



L.A.S.T.

LETHAL ASSAULT & STRATEGIC TERMINATION

PATROL

AFTERSHOCK





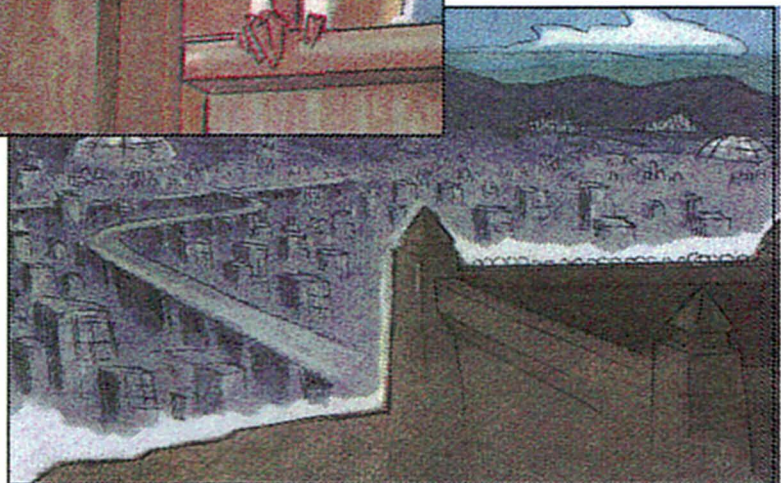
FOLLOWING AN ANONYMOUS TIP - THE
GANG CRIME UNIT CRASHES IN ON A
GANGLAND HIDEOUT.

CHARLIE HOPPER - A DIRTY COP - IS STRONG
ARMING A GANG LEADER FOR HIS PAYOFF..
AND IS CAUGHT IN THE ACT!

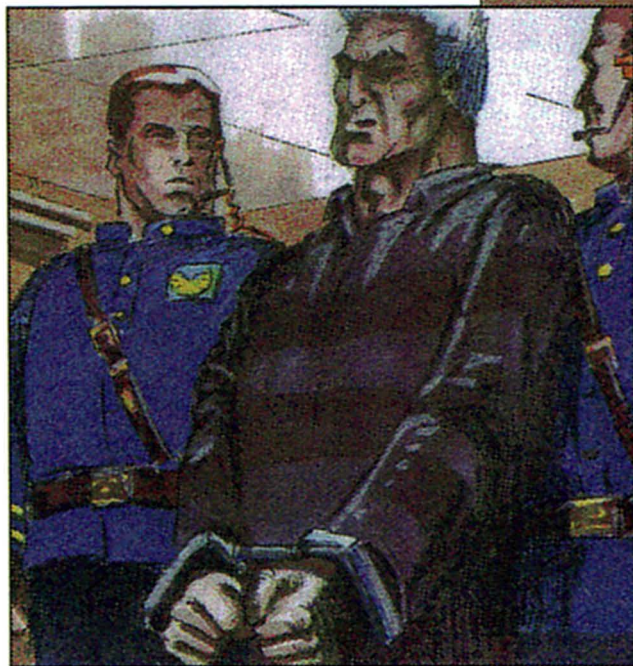


THE VICTIM'S SISTER,
LOCA, NAILS HIM FOR
MURDER...

...AND SENDS HIM TO HIS NEW
HOME - SAN DIABLO. THE TOP
MAXIMUM SECURITY PRISON.



THE BADDEST OF THE BAD -
HOPPER WILL BE RIGHT AT HOME!

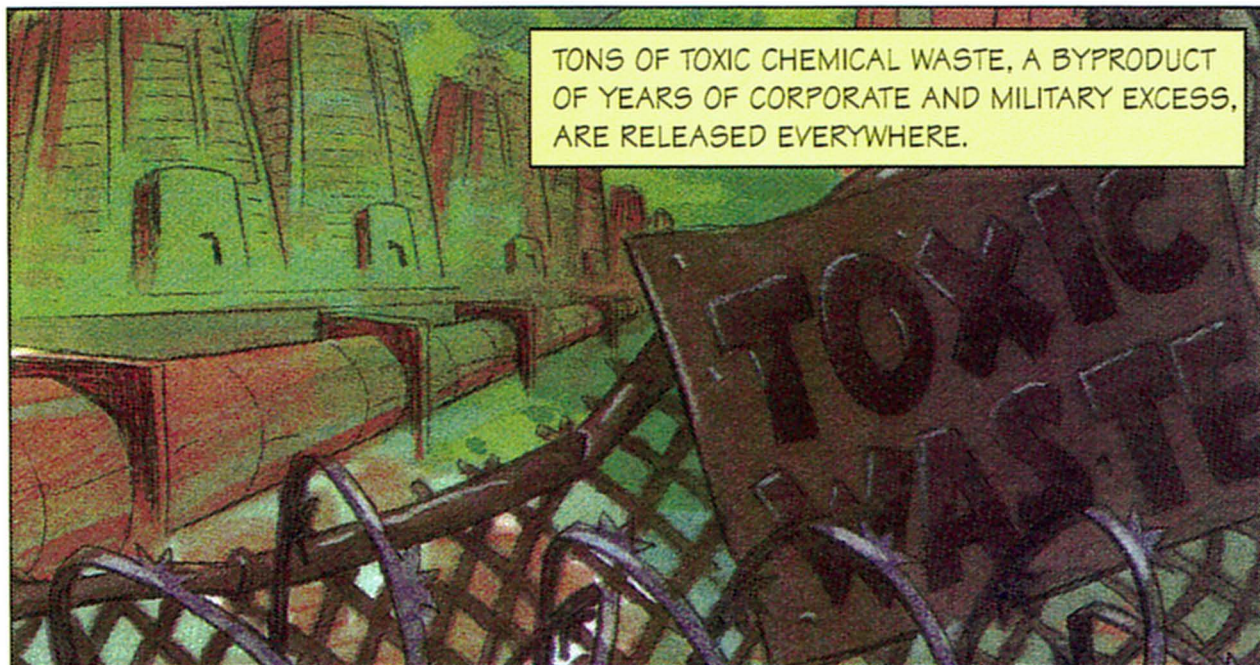


LATER, HOPPER IS FAR BELOW
IN DEEP SOLITARY CONFINEMENT
WHEN...

THE BIG ONE HITS! MILLIONS ARE KILLED INSTANTLY, BUT...



THEY ARE THE LUCKY ONES!



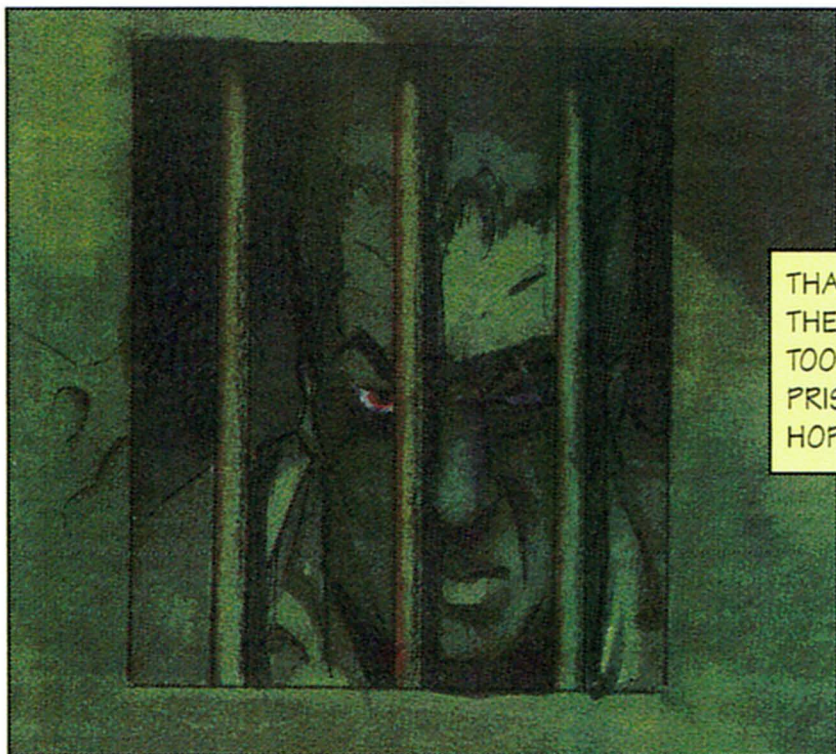
TONS OF TOXIC CHEMICAL WASTE, A BYPRODUCT OF YEARS OF CORPORATE AND MILITARY EXCESS, ARE RELEASED EVERYWHERE.



ON THE SURFACE, THE TOXINS KILL SLOWLY AND HORRIBLY...

