

BATTLE RIFLE

ARMAT M4RA BATTLE RIFLE

MARINE UNLOCKING RANK: 11

Mid to long-range rifle constructed in a bullpup configuration; useful for reconnaissance due to both mid and long-range combat capabilities.



BASE STATS

FIREPOWER: **6**

ACCURACY: **6**

RATE OF FIRE: **6**

FIRE MODE: **SEMI-AUTOMATIC**

CLIP SIZE: **15**

RELOAD TIME: **3S**

ATTACHMENT OPTIONS

ALTERNATE FIRE

- Tac-Shotgun
- Prox-Mine Launcher
- Grenade Launcher

ATTACHMENT

- No Attachment
- Sound Suppressor (-1 Firepower, +1 Accuracy)
- Barrel Extension (+2 Accuracy)

SIGHT

- 2X Telescoping Sight
- Variable Zoom Sight (+2 Accuracy)
- Smart Targeting Scope

SKIN

- Stock
- Jungle Boogie
- Shillelagh
- Skull Capped

FIRE MODE

- Standard Fire
- Velocity Rounds (+2 Firepower, -2 Rate of Fire)

Loadout Tip: Pump Shotgun Replacement

The Pump Shotgun is undoubtedly the favorite choice for your Secondary Weapon choice. However, there's no substitute for the Battle Rifle when taking out Spitters from a distance! In a large multiplayer area, the Battle Rifle will reach a Spitter across the entire map.



ARMAT U7 TAC-SHOTGUN

MARINE UNLOCKING RANK: 11

Under-barrel mounted, medium-capacity, 12-gauge shotgun; offers a close range alternate fire option to a primarily mid-ranged weapon.



ARMAT PROX-MINE LAUNCHER

MARINE UNLOCKING RANK: 12

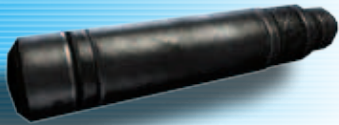
Underslung rifle attachment; fires proximity detonated anti-personnel mines composed of a thermite charge.



ARMAT U1 GRENADE LAUNCHER

MARINE UNLOCKING RANK: 13

Underslung grenade launcher attachment; fires gas-propelled fragmentation projectiles consisting of composition B15 and metal fragments.



ARMAT A9 SOUND SUPPRESSOR

MARINE UNLOCKING RANK: 15

Cylindrical barrel-mounted attachment; reduces speed of propellant gasses, resulting in an overall reduction of volume for each shot fired.



ARMAT A14 BARREL EXTENSION

MARINE UNLOCKING RANK: 17

Screw-fastened rifle barrel extender; lengthened, metal alloy barrel creates increased bullet spin, maintaining accuracy at greater distances.



ARMAT S4 2X TELESCOPING SIGHT

MARINE UNLOCKING RANK: 11

Standard issue with each M4RA Battle Rifle; telescopic 2X zoom scope with wedge reticle.



ARMAT S11 VARIABLE ZOOM SIGHT

MARINE UNLOCKING RANK: 14

Telescopic rifle sight with variable zoom settings; shooter can switch between 2X and 4X levels of Zoom strength.



ARMAT SMART TARGETING SCOPE

MARINE UNLOCKING RANK: 17

State-of-the-art reconnaissance scope based on existing Smart Gun technology; infrared target tracking system identifies and displays threats at distances of up to 100m.

A19 HIGH VELOCITY ROUNDS

MARINE UNLOCKING RANK: 21

Alternate ammo type, typically used by USCM snipers; propellant-assisted rounds exit the rifle's barrel at a significantly higher velocity, causing tremendous damage.

BATTLE RIFLE SKIN UNLOCKABLES

GAME MODE	CHALLENGE NAME	DESCRIPTION	REWARD
Any Mode	Sharp Shooter	Kill 20 enemies that are 15m away or farther using the Battle Rifle	Battle Rifle Skin: Jungle Boogie
Any Mode	The Silent Killer	Kill 5 enemies using a Suppressor on the Battle Rifle	Battle Rifle Skin: Shillelagh
Any Mode	Trapper	Kill 20 enemies with Battle Rifle mines	Battle Rifle Skin: Skull Capped

SPECIAL PROJECTS

- ▷ DOG TAGS: 3
- ▷ AUDIO LOGS: 2



OBJECTIVE 1: CLEAR THE COMMAND DECK AND STOP THE ATTACK ON THE *SEPHORA*

Control Room

After opening the cargo bay doors to allow the support troops to arrive, another squad of unknown soldiers appears in the cargo bay and begins attacking your dropship. The dropship opens fire on the attackers and shatters the observation window (1) in the process. Blast shutters cover the broken window, blocking a ringside view of the battle.

