 Tom Clancy's

# ENDWAR™



UBISOFT®

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## **Warranty Address and Contact Information**

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Hours: 9am-9pm (EST), M-F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

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# GETTING STARTED

## System Requirements

### *Minimum Configuration:*

**Operating System:** Windows® XP (with SP2) or Windows Vista® (with SP1)

**Processor:** Intel® Core® 2 Duo E4400 2.0 GHz or same level AMD processors

**RAM:** 1 GB Windows XP / 2 GB Windows Vista

**Video Card:** NVidia® 7800GS or ATI™ 1800XT or better DirectX® 9.0c-compliant 256 MB video card with Shader Model 3.0 or higher\*

**DVD-ROM:** DVD-ROM dual-layer drive

**Hard Drive Space:** 12 GB

**Sound:** DirectX 9.0c-compatible sound card with latest drivers

**Internet:** Broadband connection and service required for multiplayer mode

**Peripherals:** Windows-compatible mouse required

### *Recommended Configuration:*

**Operating System:** Windows® XP (with SP2) or Windows Vista® (with SP1)

**Processor:** Intel® Core® 2 Duo E6600 2.4GHz, Intel® Core® 2 Quad Q6600 2.4GHz, or same level AMD processors

**RAM:** 2 GB

**Video card:** NVidia® GeForce® 8800GTS, ATI™ 2900, or better DirectX® 9.0c-compliant video card with Shader Model 3.0 or higher with 320 MB graphic memory\*

**DVD-ROM:** DVD-ROM dual-layer drive

**Hard Drive Space:** 12 GB

**Sound:** DirectX 9.0c-compatible sound card with latest drivers

**Internet:** Broadband connection and service required for multiplayer mode

**Peripherals:** Windows-compatible mouse required. Windows-compatible headset required for voice command.

\*Supported Video Cards at Time of Release

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

## Installation

### *Installing Tom Clancy's EndWar™*

Close all programs and background tasks, including virus scanners.

Insert the Tom Clancy's EndWar disc into your DVD-ROM drive. The Autorun menu will appear. If the Autorun menu does not start on its own, double-click on the My Computer icon, browse to your DVD-ROM drive and double-click on the Setup icon. Select the Install button on the Autorun menu.

### *Uninstalling Tom Clancy's EndWar*

Insert your Tom Clancy's EndWar Installation DVD into your DVD-Rom drive. If the Autorun menu does not start on its own, double-click on My Computer, browse to your DVD-ROM drive and double-click on the Setup icon. Once the Autorun menu is displayed, click on the Uninstall button. All Tom Clancy's EndWar files will be removed from your computer.

## Patches

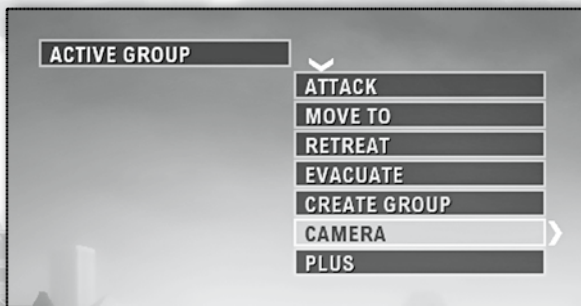
Whenever there is a patch released, the game will try to download and install it automatically.

## GAME CONTROLS

### The Voice Command

Tom Clancy's EndWar goes beyond other war games by letting you use your voice to control your units at the speed of thought. You can command individual units and task groups of units to carry out orders such as move or attack, as well as call in off-map mission support and deploy reinforcements.

Voice command activation and Voice Command menu:



The voice command in Tom Clancy's EndWar operates as a 2-way radio:

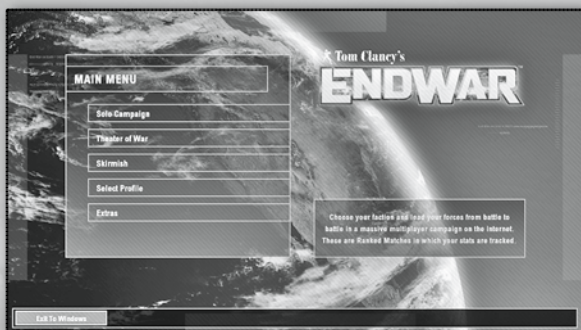
1. Press and hold the Voice Command Key (Default: Space Bar).
2. Speak to transmit orders to your units. The military order codes are presented as an on-screen menu while the button is held down. Read the keywords one after another, as the menus appear.
3. Release the Voice Command Key (Default: Space Bar) to issue your order.

