

Line Of Defense™

QUICK HELP v1.2

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THE BASICS

The game is pure PvP. There are no missions or quests. There are several World Events, some of which have gameplay similar to popular multiplayer modes. For example, Incursion, the default mode, is the standard team deathmatch. See the full game docs for more info on World Events.

You can gain Combat Experience Points (CEP) for various actions (e.g. killing an enemy combatant). You can also buy them.

You need Combat Training Certificates (CTC) for various skills (e.g. flying a certain aircraft class). You can also buy them.

If you have the basic Starter Kit, you can only deploy from the GCV-Starguard carrier. The SK also has various other limitations.

If you have a Tactical Advancement Kit, you can deploy into the game world from any of the four planetary bases, four stations or the GCV-Starguard carrier. A TAK also gives several other perks.

If you deploy from a station or carrier in space, the only way to the planet is via a DJP, an HAIS-MK2 suit at an airlock, or a space craft.

If you deploy on the planet surface, you can use a DJP (infantry) or jumpgate (air/space craft) travel to any of the stations or carrier in space.

If you need weapons, ammo, medkits, items etc, find one of the item packs (Portable Supply Pack, Portable Weapon Pack, Portable Medical Pack) located on the planet, or inside the stations and carrier. If active, you can also use one of the terminals to obtain various items. A full list of items is on the website at <http://lodgame.com/asset/>

Location based damage affects arms, legs and torso. Damage status is color coded as Green: 0-15%, Yellow: 16-29, Red: 30+

If your Life Factor drops to 50, your movement speed will decrease. At 25 or less, your vision will be impaired. Actions (e.g. running, sprinting) will increase your Fatigue Factor, which also drops your LF. You must rest in order to gradually increase your LF and lower your FF. You can also use a MedKit for more rapid healing. Obtaining body armor offers increased protection from weapons injury. If you have a Portable Shield Unit, that's even better.

The Lyrius planet has a day and night cycle. So there is a good chance that when you deploy there, it's probably going to be pitch dark. Some weapons have night optics (flash light) and night vision attachments which you can find in a Portable Weapon Pack. The Portable Image Enhancer item also has night vision capabilities. All aircraft and vehicles also have night vision.

CHARACTER CREATION/SELECTION



There are two alliances (Terran Military, Terran Insurgent), with five (4 male, 1 female) character classes each. Your account type determines the number of character slots that you can have, as well as your starting weapons and inventory items. There are no character customizations, other than the optional color of the combat armor. When you create/select a character, the stats, inventory, and your account entitlements, are displayed.

You are always automatically logged into the closest available server cluster. If you wish to change servers, you can do that during login.

When ready, select **PLAY** to deploy the character into battle.

COMBAT DEPLOYMENT



There are currently 4 planetary bases, 4 space scenes, 4 stations, and 1 carrier. The Lyrius planet (containing the 4 bases) has a 3hr day/night cycle. So the time (24 hr clock) in each of the bases is displayed.

If a scene is inaccessible (based on account type, server state etc), it will be indicated as Red, and/or with a lock icon on it.

ALL SYSTEM SQUAD FIRETEAM

- You picked up 2xMAG M10
- You picked up 7xMAG AR4 (ASSAULT RIFLES)
- You picked up 10xMAG AR3 (ASSAULT RIFLES)
- You picked up 7xMAG AR2 (ASSAULT RIFLES)
- You picked up 11xMAG AR1 (ASSAULT RIFLES)
- You picked up 11xMAG P4 (PISTOLS)
- You picked up 7xMAG P3 (PISTOLS)
- You picked up 11xMAG P2 (PISTOLS)

1

AIRLOCK: 12.63

2



3

FG45

030/330

The bottom-right corner of the screen displays the player's weapon status and health. The weapon is identified as 'FG45' with a magazine count of '030/330'. Below this are several horizontal bars representing health, armor, and other status indicators, along with a small white silhouette of the player's character.

1. CHAT UI

Press **J** (Squad), **K** (Team) or **L** (All) and start typing. Press **ENTER** to send or **ESC** to cancel.

To send a whisper message directly to another player, type ***/w playername message*** and press **ENTER**.

To reply to a direct message from another player, type ***/r playername message*** and press **ENTER**.

