ashamed to admit that I collapsed to the floor as my adrenaline drained away. What surprised me however was when I looked over to see our brave pilot violently retching up the remains of

her inflight meal. If she had been affected by the danger just as much as I had, why had my fear led to near paralysis, whereas hers had led to swift, level-headed action? A few moments later, over a much-needed cup of tea, I got my answer.

She had been flying for over 35 years, and, while she had only had one violent encounter before (a pirate attack her third year out), piloting a ship had moved past the realm of conscious effort. When we walk, we don't calculate the angle of each footfall, or how much to bend our knees. Likewise, she no longer saw flying as a series of complicated and separate actions, she just flew. When we were in danger, it would have taken more thought for her to run out of the cockpit screaming than it had to do what was second nature to her and hang on to the controls. Nodding at this explanation, Henry commented that he had actually seen something like this before with high-level players in *ULTIMATE*. Ask them how they defeated that 100-person Tarkor raiding party and more often than not, they would shrug and say, "I just did it."

So while on the surface *Arena Commander* is about fast-paced dog-fighting and blowing up Vanduul, it is also about the amazing capacity of the Human mind to grow and adapt. As you play, I challenge you to reflect on how one day something that seems like a long complicated list of separate tasks and instructions, can change into one simple word — flying.

See you in the black,

*Tristan Blair*

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# NEW IN THIS VERSION

The most important changes in this version include:

- GETTING STARTED: SIMPOD [PAGE 4]
- FREE FLIGHT MULTIPLAYER [PAGE 12]
- REC: EQUIPMENT RENTAL [PAGE 13]
- POWER THROTTLE [PAGE 17]
- LANDING INTERFACE [PAGE 21]
- FLIGHT CONTROLS [PAGE 26]
- NEW KEYBOARD LAYOUT [PAGE 27]
- NEW SHIP: GLADIATOR, GLADIUS [PAGES 41-42]
- NEW IN LAST VERSION [1.0]

- The Lobby & Contacts Management
- Signature & countermeasure displays
- New self-destruct & camera controls
- Leaderboard updates & new scoring awards
- 15 new ships, and new weapons

## GETTING STARTED

1. Launch *Star Citizen*.
2. Enter the Simpod in your hangar.

**Quickstart.** Alternatively, at any time, simply press **[Esc]** to get to the *Star Citizen* Main Menu. From the main menu, select:

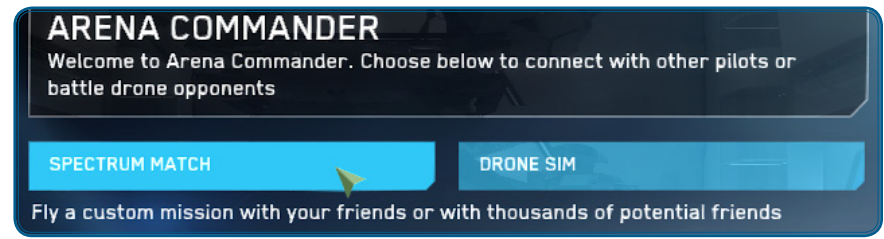
- **Options** to modify your *Game Settings, Graphics, Audio* or *Controls*. Press **[Backspace]** to exit Options completely.

- **Arena Commander** to open the *AC* main menu.
- **Exit Game** to quit.

## ARENA COMMANDER MAIN MENU

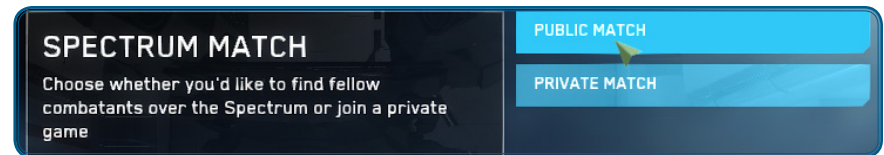
Note that you must have a list of contacts before you can invite anyone to a match. See **Contacts**, on page 6.

Select *Spectrum Match, Drone Sim* or *Return* (to *SC* Main Menu).



## SPECTRUM MATCH

This leads to the Lobby (see next page). Select *Public Match* or *Private Match*.



**Public Match.** You are matched with any other available players once you choose a simulation mode and arena.

**Private Match.** You are matched with the players you select, once you choose a simulation mode and arena.

Multi-player simulation modes are:

- Capture the Core
- Cooperative Vanduul Swarm
- Free Flight
- Battle Royale
- Squadron Battle
- Classic Race

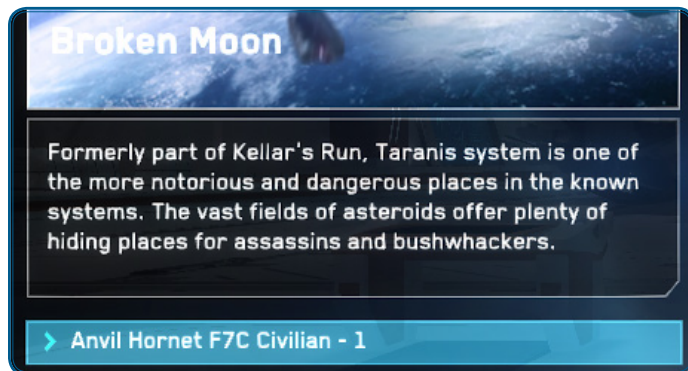
## CHOOSING YOUR SHIP

You now select a ship in the Lobby screen (Spectrum Match) or in the Game Settings screen (Drone Sim).

**Spectrum Match.** In the Lobby screen, select your ship using the drop-down menu located next to your name in the team list.



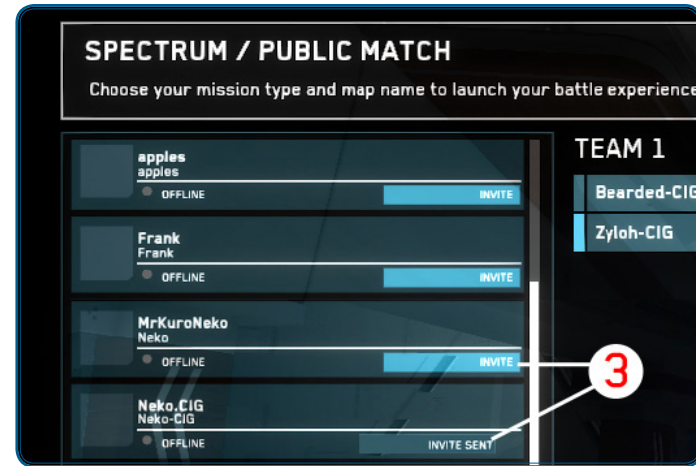
**Drone Sim.** In the Game Settings screen you can make your ship selection using the drop-down menu located under the Map Select widget.



## INVITING PLAYERS TO YOUR LOBBY

Once you've added players to your Contact List (see pages 6-7), you can invite them to your Lobby by locating them in your Contact List and using the Invite button (3).

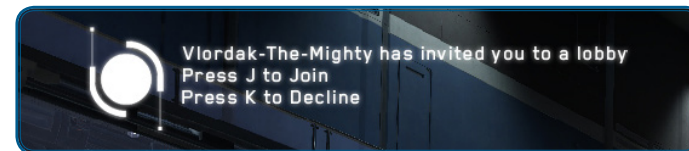
Please note: For this version of the Lobby, you need to add a Contact before you enter the *Arena Commander* interface.



## RECEIVING AND ACCEPTING AN INVITATION

To receive an invitation you must be in your hangar. If you are sent invitations while you aren't in the hangar, they will queue and any still valid will be shown when you next enter your hangar.

If another player sends you a Lobby invite, you receive a notification in the lower left section of your screen, and are asked to either press (J) to join that player's Lobby (The Lobby interface appears and you are added to the other player's Lobby) or (K) to decline the invitation.



## DRONE SIM

This leads to the single-player modes. They are:

- Vanduul Swarm
- Free Flight
- Classic Race

Select a mode and a map, and then click on **Launch** to begin play. Press (Esc) during a Drone Sim to pause the match (and return to the Main Menu).

## ARENAS

Races take place on one of the three race courses. Note the diamond in the upper left corner — the larger the diamond, the higher the degree of difficulty.

All other simulation modes take place in Broken Moon or Dying Star.

# CONTACTS

## CONTACTS MANAGEMENT VIA THE WEBSITE

The Lobby, coupled with the RSI website, allows you to have your own Contact list: players you've flagged as persons of interest in your account, which you'll also be able to see in *Arena Commander's* Lobby.

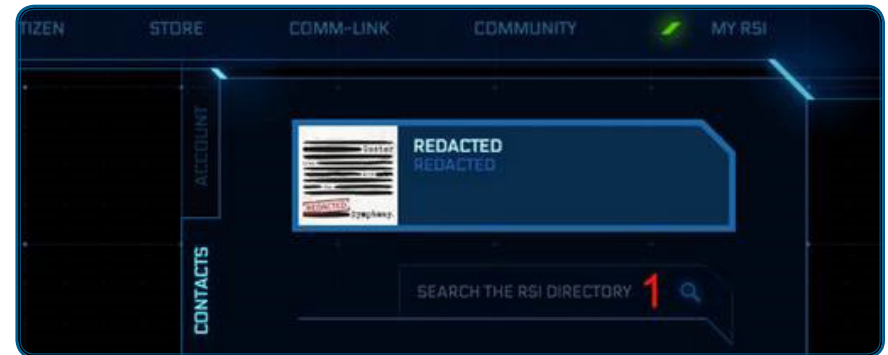
You can add anyone as a Contact; it doesn't require any confirmation on their part. They will not receive a notification, but you'll be able to request direct matches with them in *AC*.

To add someone as a Contact, head over to that player's Citizen Dossier in the RSI website (which you can access from anywhere — the leaderboards, chat, forums, etc.) and click the **Follow** button.

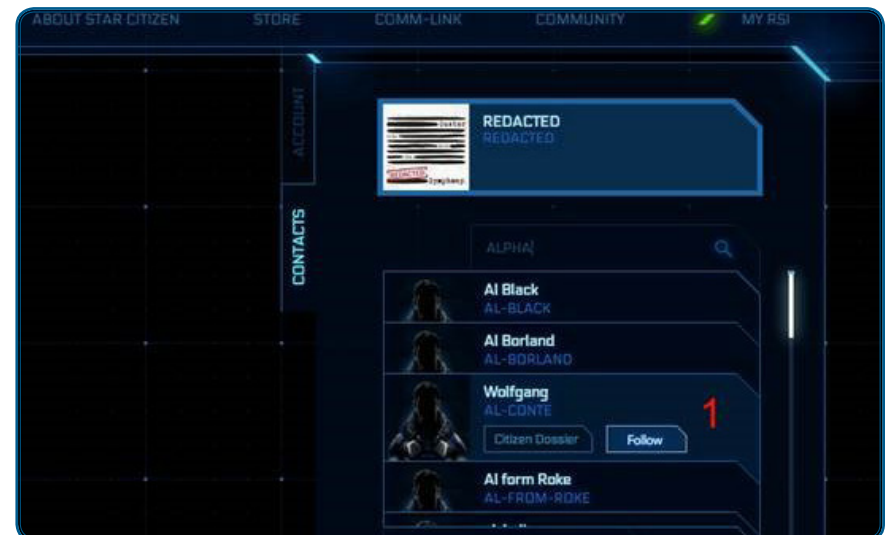
Your Contact List, or Directory, can be viewed and managed anytime from the **My RSI** menu in the website:



1. Your personal information
2. The Search field, to filter through your contact list.
3. Your current Contacts. You can Unfollow anyone anytime from this section, or access their Citizen Dossier directly.
4. You can also add new contacts from this menu. This link brings you to the following screen:



1. Search the entire RSI directory. This field uses an auto-complete system based on users' names or handles.



**New Contact Search Results.** You can follow or unfollow any player from this search menu.

## CONTACTS MANAGEMENT IN-GAME

**Adding Contacts.** To invite someone to your lobby, that player needs to be in your Contact List.



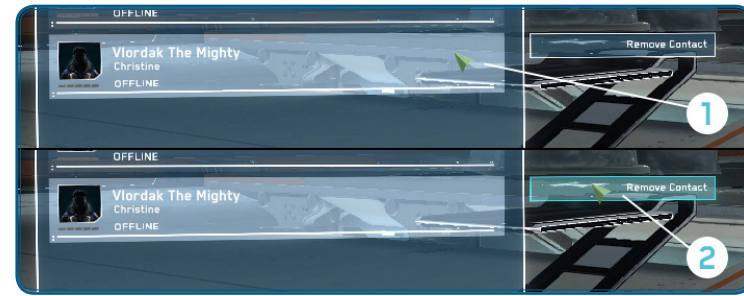
While in your hangar, press **[L]** to open your Contact List.

1. In the text field located at the top of the screen, type in the handle of the player you wish to add.
2. Press **Add**.

You will receive a message (right under the text field) notifying if you have successfully added the player, or an error message if the player cannot be found.

Please note: For this first version of the contact list, the added player does not need to accept your “friend request.”

### Removing a player from your Contact List.



1. To remove a player, select the name of the player from the Contact List.
2. Click Remove Contact.



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# GAME MODES

## INTRODUCTION

*“You can’t be prepared for everything, so today, we’re gonna practice being surprised.”*

– Cadet Wing Commander Greg ‘Freehand’ Luoma, UEES *Ardent*

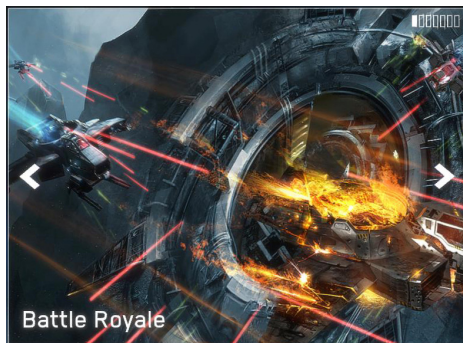
A pilot can expect to encounter a whole universe of problems when they step behind the helm of a ship. The modes listed below were selected and designed to simulate a wide range of true-to-life experiences. Don’t get comfortable perfecting just one. Having a versatile skillset can often be more valuable than even the most expensive components. \*

## BATTLE ROYALE

*“Know your enemy ... even if that enemy happens to be a friend.”*

– Mary-Louise Outenstratten,  
Guild Bounty Hunter

Battle Royale is the classic deathmatch free-for-all scenario. Pilots are pitted against one another with the sole objective of raining destruction down on each other. Points are awarded for damage and kills — there can be only one victor.



- **Timed Battle.** (Private match: can be scaled before the match.)
- **Score Limit.** (Private match: can be scaled before the match.)
- **Game type.** Free for All — up to 8 players.\*\*
- **Ammo.** Replenishes upon respawn.
- **Respawn Limit.** No limit.

\* Excessive damage to your teammates will automatically kick you from the match.

\*\* Later versions will allow more players.

## CAPTURE THE CORE

*“Remember the three C’s: cooperation, coordination, carnage.”*

– Capt. Allison ‘Dozer’ Artuvo, UEES *Defiance*

Capture the Core requires a squadron of pilots to seize and secure the enemy team’s core whilst trying to defend their own. When the enemy core is returned to your base, your team scores a point. If you’re shot down while carrying an enemy core, it is dropped where your ship was destroyed and can be picked up by a teammate. If it is grabbed by an enemy, it will be returned to the enemy base.



- **Timed Battle.** (Private match: can be scaled before the match.)
- **Score Limit.** (Private match: can be scaled before the match.)
- **Game type.** Team-based Capture and Defense — 4 vs. 4.\*\*
- **Ammo.** Replenishes upon respawn.
- **Respawn Limit.** No limit.

## SQUADRON BATTLE

*“Your best weapon in any dogfight are your buddies. Keep ‘em close and cover their asses.”*

– Lt Commander Lucas ‘Gilly’ Bramasco, UEES *Constitution*

Squadron Battle is a team deathmatch where cooperation between wingmen is paramount. Points are awarded for damage and kills, until one team has scored enough points to achieve victory.



- **Timed Battle.** (Private match: can be scaled before the match.)
- **Score Limit.** (Private match: can be scaled before the match.)
- **Game type.** Team-based — 4 vs. 4.\*\*
- **Ammo.** Replenishes upon respawn.
- **Respawn Limit.** No limit.



## CLASSIC RACE [SPECTRUM & DRONE]

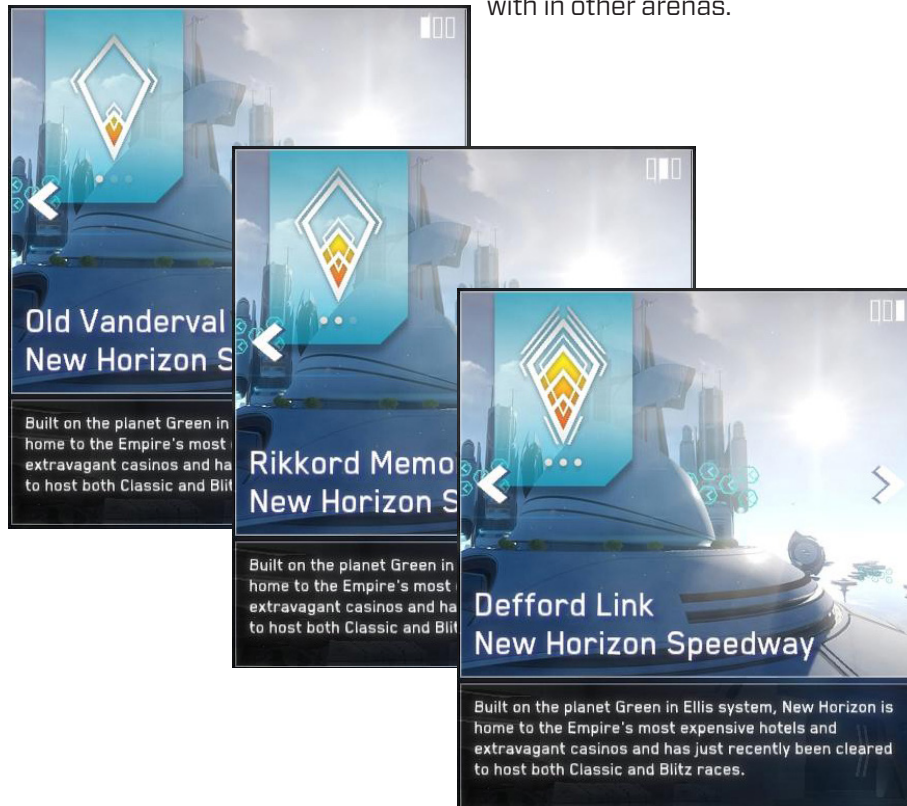
*"Speed is life."*

– Zogat Guul, Tevarin Grand Champion racer

In Classic Race, speed and agility rule the day. No weapons, just adrenaline. Take on the relatively easy Old Vanderval, the mid-level Rikkord Memorial Raceway, or the more difficult Defford Link, all at the spectacular New Horizon Speedway, in Ellis system.

Drone Sim "races" are a good way to practice without anyone else to get in the way.

- **Total Laps.** Three (Spectrum) / Unlimited (Drone)
- **Total Racers.** Up to eight players can challenge each other per race.
- **Respawn Limit.** You have unlimited respawns ... if you need them. (You respawn at the last checkpoint you crossed.)
- **Weapons & Missiles.** These will not work during a race.
- **Allowed ships.** You can race using any ship that you can compete with in other arenas.



## VANDUUL SWARM [CO-OP & DRONE]

*"A Scythe one-on-one ain't nothing to write home about. A pack of 'em? Well, now you've got yerself a party."*

– Faisal Kuric, Pirate Captain, Nul System

In Vanduul Swarm you face off against the best of the Vanduul in a series of waves that will test your skills as a combat pilot. The Vanduul attack in waves and it's up to you and your teammates to stop them!



- **Total Waves.** Eighteen
- **Elite Waves.** Every third wave contains an Elite enemy pilot.
- **Teammates.** Co-op: four total. Drone: you have two A.I. teammates (Vixen and Warlord, p. 9) who respawn each time you defeat an Elite Wave.
- **Ammo.** Replenishes upon respawn and after each Elite wave.
- **Respawn Limit.** Three. If you have none left, an Elite wave adds one.

## THE VANDUUL

In 2681, attacking out of the black, the Vanduul slaughtered a small town in Orion System without warning and without mercy. Almost three hundred years later, we haven't learned much more. There have been no diplomatic negotiations. No understanding of their culture. Just violence. Vanduul clans appear to act independently of each other, making it impossible to approach the species as a whole.

Over the years, UEE researchers have struggled to understand exactly how their clans are structured. Among Vanduul pilots, they discern a hierarchy. While the criteria for these divisions seems to be unique to each clan (and the names are purely a Human invention), they tend to exist in some form or another among all clans so far encountered.

## CLAN SCAVENGER

The Vanduul Scavenger is the workhorse of the clan. Generally, these young Vanduul are eager to prove themselves to their clan, but tend to be rash and inexperienced. While a lone scavenger doesn't present much of a challenge, pilots should be careful — when one goes down there always seem to be two more.

## CLAN HUNTER

Hunter is the second level of status within Vanduul raiders. The clans will look to the Hunters as candidates for their elite fighters. They will be trained, attempting to replace impulse with cold detachment in combat. Hunters generally prefer to fight from longer range at high speeds. Many pilots have made the mistake of focusing too hard on one hunter; they nearly always have friends nearby.

## CLAN ALPHA

Alphas are far more seasoned than hunters. These Vanduul have elevated themselves through combat, achieving a vicious balance of efficiency and brutality. They are hardened, deadly and spoiling for a fight. Expect these Vanduul to be fast, clever and significantly more dangerous than hunters.

## CLAN PRIME

Over the course of Humanity's long and bloody history with the Vanduul, hundreds of pilots on both sides have captured the public's imagination and fears. Composited from declassified flight logs, Original Systems has recreated some of the Vanduul's most feared and skilled pilots throughout history as the ultimate test of your flying prowess.

## ELITE VANDUUL ACES

### LITTLE KING

A resilient and brutal killer, Little King is a long-range fighter, often opening up well before it is in range, but with a deadly accuracy born from its experience in clan raids against multiple UEE systems. It has been known to lurk at the edges of a battle and pick off retreating pilots and civilian ships caught in the crossfire. Pilots bestowed its handle at the time of its death: it took two full flights of fighters to take it down and the combatants said it was like taking on a Kingship.

### THE PRIEST

The only thing that eclipses the Priest's skill and finesse in the cockpit is its ferocity on the ground. During the Siege of Crion, Priest was not only instrumental in fracturing the defensive line in space, but also landed on the surface to seize a military stronghold. When it was in a Scythe, UEE pilots quickly learned to fear its brutal, close-range fighting style. What ultimately earned the Vanduul pilot its handle were the Naval officers who claimed that it would get close enough to hear final confession.

## BLOODHOUND

First encountered during the Fall of Tiber, this feared Vanduul ace was personally responsible for the destruction of thirty-two UEE fighters. Combat analysis of the engagements showed an experienced pilot in both long- and short-range dogfighting techniques, it was a flawless combination of maneuvering technique and speed that led to its handle. Once Bloodhound had locked onto you, it was impossible to shake.

## PAYDAY

First identified in 2683, Payday was one of the first Vanduul aces that the UEE ever faced. It quickly established itself as a brilliant and adaptive foe, and UEE pilots began to collect a pool for the Vanduul ace's death. Needless to say, the ace survived all of those early pilots. The collection continued to grow and the handle was born. Many UEE pilots have been taken in by Payday's apparently slow combat style but when it pulls the trigger every shot goes where it wants it to. Payday's handle eventually took on a different meaning, referring to the death benefits that the Messer Era would pay out to the pilots who misguidedly sought their fortune against him.

## REAPER

Simply put, one of the most fearsome Vanduul Warriors ever encountered by UEE pilots. Credited to date with a hundred fifty-seven UEE Naval kills, Reaper has wielded its Scythe with unprecedented lethality. The official Enemy Pilot Profile for Reaper suggests that pilots should expect an extreme level of proficiency in all aspects of dogfighting. It offers no weaknesses, no vulnerabilities. The most terrifying thing about Reaper? It's still out there. To date, no one has bested this devastating Vanduul ace.

## VOODOO

One of the more elusive Vanduul aces, Voodoo was first tagged in 2912. A predominantly solo predator, Voodoo was known to stalk patrols rather than participate in raids or stand-up fights. Pilot combat records indicate that Voodoo was primarily a distance killer doing whatever possible to attack his targets at range rather than up close. Voodoo gained notoriety for hunting down whichever ship it perceived as the weakest prey at the time. Voodoo was confirmed dead in 2914 in Nul while attempting to target a small convoy.

## DEATHWISH

First encountered in the mid-28th century, Deathwish made a chilling introduction to Naval pilots by turning toward missiles and charging headlong into gun batteries. It was this wild ferocity and reckless abandon that earned the nickname. After several dozen encounters over four years, Deathwish was finally killed. After-action reports of the encounter described how the Vanduul “just kept coming. It’d lost most of its weapons and even thrust capacity, but it still tried ramming our ship.” At the end of the day, there’s nothing more terrifying than an opponent who fights without any regard for self.

