

# INCUBATION

BATTLE ISLE PHASE FOUR



This product is exempt from classification under UK Law  
in accordance with The Video Standards Council Code of Practice  
it is considered suitable for viewing by the age range(s) indicated



[www.bluebyte.com](http://www.bluebyte.com)

## INCUBATION — Weapons and Opponents Handbook

All titles produced by Thomas Hertzler at Blue Byte Software GmbH, Muelheim/Ruhr, Germany.

© 1998 - 2000 Blue Byte Software. Text, graphics, layout and logos are protected by copyright. All rights are reserved. Any reproduction, publication, performance, rental, resale or lending of the CD or parts of the CD without the approval of Blue Byte is strictly prohibited. "Blue Byte" is a trademark of Blue Byte Software. The "Windows", "Microsoft" and the "Microsoft Internet Explorer" logos are trademarks of the Microsoft Corporation. "Pentium" is a registered trademark of the Intel Corporation. All other product names used in this publication are the trademarks of their respective companies.

BLUE BYTE SOFTWARE INC.

8140 North Mopac, Suite IV-230 • Austin TX 78759 • USA

Technical Hotline: +44(0) 1604259090 • [hotline@bluebyte.com](mailto:hotline@bluebyte.com)

BLUE BYTE SOFTWARE GMBH

Eppinghofer Strasse 150 • 45468 Muelheim/Ruhr • Germany



# INCUBATION

## BATTLE ISLE PHASE FOUR

### Opponents \_\_\_\_\_ 4

Al'Coo \_\_\_\_\_ 4

Cy'Coo \_\_\_\_\_ 4

Dec'Ther \_\_\_\_\_ 4

Ee'Ther \_\_\_\_\_ 5

Gore'Ther \_\_\_\_\_ 5

Pyr'Coo \_\_\_\_\_ 5

Ray'Ther \_\_\_\_\_ 6

Squee'Coo \_\_\_\_\_ 6

Squee'Ther \_\_\_\_\_ 6

Tr'Yn \_\_\_\_\_ 7

War'Coo \_\_\_\_\_ 7

### Equipment \_\_\_\_\_ 8

Scan Module \_\_\_\_\_ 8

Long Range Scan \_\_\_\_\_ 8

Light Stimulants \_\_\_\_\_ 9

Heavy Stimulants \_\_\_\_\_ 9

Target System \_\_\_\_\_ 10

Ammo Pack \_\_\_\_\_ 10

Jetpack \_\_\_\_\_ 11

Banner \_\_\_\_\_ 11

Explosion Pack \_\_\_\_\_ 12

Light Armor \_\_\_\_\_ 12

Standard Armor \_\_\_\_\_ 13

Attack Armor \_\_\_\_\_ 13

Heavy Armor \_\_\_\_\_ 14

Servo System \_\_\_\_\_ 14

Small Medic Kit \_\_\_\_\_ 15

Large Medic Kit \_\_\_\_\_ 15

### Weapons \_\_\_\_\_ 16

Crow Bar \_\_\_\_\_ 16

Light Combat Gun \_\_\_\_\_ 16

Advanced Combat Gun \_\_\_\_\_ 17

Standard Assault Rifle \_\_\_\_\_ 18

Sniper Rifle \_\_\_\_\_ 19

Double Fire \_\_\_\_\_ 20

Heavy Machine Gun \_\_\_\_\_ 21

Rapid Fire Machine Gun \_\_\_\_\_ 22

Flame Thrower \_\_\_\_\_ 23

Mine Launcher \_\_\_\_\_ 24

Plasma Gun \_\_\_\_\_ 25

High Energy Laser \_\_\_\_\_ 26

Multi-Target Destroyer \_\_\_\_\_ 27



## Al'Coo

No data available. Approach with extra caution.

## Cy'Coo

This opponent is characterized by exceedingly tough armor that can withstand any type of assault. Only when it opens up to attack can it be successfully counterattacked. Its armor also prohibits it from moving except to turn.



## Dec'Ther

This is the fastest Scay'Ger known on Scay-Hallwa. In battle it sprays a caustic acid in all directions, which is lethal to anything within range — even to the Dec'Ther itself.



## Ee'Ther

This is one of the most unusual Scay'Ger because it can regenerate its health at regular intervals. Its method of attack is similar to the Ray'Ther making use of razor sharp claws.

