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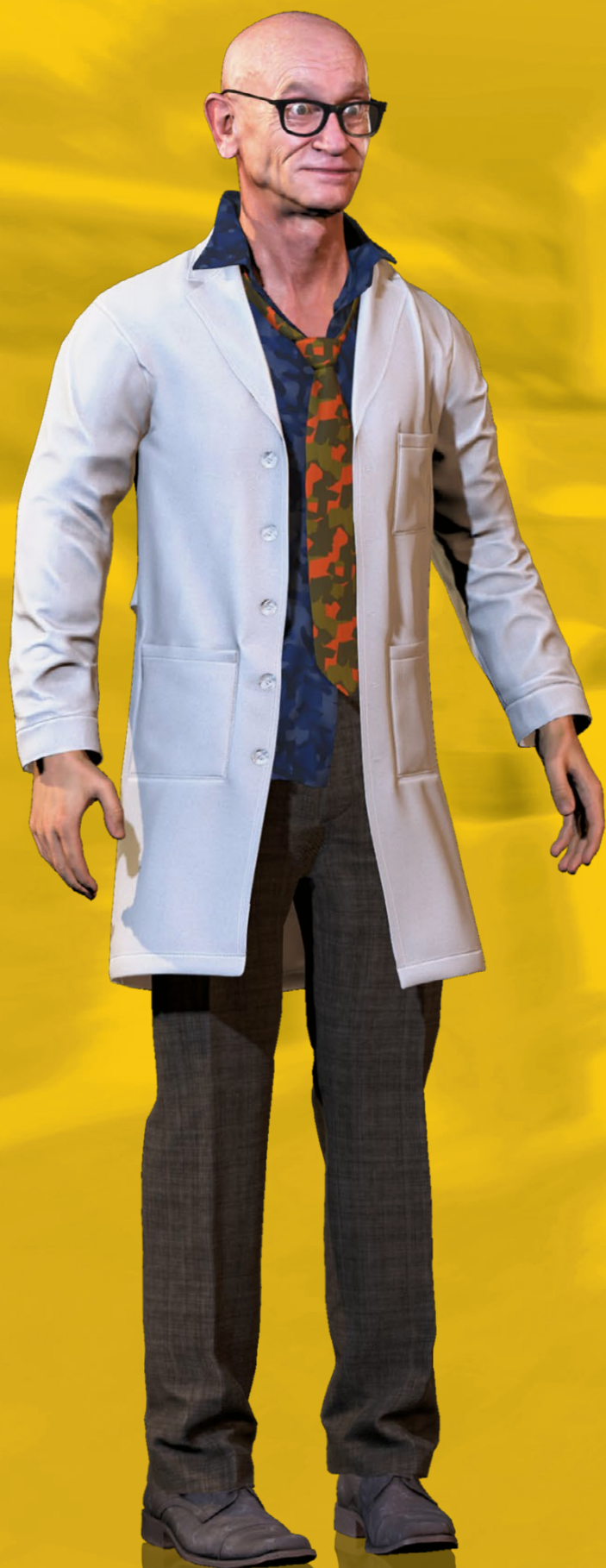


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NETRICSA: PRINT EDITION

“Scientia potentia est,” a distant ancestor of mine once observed, or (to put it less elegantly): knowledge is power. Indeed, our capacity for knowledge is perhaps our sole advantage as a species. After all, have you tried outracing a cheetah, or wrestling a bear? I have, in the distant days of my youth, and trust me when I say that humans, even under the influence of powerful performance-enhancing drugs, are no match for the champions of the animal kingdom.

But can a bear learn French? Can a cheetah compile a bibliography? No! The domain of knowledge belongs to humans alone. Even among the alien species we have encountered, none save the long-extinct inhabitants of Sirius show such a profound dedication to the accumulation and preservation of knowledge as we humans. Science is in our very nature!

The war against the cosmic entity known as Mental has underlined the importance of our quest for knowledge. The very reason our troops have picked this colorful sobriquet for Tah-Um is that his (or, more appropriately, its) desire to destroy all technologically advanced civilizations is so profoundly irrational to us. Mental’s war is a war on knowledge itself.

Our need for knowledge has led us to expand our capabilities with the remarkable NETRICSA implant, which I helped develop. It allows our team of scientists, technicians, and dedicated NETRICSA editors to supply our soldiers with up-to-date information about weapons, enemies, and their current objectives. NETRICSA’s built-in artificial intelligence can even analyze new information on the fly and update itself without being connected to the EDF network!

This book is a compilation of NETRICSA datasets, produced to meet both archival and aesthetic ends. It is a unique expression of humanity’s desire for knowledge, and you should appreciate it, or I will be severely disappointed in you.

Professor Gottlieb Kiesel







ENEMIES

Beheadeds

The Beheadeds are executed Sirian soldiers who have been raised from the dead by the enemy's Cybernetic Zombification technology. Their heads have been removed and their decapitated bodies are controlled by a Life Control Unit (LCU), an electronic device that completely regulates all bodily functions and incorporates rudimentary sensor modules as well as a voice synthesizer.

BEHEADED KAMIKAZE

The Beheaded Kamikaze is almost exclusively employed for suicidal attacks, utilizing two fragmentation bombs which are activated once they are within range of a suitable target. As such, caution is advised when dealing with these creatures, as they explode violently upon death.

BEHEADED ROCKETEER

Rocketeers employ outdated, low-power hand-held magic missile launchers from the last days of the Sirian Resistance. These weapons suffer from low efficiency and damage, for which they make up by possessing built-in techno-magical ammunition replenishers (TMAR).

BEHEADED FIRECRACKER

In a symbolic gesture surely intended to disturb, the Firecracker carries his own head in one hand. The head acts as a source of audiovisual input, but also functions as a weapon, firing five magic missiles in quick succession. Sadly, the Beheaded Firecracker is immune to its own projectiles.

BEHEADED BOMBER

As with many other Sirian soldiers resurrected and controlled by Mental, the Beheaded Bomber symbolically carries his own head, which functions as an additional source of audiovisual input. He also carries a large supply of miniaturized bombs, which suddenly expand upon contact with Earth's atmosphere. The mechanism for this is not fully understood, but it is thought that an unidentified alien element reacts with nitrogen to form a highly unstable explosive compound.



BEHEADED ROCKETEER



BEHEADED BOMBER





BEHEADED KAMIKAZE

Octanians

These crusaders of the Cult of the Eightfold Manifestation, originating from the Sigma Octantis system, have come to Earth to pursue their holy goal of eradicating all knowledge.

COMMANDERS

Unlike many other forces in Mental's Horde, the Octanians follow a strict line of command. Octanian Commanders are elite soldiers recruited exclusively from the ranks of the secretive Order of Octus Dei. They carry a powerful deflective energy shield.

SNIPERS

Cybernetically connected to their rifles via the parasitic polyps that their species is infected with, Octanian Snipers generally seek elevated positions with a good overview of the surrounding terrain from which to track and eliminate their targets. The Octanian Sniper's high-velocity projectile can do significant amounts of damage.

GAMMA TROOPERS

Octanian Gamma Troopers form the main bulk of the Octanian war machine. As the name suggests, they are armed with gamma-ray laser weapons, with which they are linked via their species' cybernetic parasites. Their weapons are of particular religious significance to them, as they symbolize the cleansing fire with which Mental will purify the universe.

GRENADIERS

Grenadiers indiscriminately hurl grenades at their human targets. Your NETRICA implant will display a proximity alert in your field of vision. It is recommended you immediately step away from the explosive. You will be safe when the indicator turns gray.



OCTANIAN COMMANDER



OCTANIAN SNIPER



OCTANIAN GAMMA TROOPER



OCTANIAN GRENADIER











Octanian Zealot

Octanian Zealots have been bred for iconoclasm. Trained from youth to wield a mighty hammer blessed by the Octifex Maximus himself, they are absolutely devoted to smashing all that offends Mental.

When not smashing things, they self-flagellate to punish themselves for not having smashed enough things.

Sidestep them to avoid their hammer blows, then attack their ritualistically exposed back.



Processed Anthropolyp

Processed Anthropolyps, commonly known simply as the Processed, are human beings abducted by harvester drones, taken to Octanian Harvester Leviathans (colloquially known as “motherships”) and converted into alien fighting machines.

The human brain is largely removed during this process and replaced by a colony of polyps that control the body. Metallic spokes are attached to both arms, amplifying the creature’s close-combat abilities.

Despite their humanoid appearance, it should be kept in mind that the process of conversion is irreversible.

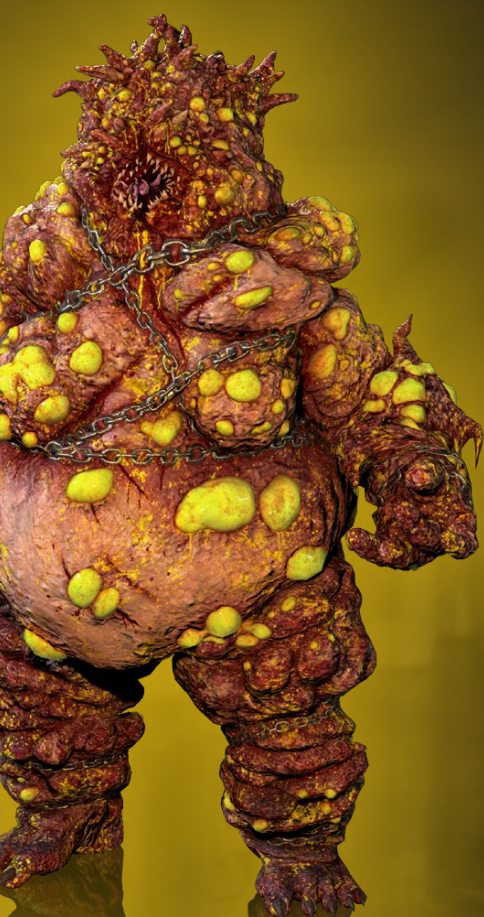








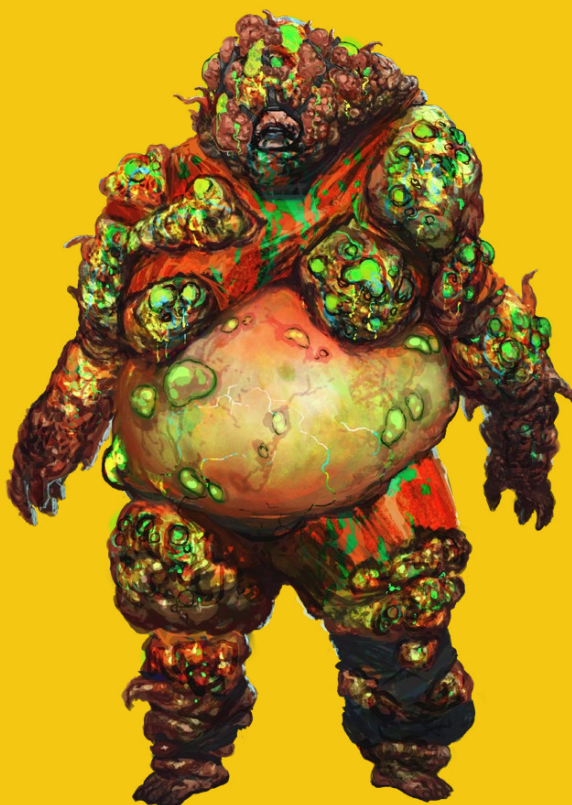




Emetic Anthropolyp

It is unclear whether these hideously bloated and malformed creatures are the result of intentional design or merely the accidental byproduct of unsuccessful Anthropolyp conversions.

In any case, they are dangerous and highly unstable, attacking by projecting toxic bile and exploding into a cloud of noxious gas when killed. EDF troops colloquially refer to them as “Belchers.”



Gnaar Female

A medium-sized bipedal vertebrate originating on the planet Sirius. Gnaar are not terribly intelligent, but Mental has found a way to train them to attack enemy forces on sight, which they will do with single-minded determination.

The female of the species can be distinguished from the male by their larger size and green hide.

As Gnaar are not equipped with weaponry, relying instead on the sheer physical force of their strong, clawed hands to kill their opponents, they can be dispatched with ease through the use of firearms. Another efficient way to defeat a Gnaar is by removing its single eye, which will instantly kill the creature. Gnaar are carrion eaters and will devour anything from garbage to rotting corpses; as such a distinctive, nauseating smell usually emanates from their large mouths.

There is anecdotal evidence that some Gnaar may have the ability to render themselves invisible, and also occasional claims of a levitating subspecies, but these remain unconfirmed.





Gnaar Male

The male of the species can be distinguished from the female by their smaller size and distinctive purple hide.

As Gnaar are not equipped with weaponry, relying instead on the sheer physical force of their strong, clawed hands to kill their opponents, they can be dispatched with ease through the use of firearms. Another efficient way to defeat a Gnaar is by removing its single eye, which will instantly kill the creature. Gnaar are carrion eaters and will devour anything from garbage to rotting corpses; as such a distinctive, nauseating smell usually emanates from their large mouths.

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Scrapjack

Scrapjacks are body horror raised to industrial paradigm: low-grade, crudely stitched-together abominations assembled from the body parts of killed soldiers.

