



FARCRY6
A UBISOFT ORIGINAL

FND DISRUPTOR

Information is the most potent weapon in the iron grip of Antón Castillo's dictatorship. Aware of this, Castillo understands that to maintain control over Yara, he must control the flow of information and disrupt any intelligence that could empower the resistance.

Enter the **FND Disruptor**: the epitome of this philosophy and the most advanced intelligence unit within the FND ranks. This specialized operative is not trained for direct combat but is a master of electronic warfare and evasion. Equipped with state-of-the-art signal manipulation tools, the Disruptor's primary mission is to triangulate and erase crucial information from the hands of Yara's rebels.

In a world where knowledge is power, the Disruptor ensures that power remains firmly in Castillo's grasp.

DESIGN GOALS & PILLARS

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Dynamic Gameplay Adaptation

The Disruptor is a game-changer. Its presence can shift the dynamics of a battlefield, forcing players to either adapt their strategies on-the-fly or prioritize its neutralization, especially if they're tech-reliant.

Rewarding Quick Decision Making

For players, every second counts. With the Disruptor's disruptions, they're tested on their ability to make swift decisions: do they hunt down the Disruptor first or adapt to the tech blackout and continue?

Rewarding Diverse Playstyles

The Disruptor is a universal challenge. Whether players are stealthy, aggressive, or somewhere in between, the Disruptor adds a layer of strategy without forcing a singular approach.

Elevate Tension in Encounters

The Disruptor's abilities, combined with its evasive behavior, make encounters unpredictable. Players must be alert to subtle cues, like static interference, that hint at its presence, adding an element of suspense.

Elevate EMP Weapons

The Disruptor's Achilles' heel is its vulnerability to EMP effects. This design choice brings previously underutilized EMP weapons and tools into the limelight, offering players a direct counter to the Disruptor's abilities.

DESIGN PILLARS

STRATEGIC DEPTH



The Disruptor challenges players to adapt, especially when reliant on tech. It's not just another enemy; it's a strategic obstacle.

FAIR CHALLENGE



The Disruptor disrupts tech with warning signs like static interference, giving players a moment to strategize and adapt.

DIVERSITY IN GAMEPLAY



By focusing on disruption over combat, the Disruptor offers a fresh challenge, breaking the usual gameplay loops.

KEY FEATURES & COMPONENTS

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EQUIPMENTS

SIGINT-BLOCKER B2 BACKPACK

- An epitome of electronic warfare, this backpack is adept at manipulating and interfering with the player's devices, disrupting their tech advantages on the battlefield.
- The backpack's high-frequency emissions produce an unmistakable beep and static noise in nearby devices, inadvertently signaling the Disruptor's presence. Its essential bright monitoring screens also make the Disruptor more conspicuous, especially in darker settings.

EMP-TAC MK. 1 (ZEUSITO VARIATION)

- Disables player-used vehicles or targets the player directly to disable their Supremos for a short duration.
- Emits a powerful EMP burst at close range, knocking back players and providing the Disruptor with an opportunity to evade or reposition.

FLASHBANG GRENADES

- Used to disorient players who get too close, allowing the Disruptor to either flee or use the EMP-TAC Mk.1.



TECH DISRUPTION

- The Disruptor excels in electronic warfare, targeting the player's tech tools rather than engaging in direct combat, reshaping the standard gameplay dynamics.

CAT & MOUSE

- Elusive by nature, the Disruptor avoids direct confrontations, opting to hide in indoor locations. Locating it becomes a strategic challenge for players.

NARRATIVE SIGNIFICANCE

- More than just an enemy, the Disruptor symbolizes Castillo's efforts to control information, reinforcing the game's dictatorial narrative.

DIVERSE PLAYER REWARDS

- Engaging with the Disruptor offers varied rewards, catering to stealth enthusiasts, assault players, and explorers, enhancing the sense of accomplishment.

MID TO END GAME INTRODUCTION

- Introduced in higher-rank regions, the Disruptor ensures players are skilled and adds a fresh twist to the gameplay, preventing repetitiveness.

