



SUPREMACY

A class-base game that has three factions battling it out for supremacy.



SOLDIER (OFFENSE)

Soldier carries an automatic rifle with a secondary shotgun to take down enemies at close range.

MAG CAPACITY	30
DAMAGE	22
HEALTH	100
ARMOR	50



MEDIC (SUPPORT)

The Medic is equipped with a fully automatic sub machine gun and medi-gel pulse to heal allies.

MAG CAPACITY	30
DAMAGE	21
HEALTH	100
ARMOR	40



HEAVY (TANK)

The Heavy carries a heavy machine gun and can boost the attack power of nearby allies with rally ability.

MAG CAPACITY	75
DAMAGE	38
HEALTH	100
ARMOR	75



VALKYRIE

burst sub machine gun with mini rockets
Medium armor



GUARDIAN (SUPPORT)

The Guardian is equipped with a charge-up plasma rifle and can repair shields with a shield regenerator.

MAG CAPACITY	50
DAMAGE	20-100
HEALTH	75
SHIELD	125



MARAUDER (OFFENSE)

Marauder attacks with an energy rifle and uses adrenaline packs to boost his rate of fire.

MAG CAPACITY	32
DAMAGE	23
HEALTH	75
SHIELD	150



SENTINEL (TANK)

Sentinel lays down fire with an energy gatling gun and can stun a group of enemies with an EMP blast.

MAG CAPACITY	100
DAMAGE	25
HEALTH	75
SHIELD	175



GRENADIER

Laser cannon with sticky grenades
Medium energy pool



VIPER (OFFENSE)

Viper deals damage with a poison burst rifle and can launch grenades to poison a group of enemies.

MAG CAPACITY	16
DAMAGE	25
HEALTH	125
ARMOR	25



TECHNICIAN (SUPPORT)

Technician wields an incendiary rifle that can set enemies ablaze and can heal over time with medi-gel rounds.

MAG CAPACITY	8
DAMAGE	28
HEALTH	125
ARMOR	30



WRAITH (TANK)

The Wraith is equipped with a cryo-rifle and can launch frost-grenades that slows the enemy attack speed.

MAG CAPACITY	32
DAMAGE	25
HEALTH	125
ARMOR	50



SNIPER

Armor piercing ammo with an alternate silenced sniper rifle
Low armor/health

Nexus - energy based weaponry, shield generators, explode on death, aggressive mid ranged fighters

Sentinel - Tank/Support - High shield pool to lead the assault. Hold the trigger to charge up your suppressing fire energy gun and lay a stream of fire while your allies advance. Stun groups of enemies with his EMP blast ALT fire.

Marauder - Offense - Moderate damage automatic energy rifle with a self damaging ALT fire adrenaline ability to enhance your rate of fire temporarily. Adrenaline will leave your health nearly depleted, but you still have moderate shield pool to keep you on the field.

Guardian - Support/Defense - Restore the shields of allies at short and long range with ALT fire shield pulse pistol, more effective at short range. Tap the trigger to fire quick weak energy pulses from her rifle, or hold the trigger to charge up and release a more powerful blast. Small shield pool, so stay back. Shield pulses can remove frost, poison or flames.

Grenadier - Defense - Hold the trigger to lay a beam of laser energy and slice through groups of enemies. The laser has small energy supply, so use it wisely. Fire your ALT fire to launch a sticky energy grenade, that detonates a few seconds later. Use the sticky grenade to let a fleeing enemy bring the explosion around the corner to his allies. You have a medium pool of energy, so be cautious.

Resistance - milsim weaponry, explosives, group combat oriented, mid to short range fighters

Heavy - Tank/Support - High level of body armor, able to lead the assault. His full auto belt fed machine gun can shred enemies, but has low accuracy. Use your ALT fire rally ability to power up nearby allies (not yourself) increasing their rate of fire, regeneration rates, reload speeds, chance to critical and weapon accuracy. Allies that leave your rally area will have the effect persist for a few seconds, but if they stay in melee range, you can keep them boosted until your energy runs low.

Soldier - Offense - The soldier has medium survivability, and carries an automatic rifle and a short range shotgun. Toggle with the LEFT key to swap weapons when you get into range to destroy tight groups with your shotgun and your trusty M4 in ranged engagements.

Medic - Support/Offense - The medic can keep her own in combat with a fully automatic sub machine gun with small damage and medium clip but has small amount of body armor. Use your ALT fire to fire medi-gel at allies to restore health and armor from distance or more effectively at short range. Medigel can remove frost, poison or flames.

Valkyrie - Offense - Fire your burst sub machine gun to shred enemies and finish them off with your ALT fire mini rockets. Mini rockets do smaller splash damage than regular explosives, but can be fired in rapid succession. Medium amount of body armor should keep you in the front lines.

Vanguard - exotic weaponry, long range fighters, combat finesse and guerilla tactics

Wraith - Tank/Support - High health pool gives the wraith combat survival. His 5 round burst machine gun has fairly low accuracy, but has a chance to slow down enemy rates of fire with a frost round. Freeze enemies in their tracks with his ALT fire frost grenade, which has a chance to frost groups of enemies with an icy explosion that temporarily slows their weapon rate of fire.