With dismemberment at an all-time high, they are cheap to produce and easily replaced. This particular variant is equipped with two rocket launchers, which make it a potentially dangerous opponent despite its crass appearance and disjointed construction.











Sirian Werebull

The Sirian Werebull is a hybrid created by crossbreeding Sirian DNA with an unknown species of cattle, possibly as a genetically-encoded insult or a horrifying cosmic joke.

Unsurprisingly, this massive creature behaves much like a regular terrestrial bull. Its horns are its only defense, but this does not mean that the werebull is an easy opponent. The horns are razor-sharp and the animal can build up considerable speed during its characteristic attack charges.

















Aludran Reptiloid

These large, hexapodal reptilians are the last surviving descendants of a once-great civilization that arose in the Aludran system of the Canis Major constellation.

Faced with the imminent expansion and death of their sun, the Aludran ruling class forsook scientific rationalism and embraced the heliolatrous beliefs of their forefathers. When Mental discovered their planet, only a decadent, inbred sect remained, living in squalor and worshipping the red supergiant scorching their world. They gladly joined his Horde in exchange for spell-casting abilities.

Their scales provide Aludran Reptiloids with a moderate amount of protection in combat situations. Their main mode of attack is casting self-propelled fireballs with basic homing abilities, but they will not hesitate to engage in close combat if cornered.





Adult Arachnoid

A powerful holy warrior from a theocratic alien civilization that worships Mental as a Messiah. The Arachnoid religious leadership values brute strength and mindless devotion above all else, creating a violent society of relentless conflict and constant power struggles.

Adult Arachnoids possess a fully-developed scarlet exoskeleton which is further augmented by additional armor. They carry advanced chainguns with techno-magical ammunition replenishers. Driven by their fanatical belief in their sacred task, they can enter a berserker-like rage, shooting indiscriminately regardless of who or what is in their line of fire.

Arachnoids are not limited to long-distance attacks.
Watch out for the stinger!
The chaingun is too fast and too accurate to be dodged; find cover!













Hatchling Arachnoid

A young holy warrior from a race of sentient extraterrestrial arthropods.

Arachnoid society is matriarchal and theocratic, with Mental worshipped as a Messiah-like figure who will supposedly lead Arachnoids to salvation. It is theorized that Mental intervened extensively in Arachnoid history, producing groups such as the Hierophants of the Holy Hand and the Catechetic Cult of the Claw to serve his sinister purposes.

Hatchling Arachnoids are a late addition to Mental's forces, as the ongoing war with Earth has depleted the ranks, increasingly forcing him to rely on younger specimens. Besides the extreme difference in size to the adult Arachnoid, they can also be distinguished by the lighter color of their exoskeleton and their thin, underdeveloped necks, which are also one of their vulnerable points. Their chainguns are extremely accurate and equipped with a techno-magical ammunition replenisher.













Draconian Pyromaniac

The last remnants of a sentient species that evolved in the triple star system Psi1 Draconis.

They are fanatical fire-worshippers, acolytes of a once-minor cult that may have been inspired by the coming and going of the suns in the sky caused by their planet's eccentric orbit. They believe in nothing, not even Mental; their only goal is to see the universe burn. Their motto is "it must end in fire."

Their only weapon, unsurprisingly, is the flamethrower.

The napalm tanks on the Draconian Pyromaniac's back are only lightly armored and can be ruptured.





Khnum

The Khnum were one of multiple sentient species that evolved on a planet in the Arietis Lambda system. Powerful and aggressive, the Khnum crushed the other species into submission, eventually even declaring themselves gods and demanding to be worshipped.

When they encountered Mental, they recognized his superior military might and willingly joined his Horde, where they occupy positions of great prestige.

Khnum are extraordinarily strong. Their skin is remarkably thick and their tissue has regenerative capacities that are unmatched in the known universe. They may not truly be gods, but they are formidable opponents and should not be underestimated.

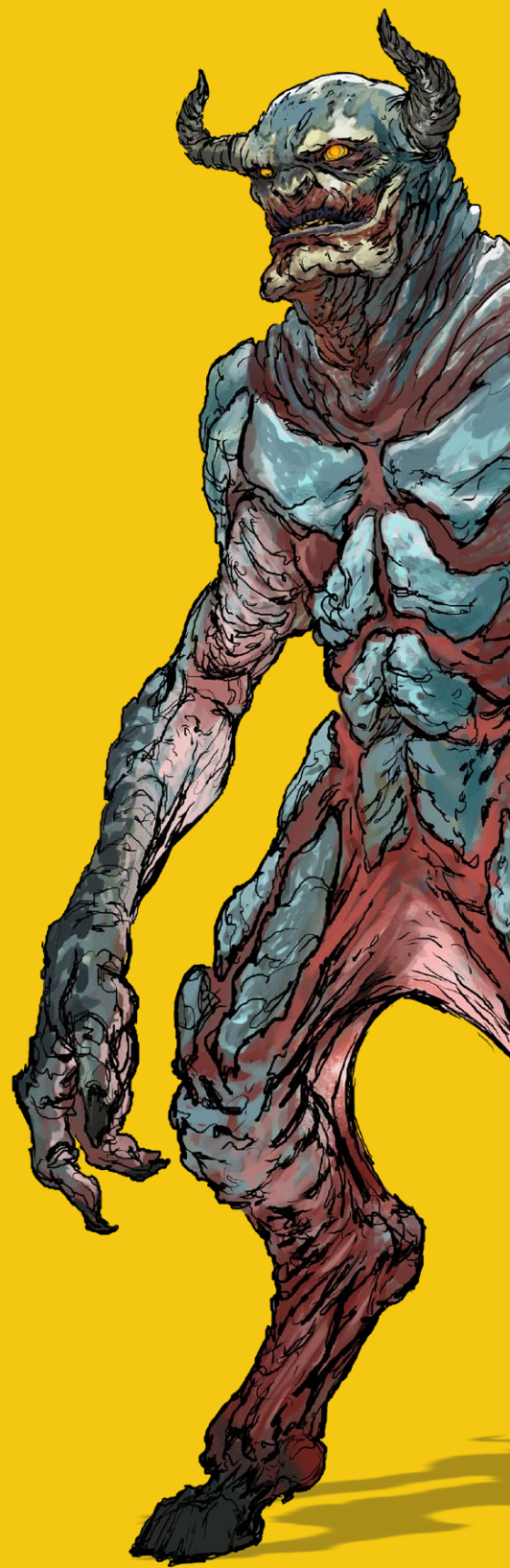
Dr. Hermann Stein's research suggests that the appearance of these beings may have influenced the depiction of the Egyptian god Khnum, whose head is similarly ram-like, but this hypothesis remains unsubstantiated.













Minor Bio-mechanoid

A biological mechanism grown in Mental's bio-tanks. Its DNA has been genetically engineered to enable it to grow mechanical parts, such as the large battery contained in its skull.

This device serves as a powerful energy source for the Bio-mechanoid's weaponry, but limits its tactical processing capacity to basic search-and-destroy operations. The two pulse lasers that constitute the creature's primary armaments are separately manufactured and implanted in custom-grown weapon slots in the creature's flanks, which connect the lasers to the central nervous system and the Bio-mechanoid's internal power supply.

Research conducted at Gnosis Alpha Orbital University (Delany, Nakamura, Orkanti, et al.) suggests the Bio-mechanoid incorporates DNA from a species of Marsh Hopper found on Rigil Kentaurus.





Major Bio-mechanoid

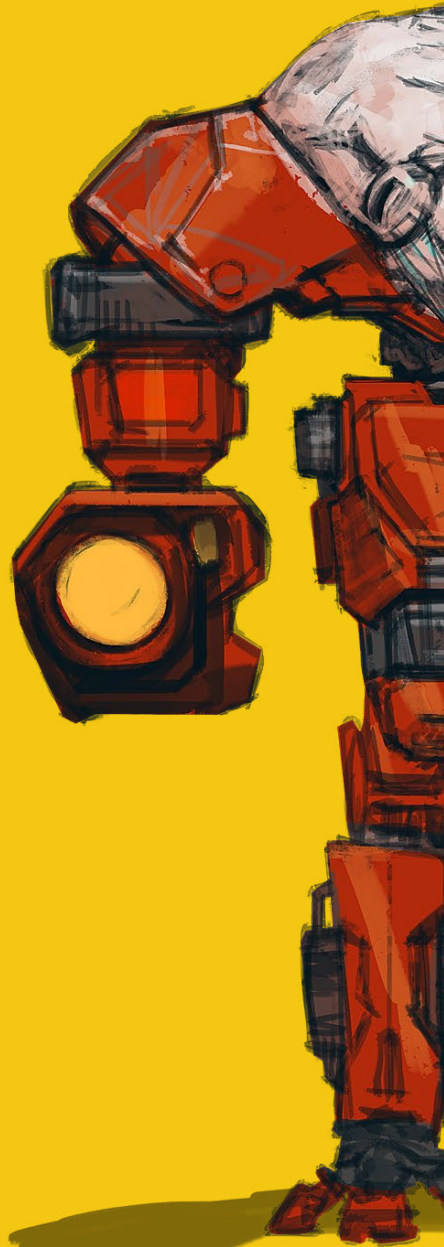
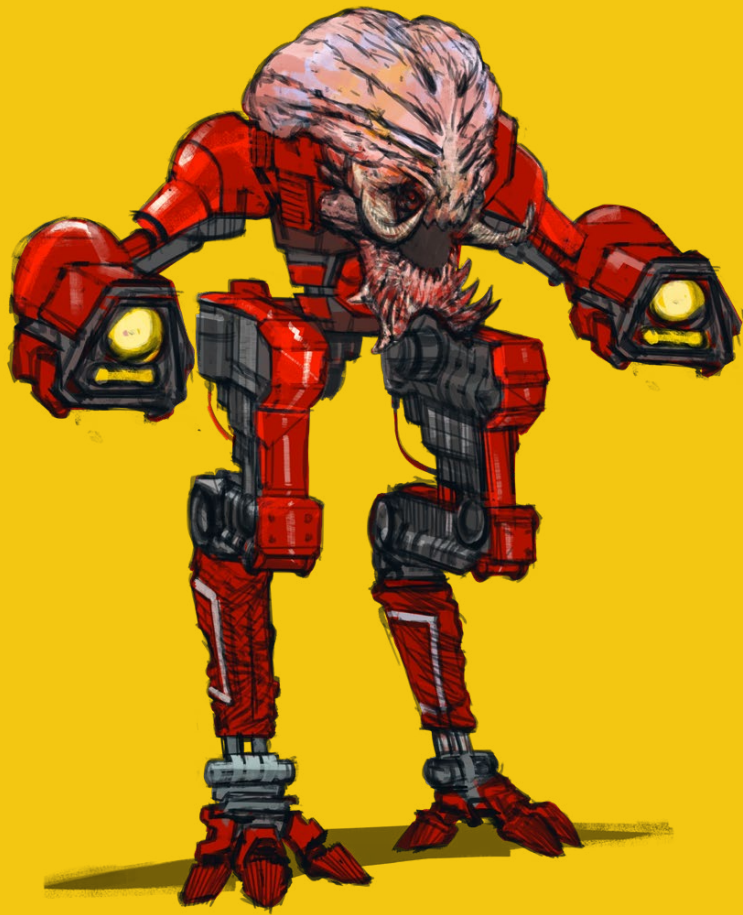
An upgraded version of the Minor Bio-mechanoid, grown in Mental's bio-tanks using the same technology but supplied with more nutrients and a different genetic package.

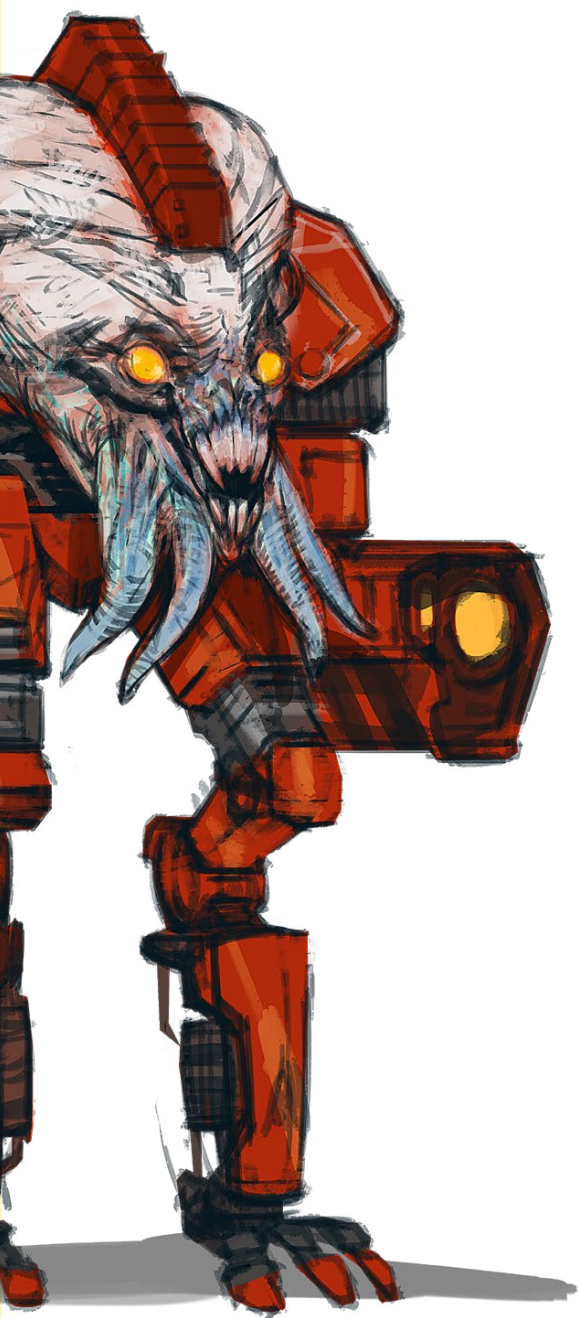
The larger battery encased in its skull powers two extremely lethal rocket launchers attached to its custom-grown weapon slots, but is thankfully insufficient to power any kind of complex tactical processing.