## LEECH

As many strategists will tell you, *when* an attack is launched can be more important than *how* it is launched. Leech is one of the rare Vanduul pilots who would take time to survey a battle before deciding when and how to engage. It was this methodology that led to one of the longest active stretches of a Vanduul pilot. While it’s known that the Vanduul have little regard for the loss of life (even their own), Leech seemed to act purely on strategic instinct. It would abandon fights if it deemed them ‘unwinnable,’ but if Leech committed and latched onto a pilot’s six, it never gave up.

## DOUBLE E

Any pilot who encountered Double E would never mistake the ace for any other Vanduul. Aggressive and ruthless, Double E made its presence known in every battle it was a part of. Flying almost exclusively at breakneck speeds, Double E would charge UEE pilots, often before they had time to react, leaving destruction and chaos in its wake. Double E’s handle was a shortening of its earlier nickname, Empire Equivalency, so given because of the Vanduul warrior’s tendency to teach everyone who went up against it a lesson.

## WRAITH

Looking purely at its Enemy Pilot Profile, many might be quick to discount Wraith as an unformidable foe, but that would be dangerous mistake. While the single accredited kill in its profile might indicate that Wraith is not a serious threat, a deep look reveals that this low number stands in sharp contrast to the dozens of suspected kills that have never been officially confirmed. Preferring precision attacks from afar over direct encounters, Wraith earned its handle from the mysterious ghost-like presence it preserves in battle, with pilots often wondering out loud, “What the hell was that?” Wraith’s current flight status is unknown.

## BLINDSIDE

Working best in conjunction with a multi-fighter attack team, Blindside was a clean-up specialist. Relying on its fellow Vanduul to weaken fresh targets, Blindside stalked pilots and waited for their defenses to weaken before striking with merciless efficiency to permanently remove them from the fight. By waiting until it was sure of success, the warrior managed an outstandingly high ammo-to-hit ratio throughout its career. It was said that by the time you realized you were engaged with Blindside, it was already too late.

## ROOK

While not a master at any one skill, Rook showed an amazing proficiency in a wide variety of encounters. Its consistently solid performance was what made Rook such a threat in battles. No matter the scenario, the warrior was able to maintain focus and complete its mission. Rook’s handle was given to it by Lt. Mikhail Tolten, the chess-loving pilot who would eventually take out this ace, for the Vanduul’s no-frills flying and ability to control the field of engagement.

## BARON VON DOOL

If taken at face value, the Baron is one of the oldest Vanduul aces that the UEE has encountered. First logged in a battle in 2901 where it single-handedly devastated an advance team, the Baron would have been difficult to miss anyway in its customized symmetrical Scythe. A terrifying adversary with seemingly no single clan affiliation, the Baron seemed to be drawn to combat, wherever it appeared. In 2926, Naval pilots realized that the Baron hadn’t been seen in over five years. Many hoped it had died in some appropriately awful way, some lamented not being able to face it themselves, but regardless, the ace seemed to have disappeared ... for a time, at least. In 2936, the Baron’s ship reappeared, blasting through UEE security to attack settlers in Centauri system. It’s unknown whether it’s the same pilot, but if so, the Empire’s oldest enemy found a brazen way to announce its return.

## VANDUUL SWARM TEAMMATES [DRONE SIM]

### VIXEN

Ada 'Vixen' McDonough graduated from the UEE flight school in record time. An exceptional student throughout her youth, her abilities in the field won her early recognition from her superiors and a fast-track to the pilot's seat. During her training a dummy round accidentally shattered a nearby asteroid, pelting her ship with dust and debris. She took shards of rock through the shoulder, abdomen and thigh but miraculously survived. Doctors told her she wouldn't fly again. However, through a combination of cybernetics and sheer pig-headedness, today she holds the distinction of being one of the finest in the UEE fleet.

### WARLORD

Dao 'Warlord' Wynn has been a stalwart of the UEE fighting force for years. He has passed up countless promotions in order to stay in his cockpit, leading some to speculate that he's not worth their time. However, all naysayers fall silent when they see him fly. Quick, precise and brutal when needed, Warlord has all the qualifications of the UEE Elite . . . he just likes to stay out of the limelight.

## FREE FLIGHT [SINGLE & MULTIPLAYER]

*"I couldn't cope with open space for the longest time — the scale, the beauty . . . now I can't get enough. I just spend hours staring out of the window at the colours and shapes in the silence . . ."*

— Dr. Verity Longbridge, Terra Astrographic Institute

Free Flight mode allows you to simply drop in and explore the wonders of space. Many pilots use this simulation to get familiar with their chosen ship.

- **No rules, just freedom.**

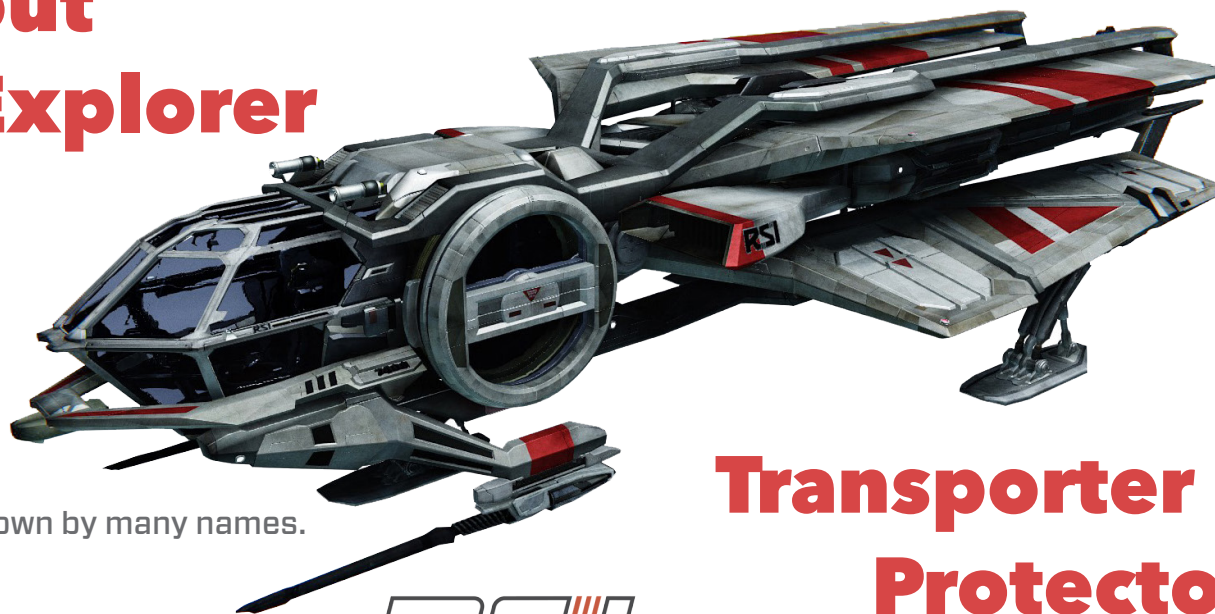
In multiplayer, up to 8 ships can enter together. They can practice combat against each other or try out unified maneuvers.

To respawn after you've left your ship, initiate self-destruct. *But even if you've left your original ship, it also destructs!*



2944

# Scout Explorer



The RSI Aurora is known by many names. What will you call it?

Visit your local authorized RSI dealer for current deals and options.



# Transporter Protector

# EQUIPMENT RENTAL

Every time you play a public competitive match in *Arena Commander* (including Co-op Swarm), you gain REC (Rental Equipment Credits). The amount of REC you earn is still being fine-tuned, but at present, you'll earn between 200 and 1200 in each match you play.

You can rent ships, weapons and other equipment that you do not yet own. Rental cost (in credits) is 10% of the actual cost, so a ship rental is much more expensive than a weapon rental. At present, a Hornet rents for about 14,000 REC, while an M4A rents for about 800 REC.

**Uses.** Rental is for seven one-day uses. Each time you start playing *Arena Commander*, you trigger a "use." You can then play for up to 24 hours on that "use"; you can even log out and log back in within that 24-hour period, and it will still be a single use.

Each time you play more than 24 hours straight after you begin a

"use," you trigger another use.

At this point, the game can't determine whether you are actually using the equipment that you've rented; any play in *Arena Commander* is counted as a use, even if you don't use the rented equipment.

**Renewal.** You can renew a rental for 80% of the original rental cost. You may trigger this renewal at any time during your current rental or within 24 hours after the end of your final use.

YOU'VE DOMINATED THE VANDUUL SWARM IN ONE.  
NOW FLY IT FOR REAL.

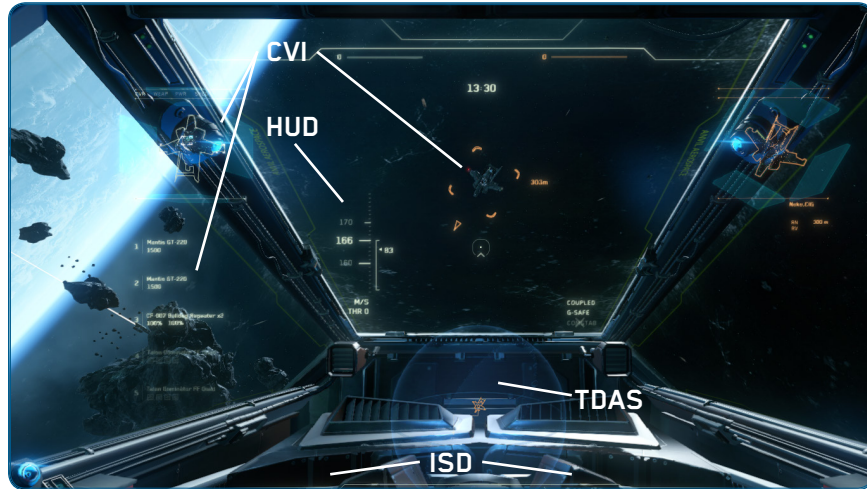


Hornets have been logging time in combat zones for hundreds of years. With the F7C, Anvil brings that dependability and adaptability to the civilian market. See your local authorized Anvil ship dealer for details.

Base model, variants and options  
subject to availability.

# YOUR COCKPIT

## UI COMPONENTS OVERVIEW



There are several key components that exist in the overall cockpit user interface:

### COMBAT VISOR INTERFACE [CVI]

Optimized for strategic military combat, the CVI provides the advantage of being able to track hostile targets in any direction and through the hull of the ship by augmenting information and markers onto the surrounding environment. The CVI displays information and warnings critical to the pilot's survival front and center – such as the current state of the ship, weapons and targets. The CVI also features a modular context window system that can be populated with various management screens by interfacing directly with the ship and interpreting the systems installed within (e.g., shield, power and weapon systems).

The CVI is a helmet-mounted display that is operated by receiving brain impulses as input instructions sent to the visor software. These in turn are the inputs necessary to facilitate general interaction and context window navigation, as well as systems and target management within the CVI.

### FIXED HEADS-UP DISPLAY [HUD]

The HUD sits in a fixed position front and center to the ship and is holographically projected. Information relevant with respect to the current orientation of the ship, general flight information and IFCS modes/indicators reside within this display.

### INTERCHANGEABLE STATUS DISPLAYS [ISDs]

The peripheral ISDs sit further away from the pilot's center line of sight and are integrated into the cockpit instrumentation dashboard. The purpose of the ISD is to convey second priority information not needed immediately in the center line of sight. Examples include current TDAS configuration, thruster output & monitoring and current power configuration.

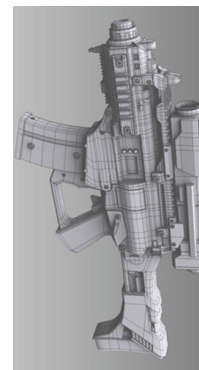
Each ISD is designed to be able to cycle between various display modes. This allows the pilot to configure what and where to display a particular set of information, hence the term “interchangeable.” Display modes can also be duplicated across multiple screens if desired.<sup>1</sup>

### TRANSDIRECTIONAL AWARENESS SYSTEM [TDAS]

The TDAS is a multifunctional radar which is capable of processing information on surrounding signals and displaying distance and relative position of external contacts in 3D space. The TDAS is able to interface with the ship's targeting computer in order to overlay additional targeting-specific markers and indicators within the TDAS Hologsphere. The TDAS is also designed to switch between various modes of scanning such as omnidirectional and focused, depending on the desired fidelity and range of signal detection.<sup>2</sup>

<sup>1</sup> Interchangeability not implemented in current revision (1.1).

<sup>2</sup> Only omnidirectional mode is available in current revision (1.1).



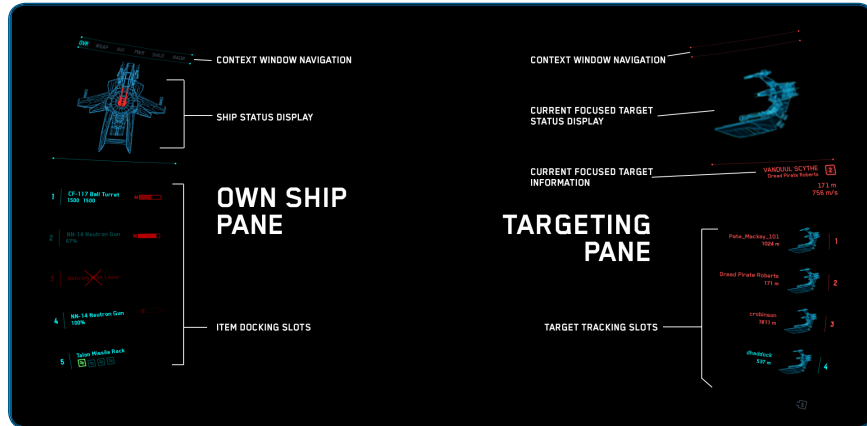
## THE ULTIMATE DETERRENT

PERSONAL SHIP MILSPEC  
WEAPON SYSTEMS

**BEHRING**  
SEE YOUR AUTHORIZED DEALER

## COMBAT VISOR INTERFACE [CVI]

The CVI is separated functionally into two distinct “panes” that reside on either side of the visor workspace (main area between top and bottom):



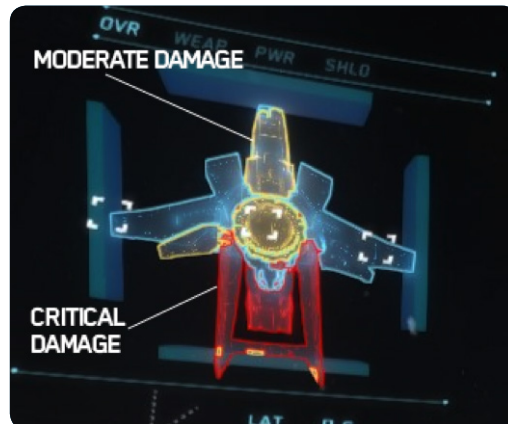
**G-Force Indicator.** The G-Force indicator is currently inactive.

### YOUR SHIP'S PANE

On the left side of the CVI is the own-ship pane. This area of the CVI displays data on your own ship.

**Ship Status Display.** This is a holographic 3D representation of the ship shown in a top-down configuration. Damage and general status of various ship components are indicated through color variation and iconography on the specific ship components. Shield segment status is indicated by the blocks surrounding the ship. A segment will shrink in size when hit.

If a specific component is damaged, that component's location on the hologram will switch to one of two colors: Moderate (if the component has sustained damage but is still able to operate) or



EXAMPLE OF DAMAGE STATES OF INDIVIDUAL COMPONENTS ON THE ANVIL HORNET

Critical (if the component has sustained enough damage to render it inoperable). If a component becomes completely detached from the ship, the component part will be removed from the hologram. For information about the default color configuration, see **UI Colors**.

The ship status display gives you quick feedback on the state of your ship, to help you decide what to do next.

### YOUR SHIP'S DISPLAY WINDOWS

Your default display is the **Overview** window. In *Arena Commander*, there are three additional displays available for your ship: **Weapon Group Management**, **Power Management** and **Shield Management**. These displays are detailed below.

**Overview Display.** Overview is usually the most important display to have open when engaged in heated combat. It primarily consists of what is known as the “Docking Slot Manager.” This shows your current equipped weapons. While in Focused mode, you can turn weapons on and off by clicking on the power icon at the far right of the weapon box.

**Docking Slot Manager (DSM).** The DSM holds an array of what are known as “docking slots.” They are containers in which items of any type can be “docked” in order for the pilot to have quick access to a particular item's functionality and/or information. Examples of items that can be “docked” in the DSM include individual weapons, turret mounts, missile racks, subsystem preset configurations, and wing-man information. The DSM allows you to configure which particular items should be displayed in the Overview display according to your preference.\*

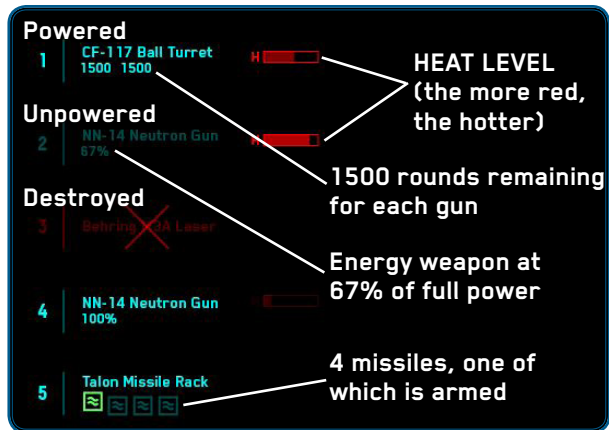
Docking items within the DSM can save critical steps in certain UI sequences. Functionality and display of information for a docked item is contextual depending on the type of item. For example, a docked missile rack will display its equipped missiles, current armed missile, and the type of target tracking each missile uses. A docked gun item would contain a different set of information, such as its ammo count and indicators for damage, power and heat levels.

Many pilots use the DSM to create shortcuts that activate ship subsystem configurations — or a group of configurations — on the fly, without the need to navigate to other displays.

Items docked in the DSM have two potential display modes, *Idle* and *Focused*. Press **[Home]** to toggle between them.

\* As of the current revision (1.1), only weapons may be docked to the DSM.

## YOUR COCKPIT



EXAMPLE SHOWING DOCKED ITEMS IN THE IDLE MODE

**Idle.** The Idle mode of a docked item only displays the necessary information when that item is not currently open. This usually includes the dock number and name of the item. For weapon items, ammo count(s) will also be displayed in addition to damage, power, and heat indicators.

**Focused.** In both Idle and Focused modes you can inspect your ship's status, but you can only adjust that status while in Focused mode. In Focused mode, your cursor becomes a blue arrowhead. You may adjust various aspects of your ship's status, depending on which display you have selected.



EXAMPLE OF DOCKED ITEMS IN THE FOCUSED MODE

While in either mode, you can select management displays by pressing (F1) through (F4):

- (F1) **OVR** Overview Display
- (F2) **WEAP** Weapon Group Management
- (F3) **PWR** Power Management
- (F4) **SHLD** Shield Management

**Overview display** is described on the previous page and here (above).

**Weapon Group Management Display.** The weapon management display shows your ship's weapons, sorted by weapon groups. Weapon group assignment can be managed within this display. It can be accessed by pressing (F2).

You have three weapon groups. In *Idle* mode, you can see which guns are in which groups. (Missiles and countermeasures can't be assigned to a group, while a gun can be in more than one group.)

In *Focused* mode, select a group with your cursor, then click on each gun that you want include in that group. (A gun is in a group when the small box under its icon is filled in.)



THE WEAPON GROUP MANAGEMENT DISPLAY WINDOW



## YOUR COCKPIT

**Power Management Display Window.** The power management display allows the pilot to prioritize power distribution among all of the ship's various components and subsystems that require power to operate. Power is distributed among three generic groups (or "axes") using the high-level distribution triangle. Components are not strictly bound to a particular group however, and can be rearranged into other groups if desired, providing an extra layer of flexibility in the pilot's preferences for power distribution among the ship's components.\*

By default, ship components are grouped in the following manner:

**G1 (Group 1):** Weapon Components

**G2 (Group 2):** Shields & Avionics

**G3 (Group 3):** Engines & Maneuvering Thrusters

Individual components can also be powered on/off. To toggle power on a component, click on it while in Focus mode. "OFF" means that power is off, while a row of boxes indicates that it is powered and how much power it currently has. The more boxes in the power meter, the better.

Players can change the **Power Throttle** by using (+/-) on the numpad while in the power management display, or press (Home) and enable HUD interactive mode, then hold down (L) and drag it counter-clockwise or clockwise to adjust the Power Throttle values. (The lower your throttle, the lower your signature, but the slower your recharge rate.)

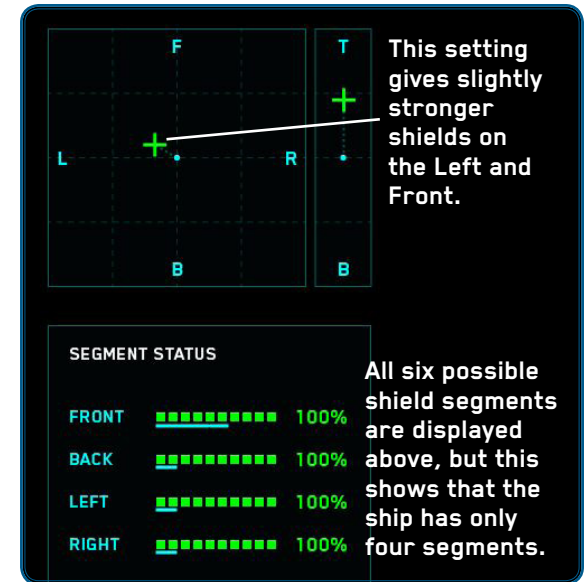


THE POWER MANAGEMENT DISPLAY WINDOW

\* Not all functionality is supported in the current revision (1.1).

## Shield Management Display Window.

The shield management display allows you to prioritize shield level distribution between all of the ship's various shield segments, with the number of segments dependent on the shield system currently installed in the ship.



THE SHIELD MANAGEMENT DISPLAY WINDOW

The default status for your shields is that all shields have the same power. To shift power to a shield that will need it more, use your cursor to move the balance point toward that shield. Shields are **Front**, **Back**, **Left**, **Right**, **Top** and **Bottom**. Not all ships have all six shield facings. Only your actual shield facings are highlighted.

If a shield face takes fire, the shield level will decrease. If the shield face is actively recharging, the shield face health indicator (the row of green boxes) will be visibly increasing.



THE SOLID "PLATES" AROUND YOUR SHIP IMAGE AT THE TOP OF THE SCREEN INDICATE THE RELATIVE STRENGTHS OF YOUR SHIELDS.

## TARGETING PANE

Opposite the own-ship pane is the targeting pane. Elements in this area pertain to objects and contacts outside of your ship that are being targeted/locked onto. The types of objects that can be targeted and locked include enemy fighters, large capital ships, subcomponents of capital ships, wingmen, and even inanimate objects such as asteroids, etc.

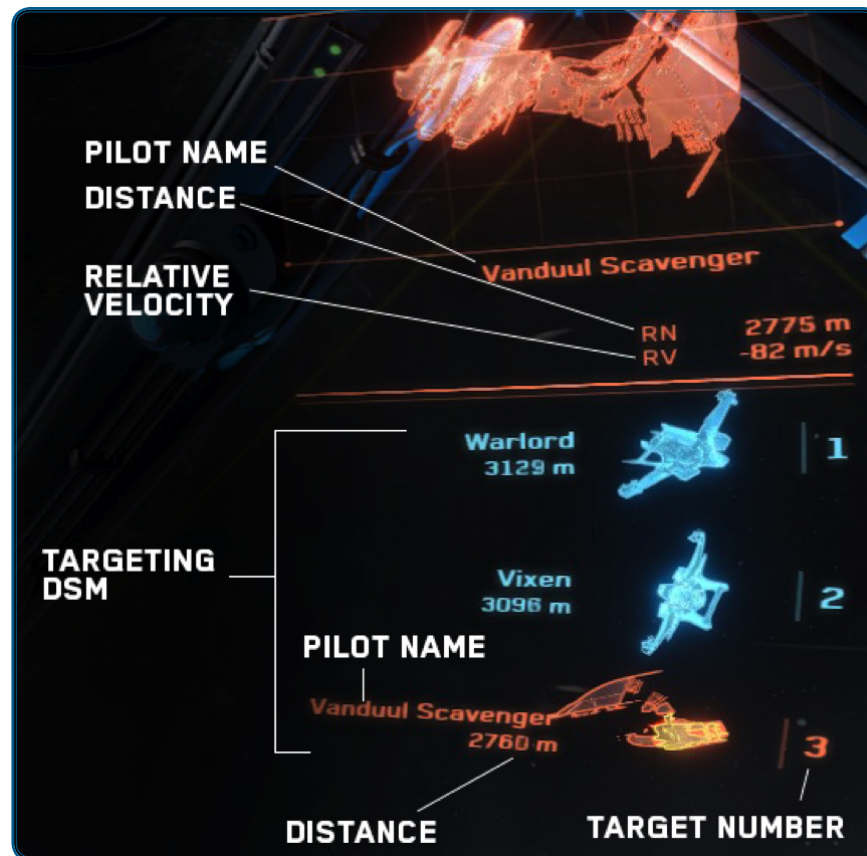
Elements in this area behave in much the same way as the own-ship pane does. Depending on the capability of the ship's installed targeting system, the focus target hologram could potentially convey per-component damage states and hit impulses, allowing the pilot to track current weak spots present on the target ship. The targeting pane also features a targeting-specific DSM, in which docked targets have functionality and information contextual to the type of target.