If you are able, upgrade your Assault Rifle with a new sight. This makes the already very powerful weapon even more lethal with increased accuracy and ease of aiming. Follow O'Neal to the exit (2) in the back of the control room where Wey-Yu advance. Crouch down and take cover behind the crate where the Dog Tags in the previous mission were found. Another spot to take cover is behind the console, allowing a view to the exit and the enemies near the doorway. Pick them off one by one as they reveal themselves. Grab the pick-ups they drop and move into the next room.



2A

2B

2E



2C

2D

▶ MISSION 2: BATTLE FOR SULACO

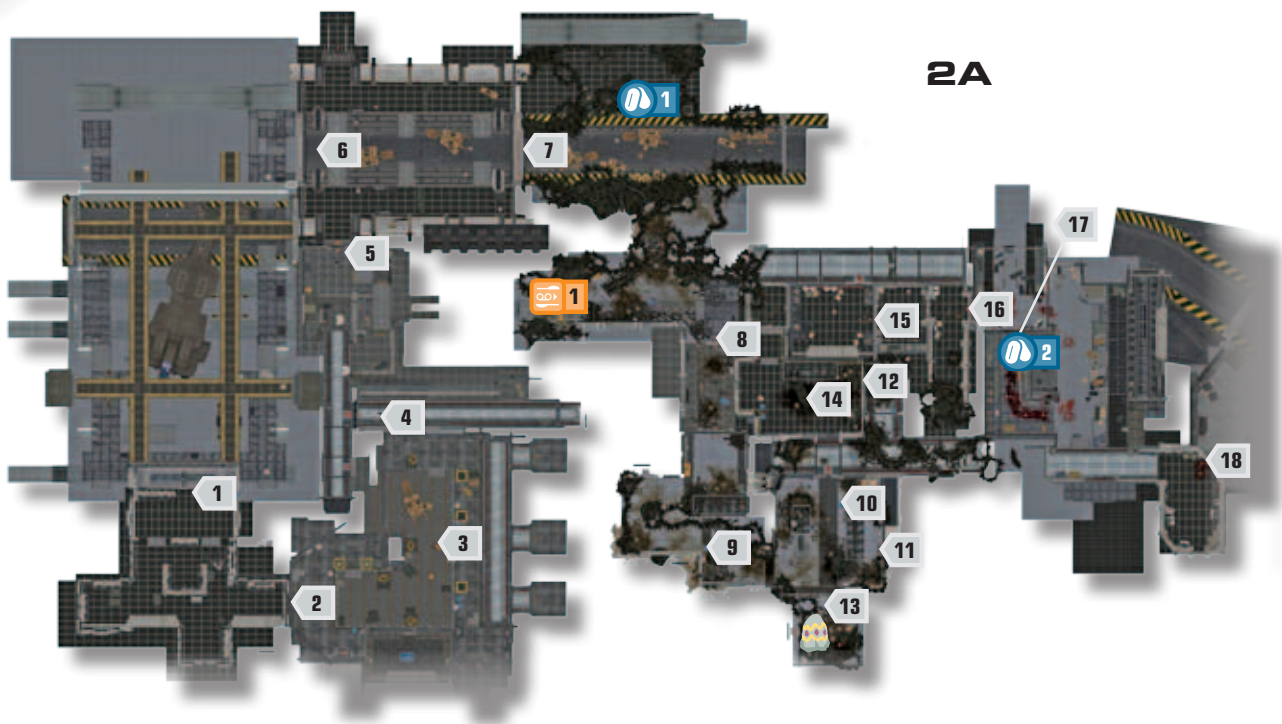
In the L-shaped room (3), several enemy soldiers take cover behind crates and support beams. Explosive tanks can be found in the large room. The tanks can help clear enemies in cover. Also, try moving to the right through the narrow hallway that wraps half way around this room. This hallway has many windows that offer cover as you shoot at the enemies in the main room. Collect dropped pick-ups and follow O'Neal.



Armor pick-ups

Follow O'Neal into the next hallway (4), but turn to the right. Find an armor pick-up in a nook near the end of the hallway. Return to O'Neal as he takes a right at the T-intersection in the hallway. Head to the left to find a large armor pick-up in another nook. Follow O'Neal again.





