

The Beast

The Body of the Beast

The Beast is the giant alien life-form which has enveloped planet Earth. This makes playing Razer like playing through one giant boss fight, where over the course of years, Razers slowly destroy the Beast, piece by piece.

It is made up of various organs which are spread across the surface of the planet, and which perform various functions. Individual enemy life-forms are like the Beast's immune system, dispatched to kill any foreign invaders and defend itself from damage. Destroying an organ will have an effect on the area near that organ, and the organs and connections along the network. By strategically taking out specific organs, players can choose which organs to take out first in order to gain tactical advantages and benefits for other Razers playing missions in these areas.

Lymphatic Nest

Description

Nests are used to grow new enemies, from the smallest drones to super tanks. Resources are often routed to these organs in order to populate surrounding areas for protection.

Gameplay

Destroying a Lymph Nest will lower the number of enemies near this nest. Different nests are used to grow different enemies, therefore eradicating one nest may only lower the numbers of one type of enemy.



Lungs

Description

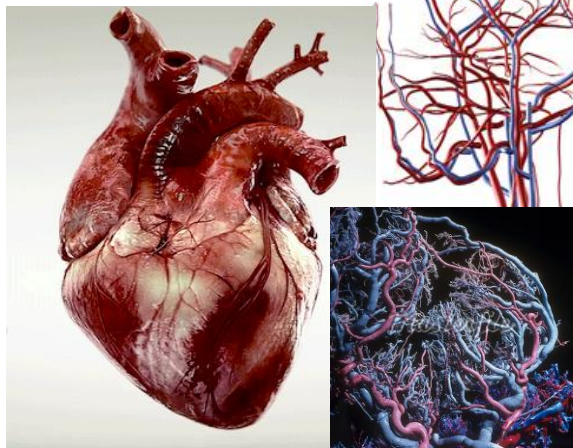
Lungs are the mechanism by which the Beast has terraformed the planet and changed its atmosphere making it more habitable for itself and the creatures it spawns.

Gameplay

Enemies within areas that have lungs have access to extra abilities and may be stronger or more powerful. Destroying the lungs will change the local atmosphere, weakening enemies and providing Razers with a tactical advantage.



Hearts



Description

Hearts are used to transport resources between areas of the Beast. These giant building sized pumps keep all the other organs in full working order and allow the network to grow back at full speed.

Gameplay

Destroying a heart will slow down the rate at which the Beast will grow itself back. It will also reduce the efficiency of other organs within the region and those organs will have less health.

Sensory Antenna

Description

Sensory Organs are used to detect the presence of enemy forces, and are crucial for the Beast to be able to dispatch enemy units to attack any UFF forces. The beast has many of these sensors in all areas of the planets.

Gameplay

Destroying these will hamper the Beast's ability to respond to player attacks. Enemy numbers will be reduced and their response times will be higher.



Mouths

Description

Mouths are used to collect resources. Drones harvest the landscape for suitable nutrients (as well as the bodies of dead Razers) and return them to Mouths, where they are ingested.

Gameplay

Destroying these structures (a well placed explosive charge will do the trick) will prevent the Beast from renewing resources within the area.



Brains



Description

Brains are what control regional clusters of organs. These are the weak points that need to be destroyed in order to kill off the Beast in any one area. There are different sizes of brain depending on how big an area it controls.

Gameplay

Destroying the brain allows the UFF to take over the entire area which it controlled however the brain cannot be reached until all areas around it have been taken. They are heavily defended and it will take entire companies of many squads to finally make an assault on a brain cluster.

Enemies

Enemy Types

Overview

Enemies come in a variety of shapes and sizes, each evolved from basic cells to perform specific roles on the battlefield. These base types of enemy also evolve to counter the threat that they are facing in the form of new armour; as well as the environment they inhabit in terms of special abilities. Different enemy types are capable of different levels of evolution, (if they are capable of evolving at all). They are also able to field different weaponry, attacks and abilities. Some enemies can have an effect on the wider strategic situation. Some enemies can even evolve to create structures or transports for other enemies.

