



Introduction

Shadowrun's back. Ok, sure, it's not what all the Shadowrun diehards were looking for, and it's not exactly the kind of thing that comes to mind when you think of pen and paper RPG licenses. But Shadowrun is out to change the way you play team-based first-person shooters.

Remember when being able to see through walls and jump extraordinary heights were cheating? No longer. The rules have changed, and you're starting from scratch. Shadowrun isn't an expansive game, but it's as deep as the ocean for the online FPS junkies willing to put the time in. Teamwork, smart managing of resources, and a whole lot of practice are your greatest assets. To make your life easier, we've got all the basic info you need in an easy to digest form.

In this Shadowrun strategy guide, you'll find:

- **GENERAL STRATEGIES** // Regardless of your race or armament, some things are universal.
- **GAME MODES** // What you should be aware of when playing the three different modes of Shadowrun.
- **WEAPONS** // Tips on how to be effective with the different firearms, and how to defend against them.
- **MAGIC & TECH** // Strategies for using the unique abilities of this game effectively, and when you'll need them most.
- **RACES** // Human, Elf, Troll or Dwarf, we break down the advantages and disadvantages, and how it should affect your play style.
- **MAPS** // We point out the most important areas of each map and offer our insight on how to approach them.

Guide by: Travis Fahs

This PDF Guide is property of IGN Entertainment. Any unlawful duplication or posting of this document without the consent of IGN Entertainment will result in legal action.

IGN Insiders get exclusive access to extra guide features:

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.
- Video tips and strategy for added gameplay assistance.

JOIN TODAY

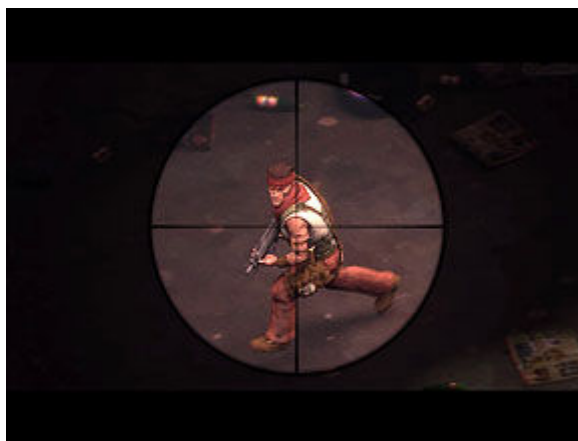
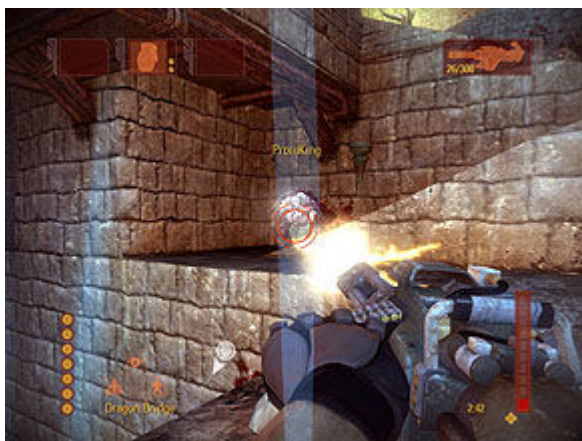
Shadowrun Strategies & Basics

General Strategies

Game Modes

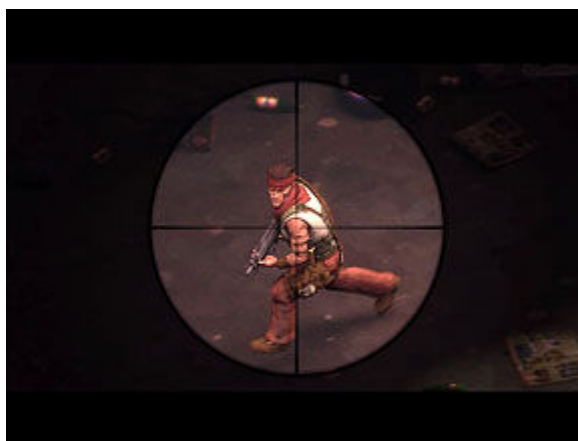
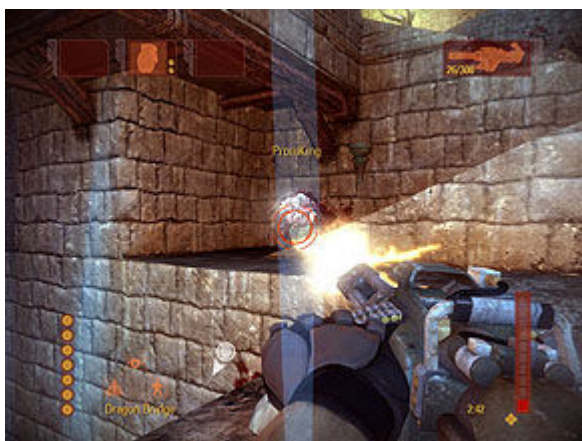
Have a Plan

While you want to be flexible and keep a few possibilities in mind (especially if you're playing with new allies), make sure you *always* have an idea of how to develop your character. Money is precious, and you should know what will help you and what won't. Bear in mind which purchases will compliment your choice of weapon, play style, race, and your objective.



Know Your Role

Teamwork is everything in Shadowrun. If you're playing on Windows Vista, you will not be effective without a microphone. Talk to your teammates about who's doing what, and about what kind of support you're going to need. You're not always going to have the luxury of playing with your friends so there are times when you might need to adjust your plan, as well. When you make a purchase, let people know, and encourage them to do the same.



Don't Be Selfish

If one of your teammates has a rocket launcher, and you have money you aren't spending that round, buy him a few more rockets. It's a worthy investment. If your teammates are crying for someone to buy Tree of Life, and your character is built for frontal assault, don't hesitate to help someone on your team get it. They'll be able to use it more effectively than you, and that's good for everyone.

Work Together

Beyond just specializing your abilities to serve your team, it can be beneficial to form small squads of two or three men and stick together. You'll be able to take on strays better, and you'll be a lot less vulnerable. This also gives you a great opportunity to compensate for each other's shortcomings and compliment each other's battle skills.

General Strategies

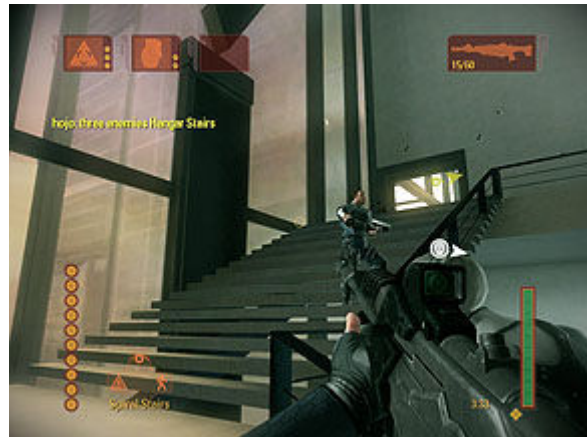
Game Modes

Attrition



This is Shadowrun's answer to Team Death Match. While most of the time it will devolve into a survival match to obliterate all opposition, if a player is holding an artifact when the timer reaches zero, that player's team will win. In general, it's best not to concern yourself with the artifact until the final minute of play.