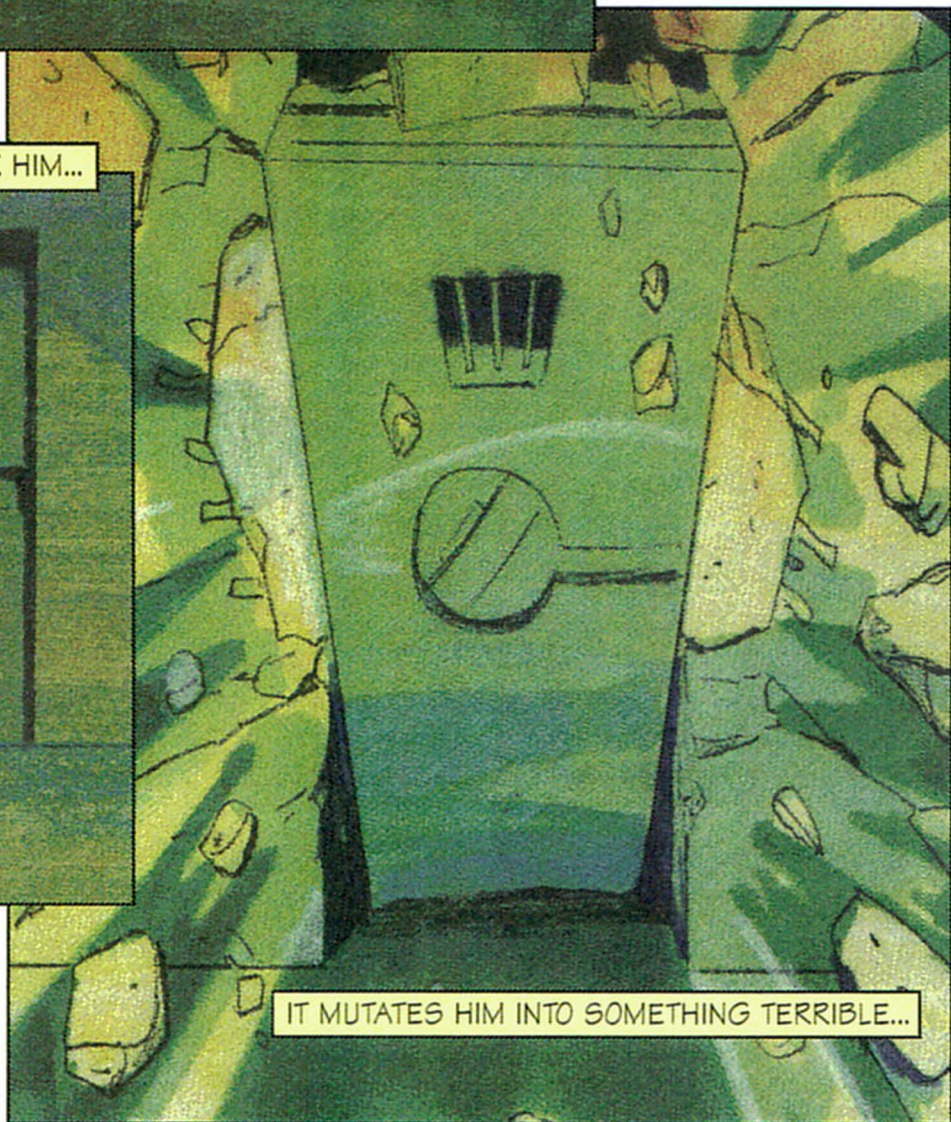
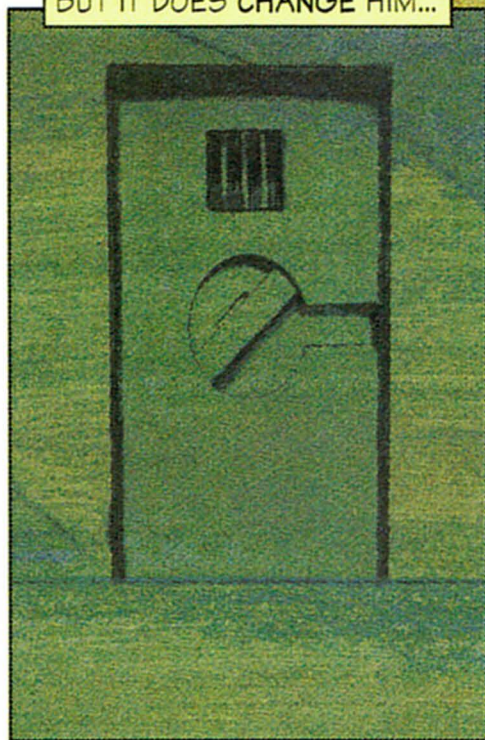


BUT DEEP UNDERGROUND THEY MERELY SEEP IN... SLOWLY...



THAT FAR DOWN,
THE TOXINS ARE
TOO WEAK TO KILL
PRISONERS LIKE
HOPPER.

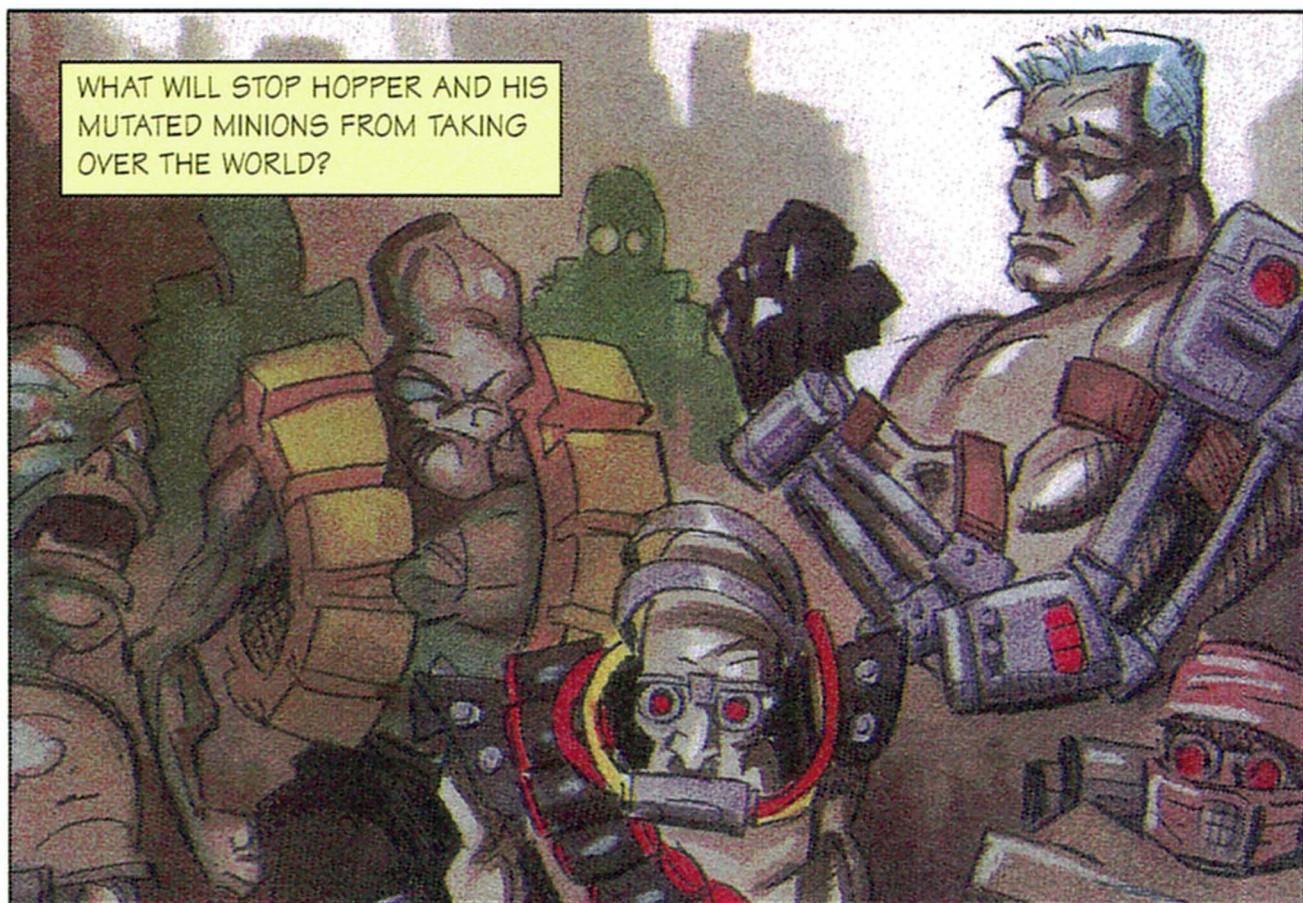
BUT IT DOES CHANGE HIM...



IT MUTATES HIM INTO SOMETHING TERRIBLE...



SOMETHING MAD!

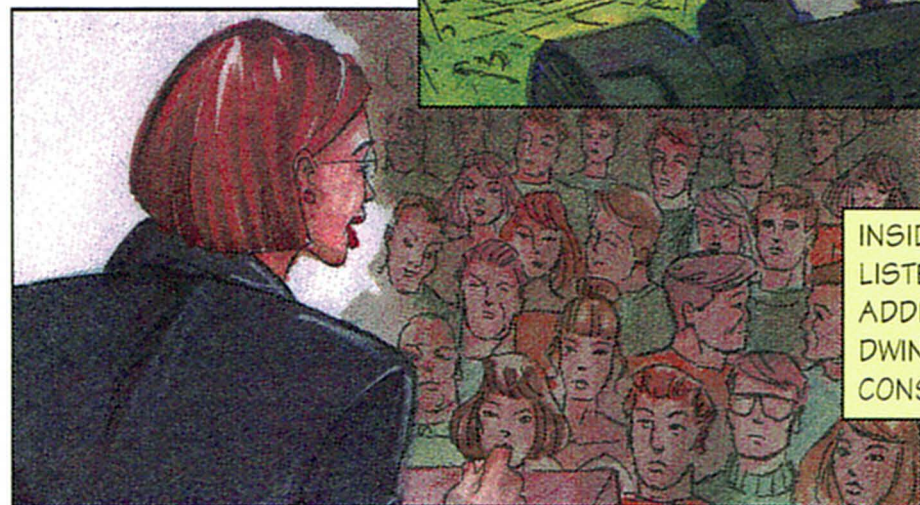


WHAT WILL STOP HOPPER AND HIS
MUTATED MINIONS FROM TAKING
OVER THE WORLD?

THE GANG CRIME UNIT SURVIVES THE QUAKE, BUT THEIR PORTABLE LIFE SUPPORT UNITS ARE RUNNING LOW AND THEY WON'T LAST LONG WITHOUT SUPPLIES!

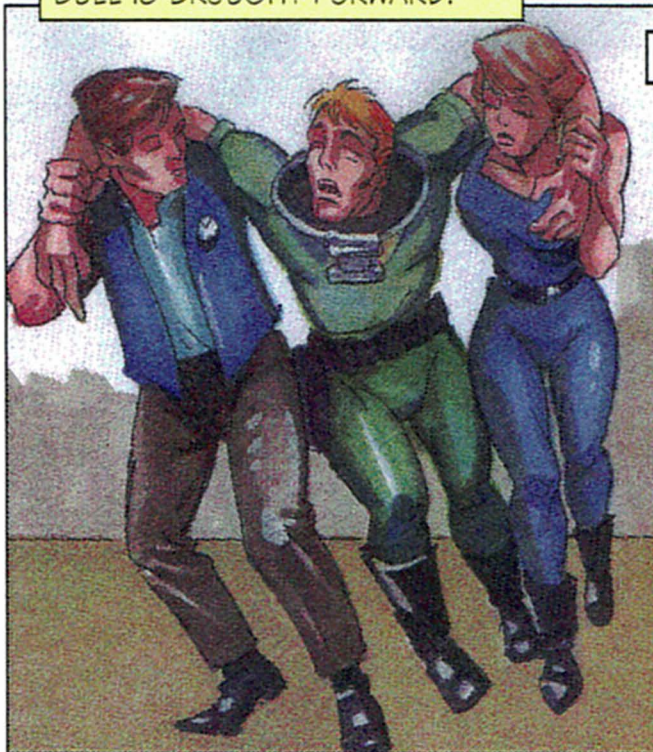


"BULL," THE SECOND IN COMMAND, SEEKS OUT THE BIOSPHERE - A SELF CONTAINED LIVING ENVIRONMENT.



INSIDE, THE BIOSPHEREANS LISTEN AS DR. MERRITT ADDRESSES THE ISSUE OF DWINDLING RESOURCES AND CONSTANT MUTANT ATTACKS.

