

STORMRISE[™]

COVERS XBOX 360[®], PLAYSTATION[®] 3
COMPUTER ENTERTAINMENT SYSTEM,
AND WINDOWS[®] PC

BASED ON A GAME
RATED BY THE
ESRB



SEGA[®]

Written by Greg Kramer

STORMRISE™

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The Field of Battle

In war, as in all things, it's usually best to start with the big picture. Before getting down to the nitty-gritty, you need to know how the world works. In *Stormrise*, that means understanding several fundamental things about how to manage, view, and build your armies before getting into a minutial analysis of what each unit does or how to control it (fear not, we'll get to that soon enough).

This chapter introduces you to the all the big picture systems and issues, including the implications of choosing a difficulty level, understanding what you can and cannot do and see, how you find and collect the resources that will build your army, and so on.

Stormrise: The Shape of the Game

Let's start *really* big picture. What kind of game is *Stormrise*?

Stormrise is, in the most important ways, a realtime strategy game, though many of its most interesting features make it feel more like an action game. This combination can be disorienting at first. You'll get the hang of this game's pace and conventions much more quickly if you remember what you read here.

Mastering *Stormrise* centers on three basic challenges:

Controlling the Map: Every map contains a finite number of Warp Energy-supplying Rifts. Players who control these Rifts control the battle; holding them makes your force stronger while weakening all opponents. This zero-sum game, combined with smart upgrading of Nodes, is the key to victory at its most fundamental level. Of course, an opponent who selects his units wisely and deploys them in advantageous ways can overcome this tactical advantage.

Unit Match-Ups: *Stormrise* feels so much like an action game that it's very easy to micromanage your individual units—putting them in the perfect position, and so forth. It is, as this guide will demonstrate, far more important to create advantageous match-ups. Knowing which units to use against which enemies provides a hard-to-beat strategic advantage whether you face off with the AI or human opponents. In fact, mastering these match-ups and deftly controlling your troops enables you to defeat much larger forces. Using fewer troops well means less reliance on controlling Rifts and, therefore, the chance to completely reverse a seemingly overwhelming situation. Of course, winning this way is more difficult than just grabbing all the Rifts and surrounding them with scads of cheap units, but that's part of the fun.

Troop Control: Skillfully using and counteracting cover and crossfire attacks can overcome an opponent's strong unit match-ups. Both of these principles change an encounter's statistics, transforming a poorly matched or outnumbered attacker into an unstoppable force, or enabling defenders to repel an overwhelming attack.

This guide is built to provide the information you need to play these three games-within-the-game, focusing on the mechanics of weaponry, the specifics of troop control, and the most critical attributes of both faction's units. If you pay attention to this information, there'll be few encounters you can't turn to your advantage.

AI Levels

Stormrise permits you to choose exactly how smart you want your foes to be with the AI Level setting. Enemy AI can be set to:

Easy

Normal

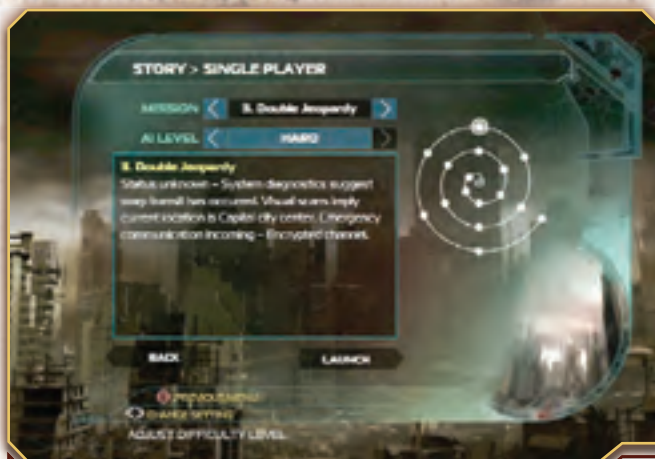
Hard

However, the impact of this choice varies with the game mode. In all game modes (Story, Multiplayer, or Skirmish), the AI Level setting affects how intelligently computer-controlled characters plan their strategy, allocate their resources, and react to your moves. The higher you set the AI Level, the more difficult to beat your computer-controlled enemies will be. Some effects of the AI Level apply to all non-Multiplayer games, but some apply exclusively to either Story or Skirmish mode.