Marking out key territories isn't nearly as important in this mode, and players are more apt to scatter. Take advantage of this. Stick together in squads of three or four players and pick off any strays you come across. You're much stronger as a group than you are alone.



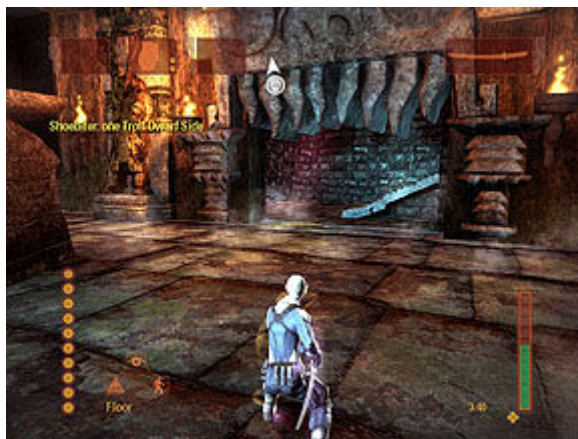
Extraction

This mode is a variant on Capture the Flag. An artifact is placed in the center of the map, and players must bring it to an extraction point near their opponents spawn point. Of course, if all opponents are killed, victory is yours by default.

Extraction necessitates a good defensive line. Get a few of your men to your enemy's goal, and do what it takes to make

it a nasty, uninviting place. Cast strangle, summon a beastie or two, and station some heavy hitters like trolls to secure the area.

A good crew of runners can help as well, especially on smaller maps. Elves are obviously ideal, and wired reflexes are essential not only for the added speed, but the defensive properties while carrying the artifact. Don't be naïve, though. The artifact and the exit point are likely to be well guarded, so make sure to support your runner with some solid backup, and clear any defenses before you have him rush in.



Raid

Raid is similar to Extraction, but RNA is designated defender, and it's up to Lineage to escape with the artifact. This means you want to play very differently depending on which side you are on.

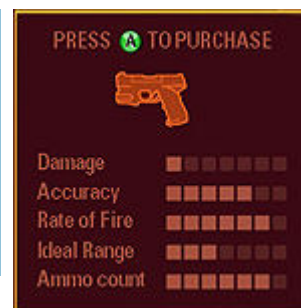
RNA defenders should set up several lines of defense. Fortify the artifact and exit point the way you always would and keep the rest of your party tightly knit. At first it will be a waiting game, but they will come to you. They have to.

Lineage is going to have a tough time at first. Don't think you'll be able to be slick and run off with the artifact. Form offensive squads and take out the defenders. Stealth tactics can be very effective since Raid defense involves a certain amount of camping. As the match progresses and the defense is thinned, you might be able to get a clean run. Even still, make sure to have backup as always.

Shadowrun Weapons

Ares Predator Pistol

The Pistol is your freebie starting weapon. It doesn't do a lot of damage, and it can't fire fast, but the damage it does is consistent, and it's a fairly accurate firearm. Although we don't recommend using it when other weapons are available, it would be wise to get comfortable with the Ares Predator for those times when you're stuck with it. Keep your distance, be methodical, and take advantage of the increased speed the light firearm allows for.



Ares HH.45 SMG

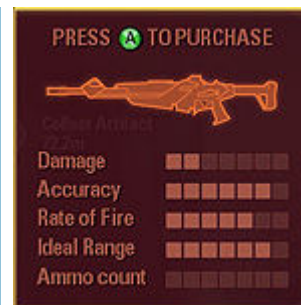
The SMG is an inexpensive firearm for sloppy shooters. It's not very accurate at all, but it can be very effective at close range. It doesn't offer a big payoff for headshots, either, so it's best used to chew through opponents at medium range or up close. It offers better accuracy when firing in controlled bursts, but since the damage it gives per-round is pretty low, you might be better off just rushing in.

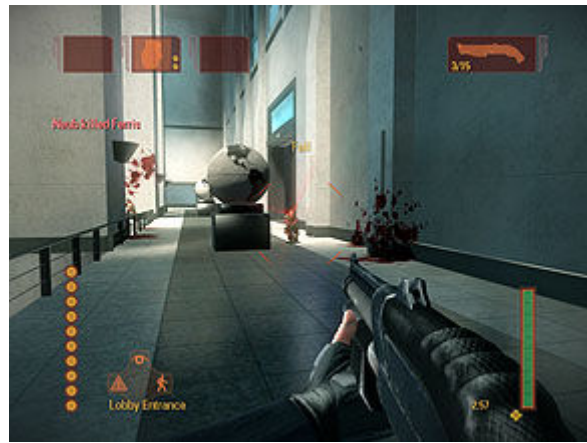


Racom 7.62mm Combat Rifle

This is a very cheap, versatile weapon for those who prefer to play with a steady hand. It's an accurate, powerful weapon that fires in short 3-round bursts. It has a zoom function to pick off enemies at a distance, and it delivers double damage for headshots, making it the perfect compromise for sharp shooters that also want to be prepared to get up-close and personal.

The low price makes it an appealing weapon to start off with, as well. The frequent reload times and slow firing rate are this weapons biggest downfalls, and there are many times when you'll end up only softening an enemy up without finishing him off. That's ok, though. Shadowrun is about teamwork, not personal glory.





Racom Gutter Cleaner Shotgun

Though it's completely ineffective at a distance, the Shotgun is deadly with a direct hit. It's perfect for sneaking up behind your target, and not bad for crowd control. Two direct hits at close range can take down most targets. It's effective against trolls, as well, because it deals a lot of damage in one blast, and thus doesn't allow for their armor to take effect. The shotty takes longer to load than most weapons, too, so make sure to reload whenever the coast is clear.