ABILITIES & METRICS

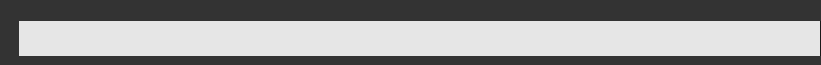
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1 SIGNAL HACK

The Disruptor uses the SIGINT-BLOCKER B2 to weaken the player's tech advantages, manipulating and impacting their equipment.

Range  80 m

Duration **Constant while the player is in the effective area.**

Effect **Negatively affects player's technological devices.**

EMP Recover **30 seconds after receiving an EMP attack.**

ABILITY STACKING BY WARNING STATE



PASSIVE

As the player steps into the Disruptor's range, the mini-map displays a gentle static yet remains functional; the distinct hum of the Disruptor resonates, and Dani vocalizes an observation. These passive indicators alert the player to the Disruptor's proximity, skillfully balancing tension while preventing surprises.



PASSIVE

Within the Disruptor's range and in its cautious state, it can now trigger the player's cell phone to ring, alerting enemies in a 15m radius. Players get a pre-warning noise before the ring to prepare for it. When it starts, they can ignore it or hold the action key for 2s to finish it.

- Initial signal delay: **20 seconds.**
- Pre-warning noise duration: **10 seconds.**
- Next signal cooldown: **120 seconds until next pre-warning.**



PASSIVE

When within the Disruptor's alert zone, the player's tech devices now are disabled. To restore functionality, the player must either exit the Disruptor's range, inflict EMP damage on the Disruptor (temporary effect), or eliminate the Disruptor.

- Effect: **mini-map (full static); enemy tags removed; smartphone and communication with allies disabled.**



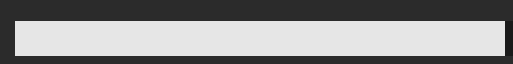
2 EMP SHOT

The EMP-TAC Mk.1 emits potent EMP bursts, disabling vehicles and tech, granting the tactical advantage.

Cool Down **180 seconds after each use.**

EMP Recover **30 seconds after receiving an EMP attack.**

PRIMARY USE

Range  40 m

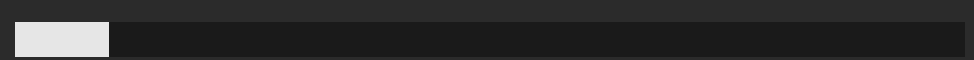
Effect **Disables Supremo or vehicle.**

Duration **15 seconds**



When the player relies heavily on vehicles or Supremos, the Disruptor employs its EMP-TAC Mk.1 to disable these assets, adding another layer of challenge to the encounter.

SECONDARY USE

Range  5 m

Effect **Knock back the player for 3 seconds.**

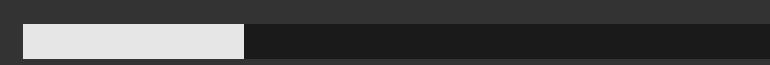


When surprised by the player's close proximity, the Disruptor can deploy a powerful overcharge from the EMP-TAC Mk.1 to knock the player back, giving him an opportunity to reposition and evade.



3 FLASH & EVADE

The Disruptor swiftly pulls out a flashbang. With a calculated toss, he hurls it towards the player.

Range  15 m

Effect **Far Cry 6 default flashbang effect.**

Cool Down **30 seconds after each use.**

EMP Recover **Not affected by EMP**

ABILITY USE



When the Disruptor detects the player rapidly closing in, it strategically deploys a flashbang toward the player, blinding them momentarily and allowing the Disruptor to reposition.



STRATEGIES & BEHAVIOURS

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INFORMATION SABOTEUR



The Disruptor capitalizes on the power of information warfare. By ringing the player's cellphone, it not only alerts other FND forces to the player's location but also disrupts the player's focus. By severing the player's access to technology, the Disruptor effectively weakens them, making them more vulnerable to other enemies.