Non Combat

From small weak drones, to large transports, living bridges/siege towers etc.



Warriors

Basic combat enemies.



Assaulters

Specialist melee enemies.



Tanks

Heavy enemies.



Super Tanks

Super Heavy enemies; often fulfil special roles like artillery, anti-air etc.



Commanders/Support

Elite enemies with special abilities.



Scouts

Light fast enemies; can be snipers/skirmishers.



Flyers

Flying Enemies.

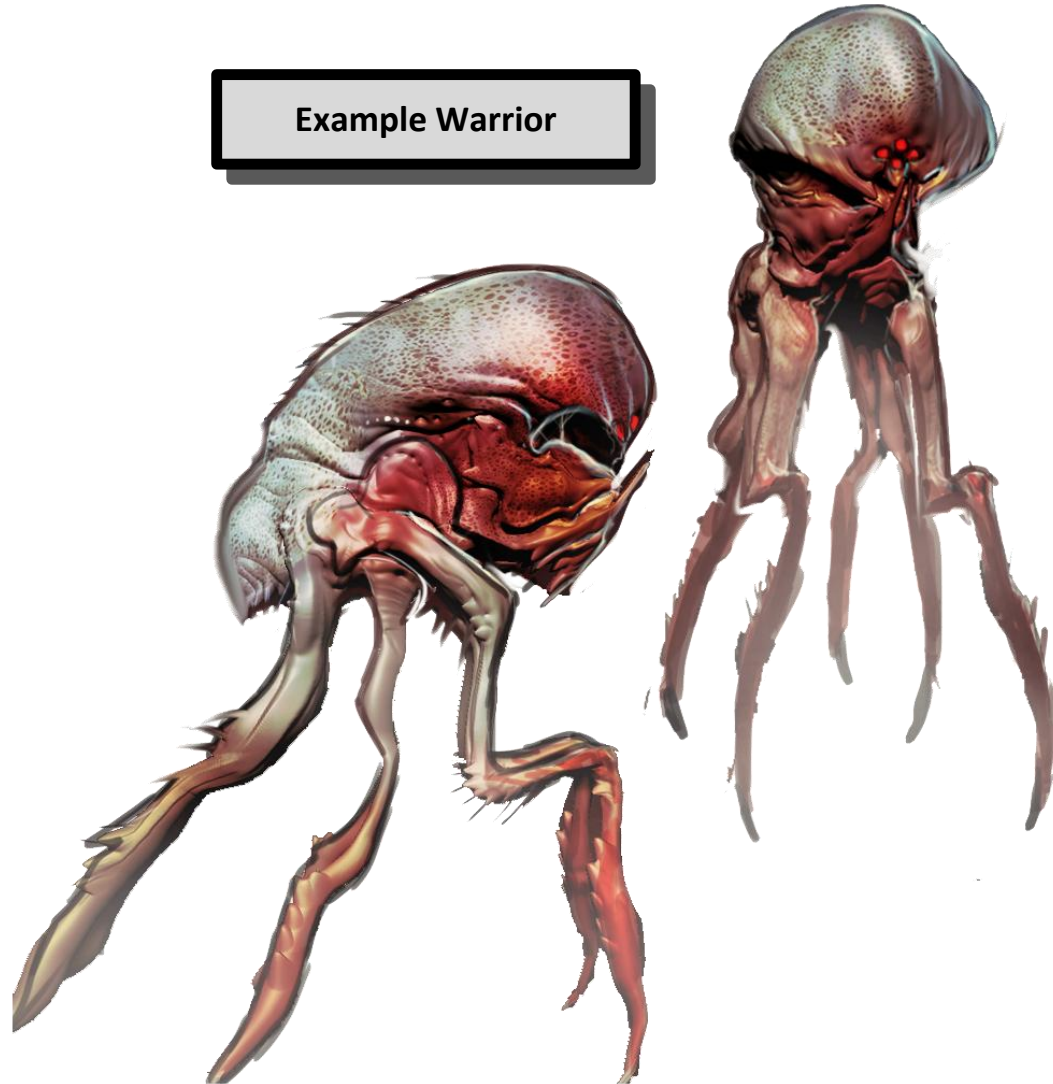


Swarms

Swarms of small enemies. Some can combine to form larger enemies.

