

# DELTA FORCE®

# BLACK HAWK DOWN™

## Single Player Demo Manual

Thank you for playing the Single Player Demo for NovaLogic's Delta Force – Black Hawk Down. This demo contains one single player mission code-named: *Diplomatic Immunity*.

### Table of Contents

HUD (Heads Up Display) .....	2
The Mission – Diplomatic Immunity.....	3
Walkthrough .....	3
Teammate Commands and Room Takedowns .....	4
Weapons.....	5
Keyboard Chart.....	10

## HUD (Heads Up Display)



1. GPS Map gives bird's eye view of the immediate surroundings. (Use the keyboard + and - keys to zoom the map in and out.)
2. Hit direction indicator – When you are shot, a red flash will indicate the approximate direction of the attack. Yellow flashes show the direction of incoming fire.
3. Compass heading.
4. Direction to next waypoint.
5. Map location coordinates
6. Distance to next Waypoint
7. Weapon Aiming Crosshair
8. Ammunition remaining in your current clip.
9. Ammunition in reserve. Press the Reload button to refill your current clip.
10. Currently selected weapon and mode of fire.
11. Room Takedown Indicator
12. Player health / position – As you are injured the icon will turn from green to yellow to red. It will also show your current position: standing, crouching, prone or sitting.

## ***The Mission – Diplomatic Immunity***

**OPORD:** 8-93 TFR    **Date Time:** 241430 September 93    **Units:** Delta 5-1, 2-1, Ranger 4-2

**1. Situation:** Habr Gadir militia forces have attacked a UN compound in Mogadishu. The attack was made to free members of their clan being held inside. The enemy forces have taken control of the building, freed their compatriots, and are holding a number of UN hostages.

- **Weather:** Clear, hot.
- **Terrain:** Urban - Walled compound
- **Enemy:** Estimated 25-60 Habr Gadir militia equipped with small arms, grenades and RPG's. Some militia may be hiding among the hostages - secure for later identification.

### **2. Mission**

- **Who:** Delta Teams 5-1 and 2-1, 160th MH-6 transports, Ranger 4-2
- **What:** Insert by helo. Subdue resistance. Locate and secure hostages. All units return to base.
- **When:** Immediately after briefing

### **3. Execution:**

- **Commanders Intent:** Rescue hostages, avoid civilian casualties.
- **Concept of Operation:** Both teams will insert directly into the courtyard of the complex. Delta 5-1 will assault and secure the courtyard and target building while Delta 2-1 locates the hostages. Once the hostages are secure, Ranger 4-2 will arrive with extraction convoy.
- **Coordinating instructions:** Five-One will lead the assault on the building. Ranger 4-2 will maintain distance from target until hostages are secure.

### **4. Service and support**

- Basic Load: CAR-15, Flash/Frag/Smoke Grenades, Sidearm, Knife, Water

## **Walkthrough**

As the mission begins, you will be seated on the side of an MH-6 "Little Bird" Helicopter. As the Little Birds approach the target building, you will begin taking fire from the ground. Focus on taking out the enemies who carry Rocket Propelled Grenades. They are the greatest threat to a helicopter. There are two on the roof of the target building as you make your first pass, and more on the ground. Fire carefully, you have a limited supply of ammunition, and you don't want to run out.

After circling the compound, you will land in the courtyard of the target building. Detach from the helo, and engage the enemy gunmen outside. Once you are secure, approach the front door of the target building. As you near the door, you will see the "Room Takedown" prompt. Let your team stack up behind you and press the Takedown [BACKSPACE] key.

One of your team will throw a flashbang into the entrance. After the flash goes off, rush the room. Your team will follow. You may want to throw a second flashbang into the room on the right. The gunmen inside should be disoriented for a few seconds allowing you to take them out.

Inside the building entrance, there is an elevator foyer straight ahead and a double room to your right. Delta 2-1 will secure the hostages who are in the furthest room to your right (with the windows) once you have the main foyer cleared. Militia soldiers occupy the small room connected to where the hostages are located, so watch that you don't fire into the people you're trying to rescue!

The enemy soldiers by the elevator can be taken out easily, but sometimes one will hide behind some boxes to the left. Once you've secured the area, pick-up the health pack to bandage your wounds while 2-1 rounds up the hostages. Since Habr Gadir members may be hiding among the UN hostages, they will all be flex cuffed and identified at base.

