# YOU'VE GOT THE GAME, NOW GET THE GUIDE!

## DELTA FORCE BLACK HAWK DOWN

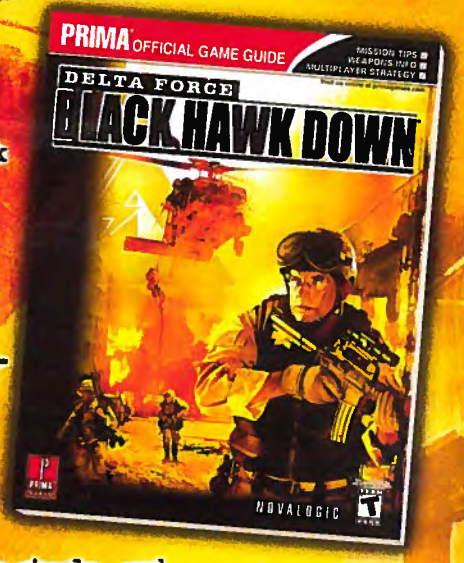
Tips for carrying out every objective

How to handle heavy weapons mounted in Black Hawk helicopters and on Humvees

Strategies for fighting through urban close-quarter battles and long-range sniper fire

Become a pro at large-scale multiplayer action

Crucial walkthroughs for single- and multiplayer missions




PRIMA GAMES

primagames.com®

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

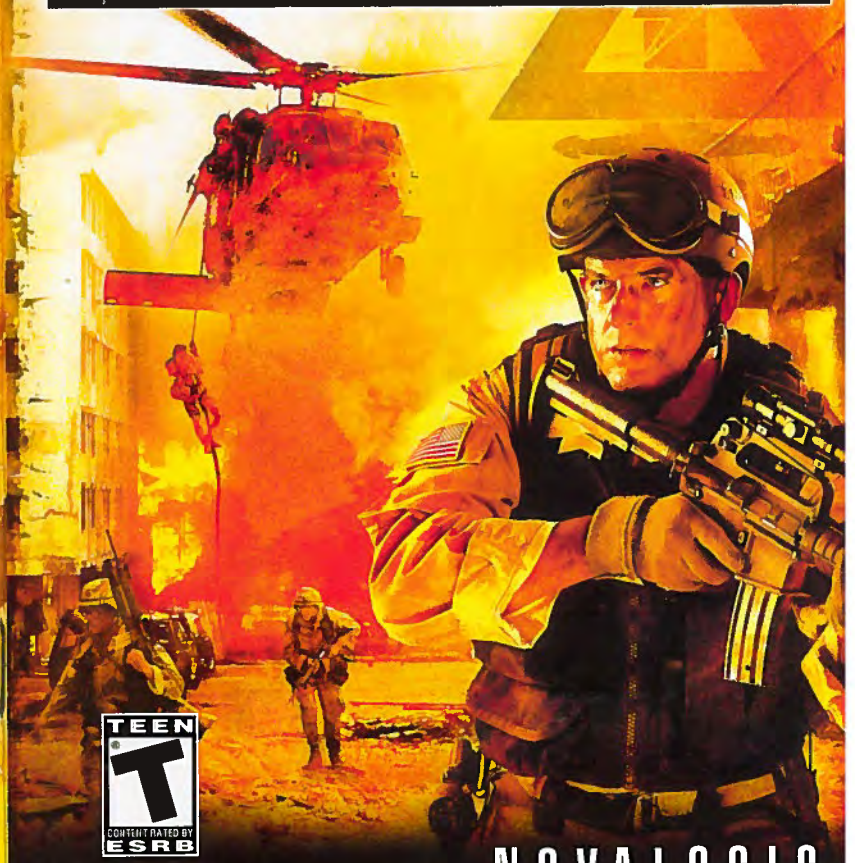
NOVALOGIC®

© 2005 NovaLogic, Inc. NovaLogic, the NovaLogic logo, Delta Force, Black Hawk Down and the Delta Force logo are registered trademarks of NovaLogic, Inc. All other trademarks are property of their respective owners.

XBOX

LIVE ONLINE ENABLED

## DELTA FORCE BLACK HAWK DOWN



TEEN T CONTENT RATED BY ESRB

Game Experience May Change During Online Play

NOVALOGIC®

# Safety Information

## About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

# DELTA FORCE® - BLACK HAWK DOWN®

C O N T E N T S




**2 XBOX *LIVE*™ and GETTING STARTED**
**3 CONTROLS:** Using the Xbox® controllers.
**4 USER PROFILES:** Create Your Profile.
**5 MAP SCREEN:** Know Your Environment.
**6 SOMALIA: A TROUBLED HISTORY:** A look at Somalia's past.
**10 A LAND DIVIDED:** Map of Somalia.
**12 THE U.S. FORCES IN SOMALIA:** The Men, Weapons and Equipment.
**18 WEAPONS:** The Tools of the Trade.
**22 VEHICLES**
**24 MAIN MENU:** Choosing Your Own Options.
**28 HUD/GAME SCREEN:** Understanding What You See.
**29 WEAPON ACCURACY**
**30 TEAMMATE ORDERS:** Tell Your Men What To Do.
**31 XBOX COMMUNICATOR**
**32 THROWING GRENADES:** Using Flash or Frag.
**33 COMBAT SEARCH AND RESCUE:** Help is on the Way.
**34 MULTIPLAYER/XBOX *LIVE*™:** The Most Dangerous Game.
**40 IN REMEMBRANCE**
**41 DONATING TO:** The Warrior Foundation.
**42 DELTA FORCE-BLACK HAWK DOWN CREDITS**
**44 LEGAL AND TECHNICAL SUPPORT**

# XBOX LIVE™
## INTERNET GAMING COMMUNITY

### Take Delta Force® - Black Hawk Down® Beyond the Box
Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

### Downloadable Delta Force® - Black Hawk Down® Content
If you are an Xbox *Live* subscriber, you can download the very latest content (such as new levels and missions) to your Xbox console.

### Connecting
Before you can use Xbox *Live*, you need to connect your Xbox® console to a high-speed or broadband internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see: WWW.XBOX.COM/CONNECT

# GETTING STARTED
## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox instruction manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Delta Force® - Black Hawk Down® disc on the disc tray with the label side facing upwards and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Delta Force® - Black Hawk Down®.

### Avoiding Damage to Discs or the Disc Drive
To avoid damage to discs or the disc drive:

- Insert only Xbox–compatible discs into the disc drive.
- Never use oddly-shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console when the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs



# CONTROLS
## USING THE XBOX CONTROLLERS

1. Connect the Xbox Controller to any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into the controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about playing Delta Force® - Black Hawk Down®.




**Click the left thumbstick to Jump**
**Click the right thumbstick to Scope**

There are multiple preset controller configurations available in the game. The mappings described in this manual correspond to the default mapping listed above.

# USER PROFILES

## CREATE YOUR PROFILE




When you start playing Delta Force® - Black Hawk Down® (DF-BHD) for the first time, the game prompts you to enter a user profile under which the game will store your options, saved campaigns, and multiplayer match settings.

This allows each player who plays on the Xbox to instantly access their settings and saved game by simply choosing their profile.