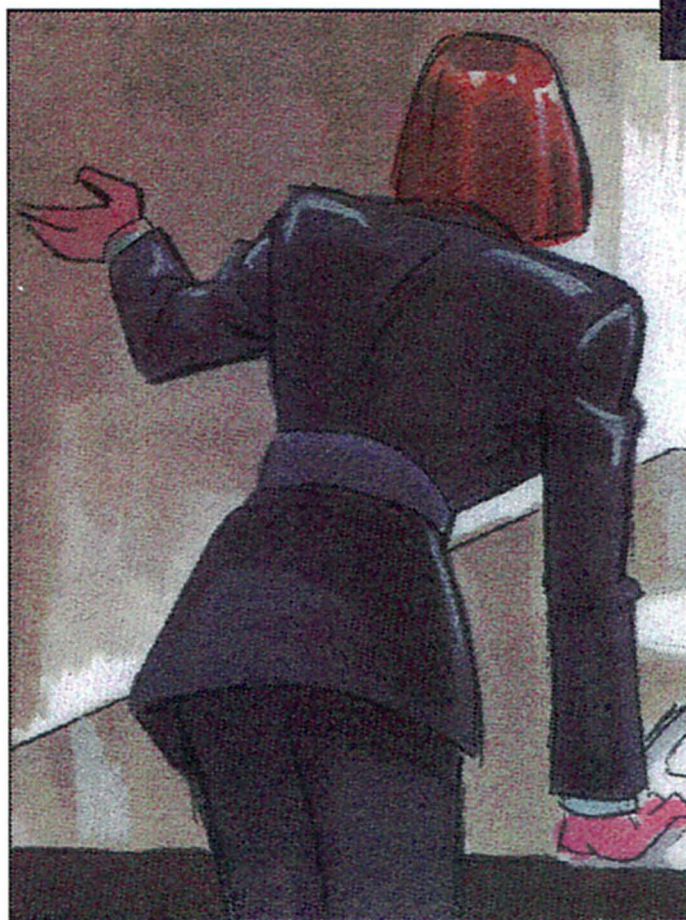
DR. MERRITT IS INTERRUPTED AS
BULL IS BROUGHT FORWARD.



"A STRANGER NEEDS HELP!"



"I SAID NO OUTSIDERS!"



"IF WE REPLENISH YOUR LIFE SUPPORT
SYSTEMS WITH OXYGEN, WHAT CAN
YOU OFFER US?"

HIGH CONCEPT:

A combination of aerial assault, ground combat, and cinematics bring a compelling storyline to life in the post-apocalyptic world of Aftershock. Lead your team of skilled mercenaries through the ruins of L.A. in a desperate search for the source of the mutant infestation. It's a race against time as you infiltrate enemy strongholds, collecting weapons and power-ups in preparation for the final conflict with an evil tyrant.

TABLE OF CONTENTS

<u>PAGE</u>	<u>CONTENT</u>
Intro	Aftershock Comic
1	High Concept
3	Overview
4	Story
7	Design <i>Game View Engine</i> <i>Design Goals</i> <i>Performance</i> <i>Art direction/style</i> <i>Sound</i> <i>Hooks</i> <i>Controls</i>
10	Cinematics
11	3 Forms of Gameplay <i>Banshee - 3/4 flight action</i> <i>Attacker - 3/4 ground vehicle action</i> <i>Hero - 3/4 walking action</i>
14	Game Structure
15	Game Flowchart
16	Sample Campaign
17	Hero Characters
22	Other Characters
24	Supporting Cast
25	Air Enemies
26	Ground Vehicle Enemies
28	Fixed Fortifications
30	Ground Hazards and Obstacles
31	Technical Information

OVERVIEW

GAME CATEGORY:

- FUTURE MILITARY ACTION: Fly, Drive, Shoot & Run-thru in 3/4 perspectives.

TARGET HARDWARE:

- 32X Cartridge.

TARGET AUDIENCE:

- 8-20 yrs. Especially the 12-20 audience that goes wild for high-impact Military Action, with dark, hard edges.

TARGET RATING:

- MA-13.

RISKS:

- Brushing against the crowded Action market - But standing above by adding strategy elements onto FUTURE MILITARY ACTION, **while *not* adding another complete production.**

ADVANTAGES:

- We'll take advantage of a more substantial cart on the 32X to give *unprecedented* gameplay, graphics and scope, *without unprecedented costs.*
- We'll create the feel of "three games in one" *with **one** engine:* a 3/4 game view system will be used for the entire game. Three play fields will be mapped onto this. The fields will allow three different actions: flying, driving & running—three games in one—one production - one engine.

COMPETITION:

- Urban Strike, Battletech on the Genesis
- Nothing like it on the 32X!

STORY



THE PAST

Few industrialized nations survived the devastating economic collapse which began with the Great Oil Wars of the 90's.

Due to the many shortages that followed, metropolitan areas dissolved into utter chaos as their populations fought for the remaining food, fuel, and clothing. While the government struggled keep the peace, the frantic and hunger-crazed quickly coalesced into bands of roving gangs, hoarding everything they could and killing those that stood in their way.

In desperation, what remained of the nation's law enforcement officials declared martial law and resolved to enforce it by any means necessary. Under the new system of government, Gang Crime Units (GCUs) were formed to restore order, but none were more effective than the those of the LAPD.

The LAPD's beat encompassed all of downtown Los Angeles and, within a few months, gang members were captured, brought to trial, and placed in a massive underground prison complex. Only a few gangs remained to carry out their illegal activities, and then only at night where the darkness provided some measure of protection.

Once order was restored, the weary citizens of Los Angeles turned their attention toward a solution to the shortages that still plagued LA. Dr. Alexia Merritt, a former chemical warfare scientist for the U.S. Military, offered her own plan to solve the problem. She advocated the construction of huge "Reclamation Centers," where heat, generated by burning various wastes would be used to power turbines. In turn, the energy produced could be used to recycle glass, plastic, paper, and metal. Local officials argued that the centers would pollute the entire city with noxious fumes, but Dr. Merritt assured them her plan was flawless.

When the first Reclamation Center became operational, Dr. Merritt's fame spread and she quickly acquired a large and powerful following. To thank her supporters she built "Haven," a huge climate-controlled dome filled with exotic flora and fauna. Haven became a welcome addition to an otherwise dreary urban sprawl.

With the return of prosperity to Los Angeles, people from around the world came seeking a better life. The local GCU required expansion and it was broken up into three sections: Internal Affairs, Investigation, and Tactical Response, all of which reported to Commander Gus Thompson (also known as "Pope").

Despite Pope's best efforts, certain street gangs continued to thrive. Every time the GCU moved against these gangs, the gangs would simply disappear for a short while, only to set-up shop elsewhere. Pope realized that the street gangs could not be acting alone- at least one of his men was a traitor. As pressure from city officials mounted, Pope laid a careful trap to find the Judas within his organization.

Pope reassigned his most trusted colleagues to a secret group he called the "Lethal Assault and Strategic Termination (LAST)" Squad. Travis "Bull" Dean, an ex special forces soldier, became his second in command. Jimmy "Beef" Hopkins, a civilian contractor, was hired to do surveillance and intelligence work. Jake "Gator" Reeves was assigned to the team by the Captain of the LAPD.

Pope turned his suspicions toward one man, Detective Charlie Hopper. Hopper, a decorated veteran of the force had begun living a lifestyle far beyond the salary of a simple detective. He began driving expensive cars and flashing large amounts of money around the station. Hopper became more cruel while on the job, and when the majority of his arrests began resulting in "self-defense" shootings of suspects, Pope found his man.

A careful sting was arranged between the LAST squad and a local gang. The gang leader, Tuco Perez, baited the trap while the team waited to catch Hopper in the act. Unfortunately, Hopper realized the betrayal and killed Tuco. His sister, Maria "Loca" Perez, witnessed the killing and her testimony became the key factor in putting Hopper away for life. Hopper was incarcerated in "San Diablo" prison, locked in the deepest, darkest bowels of Los Angeles.

With the gang problems of the city finally laid to rest, and Dr. Merritt's Reclamation Centers fully operational, the citizens of Los Angeles looked forward to what they saw as a bright and prosperous future. Maria, now an outcast for helping out the police, trained for a new life as an officer in the LAST squad.

The city of Los Angeles remained a virtual paradise amidst the chaos of the rest of the world for several years to come. This newfound tranquility was shattered, however, as the inevitable finally occurred: the violent earthquake that had long been forecast for the Los Angeles basin finally arrived, and the region was rocked to its foundations. The vaunted Reclamation Centers only added to the carnage as they crumbled, bleeding the toxic poisons they were meant to eradicate. Citizens caught in the open died instantly, while those underground were slowly transformed by the toxins into creatures not quite human.

Dr. Merritt and her followers found themselves safe from the horrors around them within the Haven dome. They immediately closed off the biosphere to all outsiders, eliminating any chance of contamination by the mutant freaks that emerged from the rubble. Outside in the city, the members of the LAST team survived by modifying their armored suits to process the toxic Los Angeles atmosphere into breathable oxygen. They also created a small base of operations from the ruins of their former barracks.

In the depths of the city, the massive earthquake caused a breach in the walls of the underground prison. Charlie Hopper endured a slow and painful mutation that ultimately enhanced his natural predatory instincts. He now towered over his fellow inmates, and easily forced them under his control. With his new army, Charlie spent the next few months subjugating the other mutated survivors of the LA disaster. As his empire grew, he captured more and more of the vast supply of abandoned military and police hardware that remained, putting it to use increasing his territory.

THE PRESENT

Charlie's growing empire eventually spreads to the very walls of Haven, and Dr. Merritt is forced to fight in a war she knows she cannot win. The biosphere is quickly surrounded by the advancing hoard. Charlie Hopper knows that a huge cache of modern tools and equipment lies within, and with the expertise of the scientists that survive in Haven, Charlie hopes to spread his domination beyond the ruins of Los Angeles.

The freak onslaught also reaches out to the survivors of the LAST team. While the team is out salvaging parts and equipment, their base is ransacked by a band of Charlie Hopper's mutants. With little oxygen left in their breathers, the team pools what little they have left and divide it equally among themselves. The team

agrees to attempt a desperate plan for survival. Bull is given an extra share of oxygen and sent out to break through the freak lines to seek aid from Haven. With the Haven dome about to be captured, Bull hopes that he can bargain with the besieged survivors.

Once there, Bull strikes a deal with Dr. Merritt. In return for locating and destroying the source of the mutant army, Dr. Merritt agrees to equip the LAST team with a fresh supply of oxygen tabs and a new oxygen purifier for their base. In addition, Dr. Merritt will provide the team with the biosphere's remaining heavy weapons, an Attacker ground vehicle, and a Banshee gunship.