PRESS **A** TO PURCHASE



Damage	■■■■■■■
Accuracy	■■■■■■■
Rate of Fire	■■■■■■■
Ideal Range	■■■■■■■
Ammo count	■■■■■■■

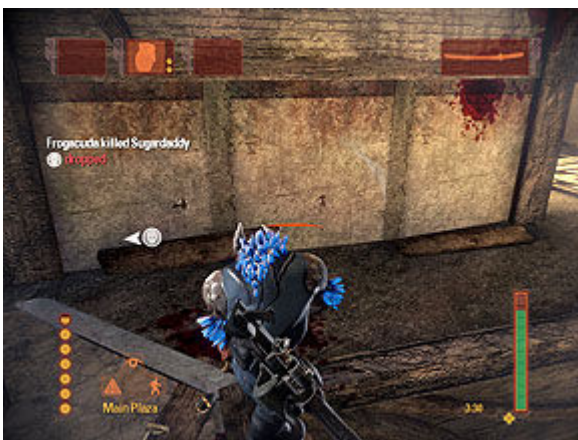
Katana

This is the weapon of choice for the stealthy player. It's the only real melee weapon in the game (the Artifact can be used as well, but it's not to be taken seriously as a means of offense). If you can strike an opponent without being spotted, they'll quickly bleed out, resulting in an effective one-hit kill. Face to face the Katana doesn't deal as much damage Shotgun, but you can still make quick work of any enemy, and it is especially good at hacking down trolls. Wired reflexes coupled with a Katana will also allow you to block some incoming fire, giving the weapon a lot of defensive potential, as well.

PRESS **A** TO PURCHASE



Damage	■■■■■■■
Accuracy	■■■■■■■
Rate of Fire	■■■■■■■
Ideal Range	■■■■■■■
Ammo count	■■■■■■■



Vindicator Minigun

This big, clumsy weapon can be very effective in the right situation, but it's not recommended as a primary weapon. It can be a bit much for elves to handle, too, as its massive weight can slow all but trolls to a crawl. It has very poor accuracy, and it takes about two seconds to get up to speed. We recommend using it to take on crowds of enemies and not much else. Smartlink makes it a much more attractive pick-up, as you won't have to worry who you hit, and the accuracy is a little better.

PRESS  TO PURCHASE



Damage	■ ■ ■ ■ ■ ■ ■ ■
Accuracy	■ ■ ■ ■ ■ ■ ■ ■
Rate of Fire	■ ■ ■ ■ ■ ■ ■ ■
Ideal Range	■ ■ ■ ■ ■ ■ ■ ■
Ammo count	■ ■ ■ ■ ■ ■ ■ ■

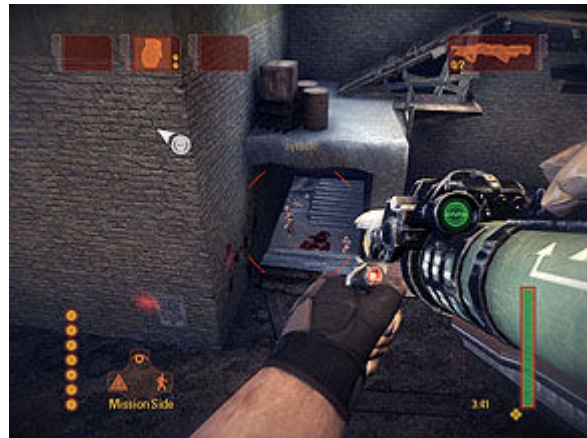
Kinetic Labs XM-20 Sniper Rifle

The Sniper Rifle offers two levels of zoom (three when coupled with SmartLink), and, as you would expect, it's the most accurate weapon in the game. It also offers double damage for headshots, making it even deadlier in steady hands. A single headshot should be enough to take out all but trolls. It has a good kick, though, so don't expect to rattle off a lot of quick, successive shots. You also can't use it without zooming in, rendering it impotent for defense. Because of this, it's best to use the Sniper Rifle in a well-secured area. Find high ground with a clear view, and consider casting Strangle to keep others away while you pick off targets.

PRESS  TO PURCHASE



Damage	■ ■ ■ ■ ■ ■ ■ ■
Accuracy	■ ■ ■ ■ ■ ■ ■ ■
Rate of Fire	■ ■ ■ ■ ■ ■ ■ ■
Ideal Range	■ ■ ■ ■ ■ ■ ■ ■
Ammo count	■ ■ ■ ■ ■ ■ ■ ■



Armtech Personal Rocket Launcher

The biggest limitation of this weapon is the cost of ammo. Beyond having to pay \$1000 a round, it's a wrecking machine. The explosive rounds deliver more than double the damage of a grenade, making one-hit kills the norm. Be sure not to waste precious rockets, and aim at your foes' feet to ensure the rocket doesn't sail past them if your aim is a little off. To be effective with this weapon it helps to have the financial support of your teammates.

PRESS  TO PURCHASE



Damage	■ ■ ■ ■ ■ ■ ■ ■
Accuracy	■ ■ ■ ■ ■ ■ ■ ■
Rate of Fire	■ ■ ■ ■ ■ ■ ■ ■
Ideal Range	■ ■ ■ ■ ■ ■ ■ ■
Ammo count	■ ■ ■ ■ ■ ■ ■ ■

Grenades

Grenades aren't as powerful as rockets, and they don't have the same range, but they can still be very effective. They're ideal for flushing the opposition out of tight spaces. You can also detonate them early by firing at them. This is a great way to catch your enemy off-guard. If you see a grenade near you, Gust and Teleport are life savers.

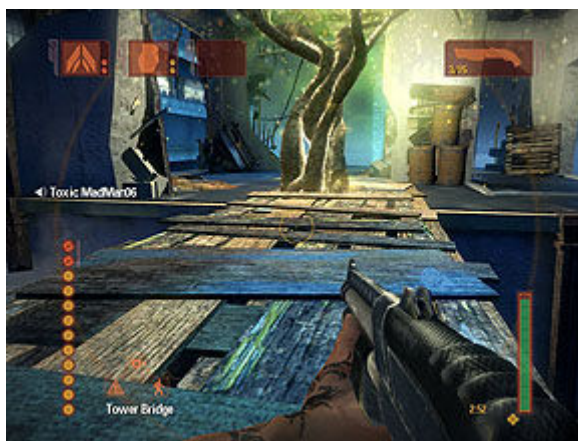
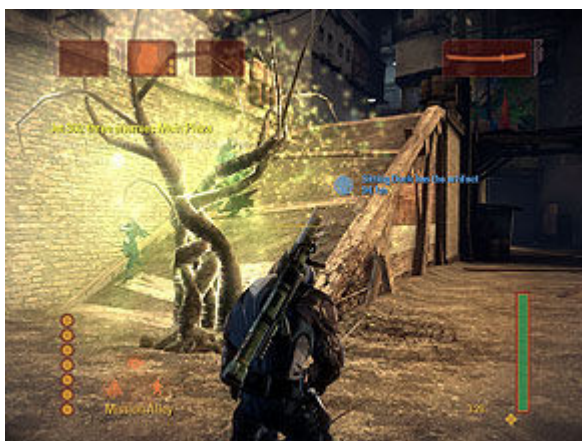
Shadowrun Magic & Tech

Magic and Tech don't really play distinct roles from each other. Think of them as two flavors of upgrades. These are means to enhance your abilities as the rounds progress. Each ability has its own strategic advantages, and it's important to learn not only how to exploit these skills, but combat them.