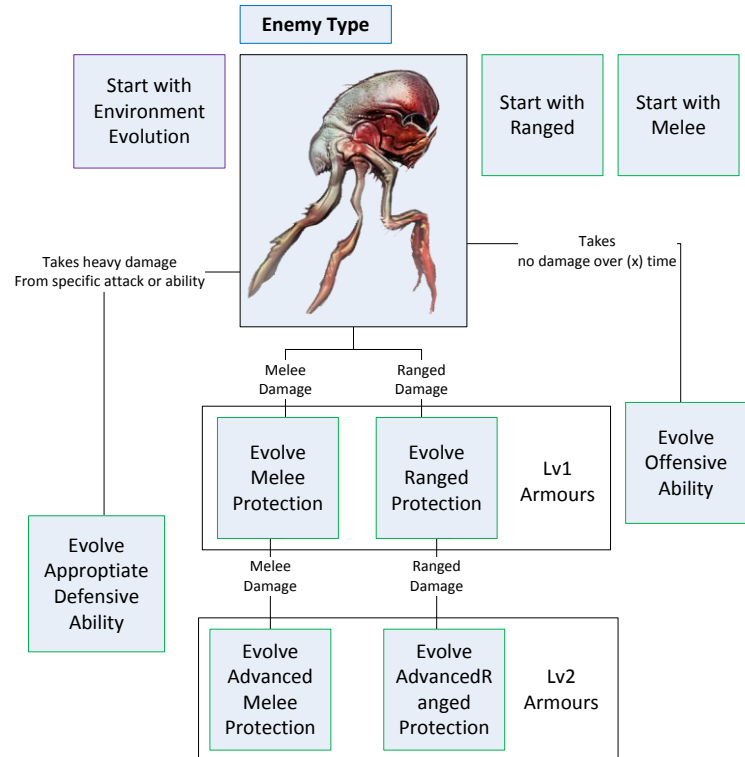


Example Warrior



Evolutions

Enemies have set evolutionary trees available to them. For example: an enemy might start with a specific armour type that is good versus melee attacks. Each branch of the evolutionary tree has a set threshold - if the necessary amount of damage is taken the enemy evolves the new armour type. This replaces the existing armour. Armours are typically good versus either melee or ranged. Armour evolves on the fly during fights, forcing the players to adapt. Enemy weapons can not evolve during fights but the same type of base enemy, a warrior for example, may start the mission as a number of different variants or 'evolutions' to determine its weapon load out. Enemies may be exclusively Ranged, exclusively Melee or field a combination of weapons. Enemy special abilities evolve based on a variety of combat factors. If the enemy is taking sustained heavy damage they might evolve an ability that protects or heals them. If they are dealing damage but not taking any they might evolve stronger attacks to press their advantage. Abilities do not replace armour or weapons but work alongside them.



Biome Specific Evolutions

Adaptive Enemies

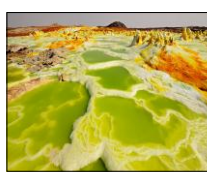
The Beast infested Earth features varied terrains and climates, and enemies you face have adapted to suit these environments. Some examples are:

Wasteland Biome



- More likely to be fast lightly armoured enemies
- Enemies can evolve the ability to burrow.

Caustic Biome



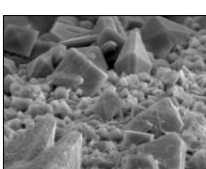
- More likely to be ranged and flying enemies
- Enemies can evolve the ability to use acid.

