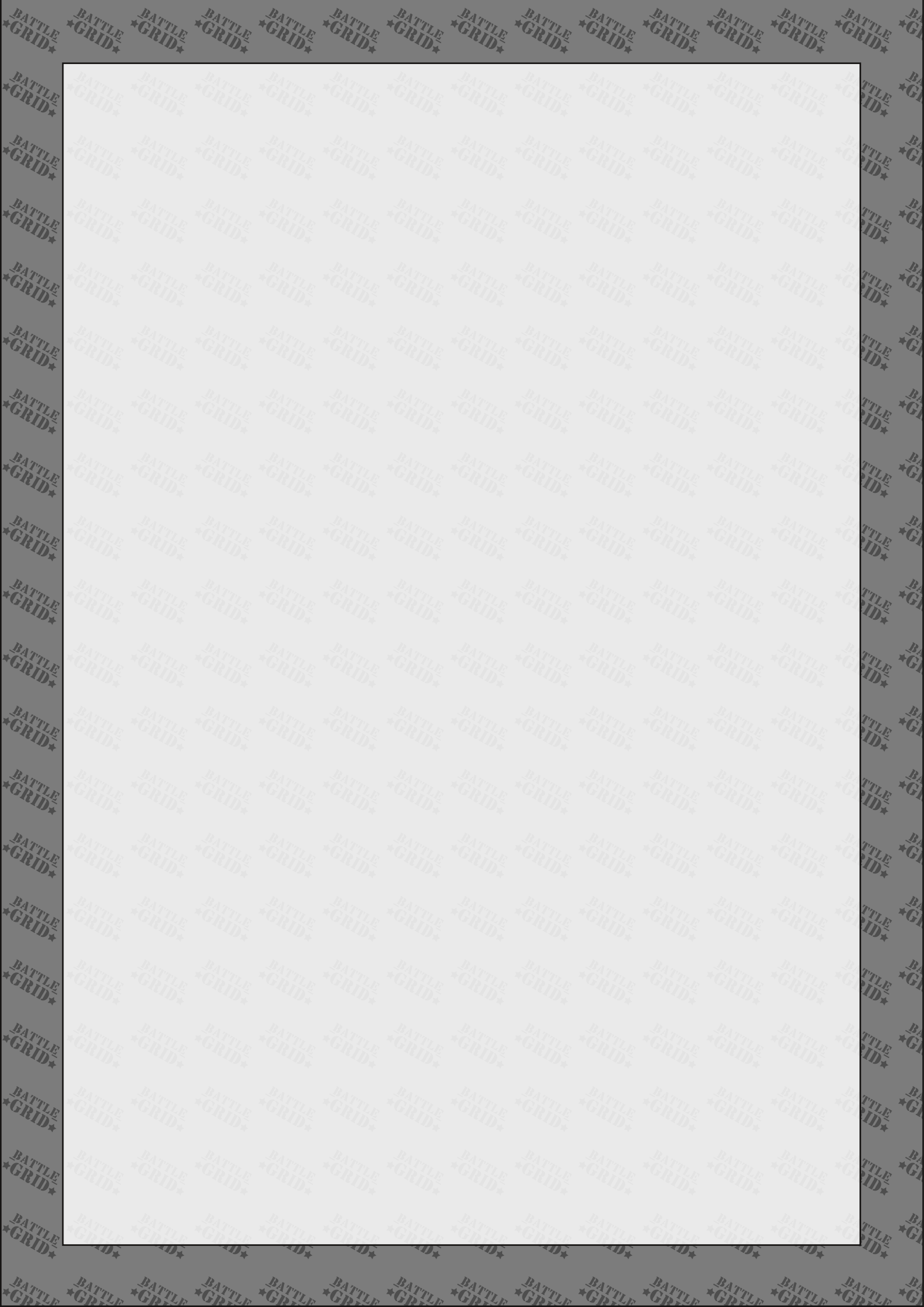


BATTLE ★ GRID ★





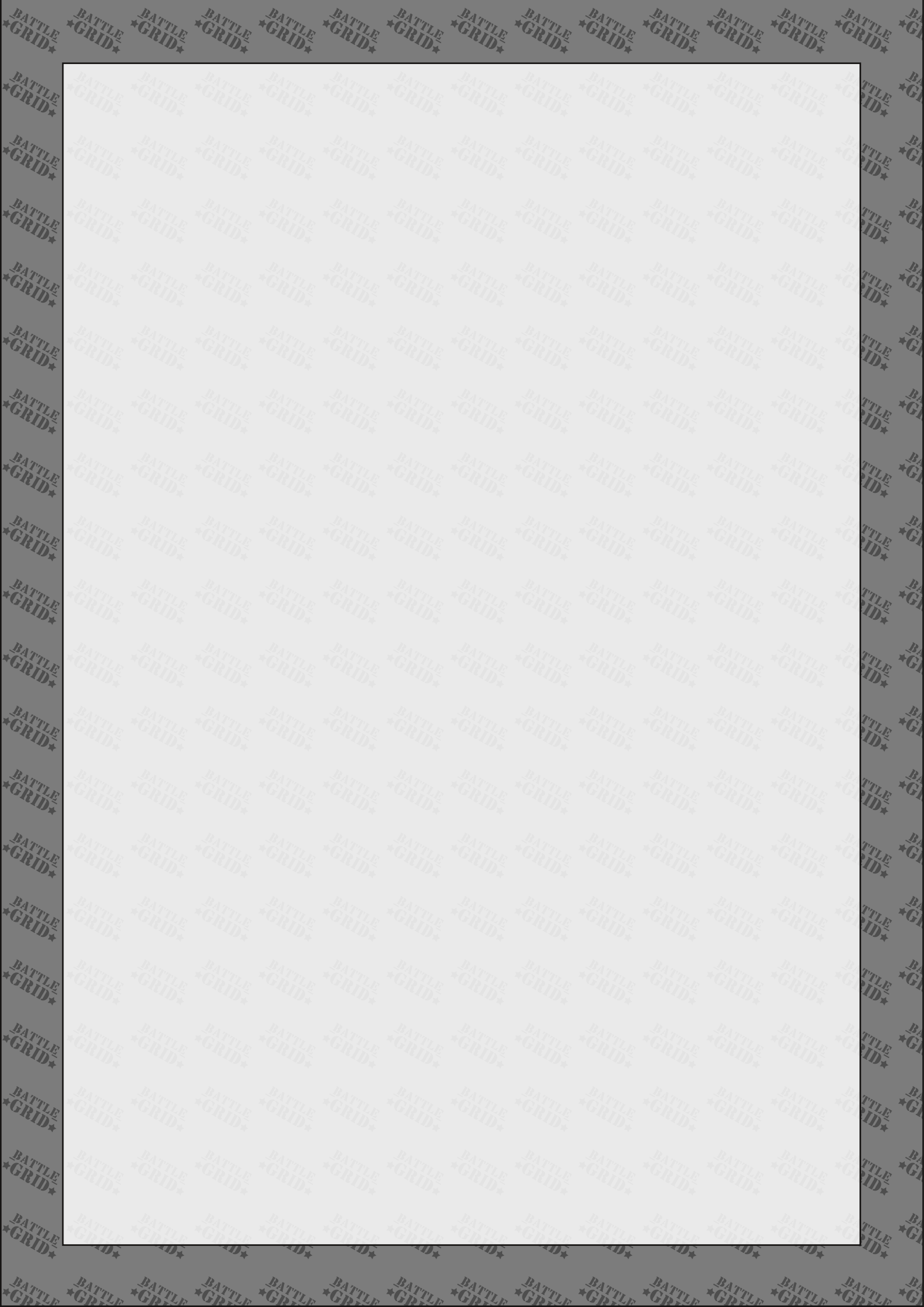
BATTLE ★GRID★

Year 2132, Earth.

After years of conflict with the Tau-Cety army, humanity has been almost destroyed. Forced to live underground to avoid extinction, humanity is going to play its last trump card, the G.R.I.D.

All the remaining human redoubts have been working for years in the system, it is our last hope. An advanced system of force fields, remote-controlled drones and satellite support make up the G.R.I.D. and you will be responsible for managing said system once deployed.

Will you be up to your mission? The future of humanity is in your hands...



**CONFIDENTIAL
INFORMATION**

TOP SECRET



THE G.R.I.D. SYSTEM

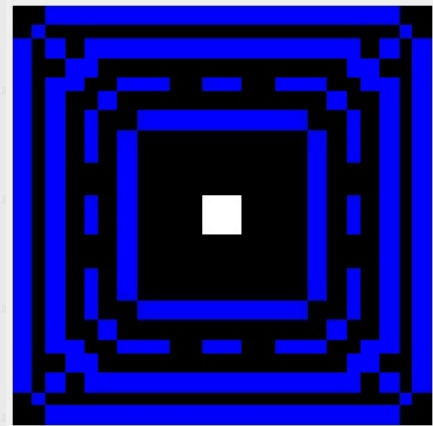
"20 years of development have culminated in the birth of the GRID system. 20 years of suffering, 20 years of seeing our partners die, but 20 years that have borne fruit, it's time for revenge."

Major Luca Garamond, Planetary Defense Army.

The GRID system (*Global Radiometric Isolating Defense system*) is made up of three key elements: isolation barrier, attack drone and the S.A.T system (*Satellite Assisted Transmutation system*). These three elements are key to ending the alien invasion and have been carefully designed to attack the weaknesses of our enemies.

Isolation barrier

The isolation barrier is the defensive element of the GRID system. When the system detects a Tau army squad it raises an isolation barrier that blocks all transmissions within it and prevents anything from escaping the combat zone. The ships of the Tau army have a powerful weapon: cloning technology.



Thanks to this technology, the Tau armies are almost invincible since it allows them to generate clones of their assault troops in a virtually unlimited way. But everything always has a limit and this limit is the amount of energy available. After years of study we managed to find out where they get their energy from, they receive it directly from their planet, through a sub-space link they manage to transfer huge amounts of energy immediately and that is where the barrier comes in. Once the barrier is lifted, all sub-space links are terminated, which practically eliminates the Tau's ability to clone, and the communication blockade prevents them from requesting help from troops outside the barrier, which prepares us an ideal battlefield.