The larger hologram area represents the current focused (or "selected") target. Having a target focused allows the ship's ITTS (explained further down) to properly offset based on the focus target's speed, distance and relative direction of travel. Targets can be selected in a variety of ways: by using the TDAS Holosphere, directly looking at the object and making a selection, or through the targeting DSM.

**Scanning Procedure.** Upon selection of an unidentified contact, your targeting computer will attempt to scan that contact to acquire information as to its pilot, name of vessel and general allegiance. Once the scan has completed, your target selection and hologram will switch to the appropriate color to indicate the target's allegiance, if detectable.

Depending on the performance of the targeting computer and other general factors, the scan may take longer or shorter to complete. Once completed, the targeting DSM may be used to "dock" the target for multi-tracking.

**Using the Targeting DSM.** The targeting DSM can be used to track multiple targets simultaneously. The number of targets that can be tracked at once is dependent on the performance of the installed targeting computer. Targets docked in the DSM will display their relative distance and velocity, as well as a smaller holographic representation of the target that shows current damage states. Targets docked on the DSM are considered to be "locked" targets.



THE TARGETING PANE

To "lock" a target to the DSM, first ensure that a focus target has been selected and scanned, then press **G** on the keyboard. Press **G** again while the target is selected to detach the target from the DSM.

Once a target has been locked, a reference number will be assigned to that target that will correspond to its position within the DSM. The reference number will then display beside the augmented targeting reticle so that locked targets can be properly differentiated.

Press numpad **Delete** + <target number> to select that target from the targeting DSM.

## AUGMENTED HUD

One of the primary functions of the CVI is to augment the pilot's vision with targeting reticles and other auxiliary indicators. The CVI's augmented markers allow the pilot to look in any direction and still be able to track extraneous targets as well as retain visibility on the ship's total velocity vector when pulling strenuous maneuvers.

**Targeting.** Extraneous contacts can be in various states. A special reticle is designated to represent each state a contact may be in.



UNSCANNED CONTACT

SCANNED CONTACT

An *unscanned contact* is an object that has not been scanned for additional information and is essentially an unknown contact. The reticle marker is shaped as a cut-through hexagon and is fairly translucent.

A *scanned contact* refers to a target that has been previously scanned, but is not the current focus target nor locked. The shape is simplistic and features a protruding marker pointing in the target's relative direction of travel.

**Focused Target & Acquisition.** The focus target, as described above, is essentially the primary "selected" target. The focus target reticle is comprised of four individual brackets which align along the longitudinal axis of the target ship, along with a forward cone and range readout. This will give a clear indication of the target's relative orientation. As the target draws nearer, the brackets will expand out along the bounding box of the ship.



FOCUSED TARGET SELECTION

The initiation of a target scan is indicated by the four corner bracket components that fly in from the edges of the CVI to form a reticle around the focus target, with the progress of the scan being indicated by how long the brackets take to compose the reticle. When the scan is complete, all brackets will have locked into place to form the reticle, which will then orient itself with respect to the target's longitudinal axis, indicating its relative direction of travel. The reticle will also switch to the appropriate color to indicate

allegiance, if detectable (Friendly or Hostile). If the scan takes longer, a greater number of segments may be needed to complete the reticle.

**Locked Target.** A locked target has the DSM reference number just above the range readout. When the locked target is unselected, it will display a similar shape to the scanned target marker, but with a solid line and DSM reference number alongside it.



THE LOCKED TARGET MARKER

**Missile Locking.** Acquiring a missile lock uses the same concept as the target scanning reticle. A series of segments will fly in to form a special "missile-lock" reticle that floats within the scan reticle. A missile lock will be achieved once all components of the reticle are assembled onto the target. The time it takes for the reticle to assemble can be shorter or longer depending on the targeting computer installed and the type of missile armed. The missile locking reticle is the same color as the critical marker.

**Line-of-Sight (LOS) Marker.** The line-of-sight marker indicates the precise point in space where the pilot is looking. If the ship has gimbaled weapons, their direction will try to align to the pilot's LOS marker, with the projectile convergence based on the range to the target.

**Line-of-Sight Marker — 'Target Focus' Mode.** The line-of-sight marker indicates the precise point in space where the pilot is looking. If the ship has gimbaled weapons, their direction will try to align to the pilot's LOS marker, with the projectile convergence based on the range to the target.

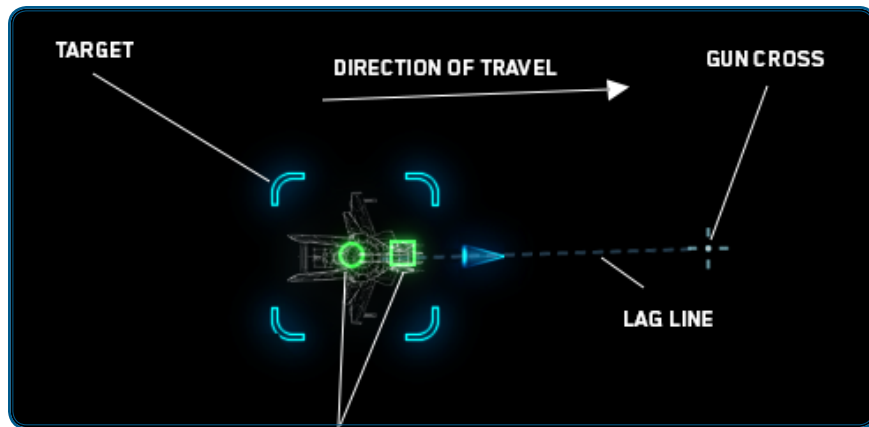


THE LOS MARKER



EXAMPLE OF A GIMBALED WEAPON NOT YET PROPERLY ALIGNED TO THE LOS MARKER

## Intelligent Target Tracking System (ITTS) for gimbaled weapons.



SIMPLIFIED EXAMPLE OF HOW THE GIMBALED WEAPON ITTS WORKS.

If there is an active focus target, the ship's ITTS will attempt to paint Predicted-Impact-Point (PIP) markers corresponding to each type of weapon equipped on the ship. These PIPs lag behind your fixed gun cross or line-of-sight (LOS) reticle depending on if the weapon has fixed or gimbaled convergence.

The lagged PIPs refers to where the projectile of that particular weapon will intercept given the distance, vector, and speed of the target ship, as well as the projectile speed of that weapon. Pilots should direct these PIPs to be over the target ship before firing.

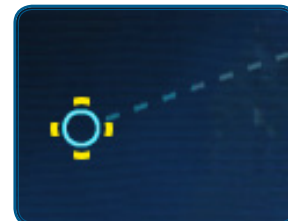


THE WEAPON OUT-OF-RANGE MARKER

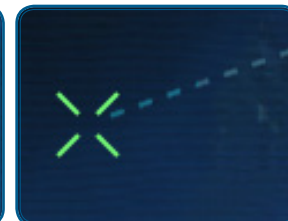
Each PIP also conveys weapon status through different visual states. If the color of the pip is in the critical color space with a line through it, that means that particular weapon is out of range and will not be able to intercept the target. The pip will also switch to the positive color space if it is in range and has been placed directly over the target and is therefore certain that the projectile of that weapon will intercept.

When you fire a weapon, an icon just outside of the PIP will flash to indicate that particular weapon is currently firing. If the projectile fired from that weapon intercepts the ship, a hit impulse will briefly display

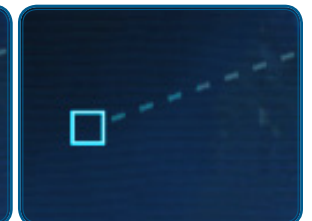
in place of the PIP to indicate that the target was hit by that weapon's projectile. Finally, the shape of the PIP is different for each weapon type. This helps you decide which firing groups to engage at certain times, in order to minimize heat output and wasted ammo.



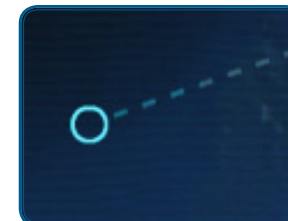
WEAPON FIRING INDICATOR



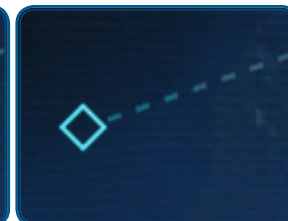
HIT IMPULSE INDICATOR



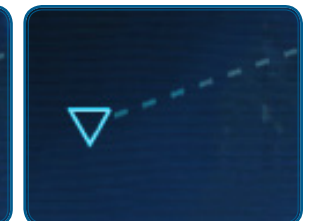
LASER REPEATER PIP



LASER CANNON PIP

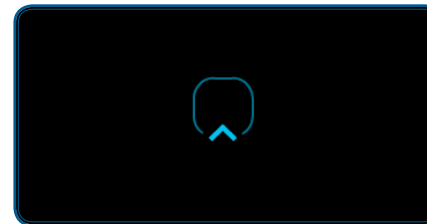


BALLISTIC REPEATER PIP

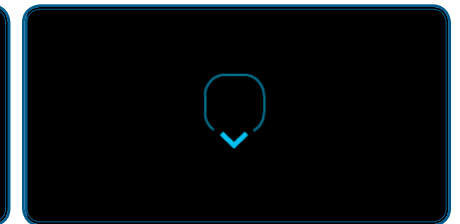


BALLISTIC CANNON PIP

**Total Velocity Indicator (TVI).** A velocity vector indicator is displayed in the CVI, and is indicated by a small ring with an arrow pointing inward through the ring's cutout (indicating forward direction). The TVI shows where the ship is currently heading, even though the front of the ship may be pointed elsewhere. The TVI is useful for determining the exact flight path vector of the ship, especially when drifting between and around other objects.



TOTAL VELOCITY INDICATOR



ANTI TOTAL VELOCITY INDICATOR

**Anti-TVI.** An anti-TVI is also displayed in the CVI, which indicates where the ship is currently heading away from. The anti-TVI is displayed as a ring with an arrow pointing away from it. The anti-TVI is useful to visualize when the ship is flying in a decoupled flight control mode, where the front of the ship is rotated opposite of its forward vector.

## LANDING

You can land anytime you find a flat surface large enough to land on. It will either be *governed* (e.g., most UEE LZs) or *ungoverned* (e.g., an unexplored world). The operators of governed sites require you to get permission to land; ungoverned don't. In revision 1.1, all Free Flight LZs are *governed*. (Of course, you are free to violate the regulations of a governed site, but be prepared to deal with the consequences.)

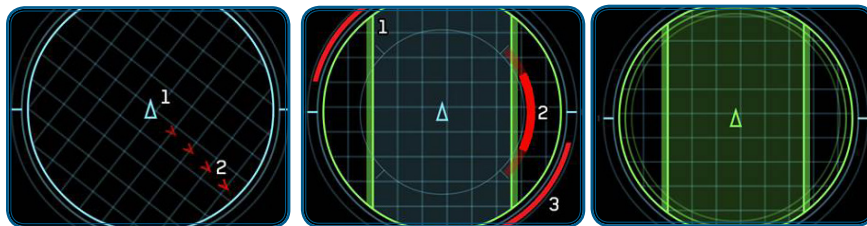
**Ungoverned.** To land on an ungoverned site (or on a governed site without permission), simply maneuver your ship until you have safely set it down.

**Governed.** To land on a governed site, first enter Landing/Docking Mode (**N**), and then target a Landing/Docking point (the closest one is automatically chosen first for you, if it's close enough).



LANDING HUD ICONS

When you are in range of your chosen landing site, request permission to land (**Y**, Pad Y, or Joystick Button 4). When you receive permission, your radar is replaced with a landing interface. It guides you to the site, and then helps you with positioning and orientation.



SHIP BEING GUIDED TOWARD LANDING PAD

1. SHIP ORIENTATION IN 2D SPACE.
2. LANDING PAD DIRECTION HELPER.

SHIP WITHIN BOUNDS OF LANDING PAD

1. LANDING PAD. HIGHLIGHTED BORDER MEANS THE SHIP IS WITHIN THE BOUNDS.
2. PITCH & ROLL WARNING. HERE, THE SHIP IS ROLLED TOO FAR TO STARBOARD.
3. ALIGNMENT INDICATOR. SOME PADS REQUIRE THE SHIP TO BE ALIGNED IN A SPECIFIED DIRECTION.

SHIP CORRECTLY ALIGNED FOR LANDING

As you land, you may switch back and forth between automated and manual landing. (toggle **M**, D-pad right, Hat right)

**Automated.** Once inside the bounds of the landing zone the ship will decelerate, align, position and land itself without the need for your input.

**Manual.** A practiced pilot may be able to achieve a quicker touchdown in Manual mode (maneuvering the ship yourself) than would be possible in the more safety-conscious Automated mode.

In either case, your landing gear deploys automatically.

Once you have received permission to land, if you decide to decline, press **N**, **Y**, or simply fly past the LZ.

**Taking Off.** Request permission to take off (**Y**, Pad Y, or Joystick Button 4) if at a Governed site. If you receive permission, the ship automatically takes off; control is returned to you once it is off the surface.

You can take off without permission (simply strafe vertically away from the surface), but there might be repercussions if leaving a Governed site.

## FIXED HEADS-UP DISPLAY

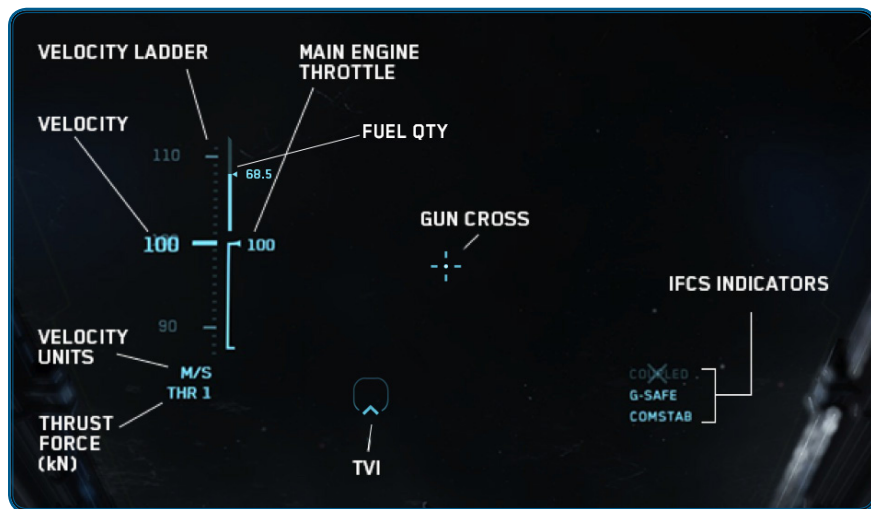
The fixed HUD sits front and center to your point of view and is used to communicate information relevant with respect to the current orientation of the ship, general flight information, and flight control modes / indicators.

**Velocity Ladder.** The velocity ladder measures your current velocity heading toward the forward TVI.

**Thrust Force.** Thrust force, displayed in kilonewtons, represents the force being applied to the forward axis of the ship.

**Main Engine Throttle.** The main engine throttle displays the current power level being delivered to the main engine thruster.

**Gun Cross.** If the ship is equipped with non-gimbaled fixed forward-facing weapons, the gun cross represents the pointed direction of those weapons — which is also the position of your ship's longitudinal axis.



FIXED HUD LAYOUT

**Intelligent Flight Control System (IFCS).** Flight control indicators are displayed in the lower right-hand side of the HUD. A flight control that has become disengaged will be more translucent with an “X” through it.

**Coupled / Decoupled Mode.** There are two flight control modes, coupled and decoupled. In coupled mode, flight is always nose-forward,

like an atmospheric jet. When turning, the ship continues to move at a set velocity in the direction the nose is pointing.

While in coupled mode, you can strafe side-to-side (Q and E) and up-and-down (R and F).

When coupled flight is disengaged (decoupled mode), the direction and speed the ship is moving at is essentially “decoupled” from the nose direction, allowing the ship to rotate freely without changing the direction of flight. When in decoupled mode, the ship is allowed to strafe forward and backward, side-to-side, and upward and downward. When coupled mode is re-engaged again, the ship will begin moving at the current speed but in the new nose-forward direction.

This mode is indicated by the “**COUPLED**” indicator on the HUD.

**IFCS Safety Modes.** There are two IFCS safety modes:

**G-Safe.** The first is the G-force safety mode that attempts to limit your exposure to head-to-toe G-forces to keep you from blacking/redding out. If this mode is enabled and you attempt to move the ship in a way that would generate greater than two head-to-toe Gs, the IFCS will limit that movement. If you are strafing, the IFCS will limit upward / downward acceleration to within the safe range.

G-Safety mode is indicated by the “**G-SAFE**” indicator on the HUD.

**Command-Level Stability (COMSTAB).** The second safety mode is the turn control system (TCS, sometimes called Command-Level Stability or Comstab). Often, when the ship is turned when moving at a high velocity, it will slide in the original direction before eventually settling into the new direction. Comstab will limit this sliding behavior by slowing the ship's velocity during extreme maneuvers. It is similar to the traction control system of ground-based vehicles. (If you are turning, the IFCS will slow the ship to keep the turning acceleration from being greater than the safety threshold.)

Command-Level Stability is shown by the “**COMSTAB**” indicator on the HUD.

The default status is G-Safe on and COMSTAB off.

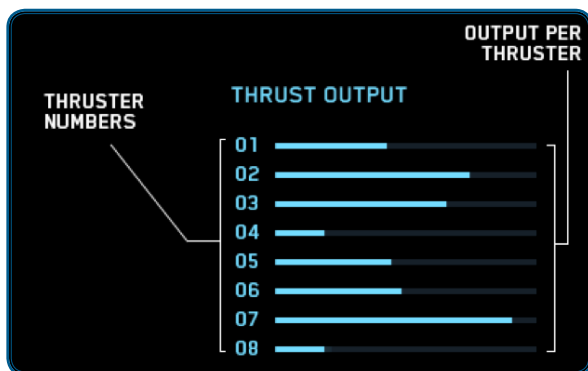
**Proximity Warning.** When a ship gets dangerously close to your ship, a warning icon will appear at the edge of the screen denoting the approaching ship's direction.



## INTERCHANGEABLE STATUS DISPLAYS

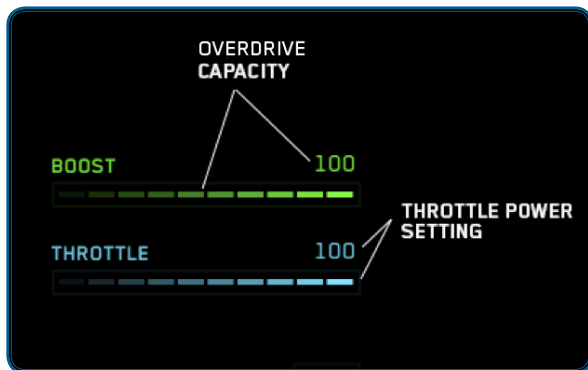
There are two functional ISDs available:

**Thruster Output Display.** The thruster output ISD displays per-thruster output levels from the ship's main engine as well as maneuvering thrusters.



THRUSTER OUTPUT ISD

**Throttle & Boost Display.** The throttle & boost ISD displays the current power level being delivered by the main engine (which is duplicated on the HUD), as well as an afterburner capacity indicator.

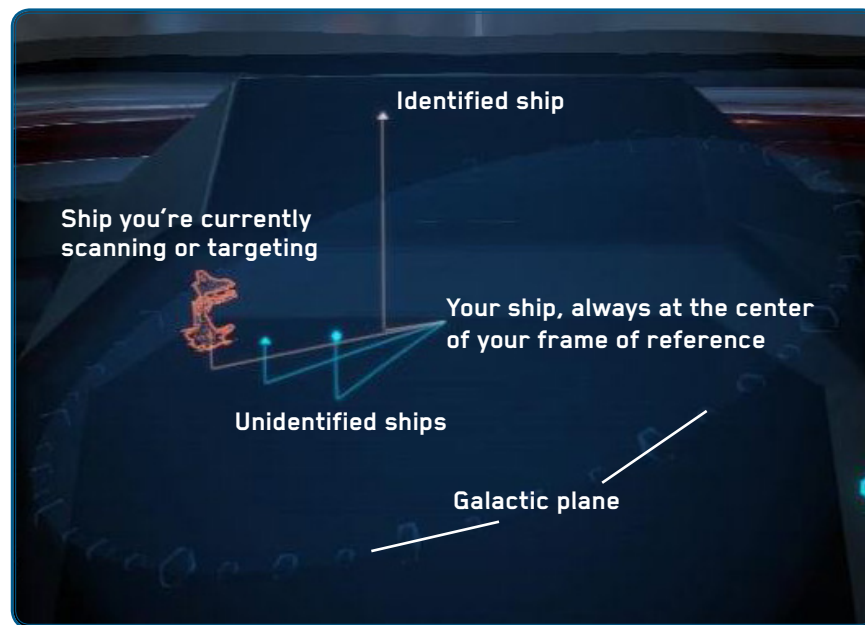


THROTTLE & BOOST ISD

As the overdrive expends fuel, the boost meter decreases and flashes, indicating the overdrive is currently engaged. When the boost meter falls below 50%, the meter switches to the critical color to warn that the boost capacity is low. You slowly regain boost capacity.

## TRANSDIRECTIONAL AWARENESS SYSTEM (TDAS)

The TDAS is a spherical radar used to indicate the positions of contacts in three dimensions.



TDAS HOLOSHERE

The TDAS displays the galactic plane as a standard reference for your ship's orientation in space. An unscanned target is marked as a small sphere.

Objects in the radar display a relative distance indicator (line and stalk) that is designed to communicate the distance to the target both horizontally and vertically. The current focus target is represented as a 3D holo-image of the target object. The color of the relative distance indicator and 3D hologram changes to indicate allegiance, if it can be determined.

Unselected targets that have been scanned will show as a small triangle that points either upward or downward depending on whether the target is above or below.

### TDAS ZOOM LEVEL

The TDAS supports cycling through various levels of zoom. To cycle through the zoom levels, press **[,]** (the comma key).

## SIGNATURE DISPLAYS

Your primary target ship displays a meter for how strongly it is emitting EM, IR and CS signatures. The more boxes, the higher its emissions and the easier it will be for you to hit it with a missile of that type.



ENEMY SIGNATURE RESISTANCE

Your own EM and IR signatures are marked by two meters at the base of your HUD, one at the left for IR and one at the right for EM. As with your target's readout, the higher your scale, the easier it is to be hit with a missile of that type.



YOUR IR RESISTANCE



YOUR EM RESISTANCE

## COUNTERMEASURE DISPLAY

Your current count of chaff and flares is displayed near the center bottom of your HUD. Incoming missiles that can be countered with chaff are marked with the chaff symbol; incoming missiles that can be countered with flares are marked with the flare symbol.



COUNTERMEASURE COUNTER



## UI COLORS

All elements in the HUD user-interface are a specific color upon creation (but can be switched by the pilot\*). These colors can be changed to suit your visual needs and preferences, and changes will be reflected in all of the various UI components in the cockpit. The following list outlines the categories that are assigned specific colors, along with their functional purposes:

**HUDNEUTRAL.** This color is used for all HUD elements if they don't strictly pertain to a specific function in conveying information through color. It also serves as the neutral / "okay" state if it is a part that can sustain damage.

**POSITIVE.** This color is used to indicate positive feedback — completion messages and highlighted / selected elements.

**MODERATE.** Indicates second priority severity, whether it is a "notice" message or a moderately damaged subpart. This is the color used to indicate the intermediate state between "okay" and "critical."

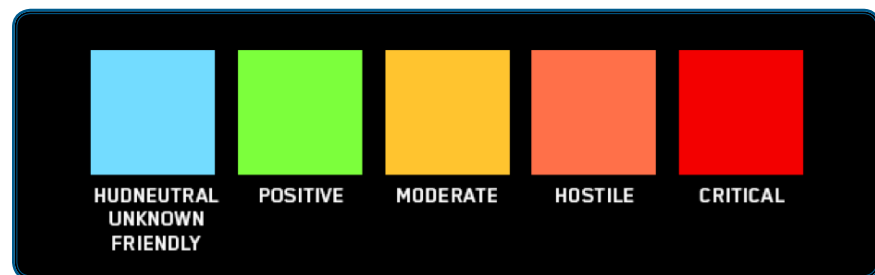
**CRITICAL.** This color indicates a negative or critical element that needs utmost attention — first priority severity. This is used to indicate severely or completely damaged parts on your ship — critical warning messages, etc.

