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JTF

JOINT TASK FORCE

TEEN T CONTENT RATED BY ESRB

PC CD-ROM SOFTWARE

Most Wanted

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GAME MANUAL

TABLE OF CONTENTS

CUSTOMER SUPPORT 3
1. INSTALLING THE GAME 4
2. LAUNCHING THE GAME 4
3. CONTROLS 4
3.1 SELECTION & COMMAND CONTROLS 4
3.2 UNIT & GAMEPLAY CONTROLS 4
3.3 CAMERA CONTROLS 5
3.4 MULTIPLAYER CONTROLS 6
4. MAIN MENU 6
5. GAME INTERFACE 6
5.1 THE MINIMAP 7
5.2 THE INFO PANEL 7
5.3 THE BEHAVIOR PANEL 7
5.4 THE COMMAND PANEL 7

TABLE OF CONTENTS CONTINUED

6. GAMEPLAY ____ 8
- 6.1 BACKGROUND ____ 8
- 6.2 UNITS & WEAPONS ____ 9
- 6.3 COMBAT ____ 15
- 6.4 SUPPORTING UNITS ____ 16
- 6.5 HEROES ____ 16

7. MULTIPLAYER ____ 19
- 7.1 GAME MODES ____ 20
- 7.2 FACTIONS ____ 20
- 7.3 DOMINATION GAME ____ 22
- 7.4 CTF ____ 22
- 7.5 RULES OF ENGAGEMENT (ROE) ____ 22

8. CO-OPERATIVE MODE ____ 24

9. CREDITS ____ 25

10. SYSTEM SPECIFICATIONS ____ 29

11. LICENSE AGREEMENT ____ 31

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1. Installing the Game

To install *Joint Task Force*, insert the *Joint Task Force* CD 1 into your CD-ROM drive. Follow the onscreen instructions to complete the setup process. If installation fails to start automatically, complete the following steps:

1. Insert the *Joint Task Force* CD 1 into your CD-ROM drive
2. On the START menu, click **RUN**
3. Type **D:\setup.exe** (where D: is your CD-ROM drive)
4. Click **OK**

Follow the onscreen instructions to complete setup.

2. Launching the Game

To launch *Joint Task Force* (with the Play Disc already in the CD-ROM drive), click the START button on the Windows task bar, and select Programs – HD Publishing – Joint Task Force – JTF.

Alternatively, if you have opted to have a launch icon placed on your desktop during installation, double-click the *Joint Task Force* icon.

3. Controls

3.1 Selection & Command Controls

ACTION	KEYBOARD / MOUSE
Select unit	Left Click
Select officer	Left Click portrait
Add unit to selection	Shift + click
Select a group of units	Click + drag box around units
Select all on-screen units of type	Double-click
Define selected units as squad	Press Ctrl + number key
Select numbered squad	Number key
Select and jump to numbered squad	Double-tap number key
Select and jump to officer	Double-click portrait

3.2 Unit and Gameplay Controls

ACTION	KEYBOARD / MOUSE
Set stance – Free move, Hold move	E
Set stance – Free attack, Hold fire	W
Move unit	Right-click location
Reverse	B and right-click location
Attack	A
Attack ground	G
Attack move unit	A and right-click location
Stop moving unit	S
Set waypoints	Press Shift and right-click for each waypoint
Button down gunners	F
Use equipment	Left-click equipment icon and right-click target
Use skill	Left-click skill icon and right-click target
Order reinforcements	O
Heal	H
Repair / Supply	R
Show mission objectives	Tab
Pause game	Space
Normal game speed	J
Double game speed	K
Quick save	F6
Quick load	F9
Toggle standing/prone for infantry	Q

Infantry Only

Line formation	Ctrl + J
Column formation	Ctrl + K
Tight formation	Ctrl + L

Vehicles Only

Button down gunners	F
Unload passengers	P
Unload all	U
Take Off / Land	T
Toggle Supply / Mobile position	Z
Dig In / Out	Y
Toggle artillery fire position / mobile	X

3.3 Camera Controls

ACTION	KEYBOARD / MOUSE
Scroll the screen	Arrow keys, or move mouse to the edge of the screen
Zoom the camera	Scroll mouse wheel up or down
Zoom camera Out	Page Up
Zoom camera In	Insert
Rotate the camera	Press mouse wheel and move mouse
Rotate camera Left	Page Down
Rotate camera Right	Delete

3.4 Multiplayer Controls

ACTION	KEYBOARD / MOUSE
Chat	Enter
Toggle team chat	Press Tab and select Team Chat checkbox
Toggle status	Tab