Messages in the chat window are color coded as follows:

Yellow:	Outgoing	White:	Incoming general	Orange:	Incoming System
Dark Blue:	Outgoing whisper	Cyan:	Incoming whisper		

Useful Commands:

<code>/clear</code>	Clear the chat log
<code>/whereami</code>	Display your current location in the game world
<code>/ping on, /ping off</code>	Display your ping to the server. 200ms or less required for optimal performance

2. MINI-MAP

Your location is the Yellow indicator. The zoom level defaults to x16 (x64 to show topology) on planets, and x64 inside stations/carrier.

Top Bar	:	Location name
Top	:	Heading
Left	:	Zoom
Right	:	Pose
Bottom Left	:	Combat Experience Points (CEP)
Bottom Right	:	Time
Bottom Bar	:	Character Class

Press **M** to cycle through the larger maps which also provide the names and locations of various items.

The icons in the map depend on whether you are inside a building or not.

Diamond	:	Players
Circle	:	Dynamic Jump Pad, Jumpgate, Docking Bay, T-Shaft, Airlock
Box	:	Key Buildings, Terminals, Supply Platform, Implant Augmentation Chamber, Supply Packs
Hexagon	:	Defense systems

3. STATS / INVENTORY

Each row on the icon displays information about your character.

1. Number of grenades (left), number of ammo clips / total rounds (middle), current weapon icon (right)
2. TOP: Life Factor, MIDDLE: Armor, BOTTOM: Fatigue Factor
3. TOP: Jetpack Energy, MIDDLE: Oxygen, BOTTOM: Portable Shield Unit

The pose image shows color coded physical Life Factor stats indicating which body part has sustained injury.
Green: 0-15, Yellow: 16-29, Red: 30+

GETTING AROUND

It is a huge game. So we've made getting around easy. On the planet, you will mostly be using a jetpack, wingsuit, High Altitude Insertion Suit, aircraft and vehicles (including naval where there is water) to cover long distances. You can use the mini-map to track your location, and the **M** key displays a larger map which also shows the name of the locations when inside a station or carrier.

T-SHAFT: When inside a station or carrier, use to move from one place to the other.

DJP: Use to move from one location on a planetary base to another, or to move between planetary bases, stations or carrier locations.

JUMPGATE: Use to fly between planetary bases, or between space and planetary bases.

To use any of the above, move toward it until the activation icon appears, then press **F** and choose a destination from the menu using the numeric keys or mouse.

Because all the 13 scenes run independently of each other, if a scene (e.g. Heatwave) is offline or inaccessible, it will also be displayed in Red. Similarly, if you attempt to launch a craft into a scene (e.g. Arkangel into Lyrius space) that is offline or inaccessible, the launch will fail.

MOVEMENT

The **WASD** movement controls are standardized in infantry, aircraft and vehicles. You can run, walk, sprint etc as well as change to various poses such as crouch, prone etc. You can also swim in water. To descend, press **V**. If you are on the seabed, to go back to swimming, jump to float back to the surface. You can also use a jetpack to get back to shore.

HOW TO USE YOUR WEAPONS

Press **1 – 6** keys to select a primary weapon class. Press **LEFT** mouse to fire and **RIGHT** mouse button to aim (weapon dependent) down sight. Press **Q** or **E** to cycle multi-fire (weapon dependent) modes. Press **R** to reload.

Press **T** to open the weapon attachment interface and **- (minus)** or **+ (plus)** to cycle/install attachments (e.g. grenade launcher).

Press **G** to select and throw a grenade or mine.

HOW TO USE INVENTORY

Press **T** to access the inventory interface and equip the item there. Some special items do not need to be equipped from inventory to use. You press **B** to drop a currently held item.

The usage info for all game items and weapons are in the game's online asset dB. <http://lodgame.com/asset/>

HOW TO USE A MEDKIT

These increase your Life Factor and lower your Fatigue Factor rapidly. Press **9** to cycle to the one you want to equip, then press the fire button to use it.

HOW TO LOOT A SUPPLY (WEAPON, SUPPLY, MEDICAL) PACK

These are located in the game world and indicated by Orange boxes in the mini-map.

