

KILLZONE™

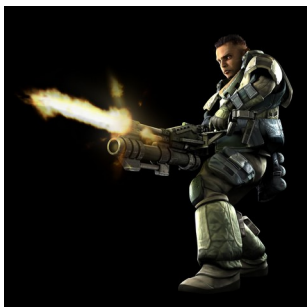
The Squad

Templar



- A commando captain in the Special Forces wing of the ISA. And the leader of your squad.
- Templar is a tough, capable career soldier, a born survivor. He is the ideal middle ground possessing more strength than Lugar but more pace and agility than Rico.

Rico



- The workhorse of the ISA, Rico is a survivor of many hot spots and relishes his NCO status – preferring to fight up-front rather than direct the battle from behind.
- The complete opposite to Lugar, Rico is a human tank, over-weight, over-muscled and some would say over armed.
- Rico's squad was wiped out by a team of Helghast and he want's to settle a score, cares for little except killing.
- A bit of a lump so don't expect to see him climbing up ropes, hurdling fallen obstacles or crawling through tunnels. He takes the most direct route through the levels, if that means having to go through APV's and hoards of Helghast troops then so be it.

Lugar



- Agile, silent and deadly. A real ice maiden who keeps her emotions hidden from everyone including her own squad.
- Part of the mysterious black ops project.
- She's not the strongest member of the squad so she won't last long going toe to toe with an Elite Trooper, she also struggles with the heavy weapons. But makes up with it with her lightning fast speed which she uses to get herself out of tricky situations.
- She has the ability to climb and crawl where other troop members cannot go enabling her to get behind enemy positions and to snipe at Helghast from elevated positions.
- Deadly with her hunting knife and silenced pistol. Lugar's greatest skill is picking off unaware sentry guards and those Helghast that have made the mistake of straying too far from their platoon.

Hakha



- As a Helghast who turned to the side of the ISA he's a bit of an unknown quantity, nobody is quite sure where they stand with Hakha. He appears to have his own agenda for the downfall of the Helghast.
- He is aloof and considers himself intellectually superior to everyone especially Helghast vat grown grunts...
- He's physically more advanced and adapted than humans, while mentally and ideologically beyond the Helghast.
- Like all Helghast, Hakha is equipped with a microchip in his neck identifying him as a Helghast this enables him to enter secure Helghast zones without setting off the automatic sentries or proximity mines.