SOLDNER

MARINE CORPS

Weapons Terminals

The looks of weapons terminals have changed a little: Now you can tell what will be available from any particular terminal– just by looking at it. Symbols for the various classes have been affixed to the front doors of the terminals. So if you are e.g. looking for a helicopter, you can now tell from a long distance whether or not this equipment class will be available from the terminal you're looking at.

Just like before, you can open the terminal by pressing the E key. You will now see the following screen:

The weapons are still categorized into classes. By clicking on the relevant tabs,

you can have the weapons listed. Use the mouse wheel to scroll up and down in these lists. Click onto the object of your choice.

On the lower left, you can now see the selected object in a rotating 3D view. Click on the object using the left mouse button and hold down the mouse button – now you can control the 3D object's rotation by using your mouse. As soon as you release the left mouse

button, the object will recommence its previous rotation. Right-click on the object for a static view, with a different perspective each time you click the right mouse button. After all of the object's sides have been shown, the next right-click will reset the object to the rotating 3D view.

Additionally, vehicles can be displayed in the various camouflage color schemes by moving the mouse wheel up and down.

Under the graphic display there is a button saying "Display statistics". Click it to swap the graphic display for a text field containing information on the selected object. For small arms, for example, the caliber, magazine size, number of magazines, effective range, damage, recoil and the available firing modes are displayed. This allows you to optimally compare the various weapons systems to each other.

For vehicles, similar data are displayed. However another innovation was introduced here: A small keyboard icon is displayed if a vehicle has more than one weapons system. The number of icons shows the overall number of different on-board weapons systems. By clicking on the icons, or pressing the respective key on your keyboard, you can display the data and properties of the different weapons systems. In the game, you can later select that weapon by pressing that same number key.

Directly to the right of the graphics and statistics display, there is one more info display: Here you can see which weapons your Söldner is currently equipped with. The five slots for weapons and equipment are listed here, starting with Slot 1 in the first row. As soon as you have requested a weapon or object for any particular slot, this item will be shown in the respective row.

If the name of any object in the weapons list is displayed in red color, you cannot currently request that weapon. The reason for this is that this item would – due to the equipment your Söldner is currently equipped with (for example body armor ("flak jacket"), rocket launcher or Scout Kit) – exceed the maximum carrying capacity of your Söldner. This system was added to the game in order to further optimize the

game balance. If however only the item's price is shown in red color, you do not currently have enough points in your in-game account available to purchase that weapon.
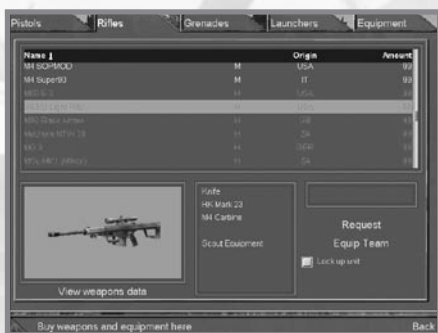
Naval Units

What would a Marine be without access to water vehicles? He wouldn't be a marine, of course! That's why you now can use boats to attack your enemies across rivers and the sea. The range of seven watercraft covers simple Jet Skis and inflatable boats as well as high-powered Speedboats with several crewmembers. This guarantees that you will be able to find the perfect boat for any mission you might be preparing for. Just like all other vehicles, you can control boats using the W A S D keys. Just like in land vehicles, change position on board by pressing the Backspace key. Some of the watercraft have more than one weapon system on board, located in different parts of the vessel. Since most weapons can only cover a certain horizontal range of fire it does make sense to man the vessel with several Söldner in order to achieve an all-round defense. For reasons of game balance we assume that every inflatable boat in use by the military has a reinforced outer hull as well as a multi-air-chamber system – it will take more than a couple of shots from a medium handgun to sink any of these boats.

New Units (Land/Air)

In the standard Söldner version, we presented weapons systems from the USA, China, Japan and Russia. The new air and ground vehicles in SMC nearly all are based on European military units.