**UNKNOWN.** Unknown or neutral allegiance.

**FRIENDLY.** Friendly allegiance.

**HOSTILE.** Hostile allegiance.

The default color mapping can be seen in the image below:



DEFAULT COLOR DEFINITIONS

## CINEMATIC CAMERAS

**Missile Camera.** When firing a missile keep the button held down to track the missile.

**Countermeasure Camera.** When firing a countermeasure keep the button held down to track the countermeasure.

## SPECTATOR CAMERAS

When you die in *Arena Commander* you enter spectator mode. In this mode, there are 3 camera views you can cycle among:

- **Cinematic** (tracking alongside a ship)
- **Orbit** (tracking around a ship)
- **Static** (observing a ship from a fixed point).

	Keyboard	Gamepad	Joystick	Restrictions
Next target	☞ Mouse 2	RB	Button 1	
Prev. target	☞ Mouse 1	LB	Button 2	
Next view	☞ Mouse 3	A		
Toggle HUD	[B]	B		
Toggle lock	[Y]	Y		
Zoom in	Mouse wheel	RT	Hat up	Orbit cam only
Zoom out	Mouse wheel	LT	Hat down	Orbit cam only

\* Color switching is not yet supported in the current revision (1.1).

# FLIGHT CONTROLS

## ALTERNATIVE CONTROL METHODS

### GAMEPAD OR JOYSTICK

**Target Focus.** Your character looks at current target and attempts to keep the target in field of view. Once the target has moved out of the field of view, the head look will reactivate if you are able to get the target back in view within 3 seconds.

R3          gamepad  
Button 11   joystick

**Enhanced Stick Precision (ESP).** This scales stick input as lag pips approach target, in order to reduce the tendency to overshoot. In this version (1.1), ESP is automatic for gamepad or joystick controls.

**Aim-Only Virtual Joystick.** *Intended for use with joystick and mouse combination; is off by default.* Locks/unlocks gimbaled weapons for mouse aim while also using joystick for flight control. While locked, the aim reticle follows current move input.

Right **(Shift)**          Toggles on and off

### MOUSE & KEYBOARD

**Weapon Gimbal Lock.** *Can toggle on and off, or can maintain it while holding* Left **(Alt)** *until released.* Locks gimbaled weapons to fire straight ahead.

Left **(Alt)**          Toggles on and off, or holds on until released

**Target Focus.** Your character looks at current target and attempts to keep the target in field of view. Once the target has moved out of the field of view, the head look will reactivate if you are able to get the target back in view within 3 seconds.

**(L)**

**Drag-to-Move Mode (Relative Mode).** *Can toggle on and off, or can maintain it while holding* **(Control/C)** *until released.* Gimbled weapons locked forward during mouse movement.

**(Control/C)**          Toggles on and off, or holds on until released

## OTHER CONTROLS

**Eject.** If a ship is equipped with an ejection system, you can escape. You will float freely in zero-G until you press **(X)** to respawn.

Right **(Alt/L)**          keyboard

**Self-Destruct.** All ships now come with a self-destruct sequence. This can be activated at any point; it can be deactivated if you do so before your ship explodes.

Right **(Alt/Backspace)**          keyboard

**Sensitivity Curves.** Joystick sensitivity curves can now be customized at the bottom of the Options: Control Options menu. Select a function of the joystick to display a graph of its curve; shift the points on the curve to adjust the joystick's responsiveness.

Click on a point and press **(Delete)** to delete it; click on a curve away from the points to add a new point.

**Rear-View Camera.** All ships have this camera.

**(.)** (period; hold)          keyboard

Left Stick (hold)          gamepad

**Other Cameras.** See page 25 for a list of other types of cameras.



# KEYBOARD DEFAULT

(COMBAT MODE) (CLICK) ACQUIRE MISSILE LOCK (HOLD) FIRE MISSILE  
 (LANDING MODE) (CLICK) REQUEST LANDING / TAKE-OFF  
 (SPECTATOR MODE) (CLICK) NEXT MODE  
 (SCROLL) ZOOM  
 (SPECTATOR MODE) CYCLE NEXT TARGET  
 (SPECTATOR MODE) CYCLE PREV TARGET  
 FIRE GROUP 2 (SPECTATOR MODE) CYCLE NEXT TARGET  
 FIRE GROUP 1 (SPECTATOR MODE) CYCLE PREV TARGET  
 FIRE GROUP 4  
 FIRE GROUP 3  
 PITCH/YAW

# JOYSTICK

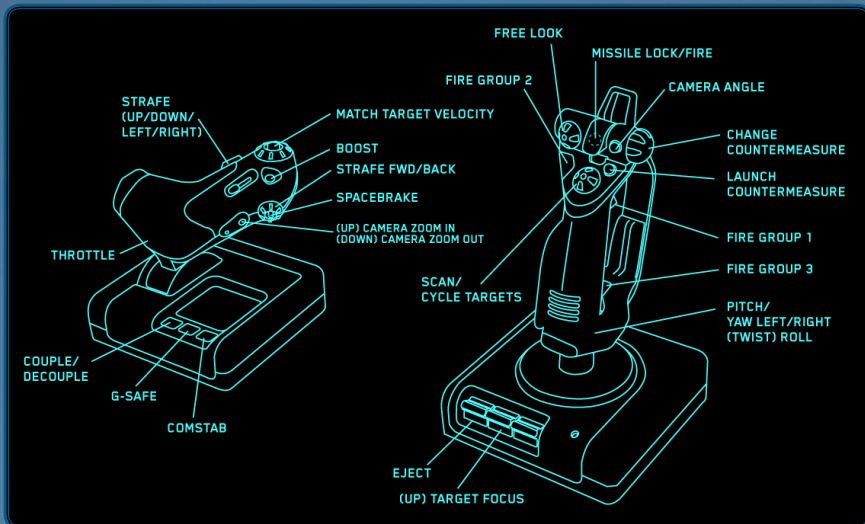
(UP) FOCUS TARGET RETICULE  
 (DOWN) CYCLE TARGETS FORWARD  
 (LEFT) TARGET NEAREST HOSTILE  
 (RIGHT) CYCLE HOSTILES  
 (RIGHT) TOGGLE AUTOPILOT  
 (SPECTATOR MODE) CYCLE PREV TARGET  
 STANDARD FCS MODE  
 DECOUPLED FCS MODE  
 LANDING MODE  
 FIRE GROUP 1 (SPECTATOR MODE) CYCLE NEXT TARGET  
 LAUNCH COUNTERMEASURE  
 MATCH TARGET VELOCITY  
 TARGET FOCUS  
 AFTERBURNER  
 LOCK SELECTED TARGET  
 LOCK MISSILE/FIRE MISSILE REQUEST LANDING / TAKE-OFF  
 PITCH/YAW ORIENTATION  
 SET THROTTLE

# CONTROLLER DEFAULT

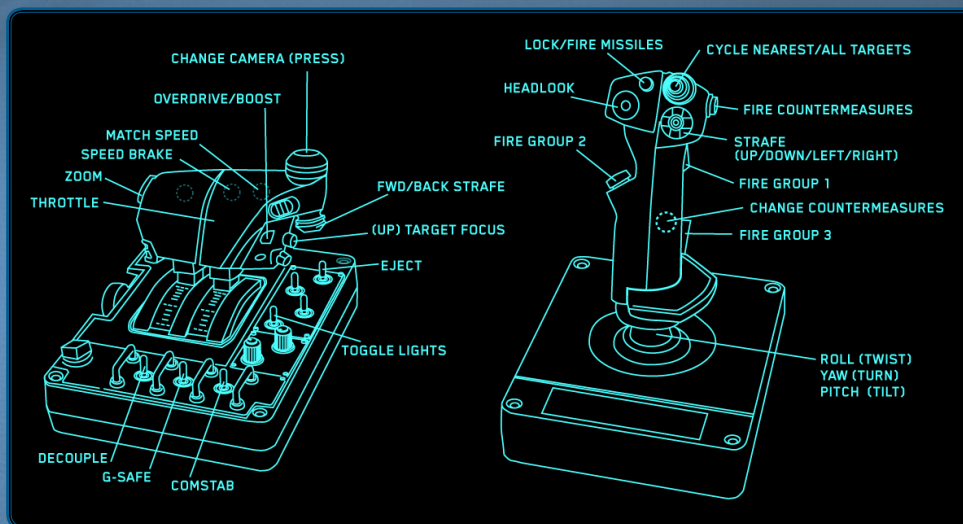
LEFT TRIGGER (LT) (SPECTATOR MODE) ZOOM CAMERA OUT  
 THROTTLE DOWN (DOUBLE TAP) 0% THROTTLE STRAFE BACK NEWTONIAN BRAKE (SPECTATOR MODE) CYCLE PREV TARGET  
 HUD INTERACT ON/OFF (HOLD) SCOREBOARD (+LT) EJECT  
 FIRE GROUP 1 (SPECTATOR MODE) ZOOM CAMERA IN  
 STANDARD FCS MODE DECOUPLED FCS MODE LANDING MODE  
 THROTTLE UP (DOUBLE TAP) MATCH TARGET VELOCITY STRAFE FORWARD (SPECTATOR MODE) CYCLE NEXT TARGET  
 LOCK MISSILE/FIRE MISSILE LAUNCH CM REQUEST LANDING/TAKE-OFF (+LT)  
 BOOST (+LT) HUD BACK (+LT) FIRE GROUP 2 (+LT) FIRE GROUP 3 (+LT) TOGGLE LANDING SYSTEM (+LT)  
 YAW/PITCH ROLL (+LT) FCS MODE TOGGLE (+LT) YAW/PITCH (CLICK) LOOK BEHIND  
 MENU  
 INTERACT / CONFIRM (HUD INTERACT MODE) (+LT) TOGGLE LANDING SYSTEM  
 HEAD LOOK/CAMERA ORBIT (+LT) STRAFE (CLICK+LT) CHANGE CAMERA (CLICK) TARGET LOOK  
 (UP/DOWN+LT) ZOOM (UP) FOCUS TARGET RETICULE (DOWN) CYCLE TARGETS FORWARD (LEFT) TARGET NEAREST HOSTILE (RIGHT) CYCLE HOSTILES (RIGHT) TOGGLE AUTOPILOT (LEFT+LT) COMSTAB ON/OFF (RIGHT+LT) G-SAFE ON/OFF (HUD INTERACT MODE) NAVIGATE HUD

# HOTAS

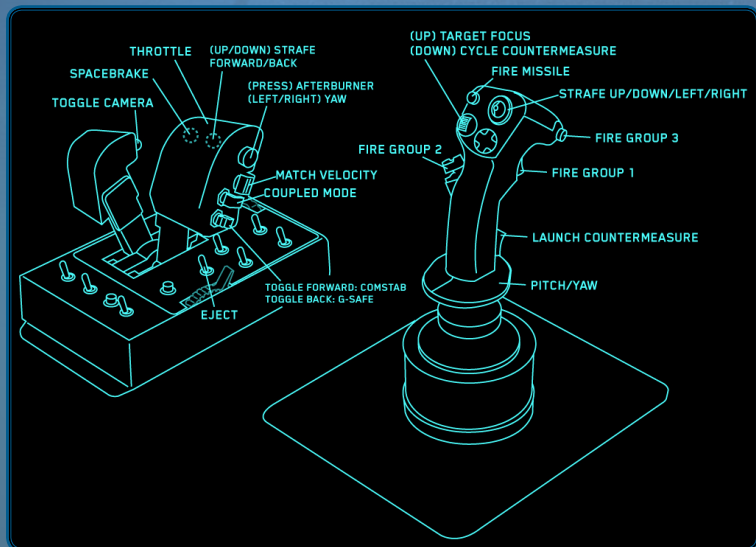
## SAITEK X52



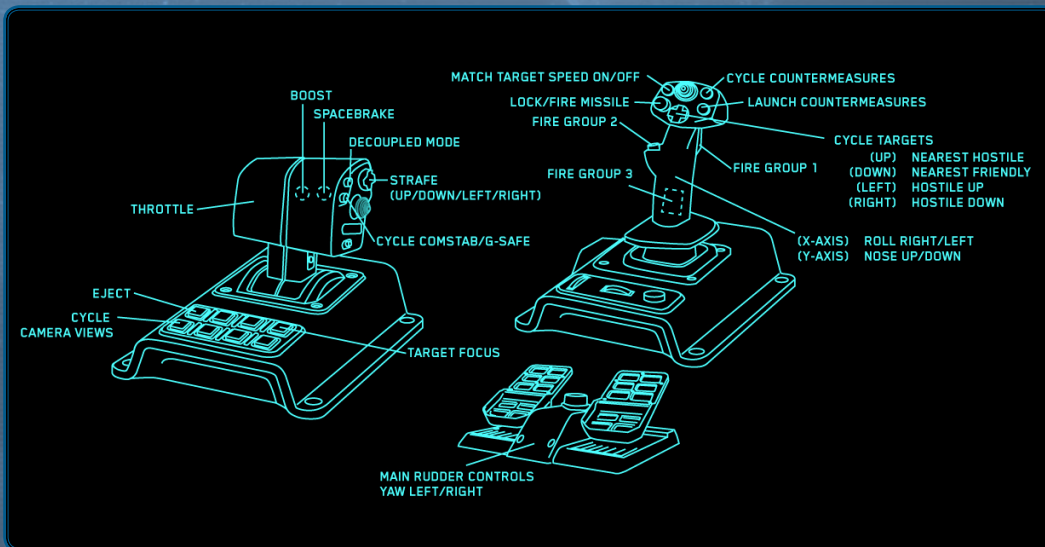
## SAITEK X55 RHINO



## THRUSTMASTER WARTHOG



## LOGITECH G940



# LEADERBOARDS

There is a Leaderboard for all game modes:

- Click on any user in the Leaderboards to access expanded data. You can see the best pilots' preferred ship or map, and check their detailed stats and their style.
- Sort through the Leaderboards: who has the most flight time? Who has the most captures in Capture the Core? Columns can now be sorted, and the entire table can still be filtered by Organization.
- See how entire Orgs are doing: the new Organizations leaderboard aggregates player data to rank Orgs against one another. As with pilots, you can check out which Orgs are the best in each game mode.
- Orgs have their own expanded internal data as well, including a list of their best pilots.

*Note : Our ranking algorithms are specifically designed to remain fair for all orgs: smaller orgs with good pilots have as much chance of ranking high as any big one. Obviously these will be finely tuned throughout the upcoming AC seasons.*

# COMBAT AWARDS

Along with a major rebalance of scoring for damage and kills, several awards and bonuses have also been included to reward exceptional dogfighting and teamwork.

## BATTLE ROYALE

*Underdog Award.* Awarded for kills of a ship deemed a superior dog-fighter to yours.

*First Blood.* Awarded to the first player to score a kill.

*Unaided Kill.* Awarded for a kill made without any other players damaging your victim (disabled in Squadron Battle).

*Untouchable Award.* Awarded for an Unaided Kill in which you were not damaged by the victim (shield damage is fine, just no hull damage).

*Revenge Kill.* Awarded if your victim was the player who killed you last.

*Ace Award.* Awarded if you kill 5 players without dying.

*Ace Spree.* Awarded for every kill you get without dying after earning an Ace Award.

*Ace Bounty.* Awarded for killing an Ace.

*Forced Error.* Awarded when an enemy you were shooting at dies through collision with anything other than another ship.

*Forced Ejection.* Awarded when an enemy you were shooting at ejects.

*Nemesis Award.* Awarded for killing the same enemy 3 times without being killed by him.

*Redemption Award.* Awarded for killing your nemesis. This resets the count of his kills on you which count toward nemesis (he must get 3 to become your nemesis once more).

*Resurgence Award* Awarded for killing an enemy when you have had more than 3 deaths without a kill.

## SQUADRON BATTLE

***Battle Royale awards plus:***

*Squadron Revenge Kill.* Awarded if the enemy you kill killed a member of your team in the last few seconds.

*Wingman Award.* Awarded if the enemy you kill had damaged (not killed) a member of your team in the last few seconds.

*Kill Assist.* Awarded when an enemy you have damaged in the last few second is killed by a teammate.

## CAPTURE THE CORE

***Battle Royale and Squadron Battle awards plus:***

*Core Defender.* Awarded when you kill an enemy within a radius of your core.

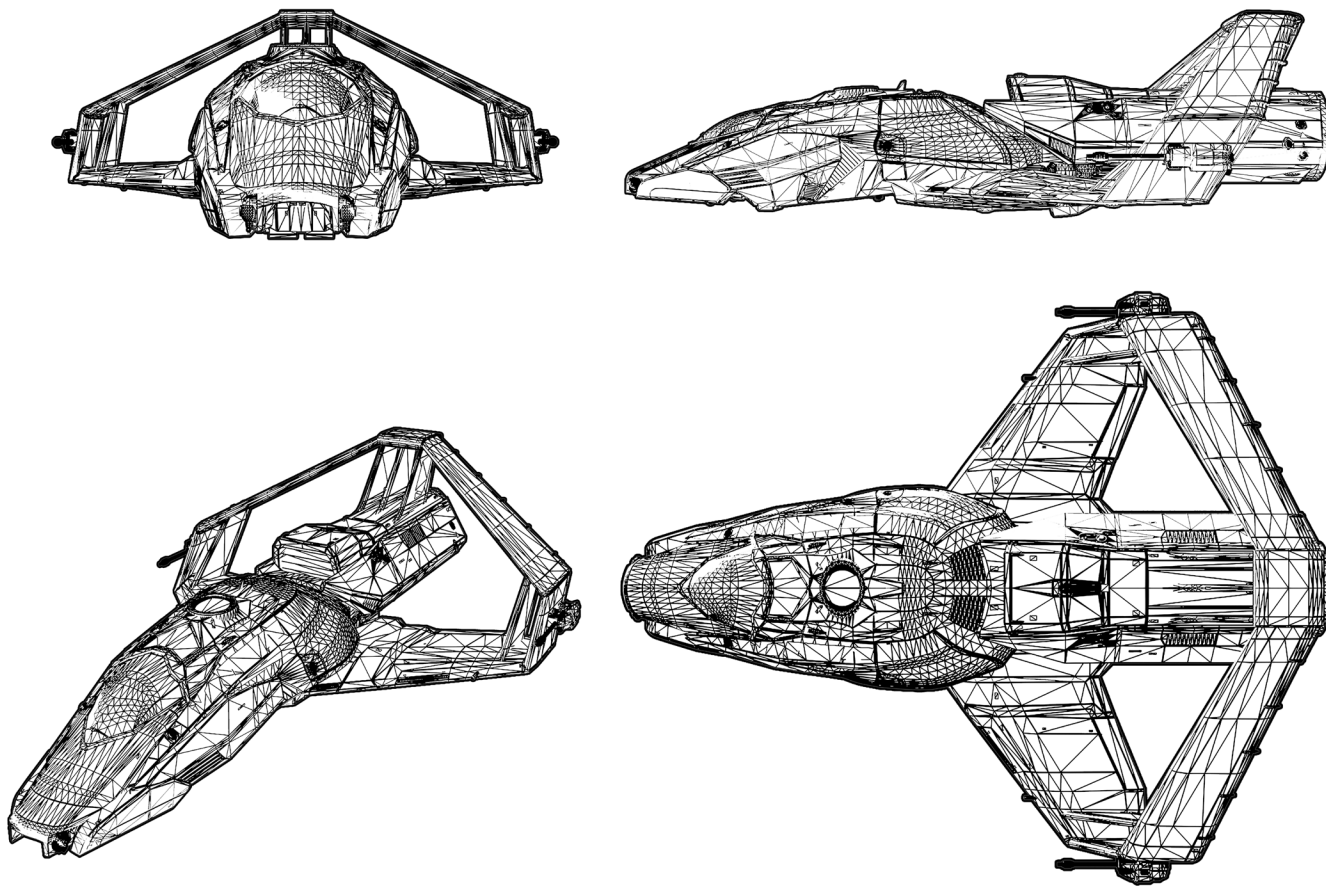
*Carrier Defender.* Awarded if the enemy you kill had damaged your team's core carrier in the last few seconds

*Steal Assist.* Awarded if you are in a radius of the enemy core when a teammate takes it.

*Capture Assist.* Awarded if you are in a radius of the enemy core when a teammate captures it or if you carried the scored core at any point previously (and dropped it).

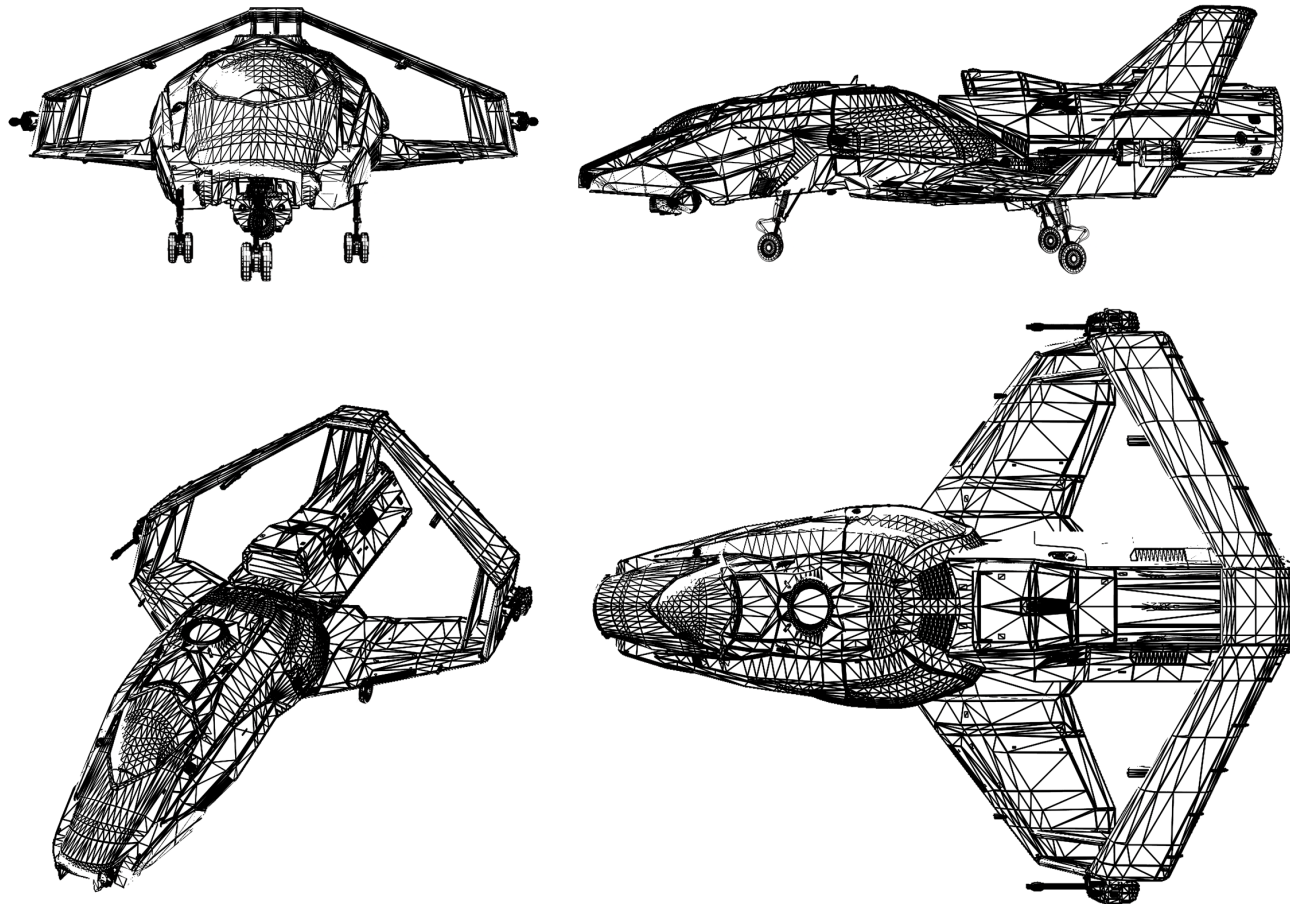
# 300i

Origin's 300 series favor speed and agility over power. The Scalpel™ Precision Maneuvering thrusters, originally designed for Murray Cup contenders, have become standard for the 300i, making it as maneuverable as the Scythe. That nimbleness comes at a cost. The 300i lacks the armor and shield complement that a Hornet has, requiring the pilot to be more surgical in his attacks. Pilots will often opt for hit-and-run tactics to compensate, choosing the angle and place of the dogfight rather than engaging in battles of attrition.