EMP STRATEGIST



Direct combat is not the Disruptor's forte. Instead, it wields its EMP abilities precisely, targeting the player's electronic equipment. This tactic serves a dual purpose: it hinders the player's technological advantages while emphasizing the Disruptor as the most hi-tech warfare in the FND.

MASTER OF EVASION



The Disruptor is always on the move, prioritizing its own safety. Recognizing the dangers of the battlefield, it consistently stays out of the line of fire. With a keen sense of awareness and agility, the Disruptor uses its skills to evade threats, ensuring it remains a persistent challenge for the player.

> PATROL

DESCRIPTION

The Disruptor remains in a passive state, unaware of any immediate threats.

TACTICAL OBJECTIVES

- **Maintain routine surveillance.**
- Keep a low profile to avoid detection.

MOVEMENT & POSITIONING

- Prioritizes indoor patrolling or within structures.
- **Chooses paths that minimize exposure to long-range threats, such as sniper lines of sight.**
- Utilizes shadows, corners, and obstructions for optimal cover.

? CAUTION

DESCRIPTION

The Disruptor becomes alert to potential threats, possibly due to disturbances caused by the player.

TACTICAL OBJECTIVES

- Move the Signal Block effective area to potentially disrupt the player's smartphone.
- **Reveal the player's current position to other enemies.**

MOVEMENT & POSITIONING

- Adopts a crouched posture to minimize visibility.
- **Moves cautiously towards the last known disturbance location, ensuring it remains within cover or indoors.**
- Avoids open areas and maintains proximity to walls, barriers, or other protective structures.

! ALERT

DESCRIPTION

The Disruptor is fully aware of the player's presence and acts proactively to counter them.

TACTICAL OBJECTIVES

- Move the Signal Block effective area to potentially disrupt the player's tech advantages.
- Neutralize player's vehicles or Supremo if in range.

MOVEMENT & POSITIONING

- Continues crouched movement, advancing towards the player while staying within cover.
- After a successful disable, it immediately seeks the nearest cover or returns to a safe position.
- **If the player relying on vehicles or Supremos, the Disruptor risks exposure to approach and disable them with the EMP shot.**

STRENGTHS

1. **Tech Disruption:** Disables player tools like mini-maps and enemy tags, forcing adaptation.
2. **Evasive Behavior:** Skilled at fleeing and hiding when detected.
3. **Environmental Use:** Prefers hiding in buildings or hard-to-reach spots, complicating long-range attacks.
4. **Unique Equipment:** Uses specialized gear to disable vehicles and player abilities.
5. **Dynamic Response:** Adapts strategies based on its alert state, from ringing smartphones to emitting disruptive waves.