It's important that you clear the rest of the building to make the area safe for extract. Work your way from the ground floor up the stairs. At the doorway at the top landing wait for your team to sack up behind you and press the Takedown [BACKSPACE] button. The second man in line will toss another flashbang. Rush the room and clear it.

When the room is clear you will hear a message that there are a number of enemy technicals, civilian vehicles with weapons mounted on them, headed your way. Climb up the ladder to the roof and man the fixed weapon. Take out the vehicles that are rushing in! If you miss one, you'll have to deal with more soldiers inside the compound. Be on the lookout for, individual soldiers armed with RPG's. They can kill you very easily if they are allowed to take aim.

When you've eliminated all the trucks, you'll get a radio report telling you to make it to the extraction convoy approaching the rear of the target building. Head downstairs and regroup with your team and the hostages behind the building.

The convoy will have to meet you one block away. You'll have to fight through opposing groups of militia to get there. Make ample use of your grenades and automatic fire. Don't stay in one place too long, or you'll be an easy target. The other teams won't want to wait in a hostile area, so be sure to lead and stay close to the hostage extraction team. Follow the waypoints and protect your team and the hostages. Be cautious of RPG's fired from the rooftops.

Make it to the convoy with the hostages in good health and the mission will end in success.

## **Teammate Commands and Room Takedowns**

During the mission, you will be in command of a squad of Soldiers, Delta 5-1 who will follow your lead, support your actions, assist in room clearing and engage hostile enemies.

You can issue them commands by pressing the Team Orders [CAPS LOCK] key. This will bring up a menu of selectable orders. You may issue any order highlighted in green. Commands that are grayed out are unavailable. Press the corresponding key and your whole team, or just the last two men in line who comprise Fire Team Two, will follow that order.

To execute a room takedown, approach a doorway until you see the "Room Takedown" prompt. Once your team is stacked up behind you, and you've checked your ammo and reloaded your weapon, press the Takedown [BACKSPACE] key. One of your team will throw a flashbang into the room. Once it goes off, rush the room and your team will move along the walls, and occupy the four corners of the room. Follow the proper technique of sticking to the wall, and your team will help take down any bad guys in sight. Head straight into the room and you'll be blocking their line of fire.

## Weapons



Delta Operators never “shoot from the hip”. They always raise their weapon from a ready position and aim through the mounted sights. This method is called “Rapid Aim Fire”. It is fast, allows an Operator time to identify the target as hostile or not, and is very accurate. With many weapons, you can fire from either the ready or scoped view, but you need to be aware of how your accuracy is affected.

By right-clicking the mouse, you raise your weapon from the ready stance to a scoped view. In this view you will have a much smaller bullet spread, and be more likely to hit your target than if you shoot from the ready position.

**For the Single Player Demo only the following weapons will be available to you:**

### ASSAULT RIFLE

#### **CAR-15 Colt 5.56mm AR**

First used extensively in Vietnam, the CAR-15 soon became a standard rifle in the U.S. Army. It is lightweight, full automatic and more maneuverable than the M16, making it the preferred assault rifle for Delta Force. The only downside is that the shorter barrel reduces accuracy.

Ammo Type: 5.56mm

Rounds Per Clip: 30

Rounds Carried: 300

Muzzle Velocity: 990 m/s

Rate of Fire: 11.6 rps

### SIDEARM

#### **Colt M1911A1 .45**

A high-power sidearm preferred by Delta operators for its reliability and stopping power, the Colt M1911 has armed the United States military since 1911. The design, including grip and trigger was standardized in 1926 and remains unchanged. The pistol is extremely accurate when used for single shots.

Ammo Type: .45 automatic

Rounds Per Clip: 7

Rounds Carried: 28

Muzzle Velocity: 253 m/s

Rate of Fire: 4 rps

## **EXPLOSIVES:**

### **M67 Fragmentation Grenade**

When thrown, the delayed fuse inside the M67 detonates 6.5 ounces of high explosives. The resulting high velocity shrapnel can cause casualties out to 15 meters .

### **XM84 Stun Grenade**

The XM84 “Flashbang” is specifically designed to disorient and distract hostile forces in a non-lethal manner. The grenade produces a blinding flash of light and a noise that temporarily confuses those in its immediate area.