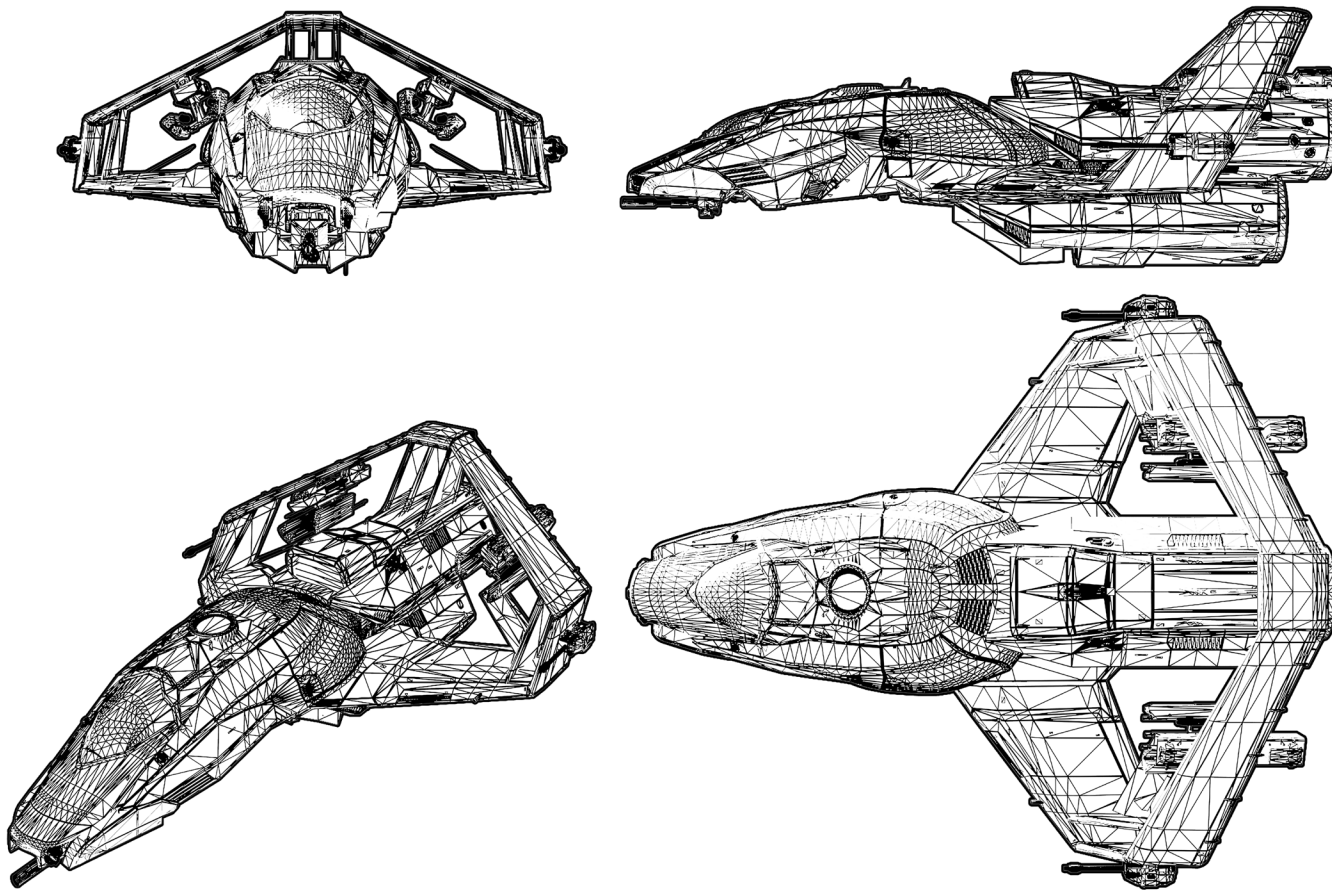
# 315p

Showing once again the flexibility of their 300 series platform, ORIGIN has delivered in the 315p a very capable exploration vehicle that can not only go the distance, but looks very nice doing it. Featuring a more robust power plant and a custom scanning package, exclusively designed by Chimera Communications, the 315p is designed to go to the farthest realms, faster. The 315p pairs an elite-class Tyler D-Tech Soniclite 600 powerplant with a Dragon Stellar STC Silver thruster system capable of smooth maneuvering at long range. In addition, the Greycat SureGrip Tractor Beam available standard on every craft allows the 315p to target and extract everything from asteroid fragments to drifting crewmen.



# 325a

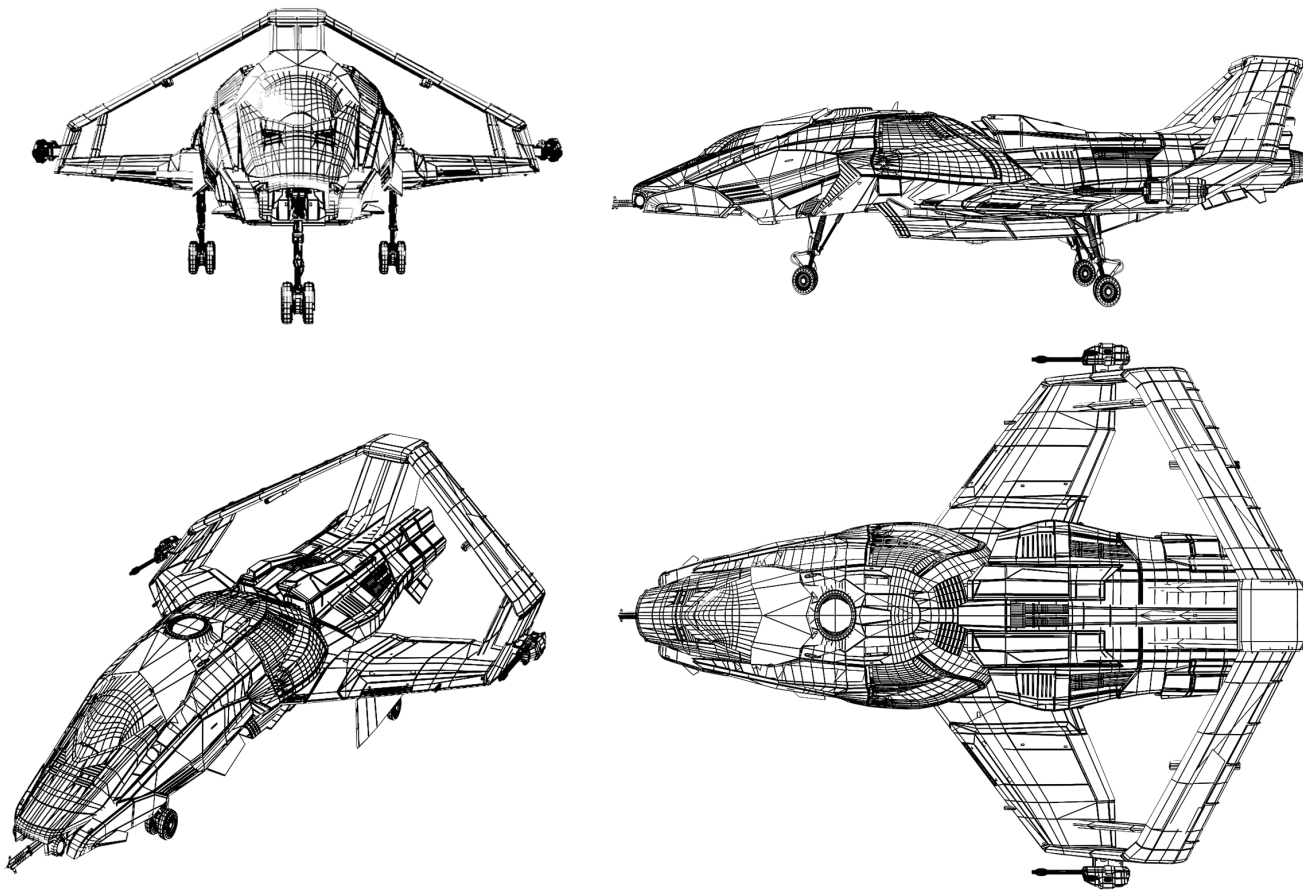
The combat variant of the popular 300 series from Origin, the 325a was built to fight. Mostly commonly found in high-end security details, the 325a offers a complete weapon package, featuring a lethal array of gun hardpoints with a pair of inner-wing missile mounts, allowing a variety of possibilities to suit your combat needs. As most trained fighters will attest, the key to winning a fight isn't throwing a punch, it's being able to take one. Engineers increased the ship's ability to withstand punishment by adding thicker armor and a more powerful shield generator. While this buffed endurance decreases the ship's overall acceleration, pilots around the 'verse have praised the 325a as a robust dogfighter and an unrelenting opponent.





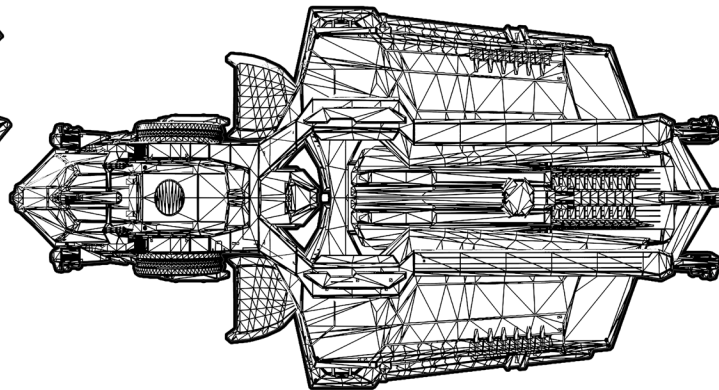
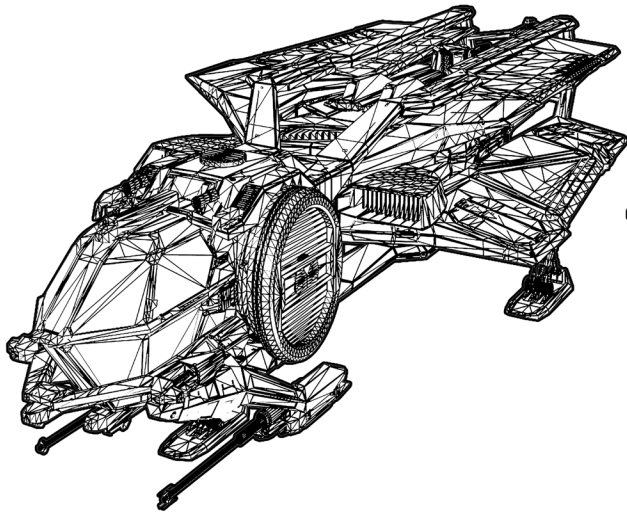
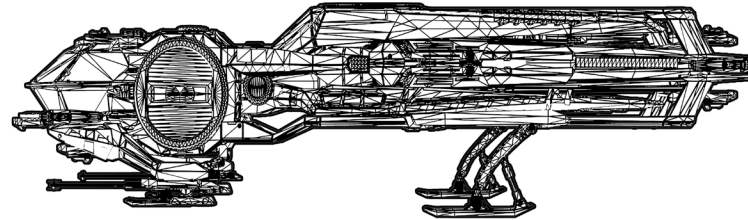
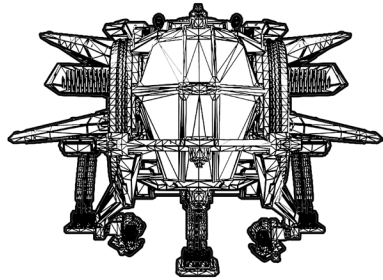
# 350r

Developed by their multi-Cup-winning Racing Team, ORIGIN released the 350r as the dedicated racing model of their 300 series. Offering more protection and offensive options than the M50, the 350r is a natural and devastating competitor in Blitz class races, while the twin Hammer Propulsion engines redefine the nature of speed in a spaceship. However, operators would be ill-advised to use the 350r in a straight-up brawl. Although it's capable of withstanding more punishment than the M50, they should still utilize the 350r's speed to engage in hit-and-run attacks, choosing the time and angle of their attacks.



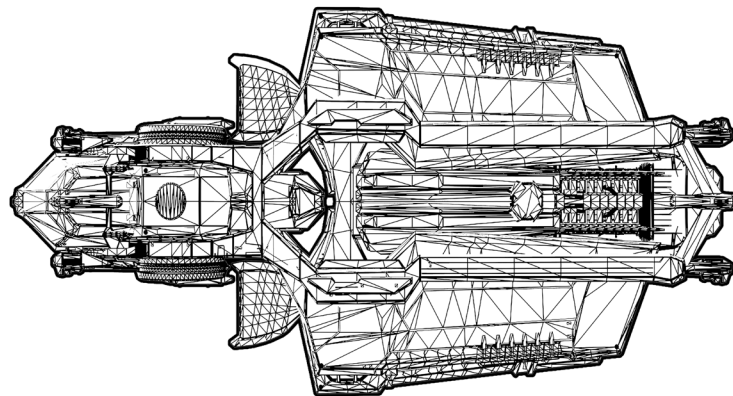
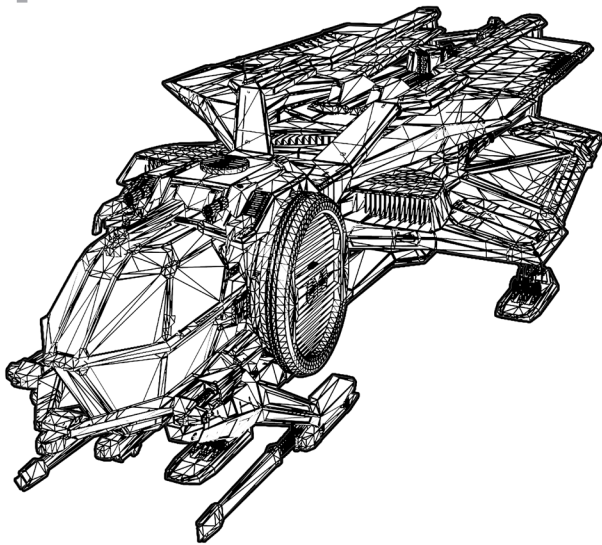
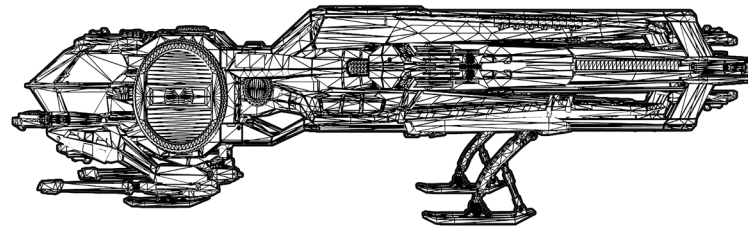
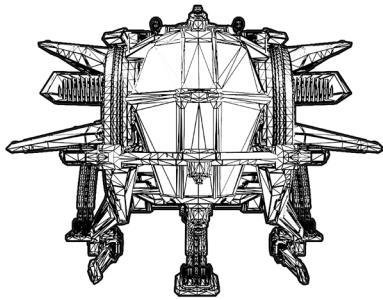
# Aurora ES

The Aurora is the modern-day descendant of the Roberts Space Industries X-7 spacecraft that tested the very first jump engines. Utilitarian to a T, the Aurora is the perfect beginner's ship: what it lacks in style it makes up for in ample room for upgrade modules. The industrial-strength carbon nano-fiber spaceframe offers smooth flying, while the retractable RSI Shock-Sorb landing struts offer smooth landings. By streamlining its focus, the Aurora ES manages to consistently deliver solid performance.



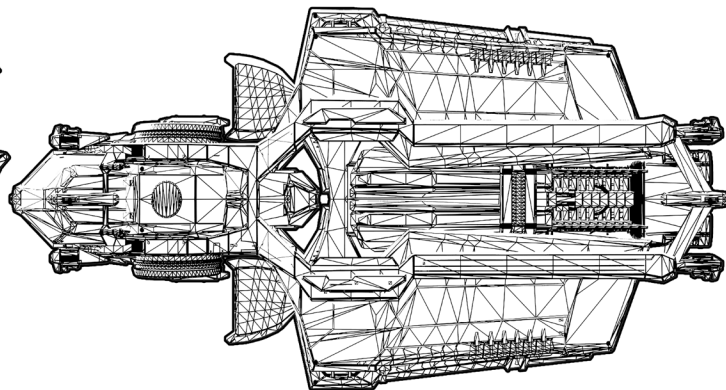
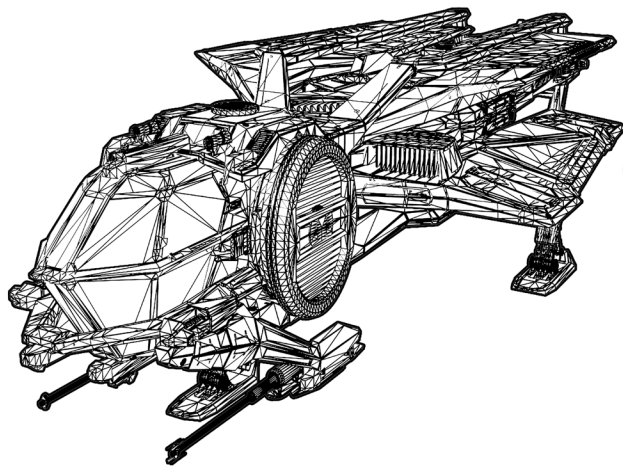
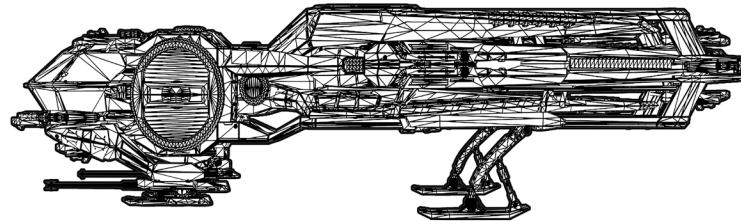
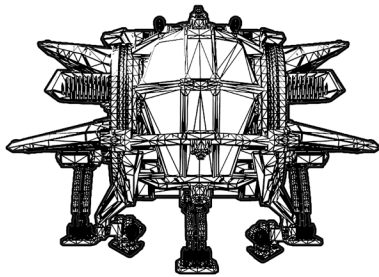
# Aurora MR

RSI's Aurora has enjoyed success as an affordable, multirole civilian ship and can be found in most corners of the UEE. Its range of options and general versatility make it an ideal starter ship for new pilots as well as aspiring haulers and local law enforcement. While all Aurora have a smaller target profile [than the 300i and Hornet], the offensive and defensive capabilities will vary based on the model and operator's choice in loadout. In short, the discerning combatant would be wise to not discount the small modular ship as a threat until he knows exactly what he's dealing with.



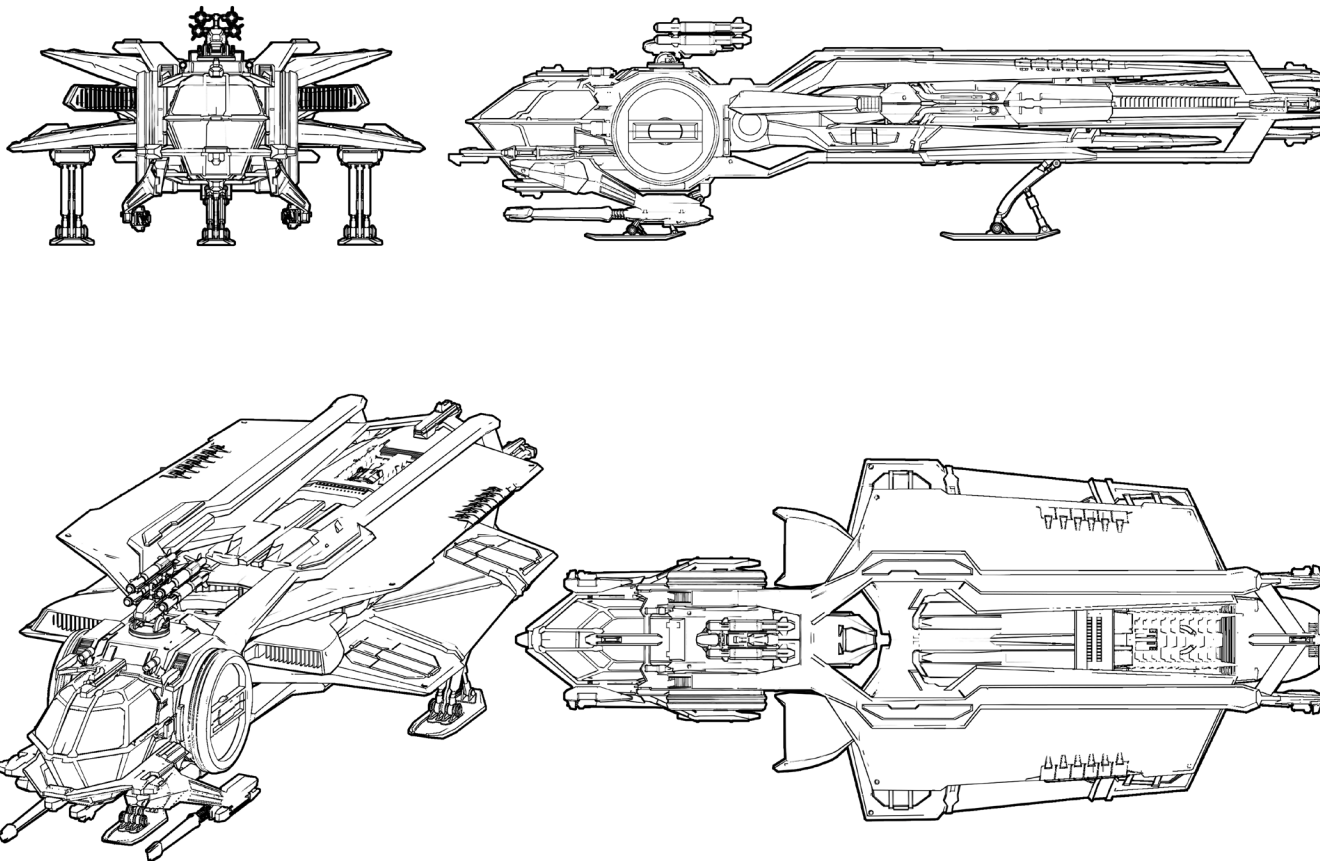
# Aurora CL

Customized for mercantile and trading excursions, the Aurora Clipper is the perfect vessel for aspiring entrepreneurs and seasoned traders alike. Swapping a smaller power plant and armor capabilities for an expanded cargo capacity, the Clipper ups the ante for personal merchant craft. Equipped with the Endurance-300 series of engines, famed for its titanium-alloy chassis construction, RSI manages to provide a healthy dose of power while keeping turbulence to minimum. Something very important when hauling valuables. Add in the lowest fission drive emissions in its class and a standard fuel probe port for in-flight refueling operations, and you have a ship ready to tackle a wide variety of jobs.



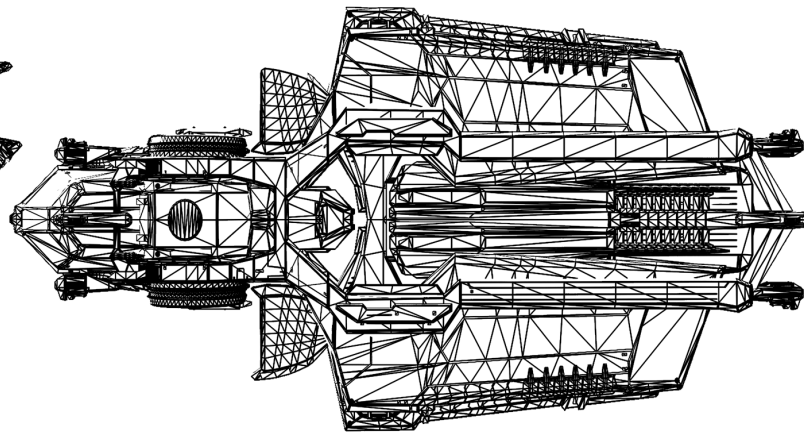
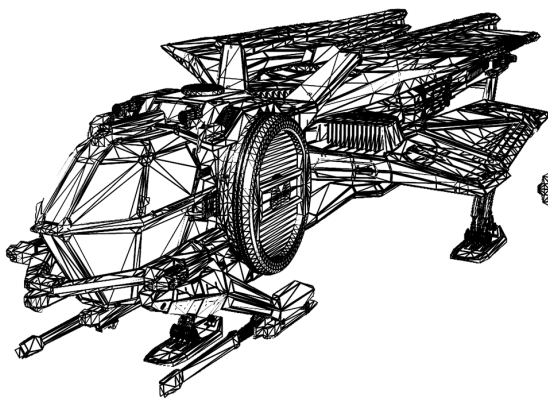
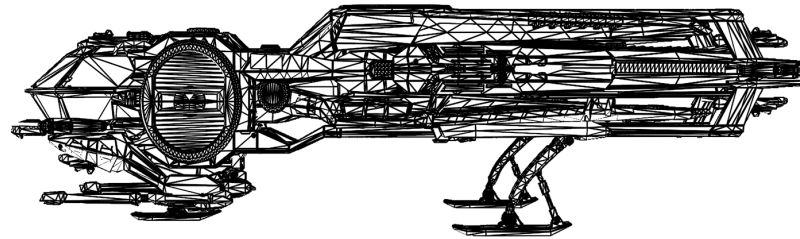
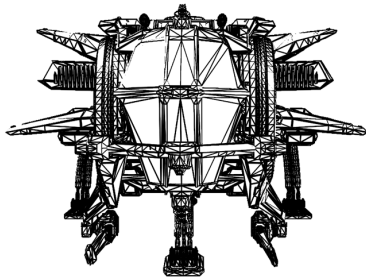
# Aurora LN

The Legionnaire is ready for action right off the lot. Outfitted with a pair of factory standard Bulldog Repeaters from Klaus & Werner and a missile rack preloaded with four Talon Dominator II missiles, RSI has insured that the Aurora LN, with the right pilot flying, can hold its own in a fight. On the defensive end of the spectrum, RSI continues its partnership with Gorgon Defender to install their AllStop shield generator in all Legionnaire ships. The AllStop boasts a single-field system designed to keep hostile fire at bay. With the more robust shield generator and the additional weapon hardpoints, the Aurora LN reveals itself to be a fully combative diamond in the rough.