Research conducted at Gnosis Alpha Orbital University (Delany, Nakamura, Orkanti, et al.) suggests the Major Bio-mechanoid incorporates DNA from a species of Marsh Hopper found on Rigil Kentaurus, as well as several purely synthetic sequences. Professor Nakamura was hoping to gain insights from these sequences that would be greatly beneficial for humanity, but unfortunately she was atomized by a Bio-mechanoid while attempting to collect additional samples.











Technopolyp Helicopter

An attack helicopter infected with colonies of minute cyber-parasites, most likely a more complex cluster of Protopolyps, and almost certainly related to the kind employed to convert humans into Anthropolyps.

An alarmingly large number of helicopters was infected during the Battle of Mesa, giving the enemy forces a seemingly inexhaustible supply of heavily-armored flying vehicles armed with semi-guided missiles.







Zubenhakrabian Spiders

Zubenhakrabian Spiders were originally quite docile and grew no larger than a few inches. Archaeological evidence suggests that the Sirians valued them as exotic pets, even bringing them along on interstellar journeys.

It would seem that Mental, with characteristic malice, transformed these innocent beings into supersized killing machines.

Their main form of attack is spitting an acid projectile, but their jaws can also deliver a powerful bite. The adhesive surfaces on their feet allow them to cling to walls and ceilings.

Adult Zubenhakrabian Spiders are bigger and stronger than Nymphs. Zubenhakrabian Spider Nymphs behave much like adult specimens, but are smaller and have thinner exoskeletons.





Klear Skeleton

Klear Skeletons are the re-animated skeletal remains of a now-extinct species of peaceful bipedal mammals from the planet Klear in the Alpha Canis Majoris system, whose entire civilization was brutally wiped out by orbital bombardment.

Stripped of their skin and muscles, their bones are held together by technomagical links. As this osteocohesive effect is relatively weak, a powerful blow will suffice to shatter a Klear Skeleton into pieces, but it should be noted that their long claws are capable of inflicting significant damage even through a glancing blow, making melee combat a challenging proposition. In addition, Klear Skeletons are capable of summoning a twin chainball, which they hurl at their enemies.



Aurigan Haemovore

The Haemovore originates from Beta Aurigae, where the species primarily inhabits a vast system of subterranean caves.

By a strange twist of fate the ancestors of these beings happened to resemble a creature not unlike a vampire that appeared in the folklore of the Aurigan sentients. As this trait constituted an evolutionary advantage, making the sentients fear the Haemovore, over the millennia natural selection caused the Haemovore to become increasingly similar to its fictional counterpart, acquiring a thirst for blood, the ability to levitate objects, and super-fast movement (camouflaged as a swarm of night-creatures).





Space Mummy

It is perhaps unfortunate that these creatures were first encountered by Captain Sam Stone of the Battlecruiser Saratoga, who thus had the privilege of naming them.

However, simplistic as the name is, it accurately summarizes all we know about the Space Mummies: they are mummies, and they're from space. The planet Gamma Pegasi is their most likely origin, but this is disputed.

Space Mummies have a non-metaphorical fire burning within them, which may act as an energy source, and which they can also use as a weapon, throwing balls of flame at their targets.







Scythian Witch-Harpy

The origin of the Scythian Witch-Harpy is the subject of controversy in the scientific community, with some maintaining that it is actually a creature belonging to the clade Ornithodira that evolved on Earth in the far past, while others classify it as an exo-mammal and theorize it may have evolved on Sirius.

The name refers to a find of a gold figurine depicting a similar creature discovered by Dr. Hermann Stein at the Scythian tumulus of Kul-Oba. All contemporary Witch-Harpies are clones created by Mental, trained in close combat and given the ability to cast combat spells. Their oversexualized appearance is mere mimicry, intended to attract and confuse less intelligent primates so they may be dispatched by the creature's razor-sharp claws.



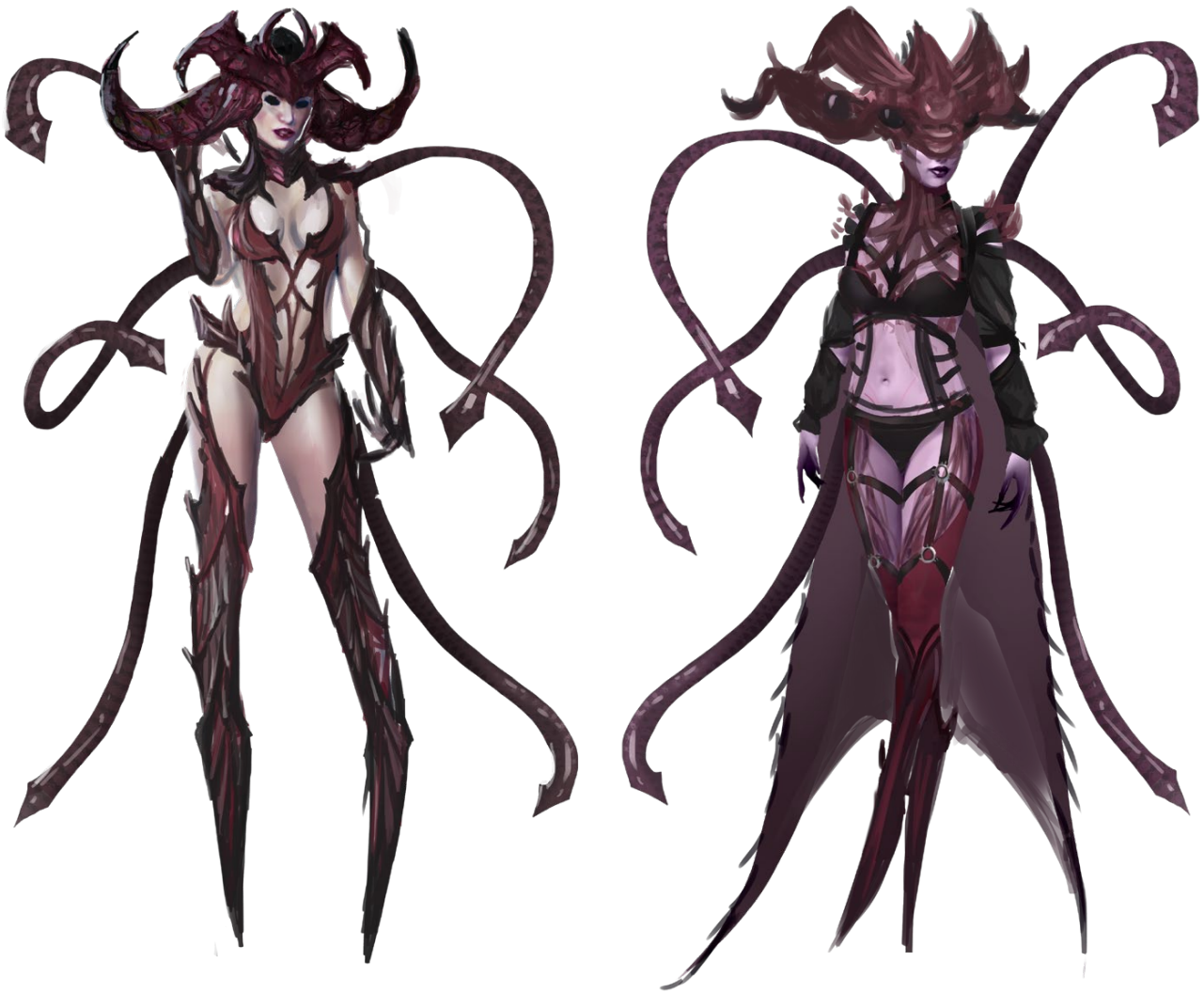
Kalopsy

The Kalopsy is an extremely unusual alien lifeform which resembles a floating brain with a mouth. Its origin is unknown; it may be the result of an experiment, or perhaps an animal found on some distant planet and modified for Mental's nefarious purposes.

Its behavior is unique: when not engaged in combat, it may occasionally spawn 5 guided projectiles, as if idly batting at some prey. But when shot at, it will continuously spawn such projectiles until its target is overwhelmed. It is important to keep these traits in mind when encountering Kalopsies on the battlefield.







Witch-Bride of Achriman

Faced with destruction at the hands of the legendary evil known in their language as Khad Shain, the sorceresses of the Great Council agreed to an alliance with Lord Achriman, Ruler of the Shadow Plane.

But they were deceived and overwhelmed by Achriman's dark powers, losing all independence and being transformed into the Witch-Brides of Achriman, little more than puppets for their enemy's will.

Trapped in an eternal semiotic limbo between material reality and the Shadow Plane, they shift between liminal states, using their psychokinetic abilities to hurl projectiles at their opponents.



Combat Drone

A small, fully automated combat drone. Equipped with laser turrets, they are deployed in swarms to help ensure aerial superiority.

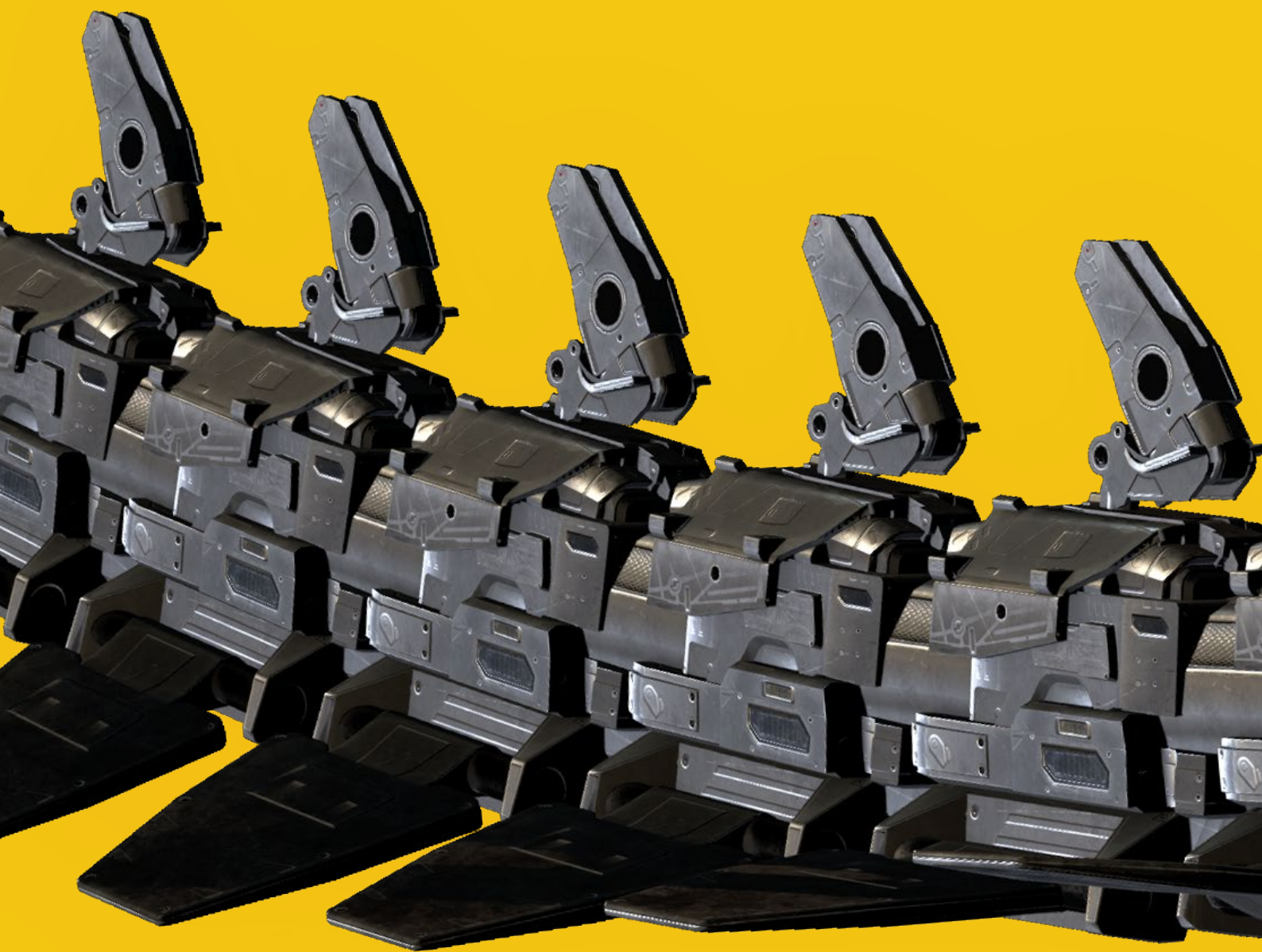
While capable of some autonomous behavior, Combat Drones are relatively crude and require guidance, which they receive from ground-based Drone Control Hubs.