These are, specifically:

Ground vehicles:

Leopard 2A6 . . . . Germany
Marder 1A5 . . . . Germany
Gepard . . . . Germany
Wiesel 2 Ozelot . . . . Germany
Wiesel 1 Mk20 . . . . Germany
Wiesel 1 TOW . . . . Germany
TPz. Fuchs . . . . Germany

```
FlaRakPz. Roland  . . . . . . . . . . . . Germany
Fennek  . . . . . . . . . . . . . . . . . . . . . Germany / Netherlands
Mungo  . . . . . . . . . . . . . . . . . . . . Germany
Luchs  . . . . . . . . . . . . . . . . . . . . . Germany
Dingo  . . . . . . . . . . . . . . . . . . . . . Germany
KSK-Wolf (AGF)  . . . . . . . . . . . . . Germany
Mowag Eagle Recce  . . . . . . . . . . . Switzerland
Mowag Piranha IV 8x8  . . . . . . . . . Switzerland
Panhard VBL  . . . . . . . . . . . . . . . . France
Leclerc  . . . . . . . . . . . . . . . . . . . . . France
Challenger 2 MBT  . . . . . . . . . . . . . Great Britain
MCV 80 Warrior  . . . . . . . . . . . . . . Great Britain
CV90  . . . . . . . . . . . . . . . . . . . . . . Sweden
VCC 80 Dardo  . . . . . . . . . . . . . . . Italy
Centauro  . . . . . . . . . . . . . . . . . . . Italy
```

Helikopters:

```
PAH Bo 105  . . . . . . . . . . . . . . . . . . . . . . . Germany
PAH2 Tiger  . . . . . . . . . . . . . . . . . Germany / France
Bell UH-1N  . . . . . . . . . . . . . . . . . . USA / Germany
AS 532 Cougar  . . . . . . . . . . . . . . . France / Germany
```

Aircraft:

```
Eurofighter  . . . . . . . . . . . . . . . . . . . . . . . Germany
Tornado  . . . . . . . . . . . . . . Great Britain / Germany
Rafale  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . France
JAS39 Gripen  . . . . . . . . . . . . . . . . . . . . . Sweden
```

Mobile Spawn Points

In addition to the spawn
points already present on the
various maps, you and your
team can deploy up to two
mobile spawn points per map.
In order to do so, you need
this vehicle: The „HEMMT
Mobile Respawn".

As soon as you stop and exit this vehicle, it will deploy a fully operative mobile spawn point within 10 seconds.

You can move the vehicle to a different location at any time and redeploy the mobile spawn point in another location. However keep in mind that each team has access to a maximum of two mobile spawn points (or HEMMT Mobile Respawn vehicles) on every map.

Defensive Measures

Some of the land and air vehicles have built-in defensive systems. For land vehicles, these are smoke grenade launchers, while air vehicles can use so-called 'flares' to deflect radar and infrared homing missiles. Whether a certain vehicle has a defensive system, and which number key is used to activate, it can be seen from the statistics data in the terminals.

Flares:
Flares are bright decoys used against homing anti-aircraft missiles. The missile's homing system locks on to the heat of the exhaust system, generated by the aircraft's or helicopter's engine. These rockets will work best if they can "see" the engine's exhaust directly, without obstructions. The flares therefore explode in very hot, bright fireballs which slowly sink toward the ground. They are intended to create a concentration of intense heat between the missile and the aircraft, and thereby cause the missile to detonate in the flare's fireball. At the same time as deploying flares, the pilot should attempt to fly evasive maneuvers. Flares are not guaranteed to detract missiles, and there is a limited supply of them on board!

Smoke grenades:
Using smoke grenades, you can create a thick blanket of smoke between yourself and the enemy in order to prevent your movements from being observed. Smoke grenades are always ejected towards the front of the vehicle, at an angle of some 30 degrees to the right or left. In order to activate the smoke grenade launcher, use the corresponding number key on your keyboard (the key to be used is

displayed in the terminal). Click the left mouse button to fire a smoke grenade to the left, and the right mouse button to fire a smoke grenade to the right. Note that there is a limited supply of smoke grenades on board, and that the blanket of smoke will disperse after a certain amount of time.