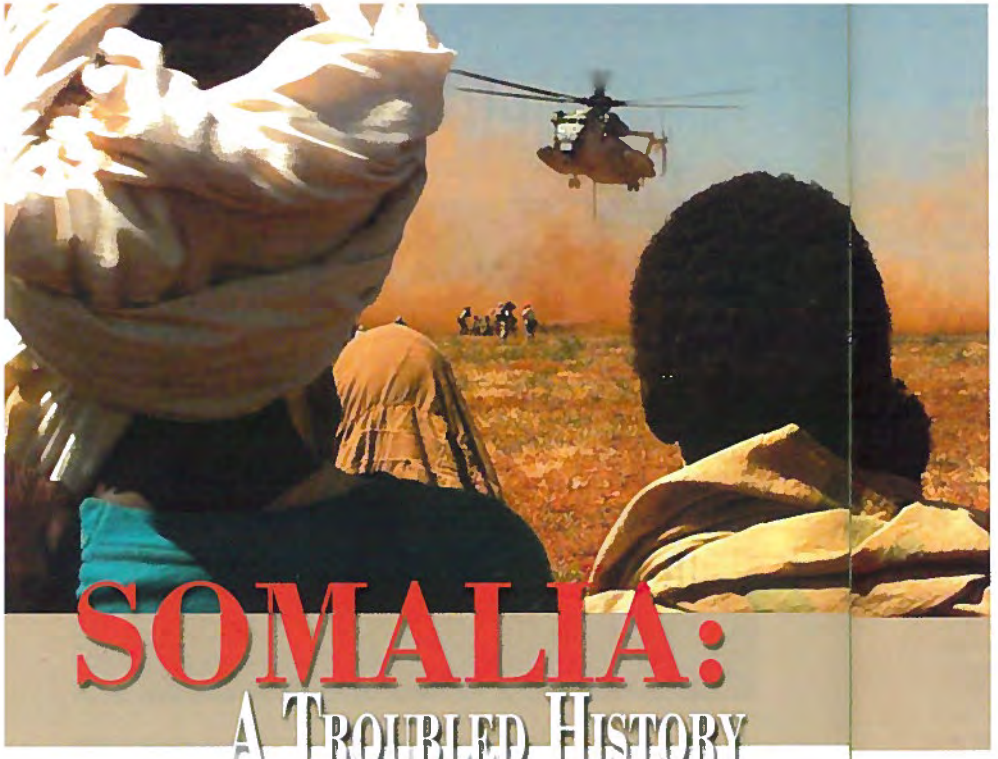
# MAP SCREEN

## KNOW YOUR ENVIRONMENT




During a single or multiplayer game, you can call up a map of your surrounding terrain by pressing the ◀ button.

The map is marked with grid references that will help you coordinate with team members in multiplayer games. Your current grid location is displayed in the lower right corner. As you move, this number will change. Your position will always be in the middle of the screen and north will always be oriented to the top.



# SOMALIA:
## A Troubled History

Wrapped around the Horn of Africa, Somalia is struggling to become a unified nation after centuries of foreign occupation and internal clan fighting.

Initially populated only by indigenous tribes, Somalia's position astride lucrative trade routes and lack of a cohesive government made it a prime target for foreign control as early as the 6th century.

The first prominent government of the area was the Sultanate of Adel formed by Arab tribes along the Gulf of Aden in the 600's. In the 1500's the Portuguese dismantled the ruling Arab Sultanate and took control of the northern coastline.

By the end of the 18th century, the region was occupied by the Ottoman Empire to the north and by the Sultan of Zanzibar to the south.

Following the construction of the Suez Canal in 1869, Somalia came under control of England in the north and Italy in the south. Both nations would have a lasting impact on the people and landscape of Somalia. The southern region, known as Italian Somaliland, saw the Italian language, architecture, and food become staples in their society.

**Independence and Revolutions**

It was not until a United Nations mandate in 1960 that the Republic of Somalia was officially born. The celebration was to be short-lived as only nine years later General Siad Barre would lead a military revolt to take control of the fledgling nation. The suspension of the constitution and dissolution of Parliament were some of the first orders carried out by his regime.

Initially Barre's rule was backed by the Soviet government as he attempted to modernize the country. Some reforms were enacted, but growing corruption, inefficiency, and bloody suppression of opposing factions overshadowed any progress.

Following an unsuccessful Somali invasion of the Ogaden region of Ethiopia (populated by ethnic Somali,) Barre lost the backing of the Soviets who decided to aid the newly installed Ethiopian regime instead. Barre then turned to the United States for support. The U.S. and Soviets were well entrenched in the Cold War by this point, and the U.S. government was more than willing to ally with Barre in exchange for strategic military bases in the region.

Over time, the opposition to Barre and his brutal suppression of dissident groups rose. After years of bloody civil wars, Barre was forced to flee the country on 27 January, 1991.

None of the opposition forces were able to fill the power vacuum and the Somali government collapsed. Amidst the chaos, rival clans fought for power and the capital city of Mogadishu was split by factional boundaries.

**Famine, Warlords and the UN**

By the end of the Siad Barre regime, Somalia had already endured years of famine caused by natural disasters and the continual fighting that made it impossible to plant crops. Humanitarian groups estimated that between January 1991 and January 1992 over 300,000 Somali died from starvation and 50,000 from factional in-fighting.

In view of these massive losses, and despite continued fighting among the numerous armed clans in Somalia, the UN embarked on a series of missions to alleviate the famine and bring security to the region. The first phase of the operation, UNOSOM (United Nations Operation: Somalia), began in April of 1992, and was supported by numerous UN member nations, including the United States. The U.S. dubbed their contribution to the mission "Operation Provide Relief".

The humanitarian mission was immediately hampered by general lawlessness, looting and multiple ruling factions throughout the country. The UN claimed that it had more than enough relief supplies, but was unable to get them to the areas where they were needed.

To combat the armed militias and to provide security for the UN personnel, the United Task Force (UNITAF) was assembled. Approved by President George H. W. Bush just weeks before leaving office, UNITAF was deployed with 28,000 U.S. troops and 9,000 more from other UN member countries.

Given the U.S. name of "Operation Restore Hope", UNITAF was considered a separate mission in Somalia and operated in concert with UNOSOM forces. It was planned from the beginning to be a temporary mission to restore order in the region.

On 4 May, 1993, UNITAF began the scheduled reduction of its force and merged with the newly formed UNOSOM II. Command of the remaining troops was passed to UN control. The United States' contribution to UNOSOM II was called "Operation Continue Hope."

**5 June, 1993**

Though many clans in Somalia welcomed UN intervention, mistrust still gripped a few others who refused to sign onto a widely accepted cease-fire agreement. Some clans used starvation of their opponents as a weapon and saw the UN as a threat to their power base.

This mistrust became more than evident when 24 Pakistanis delivering food were ambushed and killed by armed clan members on 5 June, 1993. The UN was shocked and an investigation determined that it was troops loyal to General Aidid and his Mogadishu based Habr Gedir clan militia that were responsible.

The UN declared Aidid the biggest obstacle to peace in the region. The U.S. and President Bill Clinton concurred and deployed Task Force Ranger (TFR) to arrest Aidid.



(top)Somalis wait outside the Bangladesh Army compound to try to obtain a day's work. The Bangladeshis operate a food-for-work program during their support for UNOSOM II.



(middle) A Somali man handing out a mixture of corn and beans to a small child at one of the food distribution points in Belet Huen, Somalia. (below) Somali civilians watch. US Marines walk single file down a small alley in Somalia's Bakara Market.



Task Force Ranger deployed to Somalia on 22 August, 1993 and was made up of Soldiers from Army Rangers, 160th Special Operations Aviation Regiment and Delta Force. The 10th Mountain Division was to act as a Quick Reaction Force if needed since they were already deployed to the region. TFR was under United States command and was considered a separate entity from the UN mission.

TFR undertook seven missions in Somalia. The seventh, on 3 October, 1993, is the one that made all the papers. During a daylight mission to capture two of Aidid's lieutenants, two U.S. helicopters were shot down and 18 American Soldiers were killed. On the Somali side it is estimated that 500 to 1000, mostly from the Habr Gedir clan, were killed.

The public relations fallout from the casualties led President Clinton to reverse his original policy. Under great political pressure he ended the mission.

Though Aidid requested a cease-fire agreement, it was not pursued. Instead, Task Force Ranger was recalled within days. All remaining U.S. troops were to leave the region within months. UNOSOM II forces remained, but without continued U.S. support, the mission was scrubbed by March of 1995.

**Aftermath**

That battle still resonates in both countries today. Many Somali, especially those affiliated with the Habr Gedir clan, see it, despite their heavy losses, as a national victory that forced the U.S out of their country and gave them a sense of justice they felt they were owed.

In the U.S. there are competing views. Some who focus only on the loss of American lives characterize it as a defeat. Others, especially the Soldiers who were there, say that it was a successful operation that fulfilled the mission objectives to capture Aidid's lieutenants.

The fact that only 18 of the U.S. Soldiers caught up in the battle were killed is a testament to their training and fortitude. These men avoid casualties, but are prepared for them.

**The Present and Future of Somalia**

Today, there is still no functioning central government and the various clans that fought for power in the past still clash. Many of the figures that played a role in the events of 1993 are still around, though some fight for different factions than they did during that time.

As in recent history, it is the clans that seem to be standing in the way of a unified Somalia. None is willing to cede its hard fought control.

Visitors to the country, especially in the capital, are encouraged to hire their own escort of gunmen to protect them from possible kidnappings or robberies.

Fortunately, the fighting between clans does not define all of the people of Somalia. Where the clans often consolidate power and struggle to stay on top, most Somalis simply try to live their lives.

Still, there are signs of progress. The various factions are slowly making their way towards agreements on a government. Somalis living overseas are propping up the economy by sending currency to their families.