4. Main Menu

Start – Begin a new game
Load Game – Resume a saved game
Tutorial – Start the learning scenario
Campaign – Play the single-player campaign or load a saved campaign game.
Scenario – Play a scenario
Multiplayer – Start an Online, or LAN game.
Options – Customize game settings.
Exit – Leave **Joint Task Force**

5. Game Interface

A Info panel
B Behavior panel
C Command panel
D Minimap
E Game speed toggle
F Time & Funding display
G Officer portrait

5.1 The Minimap

You'll find the minimap on the bottom left corner of the screen. The minimap shows the game map's topography, objectives and all visible units using color codes and colored dots.

Legend:

Red dot..... Enemy unit
Blue dot..... Empty vehicle
Yellow dot..... Allied non-player unit
Green dot..... Own or allied unit
Yellow dot + circle... Primary objective location
Yellow circle..... Secondary objective location
White dot..... Civilian unit

The minimap also displays alerts if one of your units is attacked. Clicking on any area of the minimap will instantly move the camera to that location.

5.2 The Info Panel

The info panel on the bottom of the screen displays vital information about the selected unit, such as the unit's name, type and current level. The current health of the unit is displayed with a colored bar:

Green ..... Undamaged
Yellow ..... Light damage
Red ..... Heavy Damage

The info panel shows the ammo loads and weapon type for each unit.

If a vehicle is armored, a shield icon appears. If the shield is filled, it denotes a heavily armored vehicle. If it is empty, it denotes a lightly armored vehicle.

The right side of the info panel shows the available seats in vehicles.

1. **Driver**
2. **Gunner**
3. **Passengers**

Or, in the case of infantry, it displays any equipment carried.

1. **Active Equipment**
2. **Passive Equipment**

Active equipment can be changed at the FRSV; passive equipment is always carried.

5.3 The Behavior Panel

The behavior panel is used to change how a unit should react in the game environment. The following reactions and behaviors can be set:

Hold fire - or- Free fire
Hold move - or - Free move
Stand - or - Go prone

5.4 The Command Panel

The command panel is displayed on the lower right part of the screen and displays all commands that can be given to a unit. These are:

1. **Combat commands**
2. **Movement commands**
3. **Use commands**
4. **Deployment commands (officers only)**

Some commands can be set to automatic mode. These are denoted by a red light in the upper right corner. Set a command to automatic mode by right-clicking the icon. The light will turn green, denoting automatic usage.

6. Game Play

6.1 Background

Joint Task Force is a military RTS game set in the near future. In the single-player campaign, you follow the JTF First Battalion and its commander, Major O'Connell, in a fight for order and stability, where the war becomes more personal with each battle.

The year is 2008, and the people of the world are in a very precarious situation. In the West, governments face difficult political problems and are increasingly channelling resources away from welfare, environmental and aid programs in order to increase investment and strengthen their economies. The amount of resources assigned to combat ever-increasing poverty, industrial disasters and erosion is diminishing. The addition of 100 million people each year to an already overcrowded Earth aggravates the problems of pollution, desertification, underemployment, epidemics, war and famine. Because of their own internal problems and priorities, the industrialized countries devote insufficient resources to the poorer areas of the world, which become further marginalized.

The terrorist attack on the US on September 11, 2001 heightened the risk to global prosperity, as more and more resources were diverted towards military spending and anti-terrorism. The start of war in March 2003 between a US-led coalition and Iraq added new uncertainties to the global situation, and the high cost of establishing order in Iraq became a major global problem. Yet, throughout history, there have always been powers that benefit from an unstable world – certain organizations, companies and corrupted men depend on suffering, pain and fear. This is and has always been their playground, and they stand to reap ever-increasing benefit from ongoing conflict and instability.

Hand in hand with the rise of unemployment, desperation, anger and inertia came the ascent of fanaticism, violence and terror. Nationalistic parties, gangs of thugs, eco-terror groups of increased severity and organized crime prospered in the ever-growing shadow cast by the new wave of global terrorism represented by the group Matar.

Acting with a previously unheard-of ferocity and using military weapons and tactics, this network has dramatically changed the realities of life in the western world. Exploiting the freedoms of the US and the EU, the group built a large network while maintaining a very low profile, with groups like Al-Qaeda in the spotlight. Their modus operandi mostly involves meticulously planned, brutal direct attacks without finesse.