You have three slots to equip magic and tech. Some skills are passive; they need only be equipped to work. Others need to be activated. If you equip a skill, all you have to do to activate it is hit the shortcut that you've assigned it to, but you can also use these skills without equipping them. Simply select the skill in the menu, and instead of hitting a shortcut button to equip it, press fire. This is called "quick casting."

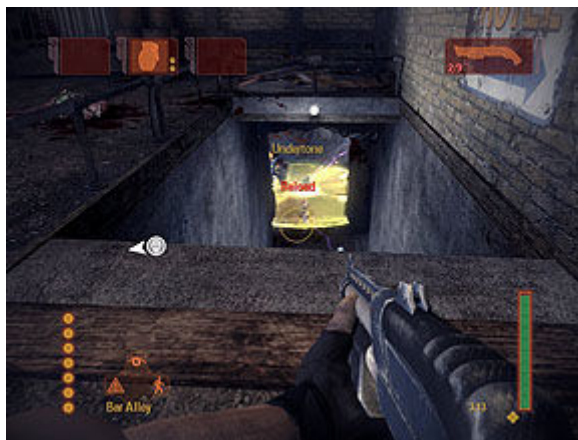
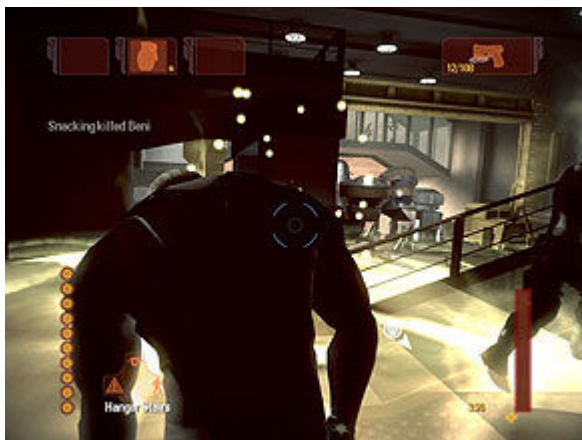
Three slots isn't a lot, so keep the quick cast ability in mind when choosing which skills to equip. Skills like Teleport and Gust are best assigned to a shortcut, where less timing-sensitive abilities like Resurrect and Tree of Life can be quick cast when needed.

Tree of Life



The Tree of Life is Shadowrun's staple healing spell, and it's a fairly unique one. When cast, the spell creates a large tree that will heal anyone nearby — friend or foe. Because the tree doesn't care who you are, it's best to cast the spell in relatively secure area. Healing from a Tree of Life will drain it, and it will eventually wither and die. Trees of Life can take damage, as well, so don't be afraid to sacrifice it to keep enemies away. Dwarves should also be careful not to get too close to trees, as their anti-magic ability will make short work of them.

Resurrect



This spell is key to your team's success. Resurrect allows you to revive fallen comrades on the battlefield. You will lose some of your available Essence when you revive an ally, but this penalty does not increase for raising more friends, so

don't be afraid to revive anyone you see. Be aware, though, that if you die, all those that you've resurrected will bleed out, and they will die if no one else resurrects them. To prevent your foes from resurrecting their teammates, just destroy any enemy corpses you see.

Strangle



This is a very strategically useful spell. It creates a growth of life-draining crystals that you can use to cut off a passage, protect the artifact, or otherwise impede your foes. These crystals will drain the life of anyone who touches them, and will disappear in 90 seconds, or when they take enough damage. It's best as a defensive spell, but it can certainly be used offensively, especially in areas where your opponent has limited movement. It can be useful to force an adversary away from a Tree of Life, as well.

To combat Strangle, you can use an AntiMagic Generator. Grenades are also quick and effective. Dwarves have natural anti-magic that will make short work of Strangle's crystals.

Gust

This spell is used to shoot a burst of high velocity wind from your palm. It doesn't immediately seem as useful as some of the other spells, but it can be applied to good effect. It is, of course, the only means to damage opponents that are using Smoke, so if your opponent is making good use of Smoke, Gust is a smart buy. It's also a good way to mess up those using gliders, and if you can push someone off the edge of a level, you'll snag an insta-kill. You can also use Gust to blow grenades around, which can be very useful.

Smoke

This one will save your butt more than once. When cast, Smoke transforms your body to a cloud-like form, and you'll become impervious to physical harm. You'll also be a bit harder to see, and Enhanced Vision devices won't register your presence. Smoke doesn't really offer much as far as offensive strategies goes, but it's perfect for escaping when outnumbered, or avoiding damage from a long fall. Watch out for enemies using Gust, however, as it can make short work of your cloudy form.

Teleport

This spell is immensely helpful when used well. All it does is allow you to transport about 20 feet forward in the direction you're moving (not necessarily the direction you're facing). It can move you through walls, help you make impossible jumps, and make you much more elusive target.

Practice makes perfect with this one. Learn to time teleport with jumps to get to high places quickly. Learn to exploit shortcuts for a quick getaway. Teleporting past an enemy and hitting him from behind can be a good way to disorient him.

Summon



Summons can do wonders when your team is short handed. You can call an intimidating beast to either guard an area or (if you target an opponent when you cast), fight a particular enemy to the death. This can be helpful for guarding the Artifact, or other areas of strategic importance.

Summoned beasts aren't that tough to cope with, however. They don't use weapons, so all you have to do is keep your distance. AntiMagic Generators will also make short work of them, as will proximity to Dwarves.

Glider



The glider is a handy gadget that lets you jump higher and faster, and can save you from a nasty fall. Timing is key: Quickly press the jump button twice to get a lot of height. If you wait too long to deploy the glider, you won't get the vertical boost. Be careful once you're airborne. Gliding is slow, and you'll be an easy target, so don't be afraid to drop if you come under fire.

Gust is a good way to cope with glider users. It can knock them right out of the sky. Snipers can also take advantage of the slow movement and lack of cover that comes with sailing through the sky.

Enhanced Vision

This allows you to see where enemies are, even through walls. In any other FPS, this would be cheating, but in Shadowrun, it's another part of combat. The effect only lasts for about five seconds, but it recharges very quickly, and can (and should) be used very frequently. Enhanced Vision is helpful in both offense and defense, so we recommend making sure you have players on your team that can use this ability.

Be aware of opponents using EV. You'll see a red circle expand across the screen and, assuming you're using a controller with force feedback, you'll feel a rumbling as well.

Smartlink

This is a great pickup for the sloppy shooter. Smartlink increases your accuracy, and allows for a zoom function with all weapons. For weapons that already have a zoom, SmartLink will allow an additional level of zoom. Even better, Smartlink will prevent you from targeting allies (though you can still hurt them with the splash damage from Grenades). This is especially helpful for SMG and Minigun users.

