

# DUEL: UDK Tactics

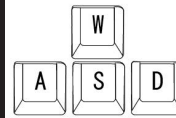
## Overview:

UDK Tactics is a two-player, squad-based, game of tactical strategy. Each player controls three units, one at a time, from a third person perspective. Each player is on a search and destroy mission for the opposing player's team. The player who destroys all of their opponent's units first wins.

## Basic Rules:

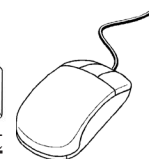
UDK Tactics is based on each unit being assigned a particular class, or combat role. At the start of each game, each player chooses a specific class for their three units. Players then take turns controlling each of their units for a specific number of seconds. During a unit's turn, they may move and fire freely. When it is not a unit's turn, they are not allowed to move, but can look and fire their weapon. Each unit is issued a certain amount of ammunition at the beginning of each turn depending on their weapon. All units are equipped with a primary weapon, and a pistol.

## Controls



### Movement

W: Forward  
A: Strafe Left  
S: Backward  
D: Strafe Right  
Space: Jump



### Looking

Mouse: Aim / Turn

### Shooting

Left-Click: Fire Weapon  
Scroll: Change Weapons  
Right-Click: Zoom (Sniper)



### Team Cycle:

- 1: Cycle through friendly units (Left-Right)
- 2: Cycle through friendly units (Right-Left)

## Class Breakdown

### SCOUT

A fast moving recon unit designed to find enemy units so that other units may engage them.

HP	Armor	Movement
100	0	8 sec

Weapons:

Rifle:	Pistol:
Damage: Med	Damage: Low
Range: Med	Range: Short
Ammo: 5/turn	Ammo: 5/turn



### SNIPER

Designed to take out units at extreme range, Snipers are a slow-moving threat to every unit.

HP	Armor	Movement
100	0	5 sec

Weapons:

Sniper Rifle:	Pistol:
Damage: High	Damage: Low
Range: High	Range: Short
Ammo: 3/turn	Ammo: 5/turn



### DEMOLITION

A unit designed to take out clusters of lightly armored units or units hiding behind cover.

HP	Armor	Movement
100	50	4 sec

Weapons:

Rocket Launcher:	Pistol:
Damage: High	Damage: Low
Range: Long	Range: Short
Ammo: 2/turn	Ammo: 5/turn



### MEDIC

A support unit that can heal friendly units. However, a medic cannot heal themselves.

HP	Armor	Movement
100	100	6 sec

Weapons:

Med-gun:	Pistol:
Healing: Med	Damage: Low
Range: Med	Range: Short
Ammo: 35/turn	Ammo: 5/turn



### MELEE

These units close in on enemy forces and deliver deadly strikes in melee combat.

HP	Armor	Movement
100	0	7 sec

Weapons:

Sword:	Pistol:
Damage: High	Damage: Low
Range: Melee	Range: Short
Ammo: --	Ammo: 5/turn



### ASSAULT

The primary fighting unit designed to quickly engage enemy forces of all types from a moderate range.

HP	Armor	Movement
100	50	6 sec

Weapons:

Rapid-Shot:	Pistol:
Damage: Med	Damage: Low
Range: Med	Range: Short
Ammo: 25/turn	Ammo: 5/turn



## Map:

The Default map for UDK Tactics is the Forest. Each side starts on either side of a river, inside of a storage building. Inside, they select their class, and exit through the arched doorway at the front of the room. Once a unit exits the storage building, they cannot re-enter.



## Notes:

- Use the bridges; all units can swim, but move slower in the water.
- Stick together; use teammates to cover each other when it is your opponent's turn
- Visibility is vital; secure a look lookout position to survey the battlefield.

### Example "Balanced Force" Compositions:

"Run and Gun": Scout, Demolition, Assault  
"Take and Hold": Sniper, Medic, Assault  
"Assassination": Sniper, Medic, Melee

### Example "Special Force" Compositions:

"Black Ops": Melee, Sniper, Sniper  
"Juggernaut": Demolition, Medic, Medic  
"Bombers": Demolition, Demolition, Assault