

CRUSADER: NO REGRET™

REFERENCE CARD

Note that there are many ways to perform the same actions.

KEYBOARD COMMANDS

/ denotes keys on the numeric keypad

GAME CONTROL

Main Menu	[F1]
Options Screen	[F2]
Help Screen	[F3]
Quick Load	[F4]
Quick Save	[F5]

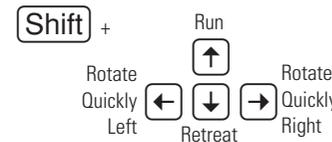
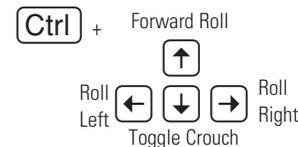
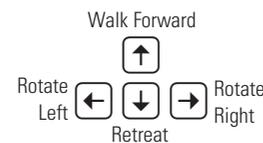
Load Screen	[F8]
Save Screen	[F9]
Increase music volume	[Ctrl] [+]
Decrease music volume	[Ctrl] [-]
Prompt EXIT to DOS (Y/N)	[Alt] [X]
Return to game (from screens)	[Esc]

SILENCER CONTROL

Fire	[Spacebar] / [0]
Use inventory item	[U] / [Del]
Use Medikit	[M]
Cycle through Inventory items	[O] / [-]
Cycle <i>backward</i> through Inventory items	[I]
Cycle through Weapon Inventory	[W] / [*]
Cycle <i>backward</i> through Weapon Inventory	[Q]
Jump	[J] or [Tab] / [7]
Drop weapon	[Ctrl] [L]

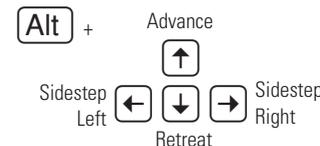
Search/Select	[S] / [+]
Manipulate selected item	[Enter] (either keypad)
Talk to selected person	[Enter] (either keypad)
Grab all exposed items and add to inventory	[G]
Detonate bomb	[B]
Use energy cube	[E]
Center screen on Silencer	[Z]
Radiation Shield on/off	[R]

MOVEMENT (Keyboard arrows & extended keys)

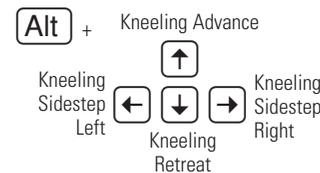


(or have [Caps Lock] on.)

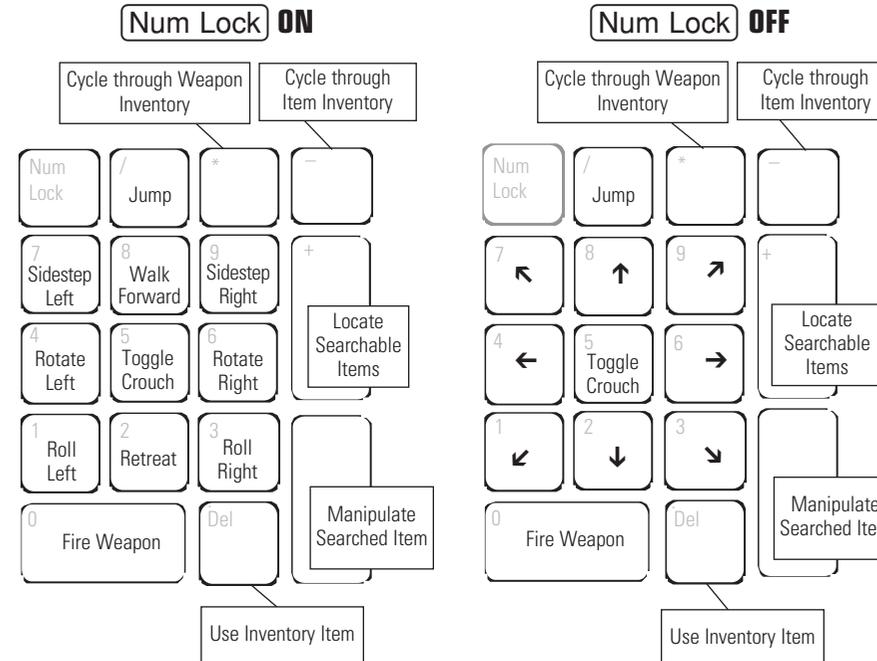
While Standing



While Crouching



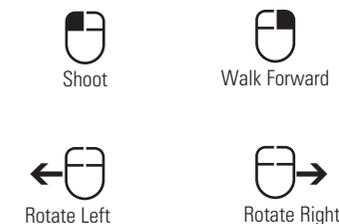
NUMERIC KEYPAD MOVEMENT



Advanced movement with [Num Lock] off:

- [Shift] + number key = Run in that direction
- [Ctrl] + number key = Roll forward in that direction
- [Alt] + number key = Advance in that direction

MOUSE MOVEMENT



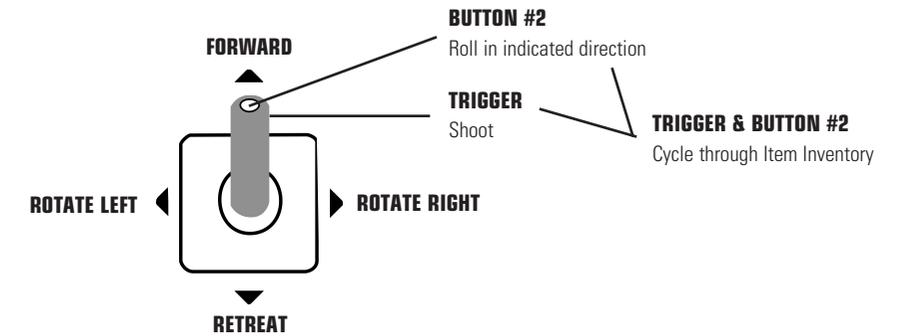
If [Alt] is pressed as the mouse is moved, the Silencer will **sidestep** left or right, to correspond to the mouse's movement.

If [Ctrl] is pressed as the mouse is moved, the Silencer will **roll** left or right, to correspond to the mouse's movement.

If [Shift] is pressed or [Caps Lock] is on while the right mouse button is pressed, the Silencer will **run**.

JOYSTICK/GAME PAD MOVEMENT

2-BUTTON JOYSTICK



4-BUTTON GAME PAD

Button(s) Effect

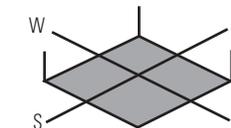
- (A) Fire weapon or manipulate searched item
- (B) Cycle through Weapon Inventory
- (C) Roll in direction indicated
- (D) Search the immediate area
- (A&B) Cycle through Item Inventory
- (A&C) Toggle between faster and slower movement
- (A&D) Use medikit
- (B&C) Use item in inventory box
- (B&D) Jump
- (C&D) Use energy cube

WEAPONS CONTROL

These keys below (on row above the alphabet keys) **ready the indicated weapon** (if owned).

[1] .. RP-32	[3] .. AC-88	[5] ... PL-1	[7].. BK-16	[9] . LNR-81	[=] . GL-303
[2] .. SG-A1	[4] .. PA-31	[6] .. EM-4	[8] ... XP-5	[0] ... AR-7	[=] ... UV-9

MAP ORIENTATION



RESISTANCE WEAPONS

PROJECTILE WEAPONS



RP-32 "Pacifist" Semiautomatic Assault Rifle .30

Loaded Weight 2.4 kilos
Effective Range 75 meters (single shot), 25 meters (autofire)
Maximum Refire Rate . . . 10 shots/second

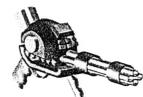
The standard infantry weapon for all WEC military forces, the RP-32 can be fitted with optical or electronic sights, which increases its effective range to about 200 meters. It's constructed entirely of ballistic-grade plastics, and fires a frictionless, caseless .30 round. It normally mounts a 60-round magazine, and is preset to fire in 3-round bursts. Standard options include shoulder sling and bipod-mount.



SG-A1 "Conformer" Shotgun

Loaded Weight 3.1 kilos
Effective Range 20 meters
Maximum Refire Rate . . . 2 shots/second

This deadly anti-personnel weapon is standard issue for riot control and urban security units. It fires a 13-gram fragmenting shell, and carries a 12-round magazine.



AC-88 "Reaper" Riot Gun

Loaded Weight 3.25 kilos
Effective Range 20 meters
Maximum Refire Rate . . . 6 shots/second

One of the most devastating anti-personnel weapons in the WEC arsenal, the AC-88 is a variation on the SG-A1, with an improved semi-automatic action that allows it to be fired at more than twice the rate of the SG-A1.



AR-7 "Rico" Rocket Launcher

Loaded Weight 3.25 kilos
Effective Range 1,200 meters
Maximum Refire Rate 6 shots/second

The unique round fired by the AR-7 is a low-power canister shell that, immediately after discharge, ablates to release three self-propelled micro-missile rounds which take off from their point of origin in a "fan" formation encompassing an arc of roughly 45 degrees. The Rico canister round is 9 cm long and 6.3 cm in diameter, and the individual micro-missiles are 5 cm long with a diameter of 3 cm. The magazine can hold up to 8 rounds. This experimental weapon, not yet in general use, is designed for anti-sniper, anti-siege and recon-by-fire applications.