Smartlink does have a few drawbacks. When enabled, it emits a laser sight, which can giveaway your position. Disable Smartlink when stealth is needed. It also targets the torso of your opponent making it difficult or impossible to score headshots, so snipers should probably forego this ability.



AntiMagic Generator

These little devices can be lobbed like grenades, and they'll stick to any surface. Once placed, they cast a field that will nullify any magic effects and drain essence from enemies. Dwarves have this ability naturally, but AM Generators are helpful for other classes. Great for clearing Trees of Life, Strangle, or summoned minions.

Wired Reflexes

Wired Reflexes give you a performance boost that can prove very helpful with all races. It also allows you to sacrifice some health for a short burst of speed. If you're a katana user, Wired Reflexes also allow you to block some (but not all) frontal gunfire. This is a great companion for those making an Artifact run.

Shadowrun Races

As you probably know, Shadowrun features four races to choose from. All weapons, magic, and tech are available to each of these races, but they have a number of distinct characteristics that make them each compelling. Learn the advantages of each race and tailor your play style accordingly.

Humans



Humans aren't the best class for beginners. They're well rounded, but they lack the unique abilities of other races. They begin with \$2500 instead of \$2000 which means you can buy an ability and a weapon in the first round. They're also able to assign tech without having their maximum Essence docked.

Humans are the second fastest race, not far behind elves, and fairly strong, as well. They can carry the Sniper Rifle and maintain the same speed as Trolls, but they still sag a bit behind when lugging around the Minigun or Rocket Launcher. The real advantage to playing with humans is that you're adaptable. Communicate with your team, and find the role that's needed. Whatever it is, a human should be capable.

Elves



Elves are the perfect class for those who like hit and run tactics. Not only are they the fastest race with light weapons, but they have a natural ability to regenerate health whenever they're out of harm's way. They also have a very large Essence pool, making them ideal spell casters.

This comes at the expense of their strength and vitality. Elves have 22% less health than humans, but this is easily offset by their regenerative ability. The speed advantage quickly vanishes when carrying heavy weapons. Even the Sniper Rifle can make an elf considerably less mobile, and the Minigun and Rocket Launcher will slow them to a crawl.

Katanas and Shotguns make great companions for elves, because they're perfect for players that want to run in for the kill and quickly get out. Smoke can be a great tool as well, not only for the stealth it provides, but as an effective means of escape when outmatched.

Trolls



Trolls are walking tanks: Large, slow, and strong as an ox, with armor-plated skin. When hit, trolls build up a natural hardening of the skin that lasts a few seconds. This won't save them from sniper rifles, but it makes them very tough against rapid fire weapons.

Trolls are also the class of choice for massive weaponry. They can lug around a Minigun or Rocket Launcher without any speed penalty. Of course, they aren't that fast to begin with, but they're still the speediest class around with a large weapon.

Their large size and slow speed make trolls an easy target, so it might be best to use them in team formations so they don't get swarmed. With some good support cover, trolls can deal some serious hurt.

Dwarves



These little guys aren't that vital or that fast. They make up for this with their natural anti-magic abilities. When dwarves get close to a magic spell, like Strangle or a Summon, they can drain it and destroy it just by their proximity. They can drain the essence of anyone that treads close as well, friend or foe.

Dwarves depend on this ability to replenish their supply of Essence, which is quite ample. In fact, Dwarves have more Essence than any other race. But because they can't naturally regenerate their supply, Dwarves aren't well suited to Teleport, since it requires such frequent use. They're good for resurrection, though.

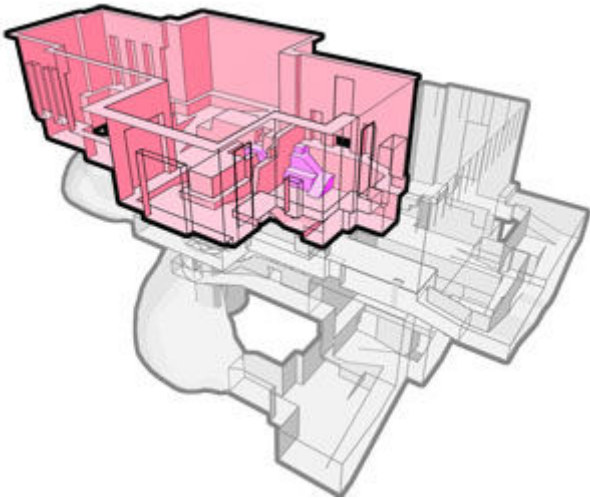
Dwarves are reasonably strong for their size, and they can have an advantage over Trolls for large weapons at times, because their smaller size will make them a more difficult target, despite their slightly slower speed at maximum encumbrance.

Shadowrun Maps

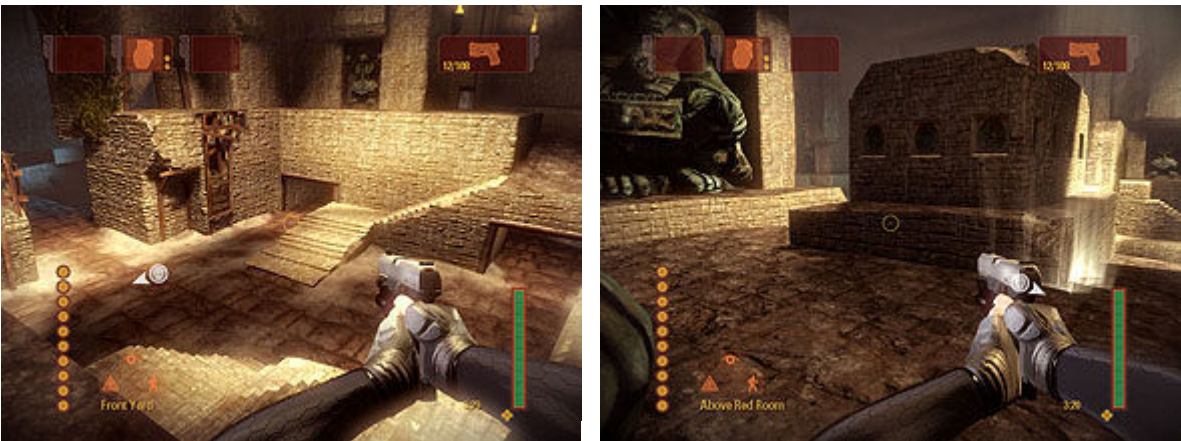
Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

There's really no substitute for experience when it comes to learning the nine maps of Shadowrun's world. We can break down some of the basics, but we recommend playing a solo match with no bots and practicing some artifact runs, getting to sniping positions, and just getting comfortable. You'll find similar strategies apply in similar geography. High ledges are good for marksmen, caverns and tunnels are good for grenades and Strangle. The real key is not ending up unprepared, as nothing will ever go exactly according to plan.