The JTF is formed by a total majority vote in the UN on the initiative of the Global Defense Alliance, a subgroup of the Group of Eight (G8). Designed to function with minimal bureaucratic involvement, the organizational hierarchy of the JTF is very direct, allowing the unit to be flexible and independent. JTF high command is considered independent from the UN Military Council, but consists of three Generals – Cleveland (US), Burkhart (UK) and Gerard (FR) – and seven brigadier generals, one each from Germany, Canada, Netherlands, Australia, Sweden, Poland, Israel and Australia. All other EU and NATO countries are represented in specialized command structures.

6.2 Units & Weapons

6.2.1 Infantry

6.2.1.1 Ranger

The JTF rangers form the backbone of any task force. They are cheap and versatile troops with training that surpasses most enemy forces. They can be equipped with any equipment and can operate all land vehicles.

6.2.1.2 Combat Medic

Perhaps the most vital support units and unsung heroes of the battlefield. Their healing ability gives the medic increased combat durability, and they can keep the enemy at bay with their submachine guns. Medics carry a medi-kit as standard equipment, but cannot carry any extra equipment.

6.2.1.3 Commando

The crème of JTF soldiers become commandos. Trained in infiltration and close-combat techniques, these silent killers are able to take on any enemy opposition. All commandos carry night-vision goggles and protective masks as standard equipment. They can be fitted with any equipment and can operate all land vehicles.

6.2.1.4 Marksman

JTF marksmen specialize in killing from afar, picking off targets in buildings and bunkers with shocking ease. They carry a high-power sniper rifle and ghillie camouflage suit as standard equipment, but cannot carry anything else.

6.2.1.5 Engineer

Engineers perform all repairs and maintenance work on JTF gear. When operating together with the FRSV repair vehicle, they can repair any damaged land vehicle within minutes. If used separately, they come in handy for clearing minefields with their mine detectors. They can operate all land vehicles.

6.2.1.6 Pilot

These specialist troops are hand-picked for duty and are trained in the operation of almost all aircraft. Pilots are the only units that can operate air units, enemy or their own.

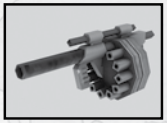
6.2.1.7 Vehicle Crew

The vehicle crews of the JTF are trained to master all vehicles and operate them more effectively than their colleagues. However, they are quite vulnerable without their vehicles.

6.2.2 Infantry Equipment

6.2.2.1 AT-4

The standard anti-tank weapon of the JTF, modified to be reusable. Comes with an ammo load of 3 rockets.



6.2.2.2 Grenade Launcher

A devastating semi-automatic grenade launcher, very effective against light vehicles and infantry. Used to flush out enemies from behind cover.

6.2.2.3 AA-Missile

The AA-missile is a one-shot, disposable, fire & forget weapon, used against aerial threats.

6.2.2.4 Hand Grenade

The good old hand grenade deals massive damage to infantry grouped closely together.

6.2.2.5 Mine Detector

Detects mines within a radius. Regular infantry cannot remove mines, but they can detonate them with explosive weapons.

6.2.2.6 Night-Vision Goggles

Cancels penalties for poor lighting conditions such as night or rain.

6.2.3 Vehicles

6.2.3.1 Humvee

The HMMWV or Humvee has already become a legend. Unmatched in versatility and mobility, the Humvee will be in service for many years to come.

Game Info: Fast, lightly armored recon and transport unit can be upgraded with a lot of different weapons. Good against infantry. Upgrades can enable it to engage tanks.
Upgrades: Anti-tank missile, grenade launcher
Vulnerable to: All weapons

6.2.3.2 M2A3 IFV

The mission of the Infantry Fighting Vehicle (IFV) is to provide mobile, protected transport of an infantry squad to critical points on the battlefield and to perform cavalry scout missions. Unlike the M113 family of vehicles it replaces, the M2A3 is not simply a “battle taxi.” The IFV is a sophisticated weapons platform capable of providing tremendous firepower in direct support of the infantry it carries.

Game Info: Moderately fast, lightly armored APC, effective against infantry and light vehicles. Units in its troop compartment are protected against gas weapons and regenerate health much faster.
Vulnerable to: Armor Piercing, High Explosive and Incendiary weapons

6.2.3.3 VAB APC

The Véhicule de l’Avant Blindé (VAB) is the basic vehicle of French infantry regiments. It is characterized by its simplicity, great mobility and ability on any terrain.