You can also navigate the on-screen voice-command menu with the cursor, validate keywords by left-clicking, or cancel last step by right-clicking.

You'll learn about the basic voice orders through this manual. However, it is recommended that you practice and learn the full range of available commands with the Voice Command Trainer that is accessible at the beginning of the single-player "Prelude to War" or from the Settings menu.

**Note:** For best results with Voice Command, be sure to play in a quiet environment. Ambient noise can interfere with proper recognition of voice commands.

# MAIN MENU



## Theater of War

Choose your faction and lead your forces from battle to battle in a massive multiplayer campaign on the Internet. When playing the Theater of War game mode, your battle results and statistics are tracked. You can also access the leaderboards to check your worldwide ranking and review other players' performances.

## Skirmish

Play single-player or multiplayer missions on any territory in any game mode. These are unranked matches, and your stats are not tracked.

## Solo Campaign

Single-player campaigns, including the "Prelude to War" story missions and the World War III campaign.

- **Prelude to War:** Play the missions and events leading to World War III, and learn how to play the game.
- **World War III:** Play EndWar's non-linear campaign of World War III. Build your persistent battalion of units and lead your faction to winning the war.

**Note:** You must complete the "Prelude to War" story missions to unlock the World War III campaign.

## Select Profile

Configure your game preferences and system options.

## Extras

Expand your gaming experience here. Consult the leaderboards, watch your saved replays and share them online with other players.



# INTRODUCTION

The unthinkable happens in 2016. A nuclear attack in Saudi Arabia kills six million people and cripples the world's oil supply. One year later, the threat of worldwide nuclear war is eliminated when the United States and Europe deploy a comprehensive space-based anti-ballistic missile shield. Meanwhile, Russia becomes the world's primary supplier of energy and experiences a massive economic boom. With its newfound riches, the country quickly re-establishes itself as a major superpower and restores its military might. Western Europe, with the notable exception of the United Kingdom, unifies to create the European Federation.

In 2020, the United States is on the verge of finishing construction on the Freedom Star, a controversial orbital military platform that will upset the balance of world power. Tensions between the European Federation, the United States, and Russia are building and will soon reach the breaking point. EndWar is about to begin.

## The Factions

### *The United States of America*



#### **The Joint Strike Force**

An evolution of the Marine Expeditionary Force, the Joint Strike Force (JSF) is renowned for their air and ground combat skills. Embodying the motto "High speed, low drag," they excel in precision fire and fast deployment. Moreover, their stealth and robotics technology are unrivaled.

### *The European Federation*



#### **The Enforcer Corps**

The Enforcer Corps consists of troops from across Europe. Calm and exact, these elite squads are notably skilled in urban conflicts. They excel in electronic warfare, employ energy weapons in combat, and have the fastest vehicles.

### *Russia*



#### **The Spetsnaz Guard Brigade**

Trained on the battlefield, the Spetsnaz are a determined and deadly force. They focus on heavy weapons and armor, and often adapt standard-issue gear to suit their needs. These modifications result in vehicles bristling with weaponry.

# THE HEADS-UP DISPLAY (HUD)



## Unit Card:



## Command Panel:



The Command Panel presents to you the basic orders such as Halt, Force Attack, Retreat and Evacuate, as well as the more advanced Secondary Ability orders.

## Radar:

### [[PC\_RADAR\_SHOT - MISSING]]

On the Radar you can also give movement orders directly with right click and switch camera onto your units by double-clicking on their icons.

You can also set up a Rally Point using this Rally Point button. When a Rally Point is created, the voice command "Rally Point" becomes available as a destination or target for your units or those of your allies. There can only be one Rally Point per side at a time; it is shared among co-op players.



# UNITS

## Playable Units

There are 7 playable unit types in Tom Clancy's EndWar:



**Riflemen:** Elite soldiers that are the mainstay of EndWar forces. They have the ability to use cover, garrison buildings, and secure and upgrade uplinks. They can also be upgraded with stealth and snipers. **Riflemen are vulnerable to Vehicle Units when out of cover. Their effectiveness increases when in cover or garrisoned.**



**Engineers:** Heavy Infantry capable of employing state-of-the-art battlefield computers, explosives, and anti-armor weapons. They can use cover, garrison buildings, and secure and upgrade uplinks. **Engineers are vulnerable to Riflemen and other Vehicle Units when out of cover. Their effectiveness increases when in cover or garrisoned.**



**Transports:** Also known as IFVs (Infantry Fighting Vehicles), these are fast-speed armored units used to carry infantry into battle and provide anti-air and ground fire support. They can carry and transport a unit of Riflemen or Engineers. **Transports are vulnerable to Tanks, Artillery, and Engineers in cover, but very effective against Gunships.**