Somalia has also managed to put together a remarkable phone system utilizing fixed lines, short-wave radios and cell phones. Even the most remote township can now call anywhere in the world for about $1 a minute and get quotes for the cheapest rate.

Individuals are stepping forward to start community services such as water taps and schools. Many claim that a lack of government provides them with opportunity. Perhaps it will take many more years, but the Somali people are determined to survive and build a country of their own.



(top )A long shot of an abandoned Mogadishu Street known as the "Green Line". Foliage has grown up along the sidewalk on both sides of the street. An abandoned, burned out car is seen in the center of the frame. The street is the dividing line between North and South Mogadishu and the warring clans. Members of the clans (not shown) tore down the roadblocks along the line in a show of unity.



(middle) US Navy Hospitalman 2nd Class James Brown (right) applies topical ointment to the arm of a Somali infant.

The Somali shilling is of little value due to rampant forgery and lack of government backing.

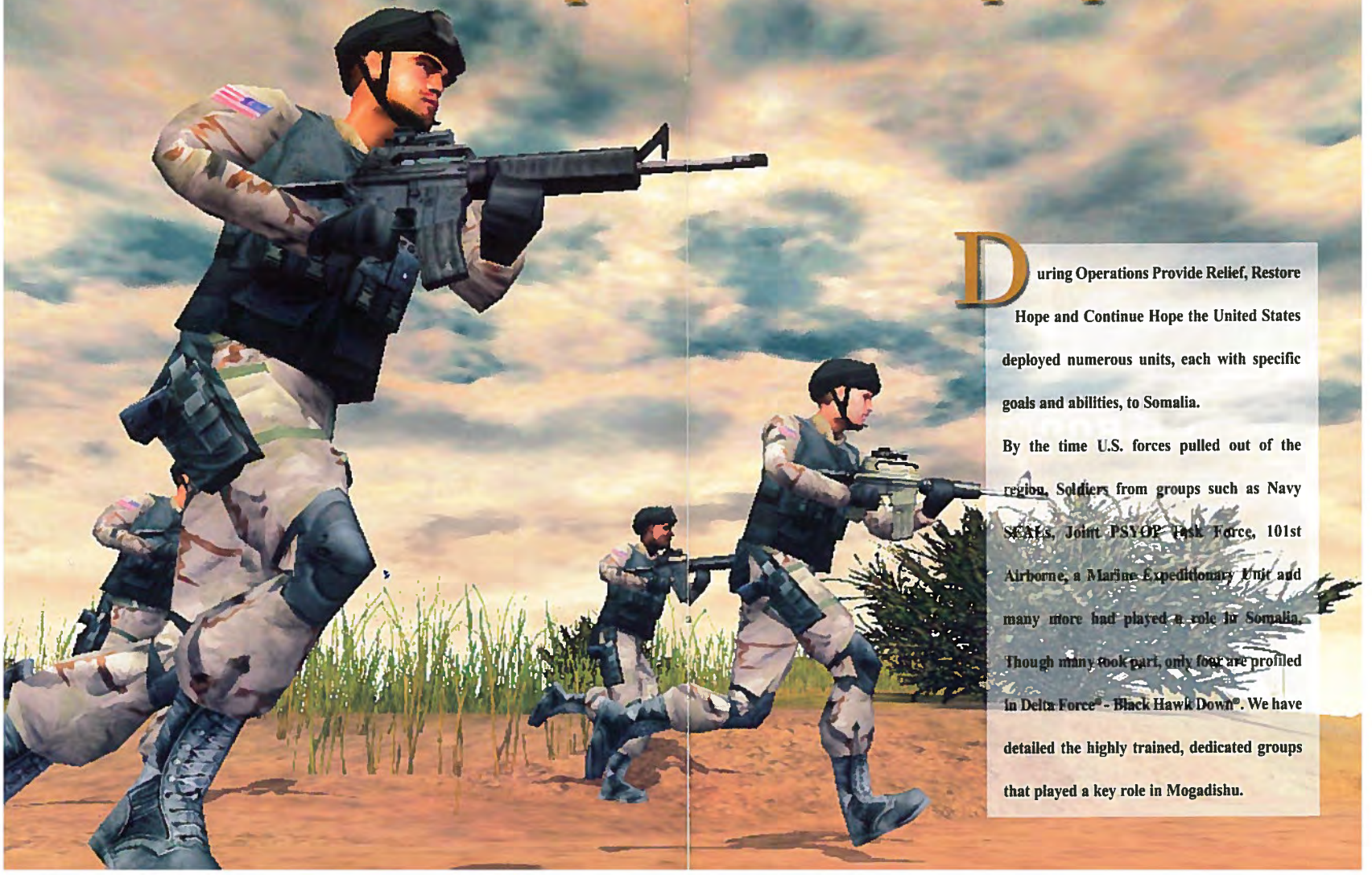


# A LAND DIVIDED



# THE U.S. FORCES IN SOMALIA

## The men, weapons and equipment



During Operations Provide Relief, Restore Hope and Continue Hope the United States deployed numerous units, each with specific goals and abilities, to Somalia.

By the time U.S. forces pulled out of the region, Soldiers from groups such as Navy SEALs, Joint PSYOP Task Force, 101st Airborne, a Marine Expeditionary Unit and many more had played a role in Somalia. Though many took part, only four are profiled in Delta Force® - Black Hawk Down®. We have detailed the highly trained, dedicated groups that played a key role in Mogadishu.

# SPECIAL FORCES OPERATIONAL DETATCHMENT DELTA



Also known as "Delta Force", this elite unit is still not officially acknowledged by the United States government. Their role in Somalia, separate from the humanitarian mission, was to capture Aidid and his lieutenants who were considered the greatest threat to peace in the region.

Trained for a myriad of situations including hostage rescue, the Delta "Operators" are some of the best Close Quarters Battle soldiers in the world. Most have years of experience and numerous combat ops in their dossier before being chosen for selection to the unit.

Once a Soldier is selected to be a Delta Operator, training is continual. Techniques such as room clearing, sniping, demolitions, marksmanship, and denied area infil/exfil are all practiced time and time again until they are second nature.

Delta's tactics are so refined that in Mogadishu, they were able to secure an entire building and capture twenty-four Habr Gedir clan officials, many of them armed, without inflicting a single death.

## ROOM CLEARING




Delta Teams can clear a room in a matter of seconds, usually before the occupants even realize what is happening. The show of force is so fast and complete that armed opponents usually freeze in confusion and are disarmed peacefully.

The Tactics:

A – The team lines up outside the entrance. If required, the #2 man throws a flashbang into the room.

B – The team rushes the room. #1 goes right or left along the wall, the rest alternate. Threats and amount of force required are assessed immediately.

C – The #1 and #2 rush to the far corners, #3 and #4 to the near corners, and secure the room.

Don't forget to always make the best use of your teammates. Issuing the right orders at the right time make the difference between success and failure.



# 75TH RANGER REGIMENT

The Rangers date back to WWII where they made a name for themselves by scaling the cliff walls of Normandy during D-day. Since that time the Rangers have become recognized as one of the premiere light infantry forces in the world.

They train to quickly seize and secure key objectives and to undertake specialized operations any time, in any environment. Their flexibility allows any of their three battalions to operate independently or as a supplemental force to a larger Army presence.

In Somalia, the Rangers of the 3rd Battalion from Ft. Benning, GA were tasked with providing security during TFR missions.





