MISSION FORCE CyberStorm

Quick Reference

Bioderm Rank and Ownership

Commander Rank	# 'Derms/# Hercs	Herc Types	Unique Bioderm	Tech Level	
FIRST SYSTEM — PARACELSUS					
Ensign	3/3	Shadow, Remora		0	Destroy base on Elite mission to progress to sixth rank. Rescue Unique Bioderm (Jai).
Unit Leader	4/4	Sensei, Ogre, Giant		1	
Unit Captain	6/6		Tarsus	2	
Squad Leader	9/7	Demon	Qabal	3	
Squad Captain	12/8		Boto	4	
Squad Commander	14/9		Vryl	5	
SECOND SYSTEM — IONIS					
Force Leader	17/11	Reaper	Jai	6	Destroy base on Elite mission to progress to eleventh rank.
Force Captain	20/13		Ma-Yuan	7	
Combat Leader	23/15		Tarn	8	
Combat Captain	26/17	Juggernaut	Mentor	9	
Combat Commander	30/19		Kaesar	10	
THIRD SYSTEM — M138					
Battle Leader	34/22		Maia	11	Destroy largest base to win the game.
Battle Captain	37/25			12	
Herc Commander	40/28			13	

In the Battlefield:

Display Herc Damage Model	F2
Display Pilot Status	F3
Display World Conditions	F4
Display Movement Control Panel	F5
Display Fire Control Panel	F6
Display Internal Control Panel	F7
Display Shields Control Panel	F8
Mini-map attribute menu	M
Defend (remove Herc/Bioderm unit from scroll sequence)	D
Scroll through Herc/Bioderm units	< or >
Use "Jackup" on active Bioderm	[
Use "Placidex" on active Bioderm	]
Creates a location bookmark at current hex	Shift-F1...F8
Jump to bookmark	Ctrl-F1...F8
Lower terrain elevation (doesn't influence game play)	9
Raise terrain elevation (doesn't influence game play)	0
Jump to area	Click Mini-Map

Follow Previous Herc	F
Forward	I
Rotate left	J
Crouch/Stand	K
Rotate right	L
Continue	Spacebar
Stop	Esc
"Fast move" Herc	S
Force Herc To Move (same as a double click)	Shift-click Destination Hex
End Turn	Ctrl-E
Exit Battle	Ctrl-X
Bring up chat in Multiplayer	Enter

FROM THE KEYPAD

Zoom	+ or -
Rotate	0 or .
Center	5
Scroll	arrow keys

FIRE CONTROL PANEL

Fire weapon in slots 1 through 8	1...8
Fire random weapon (like clicking on enemy)	A
Force Targeting (useful for indirect fire)	Ctrl-Click Hex

SHIELDS CONTROL PANEL

Equalize shields	=
Move shields forward	-

Note: Moving the shields cursor while holding down the Shift key "snaps" the shields into place.

From anywhere* in the game:

On-Line Manual	F1
Preferences Menu	Ctrl-P
Save Game	Ctrl-S
Load Game	Ctrl-L
Quit the game	Alt-F4
Exits most menus	Esc

* Sometimes Save and Load are disabled in the game, such as while a submenu is active.

Notes:

Right click on selectable areas for pop-up help.

Many actions can be accelerated by holding down the Shift key. This will either speed up the action or, if applicable, enable the action for all units.

SIERRA

Bioderm Cost & Initial Skill Ratings
(Ranked in ascending order by cost.)

Bioderm	Cost	Piloting	Energy	Missile	Cannon	Plasma	Elf	Ad. Tech.
Model 001	540	50	50	40	35	20	30	10
Model 101	780	50	50	50	30	40	20	10
Model 110	1400	50	40	40	60	20	30	10
Kyoko	2000	60	55	50	45	35	30	60
Kouras	4960	70	55	35	40	25	60	65
Persis	5040	70	55	35	40	30	60	60
Khadisha	5340	70	55	60	65	40	50	35
Borok	5940	80	35	60	70	45	50	45
Xian	6800	55	65	35	65	45	75	55
Jath	7940	75	40	45	25	65	60	70
Jamax	10600	65	55	25	35	55	55	65
Jarvis	12900	75	65	60	40	50	50	40
Crow	15300	75	60	60	50	60	40	75
Nura	15980	75	65	65	65	40	40	55
Uru	23480	70	60	65	65	55	55	50
Garan	24340	65	65	60	55	50	50	70
Imra	29620	85	45	75	50	60	55	75
Andra	35705	75	65	40	45	70	70	55
Elana	38560	55	55	55	50	40	40	55
Tola	50000	75	75	75	70	70	65	75

See the on-line manual (Bioderm Biographies) to view this chart ranked by any of the skill ratings.