OBJECTIVE 2: LOCATE BELLA

Powerloader

O'Neal stops at the Cargo Rail door (5) where you will receive the press button prompt. Enemy soldiers are seen across the Cargo Rail after opening the door. They flee through an exit on the other side of the room, so save your ammo and move into the room once their door is shut.



OBJECTIVE 3: USE THE POWERLOADER TO OPEN AN EXIT

Enter the powerloader (6) and walk to the large warehouse door on the opposite side of the room. Press RT or LT (R1 or L1) to attack or lift with the right or left arms. Do this while facing the large warehouse door (7) to lift it open. You automatically dismount into the next chamber.



[MISSION 2: BATTLE FOR SULACO]

OBJECTIVE 4: LOCATE BELLA

Use your pistol to pop the alien eggs to avoid Facehuggers. Explore the cryo pods to the left for Dog Tags. Investigate the tunnels to the right to find an Audio Log.



DOG TAG # 1: CPL. CYNTHIA DIETRICH

As you enter the chamber accessed using the powerloader's lifting capabilities, find the first Dog Tag (DT #1). It's sitting on top of an orange cryo chamber on the left.



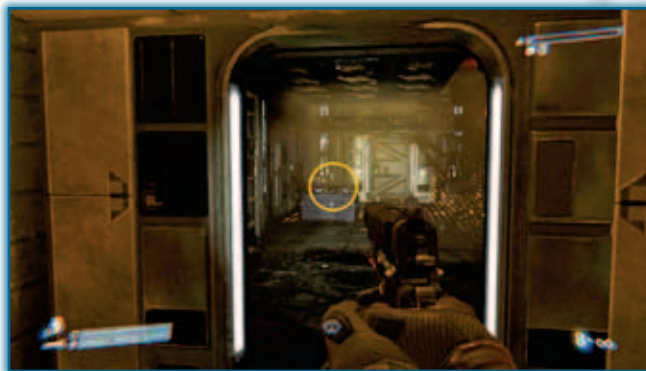
AUDIO LOG # 1

After opening the warehouse door with the powerloader, find the first Audio Log in this mission (AL #1). It's on a crate near a locked door in the tunnels to the right.



Facehuggers

Cut open the sealed door (8) to leave the area. Prepare for a Facehugger encounter in this next room. The little critter appears on top of a crate in the back-left corner. Shoot it before it lunges for your face. If it does attach itself to your head, rapidly tap the indicated button (X or ●) to peel it off.



ESCAPE

There are two unique maps for this mode: Flushed Out and Emergency Evac. Escape through Xenomorph-infested territory in this 4-on-4 game mode.

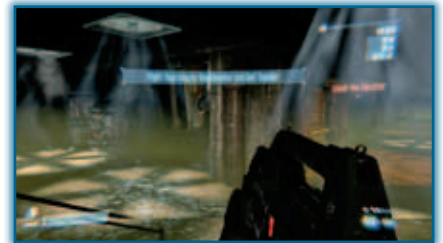
Marines must complete a series of objectives while the Xeno force tries to prevent them from accomplishing this at every stage. The Marines are trying to escape the location. They have 15 minutes to do this or they fail. Xenos can use ventilations shafts to reach areas the Marines cannot, and can even move to the next objective location unnoticed. The Xenos win if they prevent the Marines from leaving in the time allotted or if they kill all the Marines.

The best Xeno strategy is to try to separate the Marine group as best you can, kill any stragglers, and try to form cohesive ambush strategies when Marines are forced to stop.

FLUSHED OUT

Fight Your Way to the Elevator and Get Topside

As a Marine, you start on the southernmost section of the map on a stair platform (1). As a Xeno, you spawn at the elevator (4), which is the Marine's destination. The fighting begins where the two factions meet if the Xeno plan is to rush the Marines, instead of holding their ground at the elevator. As a Marine, you must be aware that the Xenos have access to vents which allow them to drop down on you in several different locations along this section of the sewer.



There's an egg room with an ammo pick-up over the second staircase. This room has the first Xeno vent passage that the Marines can reach, so expect resistance (3). Directly across the next stair crossing is another similar egg room with ammo and Xeno vent access. Across the next stair crossing from this room you'll find a white room with a Marine **Incinerator** (flamethrower) and another Xeno vent. As Marines, you must be wary of ambushes when going after these pick-ups.