Photo by Anton Berendsen

**August 24, 1993: Training**

**The training was hard and the plane ride harder; 18 hours on a C5 and the future so uncertain. Exiting the aircraft via stairway was a bit odd, the only way Rangers ever seem to exit is through a jump door. The smells were new. A very serious tone but a feeling of excitement was the general consensus. We were Rangers and had trained for this opportunity –we would give 110% under any circumstances. The Ranger creed was in our hearts and souls.**

**Our Mission was simply to restore hope. A renegade warlord had been terrorizing Mogadishu, killing U.N. soldiers and disrupting food lines to civilians. This had to stop.**

**It was such a shame to see such a beautiful country destroyed. The beauty could be seen peering up from under the rubble during the helicopter rides. The people were so nice. I remember stopping by the outer fence on Sundays and trading with the children for hand carved elephants and other trinkets.**

**October 3, 1993: Combat**

**Peace the white dove. War the red dove. As opposite as Ying/Yang, black/white, day/night, blood/water. Why must such an extreme have to occur to put the balance back in order? Thrown into a mixing bowl, the ingredients equaling not a prize winning pie at the county fair; but life or death, his, a comrade, the enemy, the non-combatant. Lets look—a brief glimpse into one soldier's story—but just a glimpse—splitting the second, a tale of heroism and tragedy, a few minutes, but a lifetime.**

**Mogadishu, Somalia, 03 October 1993, 1600 hrs, 15 minutes into mission 7. I hit the ground, time slowing to an utter standstill. Regained momentum as quick as a bullet exiting the muzzle of a rifle. There is sporadic gunfire all around us. We ID the target building; in the same instant RPG's (Rocket Propelled Grenades) start going off everywhere: explosions amongst us. One of the birds/helo/choppers, a thing of grace, shot out of the air as a quail pursued by some hidden hunter. Is this real? Is this some sort of dream? Am I here? I am; snapped back into reality. Change of mission. Secure the crash site. Rescue all personnel. It shall be done. No questions asked, zero hesitation, autonomic function taking over. I looked back and observe Sergeant First Class Watson yelling at Sergeant Hulst to provoke him into advancing down the ally to link up with Chalk 1. We do as ordered. I am watching underneath the gate of the target building to make sure no enemy will escape. I think to myself, "another mission I won't get to fire my SAW," and I could never have been more wrong. It hadn't hit the fan yet: They hadn't even turned the fan on yet. What a lovely place.**



**Monday, October 4, 2002: Letter home**

**Short note—mail going out in about 1 minute. Got shot in the arm, just grazed though. Will be o.k. Still in country (Somalia). All hell broke lose on the 3rd, we kicked ass with what we had. One person in my p/t was killed, 2 in my squad were wounded. Will write again soon. Am upping my military life insurance to $200,000.**

**Love,**
**John M. Collett**
**Rangers lead the way**

# 10TH MOUNTAIN DIVISION
## (LIGHT INFANTRY)

The 10th Mountain Division dates back to WWII where they were trained specifically for mountain fighting. The goal of their specialized training was to develop a fighting force that could operate comfortably in the harsh winter environments of Europe and North America. Similar forces were already being used by the Germans, Italians, and British, among others, and their effectiveness was widely known.

Over the years, the 10th Mountain evolved into a light infantry force capable of operating in many different environments, not just mountainous ones. As a light infantry, they do not use heavy fighting vehicles, which allows them to deploy quickly and take on a wide variety of missions.

The 10th deployed to Somalia in December of 1992 with a very different purpose than Task Force Ranger, which would arrive in August of 1993. The 10th was part of Operation Restore Hope, the UN mission to provide food and support to the people of Somalia. Their role was to provide security for UN forces and Non Governmental Organizations (NGO's) who were distributing food. To counter the growing power of some of the Somali warlords, the U.S. Soldiers were authorized to destroy any crew served weapons operated by Somali militias.

During the deployment of Task Force Ranger, the Soldiers of the 10th Mountain Division were still assigned to the UN controlled UNOSOM II, but if needed, they were to act as a Quick Reaction Force for TFR.






# 160TH SPECIAL OPERATIONS AVIATION REGIMENT
## (AIRBORNE)

The Night Stalkers are an aviation regiment specially trained to support Special Operations missions. They fly MH-60 Black Hawks, MH-47 Chinooks, and MH-6 and AH-6 Little Birds in support of Special Operations Forces such as Delta Force.

The concept of a Special Operations aviation unit came after the failed attempt to rescue the hostages from Iran in 1980. It was decided that a dedicated group of pilots with specialized training would be required for a second rescue attempt in Iran.

The hostages were released before the mission took place, but the unit was not disbanded. It was wisely decided that having a group of specially trained helicopter pilots would be an asset. Eventually the 160th was officially formed and trained tirelessly to support the highly dangerous and dynamic missions required of the military's special operations forces.

The 160th derived its nickname, Night Stalkers, from their night flying techniques, which they pioneered. Utilizing night vision goggles and modified cockpit displays, the Night Stalkers are able to fly in complete darkness as if it were day.

The 160th deployed to Somalia as a part of Task Force Ranger. Their duties included transporting Soldiers to their objectives and providing fire support. Many of the men caught in the fighting in Mogadishu on 3 October credit their survival to the critical fire support provided by the 160th.



# WEAPONS



CAR-15 5.56mm AR
M203 Grenade Launcher

M249 SAW 5.56mm MG

Delta Force operators have more flexibility when choosing weapons for a mission than the other forces that served in Somalia. The weapons most often chosen, however, are known for their reliability and accuracy. Soldiers serving with the 10th Mountain Division or in the Rangers are assigned weapons based on their role in the mission.

### LOADOUT

Before a mission you will be able to alter your weapon loadout. Single player missions allow only mission-specific weapons to be chosen while multiplayer games will let you choose weapons based on the character specialty you pick. Most multiplayer maps will also let you alter your selections, in game, if you are at an armory.

## ASSAULT RIFLES

**CAR-15 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 *Muzzle Velocity:* 990 m/s
*Rounds Per Clip:* 30 *Rate of Fire:* 11.6 rps
*Rounds Carried:* 300

**M16A2 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 *Muzzle Velocity:* 990 m/s
*Rounds Per Clip:* 30 *Rate of Fire:* 11.6 rps
*Rounds Carried:* 300

**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 XM21, 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 *Muzzle Velocity:* 777 m/s
*Rounds Per Clip:* 20 *Rate of Fire:* 2 rps
*Rounds Carried:* 200



# THE TOOLS OF THE TRADE



M16A2 5.56mm AR
M203 Grenade Launcher

M21 7.62mm
Sniper Rifle

**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 *Muzzle Velocity:* 792 m/s
*Rounds Per Clip:* 6 *Rate of Fire:* 6 rps
*Rounds Carried:* 180

**MCRT .300 Tactical**

This bolt action sniper weapon is chambered for the .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 *Muzzle Velocity:* 911 m/s
*Rounds Per Clip:* 4 *Rate of Fire:* 6 rps
*Rounds Carried:* 180

**M82A1 .50 Cal**

The 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 M82A1 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 *Muzzle Velocity:* 853 m/s
*Rounds Per Clip:* 10 *Rate of Fire:* 1 rps
*Rounds Carried:* 100

## 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 *Muzzle Velocity:* 990 m/s
*Rounds Per Clip:* 200 *Rate of Fire:* 10 rps
*Rounds Carried:* 600

**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:* 7.62mm *Muzzle Velocity:* 915 m/s
*Rounds Per Clip:* 200 *Rate of Fire:* 8.33 rps
*Rounds Carried:* 600







**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 *Muzzle Velocity:* 853 m/s
*Rounds Per Clip:* 200 *Rate of Fire:* 12.5 rps
*Rounds Carried:* 600

## OTHER WEAPONS

**780 Shotgun**
Used for breaching doors and extreme CQB, this 12-gauge has high stopping power up close, but loses force with range. It is not accurate, but has 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 *Muzzle Velocity:* 388 m/s
*Rounds Per Clip:* 7 *Rate of Fire:* 2 rps
*Rounds Carried:* 14

**MP5A3 9mm SMG**
Currently the world's most popular sub-machine gun, the MP5 was used primarily by the 160th 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 *Muzzle Velocity:* 285 m/s
*Rounds Per Clip:* 30 *Rate of Fire:* 13 rps
*Rounds Carried:* 300

**M1911A1 .45**
A high-power sidearm preferred by Delta operators for its reliability and stopping power, the 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 *Muzzle Velocity:* 253 m/s
*Rounds Per Clip:* 7 *Rate of Fire:* 4 rps
*Rounds Carried:* 28

**M9 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:* 9mm *Muzzle Velocity:* 341 m/s
*Rounds Per Clip:* 15 *Rate of Fire:* 4 rps
*Rounds Carried:* 30

**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.

## 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

**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.

## EQUIPMENT

**AN/PVS 7B Night Vision Goggles**
These light enhancing goggles enable the wearer to see in low light situations or in total darkness with a built in infrared illuminator. To activate the goggles, press down on the ●.

**Binoculars**
Binoculars allow the user to get a magnified view of the field and give a wider view than weapon scopes. The drawback is that you will not be able to fire while using them. To use the binoculars, press up on the ⒷⒷ.

**Radio Detonator**
After you lay down one or more satchel charges, you can detonate them with this remote device. Select the detonator as you would a weapon and press the Ⓡ to detonate. If you lay down multiple satchels, they will all detonate simultaneously.

## THE ARMORY

In multiplayer maps, you will have access to armories. They appear on your map as a green "A" inside a circle. Make your way into the armory and follow the onscreen directions to change your character's specialty or choose different weapons. Your ammunition will replenish automatically when you exit the loadout screen.