To obtain weapons related (weapons, attachments, ammo, grenades, mines) from a Portable Weapons Pack, when close, press and hold **F**. The longer you hold the key, the more items you will get; up to the allowable limits.

To obtain various items (energy cell, implant, jetpack, wingsuit/wingchute, standard items) from a Portable Supply Pack, when close, press and hold **F**. The longer you hold the key, the more items you will get; up to the allowable limits.

To obtain MedKits from a Portable Medical Pack, when close, press and hold **F**. The longer you hold the key, the more MedKits you will get; up to the allowable limits.

HOW TO USE A JETPACK

Special inventory item which does not need to be equipped to use. Press **C** to activate. Use **WSAD** to fly around. The jetpack requires Energy Cells, so if you run out, it will shut down and you will fall to the ground.

HOW TO USE A WINGSUIT/WINGCHUTE

Special inventory item which does not need to be equipped to use. Jump out at altitude above 200m or higher. Press **Y** to activate the wingsuit. Once airborne, you have 30 seconds in which to press **Y** again to activate the wingchute. Once chute is deployed, Use **WSAD** to control your flight path. Pressing and holding down **D** only slows down your descent; it does not make you move backwards.

HOW TO USE A HIGH ALTITUDE INSERTION SUIT

These suits allow you to travel from one part of a planetary base to another, or from an airlock in a station or ship in orbit, to a location on the planet below.

They are both special inventory items which do not need to be equipped to use.

HAIS-MK1

The MK1 works on planets only, and can be found inside a Portable Supply Pack.

To use while on the ground, press **H** to activate it. It will enclose your character and shoot you up into the sky.

At max altitude, it will start a descent toward the ground. Use **WSAD** keys to control your flight path. Pressing and holding down **D** only slows down your descent; it does not make you move backwards.

You have a certain amount of time to reach the ground before the suit deactivates.

When within 30m of the ground, press **H** to activate the suit's landing mode. Failure to do this will result in a horrible death.

HAIS-MK2

The MK2 is more advanced and works on planets, and also from a station or ship in orbit around the planet.

To use while on the ground, press **H** to activate it. It will enclose your character and shoot you up into the sky.

At max altitude, it will start a descent toward the ground and engage the Long Distance Travel Module (LDTM). Use **WSAD** keys to control your flight path as with a jetpack or wingsuit. LDTM provides extended flight capabilities, and is automatically enabled 1) after the ground to altitude arc on ground activation 2) during the descent (after ground to altitude) phase, and 3) immediately after space to ground transition.

When ready to land, fly below 30m of the ground, and press **H** to activate the suit's landing mode. Failure to do this will result in a horrible death.

To use the MK2 from an airlock (in a station or carrier above the Lyrius planet), press **F** to take the suit from the wall. Then walk toward the airlock until the warning sound goes off, indicating that it's about to open.

Within 45 seconds, press **H** to activate the suit. It will enclose your character and display the topology map of the planet below. After selecting (**double-click**) a destination on the map, you will be shot out of the airlock and directly into the planet's atmosphere.

Note that the airlock is on a trigger. If you fail to make the jump before it closes, you have to leave the airlock entrance, then come back to trigger it to re-open.

HOW TO USE THE AUTOMATED TRANSPORT SYSTEM

The ATS is a series of shuttles that fly around the game world. On the planet, they make stop at special ATS launch pads. In space, they stop at the docking bay location of the station or carrier. A shuttle stops for 60 seconds at a docking bay, and 30 seconds at a launch pad before proceeding to the next waypoint in the pattern.

When you are at an ATS launch pad on the planet, if the shuttle is not there, there will be an indicator showing the distance to the next launch pad. If you are in a docking bay, it shows the distance to your docking bay location.

For an indication of the shuttle's next stop, press **M** to access the scene map.

When the shuttle arrives at the launch pad, a beacon will appear. Press **F** to enter the shuttle. Select a seat by either using numeric key input, or mouse selection. When boarding from inside a docking bay, a seat will be automatically assigned.

Once inside the shuttle, the ATS waypoint number & the shuttle departure time are displayed in the HUD.

e.g. ATS-01 / DEP 01:32:04

On the planet, you can press **F** to hop on or off at any time, even if the shuttle is in flight. This allows you to make jetpack or wingsuit jumps wherever possible. Since you do not have a space suit, you cannot exit the shuttle while in space.