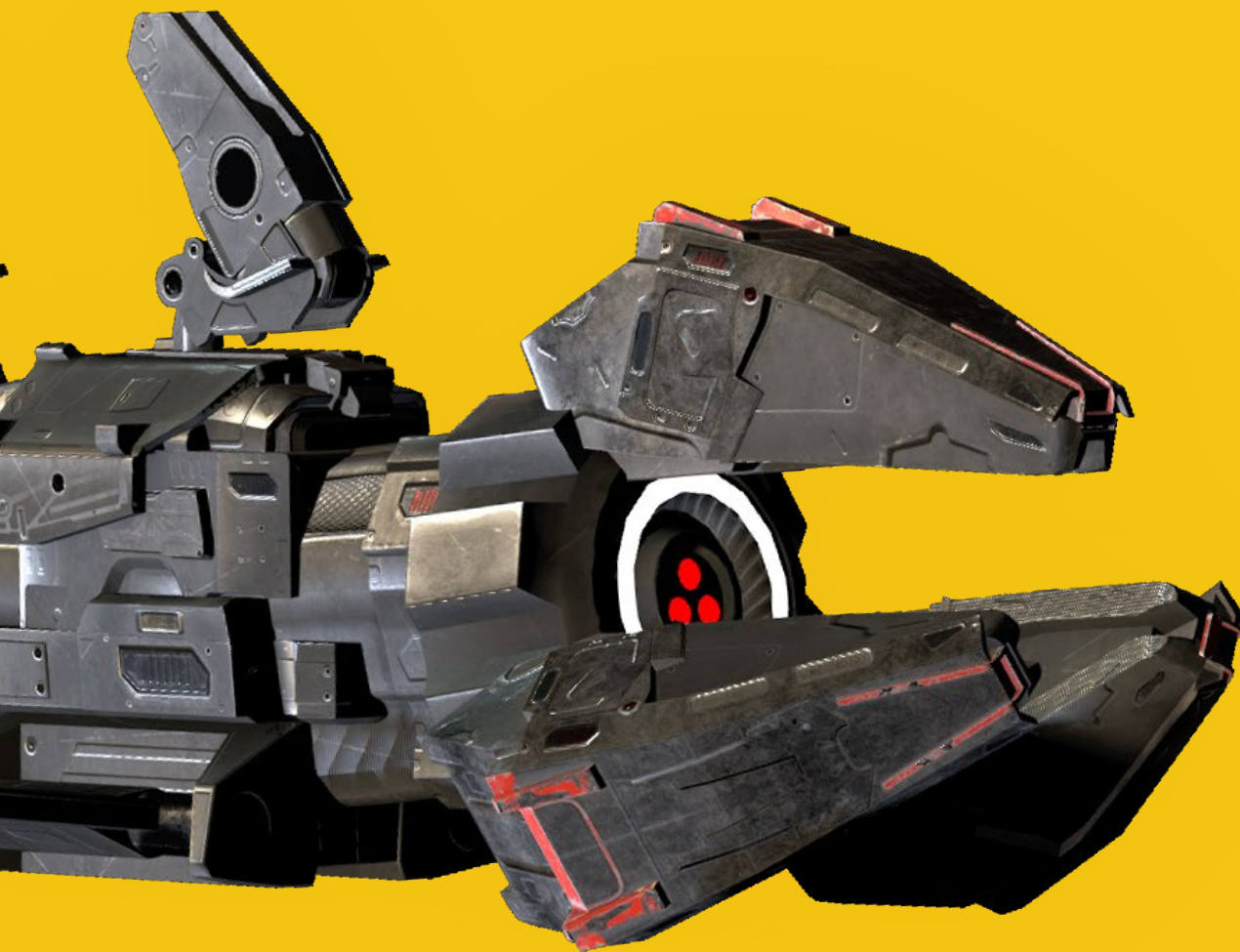
Octanian Raider

The Octanian Raider is a small, highly maneuverable, supersonic fighter aircraft. Unlike comparable Earth aircraft, the raider is not piloted by an enemy soldier, but by a colony of cyber-polyps.

Due to the “pilots” not requiring training, these easy-to-produce machines are used en masse to establish air superiority in the early stages of planetary conquest by Mental’s horde, clearing the way for the Harvesters to begin processing the population.



BOSSES



Saggitarian Sidewinder

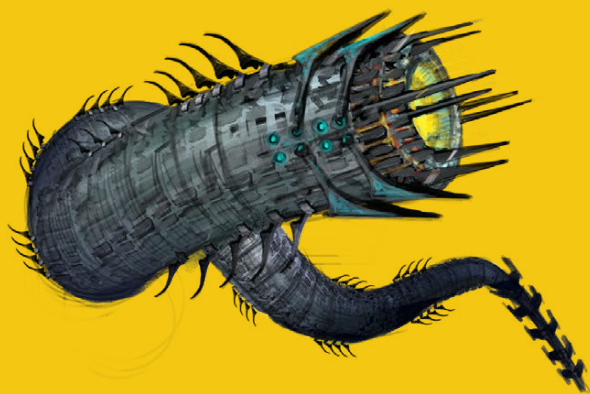
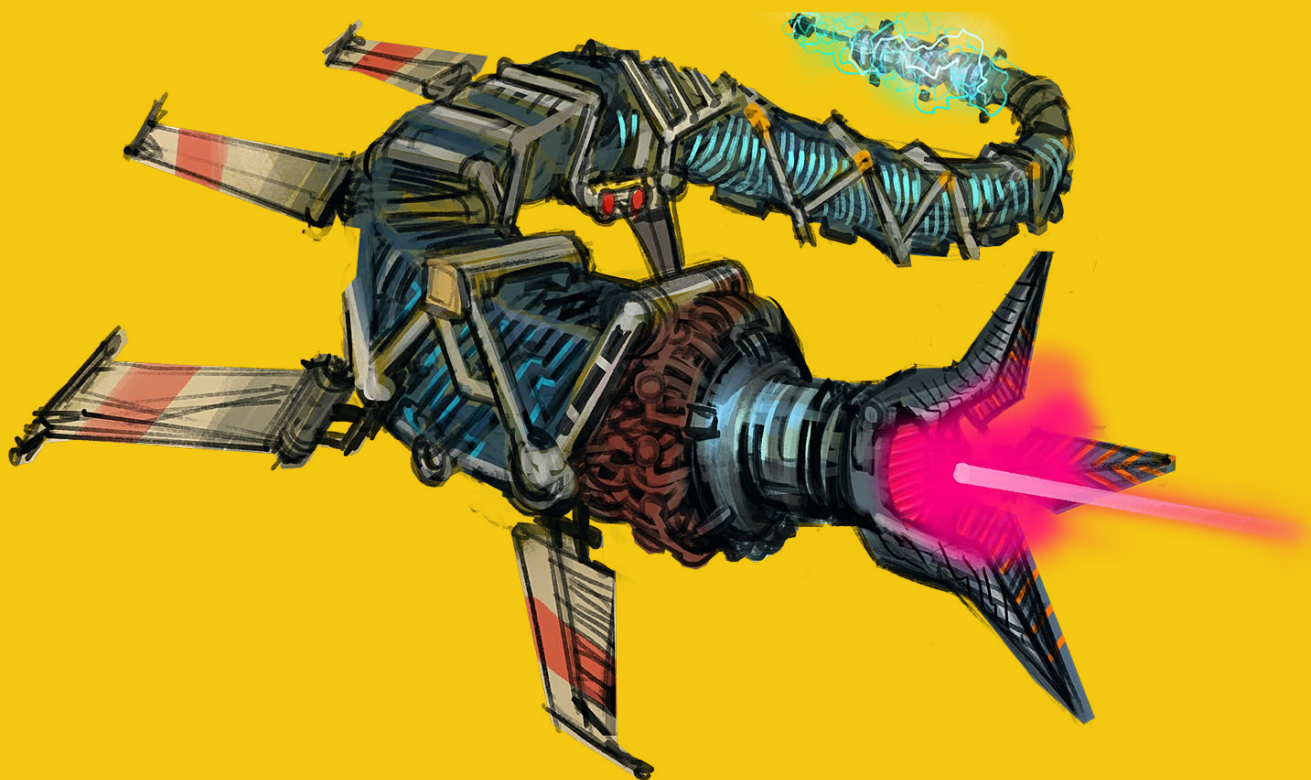
An ancient machine of war left over from one of Mental's previous attempts to wipe out all civilized life in the galaxy.

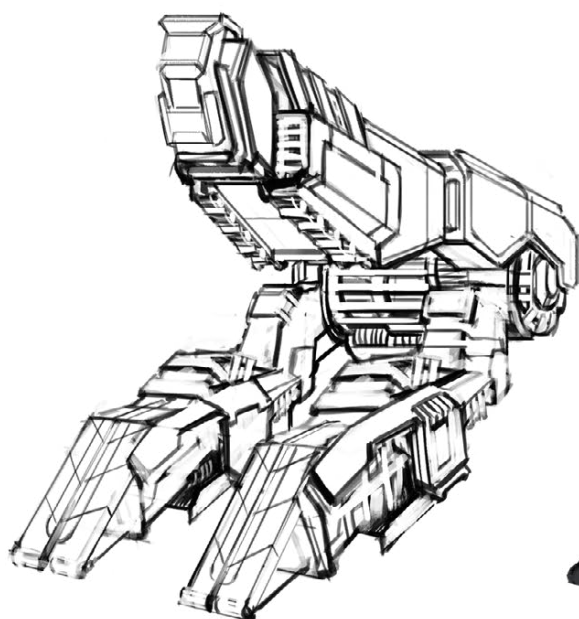
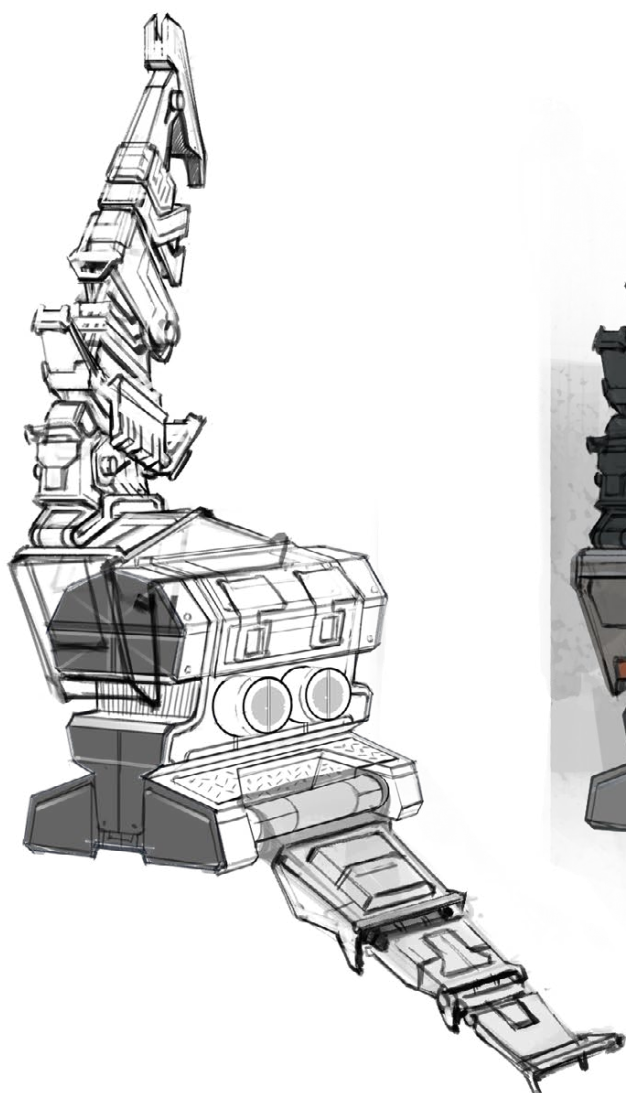
The last batch of these was thought to have been destroyed in the Arcadia Minor campaign, but obviously at least one more individual appears to have been unearthed.





Miniguns were found to be effective against Saggitarian Sidewinders.