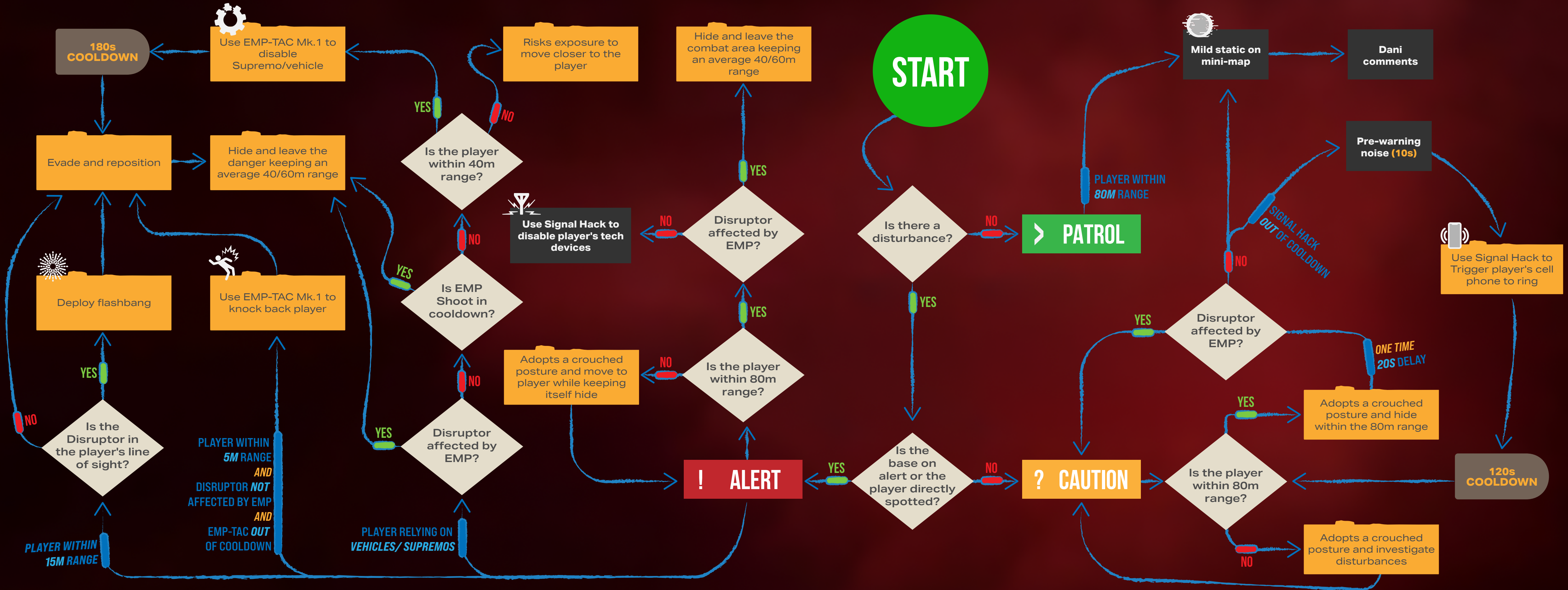
WEAKNESS

1. **No Direct Combat:** Cannot harm players directly, becoming an easy target when its tech is countered.
2. **EMP Vulnerability:** Susceptible to EMP attacks, which can neutralize its main abilities.
3. **Sensorial Giveaway:** Distinct equipment noises and lights can reveal its location.
4. **Isolation Weakness:** Becomes defenseless when other enemies are eliminated, relying on evasion.
5. **Limited Physical Defense:** Lacks armor or shielding, making it vulnerable to direct hits once located.

DISRUPTOR'S ACTION SYSTEM

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ADDITIONAL SYSTEM INFORMATION

- Whenever the player leaves the 80m radius of the Disruptor, kills it or causes EMP damage to it, the effects of Signal Hack cease.
- If the Disruptor enters Caution or the player comes within 80m of it, there's a one-time 20-second delay before the cell phone rings. This delay resets if the Disruptor exits Caution or the player leaves and re-enters the range.
- If the player approaches the Disruptor, but it is out of the player's line of sight, the Disruptor will evade without attracting the player's attention, using a stealth strategy.
- If the Disruptor becomes trapped, it may force itself out into more open areas, looking for a safer place to hide.
- The closer the player is to the Disruptor, the more noticeable its beep/noise and static will be on the mini-map.
- The Disruptor's noise/beep sounds are constant in the 80m area regardless of the state of awareness.
- The awareness, duration and state change mechanics work as standard in Far Cry 6.

PLAYER ADAPTATION & CHALLENGES

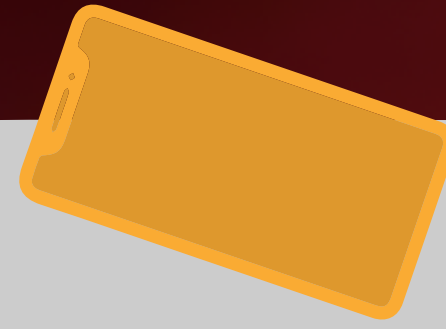
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THE STEALTHY

- CHALLENGE** The Disruptor disrupts their usual routine of tagging enemies and planning a quiet takedown.
- INTEREST** They'll need to rely more on environmental cues and sounds to navigate and eliminate threats. The static and noise becomes a game of cat and mouse, making stealth gameplay even more thrilling.
- ADAPTATION** Might use silenced weapons or distractions to isolate and eliminate the Disruptor without alerting other enemies.
- REWARD** Successfully neutralizing the Disruptor without detection allows them to maintain their tech edge, offering a satisfying reward for their silent approach.