AI Level in General

In any game with an AI-controller player, the higher you set the AI Level, the more difficult to defeat your computer-controlled enemies become. The AI Level affects the following variables:

- Energy Boost:** AI-controlled opponents get a bonus infusion of Warp Energy if they are very low in both Warp Energy and Warp Energy Income (i.e. if they have few Nodes with few or no upgrades).
- Aggression:** AI-controlled foes can be more or less aggressive depending on the AI Level. Aggression comes in the form of how long the foe waits before launching a new attack (how much breathing room the foe gives you between assaults).
- Spatial Awareness:** AI-controlled units take advantage of map features to a greater or lesser degree. This controls how well a foe uses cover, explores for new Rifts, takes high ground, establishes well-defended lines, reacts to threats, and so forth.
- Forces Used:** AI-controlled enemies use more powerful combinations of units in their company groupings.



When starting a Story Mode game, the AI Level selection has far reaching effects.

AI Level in Story Mode

In Story mode, additional, less obvious changes issue from your choice of AI level:

- Amount of Starting Energy:** The amount of energy with which you begin a mission is dictated by your choice of AI Level. In Mission 1, for example, you get 2,000 Warp Energy on Easy AI and 1,200 on Hard. Starting energy for each AI Level is shown at the beginning of the walkthroughs in this guide.
- Health Regeneration Rate:** The lower the AI Level setting, the faster your commanders regenerate health when not in combat.
- Enemy Starting Forces:** An AI foe's starting forces are more powerful and more numerous on higher AI Levels.

AI Level in Skirmish Mode

In Skirmish mode, there's one idiosyncratic implication of AI Level as well:

- Enemy Commander equipment** is more complete and powerful the higher you set the AI Level. See "Equipment" in the "Multiplayer & Skirmish" chapter.

Auto-Engagement

Before we get into the things you *can* control, it's very important to know what your troops will do if you don't specifically tell them who or what to shoot. This same logic is used by enemy troops, whether they're controlled by the AI or by a human player—assuming said player leaves the units to their own devices.

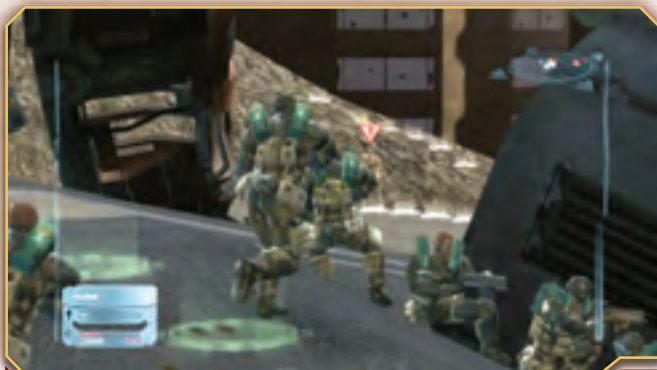
Units automatically engage with any targets they encounter, but they prioritize according to a few simple rules:

- *Targets that you order your units to attack get highest priority.*
- *Absent a specific attack order, they fire first at units upon which they can inflict the most damage.*
- *All other things being equal, units fire on upon any unit that's currently inflicting damage on it.*

The Basic Damage Calculation

How much damage units take in combat begins with two factors:

- *The attacking unit's relevant Damage Output, or "Damage per Second" (DPS)*
- *The target unit's defensive strength (Health and Evasion), also known as "Survivability"*



To know who'll win this fight, you need to know more about what they're wearing and what they're firing.

Damage Output/ Damage per Second

One of the primary factors in combat is Damage Output, or how much hurt a unit can inflict. This is actually two different questions:

- **The amount of damage the weapon can inflict against a given target:** *This is a simple matter of the weapon that the unit uses.*
- **How efficiently the attacking unit uses its weapons:** *This is a more complicated matter affected by the number of individuals within the unit—men or vehicles per platoon, or weapons of a given type mounted on the unit. Another consideration is how accurately the weapons are being used—due to the distance it's being fired, whether the unit is moving, and whether that affects its accuracy.*

Most of this chapter addresses the first factor. Chapter 4 deals with the second factor in greater depth.