HOW TO USE A SUPPLY PLATFORM

These are located in all stations and around various locations on planetary bases. To use, stand close to the station, then press **F** to activate the interface. After selecting a unit, press **LAUNCH** to transfer to the pilot/driver seat.

AIR/SPACE CRAFT INTERFACE

All air/space craft feature a 3D or virtual cockpit which can be toggled using **F1**. Use the external orbit camera to look around as follows:

JOYSTICK	Press and hold CTRL , MIDDLE MOUSE BUTTON or JOYSTICK BUTTON 4 , and use HAT A to orbit Use MOUSEWHEEL or [,] to zoom in/out
XB360/ONE CONTROLLER	Hold D-Pad UP + RIGHT ANALOG STICK Use MOUSEWHEEL or [,] to zoom in/out
KEYBOARD + MOUSE	Hold CTRL or MIDDLE MOUSE BUTTON , and use mouse to orbit Use MOUSEWHEEL or [,] to zoom in/out



1. CHAT UI

2. MINI-MAP

Your location is at the center, with a direction indicator. The zoom level defaults to x16 (x64 to show topology) on planets. It also tracks occupied vehicles and aircraft. Target selection is **period** (next) **coma** (previous) **semi-colon** (closest) and **x** (to cancel). Selecting a target displays its image in the top-right section of the HUD.

Top Bar	:	Location name
Top	:	Heading
Left	:	Zoom
Right	:	Pose
Bottom Left	:	Combat Experience Points (CEP)
Bottom Right	:	Time

Press **M** to cycle through the larger maps.

The icons depend on whether you are in space or on a planet.

Diamond	:	Players
Circle	:	Dynamic Jump Pad, Jumpgate
Box	:	Key Buildings, Terminals, Supply Platform, Implant Augmentation Chamber, Missiles
Hexagon	:	Defense systems

3. STATS / INVENTORY

Each row on the icon displays information about the craft.

1. Missile type and number
2. Gun info and ammo
3. Condition
4. Armor
5. Shield
6. Cloak (Eye symbol)
7. Jammer

4. HUD AREA

CENTER	Pitch Ladder, Center Line Marker
TOP	Heading
LEFT	Altimeter (when on planet)
RIGHT	Speed

5-7 TARGETING AND WEAPONS

Use your controller buttons to fire guns and launch missiles. You can also use **LEFT** mouse button to fire guns, and **RIGHT** mouse button to launch missiles.

A Target Tracking Designator triangle (or box, depending on type) represents a target within view, and is color coded Green for friendly, Red for hostile. It also shows the target name and range (bottom). The **F7** key is used to filter target types (All, Friendlies, Hostiles)

If a target goes out of view of the central HUD area, a Yellow arrow representing the Target Reference Indicator will point to the direction of the target.

The weapon controls system featured a dynamic targeting reticule slaved to the guns. This means that wherever that reticle is, and you fire, that's where the shots will go. It is also color coded and will flash Red when a target is hit.

A Missile Tracking Designator diamond appears when a compatible missile is armed (**BACKSPACE**). For example, arming an STS while on the planet will not display the MTD.

When the target is within the missile's range, it will lock by changing to Yellow and sounding an alert. After the missile is fired, it will automatically track the target, allowing you to select and fire at another target.

The lock times on missiles are different. If you launch a missile without a lock, it will just fly straight ahead.

When a missile is launched at your craft, and the warning alert sounds, you can use your jammer (**CTRL+J**) while taking evasive action. The jammer is only active for 2 minutes at a time. And after it turns off, it takes another 4 mins before it can be used again. The jammer is ineffective against missiles that are over 600 meters away. And the best chance of jamming a missile, is when the missile is within 30 meters and you are in a tight turn angle heading away from it.

Missile Types are SPACE TO SPACE (STS), AIR TO AIR (ATA), AIR TO SURFACE (ATS)

8. AIRCRAFT OCCUPANCY INFO

Most aircraft support a number of occupants which include the pilot (or driver), gunner, and passenger. You can switch to an empty seat using **T**.