Technician - Support/Defense - Low survivability but a fairly powerful semi automatic incendiary rifle. The incendiary rifle has a chance to set enemies on fire, which does small damage over time and reduces their weapon accuracy. Buff your allies with ALT fire nano rifle to have nano bots close their wounds and restore their health over time. A small instantaneous heal, but a lengthy regeneration time make nano boosted enemies a force to be reckoned with. The nano rifle has a large spread at short range, making it more effective at close range healing, and less effective at long range healing.

Viper - Offense - Medium health survivability with a burst rifle that has a chance to poison enemies with poison rounds. Poisoned enemies take continual damage over time and natural regeneration effects halt for the duration. Launch a poison grenade with ALT fire that has a chance to poison groups of enemies sending them running for their medics.

Sniper - Defense - Low health survivability, but lethal at distance. Keep enemies at bay with your bolt action armor piercing sniper rifle, which can penetrate groups of enemies by blowing out the opposite side of their body to the next enemy. Use the ALT fire to attach a silencer, but lose the ability to pierce armor. The silencer will mask your muzzle flash, reduce vibration and reduce the volume of your shots to become a stealth killing machine.

All Classes:

Mercenary - Support/Offense - Moderate health/armor with a silenced assault rifle for primary weapon. ALT fire to launch a long range healing dart at allies, and if it hits an enemy, it will do small damage and attach a tracking beacon, which will cause the enemy to temporarily chirp and give away their location to your team

GAME TYPE

BATTLELINES



DEATH MATCH

A classic team battle between red and blue with the ability to select weapons and perks.

Select A Perk (use ALT button)



Grenade Launcher



Med Kit



Body Armor



Extended Mags



Concussion Grenade

Select A Weapon (use trigger)



TAC-87	
DAMAGE	120-40
ACCURACY	95-80
RATE OF FIRE	150
MAGAZINE	8



M-4	
DAMAGE	24
ACCURACY	96-91
RATE OF FIRE	545
MAGAZINE	30



MG-7	
DAMAGE	38
ACCURACY	66-45
RATE OF FIRE	342
MAGAZINE	75



SMG-X3	
DAMAGE	25
ACCURACY	96-88
RATE OF FIRE	545
MAGAZINE	26



SR-100	
DAMAGE	140
ACCURACY	100-90
RATE OF FIRE	44
MAGAZINE	4



TAR-33	
DAMAGE	34
ACCURACY	95-85
RATE OF FIRE	230
MAGAZINE	10



SILENCED AR	
DAMAGE	18
ACCURACY	85-65
RATE OF FIRE	630
MAGAZINE	24

Perks - (Deathmatch/Generals)

1. Grenade Launcher - tap the alt fire button to launch a grenade at enemy. If you hit enemy with a grenade, they will explode and deal damage to other nearby enemies.
2. Med Kit - tap the alt fire button to fire a heal a nearby wounded ally. You must be within melee range to heal an ally.
3. Body Armor - Increase your battle survivability with additional armor.
4. Extended Mags - Increase the number of rounds in your magazine before you need to reload.
5. Concussion Grenades - Tap the alt fire button to launch a concussive grenade at an enemy. Enemies hit by a concussion will be stunned for 6 seconds, they will have simulated tinnitus, and drastically reduced weapon accuracy. If you hit the enemy, they will explode and spread the effect to nearby enemies. Typically you will have a larger ammo pool vs. a standard grenade launcher.
6. Critical Strike - your attacks have a chance to critically damage an enemy with amplified damage.
7. Foregrip - Simulated recoil is drastically reduced, useful for automatic weapons.
8. Focus - Simulated laser attachment. If you hold the ALT fire button, your gun will send out pulses of light to cause the enemy target to silently flash. This allows you to track the target before you pull the trigger. Now if you pull the trigger, you have an assured line of sight, and your powerful sniper shot has a better chance of landing undetected. This is useful if you have foliage in the way, or unsure if you are out of range, or your sight maybe off. Better to be sure and not make a loud noise to give away your position unless your positive you are on sight before landing the kill shot. The Sniper character just holds the trigger rather than ALT, then release trigger to fire.

Choose Weapon - Free for all/Death Match/Generals/Survival/The Swarm - pull trigger to cycle through weapons available

**Simulated recoil - firing a weapon in rapid succession will result in lowered accuracy depending on the gun selected. Enemy players will hear a bullet zip/whiz by and will take 0 damage, their headset will still light up on hits though. This is a way to simulate rapid fire drift of a real weapon, and causes some weapons to be 'less reliable' in sustained fire fights. To mitigate loss of accuracy, fire in short controlled bursts. Every gun has a minimum accuracy, so you still can hit targets such as with Machine guns to suppress fire.

1. M-4 - Fully automatic rifle with low damage per bullet and medium sized magazine.
2. SR-100 - Bolt action rifle with small magazine and high damage per bullet.
3. SMG-X3 - Fast 3 round burst weapon with medium-low damage per bullet and medium sized magazine.
4. TAC-87 - Semi automatic shotgun with high damage short range and low damage long range. Medium rate of fire and medium sized magazine, hold the reload button to load shells. Full damage is applied if within melee range.
5. MG-7 - Suppressing fire fully automatic weapon with low accuracy, medium damage and very large magazine. Sustained fire can cause the weapon to overheat and jam, requiring multiple reloads to clear the chamber.
6. TAR-33 - Semi-automatic rifle with medium damage and medium magazine.
7. Silenced AR - Silenced automatic weapon with medium damage