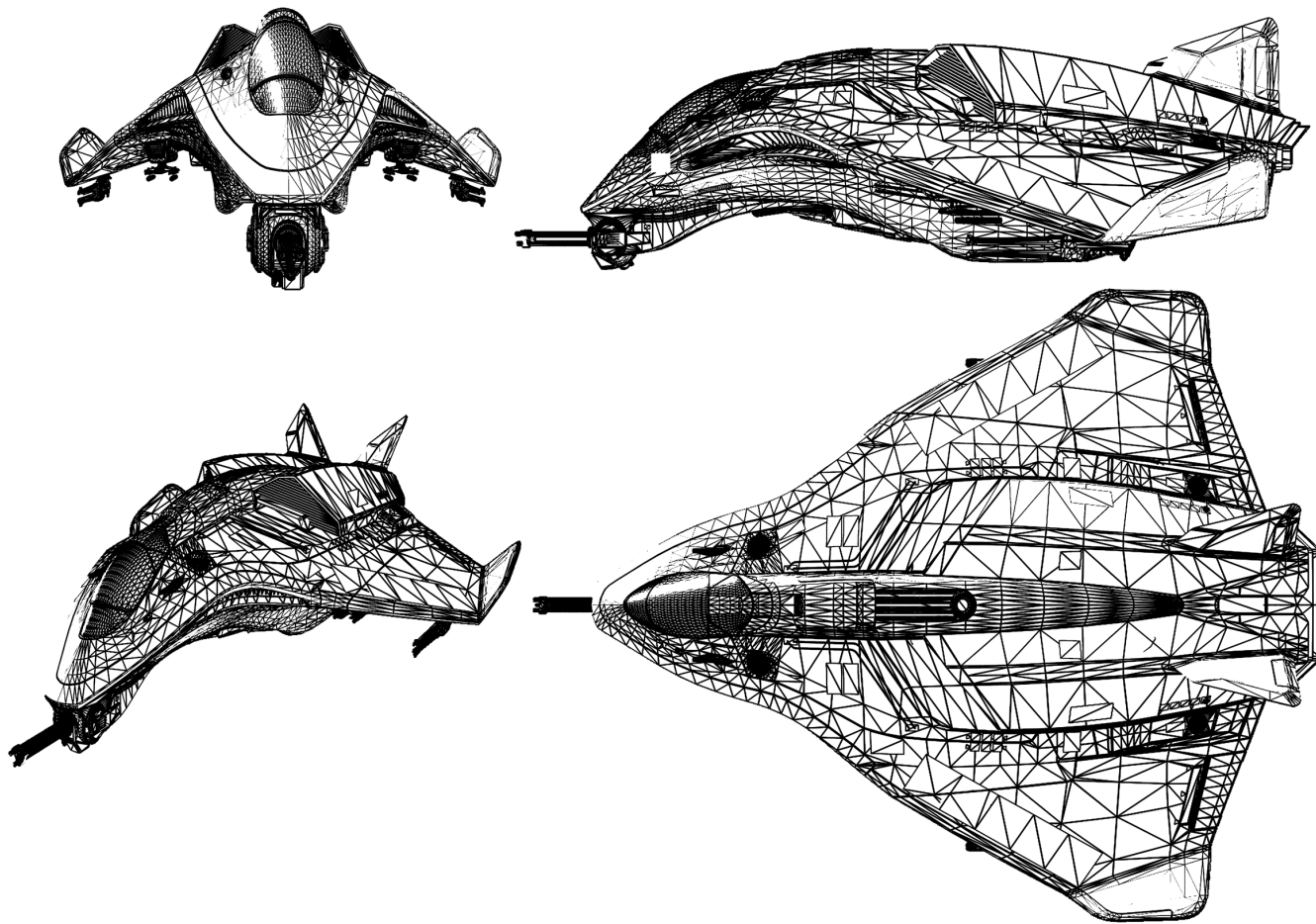
# Aurora LX

The Aurora LX is RSI's attempt to appeal to a pilot with more discerning tastes. Whether exploring distant systems or delivering cargo on a long haul, the extra quality RSI put into the LX begins to prove its worth. While it might seem unnecessary at first, when you plan on spending a lot of time in your ship those small additions like the patent leather interior and enhanced comfort berth featuring HYPERPILLOW™ really do make a difference. Plus, in order to protect your extra investment, the LX comes standard with Firestorm Tempest II DL CS missiles and the same Gorgon Defender AllStop shield generator as the combat-focused Aurora Legionnaire.



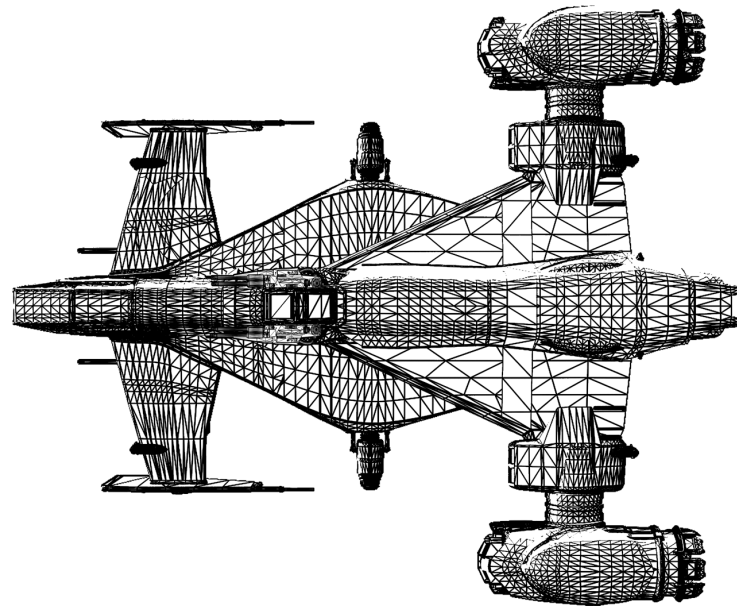
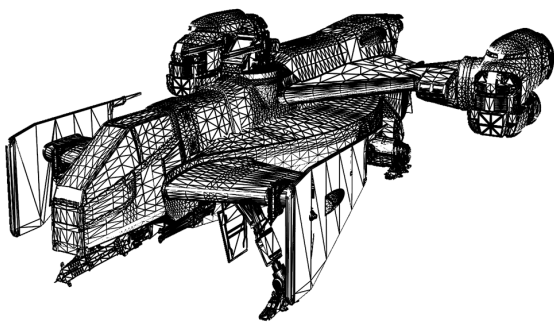
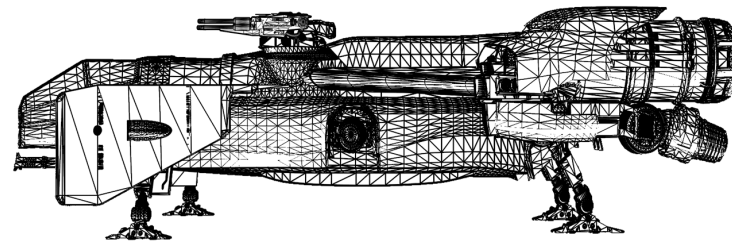
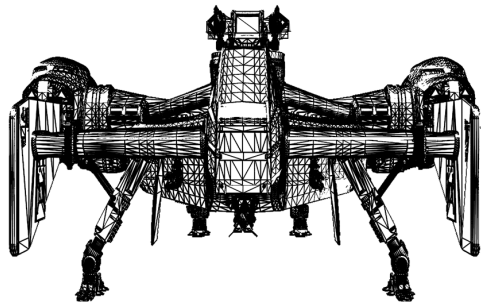
# Avenger

Though it was originally built as a military fighter, Aegis' Avenger will always be remembered by many as the classic patrol ship of the Advocacy. After a long career, the Advocacy recently began to phase out the venerable law enforcement ship in certain systems for other models, but the Avenger has found new life in the private sector as a favored ship for bounty hunters and small militias. Though the Avenger succumbed to the Hornet as far as maneuverability, this is a ship that was made to chase criminals, so you can expect a robust dogfighter.



# Cutlass Black

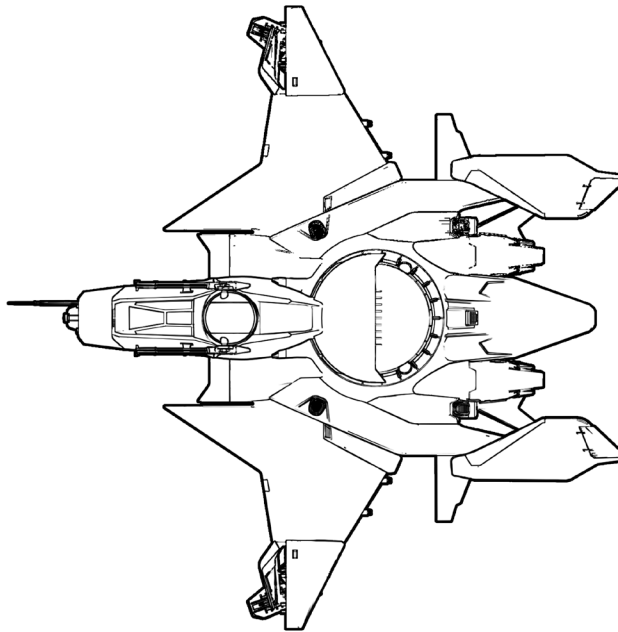
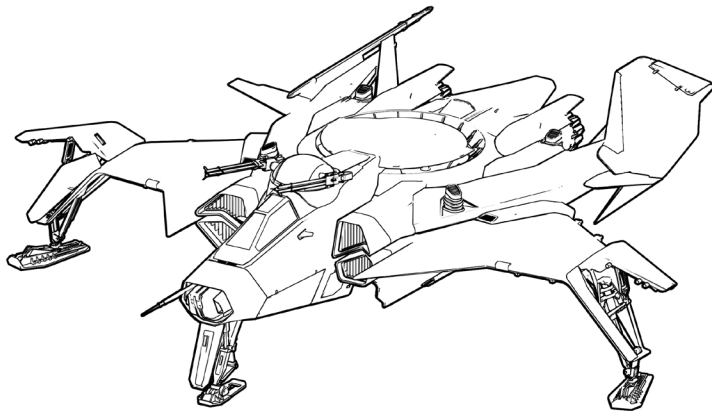
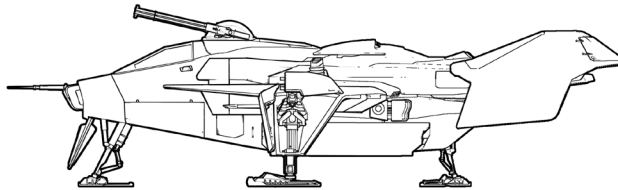
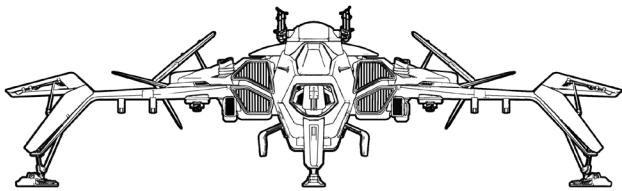
Despite its infamous reputation, the fact remains that Drake Interplanetary's Cutlass Black is a low-cost, easy-to-maintain solution for local in-system militia units and haulers working the more dangerous systems. The larger-than-average cargo hold, RIO seat and Greycat Suregrip tractor are, the company literature insists, for facilitating search and rescue operations. Whatever you end up using the Cutlass Black for, its customizability and ruggedness will be appreciated by you and your crew alike, as will the efficient and economical combination of Tyler D/Tech Soniclite A1220 powerplant and Drake IceBlade Radiator cooling system.





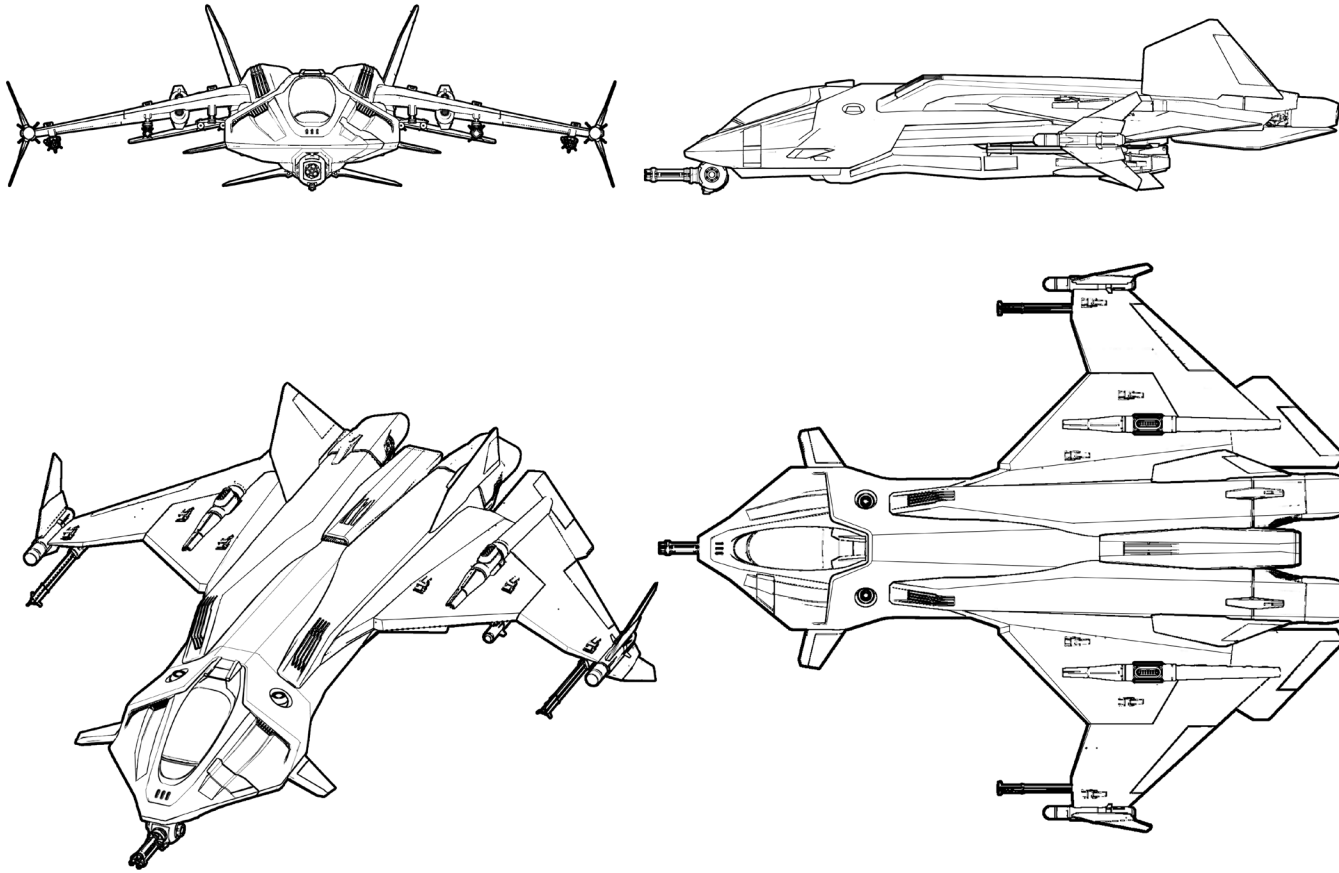
# Gladiator

The widely respected Anvil Aerospace Gladiator, with numerous successes in battles across known space, has become a standard fixture in UEE Navy's arsenal and can frequently be found operating with Hornet escort fighters as a carrier-based or space-to-ground bomber. Rugged to a fault, the civilian model of the Gladiator appeals to those who want a bit of added security. Supporting a maximum of two crew, the Gladiator is perfectly equipped to explore and fight with or without a wingman. In addition, one of the aspects of the civilian model Gladiator that has made it so popular is its easily modifiable frame, which allows pilots to choose between an extra cargo hold or bomb bay.



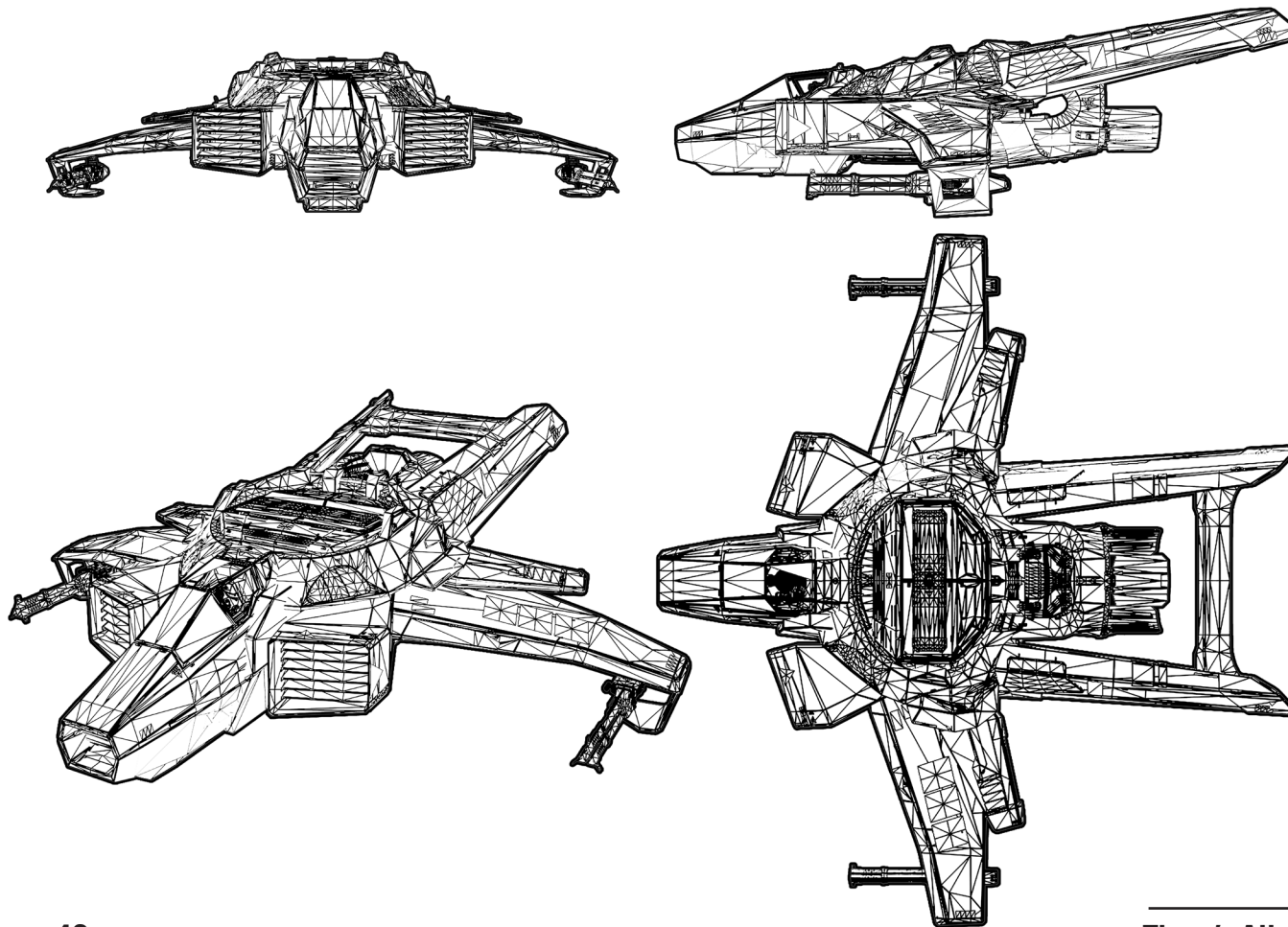
# Gladius

Built by Aegis for the military, the Gladius combines multiple offensive systems — such as the powerful nose-mounted ballistic Gatling gun and two rapid-fire laser repeaters — with excellent maneuverability to make it an ideal dogfighter. The versatility continues under each wing with a pair of missile racks ready to help settle most disputes. Despite being classed as a light fighter, the Gladius features solid hull plating, a reinforced cockpit, and a single-field generator. In able hands, the Gladius has all the tools to be an elusive and deadly ship.



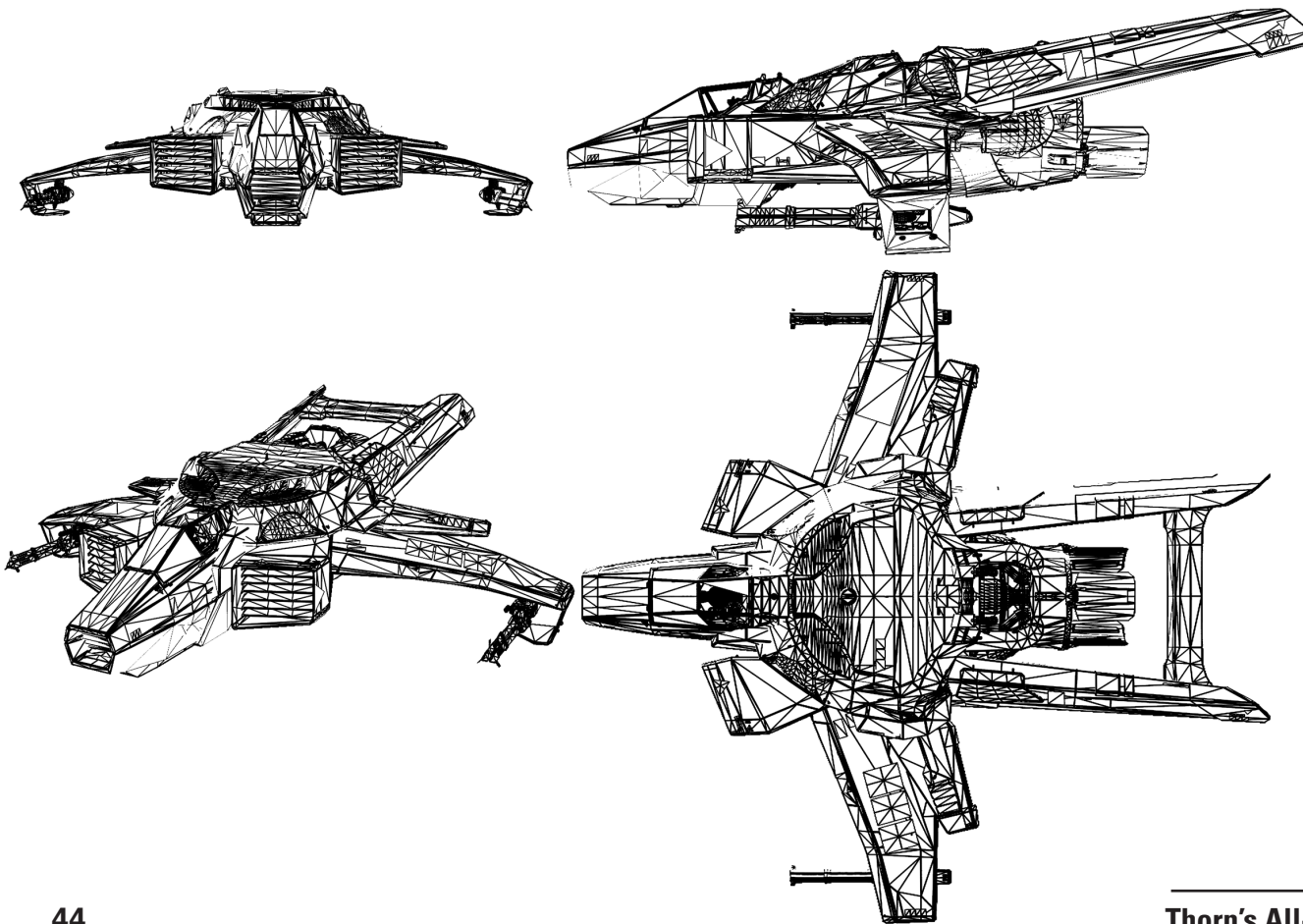
# Hornet F7C

In the 28th century, Anvil Aerospace unveiled their prototype Hornet as a replacement for the carrier-based fighters in the UEE Navy. Over the next two hundred years, the Hornet and its variants have effortlessly handled a myriad of operational duties from assault/interdiction to defense to recon, making it one of the most versatile ships in active service. Some have criticized the military Hornet for their inability to perform long-range missions, but Anvil has repeatedly claimed that redesigning the ship to accommodate that role would compromise its immediate applications. Regardless, the UEE High Command have entrusted the Hornet as their frontline attack dogfighter and they seem unlikely to change their mind anytime soon.