Game Info: Moderately fast, lightly armored APC, good against infantry. Only used by UN peacekeeper forces.
Vulnerable to: All weapons

6.2.3.4 M1A2 Main Battle Tank

The Abrams fleet of tanks is the mainstay of the JTF armor force. The M1A2 is the latest version and features state-of-the-art weapons systems, FLIR targeting and silent engines. The mission of the M1A2 Abrams tank is to engage and destroy enemy forces using firepower, maneuver and shock effect.
Game Info: Moderately fast, heavily armored unit, effective against all land units. Can traverse fords and most types of terrain.
Vulnerable to: Armor Piercing and Incendiary weapons

6.2.3.5 Mobile Flak Unit

The Gepard is a heavily armored, autonomous, mobile air defense system, based on the chassis of the Leopard main battle tank. The vehicle is fitted with a fire control system, all-weather tracking and acquisition sensors and powerful automatic guns.

Game Info: Moderately fast, moderately armored Anti-Air unit. Very effective against helicopters, airplanes and infantry. Fitted with a search radar.
Vulnerable to: Armor Piercing, High Explosive and Incendiary weapons

6.2.3.6 Artillery

The German PzH 2000 (Panzerhaubitze 2000) is Germany's next generation 155-millimeter self-propelled howitzer and is among the most capable howitzers.

Game Info: Moderately fast, heavily armored artillery unit. Very effective against infantry and buildings. Needs to enter fire position before commencing firing. Uses a camouflage net when deployed to decrease visibility.
Vulnerable to: Armor Piercing, High Explosive and Incendiary weapons

6.2.3.7 MLRS™ Multiple Launch Rocket System

The Multiple Launch Rocket System (MLRS) provides the Army with an all-weather, indirect, area fire weapon system to strike counter fire, air defense, armored formations and other high-payoff targets at all depths of the tactical battlefield.

Game Info: Moderately fast, lightly armored rocket artillery unit. Very effective against infantry, vehicles and buildings.
Vulnerable to: Armor Piercing, High Explosive, Heavy bullet and Incendiary weapons

6.2.3.8 AH-6 Attack Helicopter

The small and fast AH-6 is a useful recon tool on the JTF battlefield. It is effective against infantry and light vehicles alike, but cannot withstand Flak fire at all.

Game Info: Fast, unarmored attack helicopter. Very effective against infantry.
Vulnerable to: Armor Piercing, High Explosive and Heavy bullet weapons

6.2.3.9 AH-64 Attack Helicopter

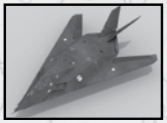
The near-legendary, battle-proven Apache is a powerful armor killer on the modern battlefield. It's very effective for deep strikes but needs air defense support to clear its path for attack.

Game Info: Fast, moderately armored attack helicopter. Very effective against all units.
Vulnerable to: Armor Piercing, High Explosive and Heavy bullet weapons

6.2.3.10 A-10A Thunderbolt II™

The primary mission of the A-10 is to provide day and night, close-air combat support for friendly land forces and to act as forward air controller (FAC) to coordinate and direct friendly air forces in support of land forces.

Game Info: Moderately fast, heavily armored attack aircraft. Very effective against tanks and infantry. *Available as support only.*



6.2.3.12 F-117™ NightHawk Attack Aircraft

The F-117 is the world's first operational aircraft designed to exploit low-observable stealth technology. The design of the single-seat F-117 provides exceptional combat capabilities. Can employ a variety of weapons and is equipped with sophisticated navigation and attack systems.

Game Info: Fast, lightly armored tactical bomber aircraft fitted with cluster bombs. Very effective against all light targets. *Available as support only.*

6.2.3.11 AV-8B Fighter Aircraft
The AV-8B is the only truly operational VSTOL jet aircraft in the world. The fundamentally simple concept of a single powerful engine with four rotating nozzles enables fast jet operation from small and unprepared areas.

Game Info: Fast, lightly armored fighter aircraft. Very effective against helicopters and planes.
Vulnerable to: Armor Piercing, High Explosive and Heavy bullet weapons

6.2.3.13 FRSV

The FRSV is a mobile repair, refit and command unit. It is lightly armored and should not be used in a combat role. It is used to repair vehicles, refit their ammo supplies, and perform vehicle upgrades. It requires the support of engineers.

6.2.4 Expanding the Task Force

You will usually begin your missions with a handful of selected men. If there is any funding available, you can expand your force either by deploying infantry or light vehicles from helicopters or by deploying heavy vehicles by capturing Landing Zones.

6.2.5 Deploying Infantry or Light Vehicles

Select the commander and click the "$" icon on the command panel. Select the unit you want to deploy, then click anywhere with the reinforcement radius of the commander. A helicopter will arrive shortly and deploy your soldiers.