Bull, with the piloting skills he gained during the Great Oil Wars, flies the Banshee out to his squad and passes out the oxygen tabs. The proposed "alliance" is explained and, after much consideration, they all agree that they have no other options.

DESIGN

GAME VIEW ENGINE:

- One 3/4 engine will be used for the entire game. Multiple play fields will be mapped onto this. The fields will allow three different actions: flying, driving & running - three games in one - one production, one engine.

DESIGN GOALS:

- A plausible futuristic military simulation with realistic vehicles extrapolated from current designs.
- Up close and personal combat with maniacal mutants bent on destruction as the player works his way through key installations.
- A richly-detailed scenario and a compelling storyline.
- Heightened replay value throughout: semi-random level maps and enemy placements, non-linear missions.
- Optional missions that allow the player to acquire special items and information.
- A dynamic enemy infrastructure that can be whittled away bit by bit over the course of the game.
- Truly integrated "movie style" music and sound effects for more dramatic moods.
- Comic book style characters perfect for tie-ins (actual comic books, t.v., etc.)
- Interesting characters and dynamic plot are perfect for potential sequels

PERFORMANCE:

- A multidirectional, 3/4 isometric, scrolling engine: It allows superbly detailed terrain and buildings.
- 32X platform provides high-speed action and intense sound.

ART DIRECTION STYLE:

- Dark, near-future, semi-apocalyptic.
- Original humanoid mutants that have, until now, remained locked in the repressed nightmares of our collective unconscious.
- Bold, comic-style use of the 256-color 32X palette.

SOUND:

- Q-Sound surround sound.
- Digital voice interjections that help the player to identify with the hero.
- Interactive music that changes with respect to the player's performance and situation.
- Multilayered digitized explosions, gunfire, and battle cries.

HOOKS:

- Possible comic book pack-in
- Comic book style intro lends itself perfectly to manual and also product tie-ins.
- Lots of "hidden" levels and objects for the player to discover
- Optional subplots that can provide extra goodies, hints, humor, or other candy to enhance gameplay.
- Wide variety of locations and missions.
- Interlevel splash screens to help immerse the player in our post-cataclysmic universe.
- A wide variety of enemy vehicles, each with their own functionality. Vehicles often travel in synergistic convoys.
- Every ground installation provides a particular service for the enemy war machine. Knocking out an airfield, for example, will cut down the number of enemy airships for the remainder of that campaign.

CONTROL:

Throughout the game, the player will control several different type of vehicles (this includes on-foot movement) but the D-pad configuration will remain as follows:

Up increase speed
Down decrease speed
Left turn left
Right turn right

The buttons, even though weapon loads will vary from vehicle to vehicle, will also remain consistent in their overall arrangement:

A for close-range, heavy-damage, line-of-fire attacks
B for close-range, light-damage, auto-targeted attacks
C for long-distance, very heavy damage, auto-targeted attacks
Start for menu screens, and special functions

THREE MODES OF GAMEPLAY:

Flying - In this mode you command the *Banshee*, the absolute latest in aerial urban assault craft. It can be used to cover large distances, to reach otherwise inaccessible terrain, and to unleash airborne rangers.

- A Wing-mounted dumbfires
- B Heavy autocannon turret
- C Dual Bloodhound battery

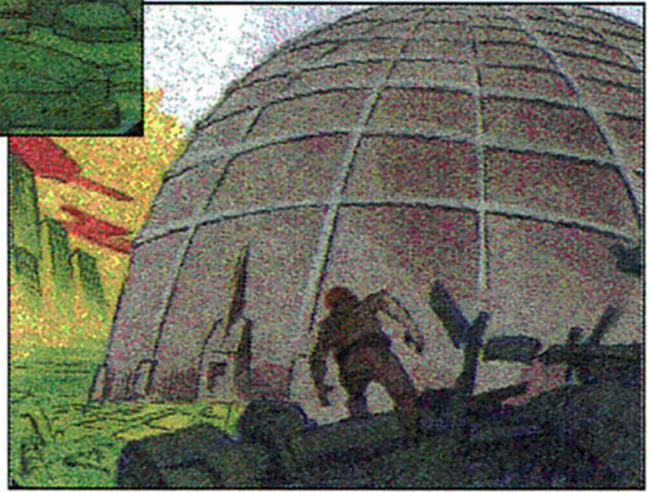
Driving - Many of the enemy ground installations are protected with heavy ground-to-air defenses that cannot be approached safely in your *Banshee*. Thankfully, your *Attacker* is the perfect solution to this problem. With its ample weapons array, it can punch through just about anything. In addition, it's effective as a ground transport, as a recon vehicle, and as an escort.

- A Viper 20mm gatling
- B Mine dropper
- C Bloodhound launcher

Running- On foot, you can infiltrate enemy compounds and discover weapon caches, capture enemy operatives, and sabotage defense installations. This is the most dangerous portion of the game since these areas are choked with enemy mutants and very little stands between you and their bullets besides your speed and agility.

- A Thumper missile launcher
- B Thumper rifle
- C Explosive charges

CINEMATICS



Cinematics will be essential storytelling, transitional, and game ending highlights. They give the player a chance to sit back, relax, and be thoroughly entertained and engrossed. We will design our cinematics with all the drama, humor, character and story to rival the best in comic arts. Our cinematics will be scripted out and drawn by a team that knows its craft.

3 FORMS OF GAMEPLAY

BANSHEE - 3/4 FLIGHT ACTION

Role *Heavy Gunship / Ground Support*
Crew *1 or 2*
Length *17.8 m*
Weight *7500 kg*
Top Speed *200 kph*
Turn Rate *90 dps*
Weaponry

Heavy autocannon turret

RoF 5 rps

Dmg 3 sp

Dual Bloodhound battery

RoF .5 rps

Dmg 25 sp

Wing-mounted Dumbfires

RoF 1 rps

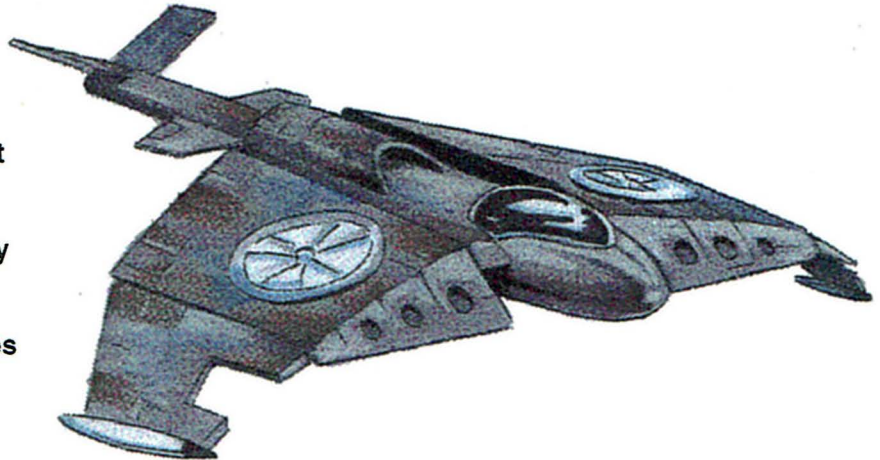
Dmg 15 sp

Armor

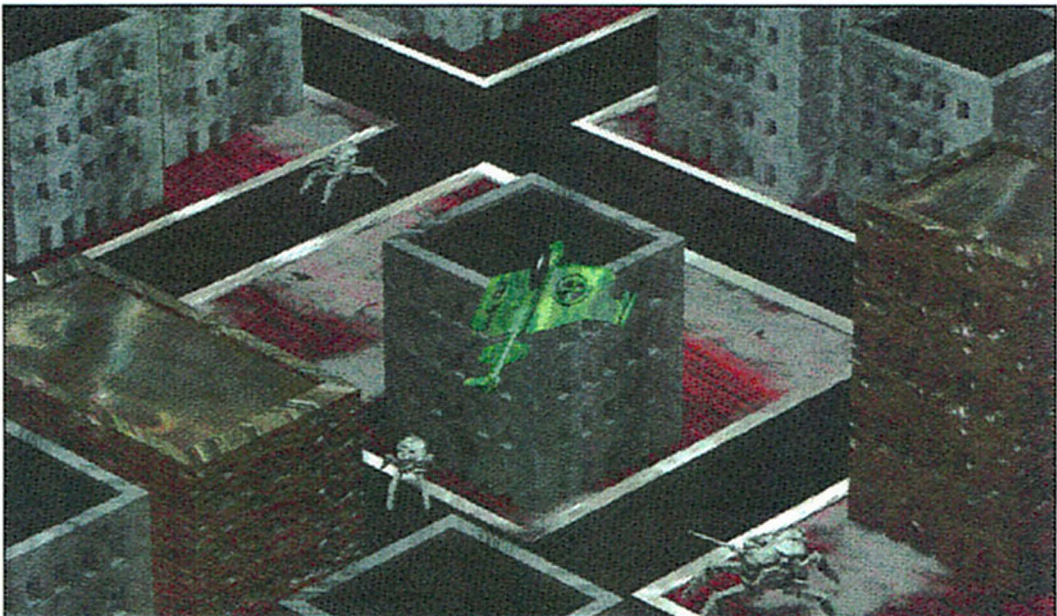
Front *200 sp*

Rear *150 sp*

Side *100 sp*

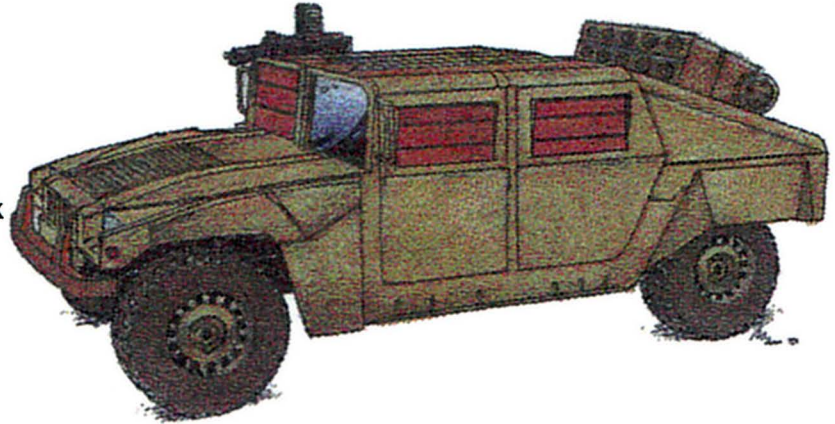


As more and more urban areas fell under the jurisdiction of powerful, nationwide gangs, the U.S. government became increasingly aware that they were losing the battle against crime. Citing that the police did not have the resources to deal with this threat, Congress submitted performance requirements to the leading defense contractors. A short time later, the embodiment of these needs was designed, tested, and put into service. Unfortunately, the craft was so frighteningly effective that public outcry forced it back into the hangars until now.