Defensive Rating

A unit's Defensive rating is a function of two attributes:

- **Health:** *The points of damage the platoon can receive before dying.*
- **Evasion:** *The percentage of damage a unit avoids due to something other than armor. For example, platoons of Rangers and Enforcers each contain ten members, and each sport the same armor type (Unarmored). Both have the same amount of Health, and both have the same Evasion in their Neutral states. However, if you shift the Rangers to their Commando Rush ability, their Evasion rises from 40% damage avoided to 65% damage avoided. Thus, their Survivability jumps from 750 to 1,286, in effect giving the Rangers nearly double the Health of the Enforcers. From this, it should be easy to see how Evasion can transform outnumbered platoons into victors, or an even fight into a massacre.*

Armor vs. Damage Type

However, combat is determined by far more than firepower, physical/structural strength, and agility. It is profoundly affected by the matchups between multiple units, by the interaction of the damage the attacker can inflict and the armor worn by the target.

Every unit has a defined armor type, which controls the unit's vulnerability to different kinds of damage. Properly matching your attacks to enemy damage types can dramatically shorten a fight and make quick work of otherwise difficult foes.

The following table outlines the interactions of each damage type versus each armor type. The numbers represent the percentage of a weapon's DPS that actually strikes the unit. Thus, a unit with Unarmored armor type attacked by a unit with Regular damage type and a DPS of 100 receives 80% of every attack, or 80 points of damage per second.

DAMAGE TYPE VS. ARMOR TYPE (PERCENTAGE OF DAMAGE ABSORBED/DEFLECTED)

DAMAGE TYPE	UNARMORED	ARMORED	BROOD	ENERGY	NODES	COVER
REGULAR	20%	60%	40%	40%	60%	75%
ANTI-ARMOR	40%	20%	30%	50%	20%	90%
ANTI-INFANTRY	0%	60%	30%	50%	60%	50%
ENERGY	40%	40%	40%	40%	40%	80%
ANTI-NODE	95%	95%	95%	95%	0%	80%

This chapter examines the tools of combat: the kind of damage inflicted by each weapon, which units use which weapons, and their armor types. In the next chapter, we reveal more about the units themselves and see precisely how much damage each unit can do against each armor type. This is an important distinction, because one unit may have a weapon better matched against a given foe, but it may be less effective than another unit that inflicts more harm due to other factors.

Armor Types

Units and installations wear one of five armor types in *Stormrise*:

ARMOR TYPE	MOST EFFECTIVE AGAINST	LEAST EFFECTIVE AGAINST
UNARMORED	Anti-Armor/Energy	Anti-Infantry
ARMORED	Regular/Anti-Infantry	Anti-Armor
ENERGY	Anti-Armor/Anti-Infantry	Regular/Energy
BROOD	Regular/Energy	Anti-Armor/Anti-Infantry
NODE	Anti-Infantry	Anti-Node

ANTI-NODE DAMAGE

Because it's effectively irrelevant for all units (only 5% for all armor types except Node), this table ignores Anti-Node damage as the least effective matchup for all but Node armor type.

For easy reference, here is a list of which units/installations are protected with a given armor type.