6.2.6 Selecting Equipment for Reinforcements

All available equipment is displayed on the top of the info panel as soon as the "$" key is pressed. To equip the soldiers, press the icon for the desired equipment **before** selecting the soldier. Then click the soldier icons to outfit them with the equipment selected.

The equipment will remain selected until clicked a second time, so don't forget to unselect it if you don't want all your soldiers to be equipped with the same gear.

6.2.7 Deploying Heavy Vehicles

Select the ATC tower, located next to the landing zone, or Radar Unit and press the "$" icon. You are now in the heavy vehicles deployment menu. Select any vehicle you'd like to deploy. The vehicle will be deployed soon by low-altitude parachute insertion onto the runway. When the vehicle is deployed, move it to the designated spot.

6.2.8 Transport Costs

Transport costs add to the overall price of the units you order. The transport cost for each unit varies and is shown in the deployment menu. When using the Black Hawk, you can trim overall transportation costs by sending it out only when full.

6.3 Combat

Select any unit and right-click the target. If the unit is able to damage the target, it will automatically engage it or move within firing range and then attack.

6.3.1 Weapons vs. Armor

Some weapons are invariably more effective against certain target types, while others cannot harm certain targets at all.

6.3.2 Weapon Categories

JTF uses five main weapon categories, which have different uses, pros and cons.

Small arms (B)..... Unable to damage vehicles but good against manpower
Large-calibre (HB)..... Heavy machine guns and similar, good against light vehicles and infantry alike
High-explosive (HE).... Multi-purpose munitions from most cannons, good against all targets
Armor-piercing (AP)... Fired by tanks and helicopters, good against all armor
Incendiary (I)..... Fire damage from Molotov cocktails, good against all targets

6.3.3 Armor Protection

There are two armor categories, light and heavy. Heavily armored units are denoted with a full shield icon on the info panel; while lightly armored units are denoted with a half shield.

6.3.4 Cover & Concealment

Sandbags, wrecks and a number of other terrain objects can be used for cover. These objects have cover icons next to them, showing the possible positions. If you set your soldiers to "Free-move" behavior, they'll take advantage of any cover they can find automatically. Otherwise, you'll have to move them into cover manually.

6.3.4.1 Hiding

Going prone with your soldiers will decrease your overall visibility, but it doesn't count as full concealment.

To gain maximum concealment, move your soldiers into high grass or swamp and hit the prone button. Your soldiers will now be completely hidden and will only be detected at minimum distance. If hiding soldiers open fire, they will give away their position to the enemy and won't be hiding anymore; they will have to leave the enemy's sight before they can hide again.

6.4 Supporting Units

The JTF FRSV vehicle and the enemy TCS are able to perform the following support operations:

6.4.1 Damage & Repairs

When an FRSV or TCS is deployed in repair mode, a support radius is displayed on the ground. To repair any vehicle, just bring it within the area, and the FRSV's engineers will begin repairing immediately. The engineers will also refill any ammo used up in the fight. The auto-support of the FRSV can be turned on/off by right-clicking the support icon.

6.4.2 Switching Armament & Equipment

Some vehicles and infantry can change their main armament. Whenever they are within the support radius of an FRSV, a "$" icon appears on top of the info panel. The cost of refitting units is displayed as a tooltip when you hold the cursor over the selected piece of equipment. Press the "$" icon to display a list of available equipment, then select the weapon you'd like to install. The vehicle or soldier will move to the FRSV and refit as appropriate.

6.4.3 Radar

Some vehicles are equipped with radar, which is used to identify and detect aerial threats. If any aircraft moves into your unit's radar range, it'll show up on the minimap as an enemy unit, long before it comes into visual range.

6.5 Heroes

6.5.1 Hero Promotion

All of your soldiers gain experience points (XP) and levels during the course of the game. The higher the level, the more effective the soldier will become in regards to fighting ability and survival. Once a soldier reaches level 5, he becomes eligible for promotion.

If any of your soldiers reach level 5 during a mission, you'll be presented with the promotion screen once you complete the mission. Select the soldier to be promoted to add him to your **permanent hero pool.** From now on, you can include your officer in future missions if you choose. The hero pool has 10 slots overall. Only two heroes from each class can get promoted, i.e. two commandos, two rangers etc. Some classes are exclusive and can only have one hero. The slots are distributed as follows:

- 2 Infantry commanders (Ranger class)
- 2 Tank-commanders (Crew class)
- 2 Special Ops (Commando class)
- 1 Doctor (Medic class)
- 1 Tech Chief (Engineer class)
- 1 Ace (Pilot class)
- 1 Sharpshooter (Marksman class)

The **hero selection screen** appears before every mission. Here you can select which heroes to bring for that particular mission. Some missions support up to 5 heroes, while most of them have only places for two or three, depending on mission types and difficulty. The main hero is always selected.