GRID system drone

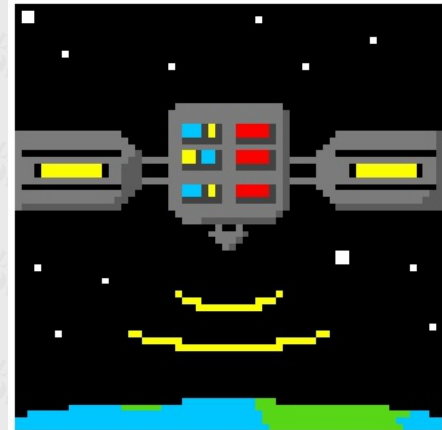
Combat drone

The combat drone is the attack element of the GRID system. This drone is connected to the isolation barrier and they are interdependent. In addition to attacking enemy troops, the drone is responsible for defending the barrier's only weak point, the containment edge where the barrier's power generator is located. To attack, the drone has a powerful laser capable of destroying the Tau troops and their ships and in addition to this it also has an assortment of launchers which can be activated

from the SAT system. These launchers have the ability to deploy blockades, set fire to areas and even launch high-powered bombs among other tools as long as they have the corresponding charges. If available, the SAT system will act as a target acquisition system and allow the drone to shoot targets out of sight with pinpoint accuracy.

S.A.T. system

The SAT system is the heart of GRID. After decades of research into Tau cloning technology, our scientists have managed to create an even more powerful derivative of it. Not only does it allow material structures to be replicated, but we can do it remotely. Through access to sub-space, the SAT system can send pulses of energy capable of modifying the structure of matter at a quantum level and recombining in different sequences.



SAT system satellite

The system is not omnipotent, it cannot create anything, it only transforms matter, so in order to "create" something, the matter that is going to be transmuted must contain the base elements that the resource to materialize requires.

When the GRID system detects an area where it must be deployed, the SAT system creates the isolation barrier in place, creates a combat drone and creates the supplies and tools it can with the matter contained within the barrier. Once the deployment phase is over, the barrier is activated, preventing transmutation and from that moment on, the SAT starts to assist the combat drone, serving as a target acquisition system.

Pilot



GRID pilot helmet

So far we have only talked about three components of the GRID system, but the reality is that there is a fourth: the system pilot. Since all communications are blocked by the barrier it is necessary to operate the system locally, this is the role of the pilot. The pilot will connect to the GRID using a Nu-Link, the latest neural link technology with which he will be able to control the drone and receive tactical information on everything that happens inside the barrier. The pilot will also be linked to the SAT system so he will be able to control the target acquisition system, obtaining full control over the drone's long-range weaponry.



THE TAU ARMY

"Those damned bastards go into combat like kamikazes, they don't have any kind of fear of death although to be fair they probably haven't had time to learn what fear is."

Colonel Jean-Pierre Lombard. Planetary Defense Army.



Despite what you might think, the Tau army only has stormtroopers, tanks and motherships, they do not have any kind of long-range units, very powerful weapons or any other type of exotic weaponry. Their strength is based on numbers and brute force: when you can flood the battlefield with highly mobile stormtroopers and tanks and their destruction is irrelevant, you don't need anything else to defeat your opponent.



Stormtroopers

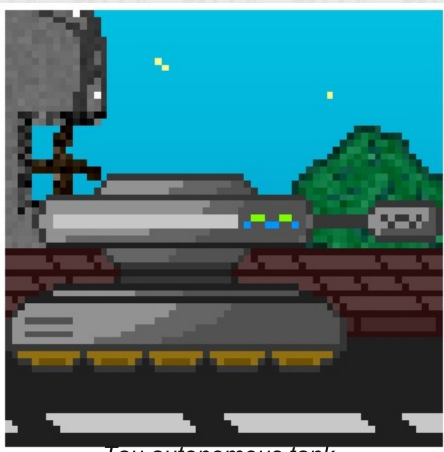
Tau stormtroopers are clones created directly on the battlefield. With fearsome brute force, near perfect marksmanship and no fear of death they are the virtually perfect soldier. When a Tau soldier receives an order, he carries it out to the end, no matter what gets in the way, they are like programmed machines that cannot give up their program. And this is one of the few disadvantages that these soulless soldiers have. The Tau soldiers are newly created clones, they have not had time to learn or think for themselves, everything they know has been programmed for them while they were incubated and they are incapable of reacting with their own ideas, so they strictly adhere to the orders given to them.



Tau stormtrooper

All the clones have the same thought without personality, we do not know if they are clones of the Tau who have not been given more knowledge or are a different species from them since we have never seen them, they control the armies from your planet using sub-space links.

Normally the assault squadrons make up for this lack by maintaining direct contact with Tau, the motherships act as a link and in the event of any obstacle they receive new instructions immediately, it is an almost perfect method. Almost. The GRID system exploits this defect providing us with a great advantage, by leaving them isolated from their planet they can only communicate with their mothership, this has an electronic brain capable of making decisions but it is not as intelligent as the strategists who from the planet Tau give instructions of regularly to the troops. An experienced pilot can take advantage of this and trigger events that cause the Tau robes to rethink their course of action or even force their retreat from the field.



Tau autonomous tank

Autonomous tanks

Tau tanks are ground-based drones which patrol the battlefield where they are deployed. With an almost perfect aim, any target that crosses his path will end up destroyed by his powerful missile launchers. Once a missile has acquired a target it is impossible to avoid it: heat flares, radio emissions, mobile decoys... nothing is effective, the only way to avoid destroying one of these tanks by hand is to avoid being seen. In spite of all the tanks are not infallible weapons, they are only support to the troops, their limited intelligence does not allow them

to go beyond patrolling areas and destroying what appears in front of them, they will never chase a target or change their patrol route to Go investigate anything that looks suspicious.

