

PRIMA'S OFFICIAL STRATEGY GUIDE

EARTH 2150™

**MISSION TREES
FOR ALL THREE FACTIONS!**



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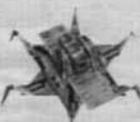
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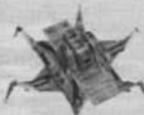
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CHAPTER

1

INTRODUCTION

Eurasian Dynasty Structures

Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity*	Disable Resist**	Max Shield Update	Power Requirement
Headquarters	1,500	25	1,000	—	30,000	500	Large	50
Landing Zone	500	25	100	—	5,000	500	Large	0
Large Tower	1,000	25	300	Medium	15,000	500	Large	20
Mine	1,000	25	800	—	30,000	500	Large	50
Missile Control Center	1,500	25	1,000	—	30,000	500	Large	50
Pillbox	1,200	50	400	Heavy	30,000	500	Large	20
Power Plant	500	25	800	—	30,000	500	Large	0
Radar	1,500	25	250	—	15,000	500	Large	50
Refinery	1,000	25	1,000	—	30,000	500	Large	50
Research Center	1,000	25	800	—	30,000	500	Large	50
Ship Yard	1,500	25	1,300	—	30,000	500	Large	50
Silo	1,500	25	800	—	30,000	500	Large	20
Small Tower	400	25	100	Light	10,000	500	Large	0
Space Port	1,500	25	2,000	—	30,000	500	Large	50
Supply Depot	1,500	25	800	—	30,000	500	Large	50
Transport Base	1,500	25	1,000	—	30,000	500	Large	50
Tunnel Entrance	500	25	250	—	15,000	500	Large	0
Vehicle Production Center	1,000	25	1,000	—	30,000	500	Large	50
Weapons Production Center	2,000	25	1,000	—	30,000	500	Large	50

*Amount of heat or electrical energy a craft can absorb before exploding. Beam weapons, such as the Eurasian Dynasty's laser cannon, heat the target to the point of explosion rather than damage the target's exterior.

**Unit's ability to withstand a blow from a disabling beam, such as the Eurasian Dynasty's ion cannon.



**FIG. 2-3**

The workhorse of the Eurasian Dynasty, the Gruz construction vehicle will build all your base structures and defenses.

LUNAR CORPORATION WEAPONS, UNITS, AND STRUCTURES

Lunar Corporation Weapons

Weapon	Standard Damage	Upgrade 1	Upgrade 2	Stopped By
Chaingun	15	23	—	Armor
Electric Cannon	30	45	—	Power Shield
Heavy Electric Cannon	80	120	—	Power Shield
Heavy Rocket Launcher	40	60	90	Armor
Heavy Sonic Cannon	60	60 (faster reload)	—	Power Shield
Plasma Artillery	200	—	—	—
Rocket Launcher	20	30	40	Armor
Sonic Cannon	60	60 (faster reload)	—	Power Shield

Lunar Corporation Units

Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity	Disable Resist	Sight Range	Maximum Shield Update
Crater m1	1,200	60	750	Heavy	200	400	4	Large
Crater m2	1,200	60	900	Heavy	250	400	4	Large
Crater m3	1,200	60	1,050	Heavy	300	400	4	Large
Crion	1,200	60	750	—	400	500	4	Medium
Crusher m1	1,200	60	600	Medium	300	500	4	Medium

continued

Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity*	Disable Resist**	Sight Range	Maximum Shield Update
Crusher m2	1,200	60	750	Medium	350	500	4	Medium
Crusher m3	1,200	60	900	Medium	400	500	4	Medium
Fang	0	60	600	Heavy	200	500	4	Large
Lunar m1	100	15	240	—	80	200	4	Small
Lunar m2	100	15	270	—	90	200	4	Small
Lunar m3	100	15	300	—	100	200	4	Small
Mercury	400	15	900	—	100	200	—	Large
Meteor m1	400	30	180	Light	80	200	4	—
Meteor m2	400	30	240	Light	80	200	4	—
Meteor m3	400	30	300	Light	80	200	4	Small
Moon m1	300	30	300	Medium	100	300	4	Large
Moon m2	300	30	375	Medium	125	300	4	Large
Moon m3	300	30	450	Medium	150	300	4	Large
Phobos	350	10	30	Light	80	200	4	—
Thunderer m1	1,500	60	600	Heavy	80	200	4	Large
Thunderer m2	1,500	60	750	Heavy	80	200	4	Large

Lunar Corporation Structures

Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity*	Disable Resist**	Max Shield Update	Power Requirement
Aerial Supply Center	1,500	25	1,000	—	30,000	500	Large	50
Defender	700	25	300	Light	10,000	500	Large	0
Guardian	1,100	25	600	Medium	10,000	500	Large	30
Headquarters	1,500	25	1,200	—	30,000	500	Large	50
Landing Zone	500	25	100	—	5,000	500	Large	0
Laser Wall	100	25	200	—	500	500	Large	10
Main Base	3,000	25	2,000	—	30,000	500	Large	100
Mine	1,500	25	800	—	30,000	500	Large	50
Ore Transport Refinery	1,500	25	800	—	30,000	500	Large	50
Research Center	1,000	25	800	—	30,000	500	Large	50
SDI Defense Center	1,500	25	500	—	30,000	500	Large	50
Solar Battery	700	25	1,000	—	30,000	500	Large	0
Solar Cell	100	25	200	—	3,000	500	Large	0
Solar Power Plant	700	25	1,000	—	30,000	500	Large	0

continued-

Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity*	Disable Resist**	Max Shield Update	Power Requirement
Space Port	1,500	25	2,000	—	30,000	500	Large	50
Weather Control Center	1,500	25	500	—	30,000	500	Large	50

*Amount of heat or electrical energy a craft can absorb before exploding. Beam weapons, such as the Eurasian Dynasty's laser cannon, heat the target to the point of explosion rather than damage the target's exterior.