Dig Site



Courtyard: This is where the Lineage exit is, as well as the RNA Spawn. It's a strategically important area, so it sees a lot of action. Teleport can be handy for cutting through the wall dividing the front yard and the back yard, and the ledges make for clear shooting at those below. There are two paths in the backyard to the Artifact Pad, so RNA players should make them less accessible by casting strangle on them.



Dragon Hall: Home of the Artifact, this area is central in most matches. It has a lot of access points, so take the time to learn them well. Entering Dragon Hall from the lower paths can prove dangerous as these entrances can be seen from above. High ground can make for good sniping, but this room sees so much action this can prove difficult at times.

Big Hole and Caverns: These subterranean caverns are pretty straightforward, but they link some key areas, so they can be of tactical value. They're fairly wide, but the passage connecting the Caverns and the Big Hole is narrow enough to use Strangle to block a retreat.

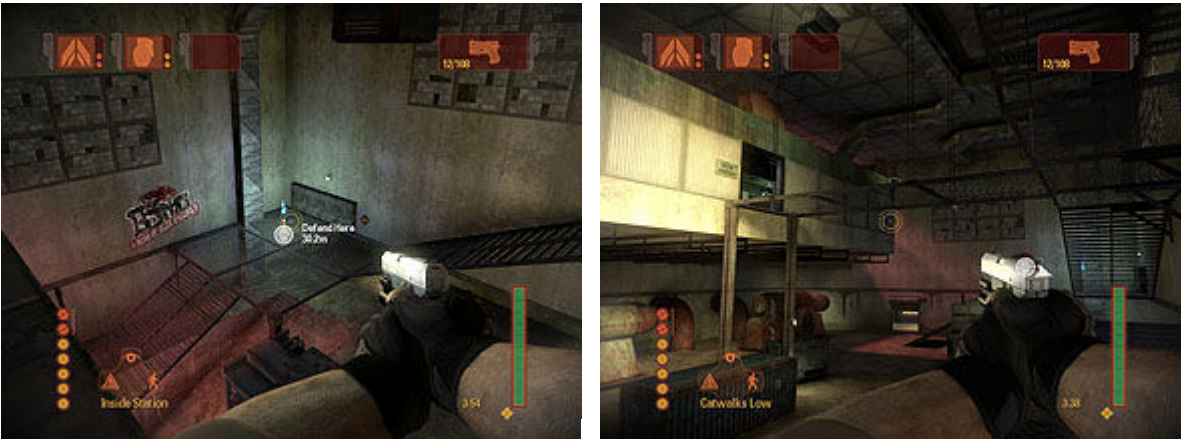
Red Room: This is a good place for Lineage players to exploit in Raid matches. It can make a good route from the Caverns to the Courtyard, and it's a good place to set up a Tree of Life to allow your teammates to recuperate.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

Power Plant



Front Yard: This is a great place to snipe at. A sniper with a glider or teleport should have no problem moving to any number of high areas. The tower by the large smokestack is ideal. With a glider or teleport you can get to the roof, where you'll be very hard to reach by anyone without the same skills. Avoid using the same spot too much, though; Your foes will catch on.



Interior: This is where the Artifact is. High ground has a bit of an advantage, and is recommended for those protecting the artifact. You'll be able to throw grenades, cast Strangle, and snipe from up there. It's not a protected area, though, so don't camp too long. The office provides a bit of cover if you need it, and it's not a bad spot for a Tree.

Station Roof: This is where the Exit Point is. If you're playing RNA, keep it guarded. Sniper fire won't cover it. Keep control of the ramp leading to the pad, and fortify it with whatever nastiness you can.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

Favela



Mission: This is the starting point for RNA, and the exist for Lineage. The nearby Tower offers prime sniper real-estate, so it's recommended that Lineage runners be very aware of this, and have their teammates take the Tower first.

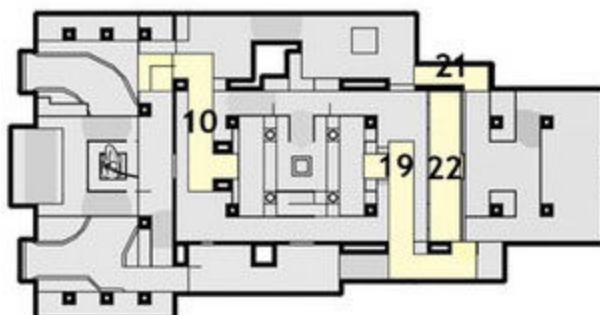


Main Plaza: This is where you'll find the Artifact. It's a wide open area, and one of the few parts of the Favela map not littered with snipers. There are some ledges for snipers to use, but they aren't well covered. Stealth won't do you any good here, either. It's a favorite spot, however, for Minigun users to take on crowds indiscriminately. We recommend getting a few people together, and setting up a small staging area with a Tree of Life before rushing in.

Streets: The streets of Favela are narrow and players traveling them are very vulnerable. There's a lot of overlooking ledges to exploit, and we recommend taking advantage of these. They're not just great for snipers: Grenades are very effective, too. Try not to spend more time than you have to idling in the mean streets.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

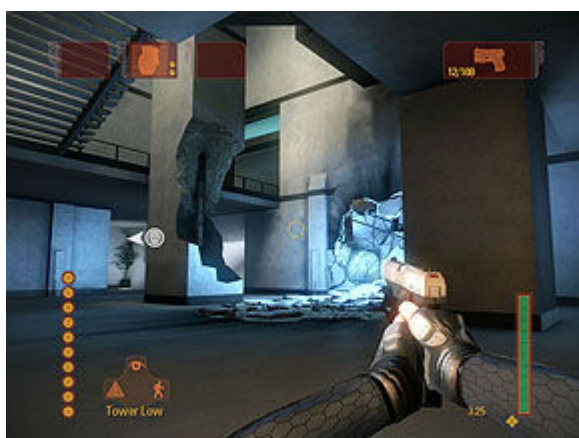
Lobby



Courtyard: Most of the key sniping locations in this stage are very hard to get to, so it's best not to concern yourself with them in the first round. You can get on top of the big statue, as well as the monorail roof, but for the most part you should just worry about building up your defenses in the usual way.



Lobby: This is the central location where you'll find the artifact. Once again, this is a rough spot for snipers, but with glider and teleport you can get on top of yet another statue, as well as the light fixtures. Whether or not you'll have the opportunity without being shot is another matter. In general, it's best to approach this like other large, high-traffic areas, by supporting your teammates, and making sure to secure a tree nearby to retreat to if need be. You can have some fun with the rocket launcher in this area, too.



