



XBOX 360™

XBOX
LIVE™

The Outfit



FIELD GUIDE



WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

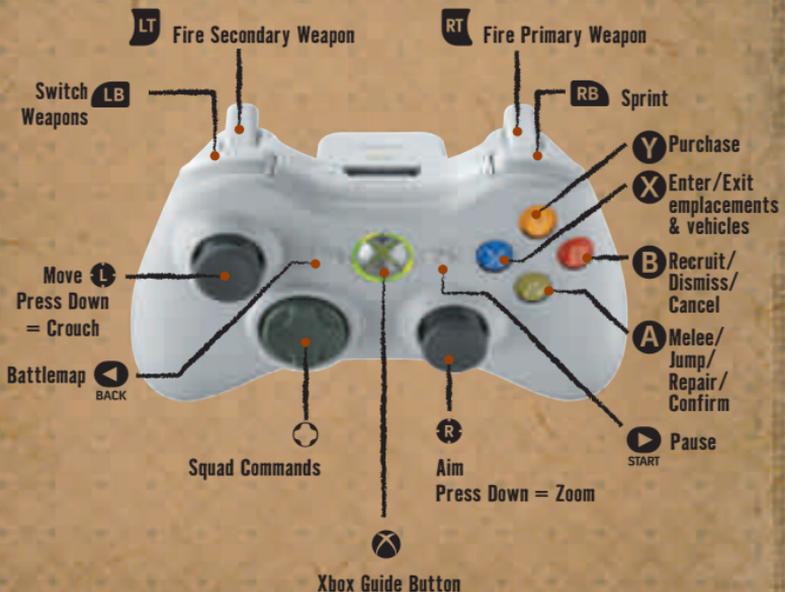


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In 1941 the US joined World War Two. Since then, military doctrine has called for large, powerful forces to wield against the enemy. Backed by the incredible production capacity of US factories, these massive armies used brute force and sheer numbers to prevail. If the army is the 'broadsword', a chosen few are the 'scalpel'. Able to strike deep into areas the army can't, they are tasked with the type of daring, near suicidal missions that win wars. Specialists in improvised explosives, experts in both Allied and Axis warfare, these volunteers are the best of the best.

THEY ARE THE FIRST SECRET ELITE FORCE IN US HISTORY.
THEY ARE...THE OUTFIT.



Here's a brief rundown of how the default controls for the Xbox 360 Controller work.

CONTROL	FUNCTION
	Move
Press Down	Crouch
	Squad Commands
	Aim
Press Down	Zoom
	Melee/Jump/Repair/Confirm
	Recruit/Cancel
	Enter/Exit emplacements & vehicles
	Destruction on Demand™
	Sprint
	Fire Primary Weapon
	Pause
	Battlemap/Objectives
	Switch Weapons
	Fire Secondary Weapon/Throw

The Main Menu provides the following choices.

- **CAMPAIGN:** Start or continue the Single Player game.
- **MULTIPLAYER:** Allows you to play a Multiplayer game.
- **OPTIONS:** Brings up the Options menu.
- **MEDALS:** Where your prowess and past glory is on display.

Navigate the menus with either  or .

- **A** Confirm selection
- **B** Cancel selection

CAMPAIGN MENU

The Campaign menu provides the following choices:

- **NEW CAMPAIGN:** Begins a new single-player campaign.
- **RESUME CAMPAIGN:** Loads your most recently reached game.
- **LOAD GAME:** Allows you to select a previously saved game to continue.
- **MOVIE THEATER:** Allows you to view Cinematics from missions you've already completed.

MULTIPLAYER MENU

Within the Multiplayer menu there are the following choices:

- **XBOX LIVE®:** Takes you to the Xbox Live menu appears. See "Xbox Live" below.
- **SPLIT SCREEN:** Allows two people to play Co-op Versus games of The Outfit on one Xbox 360 Console.
- **SYSTEM LINK:** Allows two or more Xbox 360 consoles to be linked together for multiplayer matches.

OPTIONS MENU

Selecting Options will allow you to modify your game settings.