Fungal Biome



- More likely to be aggressive melee enemies
- Enemies can evolve the ability to cloak temporarily

Glasslands Biome



- More likely to be slower heavy enemies
- Enemies can evolve the ability to slowly regenerate their health.

Infested Biome

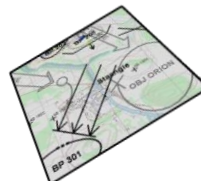


- All enemy types to be expected.
- Enemies gain bioelectrical shielding.

Strategic Significance

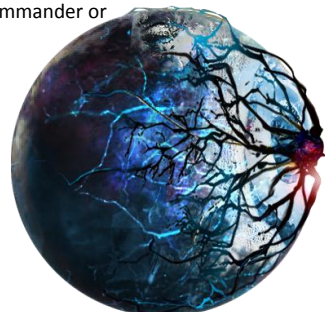
Combat (Tactical)

On a small scale tactical level, enemy composition and abilities require the player to use varied tactics, squad set ups and equipment. Certain enemy types are more dangerous to different players. A player with a focus on range will struggle versus Assaulters and Swarms, who close quickly and deal heavy melee damage. Similarly a melee player will find scouts and flyers difficult to engage, as they are able to kite the player, deal damage then retreat to safety. A good squad will prioritise targets they know they are able to deal with effectively. A good player will use abilities and varied weapons to attempt to mitigate some of the shortfalls they face.



World (Strategic)

Important enemies such as Super Tanks and Commanders can have an impact on more than just the mission you fight them in. If you find in a mission where air support options are unavailable, it may be the case that in a nearby sector a Super Tank acting as Anti Air is prohibiting air support. Killing this enemy in a mission opens up options for Razers fighting in nearby sectors. Killing a commander or spawner might reduce enemy cohesion or troops strength in all adjoining sectors for a period of time. These enemies might even be primary or secondary objectives.



Warrior Example

Warrior ST- PL 5
Subterranean Type – Low Priority
(Cave Bug)

Enemy Type

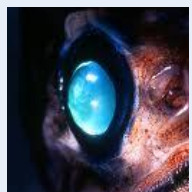
As a warrior enemy type. This enemy is able to adapt level 1 armour types, evolve based on the environment and evolve a defensive ability. This variant is a melee combat warrior adapted to a lightless cavern environment. This will affect its Environment upgrade as well as its appearance. Its starting Melee/ Ranged weapons and Armour types will be consistent with all other warrior type enemies.

Abilities

- level 1 Ranged Armour
- level 1 Melee Armour
- Environment Upgrade
- Melee and Ranged
- 1 x Defensive Ability Upgrade (two options)

Warrior

Acute sensory perception.

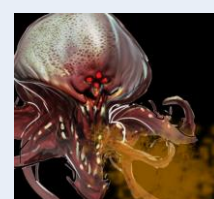


Starts with both
Ranged and Melee

Claws and Pincers



Chemical Spit



Takes heavy damage
from specific attack or ability

Melee
Damage

Ranged
Damage

Scales

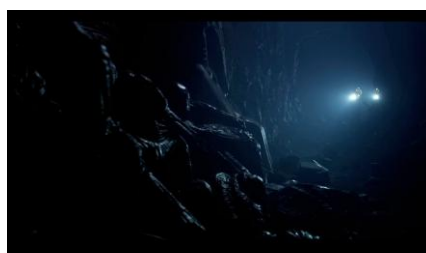


Carapace Armour



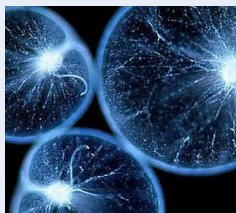
Biome Specific Evolution

Lightness Cavern



Whilst exploring an alien cave system the Razers encounter this enemy. Having spent its life dwelling in this lightless environment this enemy has developed special sensory organs allowing it to locate the Razers without the need for light.

Can Evolve
Flash Stun Attack



Can Evolve
Obscuring Smoke



Combat (Tactical)

Versatility, numbers and the darkness are this enemies strengths. Attacking in groups they are able to close with the Razers unseen and then either move in for Melee strikes or use their short range chemical spray attacks.