# VEHICLES

## MH-60 "BLACK HAWK"




1. Dual, 2600 shaft horsepower, General Electric Turboshaft Engines
2. AAQ-16 Forward Looking Infrared Radar
3. Accommodates 2 pilots, 1 crew chief, 11 Combat Ready Soldiers
4. Two M134 7.62mm Door Mounted Electric Miniguns




1. Geared Hubs Raise Axle For Higher Clearance
2. Additional Armor To Counter 7.62mm Ammunition
3. Gunner Access Hatch
4. M2 .50cal Machine Gun or Mk 19 40mm Grenade Launcher
5. Run Flat Tires
6. V8, 6.5L, 160 HP, 290 lb.-ft Torque, Diesel Fuel Injection Engine

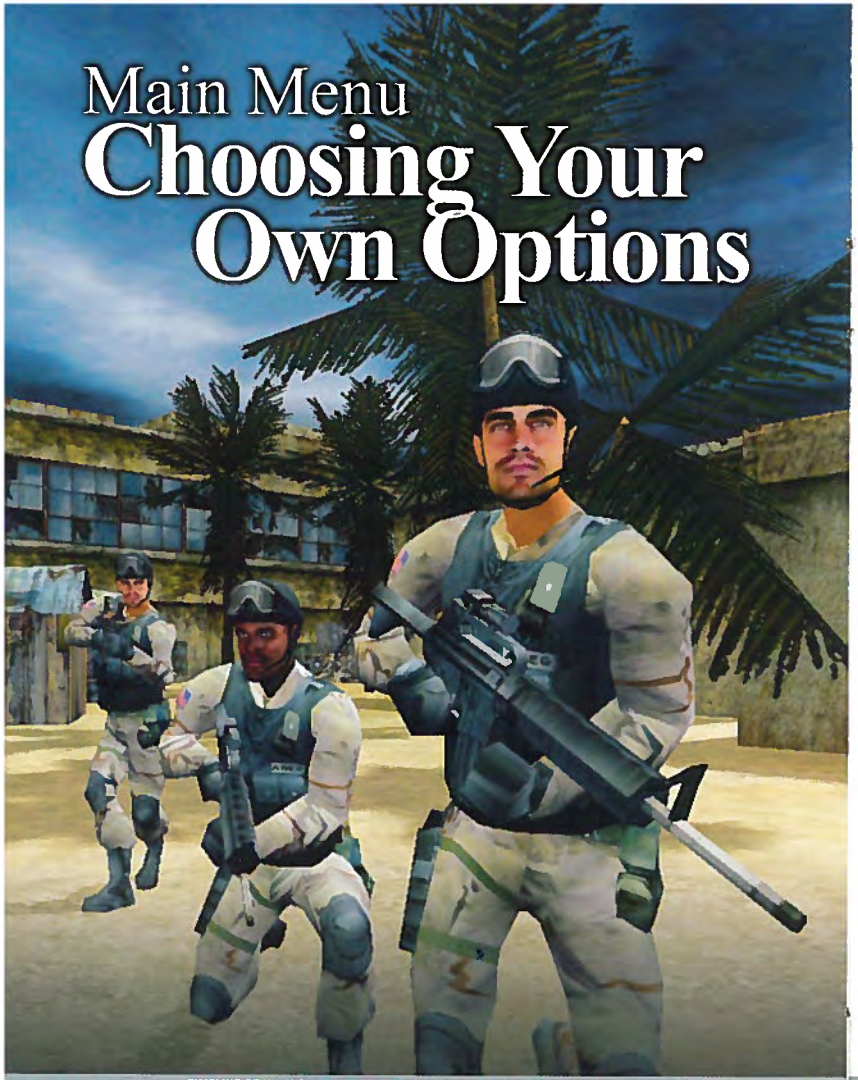
## AAV
### Armored Attack Vehicle




## AH-6 "LITTLE BIRD"

1. Single 252 Shaft Horsepower Allison 250 C20 Gas Turbine Engine
2. 70mm Folding Fin Unguided Rockets
3. Two M134 7.62mm Pod Mounted Miniguns
4. MH Variant Carries Six Soldiers Instead Of Weapon Pods
5. Control Panels Modified For Night Flying
6. AAQ-16 Forward Looking Infrared Radar
7. Seating For Two Pilots

# Main Menu
# Choosing Your Own Options






When DF-BHD starts up there will be a "Press start to begin" screen. After which, you will be asked to create a Player Profile or select an existing one.

### CAMPAIGN

Allows you to begin a new campaign or continue a saved one.

### XBOX *LIVE*™

Allows you to join/create Xbox *Live* multiplayer matches.

A status icon on the main menu is provided to indicate the state of the player's Xbox *Live* connection. This icon shows 3 states:

- The player is not currently signed in to Xbox *Live*.
- The player is currently signed in to Xbox *Live*.
- The player is currently signed in to Xbox *Live* and a message is waiting to be viewed.

### SYSTEM LINK

Allows you to join/create a system link multiplayer match.

### SPLIT SCREEN

This mode allows you to play with other players on the same screen using different controllers. Up to four players can play

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

| April 24,1992 | August 15, 1992 | Dec. 5, 1992 | Dec. 9, 1992 | Dec. 13, 1992 |
|---|---|---|---|---|
| UN approves unarmed observers to monitor cease-fire. |  UN Relief mission begins | President Bush offers US troops in response to UN request for security forces |  Marines arrive in Somalia, marking the beginning of Operation Restore Hope | 10th Mountain Division arrives in Somalia |

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

| Jan. 20,1993 | Mar. 28,1993 | May 4, 1993 | May/June | June 5, 1993 | June 17, 1993 |
|---|---|---|---|---|---|
| President Clinton Inaugurated | Somali faction leaders sign Addis Ababa Accords to end violence in region |  UNOSOM II takes over. UNITAF forces merge into UNOSOM control | US reduces its forces to 1200 combat and 3000 support personnel | 24 Pakistani soldiers killed by Aidid's militia |  Adm. Howe orders the arrest of Aidid |

simultaneously in either Deathmatch or Co-Operative mode.

## PROFILES

Allows you to select and/or create a player profile.

## OPTIONS

Allows you to customize the settings of the game.

## CAMPAIGN ORDERS

### Mission Orders

At the beginning of each mission will be an OPORD (Operational Order) or a FRAGO (Fragmentation Order). These are issued in the field to Delta teams and list all the pertinent information for an upcoming mission. Here you will find the mission goals, parameters and any special instructions for completing the mission.

### Mission Objectives

During a mission, you can check out current goals by pressing the ○ button. Goals that have been completed will be checked off. During missions new goals may appear on-screen. These will be added to your mission objective list.

### Saving Mission Progress

During a mission, you can save you progress at any time by pausing the game, selecting Mission Options from the Start Menu, and selecting Save. You can save your progress here and return to where you saved later by selecting Load from the Mission Options menu. Remember, however, that you only have a limited number of saves for each mission.



### Post-Mission Report

After a mission, you will see the Post-Mission Report screen. This screen will display your statistics for the mission, the number of objectives completed and other information about the campaign.



Delta Force Doesn't Officially Exist

### Saving Campaign Progress

When you complete a mission in Campaign Mode, your progress through the game will be automatically saved. It will also be added to the unlocked missions list, allowing you to resume play from the start of any completed campaign mission.

Saves are made to the currently active Player Profile.