- 1 MINI-MAP:** A top down view of the current mission area, displaying icons representing your position and the position of mission objectives and friendly units.
- 2 HEALTH METER:** The health meter indicates your current health level. When the level drops to zero, your character dies.
- 3 STAMINA:** The stamina meter indicates your current stamina level. When the level drops to zero, your character will not be able to sprint until it recharges.
- 4 FU METER:** The amount of Field Units (FUs) you have accumulated and have available to spend.
- 5 OBJECTIVES METER:** An indicator of whether or not you control the Motor Pool, Armory, or Radio Tower.
- 6 TARGETING RETICULE:** The targeting reticule changes color based on the target selected. Green for friendly targets, red for enemies.
- 7 OVERHEAT METER:** On either side of the targeting reticule is a meter showing the weapon's temperature. An overheated weapon will not fire until it cools down.
- 8 GRENADE THROW METER:** The overheated meter will fill up with blue to show you how far your grenade will travel.
- 9 SQUAD COMMAND DISPLAY:** The current number of men in your squad is displayed here, along with the Squad Commands available to your hero.



The following are displays shown only in specific game types or situations:

- **COMMAND POINTS:** In games where the objective is to reduce Command Points of the other team, the total Command Points possessed by both teams is visible to both players (see Multiplayer Game types).
- **OBJECTIVES & BATTLE MAP:** Pressing  will bring up your Objectives Screen, which displays an expanded view of the mission area, remaining mission objectives, and other important information.



Each member of The Outfit is a specialist in their own brand of warfare. They have their own specific strengths, weaknesses, and abilities, and their weapons reflect their personalities. As you progress through the single-player and multiplayer game, your heroes will have access to increasingly powerful weaponry.

THE OUTFIT

CAPTAIN DEUCE WILLIAMS

As the leader of The Outfit, Deuce has earned the admiration of his men the hard way — in battle. He's repeatedly turned down promotions in order to remain in the field where he can do the most damage.

PRIMARY WEAPONS:

- **BAZOOKA** - Most effective against vehicles and emplacements, its shots travel in an arc rather than a straight line. Learn how to gauge your distance for maximum accuracy.
- **HEAVY BAZOOKA** - The nasty big brother of the bazooka, it packs a wallop that scares tank commanders out of their cockpits.
- **ANTI-TANK RIFLE** - This monster's incredible firepower has made it Deuce's weapon of choice.



SECONDARY WEAPONS:

- **.45 REVOLVER** - Deuce's 7.5 inch barreled, .45 caliber pride and joy. Deadly at short range.
- **FRAG GRENADE** - Effective against both infantry and armor, it dishes out damage in a wide radius.

SERGEANT THOMAS 'MAC' MACINTYRE

Tommy Mac is a big Iowa farm boy. All brawn and no finesse, his straightforward style and incredible strength have earned him a reputation for getting the job done.

PRIMARY WEAPONS:

- **GREASE GUN** - A compact .45 caliber machine pistol. Excellent in close quarters.
- **SUB-MACHINE GUN** - Every grunt's best friend. It packs a heavy punch and higher accuracy than the Grease Gun.
- **LIGHT MACHINE GUN** - Meant for use in emplacements, Tommy's incredible strength allows him to fire this beast from the shoulder.



SECONDARY WEAPONS:

- **FLAMETHROWER** - Fires a high-pressure jet of flaming liquid. A horribly destructive anti-infantry and vehicle weapon.
- **STICKY BOMB** - The poster child for improvised explosive devices. One of these slapped on your tank is a one-way ticket to Hell, expenses paid.

LIEUTENANT JOHN DAVIS TYLER

Though John Davis (J.D. for short) Tyler was born and raised in New York City, he spent his early days with his grandfather in the backwoods of New England where he learned his now-legendary stealth, tracking, and marksman skills.



PRIMARY WEAPONS:

- **LIGHT RIFLE** - Delivers quick, potent, highly accurate shots. Ineffective against armor, emplacements, and structures.
- **RIFLE** - More powerful than the Light Rifle and with a faster rate of fire, its improved zoom makes it especially lethal.
- **SNIPER RIFLE** - A long range, high accuracy weapon. It sports the best zoom, excellent accuracy, and deadly stopping power.

SECONDARY WEAPONS:

- **TRENCH SHOTGUN** - Fires a wide blast of buckshot pellets. Use this for up close and personal situations where lethality is ensured.
- **MOLOTOV COCKTAIL** - A bottle filled with J.D.'s special blend of explosives and a lit fuse. Devastating to vehicles and infantry alike.