When a seat is occupied, the slot will be colored Blue. You can enable (**F2**) the mouse cursor, then hover it over a seat to see the name of the person in it.

AIR/SPACE CRAFT CONTROLS

All craft support forward (FTOL) and vertical (VTOL) movement, and can be controlled using the keyboard and mouse, an XB306/One controller or a DirectX compliant joystick (hat and thrust supported). If using a keyboard and mouse, **WSAD** controls your thrust direction, while moving the mouse left/right/up/down controls your pitch and roll. Refer to the keyboard template for more info on controls. You can also remap the controls.

They can also be used to move between space and planetary regions via jumpgates. Fly close to the center of the jump gate, press **F** to activate it. Then select a target destination

HOW TO OBTAIN AIR/SPACE CRAFT & VEHICLES

Various craft can be obtained by using a supply platform located in a station or carrier, or at a planetary starbase (usually near launch pads or the Asset Requisition Center). There are some restrictions depending on whether you have a SK or TAK.

TAK accounts can requisition any type of air/space craft or vehicle class.

SK accounts get a randomly selected class during any session (login/logout/login).

Press **F** to activate the supply station, then choose the aircraft from the list. Press **LAUNCH** to transfer to the pilot seat.

Players wishing to join a multi-seat craft need to use the same supply platform, and use the **JOIN** option to see if any craft are available. If a craft is available, they can select a passenger or gunner seat, then use **JOIN** to get on board. The creator of the craft can then **LAUNCH**.

In space, a launched craft cannot be joined. On the planet, depending on range, it can be joined by using **F** to select an available seat.

You can currently only create one active craft at a time. Any craft or vehicle, regardless of condition, left unoccupied in the scene, will automatically self-destruct after a period of about 5 mins.

See the FAQ for more detailed info on how multi-seat works. <http://lodgame.com/faqs/player-assets/>

HOW TO USE AIR/SPACE CRAFT & VEHICLES

Move close to it and the seat position icons (driver, passenger, gunner) will be displayed. Press **F** to display the available seats and use numeric keys or mouse controls to select a seat.

Once inside, use **T** to switch seats. The seat map for the aircraft is displayed at the top-right corner of the HUD.

All aircraft allow a max number of occupants. For example some fighters (e.g. Corsair) are two-seaters, while gunships and shuttles have a number of occupants as high as 17 (SC490 shuttle).

All aircraft and vehicles require a pilot/driver. If the pilot/driver is killed or ejects, then any passenger can also switch to the pilot/driver seat.

As the pilot/driver in some assets, you will have control over the weapon systems so you can fire the guns, launch missiles etc. In other cases, you only have **WSAD** controls while other player positions (e.g. gunner) have control of weapon systems.

Press **F** to exit/eject. On the planet, you can eject at any time. But if you do this at high altitude, and without a jetpack or wingsuit, you will die the minute you land on the ground.

CAPABILITIES

Vehicles use **W,S,A,D** as standard controls.

Air/Space craft support both VTOL (**C, V**) and FTOL (**WSAD**) dynamics. Aircraft must use VTOL when taking off on the planet.

In space, you can use hyperspace to jump to certain distant targets (jumpgate, orbital defense system, station, carrier, space craft, ship hulks). First select (**coma, period** to cycle) the target in the mini-map, then press **CTRL+W** to initiate the jump. The minimum jump range is 450m and the max jump range is 20km.

To jump from one region (space or planet) to another, locate and use a jumpgate. Fly as close as possible and when activated press **F**, then select a destination from the menu.

The hull, armor and shield cannot be upgraded. If shields are depleted, armor starts to take damage. Once the armor is breached and the craft hull starts to take damage, the aircraft will eventually be destroyed. When that happens, everyone inside it will most likely die.

Occupants of a craft taking weapons fire with breached armor and shields, will also sustain injury to their body armor, then their health (Life Factor). It is possible to die while taking damage inside an aircraft.

All air/space craft and vehicles also have night vision which can be activated using **SHIFT+N**.

TACTICAL SUPPORT

Target selection is done from the mini-map using **period** (next) **coma** (previous) **semi-colon** (closest; priority given to target which last launched a missile at you). You can also use **F7** to filter targets based on type (All, Friendlies, Hostiles).