The best way to destroy these tanks is to use anti-tank mines, it is not necessary to hide them, as long as the tank believes that it can overcome an obstacle, it will not consider whether it is a danger or not, which makes them perfect prey for them.



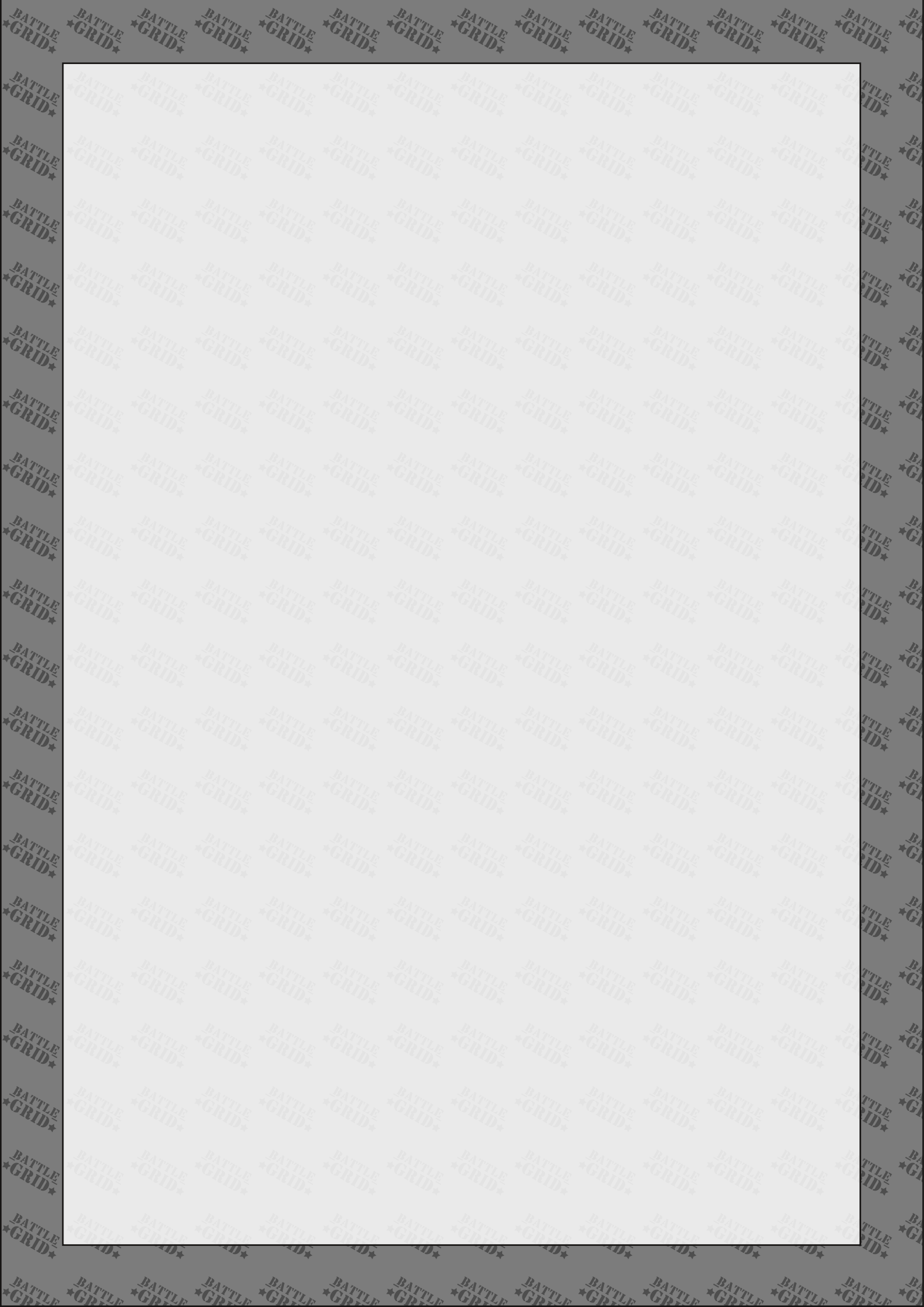
Tau mothership

Motherships are the spearhead of the Tau army. Extremely fast and hardly detectable, they are the perfect element to initiate an attack without the enemy being able to react. Once deployed on the ground, the Tau ships begin to spawn clones and flood the terrain with an unstoppable army. In addition to creating clones, they are also capable of building assembly facilities which are responsible for assembling autonomous tanks to support troops. Despite all its effectiveness, the GRID system is capable of reducing its capabilities, the lack of energy is the Achilles heel of the Tau.



Tau mothership

The ships have an energy collector capable of obtaining energy from their surroundings but nothing compared to the amounts they would obtain through sub-space links, and this amount is even more reduced since GRID prevents them from obtaining energy from anything beyond the barrier effectively limiting the total energy of the place, no matter how many ships have been trapped in GRID, the amount of troops and facilities that they will be able to create will be the same since they compete with each other for energy. These ships are controlled by an electronic brain capable of making decisions in case of losing contact with the planet Tau, they are extremely intricate machines with great analysis capacity.



G.R.I.D. SYSTEM PILOT MANUAL

CLASSIFIED



SYSTEM INTERFACE

"I've served on aircraft carriers, I've flown match 10 fighters, I've done spaceflight, and yet the only experience that's gotten my guts turning has been that junk. If you don't get the interface to stop being a vomit fest, we'll have wasted 20 years of research."