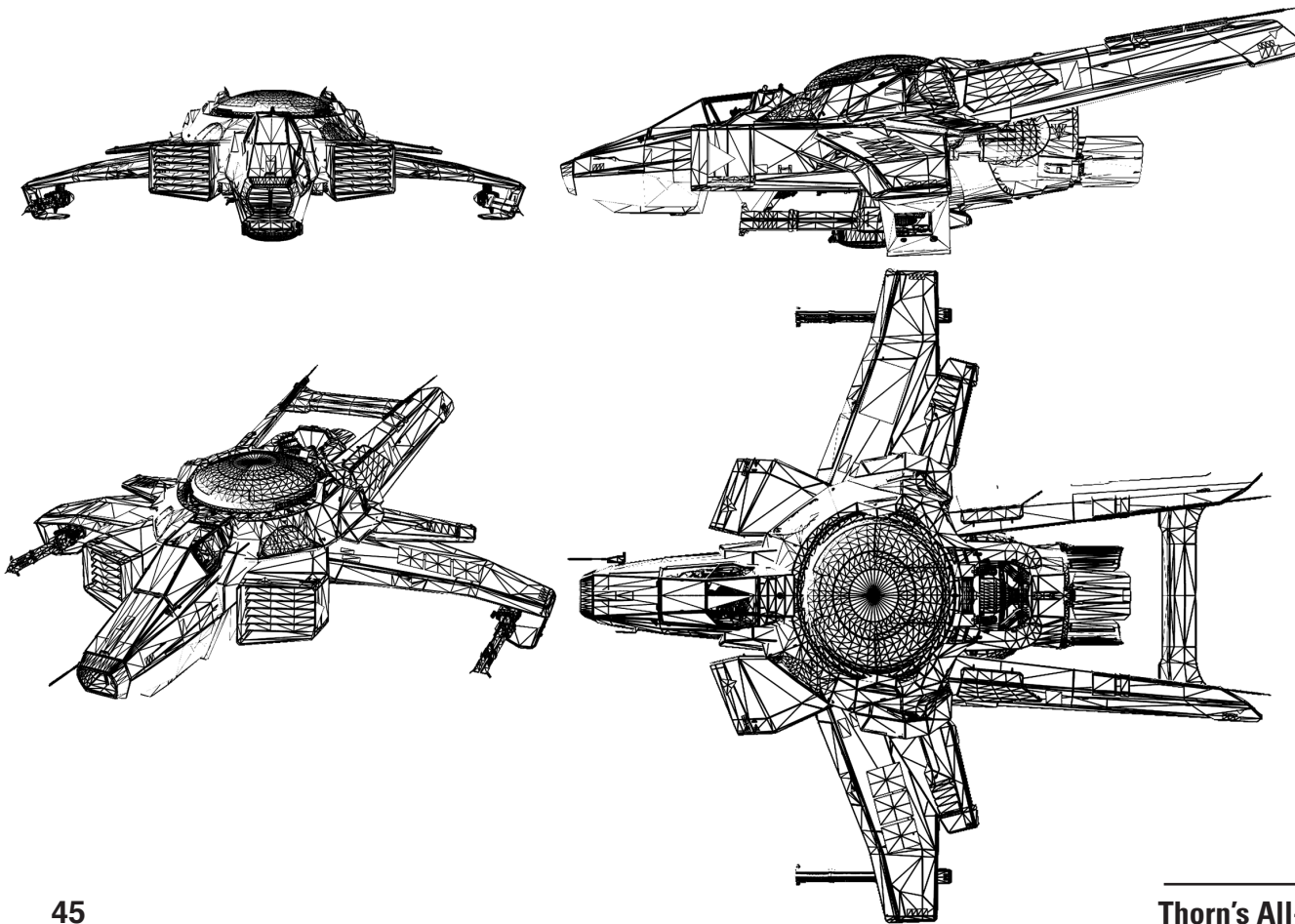
# Hornet F7C-S

For those who don't want to be found, the F7C-S Ghost is built on the versatile Hornet platform to reduce visibility to all forms of imaging, providing an enviable cross-sectional signature. Through a combination of low-emission ArcCorp Arclight 300 drives, low-draw weapons, an efficient powerplant from Sakura Sun, and Void armor technology capable of diffusing scans, the F7C-S Ghost is built for the pilot who wants to keep a low profile. The Ghost is capable of slipping past the most vigilant of observers to accomplish whatever goal you need to accomplish.



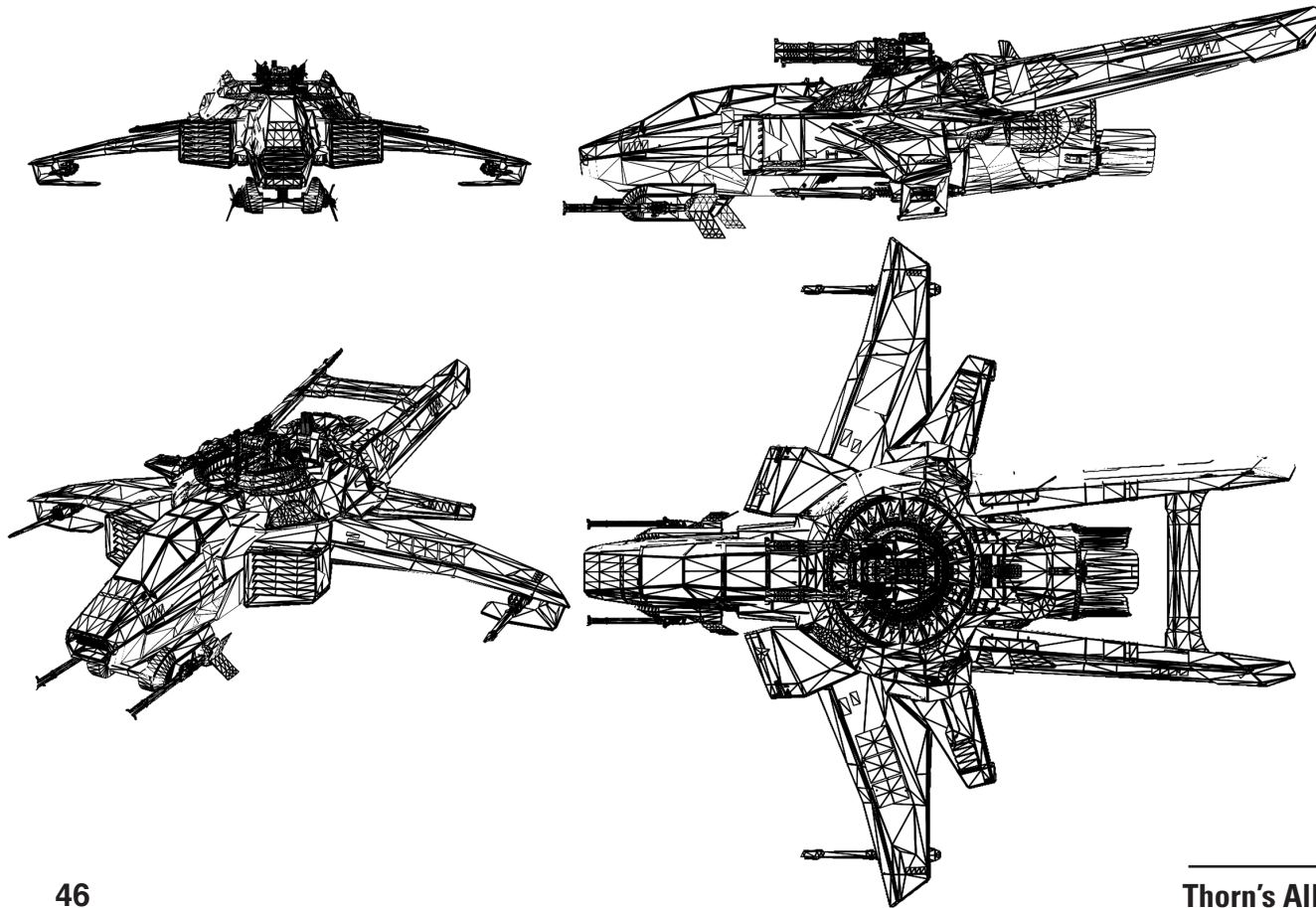
# Hornet F7C-R

If the Ghost is made to hide, then the Tracker is made to seek. The F7C-R Tracker boasts an advanced WillsOp Long Look radar suite, making it ideal for deep-space explorers who require depth and accuracy in their scan packages. Local militia and larger merc units will also find the Tracker ideal for use as a mobile Command and Control ship for organizing their squadrons. With a durable Hornet fuselage and the best scanning technology available, Anvil has found a way to revitalize a classic ship into something worth serious consideration.



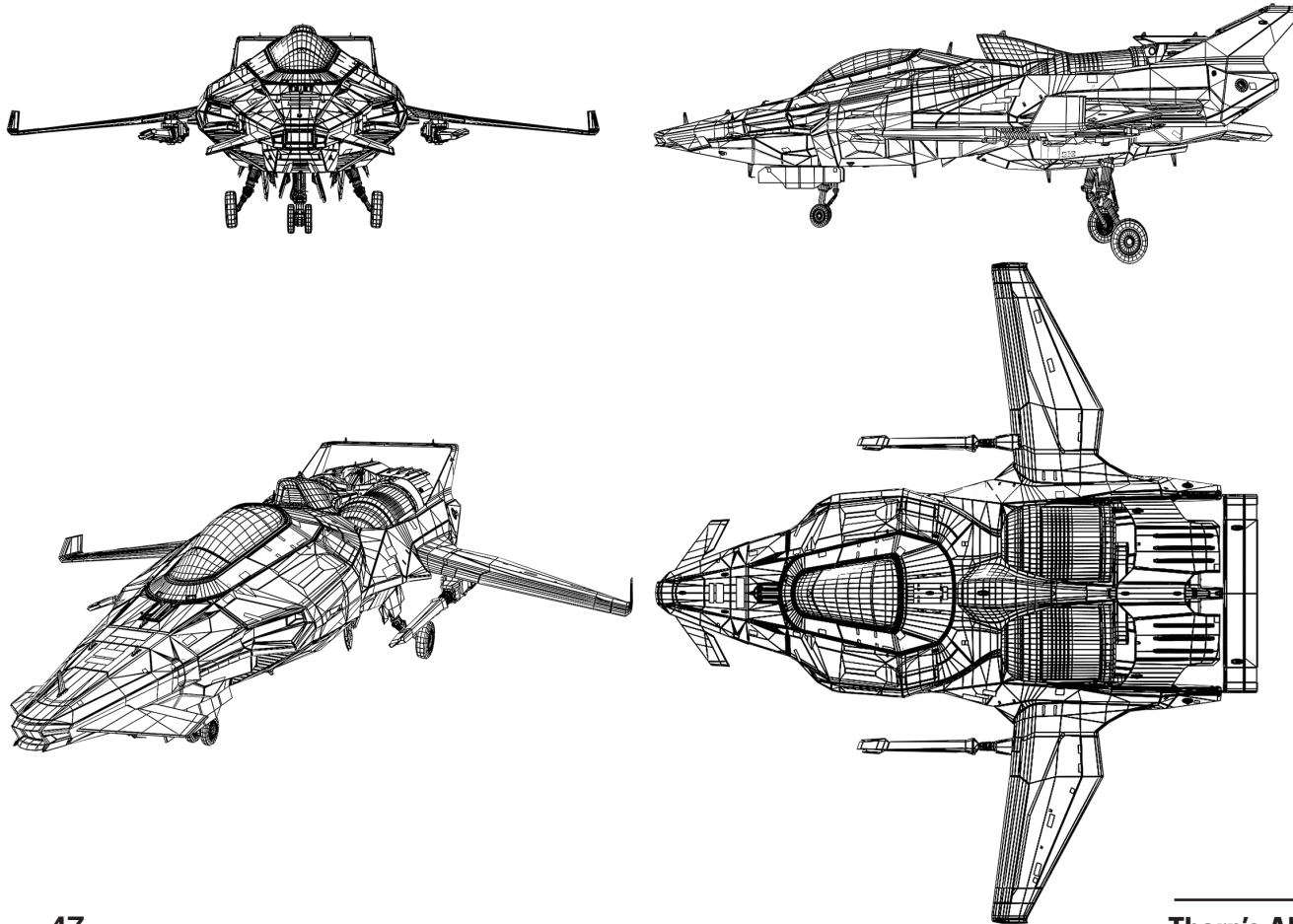
# Hornet F7C-M

The closest to the Military load-out as is legally possible for a civilian model, the F7C-M Super Hornet reattaches the ball turret and offers near milspec parts under the hood. The powerplant has been upgraded to an A&R LR-7 ULTRA OverDrive, and the wings and nose mounts beefed up to Behring M4A Laser Cannons and Max Ox NN-14 Neutron Guns, respectively. And eager to prove that two heads are better than one, Anvil has added a second seat to split the logistic and combat duty, making the Super Hornet a truly intimidating mark to engage.



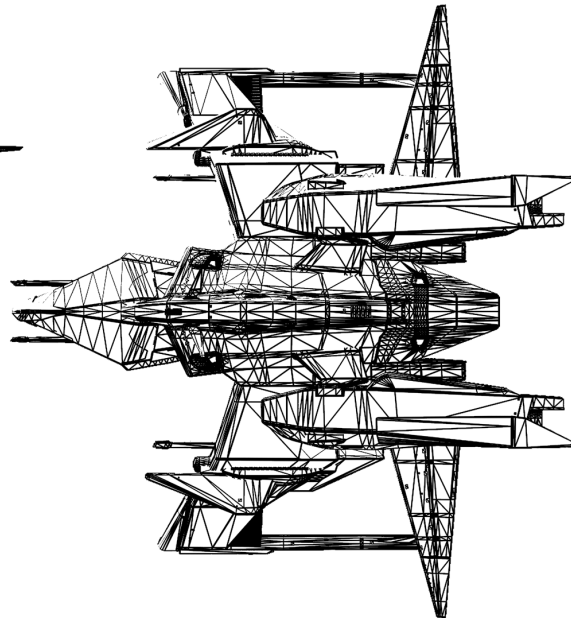
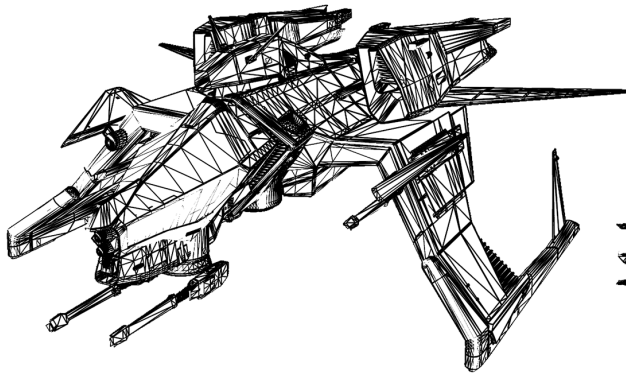
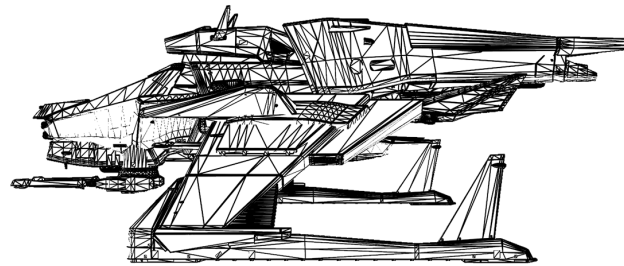
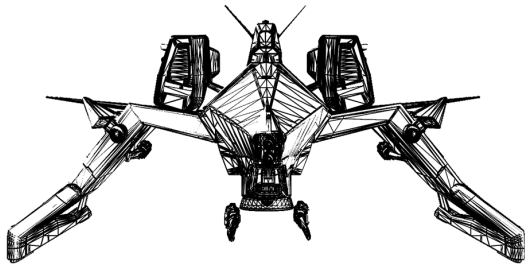
# M50

“Catch me if you can” seems to be the challenge thrown down by M50 pilots everywhere. Crafted by Origin with years of racing know-how, the M50’s lithe frame presents the smallest of targets while still managing to pack a punch, albeit a small one. Powered by massive twin Hammer Propulsion HM 4.2 engines, the M50 carries a light but comprehensive weapons and defensive package. Not to be underestimated in a fight, this nimble craft gives a whole new meaning to the phrase “run and gun.” The M50 counts on speed and maneuverability, not armor, to see it through battle.



# Mustang Alpha

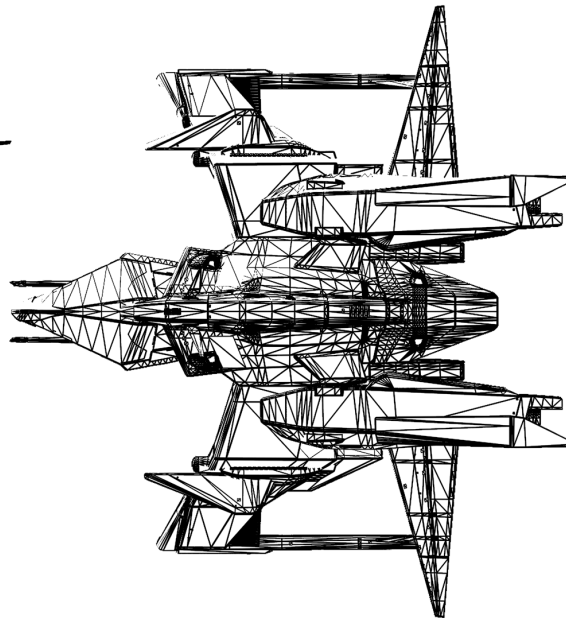
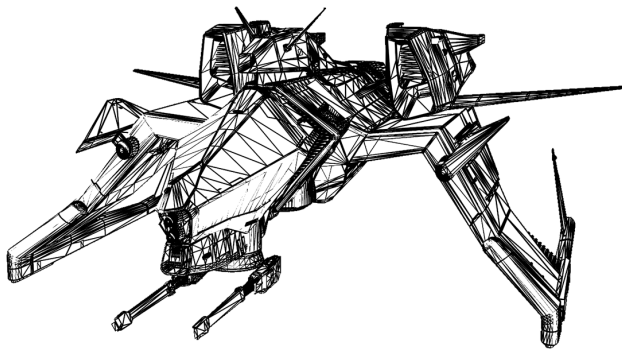
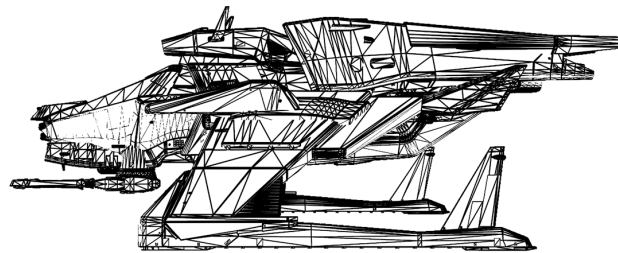
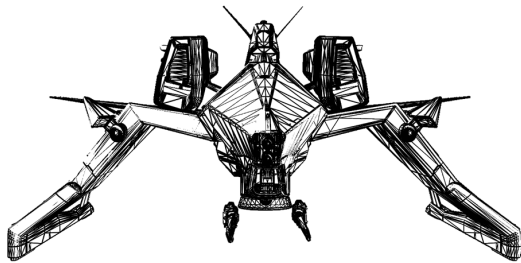
The introductory ship from Consolidated Outland, the Mustang Alpha uses ultralight material alloys to push power ratios to the limits, albeit sometimes unsafely. Inspired by CEO Silas Koerner's cutting edge vision, Consolidated Outland's first effort resulted in a sleek, stylish spacecraft that weighs less than the Aurora and has more options for engines and thrusters. In addition, with the now available optional Cargo Carrier, you can take advantage of all of the Mustang's advances without sacrificing carrying capacity.





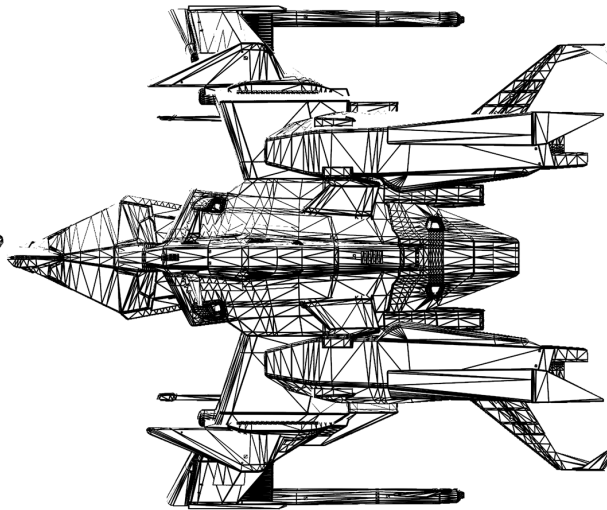
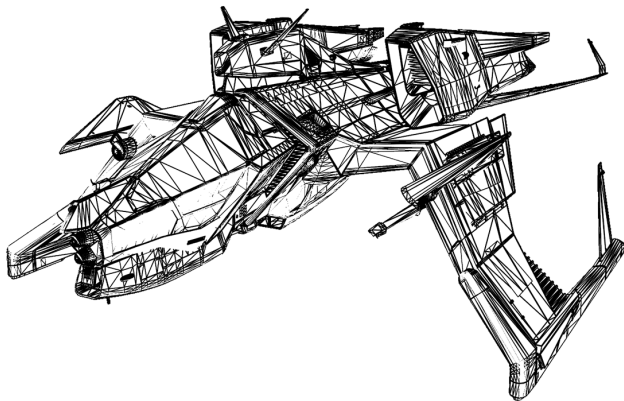
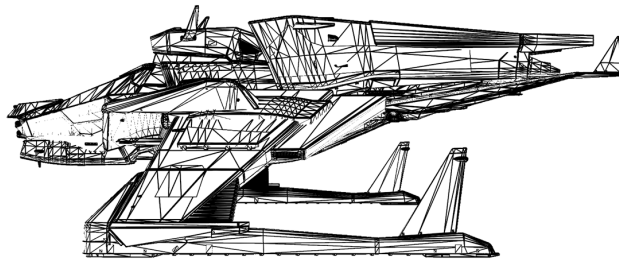
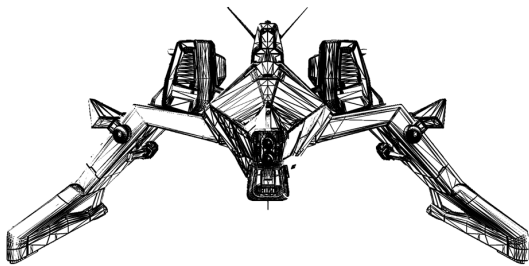
# Mustang Beta

The Mustang Beta, with its unprecedented range, is made for long duration flights. The factory standard Tarsus Leaper Jump Engine enables the Beta to travel to the galaxy's farthest systems with ease, while the ship's unique Com4T living quarters will make the journey there as comfortable as possible in such a confined space. Moving away from the "Human Cargo" style quarters that most manufacturer's seem to think is good enough, the Beta's efficient habitat is a win for the fledgling design team.



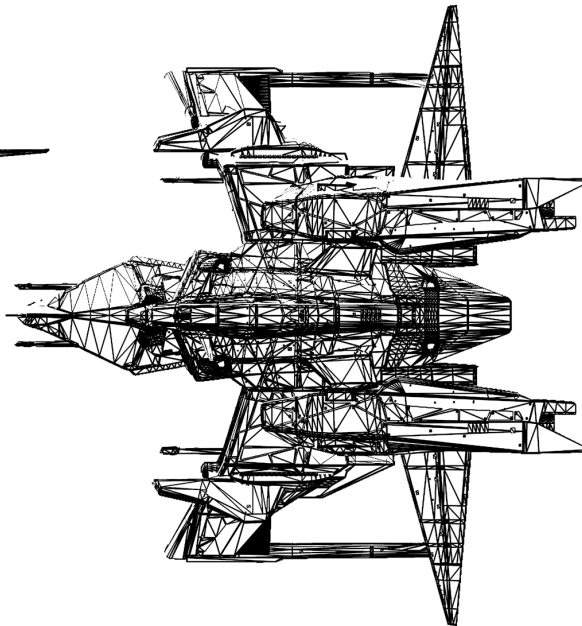
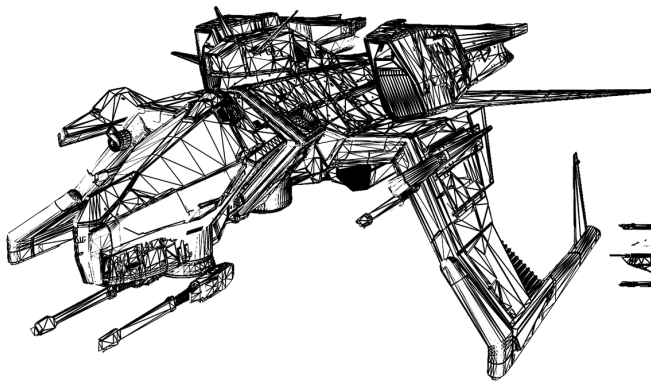
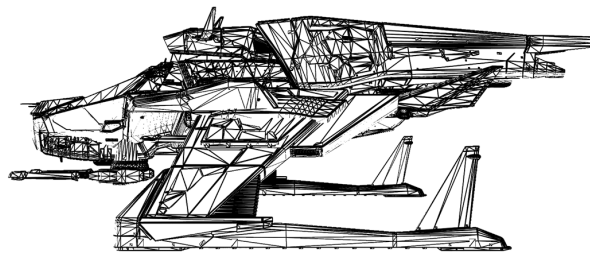
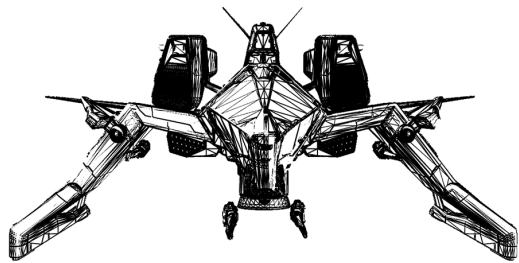
# Mustang Gamma

Consolidated Outland's design and engineering teams have taken the core Mustang Alpha and have managed to tweak and refine the all-purpose ship into what can be considered an admirable racer. The end result, the Mustang Gamma, has smooth acceleration and power on demand, thanks to an innovative package featuring an Icebox P cooling system for optimal heat control and three powerful Consolidated Outland Magma Jet engines for maximum thrust. It may be too early to say if the Mustang Gamma will be winning the most prestigious races, but it is fair to say that it will be worth watching when it tries.