UNARMORED


ENFORCER
INFILTRATOR
LOCUST
RANGER
SENTINEL
SPECTRE
ECHELON COMMANDERS

ARMORED

ARC-HAMMER
ECLIPSE
HUNTER
PROWLER
RAGE
SAI COMMANDERS
SCORPION
SEEKER
STALKER

- **Weapon 1:** The unit's primary weapon. The unit autonomously chooses which weapon to use based on the circumstances.
- **Number (#) of Weapon 1 Per Platoon:** The number of this weapon that can fire simultaneously. This impacts the unit's damage per second; a platoon with ten Assault Rifles has more firepower than one with only six.
- **Weapon 2:** The unit's secondary weapon. The unit autonomously chooses which weapon to use based on the circumstances.
- **Number (#) of Weapon 2 Per Platoon:** The number of this weapon that can fire simultaneously. This impacts the unit's damage per second.
- **Armor Type:** The unit's armor type.
- **Weapon Damage Per Second:** Damage rating based on the weapon's firepower and the number of weapons used by the platoon.
- **Weapon Range:** Weapon range as used by a given unit. This may be different from the weapon's base range.
- **Weapon Target Limit:** If a weapon can attack only ground or only air targets, it's noted here.
- **Total DPS:** Combination of Damage per Second of primary and secondary weapons.
- **Total Ground DPS:** Combination of Damage per Second of primary and secondary weapons that can attack ground targets. For units with no target limit, this is the same as Total DPS.
- **Total Air DPS:** Combination of Damage per Second of primary and secondary weapons that can attack air targets. For units with no target limit, this is the same as Total DPS.
- **Survivability:** A defensive rating based on a combination of the unit's Health and Evasion. Essentially, the unit's "effective hit points."
- **Speed:** How quickly the unit moves. If 0, then the unit is immobile.
- **Weapon vs.:** For the primary and secondary weapons, the amount of damage per second each can deliver in the hands of the unit versus each armor type. Different units with the same weapon may differ in these numbers due to other factors.

TABLE OF UNITS, DEFENSIVE STATS

	UNIT	ABILITY USED	HEALTH	EVASION	ARMOR TYPE	SURVIVABILITY
	ARC HAMMER	Neutral	1,500	10%	Armored	1,667
	ARC HAMMER	Artillery	1,500	0%	Armored	1,500
	BROODLING	Neutral	150	40%	Brood	250
	ECLIPSE	Anti-Ground	6,500	0%	Armored	6500
	ECLIPSE	Polaris Rift	6,500	0%	Armored	6500
	ENERGY CONVERTER	Neutral	4,000	10%	Armored	4,444
	ENFORCER	Neutral	600	40%	Unarmored	1000
	ENFORCER	Shields	600	60%	Unarmored	1500
	ENFORCER	Grenades	600	40%	Unarmored	1000
	HUNTER	Neutral	1200	40%	Armored	2,000
	HUNTER	Low Hover	1200	40%	Armored	2,000
	HUNTER	Rocket Barrage	1200	40%	Armored	2,000
	HYDRA	Neutral	3,000	0%	Energy	3,000
	INFILTRATOR	Neutral	450	60%	Unarmored	1,125
	INFILTRATOR	Thermal Vision	450	60%	Unarmored	1,125



ACT I | **5** Missions



Tutorial



Double Jeopardy



Domestic Disturbance



Assault Charge



Multiple Counts

Finishing Act I on any AI Level earns you the achievement/trophy "The Other Side."

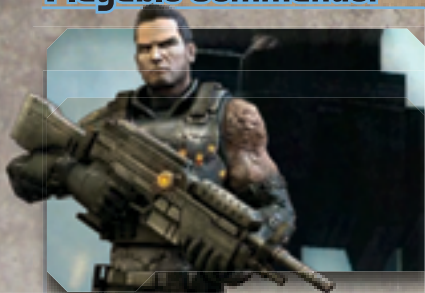
TUTORIAL



Available Nodes	None
Starting Energy (Easy/Normal/Hard)	N/A
Starting Nodes/Rifts	None

Overview of the Tutorial mission map.

Playable Commander



GEARY

Initial Troop Complement (# Platoons)