**Unit's ability to withstand a blow from a disabling beam, such as the Eurasian Dynasty's ion cannon.



FIG. 2-4

Lunar Corporation structures are lowered from orbit.

UNITED CIVILIZED STATES WEAPONS, UNITS, AND STRUCTURES

United Civilized States Weapons

Weapon	Standard Damage	Upgrade 1	Upgrade 2	Stopped By
Chaingun	15	23	—	Armor
Grenade Launcher	60	90	—	Armor
Heavy Grenade Launcher	120	180	—	Armor
Heavy Plasma Cannon	200	400	—	Power Shield
Heavy Rocket Launcher	40	60	90	Armor
Plasma Cannon	100	200	—	Power Shield
Rocket Launcher	20	30	40	Armor

United Civilized States Vehicles

Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity*	Disable Resist**	Sight Range	Maximum Shield Update
Bat	1,000	40	375	Light	80	200	4	Medium
Bat II	1,000	40	450	Light	80	200	4	Medium
Condor	400	15	900	—	100	200	—	Large
Dragon	1,500	40	600	Medium	80	200	4	Large
Dragon II	1,500	40	750	Medium	80	200	4	Large
Gargoyle	600	30	240	Light	80	200	4	—
Gargoyle II	600	30	270	Light	80	200	4	Small
Gargoyle III	600	30	300	Light	80	200	4	Small
Grizzly	800	75	2,400	Heavy	2,000	600	4	Large
Grizzly II	800	75	3,000	Heavy	2,000	600	4	Large
Grizzly III	800	75	3,600	Heavy	2,000	600	4	Large
Harvester	700	20	600	—	300	200	—	—
Harvester II	700	20	750	Medium	300	200	—	—
Harvester III	700	20	900	Heavy	300	200	—	—
Harvester IV	1,000	30	800	—	300	200	—	—
Harvester V	1,000	30	750	Medium	300	200	—	—
Harvester VI	1,000	30	900	Heavy	300	200	—	Large
Hydra	1,000	100	900	Medium	300	600	4	Large
Hydra II	1,000	100	1,050	Heavy	350	600	4	Large
Hydra III	1,000	100	1,050	Heavy	350	600	4	Large
Jaguar	900	90	900	Heavy	300	600	4	Large
Jaguar II	900	90	1,050	Heavy	350	600	4	Large
Mammoth	800	50	1,800	—	600	500	—	Small
Minelayer	500	30	600	Light	100	200	—	—
Minelayer II	570	30	675	Medium	100	200	—	Small
Orca	600	40	300	—	500	600	4	—
Orca II	600	40	300	—	500	600	4	—
Panther	600	60	900	Heavy	300	400	4	Large
Panther II	600	60	1,050	Heavy	350	400	4	Large
Panther III	600	60	1,200	Heavy	400	400	4	Large
Shark	300	30	300	Light	100	300	4	Small
Shark II	300	30	375	Light	125	300	4	Small
Spider	300	40	450	—	150	300	4	Large
Spider II	300	40	525	—	175	300	4	Large
Spider III	300	40	600	—	200	300	4	Large

continued



Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity*	Disable Resist**	Sight Range	Maximum Shield Update
Tiger	200	30	240	Heavy	100	200	4	—
Tiger II	200	30	270	Heavy	100	200	4	—
Tiger III	200	30	300	Heavy	100	200	4	—

United Civilized States Structures

Unit	Cost	Time to Build (seconds)	Hit Points	Armor	Energy Capacity*	Disable Resist**	Max Shield Update	Power Requirement
Aerial Supply Depot	1,500	25	800	—	30,000	500	Large	50
Energy Transmitter	100	10	50	—	10,000	500	Large	0
Fortress	3,000	25	1,000	Heavy	10,000	500	Large	50
Headquarters	1,500	25	800	—	30,000	500	Large	50
Landing Zone	500	25	100	—	5,000	500	Large	0
Large Tower	1,000	25	300	Medium	30,000	500	Large	20
Nuclear Reactor	500	25	600	—	30,000	500	Large	0
Ore Transport Base	1,500	25	1,000	—	30,000	500	Large	50
Plasma Cannon	1,500	25	200	—	30,000	500	Large	50
Plasma Control Center	1,500	25	800	—	30,000	500	Large	50
Power Plant	1,500	25	1,000	—	30,000	500	Large	0
Refinery	1,000	25	800	—	30,000	500	Large	50
Research Center	1,000	25	800	—	30,000	500	Large	50
SDI Defense Center	1,500	25	500	—	30,000	500	Large	50
Shadow Tower	1,500	25	300	—	30,000	500	Large	50
Ship Yard	1,500	25	1,200	—	30,000	500	Large	50
Small Tower	400	25	100	Light	5,000	500	Large	0
Space Port	1,500	25	2,000	—	30,000	500	Large	50
Teleport	1,500	25	500	—	30,000	500	Large	50
Tunnel Entrance	500	25	500	—	10,000	500	Large	0
Vehicle Production Center	1,000	25	1,200	—	30,000	500	Large	50
Weapons Production Center	2,000	25	1,000	—	30,000	500	Large	50

*Amount of heat or electrical energy a craft can absorb before exploding. Beam weapons, such as the Eurasian Dynasty's laser cannon, heat the target to the point of explosion rather than damage the target's exterior.