TV-guided Missiles

From now on, you can fire TV-guided missiles from aircraft. These are only available on board a few select aircraft. In order to fire them, you first need to activate this weapon system using the corresponding number key on your keyboard (varies between different types of aircraft). The following symbol will be shown in the lower left corner of your weapons display:

This icon shows that the TV-guided missile has been selected and is ready to launch. After you have locked on to a target for the missile, fire the missile with a left mouse click. In the same instant your screen will switch to "rocket view", just as if you were inside the missile and were piloting it yourself. Your aircraft will automatically stay on the same course and in the same flight position it had when you fired the missile. Now use careful mouse movements to guide the missile onto its target. You will remain in this 'rocket view' until one of the following conditions is met:

a.) the missile explodes on impact on its target,
b.) the missile leaves your effective range,
c.) you return to the cockpit by clicking the right mouse button.
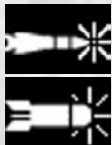
Laser-guided Missiles and Bombs

Two soldiers are needed to use such weapons effectively. One of them is aboard a vehicle in order to fire the missile or bomb, while the other marks the target using the laser-targeting device. The target must be marked continuously until the missile or bomb reaches its target. The laser-targeting device is part of the sniper kit and must be activated with the number key 5 before use. Click the

left mouse button to switch to the binocular view – you can now zoom using the mouse wheel. In the centre of the binocular sights you can now see the red laser-targeting dot. When you have the designated target centered, click and hold the left mouse button. The target is now marked and must be marked continuously until the missile or bomb reaches its target.

At the same moment, the soldier in the vehicle receives a message on his HUD, which tells him that a target is being marked with a laser. He must steer his vehicle toward the appropriate direction on the battlefield and select the laser-guided missile or bomb using the corresponding number key on his keyboard (varies between different types of aircraft). In the lower left corner of the weapons display, one of the following two icons will appear:

 if a laser-guided missile has been selected, or:

 if a laser-guided bomb has been selected.

The weapon is fired with a click of the left mouse button and will lock on to the target being designated with the laser.

Should the laser beam be disrupted after the weapon has been fired, it will "blindly" follow its previous course. It is therefore of the utmost importance for the player using the sniper kit to be in a secured position in order not to be disturbed until the weapon impacts on its target!

In-game Displays

Vehicle weapons display

The HUD displays for weapon systems in land and air vehicles have been changed and amended slightly. The following elements are now present:

 MG

 flares (decoys)

 smoke grenade

 amour ammunition

 unguided missile

 TV-guided missile

 infrared guided missile

 laser guided missile

 unguided bomb

 laser guided bomb

Mini-Map

You can access the mini-map at any time by pressing the M key (if you are Commander, use the K key). The mini-map will be shown in semi-transparent mode in the top right corner of the screen.

The set of four circle segments around the map represents the new danger indicator. These circle segments will light up when an enemy is shooting at you. They indicate the direction from which you are being fired at as well as how hard you are being hit. The darker the color of these circle segments, the more damage your Söldner is taking.

You can zoom in and out o the mini-map, scroll it in any direction, increase its size or centre it.

Zoom in:	Number Pad +
Zoom Out:	Number Pad -
Scroll down:	Number Pad 2
Scroll up:	Number Pad 8
Scroll left:	Number Pad 4
Scroll right:	Number Pad 6
Centre Map:	Number Pad 5
Change Map size:	Number Pad *

3D Elements

The Commander can use Commander mode to give various orders to the other soldiers on his team, and to mark locations on the Commander map. These orders and locations are then visible on the in-game display – as 3D objects in the game environment – to all team members.

These 3D elements consist of a symbol (or short info) and a distance meter indicating the distance between your Söldner and the designated location on the map. The different symbols available are explained in the "Commander Mode" section of this manual, Press the letter O key to toggle these symbols on or off.

Commander Mode

First of all, the most important change:
A commander must be elected by vote in multiplayer mode. In order to be elected as commander, you need to start a vote in multiplayer mode by pressing the F10 key. A menu will now open. In this menu, select "Vote for Commander" and mark the name of the intended commander in the player list next to it. Now click "Yes", confirm with "OK" and the vote is complete.

Note:
* *Voting for a commander will only work with a minimum of three players in one team. Therefore, a minimum of two player votes is required in order to elect a commander.*
* *If a team consists of only one player, he can vote for himself to become commander of this team.*
* *A majority is always required in order to elect a commander.*

To activate the commander mode when you are commander of your team, press the M key.

At a first glance, everything will look very familiar. Several commands have however been updated. Therefore all of the commands available on the left side of the screen (top to bottom) are explained here once more

 In this row, you can find all the direct commands you can send to your team mates. Click on the team member first, then give him one of the following commands, and click on the corresponding location or object on the map:

Move: Orders the soldier to move out to the designated location.