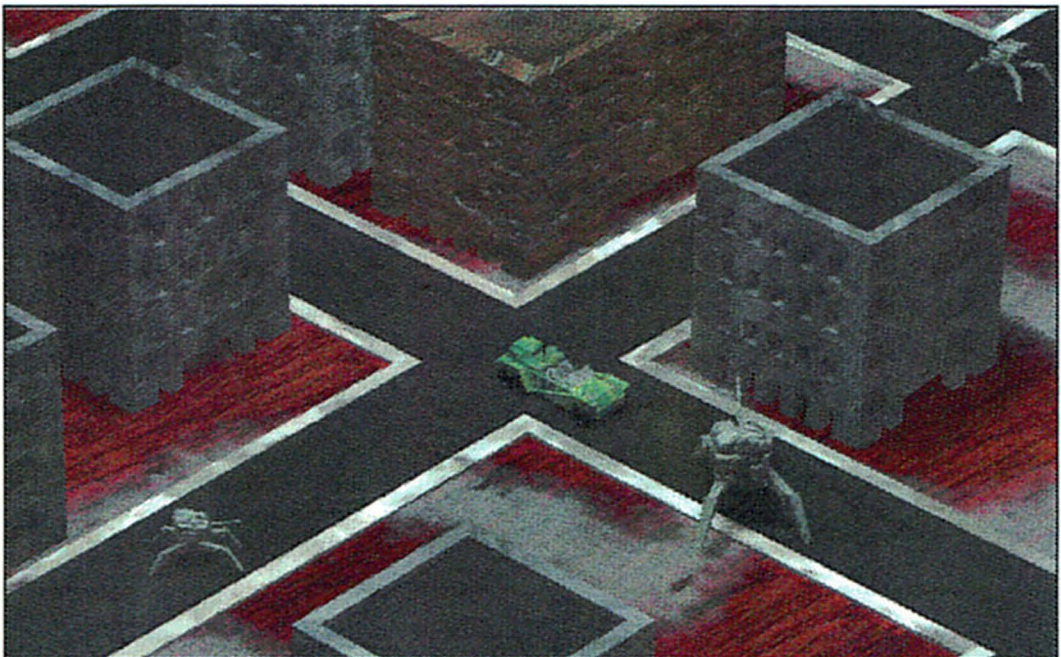


ATTACKER - 3/4 GROUND VEHICLE ACTION

Role	<i>Anti-Tank Ground Interceptor</i>
Crew	<i>1 or 2</i>
Length	<i>5 m</i>
Weight	<i>2500 kg</i>
Top Speed	<i>130 kph</i>
Turn Rate	<i>15 dps</i>
Weaponry	
Viper 20mm Gatling	
RoF	<i>10 rps</i>
Dmg	<i>2 sp</i>
Bloodhound missile bank	
RoF	<i>.5 rps</i>
Dmg	<i>25 sp</i>
Mine Dropper	
RoF	<i>1 rps</i>
Dmg	<i>50 sp</i>
Armor	
Front	<i>150 sp</i>
Rear	<i>100 sp</i>
Side	<i>125 sp</i>



For many years, this jeep's predecessor proved more than adequate for most tasks. When Fast Attack Vehicles (FAVs) came on the scene, however, the original Humvee had to be redesigned with more armor and more weaponry. It is expertly equipped with a lightning-fast Viper Gatling gun for raking down scores of unwitting infantry as it locates its main targets: tanks and other enemies. Although its rear armor is relatively light, a few mines will generally take care of anything in pursuit.



HERO - 3/4 WALKING ACTION

TASC Armor

Front 5 sp

Rear 3 sp

Weaponry

Thumper rifle

RoF 5 rps / 1 shell

Dmg 3 sp / 10 sp

Explosive charge

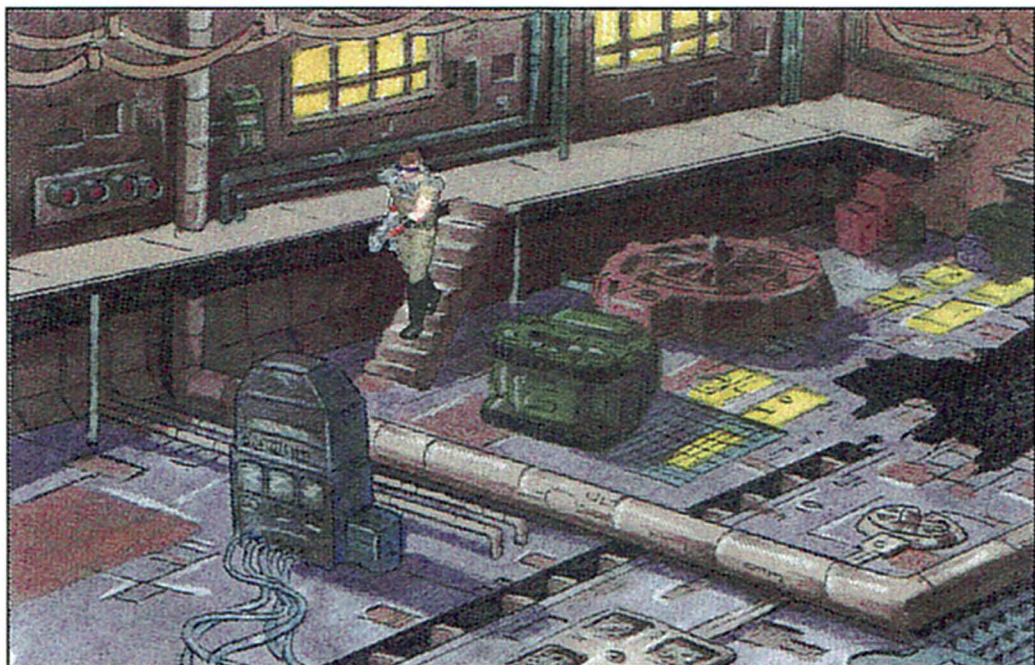
RoF .5 rps

Dmg 30 sp



The player's armor (TASC) is the last thing bullets penetrate before they start blowing entrails out the other side of your body. Although the composite kevlar is effective against several direct hits, it still comes down to the wearer's wit and agility to keep them alive. Perhaps the most important feature of the suit is its ability to purify poisoned air without affecting the wearer's mobility— earlier breathing models of the apparatus were cumbersome and greatly reduced one's field of vision.

If the TASC armor is somewhat of a cruel joke, the Thumper rifle is the punchline. The acronym stands for "Tactical Hand-operated Missile Package / Rifle configuration" but everyone prefers to call it "the Thumper." Although the missiles are rather small, it's still quite a handy little tool for say... vivisectioning.



GAME STRUCTURE

Aftershock is composed of three theatres, each of which take place in three different campaigns. The campaigns, in turn, are made up of a predefined number of missions. In addition, secret missions may conclude each theatre to reward exemplary performance. The entire game is enclosed by two special campaigns, the Introduction and Last Battle.

The Introduction will draw the player into the our ravaged world and then dump him into the thick of things - a scarred urban landscape filled with bloodthirsty mutants.

Theatres are the overall regions that must be conquered before the plot can advance. Each theatre is introduced with a short storyboard-style narrative concerning current events, personalities, and the necessity of securing the theatre.

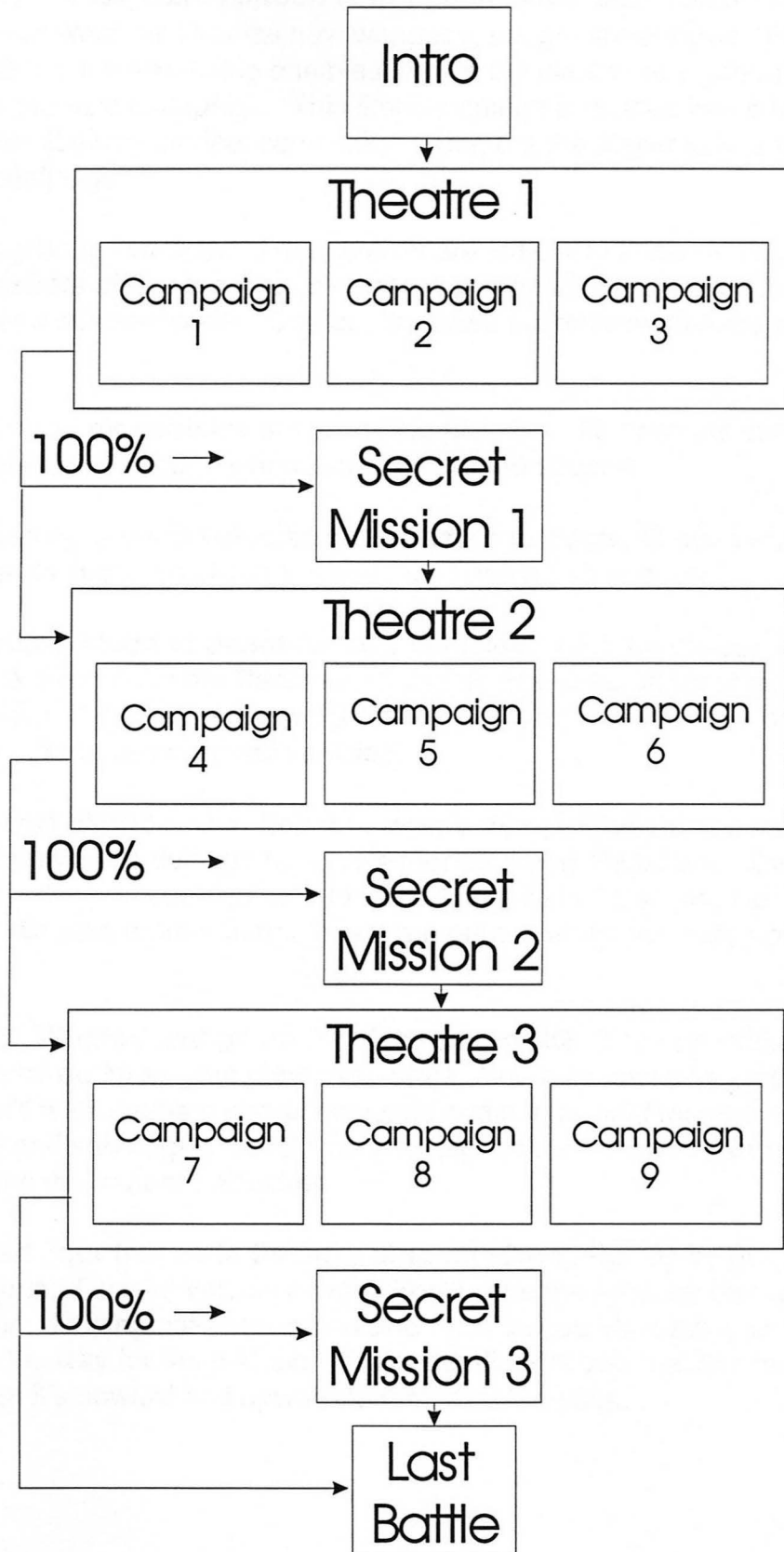
Campaigns are overall objectives that must be attained to ensure victory in a particular theatre. Each campaign takes place in a different area within a general region. A theatre's campaigns may be completed in any order, though some orders are better than others.