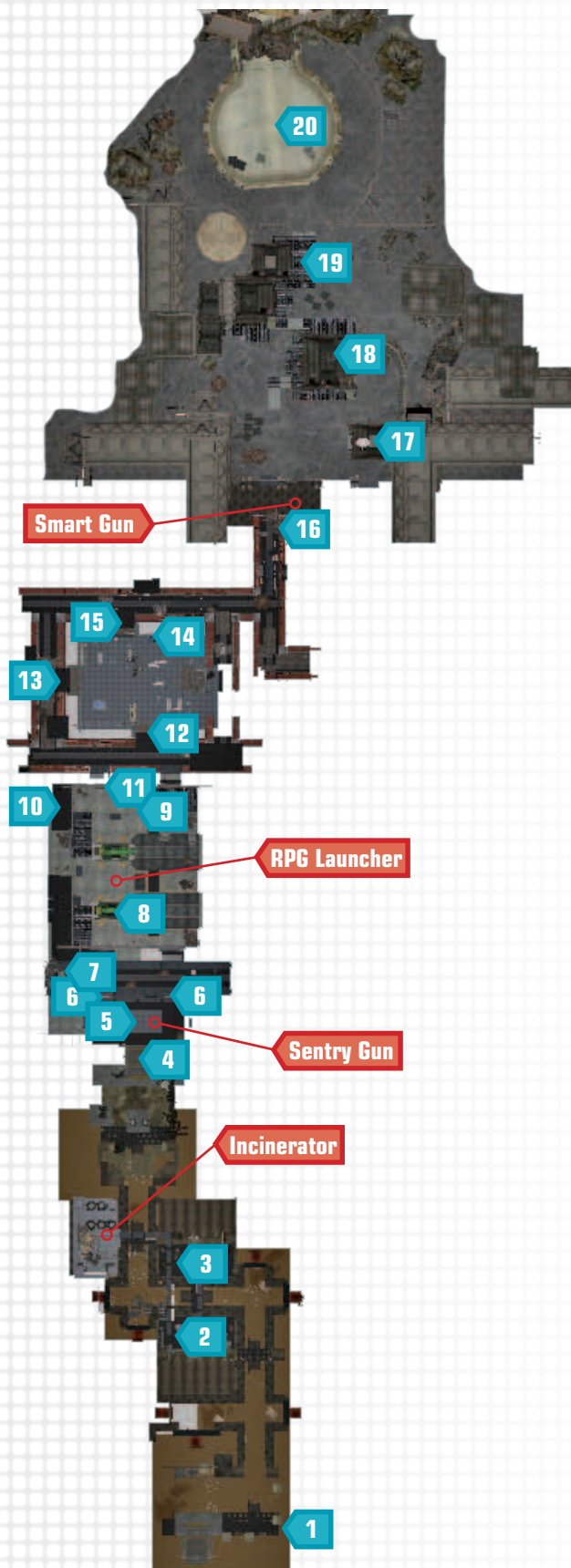
There are a few vent access areas in the floor above the elevator (4), so this will be a hotspot of activity, including a very large hole directly above the elevator switch. The Xenos will be doing everything in their power to stop or delay the Marines at this first key location. Once the switch is activated, the Marines must wait for 30 seconds before the elevator doors open.



Regroup on the Elevator

Once all the Marines have boarded the elevator, one of them must activate the elevator switch inside to close the doors and ride up to the next level. The backside elevator doors open once you reach the second level, revealing a room full of supplies (5). These doors open after 20 seconds. This gives your team a chance to fill up on ammo, reload, and grab the large Sentry Gun. Xenos have no access to this room before the doors open—unless you let one ride the elevator with you.





Override the Garage Door and Reach Operations

Another pair of doors (6) then opens into a hallway and a garage beyond that. There's a hole in the floor at the left end of the hallway. A Marine can drop in there (7) and follow it to a ramp under the first vehicle lift in the garage (8). Xenos can also use this passage to get close to the supply room undetected. Note that the aliens can also leap up through this hole; Marines cannot. Xenos spawn in a room above and have several access points into the garage. There are a few catwalks (10) accessible only to Xenos, so these make good vantage points for Spitters.



Place the Sentry Gun near the door, in the middle (9) of the north floor, so it can cover the person at the door, as well as many locations in the room. You don't want to put it too close to the door as the nearby floor container will block the turret's line of sight, giving Xenos a wide safe zone on the floor. The Sentry Gun shoots upwards, so avoid placing it under a catwalk or too close to one of the vehicle lifts. Find the **RPG Launcher** between the vehicle lifts. It takes 30 seconds for the door (11) to lift high enough for you to pass below it after the switch is pulled.