Attack: Orders the soldier to attack the designated object / soldier.

Help: Orders the soldier to protect the designated object / soldier.

In this row you can access symbols to order a specialist to move to a designated location on the map. Select the specialist's symbol and then click on the location on the map where this specialist is needed.

Orders the scout to the location where he is needed.

Orders the sniper to the location where he is needed.

Orders the explosives specialist to the location where he is needed.

Orders the military diver to the location where he is needed.

Orders the medic to the location where he is needed.

Orders the engineer to the location where he is needed.

Using this row, you can call in artillery, send warning to your team members, set waypoints and mark targets.

Air Strike. Click this icon to have an area on the map bombarded. The area that will be hit by this air strike is marked with a yellow circle. A 15-second countdown starts as soon as you click on a point in the map. During this countdown, you still have the chance to call off the air strike by clicking on the designated air strike point again. The air strike will not be carried out by any of your current 'real' units – instead, it will cost money. The costs for the air strike will be charged to your team funds account. If you choose to cancel the air strike during the countdown,

your team account is not affected. All of your soldiers should remain at a respectful distance from the air strike target area. This is what a planned air strike looks like from the player's perspective:

You can see the target area, the distance from the centre of the air strike, and the number of seconds remaining to the initial impact.

… and this is what it looks like when it goes BOOOM!

 Beware! Use this icon to designate a position on the map where you know (or believe) there are enemies.

 Careful, C4 explosives! Use this icon to designate positions on the map where you think the enemy has placed explosive devices (or where explosives placed by the enemy have been detected).

Use this icon to set waypoints for your team on the map.

Designate target. Use this icon to mark a vehicle on the map as a target.

Return to base, restart mission (training mode only).

Tools for Camouflage and Logo. Click this icon to call up a menu which allows you to set a logo and camouflage scheme for your team.

Open player map. Click this icon to open the large-scale player map. To close it, click the X icon in the top right corner of the screen.

Split team funds. Use this icon to split the team account between the team members..

Resign. The player resigns from his position as Commander.

Exit commander mode, return to player view.

The Scout

The scout (i.e. the Scout Kit) is a new type of specialist. The scout has quite a few advances, but also some rather obvious disadvantages.
The scout's **advantages** are:

✖   The scout does not tire when running. He can cover any distance at a run without any impact on his health, power, or fire accuracy.

✖ Just like any other soldier, the scout can climb onto low roofs of houses. In order to do so, position your soldier close to the house and press the space bar to jump. He will now pull himself up, allowing you to move freely on the roof.

✖ The scout has special binoculars with integrated night vision mode and can use it to mark targets (vehicles / enemy soldiers). The designated target will immediately be communicated to the commander. The commander will then see the target position and the target's name on his commander map and can take the necessary measures to deal with the situation. Use the B key to select the binoculars and focus on, for example, a vehicle. When you have the target in your sights, click the left mouse key. A frame will be drawn around the object, and its name and the distance from your location to that of the target object are displayed. If you no longer wish to mark this target or to select a new target, simply click again when your binoculars' sights are centered on the new target (or a location in the map).

* The scout always has a paraglider 'chute in his backpack. Activate it at any time by selecting the scout kit with the number key 5 and then clicking the left mouse button. The parachute will immediately deploy. You can then control this paraglider 'chute just like any normal parachute. Using the paraglider 'chute obviously only makes sense when you are in an elevated position (hill, cliff). You need to be in an elevated position to be able to cover large distances. Have fun BASE-jumping!

And these are the scout's **disadvantages**:
* He cannot wear flak jackets (amour). In order to maintain his speed and maneuverability, the scout goes into combat without a heavy protective vest.
* He cannot wield heavy weapons. These would only prove a hindrance in his scouting missions. If you have already selected the Scout kit in the terminal, some weapon names will be shown in red. All these are weapons that your scout is unable to use.

Hint:
If you find a scout it that someone else has dropped on the battlefield, and receive a message saying that you cannot pick up this kit, you are carrying heavy weapons or a protective vest. In order to be able to pick up and use the scout kit, you will have to remove and drop all these heavy pieces of equipment.

The Military Diver

So your Söldner was already able to swim – and even dive for short distances. But you always had to take care not to run out of breath. With the military diver kit, you no longer have to come up for air every few seconds (thereby becoming visible to the enemy). The military diver kit (scuba set) consists of an underwater scooter including a complete breathing apparatus.