THE STRATEGIST

- CHALLENGE** The presence of a Disruptor means they'll need to rethink their approach and possibly even their loadout.
- INTEREST** Planning how to tackle a base with a Disruptor becomes a puzzle, making each encounter unique reviving the freshness and interest of the initial gameplay.
- ADAPTATION** Might scout the base from multiple angles to locate the Disruptor or use diversions to draw them to a visible spot.
- REWARD** Successfully outmaneuvering the Disruptor's tactics by rethinking their initial strategy and capturing the base offers a rewarding strategic victory.



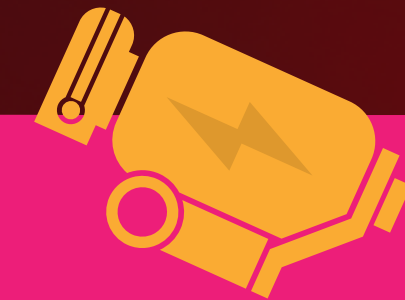
THE SNIPER

- CHALLENGE** Their preference for engaging enemies from a distance might be compromised if they can't rely on tech aids to spot and tag enemies.
- INTEREST** The Disruptor's ability to hide and evade makes it a challenging target to snipe from afar.
- ADAPTATION** Might need to reposition frequently, using high vantage points to get a clear shot or using gadgets to reveal the Disruptor's location.
- REWARD** Successfully using a precise vulnerability moment to take down the Disruptor from a distance, especially given its evasive nature, offers a thrilling sense of achievement for their long shot skills.



THE ASSAULTER

- CHALLENGE** Their usual approach of storming in with all guns blazing might be hindered if they can't rely on tech aids like the mini-map or Supremos.
- INTEREST** Provides an opportunity to prioritize targets differently, adding a layer of strategy to their usually direct approach.
- ADAPTATION** Might use EMPs or other gadgets to neutralize the Disruptor quickly before proceeding with their assault.
- REWARD** Overcoming the challenges posed by the Disruptor and capturing a base without technological aids stands as a testament to their combat skills, providing a heightened sense of achievement.



THE GADGETEER

- CHALLENGE** The Disruptor will directly challenge their reliance on tech tools, gadgets, vehicles, and Supremos.
- INTEREST** Finding ways to counteract the Disruptor's disruptions using an unusual arsenal becomes a game in itself.
- ADAPTATION** Might prioritize crafting or acquiring more EMP-related equipment and Supremos and use more long-range vehicles to counter the Disruptor's tactics.
- REWARD** Successfully leveraging their tech arsenal against the Disruptor's disruptions highlights their adaptability and mastery over the game's tools, offering a rewarding gameplay experience.



THE CO-OP DUO

- CHALLENGE** Coordinating their approach when one or both players' tech is disrupted.
- INTEREST** Disruptor encourages improved communication and teamwork to overcome the impact of removing the game's typical visual aids, making cooperative gameplay even more dynamic.
- ADAPTATION** One player might focus on the Disruptor while the other handles other threats and tries to grab its attention, or they might strategize to tackle the Disruptor together.
- REWARD** Successfully coordinating and neutralizing the Disruptor as a team without the game's common aids shows their teamwork and synergy, leading to a shared sense of achievement.