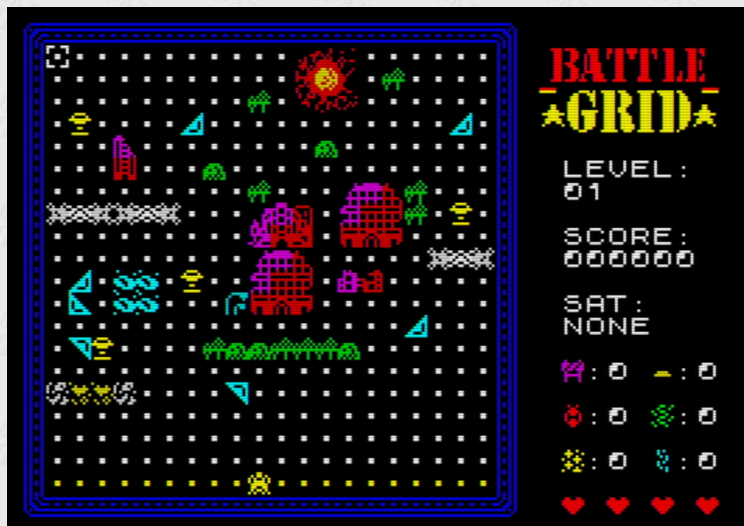


The GRID system interface is based on the third generation Nu-Link neural link. The link is capable of generating completely real virtual scenarios, which is used by other defense systems such as the Nu-Pilot remote pilot program.

However GRID is very different, despite using the link Nu-Link will present the pilot with an extremely simple interface that simulates a tactical map and human interface device.

At the beginning of the development of the system, an attempt was made to recreate the battlefield so that the pilot had a real view of where he was operating, unfortunately in a very short time it proved impossible.

The GRID system obtains information from the terrain through its link with the SAT, this is low speed since it has to use a bidirectional laser transceiver in the range of the visible light spectrum since the barrier blocks any other type of electromagnetic radiation. This low-speed link proved insufficient to be able to recreate a realistic simulation, causing



Revised GRID system interface. The first versions of the system had a hyper-realistic interface that was discarded due to integration problems with the pilots.

desynchronization between the pilot and the simulation, causing extreme discomfort to the point of being inoperable.

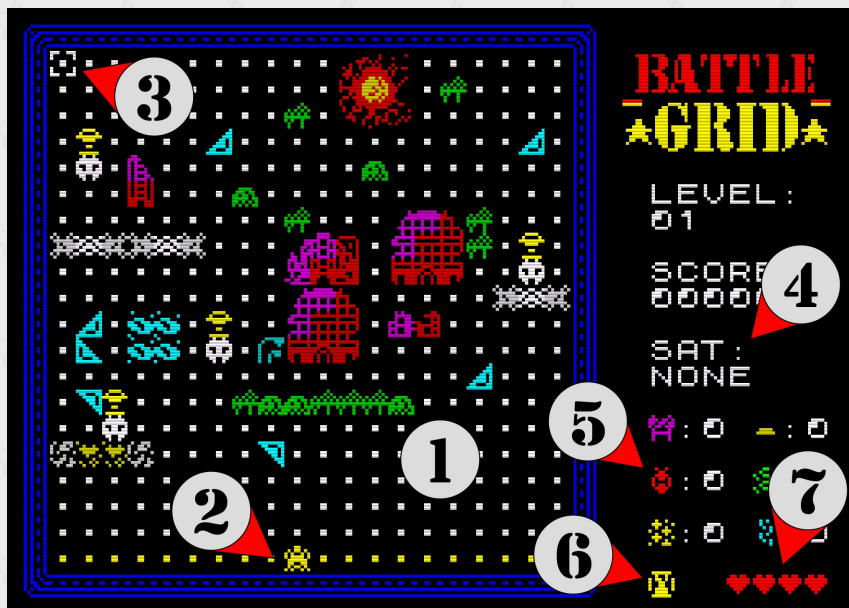
After many tests it became clear that the best way to interact with GRID was to simulate an environment where the pilot has a tactical view of the combat zone, nothing else is needed. We also tried exotic forms of control such as direct movement of the drone through thoughts or fixation of the SAT through vision



GRID system human interface device.

and however the system that has given us the best result has been to simulate a common input device that every pilot is used to.

The pilot will find this information in the interface:



1- Tactical Map:

This is the map of the area in which the GRID has been deployed. It is a tactical view in which the terrain is divided into sectors where the content of the battlefield is represented schematically.

2- Drone:

This icon represents the combat drone on the battlefield.

3- SAT Reticle:

This icon represents the sector the SAT is pointing at. The drone's secondary weapons will fire at this target.

4- Weapon linked to SAT:

Indicates the weapon linked to the SAT aiming system. If the SAT does not have any linked weapons, it can send a laser pulse to the deflectors so that they rotate on their base.

5- Charges of secondary weapons:

This panel tells us how many charges each of the secondary weapons has. To recharge them, the drone will be able to shoot at the ammunition containers that the SAT has deployed in the area.