When the Razers begin to fight back they are able to evolve their level 1 armours. This means low level Razers will need to either work as a squad with Ranged Razers softening up enemies as they approach and Melee Razers finishing the enemies once they have adapted Carapace.

If the enemies manage to close with the Razers before adapting and Melee ensues, the Ranged Razers will be best concentrating on enemies which are using their ranged attacks while the Melee Razers confront the enemies in close. Once they adapt they will both need to switch targets. High powered ranged or melee weapons may outright kill the enemies but there is a risk that if they don't they will cause the secondary evolutions making the enemy even tougher to fight.

To counteract the dark Razers will need to equip special vision aids or use their high powered suit lights to locate the enemy.

World (Strategic)

As basic Warriors these enemies have no intrinsic Strategic value outside of missions that the role is to specifically clear the area of this enemy type.

Evolutions

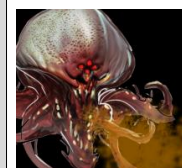
Claws and Pincers

The basic attack of most Melee enemies are their claws, pincers and teeth. The power of these and the mode of attack varies depending on the enemy type and the moves that are available to that enemy.



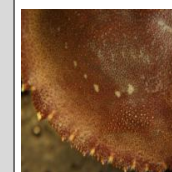
Chemical Spit

The ability to spit a corrosive chemical a short distance gives some predominantly melee enemies an effective attack to use against strong Melee Razers, or support enemies already engaged in melee when they are unable to find an opening.



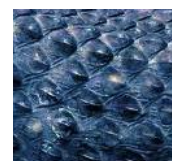
Carapace

Carapace Armour is a lvl 1 armour that protects the enemy against light ranged attacks. Although not likely to offer many benefits to large solitary enemies, a group of smaller melee enemies will be protected against fast firing machine guns and overwhelm Razers with slower weapons. Melee Razers will then need to step in.



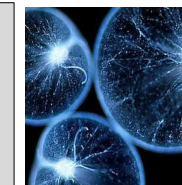
Scales

Scales are a lvl 1 armour that protects the enemy from light melee damage. This renders fast slashing weapons less effective and means Melee Razers can find themselves surrounded and unable to quickly thin the enemy numbers. Ranged Razers will need to support from afar.



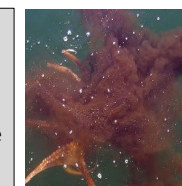
Flash Stun

If this enemy takes large amounts of Melee damage suddenly, in addition to evolving Spiked Scales it may also evolve the ability to emit high power Bioluminescent pulses. Once the enemy has evolved this power they can use it intermittently as an attack. Any Razers in proximity will be briefly stunned.



Obscuring Smoke

If this enemy takes large amounts of Ranged damage suddenly, in addition to evolving Carapace Armour it may also evolve the ability to excrete a thick cloud of chemicals. Although the chemicals do not cause damage they will obscure the enemies true position making it difficult for ranged Razers to target.



Assaulter Example

Assault UT- PL 3
XA Urban Type – Mid Priority
(Psychodelic Creeper)

Enemy Type

As an Assault enemy type, this enemy is able to adapt level 2 armour types, evolve based on the environment and evolve a defensive ability. This variant is adapted to the poisoned ruins of Earth's old civilization. This will affect its Environment upgrade as well as its appearance. Its starting Melee/Ranged weapons and Armour types will be consistent with all other Assault type enemies. As an Assault type enemy only melee attacks are available but these melee attacks are very powerful.

Abilities

- level 2 Ranged Armour
- level 1 Melee Armour
- Environment Upgrade
- Strong Melee
- Defensive Ability Upgrade

Biome Specific Evolution

Alien Ruins



The Razers encounter this enemy, on a mission within the ruins of Earth's old civilization. The chemical and radiological decay of the ruins have granted this enemy the ability to create powerful hallucinogens which it uses to flush its prey out of cover. Razers caught by this cloud will suffer from auditory and visual hallucinations.