Tower: This has a bit simpler layout than the Courtyard. It's best to focus on the steps for defense. There aren't any real good sniping locations. A glider can get you on the ledges on the back wall, which will get you a decent view, but not much cover, and it's a vulnerable position. Because of this, defenders should just make sure not to abandon the area.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

Maelstrom



Islands: This is a great place for platformers. A glider is a huge asset on this map, as falling can be a real pain in the ass. The Lineage exit point is the large beam of energy in the center but don't jump in without the artifact, as it's deadly. The VTOL hovering nearby is the goal for RNA players. Gust can be handy in this area, as players are very vulnerable to falling.

The Ring: This is a handy place to have Teleport, as you can travel inside and outside the walls for some great hit and run tactics. The surrounding halls are ideal for catching people with grenades, and Strangle can complicate things as well. Still, this area is very accessible, and you can only defend it so well, so keep an eye on the artifact, and never abandon the Ring for too long.

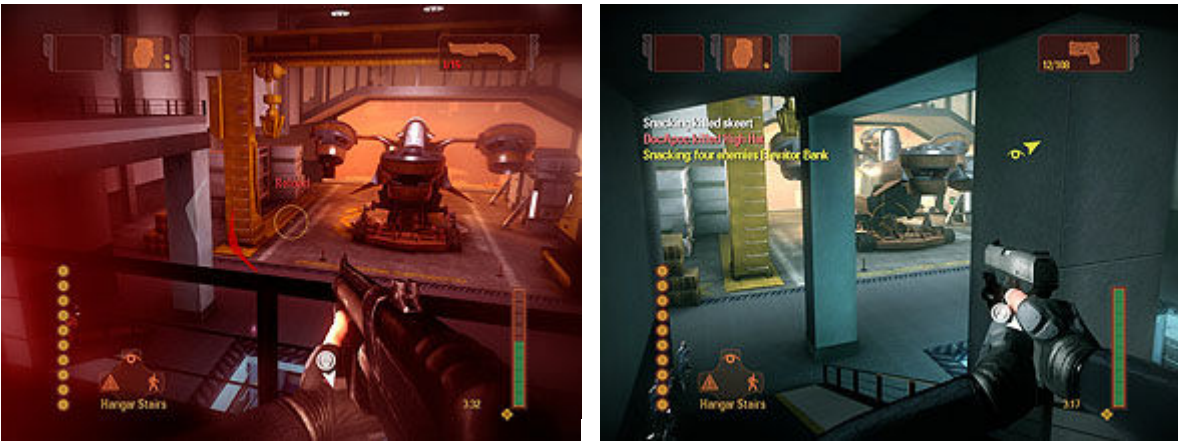


Floor: This is the bottom of the level. It's generally not as well guarded as the Ring, and it can be one of the better access points if you're clever. If you teleport through the ceiling of this area you can make a quick grab at the artifact before anyone knows what hit them.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

Nerve Center

Atrium: This is RNA's home turf. It provides good access to the Lineage exit point which is accessible only by a narrow staircase. This makes it fairly easy to defend. The patio also leaves your foes vulnerable to Gust blasts that can blow them off the map, but we recommend not letting them get that close except during Attrition matches.

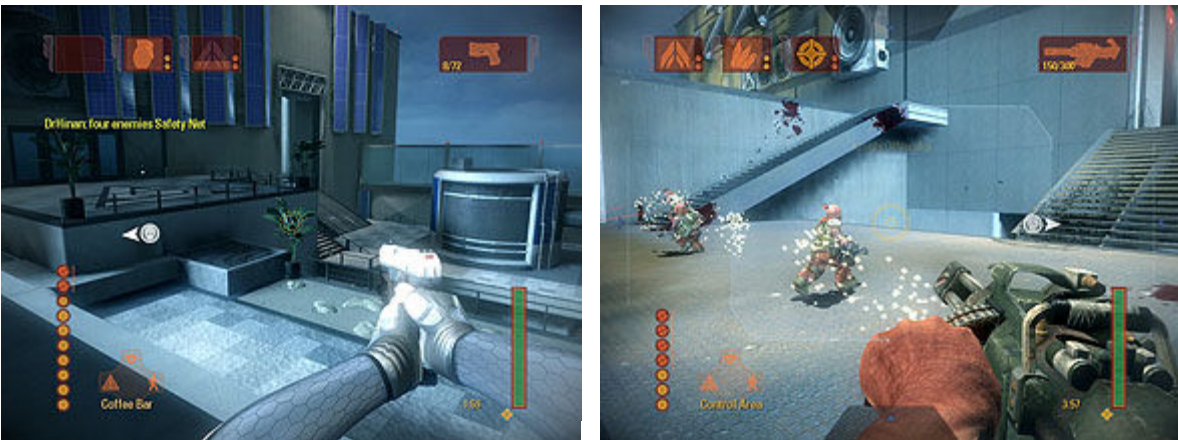


Hangar: This is the most heavily traveled part of the map. The Artifact is in a lowered area, and reasonable hidden from view. Keep an eye on the ladders to this area, as would-be runners using them are easy targets. You can hop down to the Artifact's area with relative ease, and make a break for it from the maintenance floor.

Control Room Hall and Reception Area: Lineage spawns from the Control Room. This area is a bit unfriendly to travel up unless you have teleport or a glider. You can, however, get a pretty clean shot from most of the room, so it's not so bad if you have some support. Defense is a little trickier since the exit point is accessible from both sides, so Lineage players should keep this in mind.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

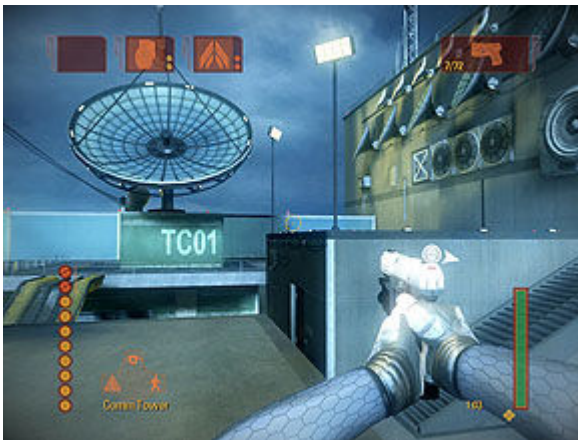
Pinnacle



Executive Side: This is RNA turf. The patio marks the exit point, but defending it is difficult, so make sure to have a few players doing their part. It may prove wiser to try to fortify the entrance to the Executive Side, rather than the patio in particular, as this is something of a bottleneck for artifact runners. Teleporters can access the area through the wall, though, so don't let your guard down.