THE ENEMY GENERAL HANS VON BECK

Born into privilege, raised like nobility, Hans Von Beck was afforded the best upbringing Germany had to offer. His cynicism about the Nazi regime is tempered only by his sense of duty and love for his country.



PRIMARY WEAPONS:

- **STURMPISTOLE** - The world's first (and last) Anti-Tank pistol. A highly portable anti-armor weapon, it fires projectiles in arcing paths to a deadly finish.
- **PANZERFAUST** - Fires armor-piercing rockets. Incredibly powerful, it's the envy of many Allied Bazooka teams.
- **PANZERSCHRECK** - The pinnacle of shoulder-mounted Axis weaponry, it's effective against heavy armor and emplacements.

SECONDARY WEAPONS:

- **HUNTING SHOTGUN** - An heirloom of the Von Beck family. It fires a fine spray of shot in a wide cone, making it effective up close versus infantry.
- **FRAG GRENADE** - Effective against both infantry and armor, its explosive charge dishes out damage in a wide radius.

GENERAL VIKTOR MORDER

Viktor Morder rose to the rank of SS General the only way one can, by embracing the cause. His cunning intelligence is matched only by his cruelty and ambition. He may not give his own life for the Reich, but he's happily given the lives of his men time and again.



PRIMARY WEAPONS:

- **MP44** - Lightweight with a large magazine and a quick rate of fire, it's the mainstay of the Axis infantry.
- **MG34** - Intended to be used with a tripod, Morder's sheer force of will allows him to fire from the shoulder.
- **MG42** - The last word in Machine Gun design, this gun dishes out incredible damage with range and accuracy.

SECONDARY WEAPONS:

- **FLAMETHROWER** - Fires a high-pressure jet of flaming liquid. A horribly destructive anti-infantry and vehicle weapon.
- **STICKY BOMB** - The poster child for improvised explosive devices. One of these slapped on your tank is a one-way ticket to Hell, expenses paid.

NINA DIEDERICH

A high-ranking member of the SS Female Auxiliaries, Nina Diederich holds a position of remarkable power in the Nazi Army. A deadly assassin, she excels in covert operations and serves as General Morder's personal bodyguard.



PRIMARY WEAPONS:

- **LIGHT RIFLE** - Delivers quick, potent, highly accurate shots. Ineffective against armor, emplacements, and structures.
- **RIFLE** - More powerful than the Light Rifle and with a faster rate of fire, its improved zoom makes it especially lethal.
- **SNIPER RIFLE** - A long range, high accuracy weapon. It sports the best zoom, excellent accuracy, and deadly stopping power.

SECONDARY WEAPONS:

- **PISTOL** - A fast rate of fire makes the pistol excellent for short range combat, as it is more versatile than cumbersome rifles.
- **MOLOTOV** - Hot liquid devastation.



Once your hero is selected, you're assigned a squad to command. Each hero comes with squad mates that complement their strengths. Use them to mount coordinated attacks, man vehicles and emplacements, or defend strategic locations.

Your squad will take advantage of cover and terrain, intelligently focusing their fire as they carry out your orders. It's up to you to determine how to best use your squad, so take charge and hit the enemy where it hurts!

USING SQUAD COMMANDS

Squad Commands are specific orders that, once issued, enable your squad to function as a unit to accomplish daring and deadly feats of combat prowess! Each hero is able to issue Squad Commands, some of which are only available to them. Here's how they work:

ASSAULT (AVAILABLE TO ALL HEROES)

Your squad will split into two groups and, using cover, rush an enemy position while hurling grenades and spraying the location with gunfire. When the squad reaches their destination they will engage remaining enemies in melee combat until they are eliminated. Press up on the  to order the Assault Command.

SUPPRESS (AVAILABLE TO ALL HEROES)

Your squad will advance on the enemy, pouring inaccurate but withering fire on them. The intensity of this attack will be such that the enemy is forced to run to nearby cover. Suppress will cancel enemy Squad Commands, so timing is critical. Press left on the  to order the Suppress Command.

MELEE (AVAILABLE TO DEUCE AND VON BECK)

Your squad will cease fire and sprint toward enemy soldiers, engaging them in deadly hand-to-hand combat. The Melee Squad Command does not work against vehicles. Press right on the  to order the Melee Command.