## Gore'Ther

Deadly claws and impenetrable front armor are the strengths of this creature. Its weaknesses are poor mobility and lack of armor in the back.

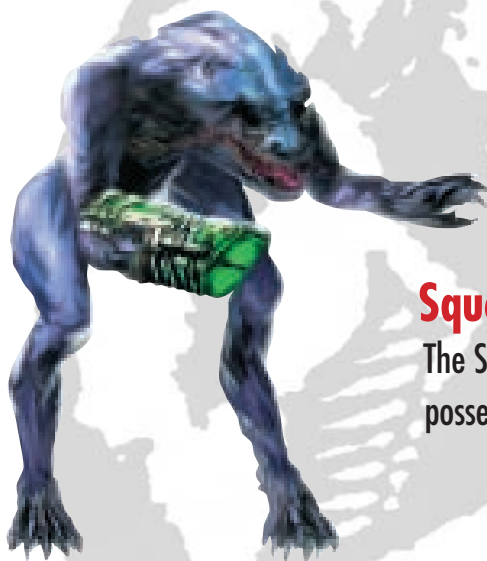
## Pyr'Coo

The long range specialist amongst the Scay'Ger. It has a successful and dangerous combination of armor, battle strength, and speed.



## Ray'Ther

It is very fast and fights at close range well, but has poor armor.



## Squee'Coo

The Squee'Coo is a relative of the Pyr'Coo. It's better armed, but doesn't possess the battle strength of its cousin.

## Squee'Ther

This is the name given to an injured Squee'Coo. Injuries so dramatically change its battle characteristics that it received a new name. The Squee'Ther is a wild and dangerous opponent especially at close range.



## Tr'Yn

No data available. Approach with extra caution.

## War'Coo

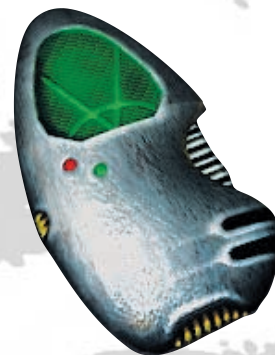
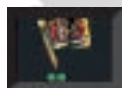
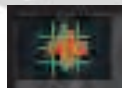
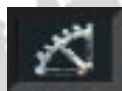
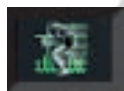
Another of the long distance fighters amongst the Scay'Ger and similar to the Cy'Coo. It carries a very powerful weapon and is indestructible.



## Scan Module

Displays the number of units in close proximity.

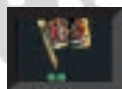
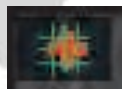
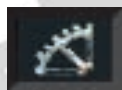
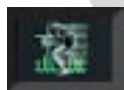
- Costs 50 Skills 2



## Long Range Scan

Displays the number and type of units in the area. The scan area is much larger than the regular Scan Module.

- Costs 100 Skills 5

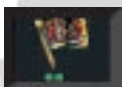
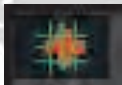
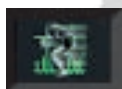




## Light Stimulants

Increases the units' actions points by one for one round.

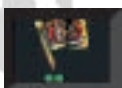
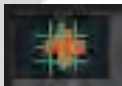
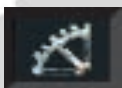
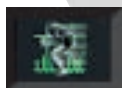
- Costs 30 Skills 2



## Heavy Stimulants

Increases the units' action points by two for one round and maximizes the physical condition of the unit.

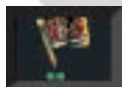
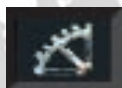
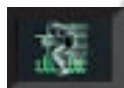
- Costs 50 Skills 3



## Target System

Doubles the accuracy of any weapon.

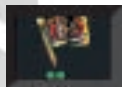
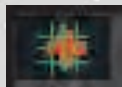
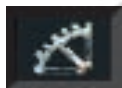
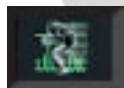
- Costs 60 Skills 5



## Ammo Pack

Doubles the amount of ammunition that can be carried for a weapon.