Combat (Tactical)

Assault enemies are predominantly good at tackling Ranged Razers and this variant is no exception. Moving fast and able to use hallucinogens to trick the Razers into firing at illusions mean that this enemy can close with Razers often without taking damage. If the Razers manage to target the Creeper and it starts to take damage it is able to evolve first carapace and then if necessary bone armour. Additionally if critical damage is sustained the second wind ability keeps it in the fight. Although it is technically possible to kill these enemies at range; melee Razers will always come out on top. Although able to evolve Spiked Scales to defend against melee, this is a mid level enemy and Razers who are likely to face it should be prepared. Beyond the lvl 2 armour protection the Creeper does not start with a large amount of health. This means when Razers get in close and start dealing melee damage it will go down relatively quickly. The optimal tactic is for ranged Razers to use stun mods or mines to slow and weaken the enemy whilst Melee Razers move in for the coup de grace.

World (Strategic)

As basic Assault enemies these enemies have no intrinsic Strategic value outside of missions where the role is to specifically clear the area of this enemy type.

Assaulter

Hallucinogens



Starts with Melee

Claws and Pincers



Takes heavy damage
from specific attack or ability

Second Wind



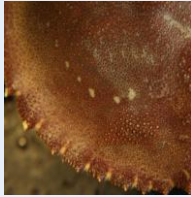
Melee
Damage

Ranged
Damage

Scales



Carapace Armour



Lv1 Armour

Ranged
Damage

Bone Armour



Lv2 Armour

Evolutions

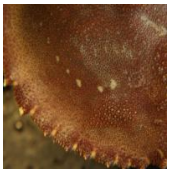
Claws and Pincers

The basic attack of most Melee enemies are their claws, pincers and teeth. The power of these and the mode of attack varies depending on the enemy type and the moves that are available to that enemy. Assaulters typically have powerful slashing attacks.



Carapace

Carapace Armour is a lvl 1 armour that protects the enemy against light ranged attacks. Although not likely to offer many benefits to large solitary enemies, a group of smaller melee enemies will be protected against fast firing machine guns and overwhelm Razers with slower weapons. Melee Razers will then need to step in.



Bone

Bone Armour is a lvl 2 armour that protects the enemy against light and medium powered ranged attacks. This affords this enemy good protection from most firearms. Heavier weapons will be able to cause solid damage but due to these weapons often slow fire rate, hitting a moving target can be troublesome.



Scales

Scales are a lvl 1 armour that protects the enemy from light melee damage. This renders fast slashing weapons less effective and means Melee Razers can find themselves surrounded and unable to quickly thin the enemy numbers. Ranged Razers will need to support from afar.



Second Wind

If this enemy takes large amounts of ranged damage suddenly, in addition to its armour it will gain a slight speed and damage resistance bonus. This often enables it to close the gap and get to do as much damage as possible before it can be brought down. Even heavy ranged weapons are therefore not guaranteed to protect Razers.



Super Tank Example

Super Tank GT- PL 1
T2 Global Type – High Priority
(Ringer)

Enemy Type

As a Super Tank enemy type. This enemy is able to adapt level 3-4 armour types, Super Tank enemies can not evolve based on the environment but can evolve a defensive ability. The environment can still affect its appearance. As Super Tanks are special enemies their attacks and starting abilities are often distinct from each other, and typically reflect their battlefield role. This Super Tank acts as a relay for the enemy communications receiving orders from nearby commanders or through the Beast's living membrane. Once it has received orders it emits a series of loud sonic projections as well as pheromone clouds to relay these orders to nearby forces.

In combat it can use its powerful sonic bursts as a ranged attack. It can also use its large size to try and crush or devour the Razers in melee. Spores and clouds of hazardous chemicals can be released from its pheromone sacks to damage nearby Razers.