** Unit's ability to withstand a blow from a disabling beam, such as the Eurasian Dynasty's ion cannon.

**FIG. 2-5**

The UCS Mammoth construction unit: always keep one around, or build two to get your base up and running quickly.

RESEARCH TREES

Upgraded units aren't free: you must spend credits to acquire every one. Striking a balance between allocating credits to the campaign goal and spending them on research is a challenge. Go too far on research, and you'll fall short of the campaign goal. Go too far on the campaign, and you'll lag behind enemy technology curves; you can recover from a small gap, but not a large one.

Therefore, research the kinds of units you choose to build. If you really like air units, play to your strength and upgrade them at all costs. If you don't like energy weapons, skip researching them; you won't build them, anyway.

**FIG. 2-6**

Acquiring the latest, greatest technologies at the expense of the campaign goal isn't a good idea. Confine your research to the kinds of units you use most.

EURASIAN DYNASTY TECH TREES

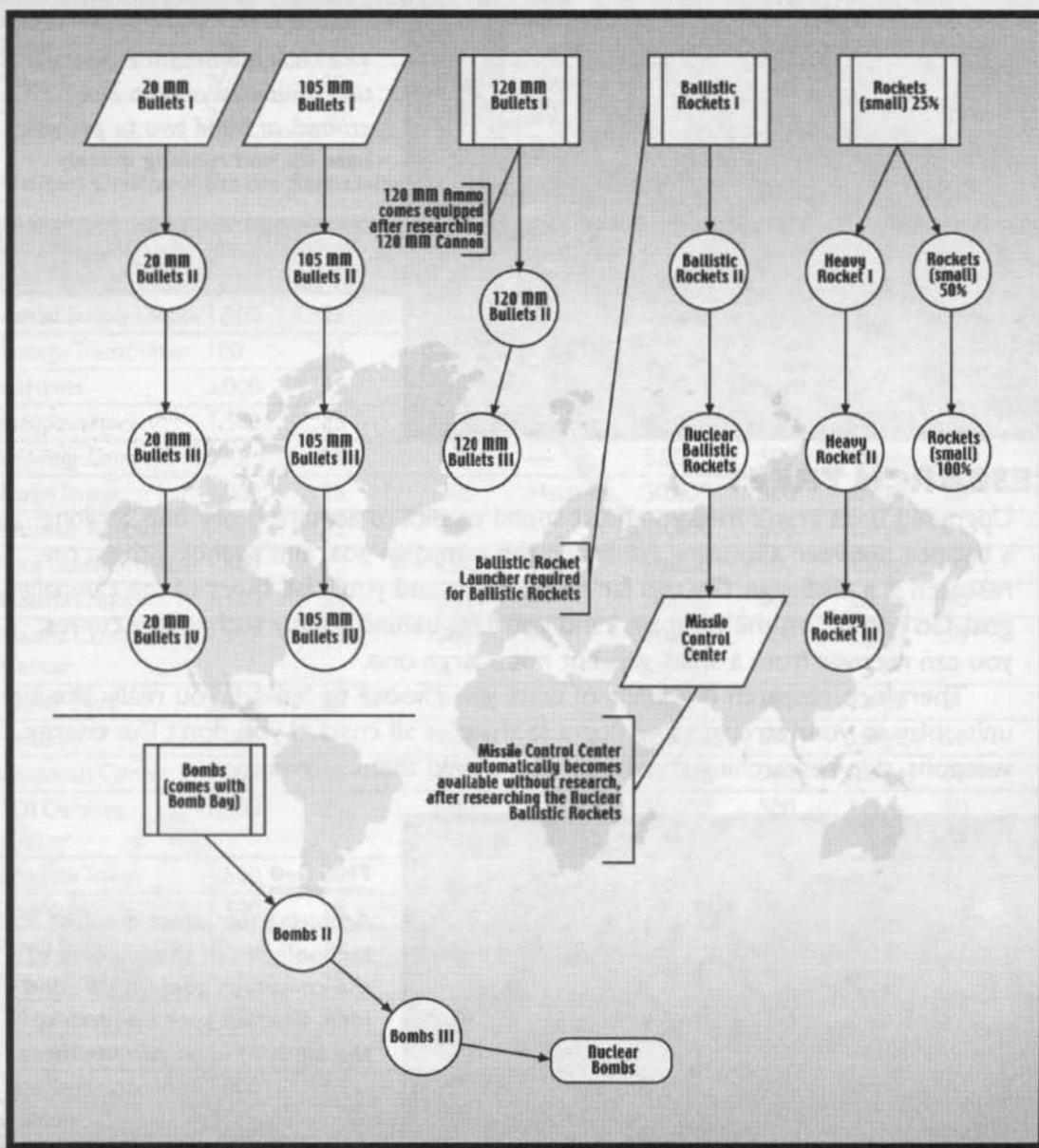


FIG. 2-7 EURASIAN DYNASTY AMMO TECH TREE

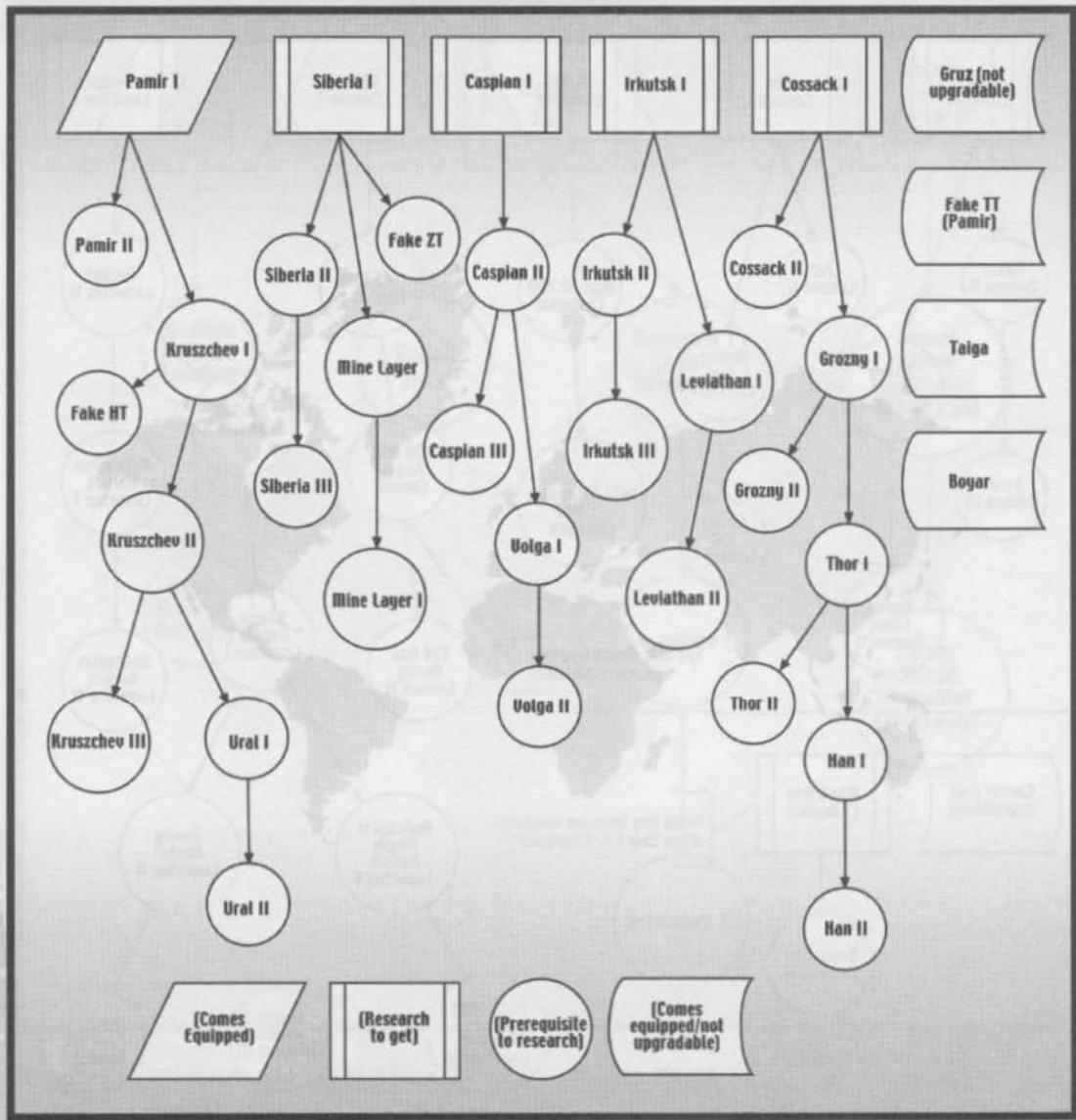


FIG. 2-8 EURASIAN DYNASTY CHASSIS TECH TREE

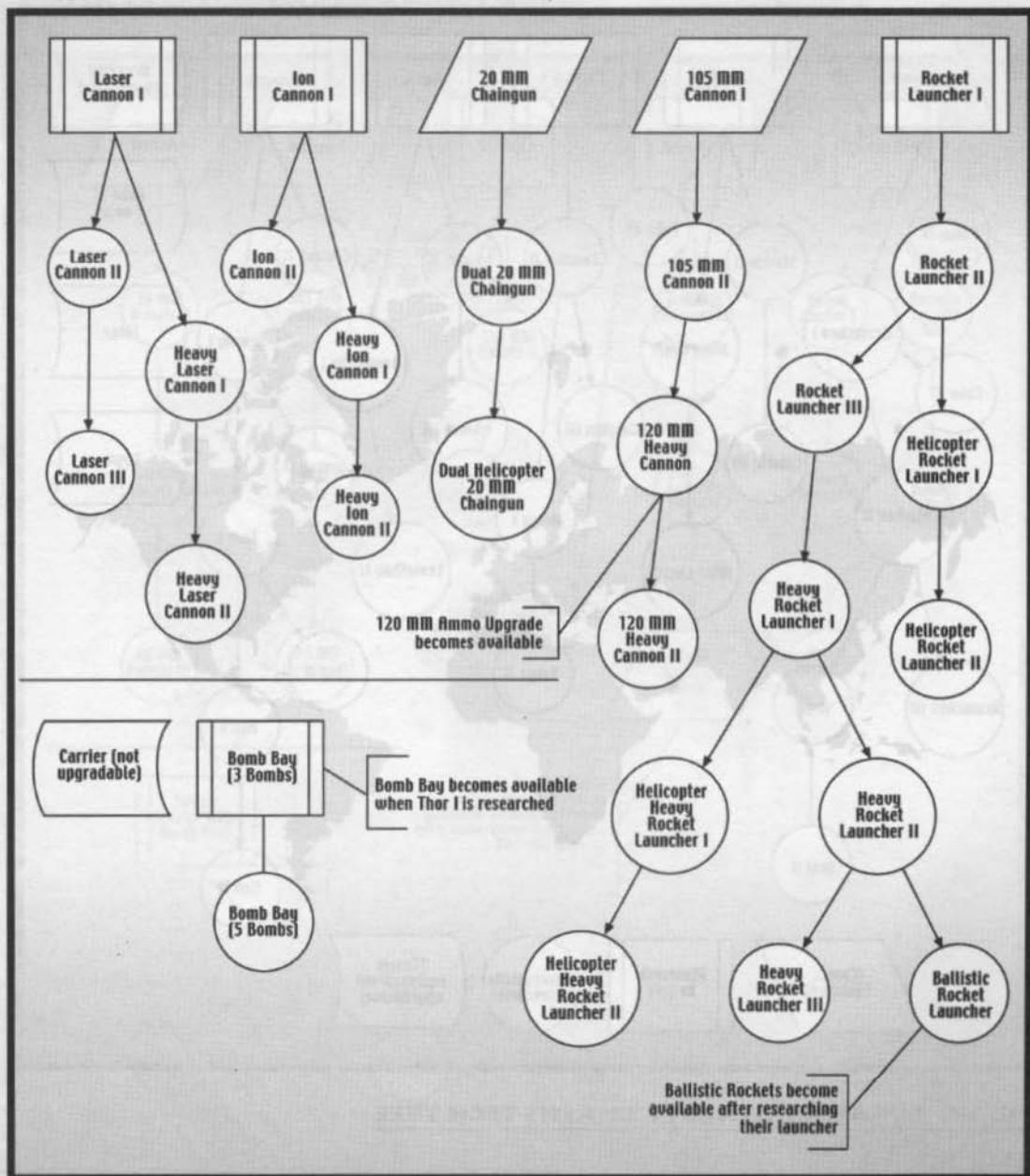


FIG. 2-9 EURASIAN DYNASTY WEAPONS TECH TREE

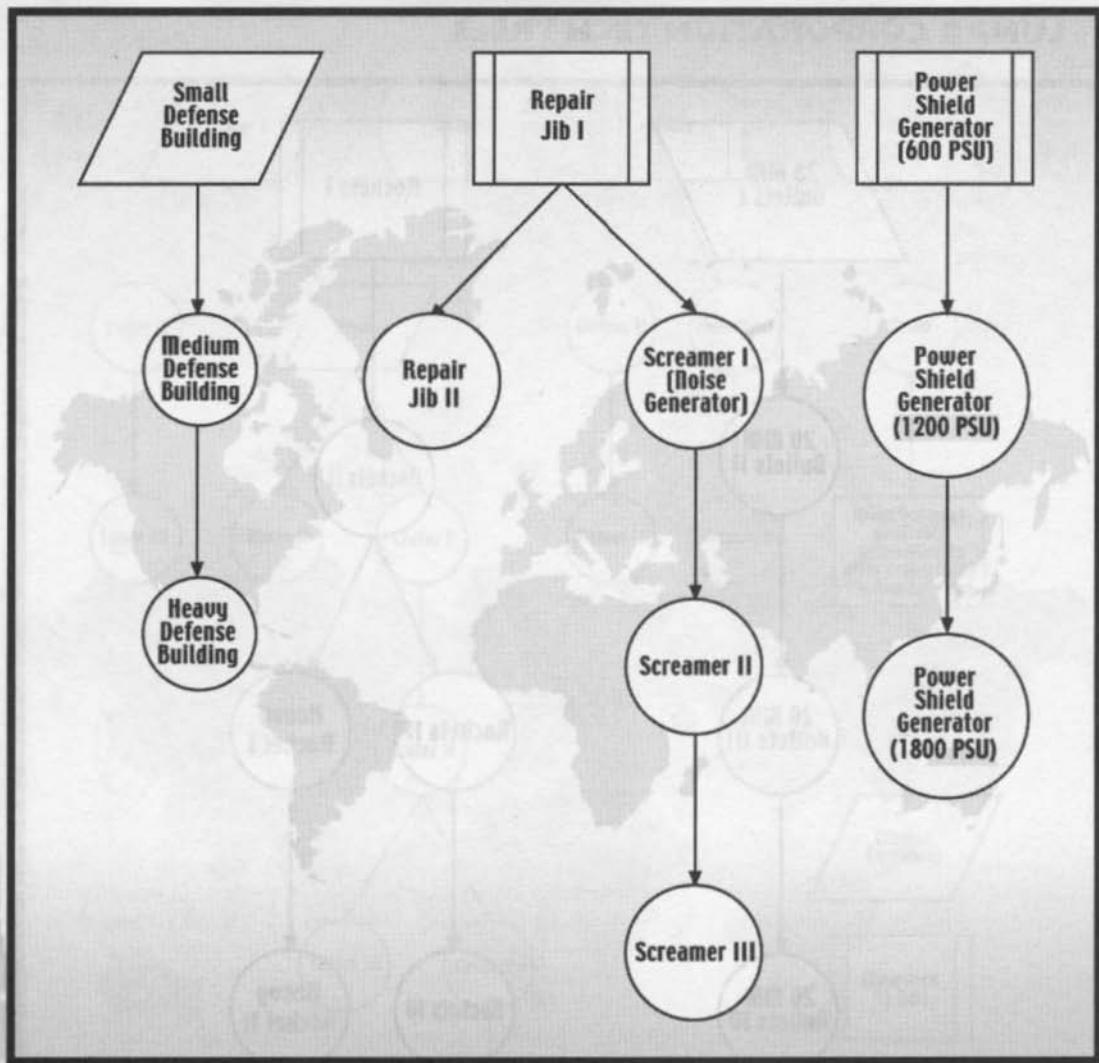
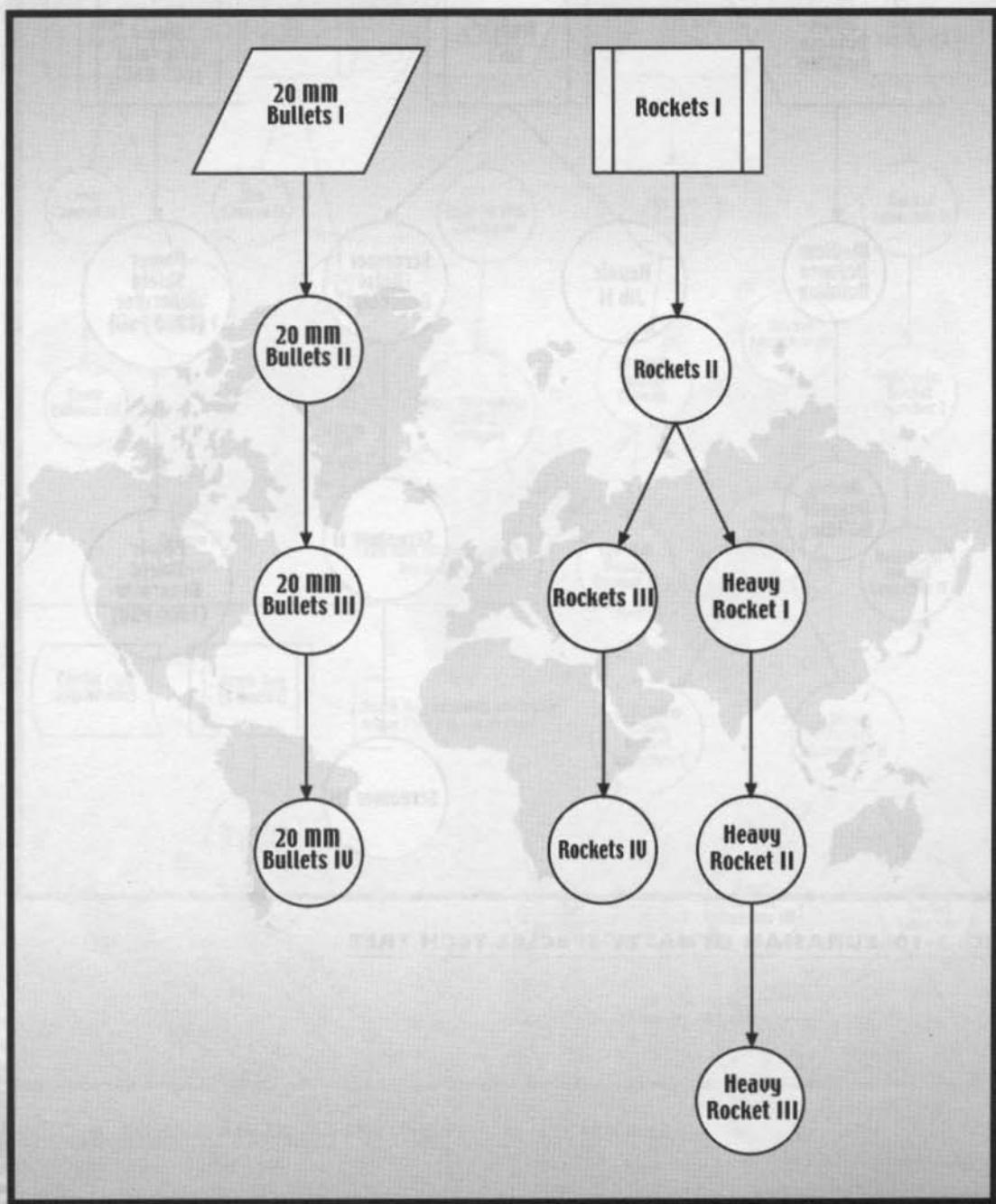