**Tanks:** Heavily armored mobile combat units designed to engage ground targets, including structures and fortifications. **Tanks are vulnerable to Gunships, Artillery, and Engineers in cover, and effective against Riflemen and Transports.**



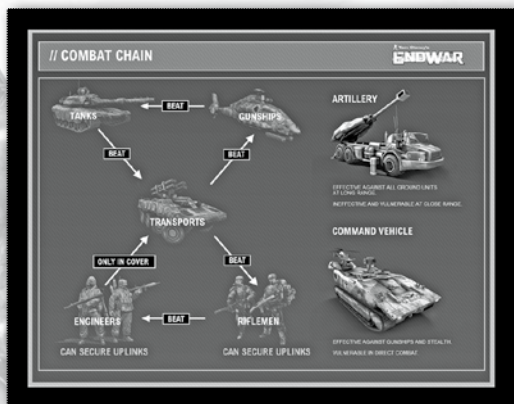
**Gunships:** Gunships attack helicopters equipped to strike ground targets such as infantry, tanks, and structures. They also carry air-to-air missiles for self-defense. **Gunships are vulnerable to Transports and Engineers in cover and effective against Tanks and Artillery.**



**Artillery:** Mobile units that use high-powered cannons to provide long-range, non-line-of-sight fire support and area bombardment. **Artillery is ineffective and vulnerable at close range.**



**The Command Vehicle:** Mobile field bases that provide intel and access to the SITREP command overview as well as long-range combat support to allied troops. They can be upgraded with sentry drones and Unmanned Aerial Vehicles (UAV). **Command vehicles are vulnerable in direct combat.**



## Support Units

These are units that you can call in as support during battles, but do not directly control.

**Regular Army Forces:** Standard army troops that can be deployed to defend areas of the battlefield.

**Sentry Drones:** Robotic units that escort your command vehicle and defend secured uplinks or critical buildings.

**UAV:** A spy drone that can be launched from your command vehicle. UAVs can be upgraded to a Hunter Killer role.

**Strike Fighters:** Close support aircrafts that can strike enemy units.

**Support and Transport Helicopters:** Light and Heavy airborne transports that deploy reinforcements and evacuate incapacitated units.

## MISSION TYPES

There are four mission types, with different objectives and victory conditions.

### Conquest

Secure over half of the uplinks on the battlefield and hold them until the victory timer expires.

**Note:** The victory timer stops if the winning side loses control of the majority of uplinks.

### Assault

Seek and destroy all enemy units.

### Raid

**As the Attacker,** destroy over half of the critical targets on the map before the end of the countdown.

**As the Defender,** keep over half of the critical targets from being destroyed.

Artillery units are not available during Raid missions.

### Siege

**As the Attacker,** capture the critical uplink and hold it until the end of the timer countdown.


**As the Defender,** eliminate all enemy units. The Defender in a Siege is cut off from all support as the mission begins. Until the reinforcement timer ends, the Defender cannot deploy reinforcements or call off-map supports.

**Note:** In any mission type, you can also win by killing or incapacitating all enemy units.

## PLAYING THE GAME

### The Basics

#### Point Of View Unit

In Tom Clancy's EndWar, you always see the battlefield from the point of view of one of your units. This unit is your Point of View unit or POV unit; a camera cone  is displayed on its Unit Card in the Unit Dashboard.

You can hotswap your POV unit at any time.

**To hotswap your POV unit:** Select a unit in the Unit Dashboard, or point at one of your units with the cursor, then double-click. **Or simply use the voice command "Unit – [Unit number] – Camera" (e.g., "Unit 1 Camera").**

**Note:** You can issue orders to any of your units, not just to your POV unit.

#### Selecting Units

The Unit Dashboard at the bottom of the screen represents your units on the battlefield. It gives you critical information on your current selection and the status of your units.

**Select a unit:** Use your mouse cursor to navigate the Unit Dashboard. The highlighted card corresponds to the unit that is currently selected.

**Note:** You can use the keyboard shortcuts to quickly select your units (key "1" to key "=" correspond to your 12 units). Your POV unit can be deselected.