### **AN-M8 HC Smoke Grenade**

This grenade produces large clouds of thick, opaque white smoke. It can be used to prevent line-of-sight during movement or to mark a location for fire support or rescue teams.

### **Claymore**

A proximity detonated anti-personnel mine comprised of high-explosives and metal balls for shrapnel.

### **M9 Bayonet**

This multipurpose knife is designed to be affixed to a weapon, but usually is carried on the belt for ready access.

**In the full version of the game, these additional weapons will be available depending on mission objectives and multiplayer class selection:**

## **ASSAULT RIFLES**

### **M16A2 Colt 5.56mm AR**

The M16A2 has been in wide use by the armies of over 30 countries since its introduction to the U.S. Army in 1957. The A2 version is more accurate than its Vietnam era relatives and is more durable as well. Heavier than the weapons carried by Delta and Rangers, the M16 has two fire modes: Single and 3 round Burst.

Ammo Type: 5.56mm

Rounds Per Clip: 30

Rounds Carried: 300

Muzzle Velocity: 990 m/s

Rate of Fire: 11.6 rps

### **MP5A3 H&K 9mm SMG**

Currently the world’s most popular sub-machine gun, the MP5 was used primarily by the 160<sup>th</sup> SOAR pilots as a personal sidearm. It fires a 9mm round that reduces its stopping power, but is very accurate. The SD variant is fitted with a suppressor.

Ammo Type: 9mm

Rounds Per Clip: 30

Rounds Carried: 300

Muzzle Velocity: 285 m/s

Rate of Fire: 13 rps

### **M203 Grenade Launcher**

This single shot, breach-loading launcher is mounted under the barrel of various weapons, such as the M16 and Car-15. It fires a single 40mm, low velocity grenade round.

## **SNIPER RIFLES**

### **M21 7.62mm**

This semi-automatic sniper rifle is fitted with a medium power scope that is adjustable to allow for accurate sniping from helicopters or moving ground vehicles. Introduced in 1969 as the M21, it was initially used in the Vietnam conflict as an upgrade from the M14. It was fielded with a hardwood stock and later replaced with fiberglass. The semi-auto fire allows for faster acquisition and firing, but sacrifices the accuracy of a bolt-action rifle.

Ammo Type: 7.62 x 51mm

Rounds Per Clip: 20

Rounds Carried: 200

Muzzle Velocity: 777 m/s

Rate of Fire: 2 rps

### **M24 SWS 7.62mm**

This bolt-action sniper weapon system has been a standard in the military since it was designed to replace the M21. It was built to be a weapon with increased range and accuracy over its predecessors.

Ammo Type: 7.62 x 51mm

Rounds Per Clip: 6

Rounds Carried: 180

Muzzle Velocity: 792 m/s

Rate of Fire: .6 rps

### **MCRT .300 Tactical**

This McMillian bolt-action sniper weapon is chambered for the Winchester .300 magnum round giving it excellent accuracy and damage upon impact. The MCRT also boasts one of the best accuracy ratings of all the sniper rifles.

Ammo Type: .300 magnum

Rounds Per Clip: 4

Rounds Carried: 180

Muzzle Velocity: 911 m/s

Rate of Fire: .6 rps

### **Barrett M82A1 .50 Cal**

The Barrett M82A1 is actually considered to be an anti-material weapon designed to stop armored personnel carriers and the like. Its .50 caliber bullet is effective against many light skinned vehicles and structures. Its weight makes it extremely hard to deploy in traditional sniper missions, however, so it is not often used except when it will not have to be moved very much. The accuracy of the Barrett is limited only by the ammunition used. At the best of times, it boasts 1 MOA (minute of angle) accuracy and a range of 1800 meters.

Ammo Type: .50 BMG

Rounds Per Clip: 10

Rounds Carried: 100

Muzzle Velocity: 853 m/s

Rate of Fire: 1 rps

## **MACHINE GUNS**

### **M249 SAW 5.56mm MG**

The M249 SAW (Squad Automatic Weapon) has been a standard feature of the fire team since the mid 80's. Its ability to lay down high amounts of reliable, accurate fire have made it indispensable. Typically, one SAW is issued per six-man team and requires only one Soldier to operate. It is able to fire from 30 round M16 magazines or 200 round drum magazines utilizing belt-fed disintegrating metallic-links.