TEAR GAS (AVAILABLE TO TOMMY MAC AND MORDER)

Your squad advances on the selected Machine Gun Nest or Anti-Tank Gun and fires Tear Gas canisters. The canisters hit the ground, forcing any units in the area to evacuate. This Squad Command works only against Machine Gun Nests and Anti-Tank Gun emplacements. Press right on the  to order the Tear Gas Command.

VEHICLE DESTRUCTION (AVAILABLE TO J.D. AND NINA)

This Squad Command works like the Assault Squad Command, but is effective against vehicles. Press right on the  to order the Vehicle Destruction Command.

CANCELING SQUAD COMMANDS

You can cancel a Squad Command by pressing down on .

The US Military's resources are yours to command. Use Destruction on Demand™ to order reinforcements, Machine Gun Nests, Anti-Tank Guns, vehicles, artillery bombardment, and even Air Strikes. Call it in whenever and wherever you need it to best achieve your objectives and devastate everything from here to Berlin!

Nothing comes for free...everything you can order with Destruction on Demand™ will cost you Field Units (or FUs for short).

FUs are earned by fighting. Killing enemy soldiers, destroying their vehicles and emplacements, demolishing the world around you, even taking casualties earns you this valuable resource. When you have been awarded enough FUs, simply bring up Destruction on Demand™ (by pressing **Y**) and dial in your request. Your gear will be air-dropped into battle by supply planes.

When used properly, armored vehicles are a dominant force on every battlefield.

Use the Destruction on Demand™ Menu to call in any one of the many vehicles available to you in The Outfit. Or, if you're running low on FUs, you can scout for abandoned vehicles or even hijack one of the enemy's!

It's important to remember that many vehicles in The Outfit need more than one person to operate fully. On your own you will be able to fire weapons or drive, but not both. This is where your squad comes in. Members of your squad will man empty positions, allowing you to drive and fire at the same time. Make sure that you don't leave your squad in the dust as you zoom off to engage the enemy!

When manning a vehicle, your primary and secondary fire buttons operate the weapons on the vehicle (**RT** & **LT**). You control the vehicle as you would your hero.

If you have enough FUs, you can repair damaged vehicles by standing next to them and pressing **A**.

Capturing the Motor Pool allows you to requisition and use more advanced vehicles.

ALL-PURPOSE VEHICLES

The lightest and most maneuverable vehicles in the Allied arsenal.

4X4

Equipped with a .30 cal machine gun. Use it to get across the map quickly and send enemy troops scurrying!



BAZOOKA 4X4

Equipping the 4x4 with a bazooka makes it an effective but fragile anti-armor unit.



M8 GREYHOUND

A nimble armored attack vehicle, the Greyhound is immune to most small arms fire. With a .50cal machine gun and a menacing 37mm cannon, it's as deadly as it is graceful.



HALFTRACKS

The Allied Halftrack can be outfitted with three different weapon compliments.

HALFTRACK

The .50cal machine gun performs well against enemy infantry, and the armored hold can carry an entire squad to the battle front.



QUAD .50 HALFTRACK

The Quad .50 Machine Gun makes short work of infantry, aircraft, and light vehicles.



75MM HALFTRACK

Pump up your offensive by ordering a halftrack loaded with the brutal 75mm anti-tank cannon. It packs a wallop but is vulnerable to close-range attacks.



TANKS

Allied tanks are the heavy muscle of the Normandy invasion force.

TANK

Lumbering towards the Rhine, the Tank has proved itself time and again as a solid piece of American engineering. Armed with a .50cal machine gun and a 75mm cannon, it eats Nazis for breakfast.



VEHICLES (CONT.)
ALLIED VEHICLES

CROCODILE

Equipped with a medium-range flamethrower, the Crocodile is ideal for up close and personal work. Absolutely devastating at close range.



CALLIOPE

Nothing makes the enemy run for the hills like a Calliope. Equipped with a deadly 75mm cannon and a top-mounted rack bristling with rockets, the Calliope is the ultimate in long-range tank warfare.



ARMORED CARS

Known for their amazing reliability, the Axis Gun Car, Cannon Car and Puma are nimble, robust, and deadly troop carriers.



GUN CAR

The Gun Car is a cheap and speedy transport vehicle, packing a standard MG34 machine gun for defense.

