

FireStorm

CLASSIFIED

PRISONER: 849

29270F

EYES ONLY

**Property of:
Terran Unified Military Services**

RECEIVING TRANSMISSION FROM UMS COMMAND...

CRIMINAL RECORD: PRISONER 849

General Information: (HIGHLY CLASSIFIED – REMOVED BY UMS COMMAND)

Record: (INFORMATION CONFIRMED BY UMS COMMAND) Prisoner 849 has been aboard the Vortex Rikers class transport ship en route to the prison moon. Vortex Rikers was reported missing and presumed destroyed by this highly dangerous individual. Intelligence from the Bodega Bay claim that the prisoner has been operating alone on a nearby class N planet striking against vessels in the area. Other vessels presumed missing in this area are: ISV-Kran research ship, UMS-Chantilly rescue/scout, UMS-Prometheus military science vessel.

Objective: Prisoner 849 has recently been captured by the UMS-Bodega Bay, shortly after this communication with the Bodega bay has halted. The UMS-Exxon Valdez military cruiser will be assigned to finding out what happened to the UMS-Bodega Bay and the other missing vessels. Be warned this individual is HIGHLY dangerous, use excessive force when necessary!

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INSTALLATION/STARTUP

CONTINUATION

They don't forget so easily...

They thought they could betray you and hunt you. But you, their prey turned against them, and eliminated apparently the last thing standing between you and your freedom.

Unfortunately it's never that easy. They don't forget so easily, and they're back and very pissed.

They won't stop until you're dead, for you are the most dangerous threat to them.

There is no reasoning with them anymore, the only chance of escaping them again is by becoming the hunter rather than the hunted.

This is your only hope of escaping them and staying alive...

NEW WEAPONS

Other than the standard Unreal inventory we all know so well, a few weapons will return from the last continuation of Unreal: Return to Na Pali



Combat Assault Rifle

This rapid-fire automatic weapon is similar in function to the minigun, but the Combat Assault Rifle boasts greater accuracy and larger rounds than its formidable cousin. The secondary fire emits a cluster of five rounds that explode on impact. This all-purpose weapon is effective at short, medium and long ranges.

Grenade Launcher

This cumbersome but potent weapon lobs large explosive shells that go off a few seconds after being discharged.



The secondary fire ejects a special grenade that detonates when the secondary fire button is hit a second time, or when triggered by another explosion or impact.

Rocket Launcher



The Rocket Launcher is a medium- to long-range destructive device that fires a high-power incendiary missile. The missile explodes on impact and releases a sizeable shockwave.

The secondary fire utilizes a responsive missile equipped with a remote guidance system that follows directions indicated by the launcher. For example, move the weapon to the left after deploying the secondary fire, and the missile will veer left. This remote control feature remains active until the missile explodes.

Firestorm also includes some new additions to the inventory to make your experience a bit more pleasant.

Firewind



The Firewind is a short range destructive weapon that fires extremely volatile liquid tarydium gas that emits on contact with oxygen, this gas is capable of incinerating almost anything it comes in contact with. Igniting the object in flames and causing massive third degree burnings. The weapon does not have an alt fire, although it can be upgraded with an extremely rare and dangerous experimental device.

NEW ENEMIES

Other than the standard Unreal creatures we all know so well, a few creatures will return from the last continuation of Unreal: Return to Na Pali



Spinners

Over the millennia of their existence, these large territorial arachnids have evolved their web spinning glands into dangerous projectile weapons.

They fire slow-moving but deadly orbs of poisonous plasma that deliver substantial damage. Their close-range fang attack should also be avoided.



Pack Hunters

Small but blindingly fast, Pack Hunters are reptilian predators equipped with rows of armor-shredding teeth and insatiable appetites.

While one or two shots from most weapons will destroy a single hunter, they compensate for their lack of armor by outnumbering and overwhelming their prey.

Masters of efficient killing, a swarm of five to seven hunters can de-flesh a creature the size of a brute in a matter of seconds. Since they possess no long-range attacks, and their close-range attacks are so lethal, Pack Hunters are best handled from a distance.

Terran Marine

The Terran Marine is the pride of the Terran Unified Military Services. These elite combat soldiers are heavily armored and carry the latest Terran weapons, including the CAR, Grenade Launcher, and Rocket Launcher.

They often use short range matter transmitters to teleport into the battle from dropships above the combat zone.

Marines rarely operate alone, they always come in squads of 5 a 10 marines that communicate and stay in touch with each other via medium range radio transmitters built in their suits.

Attacking large squads of them should be planned and executed carefully, even when a marine is alone, there are always others nearby that will receive a signal and immediately hunt you, This is less likely to happen on the planet then their own territory because of the Tarydium radiation that interferes with their transmitters.

Marines are the toughest opponents you'll face – they are smart, fast and deadly.



Firestorm also includes some new additional creatures to make your experience a bit more difficult.



Snakes

Small and hard to spot in their natural environment, these silent killers strike when it's usually already too late for its victim to respond, easily making up for their lack of armor, numbers and long-range attacks.

Be very careful when venturing into their territory and deal quickly with these critters from a distance.

Reapers

Close relative of the devilfish, Many generations ago these creatures have evolved out of the water onto the land, now deadly and extremely aggressive predators that hunt using their highly evolved primal senses rather than their un-evolved eyes. They hunt very fast and can maneuver very flexible despite their size and weight. Reapers encounters are very rare. Their territory has never been explored because nobody ever survived an encounter with these fierce large predators.



Dragons

Dragons are probably the most dangerous creature that you will wander into. They posses unbelievably powerful abilities, including the ability to fly with the aid of wings and to spit projectile flames to its victim, From close range they posses bone crushing jaws that can devour almost any prey at once. Their ability to fly makes them extremely maneuverable in almost every situation. The best way of eliminating these critters in their own territory is to keep cover behind obstacles to avoid their projectile attack until you have the chance to take them down from behind.



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Little is known about these creatures. Only rumors by elder nali that speak of Ancient Nali that discovered the secret of near immortality and have been driven to complete insanity by it. Wielding powers that the Nali cannot comprehend, these creatures could be of a great threat if encountered. It is unknown where these creatures can be found since the last of them hasn't been seen for several millennia.



EXTRA FEATURES

Firestorm includes some additional Deathmatch maps and modes for you to utilize the new weapons against your friends!

CREDITS

Turboman
Asgard
Zora