Ammo Type: 5.56mm

Rounds Per Clip: 200

Rounds Carried: 600

Muzzle Velocity: 990 m/s

Rate of Fire: 10 rps

### **M60E3 7.62 GPMG**

The M60 gas powered machine gun is a slightly larger and more powerful weapon than the M249. It fires the 7.62 round for increased range and stopping power, but its heavier weight and ammunition make the M60 awkward to fire unless the bipod is used. The M60 also features a replaceable barrel to prevent overheating.

Ammo Type: 7.62

Rounds Per Clip: 200

Rounds Carried: 600

Muzzle Velocity: 915 m/s

Rate of Fire: 8.33 rps

### **M240B**

The M240 is a standard machine gun in many NATO countries where it is called the FN MAG-58. The 240 is often mounted on a vehicle with a twin handle and thumb actuated trigger. For handheld use, a rifle stock and standard trigger mechanism are used. There is no selective fire on the M240, it can only be used for fully automatic fire. The M240 is known as one of the most reliable machine guns in use today.

Ammo Type: 7.62mm

Rounds Per Clip: 200

Rounds Carried: 600

Muzzle Velocity: 853 m/s

Rate of Fire: 12.5 rps

## **SIDEARMS**

### **Remington 780 Shotgun**

Used for breaching doors and extreme CQB, this 12 gauge has high stopping power in close, but loses force with range. Not accurate, but good coverage close in. Delta Operators usually replace the stock with a pistol grip and shorten the barrel to make it easier to carry as a secondary weapon.

Ammo Type: 00 Buck

Rounds Per Clip: 7

Rounds Carried: 14

Muzzle Velocity: 388 m/s

Rate of Fire: 2 rps

### **M9 Beretta 9mm**

The M9 is the standard sidearm of the U.S. Army. Used by the Rangers, the higher capacity and accuracy during rapid fire makes this weapon more manageable than the .45.

Ammo Type: 9 mm

Rounds Per Clip: 15

Rounds Carried: 30

Muzzle Velocity: 341 m/s

Rate of Fire: 4 rps



## **FIXED WEAPONS**

### **M2 .50 cal Machine Gun**

A single barrel machine gun, the M2 has a rate of fire of 550 rounds per minute. It has been in use since WWII and can be found mounted on vehicles and aircraft throughout the world.

### **M134 7.62mm "Minigun"**

This weapon is most often found mounted on helicopters. It utilizes a rotating set of six barrels to achieve an astounding 6000 rounds per minute, though it is usually set to 2000 or 4000 rpm in crew-served applications.

### **MK19 40mm Machine Gun**

This weapon can fire at a rate of 350 rounds of 40mm grenades per minute.

## **EXPLOSIVES**

### **AT-4**

A light anti-armor rocket, the AT-4 is a portable, shoulder fired rocket launcher. Firing an 84mm unguided rocket, the AT-4 is capable of penetrating 400mm of rolled homogenous armor.

### **Satchel Charge**

A pre-packed demolition charge that consists of multiple blocks of C-4 and is triggered by a Radio Detonator.

## **Keyboard Chart**

W or Up Arrow - Move Forward  
A or Left Arrow - Strafe Left  
S or Right Arrow - Strafe Right  
D or Down Arrow - Move Backwards  
Q – Lean/Roll Left  
E - Lean/Roll Right  
C or Delete - Stand  
X or End - Crouch  
Z or Page Down or Mouse 3 – Prone  
P – Look Up  
. – Look Down  
L – Rotate Left  
; - Rotate Right  
Spacebar – Jump  
ENTER or Left Mouse Button - Fire Weapon  
Scroll Lock – Auto Run Toggle On/Off

R – Reload Weapon  
1 - Select Combat Knife  
2 - Select Sidearm  
3 – Select Primary Weapon  
4 - Select Flashbang Grenade  
5 - Select Fragmentation Grenade  
6 – Select Smoke Grenade  
7 – Select Explosives  
8 – Select Radio Detonator  
9 - Select Medpack  
0 (zero) – Access Armory Menu (when inside an armory)  
Shift – Use item / Attach  
[ - Cycle Weapons Up / Scope Magnify Up (Sniper Rifle Only)  
] – Cycle Weapons Down / Scope Magnify Down (Sniper Rifle Only)  
` – Scope Zero Up (Shift Reverses, Sniper Rifle Only)  
/ or Right Mouse - Toggle Scope View