DESIGN JUSTIFICATION

ENEMIES UTILITY

	OFFENSE	DEFENSE	SUPPORT
ASSAULTER	STANDARD INFANTRY		
ROCKETEER	ANTI-VEHICLE SPECIALIST		
PISTOLERO	FLANKING		
SF ASSAULTER	VERSATILE COMBAT		
SF FLAMER	FIRE SPECIALIST OF ALL RANGES		
VANGUARD	AGGRESSIVE ASSAULT		
FLAMER	RUSHER		AREA DENIAL
HEAVY GUNNER	HEAVY SUPPRESSION	TACTICAL SHIELDS	
FUMIGATOR		AREA DENIAL	
SNIPER		TOWER DEFENSE	
SF SNIPER		TOWER DEFENSE AND CLOSE COMBAT	
ENGINEER		SABOTEUR AND TRAP LAYER	VEHICLE REPAIR
DISRUPTOR	VEHICLE/SUPREMO COUNTER		DISRUPTS PLAYER'S HUD
MILITARY CLERK		CALL FOR REINFORCEMENTS	
MEDIC		REVIVING ALLIES	POISON ROUNDS
OFFICER		BOOSTING TROOP	AIRSTRIKES

WHAT MAKES A GOOD "FAR CRY 6" ENEMY?

- **Use of Environment:** Enemies utilize their surroundings for strategic advantages.
- **Distinct Design:** Clear visual and audio cues for quick enemy identification.
- **Narrative Significance:** Enemies should tie into the game's story or lore.
- **Contextual Relevance:** Enemies fitting their environment and situation.
- **Variety in Gameplay:** Each enemy type should offer unique challenges.
- **Team Dynamics:** Enemies with complementary abilities or teamwork.
- **Feedback Mechanisms:** Clear player feedback during engagements.
- **Adaptive AI:** Dynamic enemies that can adjust to player tactics.
- **Interactivity:** Multiple ways for players to engage with enemies.
- **Balanced Difficulty:** Challenging but not overly frustrating.

HOW THE DISRUPTOR FITS INTO IT?

The Disruptor was conceived after observing the dynamics of the various enemy types in Far Cry 6. While many adversaries focus on direct combat, there was a gap in enemies that could challenge the players by affecting the players' abilities and gears. The Disruptor fills this niche. Instead of directly engaging in combat, the Disruptor uses its tech-disrupting gears to create a blackout zone, forcing players to adapt and rethink their strategies. This presents a unique challenge, as players can no longer rely on their HUD or gadgets in the Disruptor's surroundings.