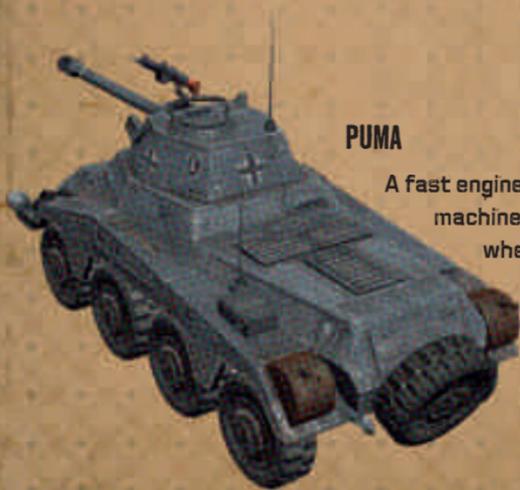
CANNON CAR

The Cannon Car is equipped with a 28mm cannon, making it highly effective against infantry and light armor. It won't stand up to a tank but it can give halftracks a run for their money.



PUMA

A fast engine, 50mm cannon, and a 792mm machinegun make the Puma an 8-wheeled monster. What it sacrifices in maneuverability it makes up in its ability to go toe-to-toe against enemy armor.



WAGENS

The Axis Wagen combines the best of armor and maneuverability.

WAGEN

The Axis Halftrack is equipped with a 7.92mm Machine Gun. The equivalent of the Allied Halftrack, this troop transport is lighter on fire power but heavier on armor.



FLAMMPANZERWAGEN

The Flammpanzerwagen is equipped with a flamethrower and 7.92mm Machine Gun. Just as deadly as the Crocodile's flamethrower but with a lower FJ requirement.



ROCKETWAGEN

The Rocketwagen is the ideal Axis long range mobile rocket platform. Useful for devastating Allied positions and destroying small towns.



TANKS

Axis tanks are legendary war machines, packing armor, agility, and brutally destructive fire power inside each devastating frame

PANZER

The Panzer makes short work of most everything that crosses its path. Equipped with a 75mm cannon and 7.92mm Machine Gun, it's more than a match for the Allied Tank. This tank defines the term blitzkrieg!



WIRBLEWIND

The Wirbelwind is equipped with four 20mm cannons. Originally designed as an anti-aircraft tank, it's delightfully lethal against personnel and light enemy armor.

PANTHER

The pinnacle of Axis armored warfare. Equipped with a voracious 75mm cannon and 7.92mm Machine Gun, the Panther is difficult to kill even when it's not fighting back.



There's a host of other units for you to find on the battlefield. Supply planes, civilian automobiles, Allied and Axis fighter-bombers, even armored attack trains are available to you in The Outfit. Aircraft are not directly controllable; however they are vulnerable to attack and can be destroyed with AA guns.



OTHER VEHICLES

Like vehicles, emplacements are ordered with the Destruction on Demand™ menu and air-dropped into battle. Unlike vehicles, emplacements can't be moved once they are purchased so choose your locations carefully! When a ghosted image of the emplacement appears, position it with  and rotate it with . Choosing the right angle is critical, as emplacements have a fixed cone of fire.

You can use your emplacement directly, or order one of your squad mates to take control while you take the fight elsewhere.



EMPLACEMENTS

THE ALLIES SPORT A BROAD ARRAY OF EMPLACEMENTS AND FIREPOWER.

EMPLACEMENTS (CONT.) ALLIED EMPLACEMENTS

MACHINE GUNS

Primarily anti-infantry weapons, machine gun emplacements are also effective against light armor.



.30 CAL MACHINE GUN NEST

An effective and inexpensive machine gun, useful in any defensive position.



.50 CAL MACHINE GUN NEST

Excellent for softening up tougher targets.



40MM AA GUN NEST

Highly effective against infantry, light armor, and enemy aircraft.



CANNONS & ARTILLERY

Firing potent armor piercing shells, Anti-Tank Guns are a deadly defense against enemy armor.



37MM ANTI-TANK GUN

Works well against lightly-armored targets.



57MM ANTI-TANK GUN

With its powerful armor-piercing gun, it's ideal for destroying most enemy armor quickly and efficiently.



75MM ANTI-TANK GUN

An incredibly powerful field artillery weapon that fires high explosive shells.



NOT TO BE OUTDONE, THE AXIS WAR MACHINE HAS ITS OWN DEADLY ARSENAL OF EMPLACEMENTS TO DEPLOY ON THE BATTLEFIELD.