O - Adjust Aimpoint Brightness  
H - Turn HUD On / Off  
M – Map  
-(Minus sign) - Zoom Maps In  
+ (Plus Sign) – Zoom Maps Out  
N – Night Vision Goggles  
B – Binoculars  
G - Mission Briefing  
Tab – Goals  
Caps Lock – Teammate Commands  
Backspace – Room Takedown

F1 – Show Help Screen  
F2 – 1<sup>st</sup> Person View (No Gun Shown)  
F3 - 1<sup>st</sup> Person View (Gun Shown)  
F4 – 3<sup>rd</sup> Person View  
F5 – Quick Save  
F6 – HUD Detail Level  
F7 - Cycle Waypoints  
F8 – Cycle Flags (Multiplayer)

F9 – Emotes (Multiplayer)  
F10 – Score  
F11 - Take Screenshot  
Pause – Pause Game  
Esc – Exit / Load Saved Game  
~ - Command Prompt

K - Player / Stats List (Multiplayer)  
F - Friendly Tags On, Abbreviated, or Off (Multiplayer)  
T - Text message To All (Multiplayer)  
Y - Text Message To Team only (Multiplayer)  
U – View Recent Messages (Multiplayer)  
Home – Multiplayer Host Screen (Multiplayer)

Numpad 9 – Zoom Camera Out  
Numpad 8 – Camera Up  
Numpad 7 – Zoom Camera In  
Numpad 6 – Camera Right  
Numpad 5 – Reset Camera  
Numpad 4 – Camera Left  
Numpad 2 – Camera Down

EXIT/LOAD SAVED GAME Esc	HELP F1	1ST PERSON NO GUN F2	1ST PERSON WITH GUN F3	3RD PERSON VIEW F4	QUICK SAVE F5	HUD DETAIL LEVEL F6	CYCLE WAYPOINTS F7	CYCLE FLAGS F8	EMOTES F9	SCORE F10	SCREEN SHOT F11	F12	Print Scrn	AUTO RUN TOGGLE Scroll Lock	PAUSE Pause						
COMMAND PROMPT `	KNIFE 1	SIDEARM 2	PRIMARY 3	FLASH BANG GRENADE 4	FRAG GRENADE 5	SMOKE GRENADE 6	EXPLOSIVES 7	RADIO DETONATOR 8	MEDIC 9	ARMORY 0	MAP ZOOM OUT -	MAP ZOOM IN =	TAKE DOWN ←	Insert	MPG HOST SCREEN Home	Page Up	Num Lock	/	*	-	
GOALS Tab	LEAN/ROLL LEFT Q	FORWARD W	LEAN/ROLL RIGHT E	RELOAD R	TALK T	TEAM TALK Y	RECENT MESSAGES U	I	AIMPOINT BRIGHTNESS O	LOOK UP P	CYCLE WEAPONS DOWN ↓	CYCLE WEAPONS UP ↑	↵	STAND Delete	CROUCH End	PRONE Page Down	ZOOM IN 7	CAMERA UP 8	ZOOM OUT 9	↵	
TEAMMATE COMMANDS Caps Lock	STRAFE LEFT A	BACK S	STRAFE RIGHT D	FRIENDLY TAGS ON/OFF G	MISSION BRIEFING G	HUD ON/OFF H	J	KILL/PLYR LIST K	TURN LEFT L	TURN RIGHT ;	SCOPE ZERO '	FIRE WEAPON Enter					CAMERA LEFT 4	DEFAULT CAMERA VIEW 5	CAMERA RIGHT 6	+	
USE ITEM/ATTACH (MODIFY SCOPE ZERO) Shift	PRONE Z	CROUCH X	STAND C	V	BINOCULARS B	NIGHT VISION N	MAP M	,	LOOK DOWN .	SCOPE TOGGLE /	Shift			FORWARD ↑			CAMERA DOWN 2	3	FIRE WEAPON Enter		
Ctrl	⌘	Alt	JUMP Space						Alt	⌘	📄	Ctrl	STRAFE LEFT ←	BACK ↓	STRAFE RIGHT →						

WEAPONS/ITEMS

HUD

VIEWS

MOVEMENT CONTROLS

COMMUNICATIONS

GAME CONTROLS