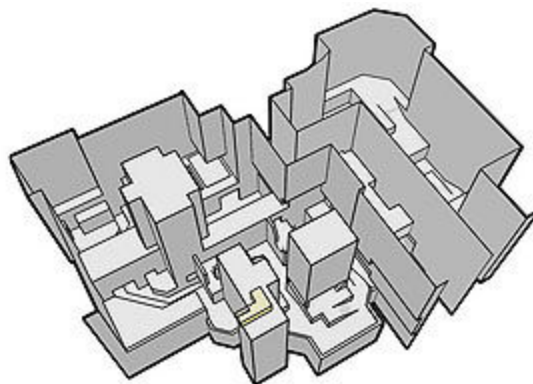
Middle: No surprises here. This is a very classically designed map. The Artifact is in very clear site, and the battle for control will just come down to taking down your enemy. Teleporters are helpful here as they maintain the element of surprise. Use them to take down enemy snipers (a Katana should do the trick, since Snipers are usually not watching their back).



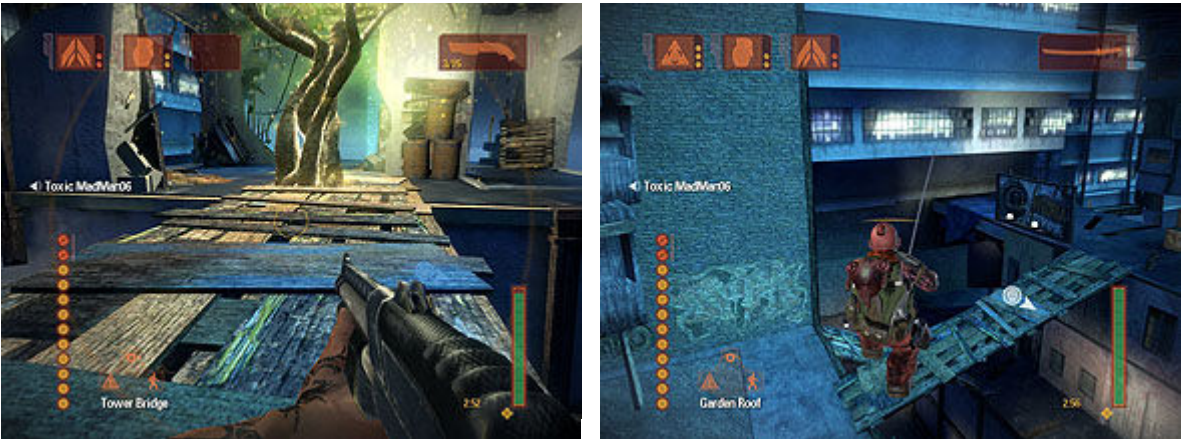
Comm Side: This is almost a mirror image of the Executive Side, and very similar tactics apply. The large dish can make an interesting sniper perch if you have a glider, and the closed off area of the control room is a good place to set up a Tree of Life for your team.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

Poco



Apartments: This is where Lineage spawns. The Utility Roof and Apartment Roof make good sniping locations, and are also not bad for lobbing grenades at those using the narrow passages down below. The Utility Roof even has some crates for cover.

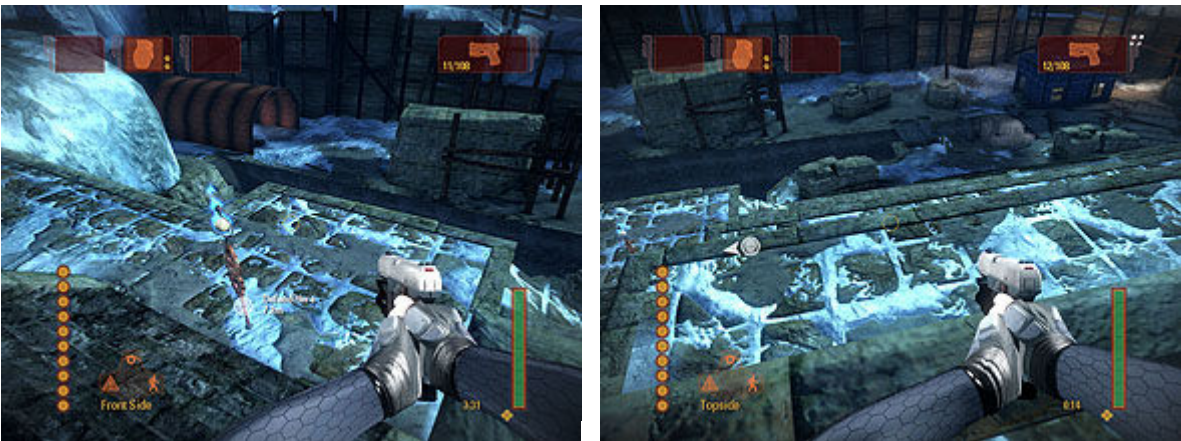


Billboard Building: This is where the Artifact starts out. It's wide open, and the rooftop is prime sniper territory. It's possible to teleport up to the Artifact from below, which is a good way to sneak up on it. To prevent your opponent from doing this, just make sure to cast Strangle on the Artifact.

Backyard: This is where Lineage's exit point is, and it's a pretty difficult area to penetrate, if your opponents are competent defenders. The ladder is a major stopping point, of course. Really, stealth and speed won't cut it, here, so just clear their defenses first.

Dig Site	Power Plant	Favela	Lobby	Maelstrom	Nerve Center	Pinnacle	Poco	Temple Grounds	
----------	-------------	--------	-------	-----------	--------------	----------	------	----------------	--

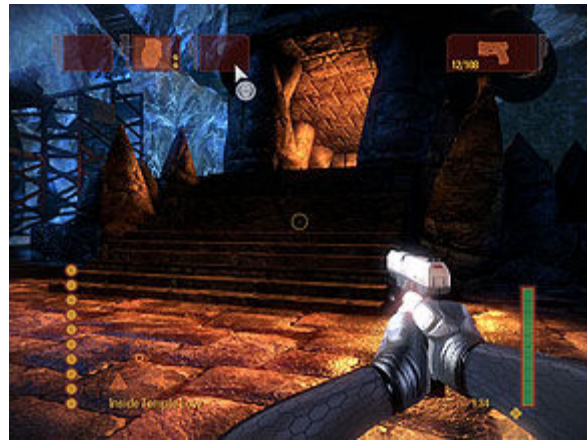
Temple Grounds



Front Side: This is one of the most uneven areas in the game. At times it can be a shooting gallery for players at the top, and a killing floor for those trapped below. Don't try to rush the front side from the bottom. You won't have the mobility to do it. Take the Tower Side instead. If you are at the top, grenades and rifles are perfect. The trenches below are not safe at all, as grenades can give you little room to flee.



Tower Side: The tower here is one of the most secure sniping locations you'll find. Climbing it leaves you very vulnerable, but once you're up there, cast Strangle at the base, and you'll be relatively safe as sniping gets. This route is also the safest way to the Top Side.



Inside Temple: This is the main hub of the map. Expect to see a lot of action. High ground has an advantage, and it's a good spot for marksmen, but be careful not to let your guard down as there are many entrances and no real safe spots. The excavation can make a good escape route. Just block off the path behind you with Strangle.