- **Select multiple units:**
- **Select all units of one type:** Hold down the Shift key while selecting to select all units of the same type. **Or simply use the voice command: "Calling all – [Unit type]" (e.g.,**

**“Calling all tanks”).**

- **Select all units:** Hold down the Shift key and double click on a Unit Card to select all units deployed. **Or use the voice command: “Calling all Units.”**
- **Custom selection:** Hold down the Ctrl key while selecting to select multiple units. **Or use the voice command: “[Unit number] – Plus – [Unit number]” (e.g., “Unit 1 plus Unit 3”).**

**Create a task group:** When you have multiple units selected, hold down the Ctrl key and press F1 to F6 to save your selection to a Task Group. **Or simply use the voice commands: “[Unit number] – Plus – [Unit number] – Create Group” (e.g., “Unit 2 Plus Unit 5 Create Group”), or, alternatively, when units are already selected, “Active Group – Create Group.”**

Task groups of units are displayed on the Unit Dashboard, each group having its own number. You can create up to six groups.

**Select a task group:** Select a task group simply by clicking on the group number displayed underneath the dashboard. **You can also use the voice command: “Task Group – [Group number]” (e.g., “Task Group 2”).**

## Issuing Orders



For any selected unit, you can either issue a primary action order or, when available, a secondary action order.

**Primary Action:** Right-clicking issues a move order when targeting terrain, attack order when targeting a hostile with the cursor. Double-click to issue a force move or force attack order, or to force fire on buildings or structures when a vehicle unit is selected.

Or use the following voice commands:

**Move order:** “[Unit number/Task Group/Selection] – Move to – [Target]” (e.g., “Unit 1 Move to Target,” “Task Group 2 Move to Alpha,” “Calling All Tanks Move to Rally Point”).

**Attack order:** “[Unit number/Task Group/Selection] – Attack – [Target]” (e.g., “Unit 4 Attack Hostile 8,” “Task group 1 attack Target,” “Active Group Attack Hostile 2”).

When a unit is moving, the  icon and its destination are displayed on its Unit Card. When a unit is attacking, the  icon and its target are displayed on its Unit Card.

**Secondary Action:** To issue a Secondary Ability, simply activate it by clicking the corresponding icon in the Command Panel or pressing the corresponding shortcut key, then select your target and use left-click to release the ability. You can also cancel a use of Secondary Attack while it is activated by right-clicking anywhere, the same as **canceled** Off-Map Support orders.

## Cancel Orders

Click the Halt button on the Command Panel to cancel orders (you can also press “C” on the keyboard, by default). Or simply **use the voice command: “[Unit + number/Task Group/Selection] – Abort” (e.g., “Unit 2 abort,” “Active group abort”).**


## Retreat and Evacuate

**Retreat:** Click the Retreat button on the Command Panel (or press “R”, by default) **or use the voice command: “Unit – [Unit number] – Retreat” (e.g., “Unit 2 retreat”).**

The Retreat command orders units to disengage from combat and fall back a short distance towards the original deployment zone. The Retreat command can be issued successively and can be stopped.

**Evacuate:** Click the Evacuate button on the Command Panel (or press “T”, by default) **or use the voice command: “Unit – [Unit number] – Evacuate” (e.g., “Unit 2 evacuate”).**

The Evacuate command orders the unit to leave the battlefield as quickly as possible. Evacuated units cannot be deployed again in the same battle; however, some command points are refunded.

When a Retreat or Evacuate order is given to a unit, the  icon is displayed on its Unit Card.

## SITREP

The SITREP is your top-down strategic overview of the battlefield. **It is only accessible when you have a Command Vehicle unit on the battlefield.**

**[[PC\_SITREP\_SHOT – MISSING]]**

## SITREP Controls

Click the SITREP button on the Command Panel of the Command Vehicle (or press Tab, by default) to enter and exit the SITREP. **Or simply use the voice commands: “SITREP” to enter the SITREP view, and “Unit – [Unit number] – Camera” (e.g., “Unit 1 Camera”) to exit.**

Controls remain mostly unchanged except for secondary actions. However, in the SITREP you pan the camera by touching the screen edges with the cursor and rotate the camera by holding down the middle mouse button.

## Mission Briefing and Force Deployment

Before a mission starts, you enter the Mission Briefing screen. During this phase, you can learn about your mission objectives and enemy strategies. Then, from the Force Deployment screen, you can select your starting units.

**Selecting a unit for deployment:** From the Force Deployment screen, navigate the Unit Dashboard, select the unit you want to replace and left-click to change its unit type.

In the single-player World War III campaign and the Theater of War campaign, you select units for deployment from your persistent battalion. In the Force Deployment screen you can choose the exact unit you want to deploy from your battalion.

In skirmish, you only deploy standard units but you can choose from a variety of task forces that will add ranks and upgrades to some units. From the Force Deployment screen, click on the Task Force button to open the Task Force Selection menu.

Certain mission types have deployment limits: according to the mission type, you may not be able to deploy a certain unit type, or more than a specified number of a given type.