Game Pulldown Menu
Save Game
Load Game
Save Herc Configuration — saves a Herc configuration for future purchase; can only be activated from Manage Hercs screen.
Load Herc Configuration — loads a previously saved Herc configuration into the purchase list; can only be activated from the Purchase Hercs screen.
Prefs
Exit

Battle Pulldown Menu
Next Unit   Mini-Map
Prev Unit   End Turn
Defend   Leave Battle
View

Base Pulldown Menu
Use any of the following options to move directly into the indicated area while not on a mission:
Jump to: Herc Base
Jump to: Bioderm Facility
Jump to: Herc Bay
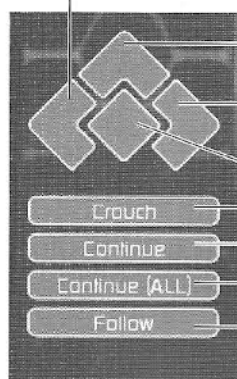Jump to: Herc Command Center

Units Pulldown Menu
All of the Herc/Bioderm links are displayed under this menu. When your fleet grows, use this menu to quickly select a particular unit.

Help Pulldown Menu
Get Help F1
Contents
About

Movement Control Panel
Pivot selected Herc left

Move selected Herc one hex forward

Pivot selected Herc right

Stop selected Herc (only if it's already moving)

Crouch — Crouch/Stand selected Herc

Continue — Continue moving selected Herc toward pre-selected destination

Continue (ALL) — Continue moving all Hercs with pre-selected destinations

Follow — Have selected Herc follow the last Herc you moved

Fire Control Panel
Click for specific fire

Click to select/deselect for return fire

1: SE800 Laser
2: SE800 Laser
3: SE660 Laser
4: SE660 Laser
5: Missile-SP   10
6: Missile-SG   10

Target Display showing obstruction "mesh" and angle of fire

Specter
Range: 3.6

Shields Control Panel

Shield Strength
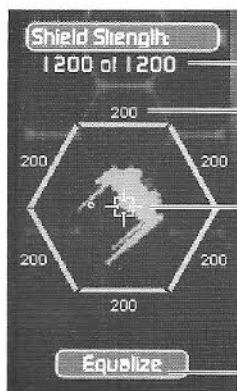
1200 of 1200 — Remaining Shield Strength

200 — Shield Strength by hex facing

Click and drag Shield cursor to adjust strength levels

Equalize — Re-center Shield Strength

Internal Control Panel
Activate/Deactivate mounted devices.

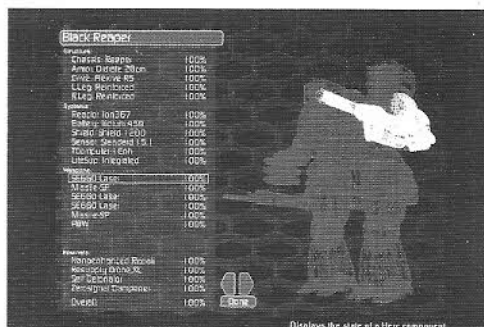Note: Some internal devices, like mining units, must be turned on manually before use.

Nanoenhanced Repair
Ready   150 (full)

Resupply Drone, XL
Ready   (8)

Self Detonator
off

Zerosignal Dampener
ON

Damage Model

Black Reaper

Displays the state of a Herc component

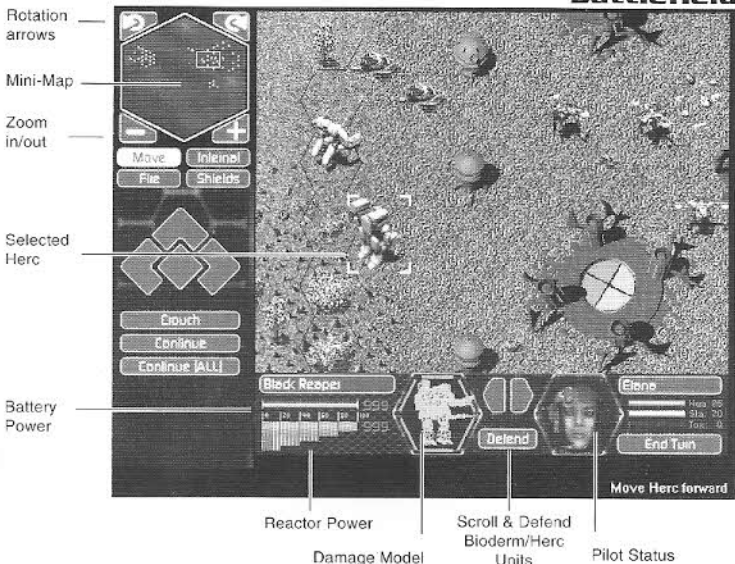*Click wireframe image of Herc to open Herc Damage Model*

Click on a selected part to activate repair, if available. Click on "overall" to repair all systems.

Ctrl – displays the percentage chance that any single component is likely to be hit from any given angle.

Shift-Ctrl – displays the exact vulnerability percentages according to each hex facing.

Battlefield

Rotation arrows

Mini-Map

Zoom in/out

Move   Internal
Fire   Shields

Selected Herc

Crouch
Continue
Continue (ALL)

Battery Power

Black Reaper

Elena

Defend

End Turn

Move Herc forward

Reactor Power

Scroll & Defend Bioderm/Herc Units

Damage Model

Pilot Status