MACHINE GUNS

Machine Guns are the mainstay of the Axis infantry.



MG34 MACHINE GUN NEST

Ideal for cutting enemy infantry to shreds.



MG42 MACHINE GUN NEST

Unmatched in its versatility, power, and ease of use, it's your best option for crowd control.



WIRBLEWIND AA GUN NEST

The anti-aircraft gun that packs a punch! Individual rounds are relatively weak but its sustained rate of fire more than compensates.



EMPLACEMENTS
(CONT.)
AXIS EMPLACEMENTS

CANNONS AND ARTILLERY

The cannons and artillery of the Axis forces are well-known for brutal firepower and reliability.



37MM ANTI-TANK GUN

Armor piercing rounds are effective against light to medium armor.



50MM ANTI-TANK GUN

Guaranteed to make short work of Allied armor.



75MM ANTI-TANK GUN

Simply put, a stationary tank cannon. Highly dangerous to all targets.





Capturing Strategic Objectives is critical to the war effort. These points provide you with respawn areas, reduce enemy Command Points, give you access to powerful vehicles and weaponry, and earn you valuable FUs. Here's how capturing works.

STRATEGIC OBJECTIVES



Occupy and successfully defend the area around a Strategic Objective for enough time and the point is yours. A captured Strategic Objective will have your flag raised over it, just as an enemy's point will have their flag raised. Check the flags for a quick and easy way to know what areas you control.

MOTOR POOLS & VEHICLES

When captured, the Motor Pool enables players to purchase upgraded vehicles like the Crocodile or the Calliope (provided you have enough FUs).

It can also serve as a respawn point should you be killed



RADIO TOWER

Capturing the Radio Tower allows you to purchase Air and Artillery strikes, and in Multiplayer games over Xbox Live can be used to eavesdrop on enemy voice communications using the Wiretap ability (provided you have enough FUs). It can also serve as a respawn point should you be killed.

ARMORY

The Armory allows the purchase of upgraded emplacements like the 75mm Anti-Tank Gun or the Wirblewind AA Gun (provided you have enough FUs). It can also serve as a respawn point should you be killed.



There are several different multiplayer game modes available for Split Screen, System Link, and Xbox Live online games. These multiplayer game types are:

- **STRATEGIC VICTORY:** You must capture the majority of the Strategic Objectives on the map. If a team controls enough of the Strategic Objectives, the opposing team begins losing Command Points. Losing all of your Command Points results in losing the match.
- **DEATHMATCH:** The side with the most enemy player kills at the end of the round wins.
- **DESTRUCTION:** The team with the most FUs at the end of the game wins. Everything that can be destroyed in the game will award you FUs when you blow it up.

You can customize your games in the following ways.

AXIS/ALLIES SELECTION

The host determines which players will be Axis and which will be Allied.

STARTING FU AMOUNT

Define the amount of FUs each player starts the game with.

TIME TO RESPAWN

This is the amount of time before a player can respawn after they have been killed.

STARTING COMMAND POINTS

This option is only available for Strategic Victory games. The higher the number, the longer the game lasts.

GAME DURATION

When the timer expires, the player with the most kills wins.

HOSTING A GAME

Be sure that your Xbox 360 console is connected to the Internet and that you've subscribed to an Xbox Live account. Go to the Multiplayer Menu and then select the option to connect to Xbox Live. Once logged into Xbox Live, select "Host a Game" and give it a name.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your Gamer Card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

GAME MODES

- **STANDARD MATCH:** Allows you to join or host Custom or Quick matches.
- **RANKED MATCH:** Allows you to join or host Custom or Quick matches that will affect your ranking on The Outfit Leaderboard.
- **CO-OP:** Invite friends to join you in the singleplayer campaign. You will only be able to play missions that everyone has reached, and will be unable to save progress except by completing the mission.
- **DOWNLOADS:** Takes you to the Downloadable Content area.
- **LEADERBOARDS:** Displays the Leaderboards for The Outfit, where you can see your ranking and how you stand up against other players around the world.

CONTENT DOWNLOAD

Using Xbox Live, you can connect to other players through the marketplace and download additional content.

RELIC**ART**

Allan Diiks
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 Chu-Chu Kenchenten
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SPECIAL THANKS

All the members of the
Company of Heroes team
Our significant others, for
their unwavering support

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