The selected heroes are placed on the level as usual, appearing next to the main hero, except in the following special cases:

- If there are land vehicles in the starting force, tank commanders will begin the game mounted in them
- If there are aircraft in the starting force, pilots will begin the game mounted in them same goes for pilots and aircraft.
- If there are no aircraft in the starting force, the Ace will not be deployed in the game area. The Ace will arrive with the first helicopter or aircraft ordered, so deploying Aces can cost funding.

6.5.2 Hero Levels & Skills

Promoted heroes can gain further levels, up to level 10. Once a hero levels up, a star will appear on the hero's portrait. At each level, the hero gains a new skill, which can be chosen by pressing the star icon on the command panel. You will be presented with the skill tree for that hero, which represents the skills available for his type. There are no skill levels – once a skill is selected, it's active and cannot be improved on further.

6.5.2.1 Hero Skills

Equipment Requisition
Enables the Hero to deploy an equipment crate anywhere within his command radius. Costs funding.

Vehicle Requisition
Enables the Hero to deploy light vehicles anywhere within his command radius. Costs funding.

Infantry Requisition
Enables the Hero to deploy infantry anywhere within his command radius. Costs funding.

Marksmanship
Gives the Hero a damage bonus with small arms.

Toughness
Increases the Hero's hit points.

Tactical Ops
Grants a defensive bonus to all friendly units within the Hero's command radius.

Assault Leader
Grants a damage bonus to all friendly units within the Hero's command radius.

AT-Strike
Enables the Hero to call in an A-10 attack aircraft for a precision strike. Good against all targets. Costs funding.

Airstrike
Enables the Hero to call in an F-117 attack aircraft for a cluster bomb strike. Good against soft targets and light vehicles. Costs funding.

Missile Strike
Enables the Hero to call in a Tomahawk cruise missile for a precision strike. Excellent against bunkers and static targets. Costs funding.

Weapon Mastery
Gives the Hero a damage bonus with weapon installations and special weapons (such as the AT-4, Grenade launcher, etc.).

Treat Self
Grants the Hero the ability to regenerate health.

Perception
Increases the Hero's vision and detection range.

Stealth
Decreases the enemy's chances to discover the Hero.

Spec Ops Leader
Grants stealth ability to nearby allies.

Gunnery
Gives the Hero a damage bonus with vehicle weapons.

Tank Killer
Gives the Hero a damage bonus against tanks.

Ground Coordinator
Grants a damage bonus against vehicles to all friendly units within the Hero's command radius.

Sapper
The Hero can detect mines from his vehicle.

Vehicle Perception
The Hero will spot infantry and hidden targets more easily using the vehicle's sensor system.

Maintenance
The Hero can slowly repair the vehicle he controls, but cannot achieve full integrity.

Recon Drone
The Hero calls in a recon UAV to circle above the designated area.

Precise Shot
The sniper's shot ignores cover bonuses.

Headshot
The marksman kills infantry units instantly with a single shot.

Satellite Recon
The Hero calls in a satellite sweep of the area, revealing all enemies on the minimap.

Medic Station
The Hero can turn a FRSV within his command range into a mobile hospital, healing everyone within a radius.

Fast Heal
The Hero will treat allies at a faster rate.

Tech Chief
Increases the repair rate of nearby engineers.

Heli Killer
Air to air combat specialist, gives a damage bonus versus aircraft.

Tank Killer
Ground combat specialist, gives a damage bonus versus ground vehicles.

Resource Mangement
Reduces resource usage of FRSV in range of the officer.

Requisite Supply
The Hero can requisite a supply container for the FRSV.

Requisite Air Support
Enables the Hero to deploy aircraft anywhere within his command radius. Costs funding.

Air Coordinator
Grants a damage bonus to all friendly air units on the map.

6.5.3 Non-Player Characters (NPCs)

A number of NPCs become available during the game. Some of them will be added to your permanent hero pool, enabling you to use their talent in battles. Remember— these are important story characters, so use them carefully. If any of them die, your mission will be considered a failure.

6.5.4 The Task Force Commander

Major O'Connell is the overall task force commander, and he cannot be replaced. If he dies in any mission, the mission will fail and must be restarted.