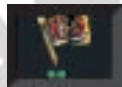
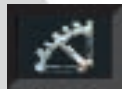
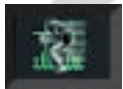
- Costs 70 Skills 3



## Jet Pack

Allows a unit to fly over walls and barriers. Using the jetpack will cost all of the unit's action points for that turn. The jetpack comes complete with a long range scanner so the unit doesn't accidentally land on top of enemy units.

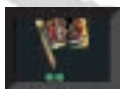
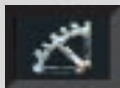
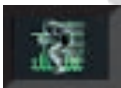
- Costs 190 Skills 7



## Banner

Turns the unit into a squad leader. Units placed within three spaces of him will improve their physical condition along with their offensive and defensive performance. When this item is purchased, a long range scanner is also included.

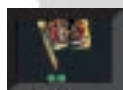
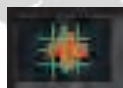
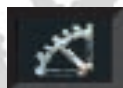
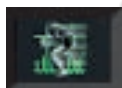
- Costs 100 Skills 6



## Explosion Pack

For blowing up the entry tubes of the Scay'Ger.

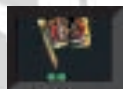
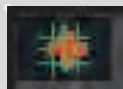
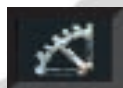
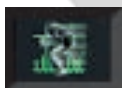
- Costs 10 Skills 7



## Light Armor

Light frontal and rear armor.

- Costs 10 Skills 1

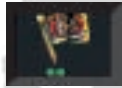
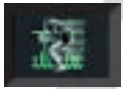




## Standard Armor

Standard armor that protects against most heavy ammunition.

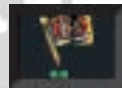
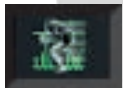
- Costs 20 Skills 2



## Attack Armor

An exceptionally strong frontal armor with no back protection.

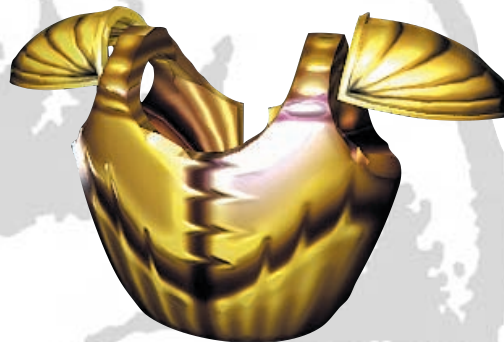
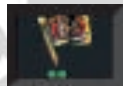
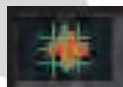
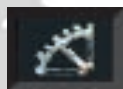
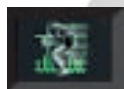
- Costs 30 Skills 3



## Heavy Armor

The strongest armor available and nearly impossible for the Ray'Ther to penetrate. Its drawback is that it costs the unit one action point.

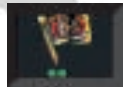
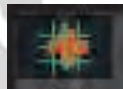
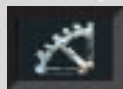
- Costs 50 Skills 4



## Servo System

Increases the units' action points by one.

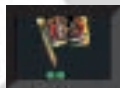
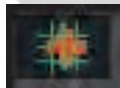
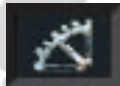
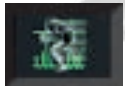
- Costs 30 Skills 5



## Small Medic Kit

Heals in one point increments the wounds of the unit carrying the kit or other units next to the carrier. To heal other units the user must be facing the injured unit.

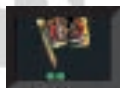
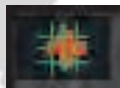
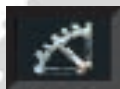
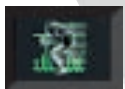
- Costs 80 Skills 1



## Large Medic Kit

Heals all wounds of the unit carrying the kit or other units next to the carrier. To heal other units the user must be facing the injured unit.

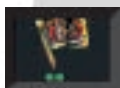
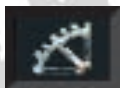
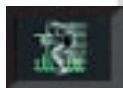
- Costs 160 Skills 5



## Crowbar

Opens doors that are jammed.

Cannot be purchased — you must find it.



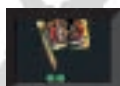
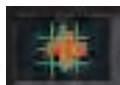
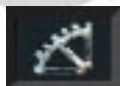
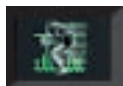
## Light Combat Gun

A simple weapon for use at close range. This weapon is poorly equipped for use against the majority of Scay'Ger.