## Command Points and Reinforcements

### Command Points

Command Points are your currency in Battle. The more Command Points you acquire, the more Central Command can offer you additional units or extra support during the battle.

Command Points accumulate simply by surviving in battle, but you can gain more points by securing uplinks.

You spend these Command Points by deploying additional units onto the battlefield or by requesting mission supports such as Air Strikes.

**[[PC\_RADAR\_SHOT - MISSING]]** Command Points are displayed above the Radar.

### Reinforcements

You can deploy additional units onto the battlefield by using Command Points. To be able to deploy a new unit, you need to have reserves remaining, enough command points, and at least one deployment card in the Unit Dashboard.

Your reserve, the maximum number of additional units that you are allowed to deploy during a battle, is displayed below the Command Points bar. When your reserve reaches 0, you cannot deploy any further units.

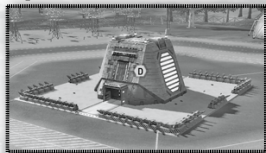
To order reinforcements, select a deployment card and choose the unit type you want to deploy.

**Or use the voice command:** “Deploy – [Unit type]” (e.g., “Deploy Gunships”).

In the single-player World War III campaign and the Theater of War campaign, reinforcements come from your persistent battalion. During the battle the highest-ranked unit or the lowest-ranked unit of the chosen unit type will be deployed depending on the option you chose for your Deployment Order. You can change your Deployment Order preference in the Gameplay tab of the Settings menu, which is available in the Main Menu of the game.

**Note:** You cannot abort a deployment order; however, you can order a deploying unit to evacuate to get some Command Points back.

## Uplinks




Uplinks are the command and control posts for the Missile Defense Shield, directly connected to orbiting satellites. They are the most critical strategic objectives in Tom Clancy's EndWar. Once secured, they provide Command Points, and when upgraded, they grant access to a range of powerful off-map mission supports.

**Only infantry units have the ability to capture and upgrade Uplinks.**

### Secure an Uplink

With an infantry unit selected, target a neutral uplink with the reticle, then right click. **Or use the voice command:** “Unit – [Unit number] – Secure – [Uplink name]” (e.g., “Unit 5 secure Bravo”).


The unit moves to this uplink and starts securing it. The  icon and a gauge are displayed on its Unit Card showing progress. Once secured, the uplink color turns to your faction's color. The securing process can be interrupted and resumed.

**Tip:** Engineers with the Sentry upgrade can deploy sentry drones around secured uplinks.



## Upgrade an Uplink

With an infantry unit selected, point at any secured uplink in your possession and right-click on the uplink. A text box opens, inviting you to select the type of support. Simply choose which type you would like the infantry to upgrade on the uplink. **Or simply use the voice command: “Unit – [Unit number] – Upgrade – [Uplink name] – [Support type]”** (e.g., “Unit 5 upgrade Bravo Air Support,” “Unit 3 upgrade Alpha Electronic Warfare”).

The unit moves to this uplink and starts upgrading it. The  icon and a gauge are displayed on its Unit Card showing progress. Once upgraded, the uplink icon is filled with the color of your faction.

The upgrading process can be interrupted and resumed.

**Note:** An upgraded uplink that is destroyed loses its upgrade.

## DEFCON 1

When victory or defeat is close, the game enters DEFCON 1. Powerful supports are unlocked, allowing you to ensure your victory, or giving you a chance to completely turn the tide of the battle.

DEFCON 1 starts when:

- In Conquest, you or your opponents have secured over half the uplinks on the battlefield.
- In Assault, you or your opponents have few remaining units on the battlefield and in reserve.
- In Siege, when the Defenders Reinforcement Timer expires.

## Off-Map Mission Support

During a battle, you can open access to a range of off-map supports, from Electronic Warfare to WMD strikes, which you can request to help you achieve your objectives.

The off-map support dashboard is displayed on the top left side of the HUD when at least one type of support is available. Support orders can be issued manually from this dashboard, or with the voice command:

1. Select the type of mission support you want from the off-map support dashboard (top left) by left-clicking.
2. Target your designation with the cursor.

Left-click to launch the selected mission support. Or cancel without launching by right-clicking.

**Or simply use the voice command: “[Support type] – [Target]”** (e.g., “Air Strike Target,” “Force Recon Alpha,” “Electronic Warfare Hostile 5,” “Landing Zone Delta”).

Supports may have a recharge time after each use during which they are inactive.

## Uplink Mission Supports

Three types of off-map support can be activated by upgrading Uplinks: Air Support, Force Recon, and Electronic Warfare.