Guns are standard point and shoot. The closer you are to a target, the more damage the shots will do.

There are various missiles depending on the environment. For example, you cannot launch Air-To-Air missiles in space; and Air-To-Ground missiles cannot lock on aircraft. And they also have various flight dynamics, radar and damage attributes. For example, an ATA-Magellan has a quick target lock time, and does more damage than an ATA-Cluster.

Missiles can fire with or without a valid lock. Without a lock, they just fly straight ahead and self-destruct when their timer elapses.

When a missile is armed, the Missile Tracking Designator (MTD) diamond will appear in the HUD and move around. Select a target, and the Target Tracking Designator (TTD) box will appear. Turn toward the target so that the MTD can locate and overlap it. As soon as the target falls within the launch parameters of the radar system, the MTD will flash Yellow and beep, signaling you to fire. Missiles are all fire and forget. So once launched, you can immediately select another target.

If a missile is locked on your aircraft, you will be alerted by Mother. You can use the aircraft jammer (**CTRL+J**) to jam the missile. The jammers are only active for 2 mins at a time; and cannot be used for another 2 mins after that. When in use, static is displayed in the aircraft HUD. The jammers are also ineffective at range greater than 600m. They are most effective at ranges less than 30m. The more evasive maneuvers you perform with the jammers active, the more chance you have of effectively jamming the missile.

HOW TO DOCK AN AIR/SPACE CRAFT OR VEHICLE

You can dock to repair, arm and power an air/space craft at a planetary launch pad or at a station or carrier.

LAUNCH PAD

Get as close as possible to a launch pad (illuminated Purple). Then press and hold **F** to repair/arm/power the craft. For as long as the key is held, the craft's hull/armor/shield/weapons will be replenished to max based on the length of time. If you exit the area or release this key, the operation will cease.

STATION/CARRIER

Fly as close as possible to the docking bay (illuminated Green). Then press **F** to dock.

The aircraft will be moved (not visible to players outside in space) to a secure docking bay. All occupants are then moved to the inside docking bay of the station/carrier.

To return to your craft at a later time, go to the supply station in the docking bay and use the **LAUNCH** option.

Passengers also need to use the supply platform, and select **JOIN**. There they will see the list of docked crafts. If they disembarked from the same aircraft as you, your aircraft will be highlighted in the list. This allows grouped players to determine which of the currently docked craft they want to return to.

SPACE & PLANETARY DEFENSE SYSTEMS

The stations and carrier have AI controlled defense systems which include gun turrets and missile launchers programmed to only engage targets which attack the station or carrier. They can also be reprogrammed via a terminal inside the facility. These states are:

PASSIVE:	Fires only when fired upon and hit by weapons fire
ALL TARGETS:	Fires at any/all detected targets within range
ALL HOSTILES:	Fires at all targets hostile to the player that set the program

There are also planetary defense systems on the planetary bases which also have the same programming, and which can also be reprogrammed via a terminal near the starbase building.

Defense systems which are damaged or destroyed, will automatically repair and reactivate after a period of time.

Activation of the space defense systems controls the station or carrier defense (missiles and gun turrets) systems in the local region.

Activation of the planetary defense systems controls the fixed and mobile surface to air missile and gun turret systems in the local region.

Units within a region (space or planet) are independently controlled. e.g. the Orbital Defense Systems around the Lyrius planet, the Arkangel station and Starguard carrier gun/missile defense systems, are all controlled separately.

IN-GAME MAP SYMBOLOGY

Press **M** to cycle through the larger maps. Items on the map are either color coded or represented by icons. The icons in the map depend on your location (space, planet, inside a building).

Green (filled triangle)	Aircraft - friendly
Red (filled triangle)	Aircraft - hostile
Green (empty triangle)	Vehicle - friendly
Red (empty triangle)	Vehicle - hostile
Red (empty diamond)	Infantry - hostile
White (filled box)	Missiles
Diamond	Players
Circle	Dynamic Jump Pad, Jumpgate, Docking Bay, T-Shaft, Airlock
Box	Key Buildings, Terminals, Supply Platform, Implant Augmentation Chamber, Supply Packs, Missiles
Hexagon	Defense systems