6- Freeze availability:

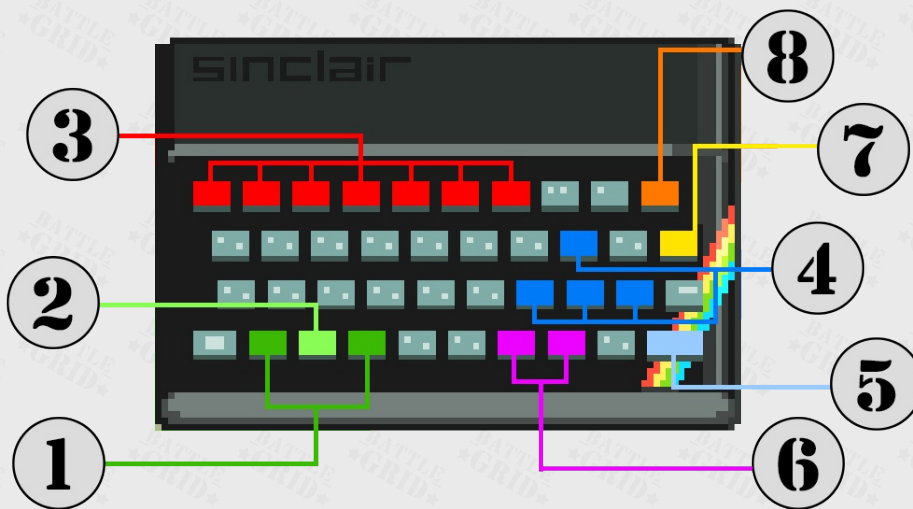
This icon tells us if the ability to freeze time is available.

7- Repair kits:

These indicators show us how many times the drone can be repaired. By default SAT will create four repair kits, if the drone is shot down five times GRID will be

Controlling the GRID

To control the GRID the pilot will use the simulated human interface device. This device has several groups of actions which are:



1-Drone control:

Using these keys (Z, C) the pilot can control the position of the drone.

2-Drone Fire:

This key (X) controls the drone's laser cannon.

3-Link to SAT:

This set of keys (1-7) controls the weapon linked to the SAT, (1) will deselect the link allowing the SAT to rotate deployed deflectors on the battlefield.

4-Reticle Control:

This set of keys (I,K,J,L) control the position of the SAT's target acquisition reticle.

5-Secondary Fire:

This key (SPC) will fire the secondary weapon linked to the SAT if there are enough charges. If no weapon is selected and the reticle is on a deflector it will rotate the deflector.

6-Rotate SAT Link:

These keys (N,M) will toggle the weapon linked to the SAT.

7-Freeze time:

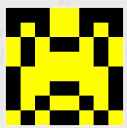
This key (P) will stop the time if the skill is available (once per grid)

8-Self-destruction:

With this key the drone will self-destruct, a last resort in case of not being able to clear the grid.

Tactical map.

GRID's tactical map displays a schematic of the battlefield that will represent its current state. For this the system uses the following set of icons.



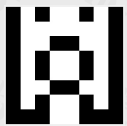
Combat drone

This icon shows the position of our combat drone



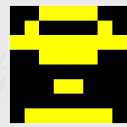
Tau drone

This icon indicates the position of a Tau squad



Tau tank

This icon indicates the position of a Tau tank



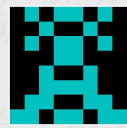
Tau mothership

This icon indicates the position of a Tau mother ship



Tau factory

Tau factories are responsible for creating autonomous tanks. The energy contained in a GRID will not allow you to create more than two tanks.



Tau energy tower

Energy towers are responsible for powering enemy force fields. They count as an enemy unit.



Tau force field

The field will be able to be traversed by enemy forces but not by the GRID system. To disable them all towers must be destroyed.



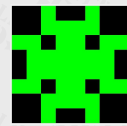
Tau barrier

On certain occasions the enemy forces will deploy these barriers to hinder the work of GRID.



Deflector

SAT will deploy these deflectors on the battlefield, they will allow the drone to fire at targets out of its line of sight.



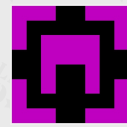
Multiplexer

This SAT-deployed aid will multiplex one shot from the drone into three individual shots.



Barrier

These barriers can be deployed by SAT before combat or by the drone if it has the corresponding charges. They are destructible by laser.



Barrier launcher ammo

A charge from the drone's barrier deployment system.



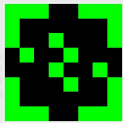
Mine launcher ammo

A charge from the drone's mine launcher.



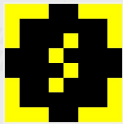
Bomb launcher ammo

A charge from the drone's high-powered bomb launcher.



Laser bomb launcher ammo

A charge from the drone's laser bomb launcher.



Firebomb launcher ammo

A charge from the drone's firebomb launcher.



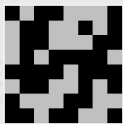
Blaster ammo

A charge from the drone's matter blaster.



Mine

When the drone deploys a mine, the sector it is in will be represented by this icon.



Blocked terrain

Represents a sector in which the terrain does not allow enemy units to advance nor is it possible to shoot through it.



Dense vegetation

It represents a sector covered with dense vegetation, it allows the passage of foot troops but it will not allow the passage of tanks or shots.



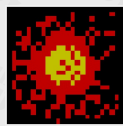
Water body

Represents a sector occupied by a body of water such as a lake or flood. Tanks and shots will be able to go through them, not troops.



Fire

Represents a sector in fire. It will not be able to be crossed by troops or tanks but it will be possible to shoot through them.



Crater

It occupies several sectors. They represent the remains of a large explosion. It cannot be crossed by anything.



Toxic waste

They represent an area covered in toxic waste. Tanks and gunfire will be able to pass through them, not stormtroopers.