Each type of support has 3 increasingly powerful levels that can be unlocked by upgrading multiple uplinks for the same type of off-map support. Each uplink upgraded unlocks an additional level, up to a maximum of 3 levels.

However, in the course of a single-player or Theater of War campaign, some rules limit the use of supports. You need to purchase the corresponding Mission Support upgrades from the Barracks, and be in range of an allied airbase for Air Support, or an allied army base for Force Recon.

For each type of support, the current level is displayed on the support card on the off-map support dashboard.

As for deploying units, requesting off-map support costs Command Points.



**Air Support:** Call deadly air strikes on your enemies.



**Force Recon:** Call in regular army forces to attack or defend specific areas.



**Electronic Warfare:** Call in electromagnetic strikes to temporarily disable enemy vehicles and aircrafts within the blast radius.


## DEFCON 1 Mission Supports

Additional supports are unlocked when you enter DEFCON 1.




**Crash Uplink:** Disable one enemy-controlled uplink of your choice. The benefits of the targeted uplink – Command Points boost and off-map support upgrade – are lost, and the uplink is no longer taken into account for the victory conditions. **Crash Uplink is solely available to the losing side and can only be used once.**



 **WMD:** Unleash a devastating weapon of mass destruction unto your enemies. **The losing side has the authorization to use WMD first; however, once a strike has been issued, the opposing side is allowed to retaliate.**

## Set Landing Zone

The default landing zone for all your reinforcements is your initial Deployment Zone. When playing a skirmish game, or once you have acquired the battalion upgrade Forward Command during a single-player or Theater of War campaign game, you can set any uplink in your control as your default landing zone.

 **Set Landing Zone:** Set any uplink in your possession as the default Landing Zone.


**Tip:** With the Deep Strike upgrade, riflemen units can be deployed anywhere on the battlefield. Select the deploying Riflemen unit, point at an area of the map, and then right-click.

## Take Cover and Garrison


Using cover and garrisoning buildings is critical for your infantry to survive in hostile combat environments. When in cover, infantry gain significant defensive bonuses as well as rate of fire and range benefits.

**Take cover/garrison:** Select any of your infantry unit, target any cover spot or building and move the infantry to it. The selected infantry unit then proceeds to take a cover position or to garrison.

**Or, when targeting a building or a cover spot with the reticule, simply use the voice command: "Unit – [Unit number] – Move to – Target."**

When a unit is in cover, a shield icon  is displayed on its Unit Card and on-screen icon.

## Incapacitated and Destroyed Units

After receiving a certain amount of damage, a unit is incapacitated. The  icon is displayed on the incapacitated unit's card.

When incapacitated, your units fire a flare to signal their position and await evacuation. They cannot be given further orders.

An incapacitated unit that is successfully evacuated is saved for future battle and keeps its experience and rank if you're playing a single-player or Theater of War campaign. However, it cannot be deployed again in the current battle.

An incapacitated unit that continues receiving damage and that is not evacuated on time is killed. If you're playing a single-player or Theater of War campaign, its experience and rank are permanently lost and it is replaced by a recruit unit of the same type in your persistent battalion.

## Mission Report

At the end of each battle, you access the Mission Report screen that gives you a debrief of the mission, details your unit's stats, and shows the amount of credits, medals, and awards that you have earned.

You can also save the replay clips of your battles from the Mission Report screen.

# YOUR PERSISTENT BATTALION

In the World War III and Theater of War online campaign modes, you build your own personal army. Surviving units gain experience from battle and gain ranks. You can also purchase a variety of unit and battalion upgrades such as advanced weapons or special ability, and change your battalion camouflage pattern.

## Ranks

As your units inflict damage to enemy units and survive battles, they gain experience. When a unit accumulates enough experience, it gets promoted to a higher rank. The rank of a unit is displayed on its Unit Card in the Unit Dashboard. Veteran units have increased moral and combat capabilities over new recruits, and have access to more advanced upgrades and weapons.

There are six ranks in total, shown here from the lowest to the highest:



**Note:** Promotions are only awarded after battles.

## Credits

Credits (CR) are your currency during a Campaign. When playing the World War III campaign or the Theater of War online campaign, you earn credits according to your battle results. You can spend your credits in the barracks to acquire upgrades for your units or for your battalion.

## Battalion and Units Customization

### The Barracks



In the course of a single-player or Theater of War campaign, you can review, upgrade, and customize your persistent battalion from the Barracks. You can only access the Barracks between battles, from the main campaign screen.

### Unit Upgrades

**Unit upgrades are purchased for the entire unit type, not just for a single unit.** There are 4 main categories of upgrades per unit type: Attack, Defense, Mobility, and Ability.