FIG. 2-10 EURASIAN DYNASTY SPECIAL TECH TREE

LUNAR CORPORATION TECH TREES**FIG. 2-11 LUNAR CORPORATION AMMO TECH TREE**

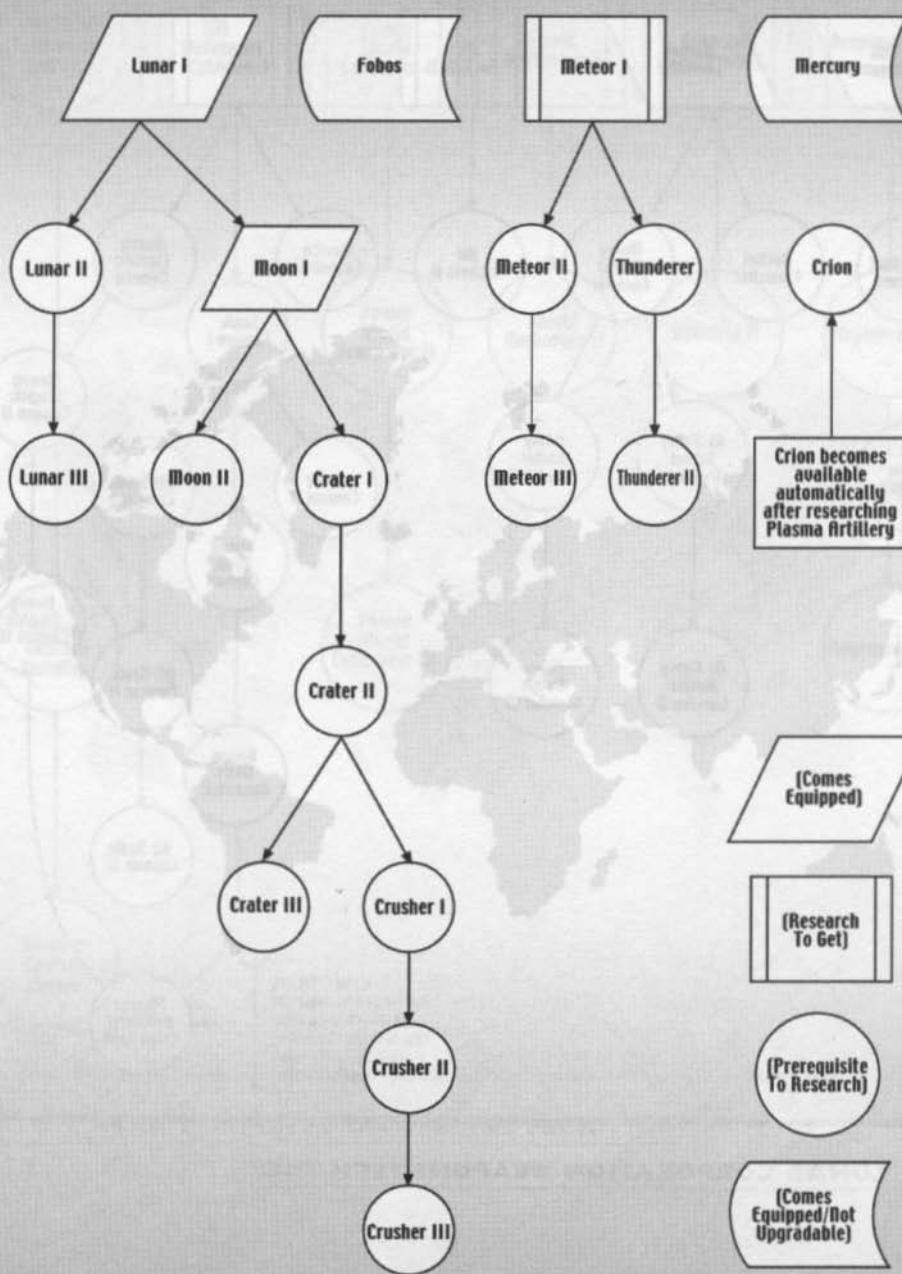


FIG. 2-12 LUNAR CORPORATION CHASSIS TECH TREE