7. Multiplayer

GAME MODE	BASIC RULES	RULES OF ENGAGEMENT
DEATH MATCH	+	+
DOMINATION	+	+
BATTLE ROYAL	+	+
CUSTOM	+	+

7.1 Game Modes

All games are built using the default basic rules, which can be complemented by **Rules of Engagement** (RoE). The game contains three fixed modes and one user-defined custom mode, which you can customize with RoE as you wish. To create a new game mode, select User mode, select the RoE to apply, then save it under its own name.

7.2 Factions

7.2.1 JTF

The JTF specializes in mobile warfare and modern equipment, using a small strike force to achieve their objectives.

✧**Heroes:**

- **Major O´Connell**
- **Captain Pickett**
- **Lieutenant Stone**

7.2.1.1 TRA

The TRA uses mass attacks with previous generation military hardware, relying more on numbers to overwhelm their enemy.

✧**Heroes:**

- **Major Hussein**
- **Captian Aziz**
- **Captain Hamad**

7.2.1.2 Al Matar

The Al Matar terrorist network uses subterfuge and underhand tactics to win, since their technology doesn't stand up to the arsenals of conventional warfare.

✧**Heroes:**

- **Akil Farrah**
- **Muhammad Jamal**
- **Brett Courtland**

7.2.2 Select Task Force Commander

The player must choose one out of three available commanders (Heroes) before commencing the game. Commanders start with a "bodyguard" of appropriate troops and will have a decisive effect on opening moves and the overall strategy of the battle.

7.2.3 Initial Army, Unit Purchase

The player begins the game with the units accompanying his selected commander. The player also begins with some spending money so he can complement this starting force with further elements. Calling in units works just like in single player – the hero can call in light units within his command range but needs an LZ to deploy heavy vehicles.

7.2.4 The Commander

If the hero dies, he can be revived for funding at any flag the player controls. He will be deployed by helicopter as usual.

7.2.5 Flags

There are neutral flags in all combat zones (maps). Once one is captured, it'll begin generating funding for the team or player controlling it. A flag generates a set amount of funding ($1- $8 sec). In the case of team games, the money is divided equally among players.

To capture a flag, a unit must be within 10 meters of it. The flag (neutral or enemy) will be lowered, then changed to the player's flag and begin to be hoisted. Lowering and hoisting takes some time. The flag will begin generating money while it's being hoisted. There can be no enemy units in the flag's range during capture – defenders have be chased away or defeated beforehand. The flag has its own sighting range, so players will be alerted to enemy presence on the minimap.

If a player is annihilated, any flags he controlled revert to neutral. All flags contain a set amount of money ($10,000) – once depleted, they will vanish from the map. Flags are always displayed on the minimap, either as neutral or the team's color. Flags in enemy hands will be displayed as neutral until an allied unit comes within visual range.

Flags under capture are displayed with flashing icons on the minimap. If a player's own flag is under capture, the player will receive the following warnings:

✧Enemy is trying to capture a flag
✧Flag lost to the enemy
✧Flag captured (by own team)

7.2.6 Population Limit

The player can have 60 soldiers, either on foot or in vehicles.

7.2.7 Shared Control

In the options menu, the player can give shared control of his units to any other player. This is only possible within the same team, of course. The player gains full control of the shared units and can even use their hero to purchase units – in which case, funding will be deducted from the player that owns the commander.

7.3 Domination Game

Flags will generate points as well as funding when captured. The player who gathers a set amount of points first will win the game. Flags do not deplete in domination games, but generate funding and points until the game ends.

7.4 CTF

The player who controls all the flags will win the game.

7.5 RULES of ENGAGEMENT (RoE)

7.5.1 Bounty Hunt

Players get 20% of all killed enemy units value as bonus funding.

7.5.2 Sponsorship

All players receive a set amount of funding at predefined time intervals. The amount and time interval can be specified individually.

- ✧Time interval: 3 -12 minutes
- ✧Default: 3 minutes
- ✧Funding amount: 100 /1000 dollars
- ✧Default: 400 dollars

7.5.3 Reinforcements

You can ban specific unit types or allow/disallow game options in the game. When an option is turned OFF, that option will not be available in the game.

7.5.3.1 FRSV
Default: ON

7.5.3.2 Helidrop
Default: ON

7.5.3.3 LZ
Default: ON

7.5.3.4 Air support
Default: ON

7.5.3.5 Off map support
Default: ON

7.5.4 Random Containers

Armament and supply containers will be dropped randomly to random locations on the map at set time intervals.