- Only one weapon mode
- Defend mode: Yes
- Overheats very quickly
- Costs 10 Skills 0
- Damage:2
- Action Pts:1

- Range: 1-10
- Accuracy:3%
- Ammo: 7/7



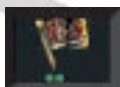
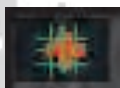
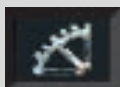
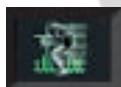


## Advanced Combat Gun

Equipped with a bayonet, this weapon is designed to be effectively used at close range against the Scay'Ger.

- Only one weapon mode
- Defend mode: Yes
- The bayonet increases its effectiveness.
- Costs 20 Skills 1
- Damage:3
- Action Pts:1

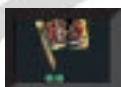
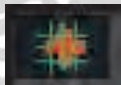
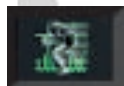
- Range:1-10
- Accuracy:3%
- Ammo: 8/8



## Standard Assault Rifle

This is the standard weapon for the units. It combines accuracy, reliability and effective penetrating force. The weapon comes with a bayonet and therefore is also effective for close-in fighting.

- Only one weapon mode
- Defend mode: Yes
- The bayonet increases its effectiveness.
- Costs 30 Skills 3
- Damage:4
- Action Pts:1
- Range:1-20
- Accuracy:4%
- Ammo: 10/10

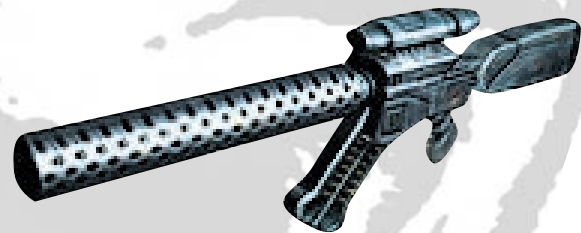
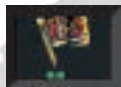
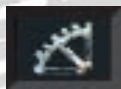


## Sniper Rifle

This is a very precise weapon created for long distances, and probably seems ill-suited for the typical close-in Scay'Ger attacks. However, no other weapon can match its accuracy over the entire spectrum of ranges.

- Only one weapon mode
- Defend mode: Yes
- A very elegant weapon.
- Costs 40 Skills 4
- Damage:4
- Action Pts:1

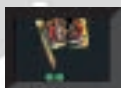
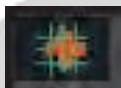
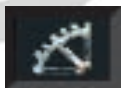
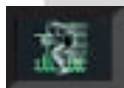
- Range:1-30
- Accuracy:20%
- Ammo: 15/15



## Double Fire

This is the double-barreled variation of the Standard Assault Rifle. It provides more fire power than its single barreled cousin and is a weapon you can truly rely on, especially when used in defense mode.

- Only one weapon mode
- Defend mode: Yes
- Especially effective in defense mode.
- Costs 50 Skills 5
- Damage:6
- Action Pts:1
- Range:1-20
- Accuracy:5%
- Ammo: 15/15



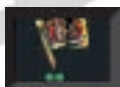
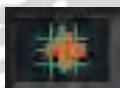
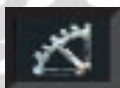
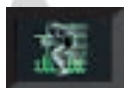


## Heavy Machine Gun

This is an automatic weapon with a wide spray effect. Particularly effective against multiple targets, but isn't choosy about whom it hits.

- Only one weapon mode
- Defend mode: Yes
- Get your soldiers out of the line of fire!
- Costs 50 Skills 4
- Damage:5
- Action Pts:2

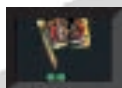
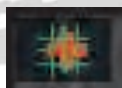
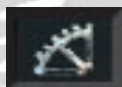
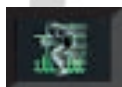
- Range:1-20
- Accuracy:5%
- Ammo: 15/15



## Rapid Fire Machine Gun

This is the soldiers' weapon of choice. In weapon mode A, it sweeps clean everything in front of it. In weapon mode B, you can take aim at individual targets or take advantage of the defense mode. With good reason its been dubbed "The All-Rounder".