Swamp Hive

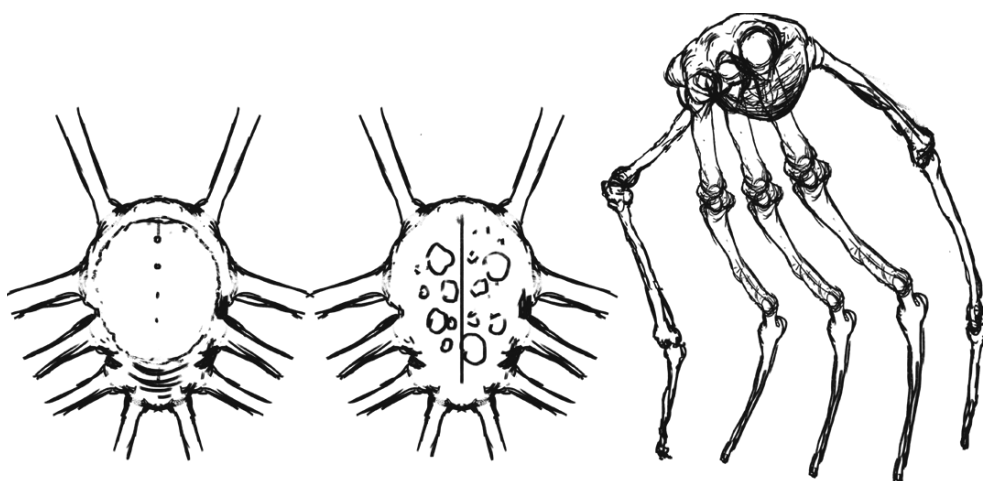
The Swamp Hive is a genetically-modified megafaunal arthropoid. The creature its genetic code is based on was a smaller (but still large for Earth standards) crustacean-like organism that lived in the rainforests of Valtos, where its long legs allowed it to reach sources of food high up in the canopy.

Mental's modifications have not only rendered the Swamp Hives aggressive, but also hybridized them into hosts for other hostile species such as the Zubenhakrabian Spider.









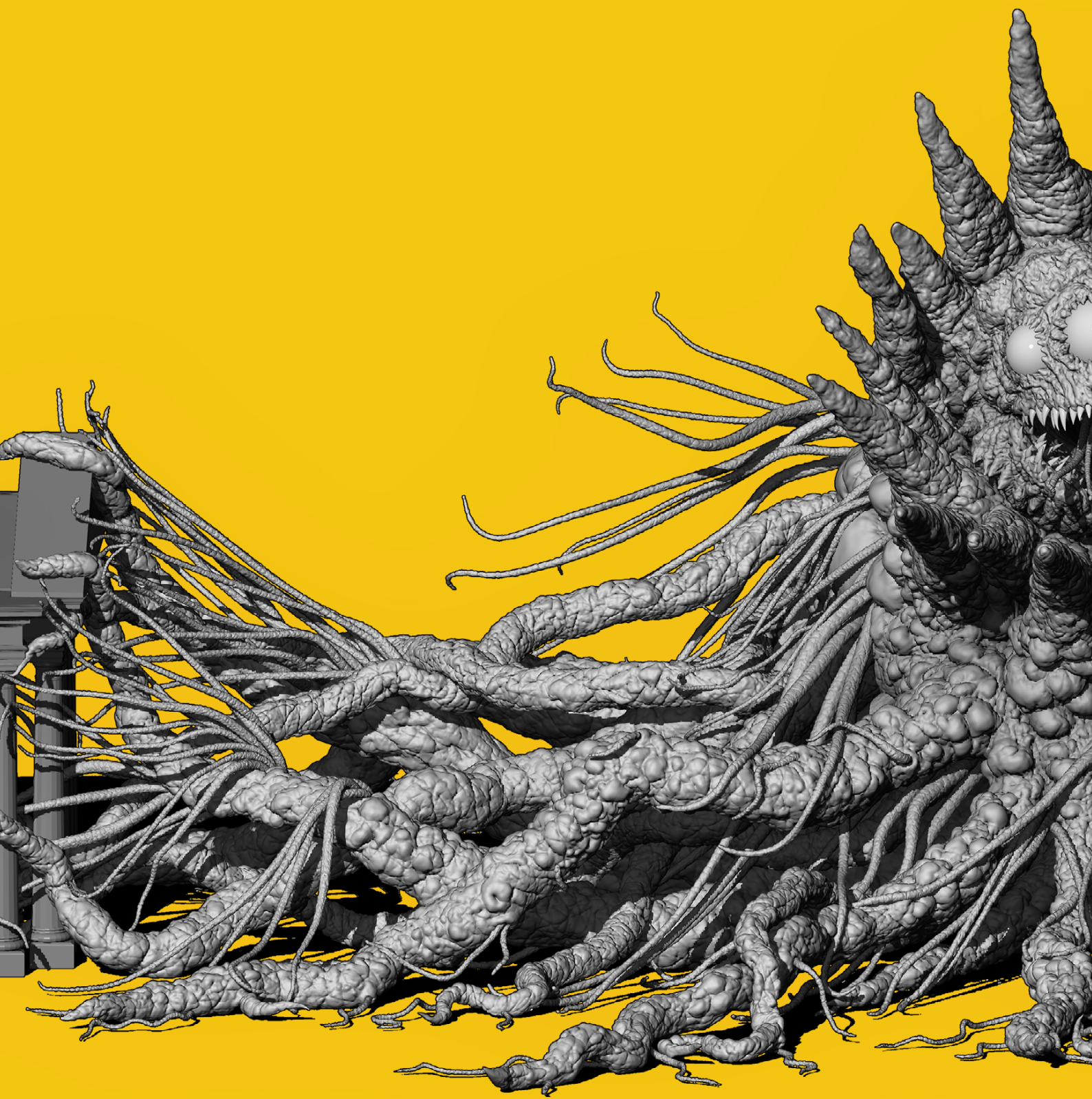
Megalopolyp

An enormous tentacled colony organism assembled from millions of protopolyps.

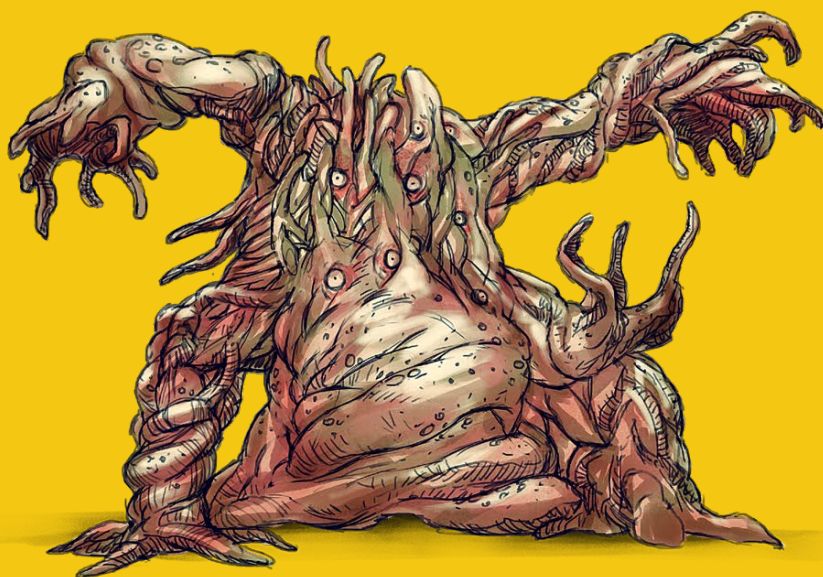
Whether its creation was the result of a directed plan, or simply an accident caused by the deployment of a critical mass of protopolyps, remains unclear.

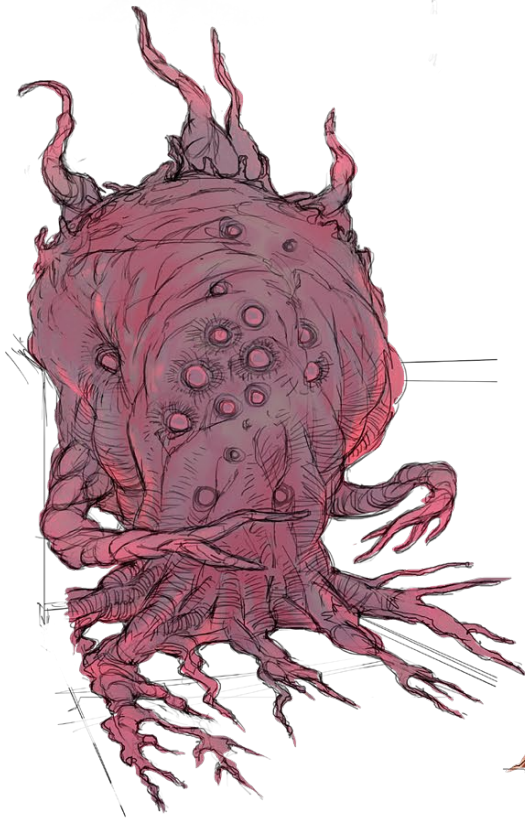
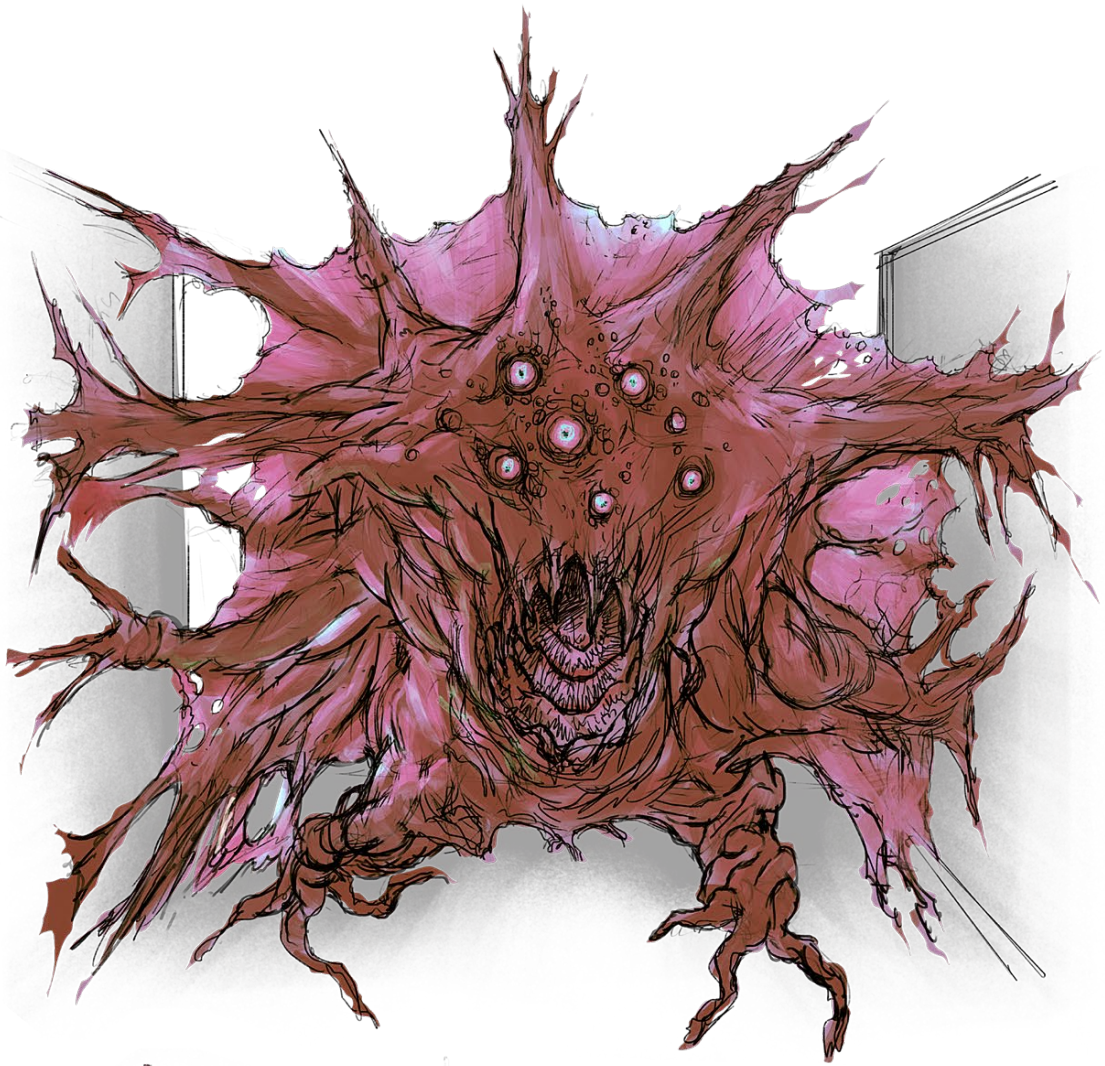












Lord Achriman

Lord Achriman is one of Tah-Um's oldest and most faithful servants. His vast array of titles and honorifics (Ruler of the Shadow Plane, Subjugator of the Great Council, Hegemon of Liminality) testifies to his many triumphs over the sentient species of the galaxy.

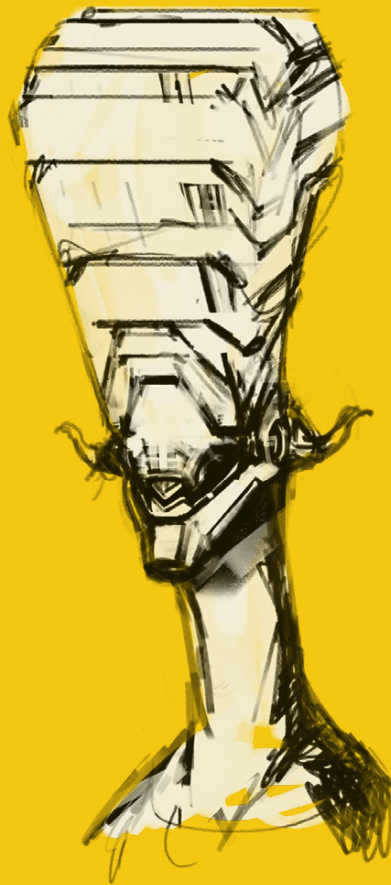
More than merely an accomplished leader, Achriman is also Tah-Um's chief philosopher and propagandist, preaching the deconstruction of all attempts to make sense of the universe in favor of eternal commitment to Tah-Um, who is "beyond rationality and irrationality." He is currently in charge of the Earth campaign, with a focus on eliminating resistance in Europe.