Missions make up campaigns and are therefore the means to an end. It is here that all the action takes place—blowing up hardware and installations, riding around, infiltrating command centers, etc.

Secret Missions may only be accessed by those players who show themselves to be exemplary warriors. Such campaigns will give the player the opportunity to receive valuable weaponry, power-ups, or gaming hints. Since the main point of the secret mission is to reward the player, he cannot die for the duration of the mission. He can, however, be wounded to the point where the mission must be aborted.

The Last Battle is the final campaign of the game and culminates in the destruction of the mutant stronghold and its leader, or the player. Depending on the outcome, a nice or nasty cinematic will follow.

GAME FLOWCHART



SAMPLE CAMPAIGN

CAMPAIGN 1: A biosphere platoon is trapped—Save ‘em! The remaining biospherean forces went out to seize new weapons, but got surrounded. Fly the Banshee to the rescue, wipe out surrounding enemies, escort the platoon to weapons and safety—then advance to the next Campaign. This first Campaign is divided into 6 Missions. They’re numbered (below) for best completion order, but the player is free to alter the order for variety and challenge.

(What follows is greatly simplified. Many details are left out to avoid confusion. These details would illustrate different scenarios that arise if the player chooses to go through these missions in a different order. One could picture these through extrapolation from below.)

MISSION 1: Destroy air vehicles surrounding platoon. Air enemies surround from the left. Get ‘em first—they’re tough when joined by ground support.

MISSION 2: Destroy ground vehicles surrounding platoon. Ground enemies surround from the right—easy Banshee pickin’s, when they have no air support.

MISSION 3: Airlift platoon to depot for new vehicles. With the platoon free of surrounding attackers, pick them up in the Banshee. If you try this while under attack (from deciding to skip MISSIONS 1, 2 or both)—they might be picking *you* up. Once airborne, fly the platoon to the depot for new armored vehicles.

MISSION 4: Escort platoon from depot to ammo dump. The platoon must arm their new vehicles. Empty guns don’t go bang. Neither do empty Banshees. Even after good shooting, you’ll be down to your last ammo load. Make it count, so you can blast away enemies surrounding the ammo dump. If you run out too early, you may not get to MISSION 5:

MISSION 5: Exit Stingray and go on foot into ammo HQ. The plot thickens. You *walk* deep into the ammo dump as your platoon re-arms. You now enter the platform of Walk-Thru Action. You’ll walk the hero character inside against the wild mutants themselves. Blast them away and sabotage their HQ, or they might blow the ammo and wipe out everyone. Then capture the mutant’s Attacker.

MISSION 6: Lead your troops to the new outpost (Campaign 2) by ground. You enter yet another platform: Ground Vehicle Action. You’ll drive the Attacker through treacherous post-quake terrain, dodging crevices, mines and ruins as you blast away enemy ground vehicles to pave the way for the platoon. You’re heading for your newest outpost deep in L.A.’s ruins. Then it’s onward and upward to the next Campaign.

HERO CHARACTERS

TRAVIS DEAN - "*BULL*"

Age: 34 yrs.

Birthdate: May 18, 1972

Birthplace: Eugene, OR.

Height: 6' 6"

Weight: 275 lbs.

Eyes: Green

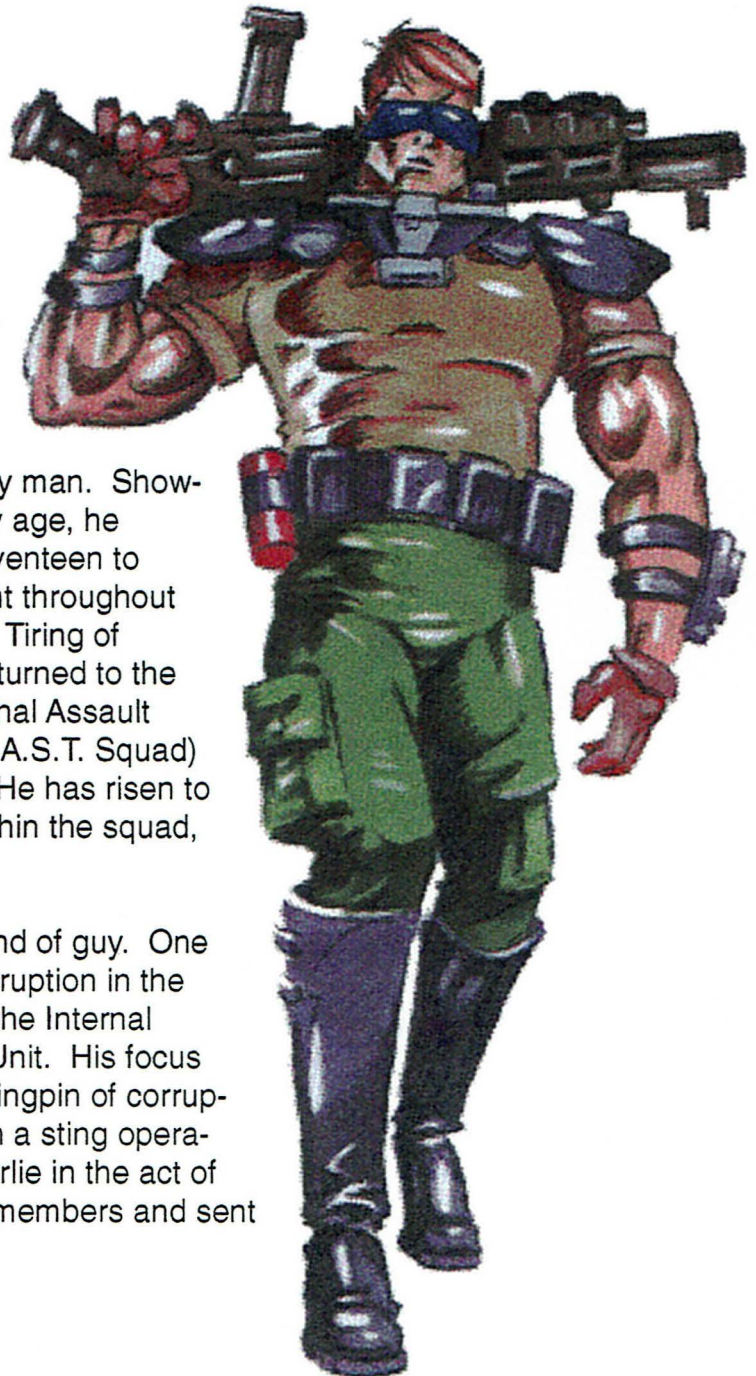
Hair: Blond

Weapon: "*Thumper*" over/under assault rifle w/ grenade launcher

Skills: Leadership, intuition, hand-to-hand combat

Bull (Travis Dean) is a career military man. Showing natural battle intuition at an early age, he joined the marines when he was seventeen to fight in the Great Oil Wars. He fought throughout the Middle East from 1992 to 1996. Tiring of fighting other people's battles, he returned to the States and was recruited for the Lethal Assault and Strategic Termination Squad (L.A.S.T. Squad) in Los Angeles' Gang Crimes Unit. He has risen to the rank of Second in Command within the squad, reporting to Pope (Gus Thompson).

Bull is very much a "by-the-book" kind of guy. One thing that he does not tolerate is corruption in the force. This has led him to head-up the Internal Affairs section of the Gang Crimes Unit. His focus before the quake was to catch the kingpin of corruption on the force, Charlie Hopper. In a sting operation, the L.A.S.T. Squad caught Charlie in the act of shaking down and murdering gang members and sent Charlie to prison for life.



MARIA PEREZ - "LOCA"

Age: 28 yrs.

Birthdate: August 25, 1978

Birthplace: Los Angeles, CA.

Height: 5' 9"

Weight: 145 lbs.

Eyes: Brown

Hair: Brown

Weapon: "Kicker" assault auto mag w/ laser sighting

Skills: Street smart, scouting and reconnaissance

Loca (Maria Perez) used to be the leader of the most powerful L.A. gang, along with her brother Tuco. As a small child she was exposed to the horrors of the streets and quickly joined a gang as a form of protection. As a gang-banger she learned the streets of L.A. and came to know them even better than the cops did. With her brother, they quickly took control of the largest, most powerful gang and ruled underground L.A.

When the L.A.S.T. Squad executed their sting on Detective Hopper, Tuco and Loca's gang headquarters was the unfortunate location. Hopper killed Tuco and was about to plug Loca when Bull and the rest of the squad rushed in. She lived to testify and helped throw Hopper in prison for life. Because she aided "the man," she lost control of her gang. Pope and Bull eventually persuaded her to join up with the L.A.S.T. Squad, and she reluctantly agreed. Loca gradually learned to work with the Squad and not against it.



GUS THOMPSON - "POPE"

Age: 38 yrs.

Birthdate: December 25, 1968

Birthplace: El Paso, TX.

Height: 6'

Weight: 205 lbs.

Eyes: Blue

Hair: Brown

Weapon: Modified AK-47 w/flamethrower

Skills: Strategic command leader, Tactical expert,
has a penchant for gadgets

Pope (Gus Thompson) is the head of the L.A.S.T. Squad, a division of the L.A. Gang Crimes Unit. A career policeman and former Detective, he started the L.A.S.T. Squad when he joined the G.C.U. He hand picked each member of the Squad for their skills and devotion to the force. Gator was the one member that was added to the Squad by the Captain - a fact that causes more than a little friction between Pope and Gator.

Pope aided Bull, before Bull joined the L.A.S.T. Squad, in uncovering corruption within the force. When Pope was an up-and-coming Detective, he saw many members of the force committing questionable acts. The worst offender was his senior partner Charlie Hopper.

Pope's tactical skills and experience make him an advisor and father figure to many on the Squad. He's been around the block and seen it all.



JAKE REEVES - "GATOR"

Age: 35 yrs.

Birthdate: March 10, 1971

Birthplace: Shreveport, LA.

Height: 6' 5"

Weight: 280 lbs.