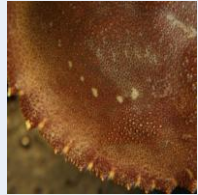
Abilities

- level 3 Ranged Armour
- level 2 Melee Armour
- Environment Upgrade
- Large Size
- Ranged and Melee
- Defensive Ability Upgrade

Super Tank

Starts with Carapace
Armour

Carapace Armour



Takes heavy damage
From specific attack or ability

Spores



Melee
Damage

Ranged
Damage

Spiked Scales



Bone Armour



Lv2 Armour

Ranged
Damage

Chitinous Armour



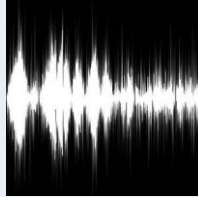
Lv3 Armour

Starts with both
Ranged and Melee

Size, Claws, Maw.



Sonic Attack



Evolutions

Melee

The sheer size of this enemy means that it can stomp, slash and use its giant limbs and mouth to attack the Razers. Its size also means that these attacks are relatively slow. If they connect however they will cause large amounts of damage.



Sonic Attack

The enemies sonic attacks use the same organs that it uses to communicate with other enemies. But by focusing these bursts in a short range it can create an area attack. Over longer range it can focus this power into a more beam like attack.



Spiked Scales

Spiked Scales are a lvl 1 armour that protects the enemy from light melee damage. This renders fast slashing weapons less effective and means Melee Razers can find themselves surrounded and unable to quickly thin the enemy numbers. Ranged Razers will need to support from afar.



Bone

Bone Armour is a lvl 2 armour that protects the enemy against light and medium powered ranged attacks. This affords this enemy good protection from most firearms. Heavier weapons will be able to cause solid damage but due to these weapons often slow fire rate, hitting a moving target can be troublesome.



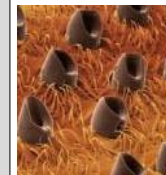
Chitinous Armour

Chitinous Armour is a lvl 3 armour that protects against ranged attacks and will severely reduce the effectiveness of all ranged attacks. If this enemy is able to develop this armour ranged attacks will only realistically be viable when targeting exposed weak spots.



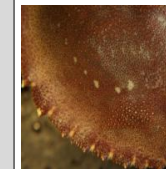
Spores

If this enemy is knocked to the ground it will periodically release hazardous spores in great clouds. These will do small amounts of damage over time to any Razer who is caught within them. Leaving the cloud will stop the Razer taking damage. This ability will evolve after a set amount of damage dealt whilst the enemy is downed.



Carapace

Carapace Armour is a lvl 1 armour that protects the enemy against light ranged attacks. Although not likely to offer many benefits to large solitary enemies, a group of smaller melee enemies will be protected against fast firing machine guns and overwhelm Razers with slower weapons. Melee Razers will then need to step in.



Combat (Tactical)

Super tanks are very large enemies. As such it will normally take a squad of coordinated Razers to take them down. This enemy has several weak spots. Specifically its leg joints, its head and the sonic burst producing organ encased and protected by its mandibles. The armour this enemy is able to evolve make it very difficult to wear down using only ranged attacks. Its size and the relative difficulty reaching its weak spots for melee Razers means that pure melee is not viable either. The best tactic is for Ranged Razers to target the weak spots bypassing the vast majority of the enemies armour. When enough damage is dealt the enemy will temporarily collapse to the ground leaving the head and sensitive sonic organ vulnerable for melee Razers to quickly move in and finish it. Once a certain amount of damage has been dealt to the enemy, whilst downed it will evolve the ability to deploy hazardous spores the will cause damage to nearby Razers. This means that once downed it is important to get in and deal as much damage as quickly as possible.

World (Strategic)

In missions where the Razers are tasked with taking an objective, there is a chance that the enemy will send a counter attack, similarly in encounters with enemy groups there is a chance that these enemies will receive reinforcements. This chance is significantly increased when a Ringer is in the same sector. Killing the Ringer causes the chance of enemy reinforcements for encounters and after taking objectives drop significantly.