- ✧Time interval: 1 – 12 minutes
- ✧Default: 3 minutes

7.5.5 Armageddon

All vehicles explode after a set time limit. Only infantry units remain, and no vehicles can be bought. This option turns off the fog of war and destroys all flags as well.

- ✧Time limit: 1 – 60 minutes
- ✧Default: 5 minutes

7.5.6 Sudden Death

All game units will have their health reduced by 90% after a set amount of time. This option turns off the fog of war and destroys all flags as well.

- ✧Time limit: 1 – 60 minutes
- ✧Default: 10 minutes

7.5.7 Danger Zone

Map sectors will begin to vanish at set time intervals, starting at the edge of the map. The map sector will flash on the minimap before disappearing. Any units still on that map sector will be destroyed when it vanishes.

- ✧Time limit: 10 – 120 sec
- ✧Default: 30 sec

7.5.8 Vietnam

Heroes can only deploy units standing close to any flags controlled by the player / team.

7.5.9 Clairvoyance

As soon as all flags are captured or decayed, the fog of war is lifted, revealing all units. No one can hide.

7.5.10 Countdown

The game ends after a set amount of time. Flags will generate funding when captured. Any player who gathers most funding within the set time limit will win the game.

- ✧Time limit: 3 – 60 minutes
- ✧Default: 15 minutes

7.5.11 Permanent Flags

This RoE modifies the standard rules, and flags will never decay.

7.5.12 Strategic Victory

The first player to capture all the flags on the map wins the game.

ROE	DEATH MATCH	DOMINATIONS	BATTLE ROYALE	CUSTOM
DEFAULT	+	+	+	+
1. BOUNTY HUNT			+	+
2. SPONSORSHIP				+
3.REINFORCEMENTS	+	+	+	+
4. RANDOM CONTAINERS			+	+
5. ARMAGEDDON				+
6. SUDDEN DEATH				+
7. DANGER ZONE				+
8. VIETNAM			+	+
9. CLAIRVOYANCE	+			+
10.COUNTDOWN		+		+
11. PERMANENT FLAGS		+	+	+
12. CTF		+		+

8. Co-Operative Mode

In co-op mode, you can play the single-player campaign with a friend over LAN or Internet. Control is shared over all units and funding. Either player can deploy reinforcements and control any unit which is not directly controlled by the other player. Owner control is displayed with green and blue colors as a visual aid. Squads created can also be called upon by both players, by pressing the corresponding numeric key.

9. Credits

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We at HD wish to express our special appreciation to Guy Grenier and all the great folks at NVIDIA for their fantastic support in the past two years. We owe you!

We´d like to thank all our families, loved ones and friends for standing us by and supporting us through both the good and the bad times.

Special thanks to (in no particular order) Robert Rákóczi without whose combat experience and advice the game would not have been the same, Peter Kiss for motion capture and for performing a most amazing salto-mortale, Járási Tibor and Dr. János Erdélyi for their support of the team, the crew at Matinée Sound and Vision, Ageia, ATI, Macrovision and all others not mentioned here – you know who you are.

10. System Specifications

Minimum Specifications

- Windows® 2000/XP Home or Professional/x64
- Intel® Pentium® 4 2 GHz or AMD® Athlon™ XP 2000+
- NVIDIA® GeForce® 4 (non-MX) or ATI® Radeon® 9500 DirectX® 9.0c-compliant video card with 128 MB RAM
- 512 MB RAM
- 3 GB of uncompressed hard drive space
- DirectX® 9.0c-compatible sound card
- DirectX® 9.0c (included)
- 4x CD/DVD-ROM drive
- Microsoft®-compatible mouse and keyboard
- 56K dial-up modem for online play; 10 Mbps for LAN play

Recommended Requirements

- Windows® XP Home or Professional
- Intel® Pentium® 4 3 GHz or AMD® Athlon™ XP 3000+
- NVIDIA® GeForce® 6800 GT video card with 256 MB RAM
- 1 GB RAM
- 24x CD/DVD-ROM drive
- Broadband connection for online play

Joint Task Force uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® FX, 6 Series, and 7 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

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11. Equitable Remedies. You hereby agree that Licensor would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Licensor may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

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13. Miscellaneous. This License Agreement shall be deemed to have been made and executed in the State of California and any dispute arising hereunder shall be resolved in accordance with the law of California. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of California, County of Los Angeles, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

I hereby acknowledge that I have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein. I also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Licensor and myself and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between Licensor and myself.

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