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

| Mid June | July 12,1993 | August 8, 1993 | August 22, 1993 | September |
|---|---|---|---|---|
| UN and US forces attack various Aidid targets | US attack Habr Gedr meeting with missiles | 4 US MP's killed by remote detonated mine |  Task Force Ranger deploys to Somalia |  Former President Carter enters into talks with Aidid. US forces are not informed |

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

| Sept.15, 1993 | Oct. 3, 1993 | Oct. 7, 1993 | Oct. 14, 1993 | March 25, 1994 | March 95 |
|---|---|---|---|---|---|
| U.S. Black Hawk shot down killing three | TFR captures 24 Habr Gedr members in a firefight that claims 18 US and 500 to 1000 Somali lives | President Clinton cancels hunt for Aidid. Calls for removal of all US troops | Pilot captured by Somalis on the 3rd is released |  Last US troops leave Somalia | Remaining UN troops leave Somalia |




# HUD / GAME SCREEN
## UNDERSTANDING WHAT YOU SEE

1. GPS Map – Gives a bird's eye view of the immediate surroundings.
2. Direction to the next waypoint.
3. Distance to waypoint.
4. Hit Direction Indicator – When you are shot, a red flash will indicate the approximate direction of the attack. When you are fired upon but the shot misses, a yellow flash indicates the origin of the attack.
5. Crosshair – This sighting aid changes depending on the target chosen: A diagonal yellow cross warns that a friendly is targeted, while a red framing reticule surrounds a hostile enemy
6. Ammunition remaining in your current ammunition.
7. Ammunition in reserve. Press the ⊗ button to Reload ammunition.
8. Currently selected weapon and mode of fire.
9. Player health / position – As you are injured, the icon will turn from white to yellow to red. It will also show your current stance. (Standing, crouching, prone or sitting).
10. Shows the color of your team for multiplayer maps.
11. Goals and Objectives.
12. Flag Possession Indicator (Multiplayer only)
13. Indicates that your team can perform a "Room Takedown".
14. Appears when Team Commands are available.
15. Denotes the target waypoint's altitude in regards to the player (▼ is below the player, ● is level, and ▲ is above)
16. Hit Detection Panels – When you are hit, these represent the direction you were hit from. They will appear on the top of the screen if you are hit from the front, the bottom for the back, and on the sides for the left or right.





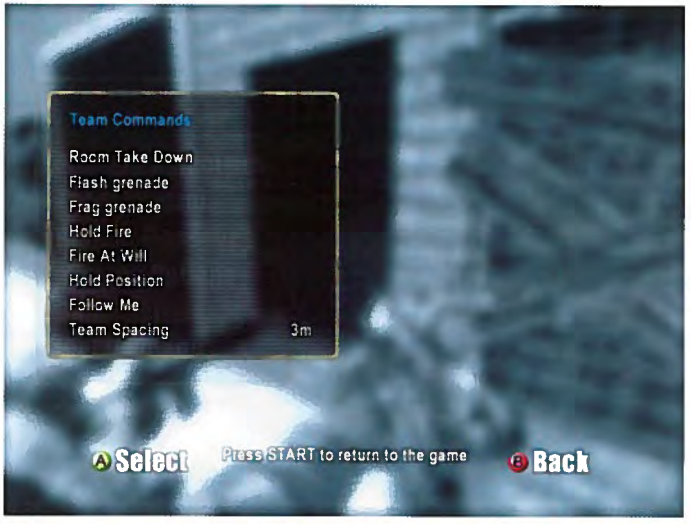
# WEAPON ACCURACY

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.

You can fire from either the ready or scoped views, but you need to be aware of how your accuracy is affected.

By clicking the ❶, your weapon will raise from the ready stance to the 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.

To bring up your scoped view click the ❶. To return to the normal view, click ❶ once more.




# TEAMMATE ORDERS
## TELL YOUR MEN WHAT TO DO

During missions, you may be in command of a squad of soldiers who will follow your lead, support your actions, assist in room clearing and engage hostiles.

You can also issue them commands to follow by either directly speaking a verbal command into the Xbox Communicator headset, or by pressing the ○ button to summon the Team Orders menu.

The team commands can also be reached through the Start Menu.

### Team Commands Menu

This is the list of selectable orders on the Team Commands menu:

1. Room Take Down
2. Flash Grenade
3. Frag Grenade
4. Hold Fire
5. Fire At Will
6. Hold Position
7. Follow Me
8. Team Spacing

To issue an order, simply highlight your chosen command and press the Ⓐ button. Team commands are only available when the team command radio icon appears on the right side of the HUD. Teammates may also not follow your commands if you ask them to do something that they cannot do at that moment.






# XBOX COMMUNICATOR™

Orders can be given verbally if the player is wearing an Xbox Communicator headset. The command phrases are exactly the same as those listed in the Team Commands menu.

For example, saying "Room Take Down" into the microphone is the same as picking "Room Take Down" from the Team Commands menu.

If the order is valid, it will be displayed on-screen for a short while. To confirm this choice the player must press the ○ button before the order disappears. If not, the order will not be put into effect.

To help the Communicator interpret your voice better, you can change the regional dialect. To do this, go to the Options screen on the game's main menu and select Voice Recognition from the Audio menu.



# THROWING GRENADES
## USING FLASH OR FRAG

When throwing any grenade, you can adjust how far you throw it. When a grenade is equipped, pull lightly the R trigger for a short throw or pull and hold the R trigger all the way in for a long throw.

With practice you should be able to throw very accurately.




**Body: Steel**
**Filler: 6.5 ounces of Composition B**
**Fuze: M213**
**Weight: 14 ounces**





# COMBAT SEARCH AND RESCUE
## HELP IS ON THE WAY

The men of Task Force Ranger have the motto: "Leave No Man Behind." When one of your team is gravely wounded, a C-SAR Black Hawk may be dispatched to your location. If so, it will land nearby and dispatch a medic who will stabilize the wounds and drag your teammate back into the helicopter.



Your responsibility is to guard your fallen teammate until the C-SAR arrives. Continue to guard both the injured soldier and the medic until the wounded and the C-SAR team are safe and airborne. You should then continue with the mission.

# MULTIPLAYER

## THE MOST DANGEROUS GAME

## XBOX *LIVE*



Once you have tested your skills against the single player missions, you can see how you fare against human opponents. Delta Force® - Black Hawk Down® is fully supported by both System Link and Xbox *Live*.

### SPLIT SCREEN

You can set up a local multiplayer game by selecting Split Screen from the Main Menu. This mode allows up to four players to play on one Xbox without connecting to Xbox *Live*. Players can control the action simultaneously on one screen in either Deathmatch or Co-Operative mode.

### SYSTEM LINK

System Link allows you to play between two or more Xbox units linked via System Link cables. This method of play is ideal if you have a number of Xbox units together under the same roof.

In the System Link Options menu, you can either Host a game of your own or to Join another player's game.

### XBOX *LIVE*™ PLAY

If you have an Xbox *Live* account, you can play over the internet where you can always find plenty of teammates and opponents. Xbox *Live* also allows you to download new game content, such as game maps, and keep track of your Friends and the Players from the last game you played. If you don't have an Xbox *Live* account, you can open one by purchasing an Xbox *Live* Starter Kit.

There are many options under Xbox *Live*:

**Quick Match** – Takes you to the Quick Match screen and displays a match that best fits your Quick Match Preferences in the Xbox *Live* options settings.

**OptiMatch** – Takes you to the OptiMatch screen where you can set search parameters for Live matches.

**Create Match** – Takes you to the Create Match screen where you can create a custom match by setting various rules and parameters.

**Friends** – Opens the Friends List so you can see the status of all your Friends.

**Recent Players** – Opens the Player List so you can see the status of the people you played with last.

**Teams** – To enter leader board matches you must be a member of a team. You can create or join a team from the 'Teams' menu.

**Statistics** – This brings up a menu that keeps track of your accomplishments in online matches.

**Options** – Set options exclusive to Xbox *Live* functionality.

**Downloads** – This connects user to the Content Downloader.

**Sign off** – Disconnects user from Xbox *Live*.

### TEAM MENU

Here is a brief list of options available in the Team Menu.

*If you are not a member of a team:*

**Create Team**

To create a new team, enter the following information:

*Create Team Name* – Choose a name for your new team.

*Create Team Motto* – Choose a motto for your new team.

*Create Team Description* – Add a short description of your new team.

*Create Team Logo* – Create an insignia for your new team.

*Create Team URL* – Add the URL to your team's website.

When you are happy with your team details, select *'Create Team'* to store your new team.

*If you are a member of a team:*

**My Team**

*Edit Team Details:* When you have created a team you can change the details at any time from the *'Edit Team Details'* screen. When you are happy with your changes, select *'Update Team'* to store them.

*Leave Team:* Removes you from your current team. You are then free to create a new team or to accept a team recruitment message.

*Delete Team:* Deletes your current team.



PROGRESSIVE SPAWN POINT MAP

*Members:* Lists the current team members and shows their privileges and statistics. By selecting a team member and pressing the A button, the following options are available:

*Kick Team Member* – This removes the player from your team.

*Member Privileges* – Allows you to control which team members can edit your team details, set privileges for other team members, recruit or kick team members and finally, delete the team.

*Recruit Gamertag* – Allows you to recruit a specific Xbox *Live* user to your team.

## TEAM MESSAGES

The team's creator and any team member with messaging privileges may send a team message.

In addition, any recruitment messages you receive will be accessible from this screen. When you receive a recruitment message, the following options are available:

*Accept Recruitment Request:* This will add you to the recruiting Team.