A mobile cocoon used by Lord Achriman as part of his transformation.









Ugh-Zan VI

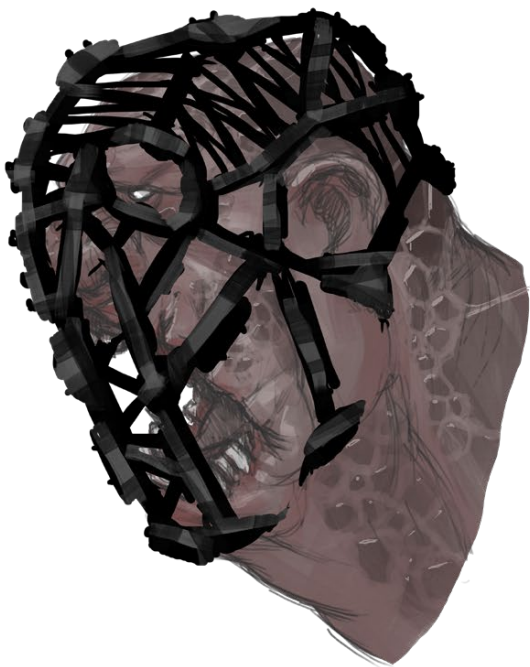
Ugh-Zan VI, also known by his titles The Gargantuan Guardian, Warlock of the Portal, and Tah-Um's Foot (the latter losing something of its originally quite threatening tone in translation) was until very recently only known from second-hand accounts.

An informant working with the French Resistance suggested the existence of an enormous humanoid, possibly related to General Ugh-Zan IV (killed in the Battle of Alpha Centauri) and Ugh-Zan V (obliterated in Oslo), but details were scarce and General Brand suggested the information might be faulty. We now know that he does indeed exist, that he is indeed very large, and that he has some sort of rods attached to him that help him heal.





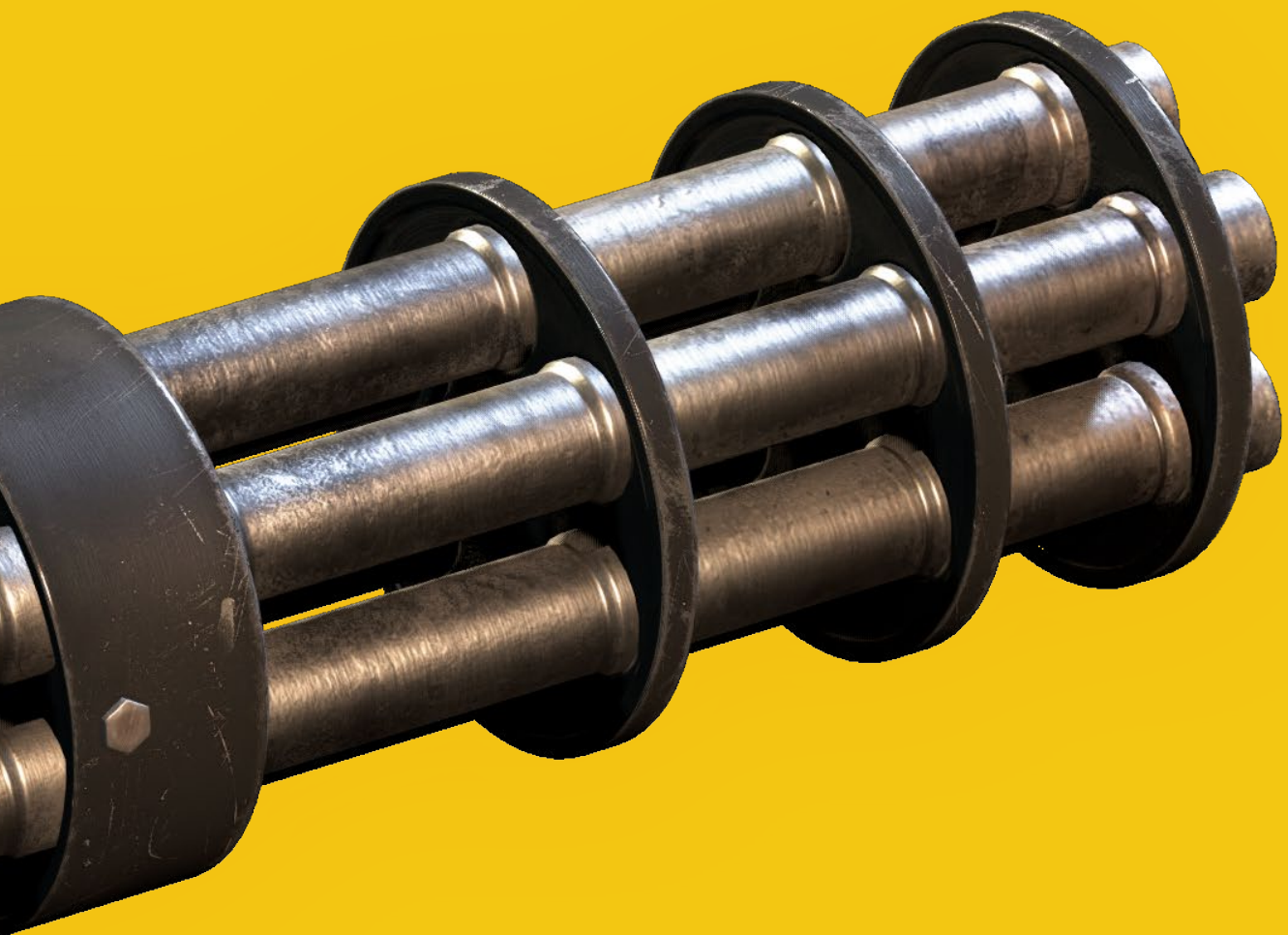












WEAPONS



Combat Knife

Mental's forces consider humans to be frail and slow, and are often surprised by melee attacks with such low-tech weaponry.

The EDF Combat Knife may consist of nothing more than a steel blade with a serrated edge and a simple, sturdy grip, but it has proved to be a useful tool in the struggle against the alien invaders, particularly when ammunition runs low.

Pistol

Simple but effective, this model of the Special Operations Pistol from 2038 has proven its combat efficacy on numerous battlefields across the universe.



With its highly efficient semi-automatic loading mechanism, the pistol's ROF is theoretically only limited by the speed of your trigger-finger. It employs .45 ACP rounds, which are good at eliminating weaker enemies, and can be used to unload a burst of damage onto an opponent, but its small magazine capacity precludes its use in larger-scale engagements except as a last resort.

Although the SOP38 is no longer in production, having been superseded by newer models, its high reliability in adverse conditions guarantees its ongoing popularity with EDF soldiers.

Single Shotgun

This single-barreled 12-gauge pump-action shotgun has been standard military issue since 2094. Originally designed for use in the offworld colonies, it is optimized for durability and ease of use with an emphasis on maintenance and repair under harsh and dirty conditions.

Its slug pellets are effective at eliminating hostiles at short or middle range, but cannot be used in long-range combat due to spread. The 10-shell cartridge allows for fast, efficient reloading and a decent overall rate of fire.





GRENADE LAUNCHER

This grenade launcher attachment can be mounted onto single and double shotguns, allowing the user to launch grenades as a secondary fire option.

Double Shotgun

This double-barreled 12-gauge shotgun was originally designed as a sports weapon for the civilian sector targeted at hunters of medium-sized game, such as deer or exoboar, but has since been added to the list of standard military equipment, particularly after the entire stock of DX-77 Automated Shotguns was infected by an alien virus.

The weapon is loaded through a hinge-action mechanism, which while reliable results in a slow overall rate of fire and only allows for a limited amount of shots before reloading.





Its slug pellets are effective at eliminating hostiles at short or middle range, but cannot be used in long-range combat due to spread. The weapon is loaded through a hinge-action mechanism, which while reliable results in a slow overall rate of fire and only allows for a limited amount of shots before reloading.



Assault Rifle

Originally produced in large quantities at the outbreak of the war, this sturdy, simple assault rifle based on a hybrid design has since become a favorite with many EDF soldiers, who value it for its versatility and reliability.

Gas-operated and featuring a highly efficient closed rotary bolt, the rifle allows for both rapid fire (up to 600 rounds per minute) and controlled short bursts. Its elongated barrel provides the weapon's long range and low projectile dispersion.

This lethal package is rounded off by a reflex sight, which allows quick target acquisition and effortless tracking in most combat situations.





Autoshotgun

Auto shotgun is a shotgun that utilizes drum magazine with 20 shells capacity so it can shoot shotgun shells in quick succession. Therefore it can provide very high damage output in short amount of time, but also drains ammo very quickly.



It is best used when there is need to provide quick and high damage output, usually when player is in trouble surrounded by a lot of enemies or a large group of enemies is incoming. It can pretty efficiently clear the scene off of enemies. But beware, after shell drum ammo is spent it takes some time to reload and replace the drum before next burst is available. Also, since it shoots shotgun shells, it is more usefull on close and mid range because of shotgun pallet dissipation.



XM214-A Minigun

The logical final step in the evolution from the humble gatling gun to the M61 Vulcan and the M134, the XM214-A is the latest in rotary machine gun technology.

The weapon is self-powered and comes complete with a built-in magazine and a state-of-the-art recoil adapter, making it the most powerful personal weapon available to date. At 1200 rounds per minute this beast will make light work of single strong enemies or large groups of smaller opponents. It should however be kept in mind that this enormous destructive potential comes at a very high ammunition cost, so it is recommended to only use the XM214 when absolutely necessary.





Rocket Launcher

The XPML21 is the first of a new generation of portable missile launchers, designed to provide infantry forces with high-ROF anti-armor rockets.

While the XPML21 is currently in the early stages of field testing and has only been issued to select EDF personnel, it is already surpassing all expectations and is scheduled to go into full production in the near future.

The advanced loading mechanism is capable of firing up to 85 missiles per minute. These high-speed, unguided 150mm Inferno missiles are very efficient against smaller groups of armored opponents and larger groups of weaker enemies, but it is important to remember not to fire this weapon at close quarters or directly against obstacles due to the large detonation radius of the projectiles.

This upgrade allows the rocket launcher to be loaded with up to 5 rockets, which can be launched using its primary fire mode. When more than two rockets are loaded, a targeting mode is activated that allows the user to lock the rockets onto specific targets, towards which they will then be automatically guided. It is possible to target as many hostiles as rockets are currently loaded.





Grenade Launcher

This standard-issue infantry grenade launcher has been in use since the earliest attacks by Mental. Durable, safe to use and possessing a manually-adjustable fire rate, the MKIII has been a favorite with EDF soldiers throughout the war.

A skilled marksman can easily learn to project its grenades over large obstacles, or even bounce them around corners, while the smart impact detector makes sure that the charge will only detonate on impact with a live target. The firing range of the MKIII can be adjusted by either tapping the trigger for a slower muzzle velocity or holding it down to hit targets at a greater distance.

This upgrade will make a launched grenade splinter into five smaller explosive segments upon command. The resulting explosions will cover a wide area and can swiftly eliminate large groups of weaker hostiles.





XL2 Laser

The XL2 laser is still in early development, but initial field tests have been more than promising, hinting at a versatile weapon fit for many combat scenarios.

The XL2 has four barrels, which fire in rapid succession, allowing the weapon to deliver a sustained barrage of “slowlight” laser pulses without running into danger of overheating. The body is entirely made of titanium which, in addition to being lightweight, further contributes to alleviating the common overheating problem that traditional laser weapons all too often face. Its revolutionary anti-recoil technology manages to completely eliminate the kickback caused by other slowlight launchers, making the XL2 precise and easy to use.

This upgrade enables a secondary fire mode for the XL2 which is 400% more powerful, but also extremely draining. This “death ray” is a continuous beam that penetrates hostiles and devastates everything in its path.





Sniper

The RAPTOR Sniper Rifle represents the best and latest in long-distance, high-precision firearms. It utilizes armor-piercing, Kevlar-coated bullets that will pass through most known armor types like the proverbial knife through butter.

The flexible 2x-4x zoom ratio employed by the built-in scope allows the operator to choose between a larger peripheral field of view and more precise aim at longer distances, allowing the 16mm bullets to reach their target with maximum precision. Small and mid-sized targets can typically be eliminated with a single shot, but be aware that this rifle is less effective against larger hostiles. The Raptor's magazine is equipped with an auto-stabilizing, rapid-fire mechanism which makes it possible to fire the entire clip while sighting through the scope.

The Raptor actually delivers more damage when zoomed in on the target, so be sure to use the scope as often as possible.





A-24 Devastator

This automatic 24-gauge shotgun is often lovingly referred to as the 'Devastator' due to the effect that it can have on a crowded battlefield if fired continuously over a prolonged period of time.