Each upgrade has a cost in Credits, and you need to have enough funds to be able to purchase it. In addition, certain Upgrades also have rank requirements. Those upgrades are effective only for units with a rank equal to or greater than the rank requirement.

Some upgrades are improvements over previously owned upgrades. More advanced upgrades automatically replace obsolete versions.

### Mission Supports

Mission supports are battalion upgrades that, when purchased, unlock higher levels for the different types of off-map supports, such as more powerful air or E.M.P. strikes, or allow you to change the landing zone for your reinforcements (Forward Command).

Mission supports also include your battalion's selections of camouflage patterns.

**Note:** Your persistent battalion and upgrade purchases are automatically saved every time you exit the barracks.

## SAVING AND LOADING

Tom Clancy's EndWar uses an autosave feature to automatically save game progress and settings.

During a single-player campaign, you can manually save your game progress from the Save Game menu, which you can access from the Campaign screen.

You can load your saved games from Load Game in the Solo Campaign menu.

## MULTIPLAYER

Fight alongside and against other players for world domination in a variety of multiplayer modes and options on the internet. Tom Clancy's EndWar supports up to 4 players in online multiplayer matches. To play online you will need to provide the Online Keycode (found on the back cover of this manual) and a valid Ubi.com user account.

### Skirmish



In Skirmish you may play a game either against the AI or other players over the Internet or your local network. To play a multiplayer game, you will access a Game List page that lists the fastest games you may reach. You can filter all listed games using Filter Games as well.

## Lobby

The host player may set a series of mission options in the Game Lobby:

**Number of Players:** Number of players in the mission: 1 vs. 1 or 2 vs. 2

**Mission type:** Select a mission type.

**Battlefield:** Choose a battlefield. The set of battlefields available varies according to the mission type.

**Attacker:** Select the attacking faction.

**Defender:** Select the defending faction.

**Difficulty:** Select the level of AI difficulty for single-player matches.

## Slots

The host of a skirmish game may perform operations on the slots. If the slot is filled by the AI he may change the difficulty of the AI. If the slot is filled by another player, he may send a swap-slots request to that player or kick him. Every player in a session can send a swap-slots request to another player; if accepted, then the slots are swapped.

## Theater of War



The Theater of War mode is an online persistent campaign of World War III where thousands of players compete to lead their nation to world domination. It is the ultimate challenge for a commander.

### How to Play

1. Enlist in the U.S. Joint Strike Force, European Federation Enforcers Corp, or Russia Spetsnaz Guard Brigade. Answer the call of duty or the call of money – some factions may offer enlistment bonuses.
2. Pick your battalion – each with a different task force and specialization.
3. Navigate your strategic display of the world at war. It reveals the status of your current military campaign.

Colored hexagons reveal critical information about territories:

- The type of territory:



Battlefield



Base



Capital City

- The territory owner (inside color): yellow for USA, blue for European Federation, green for Russia
- The attacker (outline color) when a frontline is open

Your victories contribute to your faction's overall war effort, ultimately allowing it to move the frontline forward and come one step closer to winning the war.

You can fight alone or cooperatively along with another human commander, bringing units from your respective battalions and sharing command points, uplink benefits, and supports.

After each battle your surviving units gain ranks, and you can review and upgrade them in the barracks.

At the end of each day of fighting, territories are won or lost and new fronts open and new battlegrounds become available. Watch the turn report to hear the latest news from the front lines and check the status of the war on [www.endwargame.com](http://www.endwargame.com) to oversee your faction's expansion or demise, and prepare for the next battle.

### Theater of War Basics

**Victory conditions:** Victory conditions vary from one Theater of War campaign to the next. To see the victory conditions of your current Theater of War campaign, click on the Details button from the situation room.

**Campaign update:** Once per day, the campaign map is updated according to the results of all the battles fought during the day. Frontlines move back or forth and new battlefields and missions become available.

**Note:** You cannot choose and play a mission during the cease-fire period of the campaign update.

**Special Territories:** Bases and capital cities are special territories.





Air and army bases respectively provide Air Support and Force Recon. You can raid bases controlled by enemy factions to disable their support temporarily.



Capital cities must be won for 3 turns in a row to be conquered by a faction: first in conquest, then in assault, and finally in siege, to be conquered by a faction.

**Air Support and Force Recon:** You must be fighting in a territory in the vicinity of friendly air or army bases to be able to call in Air Support or Force Recon during battle. Certain territories you fight in may not be covered for one or both types of support.

- If a territory is covered by Air Support  is displayed.
- If a territory is covered by Force Recon  is displayed.