*Decline Recruitment Request:* This will delete the request and you will not be added to the recruiting Team.

*Block Recruitment Request:* Permanently ignore recruitment requests from the recruiting Team.

## LEADERBOARD

The leaderboard shows the current ranking of teams taking part in leaderboard matches against one another. To add your team to the leader board, press the X button.

To view more options or to challenge a team to a leaderboard game, select a team name from the leaderboard and press the A button. The following screens are available:

*View Team Details:* Lists the team members of the team you have selected.

*Play Leaderboard Game:* Invites the selected team to take part in a leader board game against your team.



**Download** – Allows you to download new game content as it becomes available.

## GAME TYPES

DF-BHD supports 7 different multiplayer game types:

- **Deathmatch**
- **Team Deathmatch**
- **Team King of The Hill**
- **Search & Destroy**
- **Attack & Defend**
- **Capture The Flag**
- **Flag Ball**

All multiplayer modes support up to 32 players.

## MULTIPLAYER GAME TYPES

### Deathmatch and Team Deathmatch

For Deathmatch, all players compete against each other to gain the high score by eliminating the most opponents. In Team Deathmatch, players split into two teams and compete to get the high score.

### Capture the Flag

Flags are represented by a flag symbol on the GPS map. You are part of either the red team or the blue team and your objective is to grab the other team's flag by running over it and returning it to your team's Flag Bay (represented by a flag inside a circle on the GPSmap.) At the same time, you need to defend your own flags from your opponents. The waypoint indicator will help guide you to the flags and back to your flag bay.

### Team King of the Hill

In this scenario, teams win by occupying a marked "Hot Zone" for a specific duration of time (set by the game host.) The Hot Zone shows up as a yellow circle on your GPS. You only need one teammate in the Hot Zone for the team timer to count up. As soon as your team has no more


RANGERS LEAD THE WAY

teammates in the Hot Zone, your team's timer will immediately drop to zero.

### Search and Destroy
Each team must enter into the other's territory and destroy specific targets to win the game. Both teams have their own targets so players will need to defend their own targets while attacking their opponents. Targets can only be destroyed using satchels and glow, for easy recognition, the same color as the side that is defending them.

### Attack and Defend
Similar to Search and Destroy, one team wins if they destroy all of the targets within their opponent's territory. The defenders win if time expires before the other team can accomplish all of their goals.

### Flag Ball
The goal of Flag Ball is to return the single green flag in the map to your team's flag bay. Cumulative points are awarded for capturing a flag, killing a flag carrier, and killing an opponent near the flag.

## COMMUNICATIONS
Using an Xbox Communicator headset you can talk to other players during multiplayer matches.

When you speak normally, you will only be heard by those who are standing closest to you. If you want to talk only to your team, press and hold the ○ button when you are speaking.

## THE ARMORY
In multiplayer maps, you will have access to armories. They appear on your map as a green "A" inside a circle. Make your way into the armory and follow the onscreen directions to change your character's specialty or choose different weapons. Your ammunition will replenish automatically when you exit the loadout screen. To enter the Armory, press the Ⓐ button.



# MULTIPLAYER CHARACTER SPECIALTIES
When playing on Xbox *Live* or through System Link, you will be able to choose a combat specialty for your character. Each specialty will give you advantages with certain weapon types, or give you additional skills. While you gain proficiencies, there may also be drawbacks to using weapons outside your character specialty.

You can switch your specialty and weapon loadout during a game by entering an armory and changing your selections.

### Sniper
A professional sniper is trained to engage targets at great distances. They treat their guns with great care, and have them tuned to their personal specifications. Their preferred weapons are the M21, M24, Model 70, and M82A1 sniper rifles.

### Close Quarters Battle
When the magazine is empty, the knives come out. This is when the Close Quarters Specialists shine. Their reach with a knife gives them great advantage when fighting in close.

### Machine Gunner
Controlling a weapon with a fire rate of over 600 rounds per minute requires skill, training and muscle. Machine Gunners prefer the weight and high magazine capability of the M249 SAW, M60E3, M240B or emplaced machine guns and are more accurate than their untrained teammates when using them.

### Medic
Medics are highly valued members of any military unit. In multiplayer games, Medics are able to save a character that has been shot and restore them to fighting form. They also can heal partially wounded characters back to full health.

When a player is shot, a Medic will see the injured character's friendly tag preceded with a countdown timer. If the Medic can reach that character and administer first aid before the timer expires, they can be saved. Medics cannot restore characters killed by headshots, suicide or fratricide.

To administer first aid, select the Medic Pack from your inventory. Then, while standing still at very close range, point your crosshairs at the injured character and pull the RT trigger. If administered in time, the injured player will be able to respawn from the exact spot when they press the Ⓐ button. If their respawn timer expires before they press the Ⓐ button, they will return at their original spawn point.

# CHARACTER OPTIONS
### Auto-Reload Weapon
When checked, your weapon will automatically reload when you finish a magazine. Once a reload begins, you will not be able to switch weapons until it is finished.

### Medic Revive Consent
If you leave this box unchecked, a medic will not be able to heal you unless you first press the Ⓐ button to call for a medic.

# IN REMEMBRANCE

Between February and October of 1993, 31 U.S. Soldiers died while serving in Somalia. Task Force Ranger suffered 19 of those casualties and received over 25 posthumous medals including two Congressional Medals of Honor.

We list the names of all 31 of these fallen Soldiers to commemorate and honor their sacrifice. These Soldiers gave everything in service to their country and to the people of Somalia.

**NON-HOSTILE CASUALTIES:**

PV2 Conner, David - 02/08/93
PV2 Robertson, Don D. - 03/02/93
PV2 Harris, Daniel L. - 03/18/93
SPC Nicholson, Edward J. - 09/30/93

**HOSTILE CASUALTIES:**

SFC Deeks, Robert H. Jr. - 03/03/93
SPC Gutting, Mark E. - 08/08/93
SGT Hilgert, Christopher K. - 08/08/93
SPC Pearson, Keith D. - 08/08/93
SGT Richerson, Ronald N. - 08/08/93
PFC Anderson, Matthew K. - 09/25/93
SGT Richardson, Ferdinan C. - 09/25/93
SGT Williams, Eugene - 09/25/93
SSG Busch, Daniel D. - 10/03/93
SPC Cavaco, James M. - 10/03/93
SFC Fillmore, Earl R. Jr. - 10/03/93
MSG Gordon, Gary I. - 10/03/93
SGT Joyce, James C. - 10/03/93
PFC Kowalewski, Richard W. Jr. - 10/03/93
MSG Martin, Timothy L. - 10/03/93
SPC Pila, Dominick M. - 10/03/93
SGT Ruiz, Lorenzo M. - 10/03/93
SFC Shughart, Randall D. - 10/03/93
CPL Smith, James E. - 10/03/93
PFC Martin, James H. Jr. - 10/03/93
CW2Briley, Donovan L. - 10/03/93
SSG Cleveland, William D. Jr. - 10/03/93
SGT Field, Thomas J. - 10/03/93
CW4 Frank, Raymond A. - 10/03/93
CW3 Wolcott, Clifton, P. - 10/03/93
SGT Houston, Cornell L. - 10/04/93
SFC Rierson, Matthew L. - 10/06/93



Photo by Anton Berendsen



# DONATING TO THE WARRIOR FOUNDATION

**"Providing SOF Children With The College Education Their Fallen Parent Would Have Wanted For Them."**

The Special Operations Warrior Foundation (SOWF) is a non-profit organization dedicated to providing college scholarships, based on need, and educational counseling to children surviving Special Operations personnel killed in the line of duty.

The SOWF was founded in 1980 after nine SOF soldiers died during the Iranian hostage rescue attempt. Those nine soldiers left behind seventeen children.

Today, Special Operations Forces units are deployed all over the world and are taking on more missions than ever. This means that the number of children needing assistance will most likely rise greatly in the near future.

Currently there are over 500 children who have lost a parent in SOF missions and are eligible for the program. By 2010 the expected outlay of money needed to pay for tuition will be $34 million dollars.

NovaLogic is pleased to be able to help the families of these fallen soldiers by donating a portion of the proceeds from Delta Force® - Black Hawk Down® sales to the Special Operations Warrior Foundation.

If you'd like to know more about the SOWF, or would like to make a donation, you can find them at **www.specialops.org**.