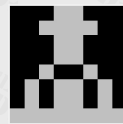
Ruins

They represent the remains of buildings destroyed by the war. They cannot be crossed by anything.



Street furniture

It represents an area with dense urban furniture that will prevent the passage of tanks and shots but may be crossed by troops.



Monument

It represents a sector occupied by a monument. It cannot be crossed by anything.



COMBAT DRONE

"I am proud of my team of engineers, they have achieved what others have not been able to, they have concentrated the attack power of a small army in a single combat drone, they have turned it into a true angel of death."

Chief Engineer Himanshu Prashiva, in charge of the combat drone development team.



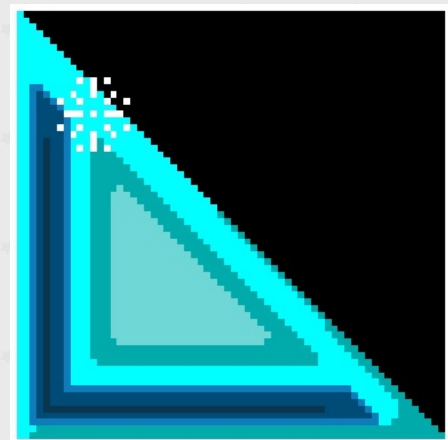
The combat drone has two weapon systems to finish off enemy armies. The first system is a very high-power laser cannon, the drone's main weapon. The second system consists of a constellation of long-distance payload launchers with which the drone will be able to deploy countermeasures to launch anti-matter charges.



Laser cannon

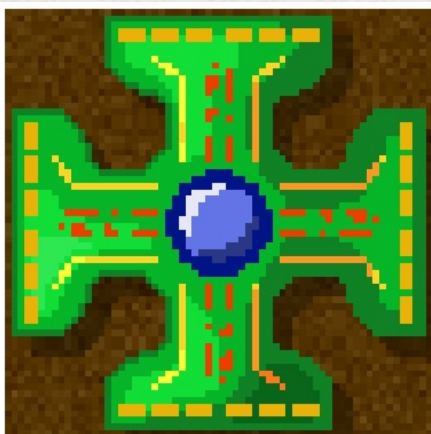
The drone has a powerful 520Mw laser cannon capable of destroying the bulk of the Tau army. If this weapon in itself is not powerful enough, the SAT can deploy two types of assists on the battlefield that make it even more lethal.

The first of these assists are the deflectors. These deflectors are able to withstand the impact of the cannon and redirect the laser beam in another direction which will allow the drone to be able to fire at units that are in otherwise inaccessible locations.



Deflector

The second of these aids is the laser multiplexer, this device will divide the laser



Laser multiplexer

beam into three without losing power, which will effectively increase the destructive capacity of the drone. Combining both aids, the drone becomes a destruction machine despite its limited mobility from which enemies are unable to escape. The pilot must take into account that the drone is vulnerable to its own laser cannon, so it must avoid receiving the impact deflected by one of the aids deployed. In the GRID tests, inexperienced pilots even caused the destruction of the drone due to misuse.

Charge launcher

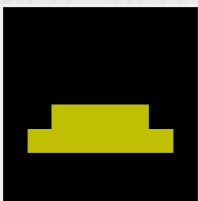
The secondary weapon system consists of six charge launchers, each launching a specific type of charge. These payloads are rocket-propelled and guided by the SAT to their target with a laser tracking system which gives these payloads pinpoint accuracy.

The types of available charges to the drone are the following:



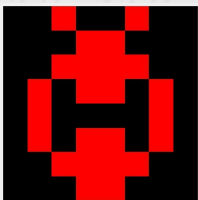
Barrier deployment.

When this charge explodes, it will create a barrier that enemy troops will be unable to pass through. The drone will be able to destroy a barrier placed on the battlefield with its laser.



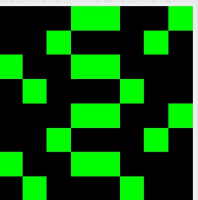
Swarm of mines.

When this charge is detonated mid-flight over a sector will deploy a swarm of mines that will destroy any enemy units that pass by.



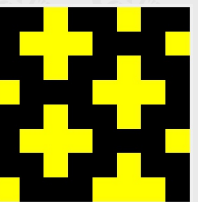
High-power bomb.

Estas bombas son capaces de destruir un área de 3x3 sectores eliminando todo rastro de lo que se encontrara allí y dejando como testigo de su potencia un cráter que impedirá el paso de cualquier unidad o disparo.



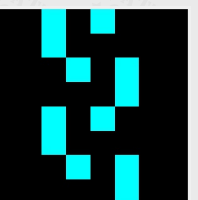
Laser bomb.

Laser "bombs" are a modification of the drone's cannon. Once launched into a sector, these modified cannons fire haphazard bursts destroying any unit that comes within range.



Incendiary charge.

These charges will set an empty or full of vegetation sector on fire creating an impassable barrier for enemy troops (not their weaponry). After an interval the fire will cease and the sector will be empty.



Antimatter charge.

Antimatter charges will remove any obstructions on the ground leaving a completely clear sector. Unfortunately the enemy troops are resistant to this type of attack.





STRATEGY GUIDE

"In preparing for battle I have always found plans to be useless, however planning is indispensable."

Dwight D. Eisenhower.