ENFORCERS: 1

INFILTRATOR: 1

GEARY

Units



ENFORCER

INFILTRATOR

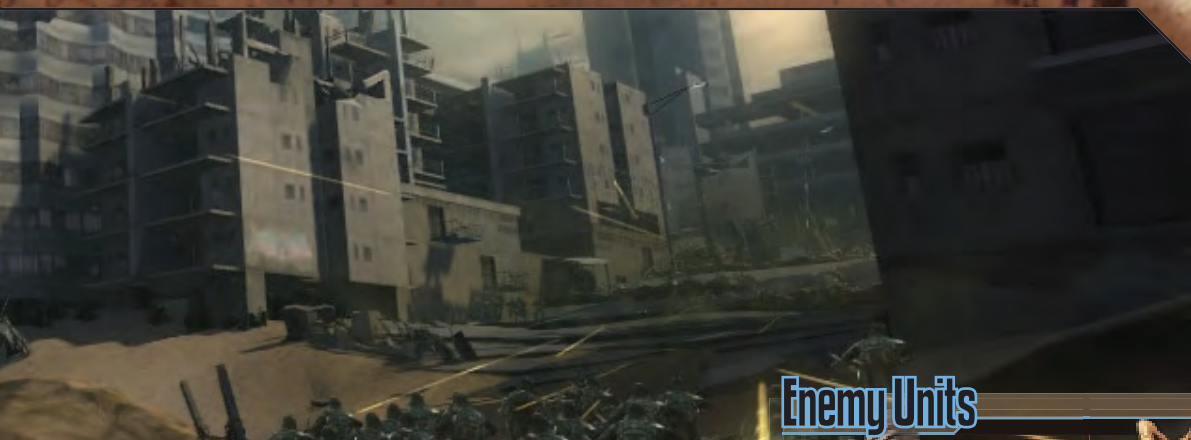
Objectives

Primary Objectives

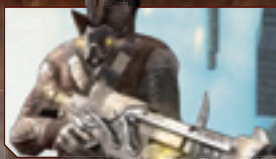
- Finish the Tutorial
- Get to the Dropship

Secondary Objectives

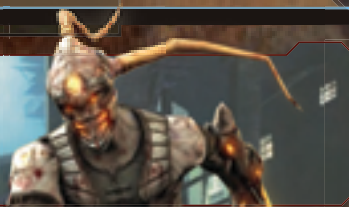
- Find and Eliminate the Hidden Sai Units



Enemy Units



RANGER



SPECTRE

Mission Preview

Vantage guides you through everything but the final steps. However, what she doesn't tell you is that players who look a bit harder for hidden Sai troops can earn an Achievement/Trophy. If you can endure a bit of Coop's nagging to "get on with it" while you search, you can find several units that don't appear on your radar and aren't required to finish the mission. Our map shows you exactly where to find them.

Mission Walkthrough



This map shows the location of all revealed and hidden Sai troops, along with the dropship.

To work your way through the primary portion of the Tutorial, follow Vantage's instructions step by step.

Eventually, you're invited to help the security detail root out additional Sai troops. Three of these units are highlighted by orange objective markers.

Searching for the remaining Sai troops is optional—you can go directly to the dropship at the green objective marker. This ends the mission and moves you to the next.

If you want to earn the Clean Sweep Achievement/Trophy, avoid going near the dropship for now.

GEARY'S INVINCIBLE

For this tutorial, Geary can't be harmed, so feel free to sic him on any enemy he can reach. Of course, you also get free reinforcements if you happen to lose your Enforcers or Infiltrators. So, really, there's no pressure.

Start with the two Enforcer units at the objective markers. After that, there are three more Ranger platoons hiding at ground level.

Send the Infiltrators to the rooftops near the second objective marker to find another Ranger platoon.



Only the Infiltrators can climb up here to find one of the hidden Ranger platoons.

The hardest unit to find is very close to the dropship, but you have to look very closely to see it. You can identify a cloaked Sai Spectre only by the slight shimmer from its cloaking device. When you're close enough, the Spectre reveals itself and you can target it. Vantage tells you when the area is clear. Now head for the dropship.

ACHIEVEMENT/TROPHY

Eliminating all Sai units earns you the Clean Sweep Achievement/Trophy.

Finishing the Tutorial earns you the Qualify for Duty Achievement/Trophy.



Look closely and you can see the cloaked Spectre, but you can't target it until it reveals itself.

STORMRISE™

Official Strategy Guide

Written by Greg Kramer

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800 East 96th Street, 3rd Floor
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ISBN: 0-7440-1099-3

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09

4 3 2 1

Printed in the USA.

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Acknowledgments

BradyGAMES sincerely thanks everyone at Sega and The Creative Assembly, especially Randy Stukes, Eric Ruud, and Logan Parr, for their knowledge, time, and support throughout this project. This guide would not be possible without you—thank you!

Greg Kramer is the author of over fifty strategy guides. He lives and works in Washington DC with his wife, three sons, and more computing power than a small developing country. To all who've made this long, strange trip my ever astounding reality: All credit (and blame, natch) are yours.