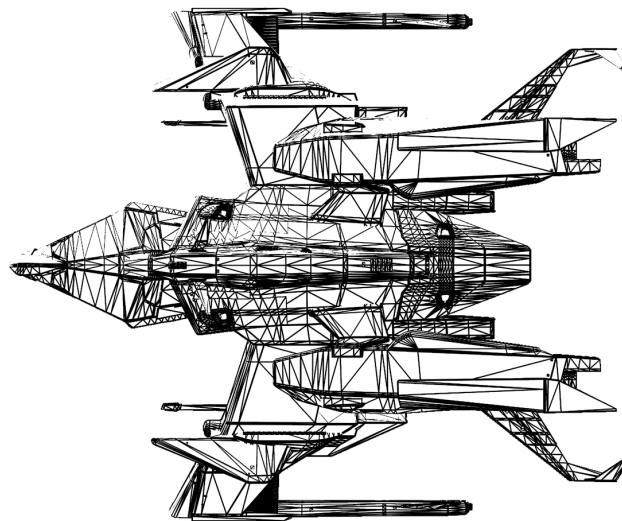
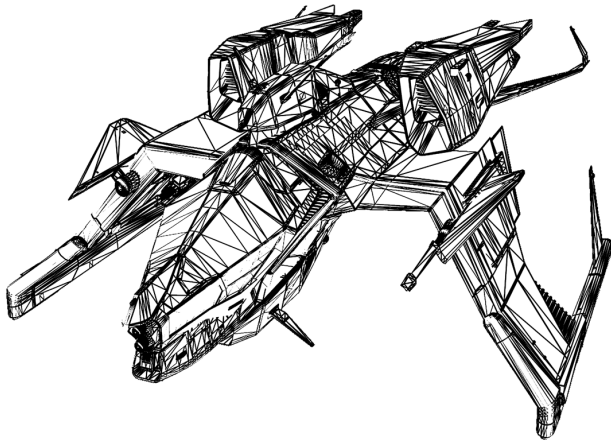
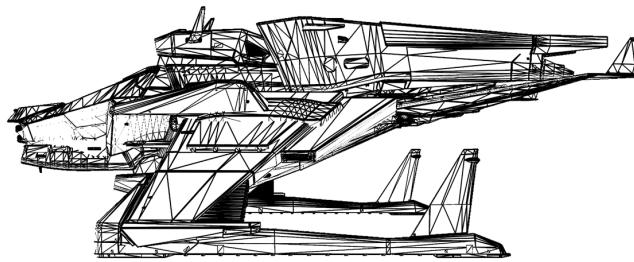
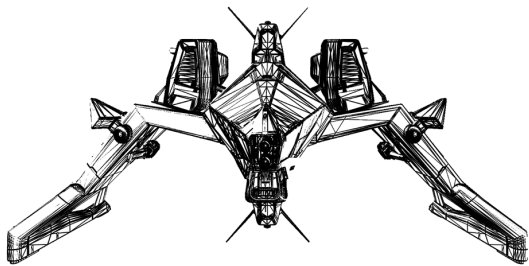
# Mustang Delta

By reinforcing the Mustang's already strong hull construction with Consolidated Outland's own line of Cavalry Class Mass Reduction Armor, the Delta has a reduced cross-sectional signature that enables it to avoid direct assaults. Armed with Klaus & Wener's CF-117 Badger Laser Repeater and a twin mounted Behring M3A Laser Cannon turret, the Delta proves itself a capable fighter that can give as well as receive. It may not be able to go toe to toe with some of the military specific ships, but by making twin Behring R-18 Rocket Pods standard on every Mustang Delta constructed, Consolidated Outland helps even the playing field.



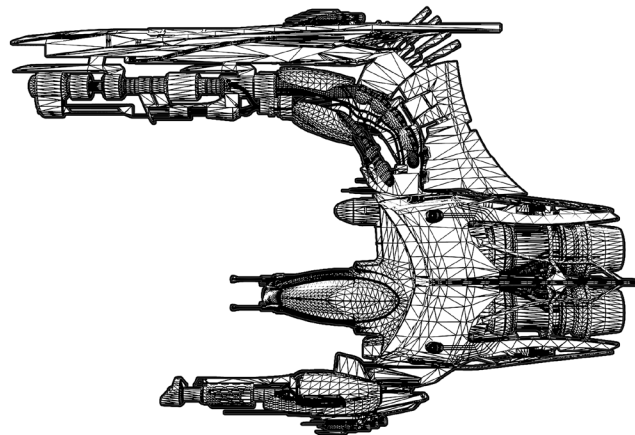
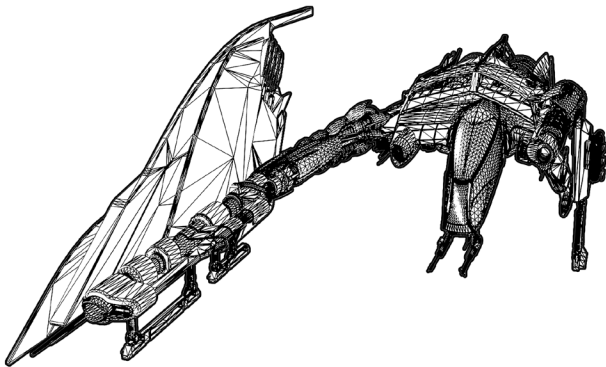
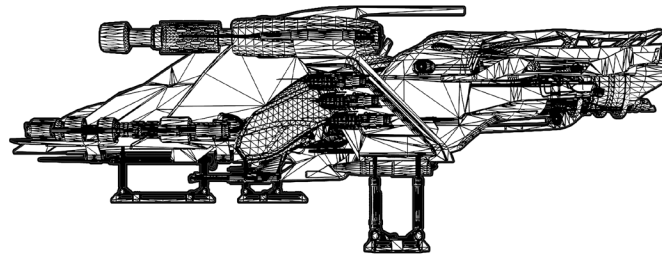
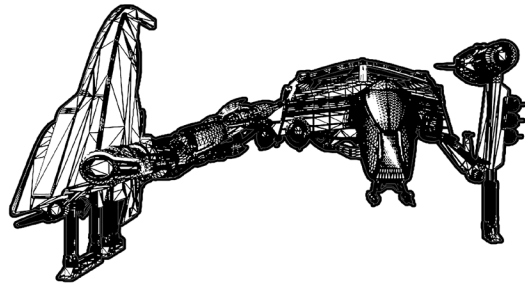
# Mustang Omega

For the pilot who's looking for that extra edge, Consolidated Outland teamed up with noted custom tuning concern Accelerated Mass Design, to create a limited edition racer. AMD engineers used the Mustang Gamma as their foundation and honed it by ramping up the fuel intake to allow for a faster recycling of the ship's already impressive boost system. To cap off the collaboration, AMD enlisted the talents of resident underground artist Sektor8 to design the dynamic paint job and complete the total package of this limited edition ship.



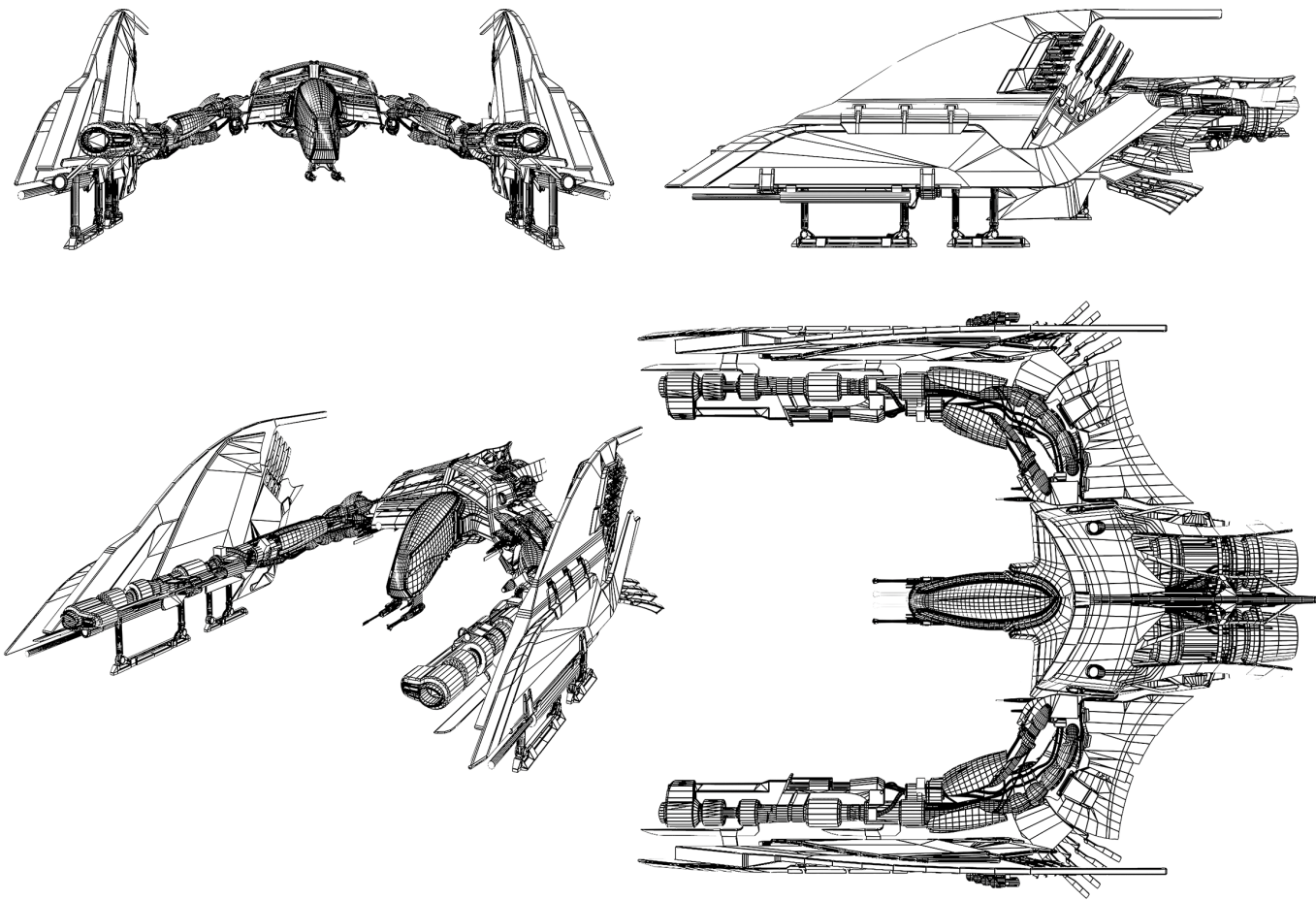
# Scythe

The face of the enemy. Vanduul Scythes are singularly focused in their design. There is not a single allowance for comfort, cargo or anything that would dilute the ship's function as a dedicated dogfighter. UEEN combat assessments classify the Scythe as an agile, resilient opponent with both light and heavy weapons. To many, it seems that the Vanduul built the ship with mostly strengths and few weaknesses, but the real discerning factor in defeating the Scythe lies with its pilot. A ship is, after all, simply a tool. It's the operator who dictates its level of effectiveness.



# Glaive

A long-rumored version of the iconic Scythe fighter, the UEEN-designated Glaive has now appeared in a variety of systems. Initially attributed to one of the more notorious Vanduul aces, military intelligence has confirmed that there are indeed multiple versions of the symmetrical fighter in a number of clans. Analysts theorize that only the top pilots are given these powerful and resilient spacecraft, indicating that it may even be a recognition of rank within the Vanduul clans. Pilots are advised to exercise extreme caution should they encounter a Glaive and its pilot.



**A&R Omnisky III Laser Cannon**

The Omnisky III is the base model in A&R's line of laser cannon for small ships and has a comparable rate of fire, damage output and range to other weapons in its size class. It uses mid-grade components in its design, offering a marked increase in power efficiency over some of its less expensive competitors.

**A&R Omnisky VI Laser Cannon**

The Omnisky VI is the mid-sized laser cannon from manufacturer A&R. It boasts increased damage and range (and power consumption) over its smaller brother, the Omnisky III, and utilizes many of the same components, resulting in middle-of-the-road power efficiency.

**Behring M3A Laser Cannon**

The M3A is Behring's entry level laser cannon. The cannon configuration offers modest damage per projectile and a fairly low rate of fire. As the most basic offering in Behring's weapons lineup, it features low power consumption, but poor power efficiency. It makes up ground for its shortcomings by being cheap, a feature many pilots are looking for when outfitting their ships on a budget.

**Behring M4A Laser Cannon**

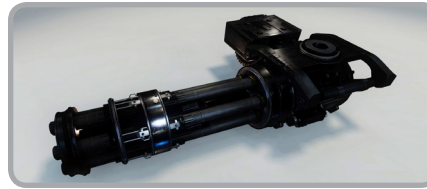
The M4A is Behring's second-tier laser cannon. Its bigger size means more power consumption in exchange for packing a bigger punch. Fire rate and power efficiency are comparable to the M3A model.

**Behring SW16BR2 Sawbuck**

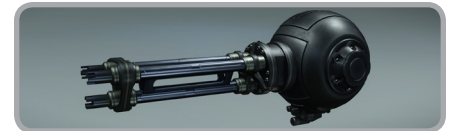
The SW16BR2 Sawbuck is Behring's contribution to the expanding ballistic repeater market. Its sequential-firing tri-barrel configuration offers an effective middle ground for operators looking for a higher rate of fire than a cannon, but without the fear of overheating that you would get with a Gatling.

**Broad & Rabiee Hornet Ball Turret**

With advanced hydraulics and an integrated targeting interface, the turret offers a wide arc of protection. Experienced pirates will plan their approach based on the turret's arc of fire.

**GT Mantis GT-220 Ballistic Gatling**

The Mantis GT-220 is a hydraulically-driven Gatling-type rotary cannon designed to deliver smaller rounds at a very high rate of fire. The Mantis is designed to shred armor on very fast targets, sacrificing power for saturation of the target area.

**GT Scorpion GT-215 Ballistic Gatling**

The Scorpion GT-215 is a highlight of Galenson's recent foray into ballistic ship weapons. This hydraulic-driven Gatling gun packs a bigger punch and fires at a faster rate than other systems, although higher speed means it will run hot. The Scorpion has proven itself such a solid and reliable weapon system that the military has come to depend on it more and more in a variety of combat operations.

**GT Tarantula GT-870 Mk2**

Fed by Gallenson Tactical's patented SpinGlide drum ammunition system, the Tarantula GT-870 Mk2 can smoothly and accurately deliver a variety of medium caliber ballistic shells. Though it only has a moderate rate of fire, its trustworthy durability makes it a dependable addition to any fight. (Please note: this is not a Gatling cannon.)

**GT Tarantula GT-870 Mk3**

Fed by Gallenson Tactical's patented SpinGlide drum ammunition system, the Tarantula GT-870 Mk3 is the Size 3 version of the previously released Mk2. It can smoothly and accurately deliver a variety of medium caliber ballistic shells. Though it only has moderate rate of fire, its trustworthy durability makes it a dependable addition to any fight. (Please note: this is not a Gatling cannon.)

**Joker Suckerpunch Distortion Cannon**

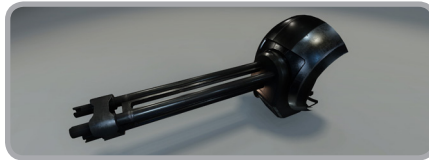
The geniuses over at Joker have done it again. The Suckerpunch Distortion cannon is a short-range weapon that drains your target's power supply rather than damaging the physical body of the ship, making it ideal for law-enforcement or other applications.

**KA 9-Series Longsword Ballistic Cannon**

The entry-level weapon of the Sword series, the Longsword fires a caseless 25mm round designed for use against a variety of armored targets.

**KA 11-Series Broadsword Ballistic Cannon**

The 11-Series Broadsword is the cannon pilots mount when they want the 3 D's: distance, dependability and damage. Packing a 35mm round, the Broadsword also features Mix-Feed Selections, allowing the pilot to switch between its various magazines while in combat.

**KI Tigerstreik T-21 Ballistic Gatling**

Simply put, the Tigerstreik T-21 from Kruger is an equalizer. This high-speed rotary cannon is capable of delivering a relentless stream of rounds on target with a minimal chance of weapon jam, making it an essential addition to any arsenal.

**K&W CF-007 Bulldog Repeater**

Featuring a three-barrel sequential fire design, the CF-007 is capable of high rates of fire while maintaining accuracy. With low damage per projectile and low power consumption overall, several publications have commented on its somewhat lackluster efficiency. Even so, the CF-007 remains a favorite among new pilots who are outfitting their first ship.

**K&W CF-117 Badger Repeater**

The CF-117 Badger repeater is Klaus & Werner's dependable second-tier repeating laser. Its increased output (and corresponding higher power consumption) make it a solid contender in any fight. Power efficiency continues to be a problem with the K&W models, however.

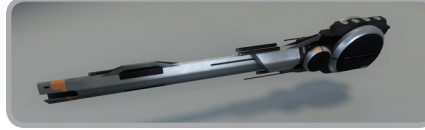


**K&W CF-227 Panther Repeater**

The CF-227 is the pinnacle of the K&W repeater line for smaller ships. The Panther improves on the design limitations of the Bulldog and Badger, with a better power consumption-to-damage ratio. Pilots who can afford to outfit their ships with Panthers, both in terms of power capacity and credit balance, rarely regret the decision.

**K&W Sledge II Mass Driver Cannon**

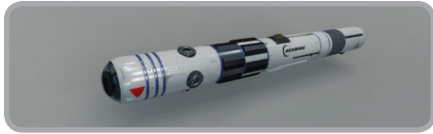
The Sledge II is a 60mm hard-ammo ballistic weapon capable of firing multiple types of ammunition. This weapon's increased shield penetration capabilities comes at a cost, however; magazine space is limited, and ammunition must be replenished regularly. Because it does not use energy-based projectiles, this mass driver has a reduced power cost and therefore a reduced EM signature.

**MaxOx NN-13 Neutron Cannon**

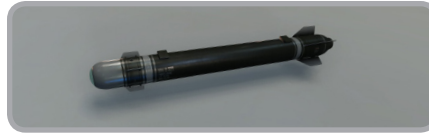
MaxOx's NN-13 Neutron Gun offers a massive energy payload at the expense of speed and energy efficiency. One could argue the virtues of speed, rate of fire and distance over damage, but the argument becomes irrelevant if you only need to hit them once.

**MaxOx NN-14 Neutron Cannon**

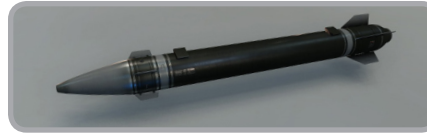
Building on the technology of the NN-13, MaxOx's NN-14 offers a significant increase in power for the neutron cannon, to give each shot a devastating punch. With that increased damage however, comes a heavier draw on your power plant.

**Behring Marksman I FaF IR**

With the addition of Behring's signature thermo-guidance system, the Marksman I has earned a reputation for its ability to track all but the lowest signatures.

**Firestorm Spark I DF**

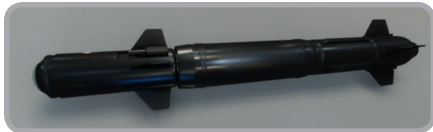
Those who believe size doesn't matter would do well to stay clear of the Firestorm Spark I. Its unrivalled explosive power is rather predictably offset by the handicap of having no lock-on to guide it; the Spark is a proximity-detonating 'dumbfire' missile that relies heavily on the attacker's timing and steady nerves. A careful shot is always rewarded though – tenfold.

**Firestorm Ignite II FaF IR**

The Ignite II is a Firestorm brand of heat-seeking missile that requires no full target lock. It's quick to fire but easy to evade – simply flip the ignition and let fly. Then sit back and hope as it attempts to track down your opponent's IR signature. Enjoy the show.

**Firestorm Tempest II DL CS**

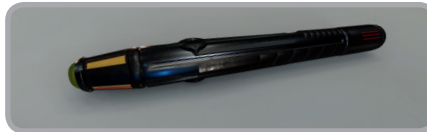
The Tempest II was designed with nothing but annihilation in mind. Using FireStorm Kinetic's aging technology means it is reliable and efficient. Although slow, once locked on it devastates anything that happens to become its target. It makes its point blunt and effective.

**Firestorm Tempest III TL CS**

FireStorm Kinetic is well aware of its flaws as a manufacturer. Using outdated propulsion and navigation systems, the Tempest III adds nothing but pure destruction to a tried and tested formula. As it is bigger, harder and more explosive, any target will do well to exploit its slow propulsion or pay the consequences.

**Nova Rattler II TL IR**

The Rattler II is a cost-effective, albeit unreliable cluster missile that will no doubt appeal to the reckless and shrewd alike. The Rattler requires a target lock and tracks the its target's IR signature. Cluster missiles first deploy from the tip to create an opening barrage that drops the armor or shields, leaving the target vulnerable to a full payload that hopefully follows. This is a bold but unpredictable statement of intent.

**Talon Dominator II**

With the Dominator II, Talon has produced another reliable and military-approved missile. While designed to track an opponent's Electromagnetic signature, the Dominator II also needs a target lock before firing — making it more likely to hit but no easy task to fire.

**Talon Stalker V**

With minimal maneuverability but an extremely long range, the Talon Stalker V is typical of other Goliath-class missiles in that it excels at targeting large, relatively static targets such as capital ships and orbital platforms. Massive in size, the Stalker V delivers a devastating payload, proving that slow and steady can definitely win the race.

### Thermyte TaskForce I TL EM



Venturing into the weapons market, Thermyte Concern has applied its knowledge of explosives to create the TaskForce I. A lightweight missile that may be lacking in power compared to others, it more than makes up for it with its propulsion system. Once locked, it uses an efficient mixture of speed and firepower to assault its target.

### Thermyte StrikeForce II FaF CS



As Thermyte Concern's reputation ignites within the missile industry, it continues to improve its own extensive knowledge of explosives. Implementing a more powerful warhead, the StrikeForce II is the outcome. Trading speed for a higher payload improves on its predecessors. Just fire away and let it hunt its own target.

### Scythe Laser Cannon Imperial Designation: WEAK



A capable weapon that appears to have been based on a very early Xi'an design. While not particularly noteworthy, it is not to be ignored.

### Scythe IIG Heavy Plasma Cannon Imperial Designation: WRATH



Vanduul technology in the field of plasma weapons is significantly beyond what the UEE has been able to reverse engineer from captured ships. The plasma will stick to ship hulls and deliver devastating damage as it burns through armor and plating.

### Scythe IM Neutron Cannon Imperial Designation: WAR



Neutron guns have greater damage potential than lasers, but reduced ranges; their slow projectile velocity making them difficult to effectively use against more nimble fighter craft.

## Thorn's All-the-Galaxy's Weapons (Excerpt)

## CREDITS

Everyone at Original Systems, along with every one at our associated companies, contributed in some way to this manual. We're not going to try to list them all, but here are the most obvious contributors.

David Ladyman, IMGS *Editing and layout*  
Christine Marsh, Behaviour *Control diagrams*  
Ryan Archer, ATX *Manual design, ship wireframes, advertisements*

Andrew Hesse & Melissa Estrada, ATX (QA) *Input and review*  
Zane Bien, LA *Cockpit interface description & screens*  
David Haddock & William Weissbaum, LA *Lore and other descriptions*  
Ricky Jutley, F42; Mark Hong, ATX;  
Luke Pressley, F42 *Coordination*  
Paul Jones, F42 *Cover art*

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