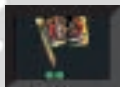
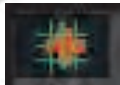
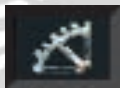
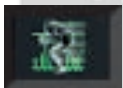
- Weapon mode A: Wide fire spray
- Weapon mode B: Concentrated fire.
- Defend mode: Only in Weapon mode B.
- Costs 50 Skills 5
- Damage:6
- Action Pts:1
- Range:1-20
- Accuracy:10%
- Ammo: 20/20



## Flame Thrower

This weapon is a must in every squad. Its advantages far out weigh the disadvantages of its short range and small quantity of ammunition. In weapon mode A, it can concentrate its devastation on one target. In weapon mode B, it blankets an entire area with flames which is one hell of a deterrent guaranteed to keep your back free.

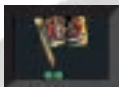
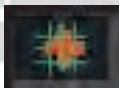
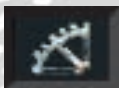
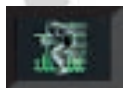
- Weapon mode A: Concentrated on opponent.
- Weapon mode B: Produces a carpeting effect for a 3x3 area.
- Defend mode: No
- Use it to protect your back
- Costs 40 Skills 3
- Damage:10
- Range:1-4
- Accuracy:100%



## Mine Thrower

A powerful weapon that in mode A fires deadly grenades, and in mode B places mines.

- Weapon mode A: Concentrated on opponent.
- Weapon mode B: Exact placement of mines.
- Defend mode: No
- Warning! Large detonation area (1 Field circumference).
- Costs 60 Skills 7
- Damage:10
- Action Pts:3
- Range:2-20
- Accuracy:60%
- Ammo: 5/5

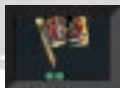
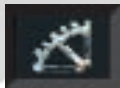




## Plasma Gun

The most highly developed and technically advanced weapon in existence. It sweeps entire rooms free of the enemy making it well suited for open areas. In weapon mode B it can blanket an entire squad with an energy field that shields them from all manner of attack and revitalizes exhausted units. The units inside the energy field cannot move, but they can fire their weapons.

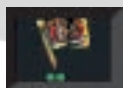
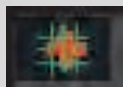
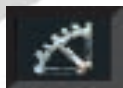
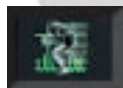
- Weapon mode A: Large scale destruction.
- Weapon mode B: Energy field for units in your squad.
- Defend mode: No
- In the energy field no movement is possible.
- Costs 80 Skills 8
- Damage:10
- Action Pts:1
- Range:1-10
- Accuracy:100%
- Ammo: 10/10



## High Energy Laser

You can scarcely miss with this tremendously sophisticated weapon. It far exceeds the Sniper Rifle in accuracy and impact. In weapon mode B it stuns its opponents. It does have one drawback however, it tends to overheat relatively quickly.

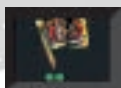
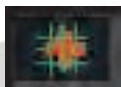
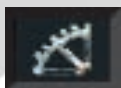
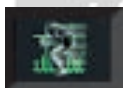
- Weapon mode A: Single beam, enormous penetrating force.
- Weapon mode B: Stun effect
- Defend mode: No
- The stun effect last for one round. Overheats quickly.
- Costs 70 Skills 9
- Damage:10
- Action Pts:1
- Range:1-40
- Accuracy:90%
- Ammo: -/-



## Multi-Target Destroyer

This weapon fires guided missiles at multiple targets simultaneously. In B mode the missiles detonate directly above a single target with such force that surrounding areas are affected.

- Useful against multiple opponents.
- Weapon mode A: Attacks multiple targets simultaneously.
- Weapon mode B: Concentrates beam on one target.
- Defend mode: No
- When using mode B make sure to move units out of impact zone.
- Costs 90 Skills 8
- Damage:15
- Action Pts:3
- Range:2-45
- Accuracy:90%
- Ammo: 4/4





Blue Byte Software Ltd  
22 Billing Road • Northampton • NN1 5AT • United Kingdom  
Technical Hotline: +44 (0)1604 259090 • 07000 BLUEBYTE  
Fax: +44 (0)1604 24553 • Internet address: <http://www.bluebyte.com/uk/main.htm>



[www.bluebyte.com](http://www.bluebyte.com)