The original 1972 Maxwell Atchisson design has been heavily modified over the last one and a half centuries, resulting in a compact, fast weapon with a lot of stopping power.

The state-of-the-art firing mechanism allows for exit velocities great enough to literally punch through many smaller targets. This effect is enhanced by the autoshotgun's standard cartridges, which contain high-piercing heavy-explosive (HPHE) rounds which are designed to pierce smaller hostiles and deliver an additional burst of fragmentation damage upon impact with larger foes.



A close-up, low-angle shot of the muzzle of a large, dark, metallic cannon. The barrel is heavily textured with various mechanical details, including a prominent circular flange with a Greek key pattern. The background is a bright, solid yellow, creating a high-contrast, dramatic effect.

Cannon

This marvel of modern weaponry was originally reverse-engineered by Earth scientist Professor Gottlieb Kiesel from technomagical ordnance captured from the enemy.

The original design has since been adapted and improved, rendering the SBC Cannon one of the most powerful infantry weapons available today. Balanced to perfection, the cannon's barrel fires extraordinarily heavy uranium-filled projectiles at high speed, providing excellent penetration and easily smashing through several hostile units in a row.

Rumors persist that the uranium-filled cannonballs can be hazardous to the operator, but Professor Kiesel claims that the effect on the average life expectancy of an EDF soldier should be negligible.





FRPCL

The brainchild of misunderstood genius weapon designer Fulbert le Fou, the Le FRCPL combines the best features of the chainsaw, the flamethrower, the rocket launcher, and the catapult.

Its unique design contributes not only to its lethality, but to the expression of surprise and confusion often noted on the faces of enemies in the seconds before their annihilation.

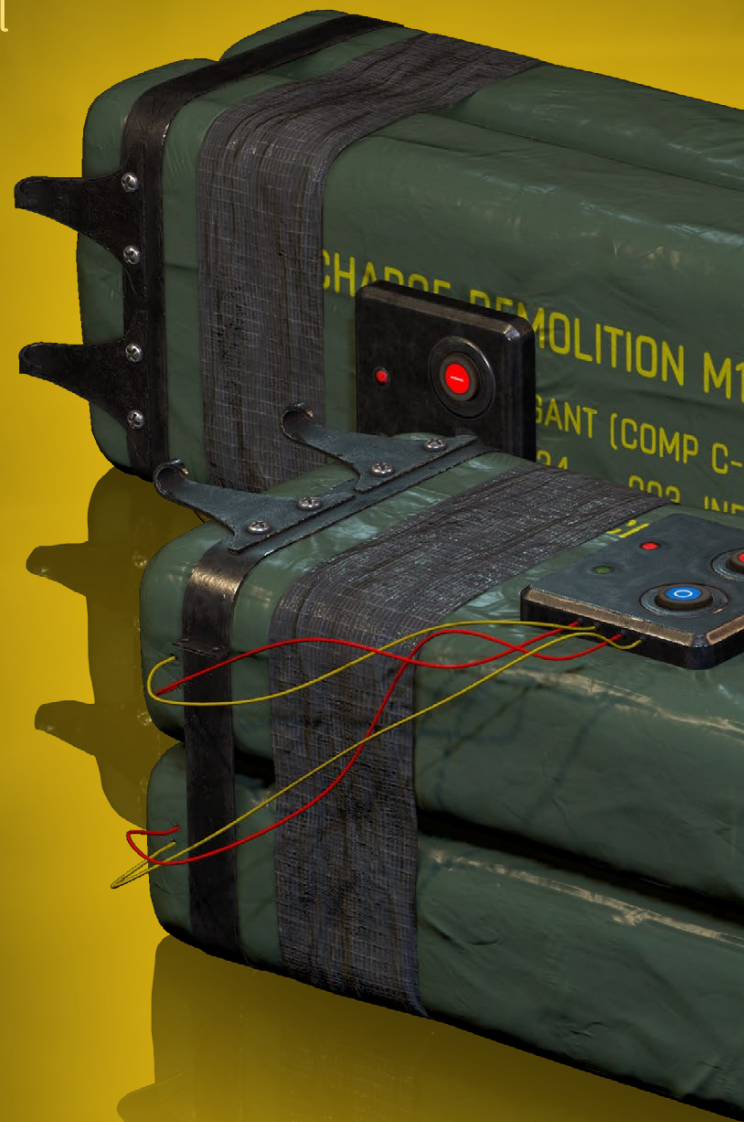
The extraordinary Fulberium-based Lateral Anisometric Modular MEchanism (F.L.A.M.ME, patent pending) makes the weapon particularly useful.



C-4 Demolition Charge

C-4 is a plastic explosive that can deliver a powerful detonation capable of causing severe damage to groups of hostiles or particularly large individual enemies; it is also sometimes used to demolish structures.

As a metastable explosive, it can only be triggered via remote control. The explosive charges come with a universal hook system to simplify the attachment process.



Multiple charges can be triggered
with the same detonator.







GADGETS



Holodecoy

Annoy the enemy to death.
A hologram emitter designed to
distract enemies, making them fire
on the hologram instead of the user.

It has been optimized for maximum annoyingness so that even
the smarter members of Mental's Horde will be irritated enough
to attack it.



Rage Serum

Just let it all out. This ergogenic compound allows the soldier to enter a state of euphoric rage, making them stronger, faster, more agile, more perceptive, and more resistant to damage.

Claims that overuse may cause sterility are entirely unfounded, as this issue has never been researched.



Time Warp

You'll want to do this again.
When deployed, this ancient Sirian artifact will generate a large Chronon Distortion Field.

Within this "time bubble" all hostiles and their projectiles will be dramatically slowed down, while the user will continue to move normally.



L.I.F.E.

A little pick-me-up. The Lightweight Intravenous Fibroblast Energizer employs the latest advances in medical nanotechnology to deliver a rapid improvement to the user's health status by boosting the performance of their tissue-producing cells.

Its extremely sturdy and portable design means it can be used anywhere and at any time. Also includes built-in tweezers.



Hacked Drone

Floats and shoots. The perfect pet.
A reconfigured Octanian Drone.

A reconfigured Octanian Drone. Its Morphological Identification of Friend or Foe system has been hacked and its definitions have been swapped so it will attack its own side. Once deployed, it will follow and defend a human soldier until its batteries run out.



Psychotropic Grenade

Drives them crazy. The unique psychotropic agent dispersed by these grenades causes hostiles to become aggressive towards one another, leading to infighting.

While its effect on humans is less severe, exposure should be avoided if possible.



Black Hole

Sometimes science sucks.
A crystallized black hole recovered
from a destroyed enemy portal.

When thrown, it will cause a Contained Singularity
Collapse, which will suck in all affected hostiles.



Mini-Nuke

Good things come in small packages.
A surface-to-surface missile packed with
a powerful explosive.

While originally designed to be used against large alien hostiles
in earlier stages of the war, it is equally effective against groups of
enemies. Features a Netricsa-compatible holographic targeting system.





TEAM

Serious Sam

Sam Stone has been at the forefront of the war against the entity known as Tah-Um since the earliest days of the conflict.

He was the captain of the exploratory vessel Surveyor when it inadvertently awoke Tah-Um from its millennia-long slumber, fought to protect the extrasolar colonies as captain of the Battlecruiser Saratoga, and now fights to save the Earth as part of General Brand's Alien Artifact Acquisition team.



NAME: "Serious" Sam Stone
BIRTHPLACE: Northport, Earth
DATE OF BIRTH: March 21st, ?



NOTES:

In Professor Kiesel's study of the Space-Time Oscillatory Noncohesion Effect, Stone rated 0.9 on the Kiesel scale, indicating Severe Quantum Chronological Disentanglement.

It is unclear whether he has a middle name.

First person to deep-fry a dragon.

Rodriguez

Formerly a truck driver and amateur wrestler, Rodriguez came to the attention of the EDF after displaying outstanding bravery in the Siege of Mexico City.

A committed hedonist with extensive first-hand knowledge of psychotropic substances, he can be unpredictable when off duty but is highly reliable in combat situations. Rodriguez has received more demotions and promotions than any officer in the EDF excepting Sam Stone, but has never been discharged.

NOTES:

Previous assignments include the Callisto CR-O Extraction Team and the Gernsback Expedition.

Notable engagements include the Siege of Mexico City, the Battle of Beijing, and the Cuyahoga County Clusterfuck (sole survivor).

Received reprimand for inappropriate use of military resources (see: Saratoga Industrial Lubricant Incident).

NAME: Dwayne Juan Maria Rodriguez

BIRTHPLACE: Laredo Unified Metropolitan Area

DATE OF BIRTH: May 21st, 2071



Hellfire

Prior to the war, Hellfire worked as a pilot in the high-risk Oort Cloud mining sector.

Described as “a real pain in the ass” by her employers, largely because of her activities with the Commercial Space Pilots’ Union, she was nevertheless in constant demand due to her superlative flying skills. She joined the EDF after witnessing the Epsilon Eridani Massacre while visiting family in that system. She is cleared to operate almost every single EDF vehicle, and is equally capable in close and ranged combat.

NOTES:

Has requested to be addressed solely by her call sign.

Notable engagements include the Battle of Beijing, the Battle of the Binary Stars, and the Fall of Arcadia.

Wake with caution.

NAME: Fiona “Hellfire” Starr
BIRTHPLACE: Galileo Station, Io
DATE OF BIRTH: May 7th, 2082



Jones

Before the war, Jones worked as a cook in a variety of restaurants up and down the Gulf of Mexico.

He decided to enlist during the fight for the colonies, being the first in his family to do so. Noted for keeping calm even under extreme circumstances (a trait he claims to have developed while working as a sous-chef in a popular restaurant in Havana), he is often paired with Rodriguez, to whom he forms an ideal counterweight.

NOTES:

Previous assignments include the Colonial Defense Force and the 22nd Spaceborne.

Notable engagements include the Battle of Alpha Centauri, the Battle of Beijing, and the Fall of Orbital 7.

His favorite food to prepare is tamales with Oaxaca cheese and Centauran Hyperchilies.

NAME: Thomas Jones

BIRTHPLACE: Beaumont, Earth

DATE OF BIRTH: October 13th, 2079



Kenny

Kenneth was raised in Madagascar by his parents, notable zoologists Nestor and Marlene Orkanti, who were there to research the island's unique biodiversity.

After receiving his high school diploma at 17, he went on to study exobiology at Gnosis Alpha Orbital University. His studies were interrupted when GAOU was destroyed between semesters, which inspired him to join the EDF. Kenneth is inexperienced but highly dedicated to the human cause. He enjoys turn-based strategy games, weird fiction, and French cuisine.

NOTES:

Specialized knowledge of the Aludran Microhopper's endocrinal cluster gland.

Allergic to Belgian champagne, strawberries, and petrichor.

NAME: Kenneth Orkanti

BIRTHPLACE: Holliston, Earth

DATE OF BIRTH: December 25th, 2091



Father Mikhail

While attending the St. Damianus Academy of Eschatology in Helsinki, Father Mikhail became interested in studying apocryphal and pseudoepigraphical texts.

This led him to acquire an extensive knowledge of archaic languages, which in turn led to a specialization in obscure and unusual religious texts. He was recruited by General Brand to help the AAA team locate an alien artifact which may be the origin of the Holy Grail myth.

NOTES:

Expert in Old Slavic, Latin, Ancient Aramaic, Ancient Greek, Biblical Hebrew, and Vedic Sanskrit.

His shotgun was blessed by the Ecumenical Patriarch of Constantinople after Mikhail saved him from a Kleer Skeleton.

NAME: Mikhail Obruchev

BIRTHPLACE: Murmansk, Earth

DATE OF BIRTH: May 24th, 2064



Carter

As handsome as he is intelligent, Carter is not paranoid and definitely didn't hack Netricsa to write this paragraph.

Despite vowing not to work for any government organization, and in fact being barred from government service due to his role in the ██████ leak of ██████ revealing the ██████ of ██████ in the ██████ affair of 2103, Carter set his reservations aside to accept a pardon and join the EDF when it became apparent that it was the best way to contribute his unique talents to the struggle against the invaders.

NOTES:

Previous assignments include ██████, the Hermann Stein Alien Technologies Survey, and ██████.

Founder of the Mothership Malware Masquerade charity hackathon (2106-2111).

NAME: Daniel Hieronymus Carter

BIRTHPLACE: Icaria Planum, Mars

DATE OF BIRTH: November 22nd, 2078





General Brand

Born to a military family with a history of service dating back to the American Civil War, Brand attended the United States Aerospace Academy in Titusville, Florida and quickly rose through the ranks to become one of the most respected men in his field.

After the discovery of the first Sirian artifacts on Earth, he founded the Alien Artifact Acquisition team and hand-picked its members.

NOTES:

He strongly defended Sam Stone and the crew of the Surveyor from accusations of misconduct for their part in the waking of the entity known as Tah-Um or Mental.

Notable engagements include the Battle of Beijing, the Second Battle of Munfordville, and the Battle of Gothenburg.

NAME: Howard “War Dog” Brand

BIRTHPLACE: Washington DC, Earth

DATE OF BIRTH: October 13th, 2055







Quinn

When Mental attacked humanity, Quinn had just been in the process of preparing to move from Earth to Alpha Centauri, where she hoped to become a professional vidcaster.