Eyes: Blue

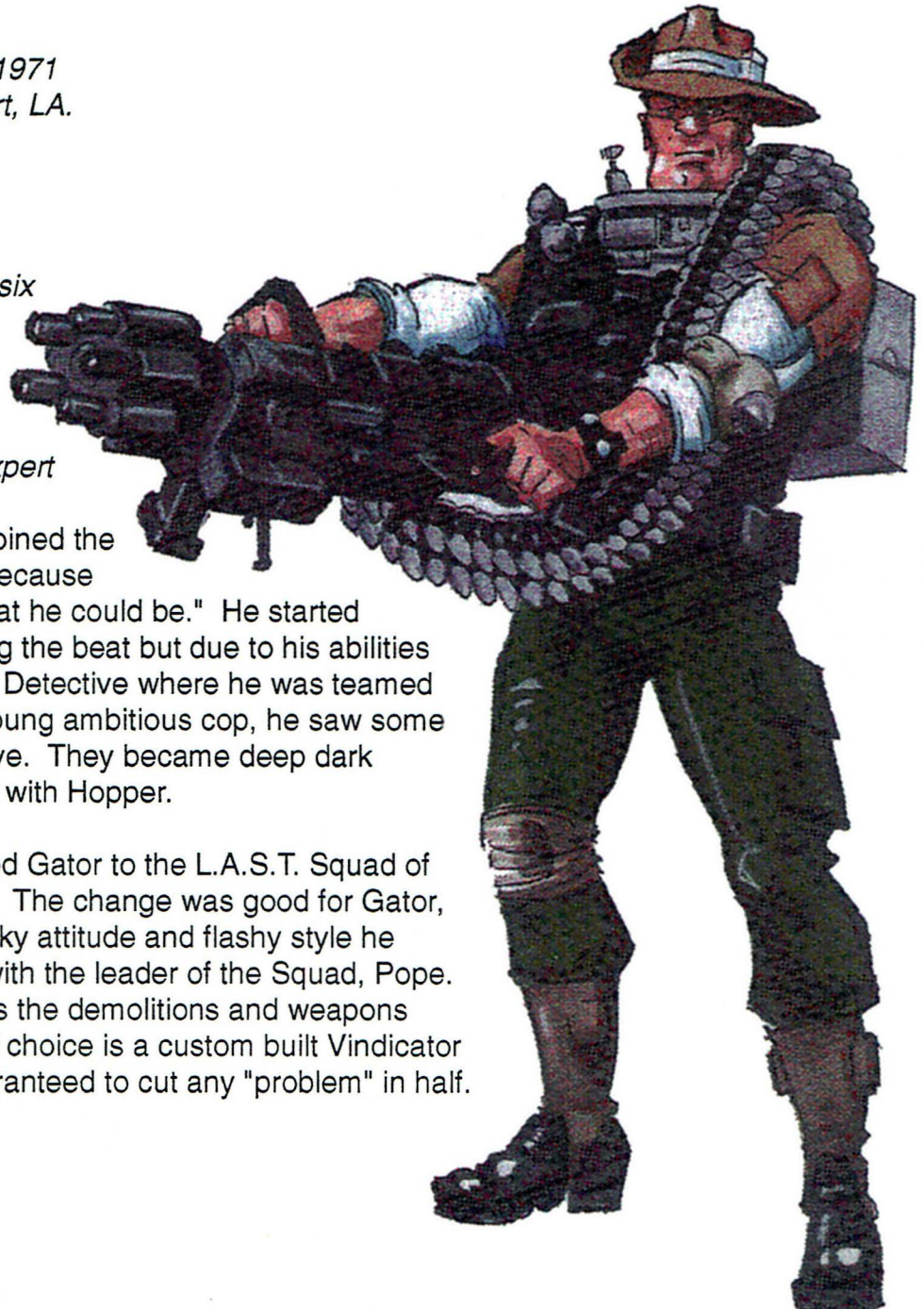
Hair: Black

Weapon: "Vindicator" six
barrel gatling gun
modified to include
grenade launcher

Skills: Demolitions
expert, weapons expert

Gator (Jake Reeves) joined the force as a youngster because he wanted to "be all that he could be." He started out as a flatfoot walking the beat but due to his abilities was soon promoted to Detective where he was teamed with Det. Hopper. A young ambitious cop, he saw some things he shouldn't have. They became deep dark secrets that he shared with Hopper.

The Captain reassigned Gator to the L.A.S.T. Squad of the Gang Crimes Unit. The change was good for Gator, but because of his cocky attitude and flashy style he often bumped heads with the leader of the Squad, Pope. Within the Squad, he is the demolitions and weapons expert. His weapon of choice is a custom built Vindicator gatling gun that is guaranteed to cut any "problem" in half.



JIMMY HOPKINS - "BEEF"

Age: 30 yrs.

Birthdate: April 1, 1976

Birthplace: Chicago, IL.

Height: 6' 4"

Weight: 210 lbs.

Eyes: Brown

Hair: None

Weapon: Modified AK- 52

Skills: Communications expert,
pinpoint sniper, ground combat

Beef (Jimmy Hopkins) is the rookie of the L.A.S.T. Squad. Previous to joining the Squad, he was the best independent communication and surveillance expert around. The problem was, not many people could tolerate his juvenile sense of humor and wise-cracking. Pope had hired him to bug Tuco and Loca's hideout which led to the arrest of Det. Hopper. That incident convinced Beef to accept Pope's offer to join the Squad as a member.

Since joining the L.A.S.T. Squad, Beef has become an expert marksman and sniper. He also handles all communications and surveillance for the Squad. He still jokes around too much for his partners' liking, but when it comes down to critical situations, Beef is deadly serious.



CHARLIE HOPPER

Age: 43 yrs.

Birthdate: November 9, 1963

Birthplace: Detroit, MI.

Height: 6' 3"

Weight: 230 lbs.

After Morph

Height: 7' 4"

Weight: 345 lbs.

Eyes: Steel Blue

Hair: White

Weapon: "Widowmaker" combat rifle

Skills: Leadership, Strategic planning,
headbutting

Charlie Hopper used to be the highest ranking detective in the LAPD. Although he started out as a good officer, the power eventually went to his head. Rather than arrest criminals, he'd shake them down for payoffs. If they didn't come through, he'd kill them in "self-defense." In what was supposed to be a simple sting operation by the L.A.S.T. Squad, Loca's brother fell victim to Hopper. She witnessed his murder and with the prodding of Bull and Pope, testified against Hopper in court. It would be the end of Hopper's police career.

Hopper was sentenced to prison for life. Then the big quake hit. It destroyed most of the chemical weapons holding tanks. The poisonous toxins were released into the sky killing those directly exposed and mutating those only partially exposed. Lucky Charlie Hopper morphed into the monstrosity that now commands a mutant following and rules the post-quake wilds of L.A.'s ruins.



DR. ALEXIA MERRITT

Age: 38 yrs.

Birthdate: June 22, 1968

Birthplace: New York City, NY.

Height: 5' 6"

Weight: 125 lbs.

Eyes: Green

Hair: Brown

Weapon: Glock 9mm pistol

Skills: Chemical Weapons Warfare, Leadership

Dr. Merritt is a brilliant scientist and an even better con-artist. Initially, she worked for the government as Director of Chemical Weapons Warfare. Seeing the opportunity to get incredibly wealthy in the private sector, she started a recycling company that disposed of toxic waste "in a safe manner." In reality, she buried the pollutants deep underground.

Knowing full well that, with all the poisons buried in the earth, judgement day would eventually arrive, Dr. Merritt funded the development of self-sufficient biospheres that people could inhabit in the event of a natural disaster or chemical "accident." Within the dome she stored decades of supplies for post-apocalyptic survival. Judgement day did come, and now biosphere survivors guard the sphere with all the ammo and firepower of a mid-sized army. Outsiders are not welcome, but temporary deals are possible.



SUPPORTING CAST

MERCENARIES: Their existence is unknown at first. These are pockets of soldiers that have managed to survive in the poisonous ruins. Contacting them will be goals in some of the missions. Some characters will simply convey important info while others will be directly involved in the action.



MUTANT ENEMIES: These were the deadly criminals caged in solitary at California's worst prison. Because their cells were deep underground, they were inadvertently shielded from the quake and poison up above. But the toxins gradually seeped into their cells and mutated the criminals. They genetically adapted and began to thrive off of them. Now they rule as the "fit-test" to survive in a polluted world.



AIR ENEMIES

Heavy Assault Chopper (HAC)

Role *Air Superiority/Armored Assault Suppression*
Crew 2
Length 13.6 m
Weight 7500 kg
Top Speed 350 kph
Turn Rate 12 dps
Weaponry

57 mm missile bank
RoF 1 rps
Dmg 15 sp
Heavy Autocannon
RoF 5 rps
Dmg 3 sp

Armor

Front 75 sp
Rear 50 sp
Side 30 sp



These used to be L.A.'s finest copper choppers before the quake— now they serve the masses' vile purposes. Typically, HAC pilots enjoy picking apart their prey on approach with their 57 mm rapid-fire rockets, pulling a 180, and then toying with their wounded victims at close range with their autocannon.

FIELD NOTES: When in a ground vehicle, a HAC can rip you to shreds in a very short period of time; scramble for cover when you see one— it'll leave eventually. If you're in an air vehicle, do your best to avoid the 57 mm missiles and then pound it in the back with heavy weapons— the HAC has weak rear armor.

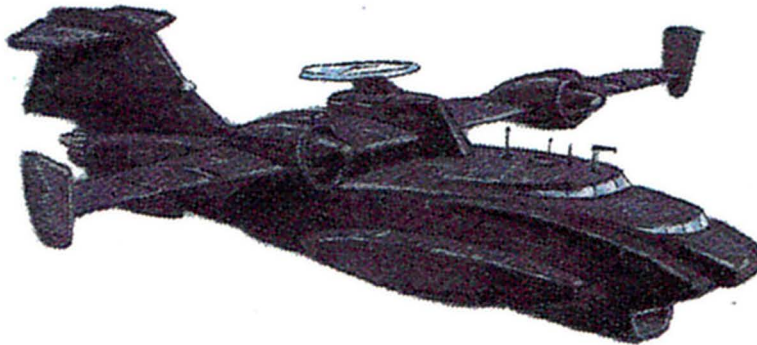
Aerial Radar System and Weapons Platform (ARSWP)

Role *Mobile Headquarters*
Crew 7
Length 24.6 m
Weight 14000 kg
Top Speed 161 kph
Turn Rate 2 dps
Weaponry

Two Bloodhound batteries
RoF .20 rps
Dmg 25 sp

Armor

Front 150 sp
Rear 100 sp
Side 125 sp



Quadruple the size of your conventional airship, add a long-range passive radar system, and slap on two BLDHND "Bloodhound" missile batteries and what have you got? The ARSWP, affectionately (and sometimes not-so-affectionately) nicknamed the "Arse-Whip." While your busy trying to knock out the twin Bloodhound banks, this lord of the skies is broadcasting your location to all available units. In moments, you'll be wishing you'd picked on someone your own size.