The underwater scooter will carry you to your destination quickly – and you will be able to remain submerged while not having to come back to the surface for a long time (the air supply of course will be slowly diminished, but it will regenerate as soon as you resurface.) In order to activate the military diver kit, you must press the 5 key before entering the water. If you then enter the water, your scooter will be activated automatically.

Just as in a normal dive, you control your Söldner's forward and backward movement using the W and S keys. Change direction left and right using the corresponding mouse movements. If you want to dive deeper, press Ctrl-Left; in order to come to the surface press the space bar.

The disadvantage of the military diver kit is that you cannot use some heavy weapons, and that you are unable to defend yourself while in the water.

Medi-Pack

The following changes have been made to the Medi-Kit:
- ✘ Your maximum carrying capacity is reduced to "medium heavy". This means that you can no longer carry or fire all kinds of equipment and weapons.
- ✘ Press the number 5 key to activate the Medi-Kit. A blue circle will be shown around you. Any team mate within this circle will automatically be healed.

Pioneer Kit

The following changes have been made to the Pioneer kit:
- ✘ Press the number 5 key to activate the Pioneer kit. A blue circle will be shown around you. Now press the left mouse button. Any team mate within this circle will automatically be re-supplied with ammunition for as long as you keep the left mouse button pressed.

Explosives Kit

One new change has been implemented for the explosives kit:
* ✖ The explosives specialist is the only unit that can destroy bridges (except, of course, motorized land and air units). This makes him particularly effective in a defensive role.

Sniper Kit

The following changes have been made to the sniper kit:
* ✖ The laser-targeting device is part of the sniper kit and must be activated with the number key 5 before use. Press the left mouse button and keep it pressed in order to open the binoculars view, which can be zoomed in and out using the mouse wheel. In the centre of the binoculars' sights, the red laser-targeting dot can be seen. If you use it to mark a target, keep the laser dot steadily centered on the object. The target is now marked, and a team member in a helicopter or aircraft can lock on to the target and fire his laser-guided missile or bomb.
* ✖ Note:
  Should the laser beam be disrupted after the weapon has been fired, it will continue 'blindly' on its previous course. It is therefore of the utmost importance for the player using the sniper kit to be in a secured position, so that he will not be disturbed until the weapon impacts on its target!
* ✖ Using the sniper kit, you can detect and engage targets at an even greater distance than before.

Keyboard Commands

Soldier	Primary	Secondary
Forward	Up	W
Backward	Down	S
Strafe Left	Left	A
Strafe Right	Right	D
Sneak	Left Shift	Not mapped
Crouch	Right Ctrl	Ctrl Left
Duck / Dive	X	Not mapped
Jump / Stand up / surface	Space bar	Not mapped
Run (toggle)	Left Alt	Not mapped
Use	E	Not mapped
Place target item	U	Not mapped
Primary Fire	Left Mouse button	Joystick Button 0
Free Look	Right Mouse button	Joystick Button 1

Reload	R	Not mapped
Drop Weapon	G	Not mapped
Weapon 1	1	Not mapped
Weapon	2	Not mapped
Weapon 3	3	Not mapped
Weapon 4	4	Not mapped
Weapon 5	5	Not mapped
Firing Mode	F	Not mapped
Next Weapon	Page up (PgUp)	Joystick Button 3
Previous Weapon	Page down (PgDn)	Joystick Button 2
Zoom in	Mouse wheel up	Coolie-Hat up
Zoom out	Mouse wheel down	Coolie-Hat down
Toggle perspective	C	Not mapped
Scope	Q	Not mapped
Night vision	N	Not mapped
IR-goggles	I	Not mapped
Binoculars	B	Not mapped
Commander Mode	M	Not mapped
Map	K	Not mapped
Show / Hide 3D Icons	O	Not mapped
Next target	Home	Not mapped
Previous target	End	Not mapped
Gesture	V	Not mapped
Approve funds request	Print (PrtScrn)	Not mapped
Reject funds request	Pause	Not mapped
Vote	F10	Not mapped