With the war tearing apart the interstellar communications infrastructure, she decided it was best to put her technical knowledge to use in the struggle to protect Earth.

NOTES:

On permanent loan to Team AAA, as she is the only member of the EDF Signal Corps who can deal with Sam Stone's unorthodox methods.

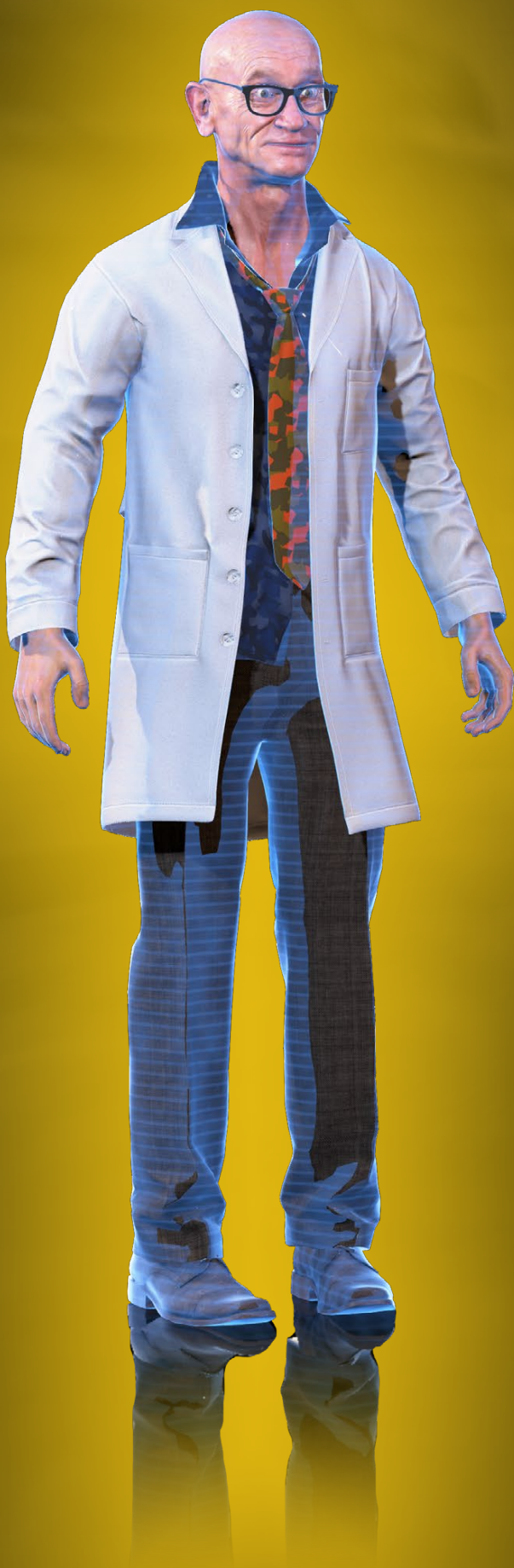
Credits yoga as the source of her relative calm.

Winner of the 2110 Unofficial EDF Karaoke Competition.

NAME: Penelope Quinn

BIRTHPLACE: Minneapolis, Earth

DATE OF BIRTH: February 18th, 2079



Prof. Kiesel

Professor Gottlieb Kiesel is one of the most notable scientists of the 21st and 22nd centuries.

Holding 13 PhDs in disciplines ranging from quantum physics and exoarchaeology to molecular gastronomy, his work has been cited more than 5.000.000 times, according to the Gnosis Alpha Orbital University Database Archive. He volunteered to join the EDF based on his belief that humanity needed more than sheer force to overcome the invaders.

NOTES:

Has contributed considerable research to the ongoing study of the Space-Time Oscillatory Noncohesion Effect.

Inventor of the neosynfuel-based Kieselmotor, the Tachyon Communication Array, and the Chromodynamic Sauerkraut Centrifuge.

NAME: Gottlieb Kiesel

BIRTHPLACE: Offenbach, Earth

DATE OF BIRTH: March 14th, 2042



Michelle

Michelle grew up in the suburbs of Paris, but moved to Carcassonne after her studies to take a job as an archivist in the Musée des Beaux-Arts.

During the first days of the invasion of Earth, she joined a civil defense organization to help prepare for the coming war. She became leader of the Carcassonne cell of the French Resistance after her predecessor, Jean-Luc Dubois, was killed in the Second Battle of Toulouse.

NOTES:

Notable engagements include the Second Battle of Toulouse, the Rennes-le-Château Counterheist, and the Battle of Tourmalet Pass.

Avid amateur ornithologist with a special interest in *Cyanistes caeruleus*.

Hates repeating herself.

NAME: Michelle Djabali

BIRTHPLACE: Grigny, Earth

DATE OF BIRTH: October 4th, 2077



DESIGN













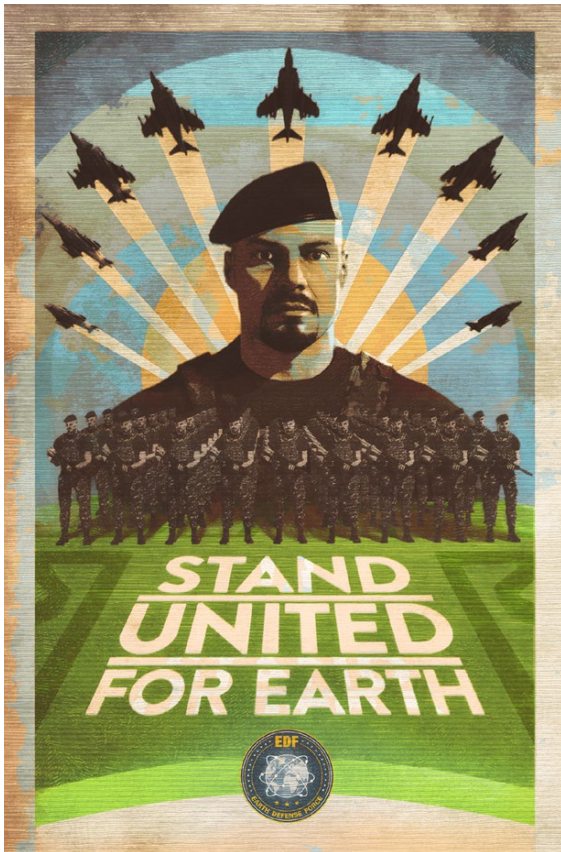


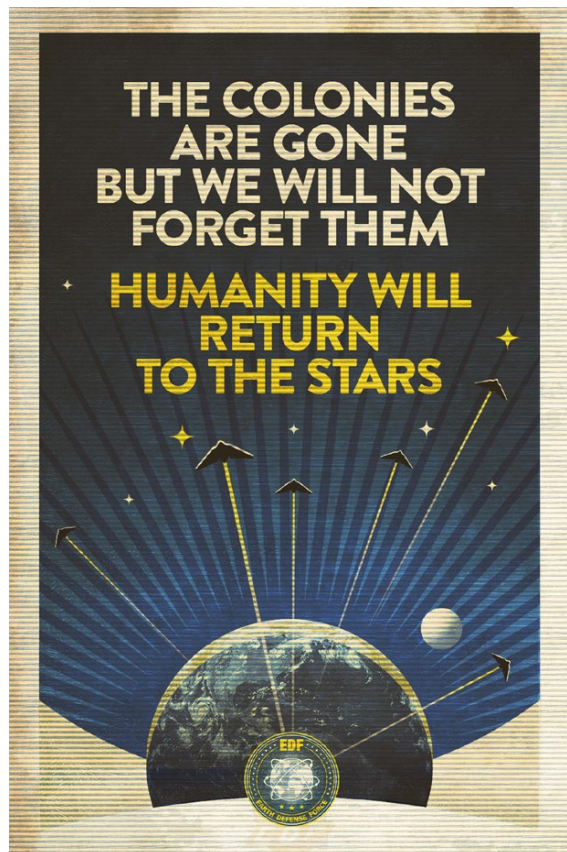
SERIOUS SAM

**FIGHTS
FOR EARTH**



**ALIEN
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ACQUISITION**





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...OR ON THE
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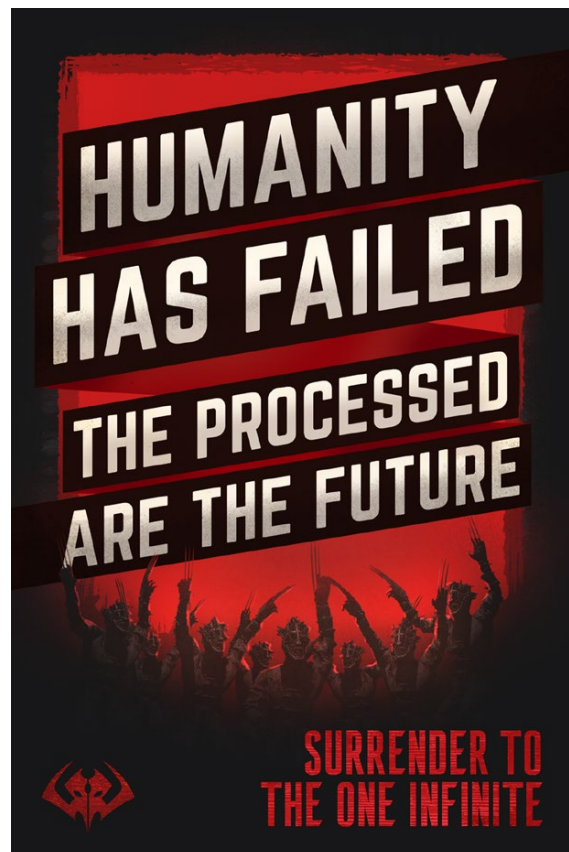
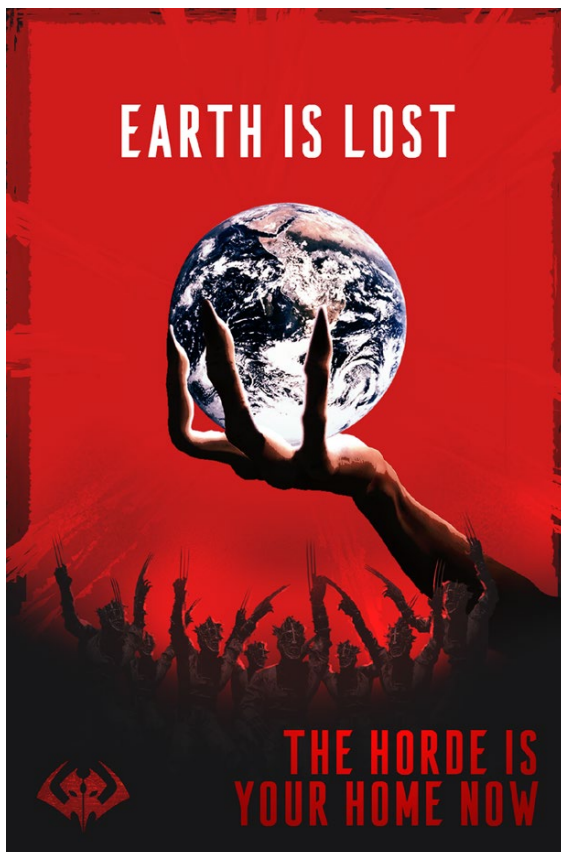
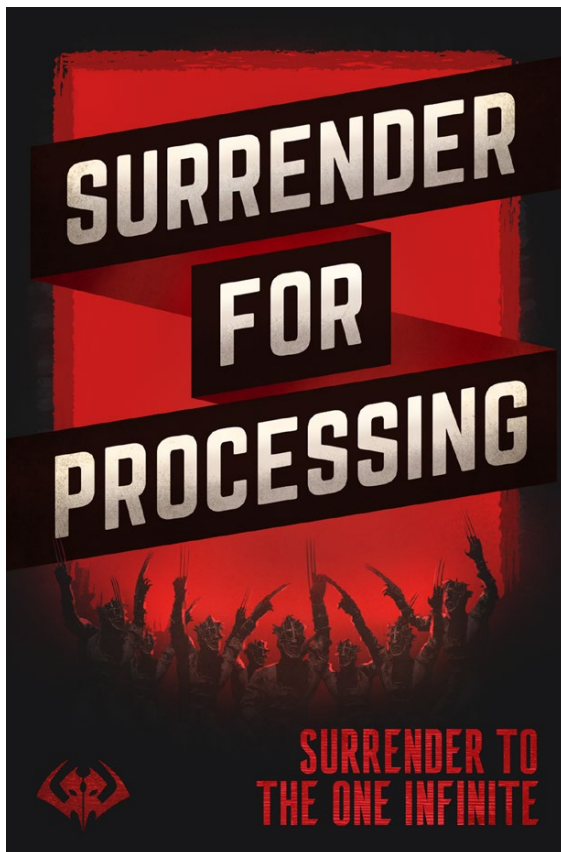


**ALIEN
ARTIFACT
ACQUISITION**

**PROCESSING IS
NOT THE END
IT IS A NEW
BEGINNING**



**SURRENDER TO
THE ONE INFINITE**

















CROTEAM