# DELTA FORCE® - BLACK HAWK DOWN®

## C R E D I T S

**XBOX VERSION DEVELOPED**
by Climax Action (London)

**PROGRAMMING**
**Lead Programmer**
James Bailey

**ENGINE PROGRAMMING**
Tom Ireland
Richard Mitton

**NETWORK PROGRAMMING**
Neil Griffiths

**XBOX LIVE PROGRAMMING**
Mark Baker
Rob Brooks

**SOUND PROGRAMMING**
Christer Andersson
Peter Hennig
Mark Lyhane

**FRONT END PROGRAMMING**
Gianluca Cancelmi
Anders Granlund
David Pointeer

**ADDITIONAL PROGRAMMING**
Valery Carpentier
Dan Harrison
Alex May

**ART MANAGER**
Matt Baxter

**ART**
Steve Green
Roger Hudson
Dave Miller

**LEAD DESIGNER**
Dave McMullen

**DESIGN**
Wayne Imlach

**QUALITY ASSURANCE**
**QA Leads**
Barry Martin
Derek Poon

**TESTERS**
James Grafton
Russ Lynn
Ben Mason
Michael Purchase
Stuart Thomson

**ADDITIONAL QA**
Jay Bell
Leigh Bird
Gary Burchell
Andrew Earle
Bill Green
Nick Kimberly
Don Kirkland
David Llewellyn
Sameer Malik
Peter Morrish
Kevin Nolan
James Parham
Tuomas Pirinen
David Ream
Josh Roulston
Rob Shread
Wil Sykes
Richard Turner
Dominic Wong
Wai Hung Wan
James Wolfisz

**PRODUCER**
Phil Merricks

**ASSISTANT PRODUCER**
Gareth Noyce

**IT MANAGER**
Marcus Collard

**OFFICE MANAGER**
Natalie Brand

**MARKETING MANAGER**
Dawn Beasley

**GENERAL MANAGER**
Alan Bunker

**HUMAN RESOURCES**
Rachael Pyle

**RECRUITMENT MANAGER**
Stuart Godfrey

**ACCOUNTING**
Rachel Curtis
Nikki Evans
Andrea Farrow
Amanda Kelly
Kirstin Smith

**TECHNICAL DIRECTOR**
Chris Keegan

**ART DIRECTOR**
James Brace

**CLIMAX ACTION PRESIDENT**
Simon Gardner

**CEO**
Karl Jeffery

**CFO**
Nigel Fox

**CLIMAX WOULD LIKE TO THANK**
Mike Austin
Raoul Barnett
Steven Blackburn
Jim Blackler
Alistair Bodin
Scott Callan
Jim Clews
Glenn Corpes
Aude Donnan
Chris East
Mark Gordon
Matt Hansen
Dave Kelley
Gary Liddon
Daniel McGillicuddy
Mike Minahan
Oliver Miyashita
Larry Ohab
Martin Oliver
Mark Terrano
Dominic Wood

—

**PUBLISHED BY**
NovaLogic Inc.

**EXECUTIVE PRODUCER**
John A. Garcia

**PRODUCER**
Joel Taubel

**ASSOCIATE PRODUCER**
Jordan Blackman
Andy Kipling

**NOVAWORLD MANAGER**
Steve Merkel

**NOVAWORLD SYSTEMS OPERATOR**
Todd Dang

**PRODUCTION ASSISTANT**
Natascha Thomas



# DELTA FORCE® - BLACK HAWK DOWN®

## C R E D I T S

**TECHNICAL MANAGER**
Henrik Markarian

**TECHNICAL ADVISORS**
David Crain
Mark Davis
Kyle Freeman
Eric Milota

**MARKETING MANAGEMENT**
Georgina Verdon

**MARKETING**
Michael Domaguing
Paul Donnelly
Anthony Newall

**PR**
Marcus Beer
David Halse

**SALES MANAGEMENT**
Dave Pollack
Paul Rebhan
Pierre Thiercelin

**CREATIVE SERVICES MANAGER**
Ulises Gerardo

**PRODUCTION MANAGEMENT**
Silvana Greenfield

**QA MANAGER**
Sean Manzano

**TESTING LEAD**
Robert Max Martin

**TESTERS**
Dan Bare
Mike Curran
Todd Dang
Mike Harling
Jon Knell
Matt Miller
John Ramirez
Greg Schiestl
Joshua Singer
Han Tsay
Tony White

**TECHNICAL SUPPORT MANAGER**
Sean Manzano

**TECHNICAL SUPPORT**
Mike Harling
Matt Miller
John Ramirez
Greg Schiestl
Han Tsay

**NOVALOGIC, INC. WOULD LIKE TO THANK**
Lee Milligan
Paul Rebhan
Saras Seth
Tom Mee
Gregg Southard
Yvonne Khouw
Vince McDermott
Glenn Kronick
Brent Houston
Chris Tamburrino
Russell Brower
Lee Van Arsdale
Ray Gentry
John Collett
Don Hubbard
Michael Plotts
Dale Sizemore
Steve Anderson



John Carney and Dick Davis of the Special Operations Warrior Foundation

**LOCALIZATION**
Babel Media

**DISTRIBUTION AND QA BY**
Vivendi Universal Games

**QA SENIOR MANAGER**
James "E.J." Galloway

**ASSOCIATE BRAND MANAGER**
Glenn Gregory

**SENIOR ADMINISTRATIVE ASSISTANT**
Anna Nakada

**QA MANAGER**
Jamie Saxon

**QA PROJECT LEAD**
Lina Hedgecoth

**QA NETWORK ENGINEER**
Mark Storie

**QA TECHNICIANS**
Kevin Truong
Stephen Yang
Earl Devera

**QA RESOURCES MANAGER**
Michael Gonzales

**QA SUPERVISORS**
Christopher Richardson
James Pasque

**CONFIGURATION LAB MANAGER**
Jaime Rios

**PERSONNEL**
Afolabi Akibola
Jason Perry
Chris Miller
Danny Koo
Ken Sato

**TECHNICAL REQUIREMENTS GROUP & PRODUCT CERTIFICATION TRG & VUPC**

**SENIOR MANAGER**
Christopher Wilson

**TRG SUPERVISORS**
Ali Raza
Joe Olivas
Joaquin Meza

**TRG TESTERS**
Tom Craven
Mark Jihanian
Robert Gardner
Ryan French
Fausto Lorenzano
Lauren Kamieniecki
Jose Beltran
William Bagnell

**VUPC TEAM**
Brandon Valdez
Cyra Talton
Glenn Dphrepaulezz
Richard Benavides

—

Pictures provided by the Department of Defense. Use of pictures does not imply DOD endorsement.

Pictures provided by John Collett
Anton Berendsen

# LEGAL and TECHNICAL SUPPORT

**Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada**

**Warranty**
NovaLogic Inc. ("NovaLogic") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

**Returns within 90-day period**
Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

**Limitations**
This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on NovaLogic, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER NOVALOGIC, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or NovaLogic at:

**NovaLogic Inc.**
26010 Mureau Road
Suite 200, Calabasas
California 91302

The entire staff at NovaLogic Inc. thanks you for purchasing Delta Force® - Black Hawk Down®. NovaLogic is committed to creating quality entertainment software that pushes the technological envelope. However, this commitment doesn't end when you purchase our games – it's only just begun. Our technical support staff is ready to assist you.

**Internet Websites**
http://www.novalogic.com
Visit the NovaLogic website for up-to-the-minute information, frequently asked questions, game updates, and previews of upcoming products and screen shots.

http://www.novaworld.com
Visit this website for the latest information on our NovaWorld Gaming Community and our large-scale multiplayer PC gaming service NovaWorld.

**Email Support Address**
support@novalogic.com
You may also email your questions and comments to a member of technical support at any time. Remember to provide a detailed description of the problems you are encountering.

**Technical Support Line**: (818) 878-0325
If you need to speak to someone directly, our technical support staff can be reached during normal business hours (Monday through Friday 9AM to 5PM Pacific Time, excluding holidays). To better assist you, please have your hardware set-up information on hand. Also be prepared to explain the exact nature of any problems you are experiencing. For example, write down the exact wording of any on-screen error messages you may be receiving.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of NovaLogic.

NovaLogic may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from NovaLogic, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property. The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© 2005 NovaLogic, Inc. NovaLogic, the NovaLogic logo, NovaWorld, Delta Force, Black Hawk Down and the Delta Force logo are registered trademarks of NovaLogic, Inc. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks and logos are property of their respective owners. U.S. Patent #s 5,625,759, 5,550,959 and 6,020,893. European Union Patent # 0824830

Microsoft, Xbox, Xbox *Live*, the *Live* logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.