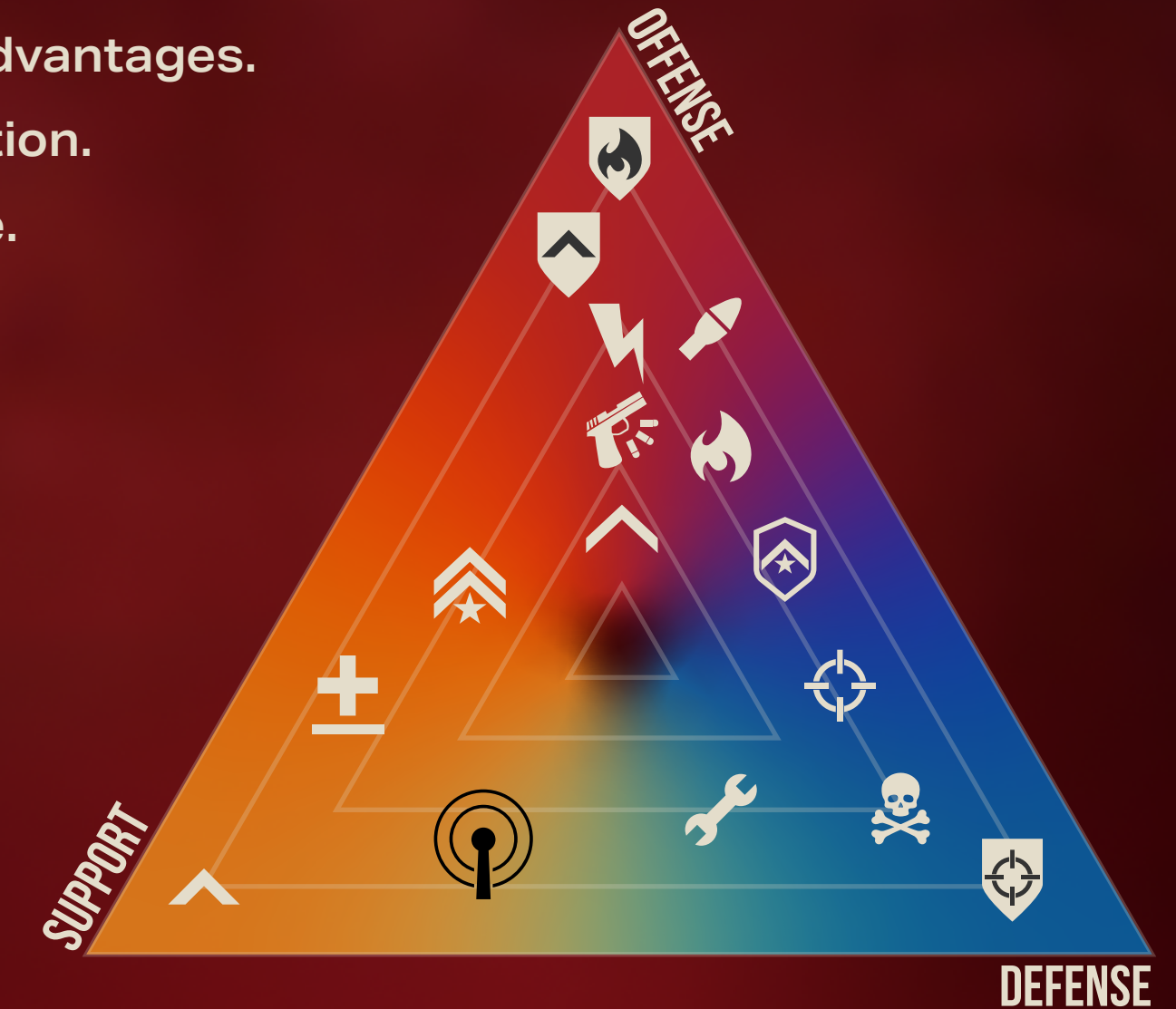
Also, Far Cry 6 features a more urban settlement with indoor buildings compared to its predecessors. In these settings, the Disruptor's evasive behaviour shines. Rather than confronting players head-on, the Disruptor prioritizes evasion, using indoor buildings and alleys to escape and avoid being quickly neutralized. This behavior makes the Disruptor a perfect addition to the level design of Far Cry 6, taking full advantage of all the layouts of the game's more crowded areas.

The Disruptor's design isn't just about disruption; it's about reshaping the battlefield. While it may not pose a direct threat in terms of firepower, its presence can turn the tide of a battle, making other enemies more challenging by cutting off the player's reliance on visual aids. This encourages players to prioritize other senses, adding a new level of immersion to encounters.

Thematically, the Disruptor is a testament to Castillo's regime's emphasis on control. By controlling the technological landscape of the battlefield, the Disruptor symbolizes the apex of the regime's intel and how the dictatorship knows the importance of controlling and manipulating information in Yara. It's not just another enemy; it's a strategic piece on Castillo's chessboard, challenging players in ways they might not have anticipated.

In conclusion, the Disruptor not only aligns with the important features of a Far Cry enemy but also introduces unique elements that enhance the gameplay depth and narrative richness of Far Cry 6.

ENEMIES DISTRIBUTION



QUESTIONS & REFERENCES

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Why introduce a non-combatant enemy in a combat-focused game?

The Disruptor is designed to challenge the player's reliance on tagging and visual aids, two core aspects of modern Far Cry gameplay. While they don't pose a direct combat threat, their ability to disrupt the player's tactics introduces a unique strategic challenge, diversifying gameplay and preventing it from becoming too predictable.

How does the player identify the Disruptor without their usual tech aids?

The Disruptor's equipment emits a distinctive beep accompanied by static noise. This auditory cue, combined with the static interference on the player's mini-map and the bright screens on its equipment, offers players natural ways to pinpoint the threat without leaning heavily on technology.

Won't players find it frustrating to have their tech disabled?

The design ensures that disruptions are neither abrupt nor unfair. Warning signs, such as static interference, precede any major tech disruptions. These cues provide players a chance to adapt and avoid it, ensuring gameplay remains challenging yet fair.