As the last part of the GRID system user manual, below are tips that every good pilot should take into consideration:

Analyze the terrain

Before acting, analyze the terrain and prepare a plan of attack, do not let the pressure of the enemy troops make you act hastily.

Manage the ammunition

The amount of ammunition that the SAT can create on the ground is limited but always the necessary to finish a mission, do not waste any of the charges since doing so can mean your defeat.

Play with enemy troops

The enemy troops are fierce but mindless, use this to your advantage by strategically blocking their terrain to gain time. If the Tau electronic brains detect that the stormtroopers are unable to access the containment area, they will call them back until further notice.

Cover your drone

Always try to reserve spaces where your drone can take cover, Tau tanks are fearsome and if it crosses their line of sight it is very likely that it will end up destroyed.

In case of blockage...

In the training deployments it was detected that it may be the case that due to poor planning, not all Tau units can be eradicated from the battlefield. If this is the case, the drone's only option will be self-destruction, a function that was added exclusively for these cases. To activate it, the pilot must press the key (0).



GRID is humanity's last desperate attempt to extricate itself from this conflict that has decimated our civilization to near extinction. The GRID development team and all of humanity have placed our trust in you. Good luck soldier, you'll need it.

Dr. Gusman Björk, Earth's president.

Thanks to

PacoVespa

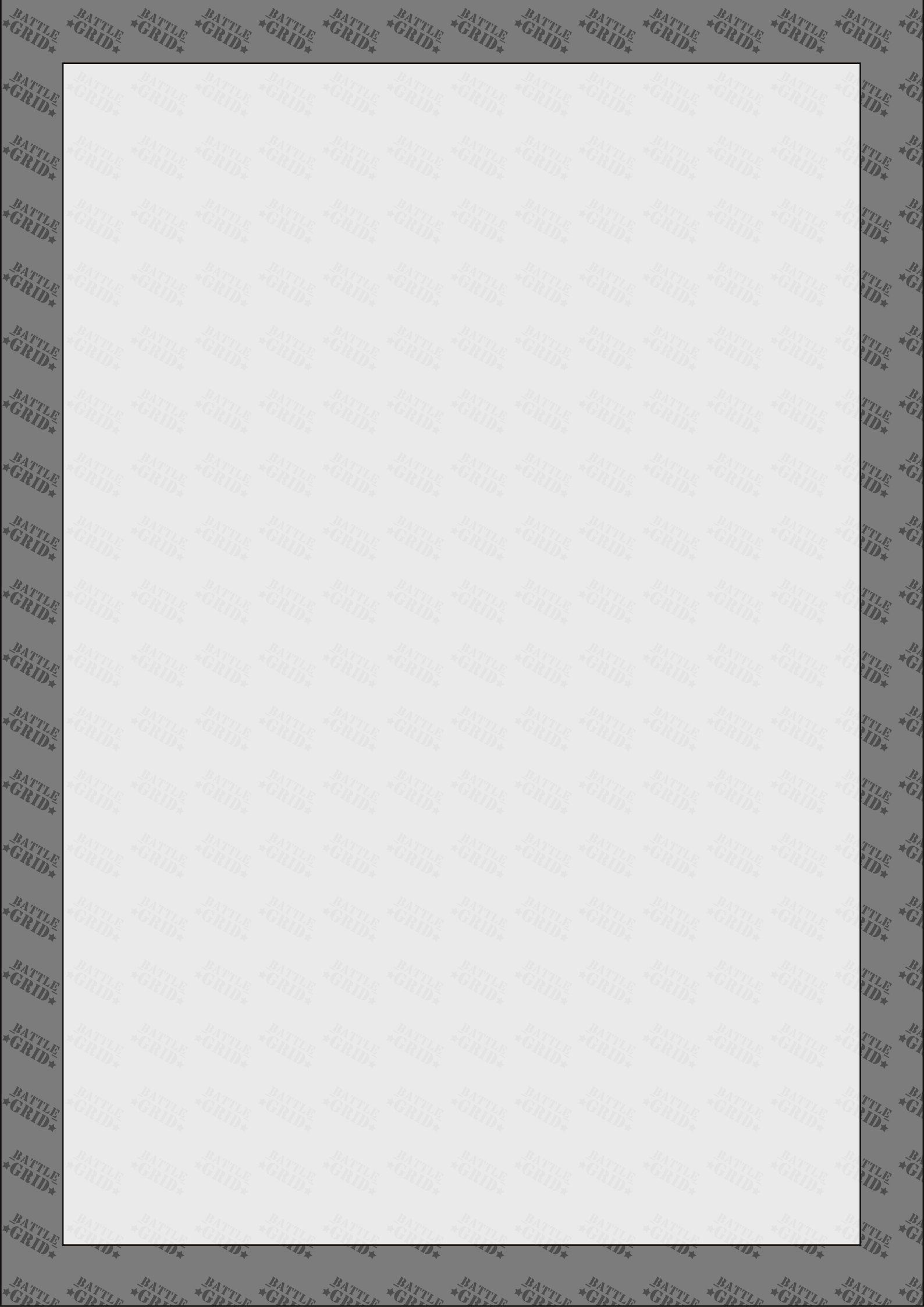
Toku Retro

Kelben Stark

Alessandro Grussu

Javi Ortiz

It's been long but it's finally over.



BATTLE ★ GRID ★



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[HTTPS://GITHUB.COM/GUSMANB](https://github.com/gusmanb)

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UN JUEGO PARA