GL-303 Grenade Launcher

Loaded Weight 4 kilos
Effective Range 50 meters
Maximum Refire Rate 1 shot/second

A GL-303 is carried by at least one member of every WEC fire team, and is also used extensively by police and anti-terrorist units. The normal Consortium anti-personnel load for this weapon is a grenade that combines concussion damage with limited incendiary capabilities. Standard grenade rounds are streamlined, 9.2 centimeter plastic projectiles weighing 102 to 144 grams. The GL-303 mounts an internal, 10-grenade magazine.



BK-16 "Crystallizer" Molecular Inhibitor

Loaded Weight 6.7 kilos
Effective Range 30 meters
Maximum Refire Rate . . . 3 shots/second

One of the most technologically advanced projectile weapons ever created, the BK-16 fires a low-velocity 12 cm cartridge which, upon impact, creates a field that inhibits all molecular motion within an area that conforms tightly to the target's shape. This creates a "freezing" effect comparable to several minutes' exposure to absolute zero. This instantly immobilizes the target. Humans in the inhibition field are killed instantly and their flesh becomes extremely brittle. Servomechs usually suffer massive and irreparable damage to circuitry and hydraulic systems. This weapon mounts a 10-round magazine.



LNR-81 "Liquefier" Catalytic Cartridge

Loaded Weight 6.4 kilos
Effective Range 33 meters
Maximum Refire Rate . . . 4 shots/second

This weapon fires cartridges that carry a highly classified, wide-spectrum chemical catalytic agent, designed to break down complex organic molecular bonds. The agent is dispersed through a powerful, localized concussion charge which ignites upon impact. Against flesh its effect is catastrophic, capable of reducing a human body to a small accumulation of semi-solid matter in a fraction of a second. The cartridge is also effective against mechanical targets, since it triggers rapid transmutation in alloys and synthetic materials which make it impossible for most electromechanical devices to continue to function.

ENERGY WEAPONS



All energy weapons must be powered by an external battery or similar power supply.



PA-31 "Adjudicator" Laser Rifle

Weight 2.22 kilos
Effective Range 50 meters
Maximum Refire Rate 5 shots/second
Power Drain 45 power units/shot

At least one trooper in every WEC infantry squad is designated the "lightning rod," and carries this weapon. In addition, the WEC maintains special-forces "lightning teams" where all the troops carry PA-31s as their standard arm. These "lightning teams" are used for anti-armor, attacks on armored emplacements, and special missions. This weapon is particularly effective against robots and ambulatory weapons platforms. It fires a single pulsed varicolor laser beam.



PL-1 "Unifier" Plasma Rifle

Weight 3.7 kilos
Effective Range 40 meters
Maximum Refire Rate . . . 12 shots/second
Power Drain 80 power units/shot

The PL-1 is the WEC's only plasma-based rifle. It fires a pulse of superheated plasma along a condensed magnetic field. A direct hit from a PL-1 is capable of literally disintegrating a non-shielded human target, leaving behind only a small scattering of carbonized residue. Its incendiary capabilities also make it extremely effective against vehicles and servomechs. This fully-automatic weapon is capable of firing up to six bursts per second. It is normally used for military commando operations and police SWAT teams.



EM-4 "Vortex" Electromagnetic Pulse Rifle

Weight 4.4 kilos
Effective Range 150 meters
Maximum Refire Rate . . . 3 shots/second
Power Drain 200 power units/shot

Originally designed as an anti-servomech weapon, the EM-4 is also highly effective against human targets. It fires a concentrated electromagnetic pulse, which interferes with the guidance mechanisms of all standard servomechs, temporarily nullifying their offensive capability. Against humans, the electromagnetic charge is capable of instantly incinerating an unprotected target to the point of vaporization.



UV-9 "Pulsar" Ultraviolet Rifle

Weight 5.7 kilos
Effective Range 50 meters
Maximum Refire Rate . . . 15 shots/second
Power Drain 210 power units/shot

Still in development, the UV-9 generates and fires a pulse of concentrated ultraviolet energy. This charge has an extreme incendiary effect on any substance it impacts, and is capable of literally burning all the flesh and organs from an unarmored human target. At present, field trials are being conducted by experimental heavy-weapons units.



XP-5 "Broiler" Microwave Projector

Weight 5.9 kilos
Effective Range 25 meters
Maximum Refire Rate 5 shots/second
Power Drain 140 power units/shot

This experimental weapon fires an intense and tightly focused microwave pulse. This charge is powerful enough to liquefy the flesh of an unprotected human target. Against mechanical targets it is also extremely effective, producing damage effects comparable to extreme heat as well as disrupting and destroying most electromagnetic processes.

DEMOLITION



Detpac



Limpet Mine



Spider Bomb



Spider Mine



Pocket Betty



Mine-Det



Disrupter