Vehicles	**Primary**	**Secondary**
Accelerate	Up	W
Backward	Down	S
Brake	Space bar	Not mapped
Left	Left	A
Right	Right	D
Use	E	Not mapped
Primary Fire	Left Mouse button	Joystick Button 0
Free look	Right Mouse button	Joystick Button 1
Weapon 1	1	Not mapped
Weapon 2	2	Not mapped
Weapon 3	3	Not mapped
Weapon 4	4	Not mapped
Weapon 5	5	Not mapped
Next Weapon	Page up (PgUp)	Joystick Button 3
Previous Weapon	Page Down (PgDn)	Joystick Button 2
Lock / Open	L	Not mapped

Change seat	Backspace	Not mapped
Hook	H	Not mapped
Zoom in	Mouse wheel up	Coolie Hat up
Zoom out	Mouse wheel down	Coolie Hat down
Toggle perspective	C	Not mapped
Scope	Q	Not mapped
Night vision	N	Not mapped
IR goggles	I	Not mapped
Commander Mode	M	Not mapped
Map	K	Not mapped
Show / Hide 3D Icons	O	Not mapped
Next target	Home	Not mapped
Previous target	End	Not mapped
Gesture	V	Not mapped
Turn (+)	Joystick Left	Not mapped
Turn (-)	Joystick Right	Not mapped
Turret Elevation (+)	Joystick Forward	Not mapped
Turret Elevation (-)	Joystick Back	Not mapped
Turret Rotation (+)	Joystick Twist Right	Not mapped
Turret Rotation (-)	Joystick Twist Left	Not mapped
Thrust (+)	Joystick Up	Not mapped
Thrust (-)	Joystick Down	Not mapped
Vote	F10	Not mapped

Aircraft	Primary	Secondary
Accelerate	Up	W
Backward	Down	S
Left	Left	A
Right	Right	D
Increase altitude	Space bar	Not mapped
Decrease altitude	Left Ctrl	Not mapped
Use	E	Not mapped
Primary fire	Left Mouse button	Joystick Button 0
Free look	Right Mouse button	Joystick Button 1
Weapon 1	1	Not mapped
Weapon 2	2	Not mapped
Weapon 3	3	Not mapped
Weapon 4	4	Not mapped
Weapon 5	5	Not mapped
Next Weapon	Page up (PgUp)	Joystick Button 3
Previous Weapon	Page Down (PgDn)	Joystick Button 2
Lock / Open	L	Not mapped
Change seat	Backspace	Not mapped
Hook	H	Not mapped

	Primary	Secondary
Zoom in	Mouse wheel up	Coolie Hat up
Zoom out	Mouse wheel down	Coolie Hat down
Toggle perspective	C	Not mapped
Scope	Q	Not mapped
Night vision	N	Not mapped
IR goggles	I	Not mapped
Commander Mode	M	Not mapped
Map	K	Not mapped
Show / Hide 3D Icons	O	Not mapped
Next Target	Home	Not mapped
Previous Target	End	Not mapped
Gesture	V	Not mapped
Pitch (+)	Joystick Twist Left	Not mapped
Pitch (-)	Joystick Twist Right	Not mapped
Yaw (+)	Joystick Forward	Not mapped
Yaw (-)	Joystick Back	Not mapped
Roll (+)	Joystick Right	Not mapped
Roll (-)	Joystick Left	Not mapped
Thrust (+)	Joystick Up	Not mapped
Thrust (-)	Joystick Down	Not mapped

Commander Mode	Primary	Secondary
Show / Hide team list	Scroll Lock	Not mapped
Show / Hide 3D Icons	O	Not mapped
Gesture	V	Not mapped
Vote	F10	Not mapped

Player Map	Primary	Secondary
Zoom in	Num-Pad +	Not mapped
Zoom out	Num-Pad -	Not mapped
Scroll up	Num-Pad 8	Not mapped
Scroll down	Num-Pad 2	Not mapped
Scroll left	Num-Pad 4	Not mapped
Scroll right	Num-Pad 6	Not mapped
Centre map	Num-Pad 5	Not mapped
Map Alpha change	NumLock	Not mapped
Change map size	Num-Pad *	Not mapped
Show team name	Num-Pad ,	Not mapped

Radar	Primary	Secondary
Zoom in	,	Not mapped
Zoom out	.	Not mapped

HUD + Window	Primary	Secondary
Score / Mission	Tab	Not mapped
Team Chat	T	Not mapped
Chat	Z	Not mapped
Screenshot	F11	Not mapped