What prevents players from simply using an EMP to neutralize it immediately?

While EMPs can counter Disruptors, their placement within structures and their tendency to evade make them challenging to target directly. Players might also want to save EMP resources for other challenges, introducing a strategic element.

How does the Disruptor interact with other enemy types?

The Disruptor serves as a support unit. As they focus on hampering the player's tech, other enemies can exploit this disruption, intensifying base invasions. Their presence can also influence certain enemy behaviors, such as luring them to the player's position with the smartphone ring.

Isn't the Disruptor too overpowering in gameplay?

The Disruptor is introduced in higher-level bases during the mid-to-late game, ensuring players are equipped with the skills to tackle its challenges. Moreover, its design is flexible and can be adjusted. A simpler version, without the EMP Shot capability, can be introduced earlier, acquainting players with its concept and ensuring a smoother learning curve.

How does the game address inclusiveness with the Disruptor?

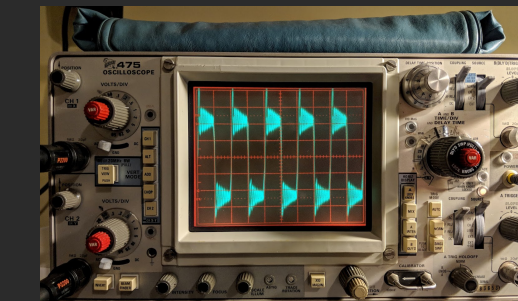
For players with auditory challenges, an inclusion option can be activated, where an on-screen ring indicates the sound's direction, similar to the damage ring. For those with visual challenges, while the Disruptor removes enemy tags and wall-penetrating shaders, all other visual aids available in the inclusivity options remain unchanged. This ensures that all players, regardless of their challenges, can enjoy a balanced gameplay experience.

VISUAL REFERENCES

UNIFORM & EQUIPMENT



Light FND uniform



Oscilloscope monitor screen



Electromagnetic gun

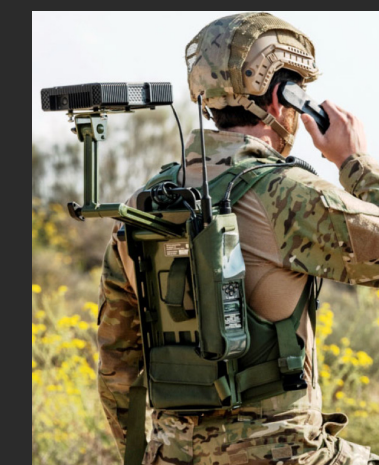


Military radio backpack

ANIMATIONS



patrol animation
(same as other
single-hand
weapon enemies)



Idle (Checking
and interacting
with equipment)



Triangulating the
enemy's cell phone



Hiding during combat



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CONCLUSION

The introduction of the FND Disruptor is not just a mere addition to the roster of enemies; it's a strategic evolution in the Far Cry 6 gameplay experience. In a world where information is power, the Disruptor stands as a testament to Antón Castillo's understanding of this principle. By targeting the player's technological advantages, the Disruptor challenges the player to adapt, innovate, and overcome in ways they haven't had before.

Why should the Disruptor be added? Because Far Cry has always been about pushing boundaries, both in narrative and gameplay, the Disruptor does precisely that by introducing a dynamic that shifts the balance, making players rethink their strategies and approach situations with a renewed sense of caution and creativity. It's not just another enemy; it's a game-changer.

The unique gameplay experience offered by the Disruptor lies in its ability to disrupt (quite literally) the player's comfort zone. In a game where players often rely on reconnaissance, planning, and execution, having an enemy that can strip away these advantages, even temporarily, introduces a fresh layer of challenge. It rewards stealth, challenges the assaulters, and promotes adaptability. Whether you're a stealth aficionado, an assault enthusiast, or an explorer at heart, the Disruptor ensures that every encounter is a test of your skills and adaptability. In essence, the Disruptor doesn't just add to the game; it elevates it.