FIELD NOTES: Perhaps the best way to deal with such an adversary is to "hit-and-run." Chances are you'll be spending a lot more time running than hitting, however. On the positive side, if you do swat this fly, you'll really foul up all the remaining enemies' ability to track you down from a distance.

GROUND VEHICLE ENEMIES

Fast Attack Vehicle (FAV)



Role	<i>Ground Interceptor</i>
Crew	1
Length	4 m
Weight	1200 kg
Top Speed	160 kph
Turn Rate	15 dps
Weaponry	
Dual autocannon turret	
RoF	5 rps
Dmg	2 sp
Armor	
Front	20 sp
Rear	10 sp
Side	10 sp

Equipped with a very thin layer of durasteel armor, these all-terrain vehicles rely mainly on their speed, dexterity, and small dimensions to survive. The turret-mounted autocannon, which sits atop the heavy rollcage, passively targets any personnel or vehicle it recognizes as foreign. Although underpowered, it is very accurate and allows the driver to concentrate on the vehicle's primary strength— maneuverability.

FIELD NOTES: Generally, FAVs travel in small packs. When an enemy is spotted, they quickly “bum-rush” their target and, in all the confusion, use their auto-targetting systems to discriminate friend from foe. In this manner, a group of FAVs can tear apart a victim like so many piranha.

Armored All-Terrain Assault Car/Reconnaissance (Attacker)

Role	<i>High-speed Anti-Tank / Reconnaissance Vehicle</i>
Crew	2
Length	5.8 m
Weight	2300 kg
Top Speed	105 kph
Turn Rate	12 dps
Weaponry	
APART launcher	
RoF	.10 rps
Dmg	25 sp
Armor	
Front	40 sp
Rear	20 sp
Side	20 sp



These multi-purpose vehicles are covered in a protective coat of plasteel armor and come standard with a manually-operated APART missile launcher. Fast for its size, these jeeps prefer to hang back since they have negligible offensive capabilities at close quarters.

FIELD NOTES: Attackers are often seen traveling with the smaller, less powerful FAV field buggies. This teamwork creates a synergy that has been much heralded in local officers' clubs. While the FAVs distract or eliminate soft, agile targets at close range, the Attackers position themselves at a distance and stop just long enough for the gunner to lock, load, and launch at hard targets. While stationary, the Attacker is a sitting duck— miss your chance, though, and it's already buzzing to a new position from which to attack again.

Mechanized Assault and Infantry Delivery (MAID-11A)



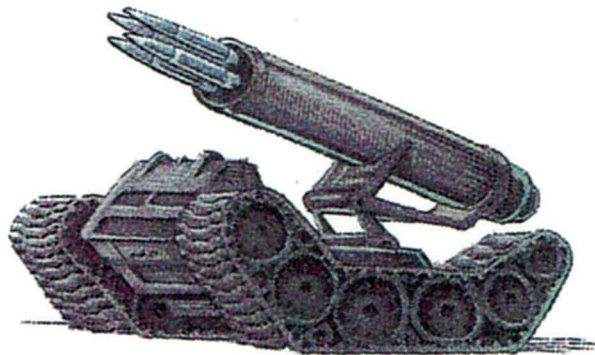
Role	<i>Troop and Hardware Deployment</i>
Crew	3
Length	13 m
Weight	5000 kg
Top Speed	85 kph
Turn Rate	10 dps
Weaponry	
TOW launcher	
RoF	.33 rps
Dmg	10 sp
Heavy autocannon turret	
RoF	2 rps
Dmg	3 sp
Armor	
Front	70 sp
Rear	40 sp
Side	40 sp

The MAID-11A is to ground warfare what paratroopers are to airborne assault. The thick, lightweight shell of plasteel armor which encapsulates the vehicle allows it to smash through enemy defenses while a heavy autocannon clears a corridor through hapless infantrymen. When presented with a heavily armored target, the 11A will train its TOW rockets on it and fire away. But that's not the worst of it...

FIELD NOTES: Once the MAID has punched behind enemy lines, it really cleans up. As the autocannon howls away and the TOW lays down bass, more enemy units spew from the rear hatch and into the fray. These units include, FAVs, infantrymen, and rangers. As soon as the units are deployed, the 11A will peel out in order to pick up more reinforcements and make our life a living hell.

Mobile Air Interception Missile system (MAIM-Mk III)

Role	<i>Surface to Air Missile System</i>
Crew	2
Length	12.5 m
Weight	25200 kg
Top Speed	64 kph
Turn Rate	10 dps
Weaponry	
Bloodhound Launcher	
RoF	.1 rps
Dmg	25 sp
Armor	
Front	40 sp
Rear	40 sp
Side	40 sp



Although the MAIM is completely at the mercy of ground-attack vehicles, it generally doesn't concern the crew of this slow-moving beast. With its battery of Bloodhound missiles, it provides excellent air cover for the support vehicles which protect it. This symbiotic relationship is strictly maintained for good reason.

Airships have a completely different take on this vehicle— it's kill or be killed. The Bloodhound heat-seekers never seem to give up and can turn on a dime. What's the best way to survive an air encounter with a Mk III? Either go whole hog against it or turn tail; halfway just won't cut the mustard.

FIELD NOTES: Attack the MAIM from the ground whenever possible.

FIXED FORTIFICATIONS

Anti-Aircraft Artillery (AAA)



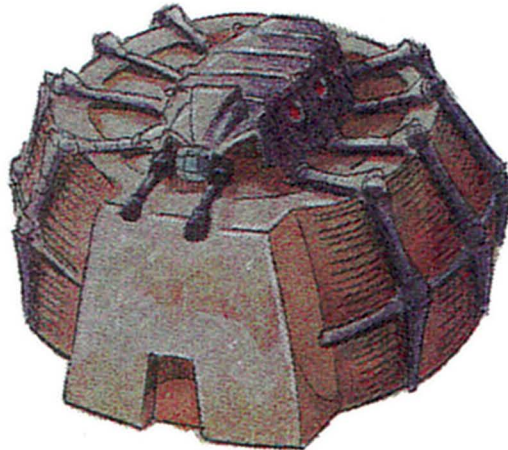
Role	<i>Fixed-Point Air Defense</i>
Crew	2
Length	2 m
Weight	n/a
Top Speed	n/a
Turn Rate	n/a
Weaponry	
Gatling Railgun	
RoF	2 rps
Dmg	5 sp
Armor	
Overall	50 sp

Much like its brethren, the AAA sites that dot the city of L.A. have no inherent defenses of their own and therefore are protected by ground support or are located deep within enemy territory.

FIELD NOTES: The trigger-happy mutts that man these vicious cannons cut long swathes through the air with the hope of racking more confirmed kills than any of their cronies.

Pillbox Light Autocannon

Role	<i>Fixed-Point Ground Defense</i>
Crew	1
Length	2 m
Weight	n/a
Top Speed	n/a
Turn Rate	n/a
Weaponry	
Light autocannon	
RoF	5 rps
Dmg	2 sp
Armor	
Overall	30 sp

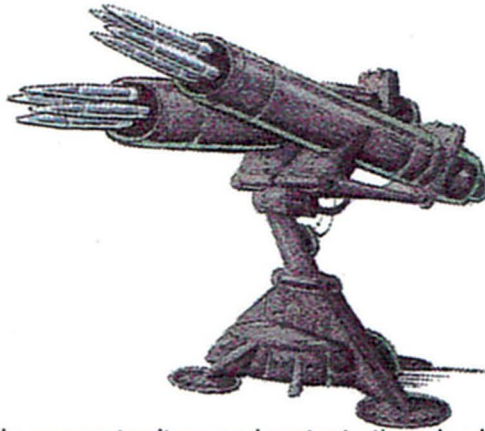


Known as "hornets' nests" to infantrymen, these heavily fortified bunkers are equipped with machine guns that strafe anything that gets too close. Unlike the pill boxes of earlier times, these are powered by hydraulics and can turn to face any direction. Indeed, pill boxes are known for knocking out entire combat squads in the space of just a few seconds. Footmen beware!

FIELD NOTES: Pill boxes are known to be easy prey when attacked from the air.

Surface-to-Air Missile System (SAMS)

Role	<i>Fixed-Point Aerial Interception</i>
Crew	<i>1</i>
Length	<i>3 m</i>
Weight	<i>n/a</i>
Top Speed	<i>n/a</i>
Turn Rate	<i>n/a</i>
Weaponry	
Bloodhound battery	
RoF	<i>.30 rps</i>
Dmg	<i>20 sp</i>
Armor	
Overall	<i>70 sp</i>



Generally, SAM installations are located deep within enemy territory and protect otherwise indefensible factories, labs, and depots from air attacks. They are equipped with a single bloodhound missile turret and therefore are easy prey for ground vehicles.

FIELD NOTES: To a trained pilot, a single bloodhound missile is fairly simple to avoid. Therefore, SAM sites often appear several at a time, or as part of a larger AAA array (a combination of flak and AA batteries). The latter defense network poses a difficult problem for even the top aces: how to avoid flack while still evading heat-seeking bloodhounds and explosive AAA shells.

GROUND HAZARDS & OBSTACLES

CREVICES swallow. Your Attacker looks uniquely appetizing. Avoid crevices. They can open up during the most inconvenient occasions.

PITFALLS are camouflaged traps to fall into. Thankfully, the camouflage for pitfalls isn't very good. Higher levels may contain increasing subtleties in camouflage. But quick reactions and intelligence will payoff and reward that greedy little need for ego-boosting bonuses.

BUILDING RUINS crumble during aftershocks—not a good place to park. A buried Humvee doesn't go far. Neither does a buried driver. Ruins can be a handy refuge away from enemies. They can also kill you during aftershocks. The Attacker can plow through ruins at high speed. Attempting this at slow speeds might also result in burial. Strategies for dealing with ruins involve choices of: Wasting precious weapons to destroy vs. saving weapons and risking burial by plowing through; risking plow-throughs to avoid other hazards (sudden crevices) or enemies...

MINE FIELDS are tricky. There *are* clues in this game: “Why are there so many craters arou”—KaBOOM! If you see craters, you see trouble. One way to avoid trouble is to go elsewhere. Another way is to fire off rounds and set off the mines. Another is to drive like wildfire to outpace their explosions. Good luck.

OIL SLICKS will mess up your steering. “Oops, I meant to go *around* that tank.”

TAR PATCHES are deadly when you're in battle. They will cut your speed in half and make you an easy target. They're no fun during rush hour either.