**Persistent battalion:** Your Theater of War battalion is persistent. Your units acquire experience and gain ranks battle after battle if they survive, and you earn credits that allow you to upgrade them from the barracks. To access the barracks, click on the Barracks button from the situation room.

**You only have one battalion per Theater of War campaign and you cannot import battalions from your single-player campaigns.**

## Change Faction and Battalion

You can change your battalion or faction from the barracks.

- **Changing faction:** Your current battalion is disbanded, and all unit ranks, your purchased upgrades, and your credits are permanently lost.
- **Changing battalion within the same faction:** You keep your purchased upgrades and credits, but your unit ranks are permanently lost.

**Tip:** Before going into battle, don't forget to listen to the X.O.'s intel report. You can access the intel report from the mission selection screen by selecting a mission from the Mission List.

## Cooperative Play

When playing for the same side with another player, you'll share unit slots, reserve, uplinks, and mission supports with your ally.

The maximum number of units per player, deployment limits, and battalion starting size vary according to the mission type. There is a maximum of 12 units per side.

When playing the Theater of War online campaign, players use units from their respective persistent battalions.

## Voice Chat

While in the Select Mission or the Game Lobby and during a battle, you can chat with other players. Before battle, the chat channel is always open. Holding down Caps Lock opens the player list and allows you to access other players' info or mute them.

In battle, press and hold Caps Lock to activate Voice Chat.

## REPLAY

You can access and view your saved replay movies from the Extras menu. You can also upload and share your best clip with the Tom Clancy's EndWar community and download other players' movies through the replay browser interface.

**Replay viewer controls:**

**WASD** Move the camera

**Middle Mouse button hold or Cursor on the screen edges** Rotate the camera

**Mouse Wheel** Change the camera angle

Basic Control	Key
Activate Voice Command	Space
Pan Camera Forward	W
Pan Camera Backward	S
Pan Camera Left	A
Pan Camera Right	D
Hotswap Camera	LMB Double-Click
Free Look	MMB Hold
Reset Camera	Backspace
Enter / Exit SITREP	Tab
Toggle Binocular	V
Select / Release	LMB Click
Action	RMB Click
Lower Camera	Wheel Scroll Up
Lift Camera	Wheel Scroll Down
In-game Menu	Esc
Advanced Control	Key
Special Attack 1	Q
Special Attack 2	E
Halt	C
Force Attack	Ctrl + RMB
Retreat	R
CASEVAC	T
Reinforce Riflemen	I
Reinforce Engineers	G
Reinforce Transports	N
Reinforce Tanks	K
Reinforce Gunships	U
Reinforce Artillery	Y
Reinforce Command Vehicle	M
Chat	CAPS Hold
Take Screenshot	PrtScr
Select Air Strike	F7
Select Force Recon	F8



Select Electronic Warfare	F9
Select Change LZ	F10
Select Crash Uplink	F11
Select WMD	F12
Select Unit 1	1
Select Unit 2	2
Select Unit 3	3
Select Unit 4	4
Select Unit 5	5
Select Unit 6	6
Select Unit 7	7
Select Unit 8	8
Select Unit 9	9
Select Unit 10	0
Select Unit 11	-
Select Unit 12	=
Select Multiple Units	Ctrl + <n>
Select Units of Same Type	Shift + <n>
Group Selected Units	Ctrl + F<n>
Select Unit Group 1	F1
Select Unit Group 2	F2
Select Unit Group 3	F3
Select Unit Group 4	F4
Select Unit Group 5	F5
Select Unit Group 6	F6

\*Certain keys can be customized in Settings.

## Stuck in the game? GET SOME HELP!

VISIT: [insert GAME Help URL]

- Video walkthrough for the single-player campaign
- Multiplayer map strategies from the dev team
- List of trophies

# Register Your Game for Insider Access!

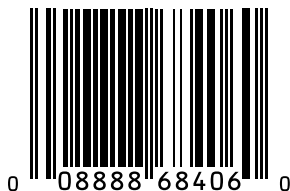
It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- A wealth of news updates and pre-release game information
- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

**Just go to [www.ubireg.com](http://www.ubireg.com) to get started.**

Thanks,  
The Ubisoft Team

**Tom Clancy's EndWar™**



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# NOTES



# NOTES



## TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

**Support Over the Internet:** This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

**Contact Us by Webmail:** Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

**Contact Us by Phone:** You can also contact us by phone by calling **(919) 460-9778**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time**.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515.

**Contact Us by Standard Mail:** If all else fails you can write to us at:  
**Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560**

**Return Policy:** Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.





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