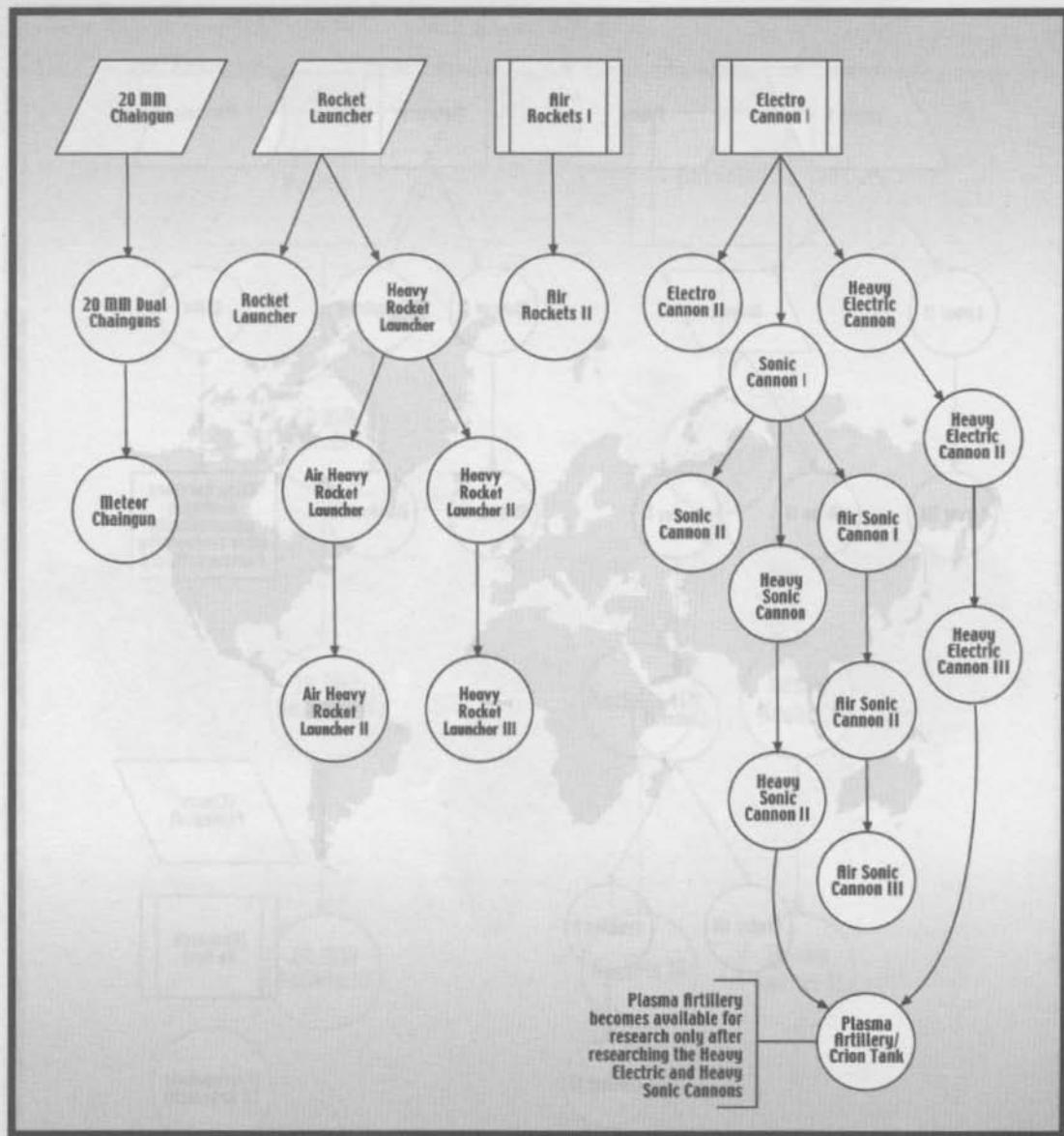


FIG. 2-13 LUNAR CORPORATION WEAPONS TECH TREE



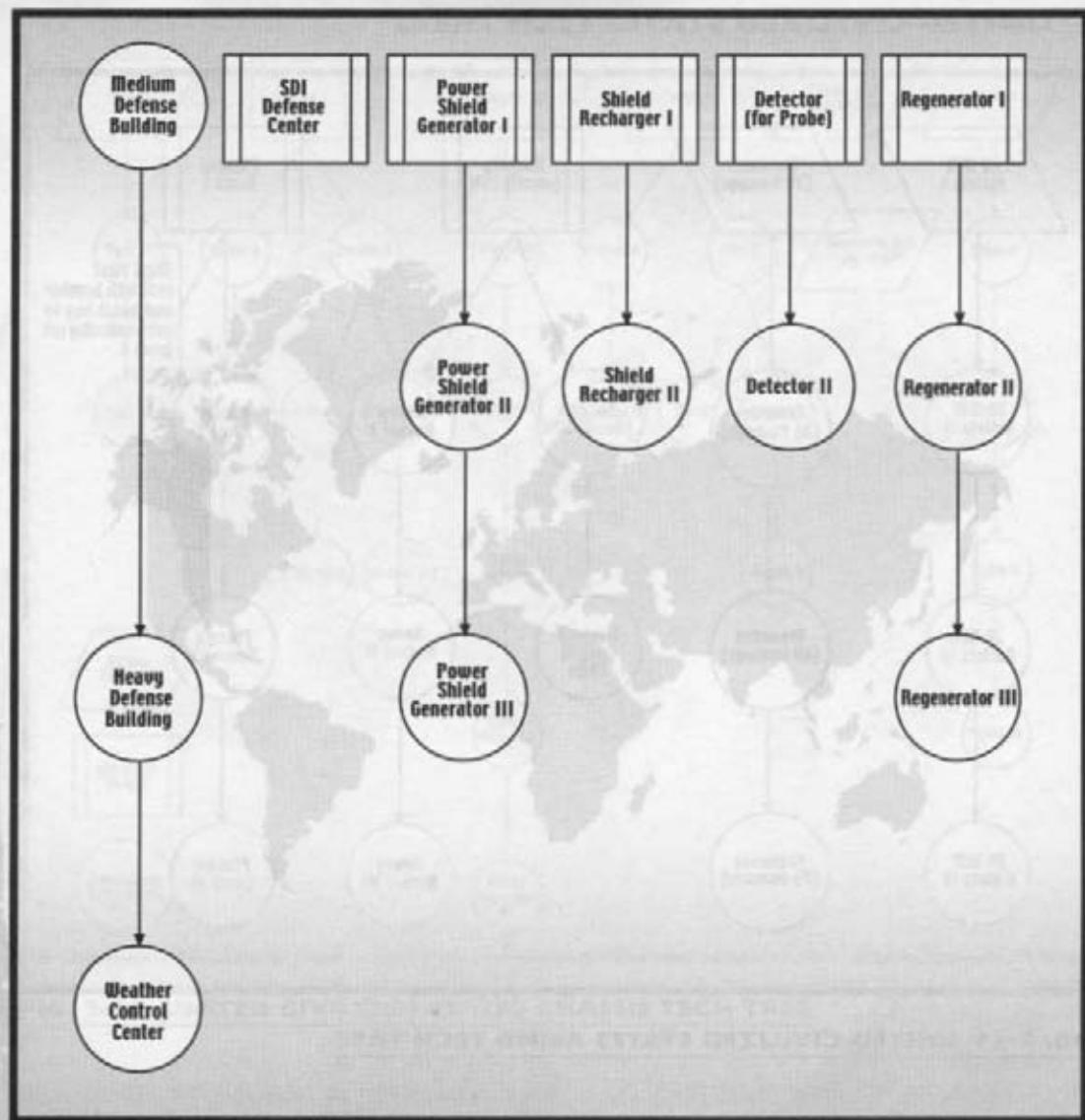


FIG. 2-14 LUNAR CORPORATION SPECIAL TECH TREE



UNITED CIVILIZED STATES TECH TREES

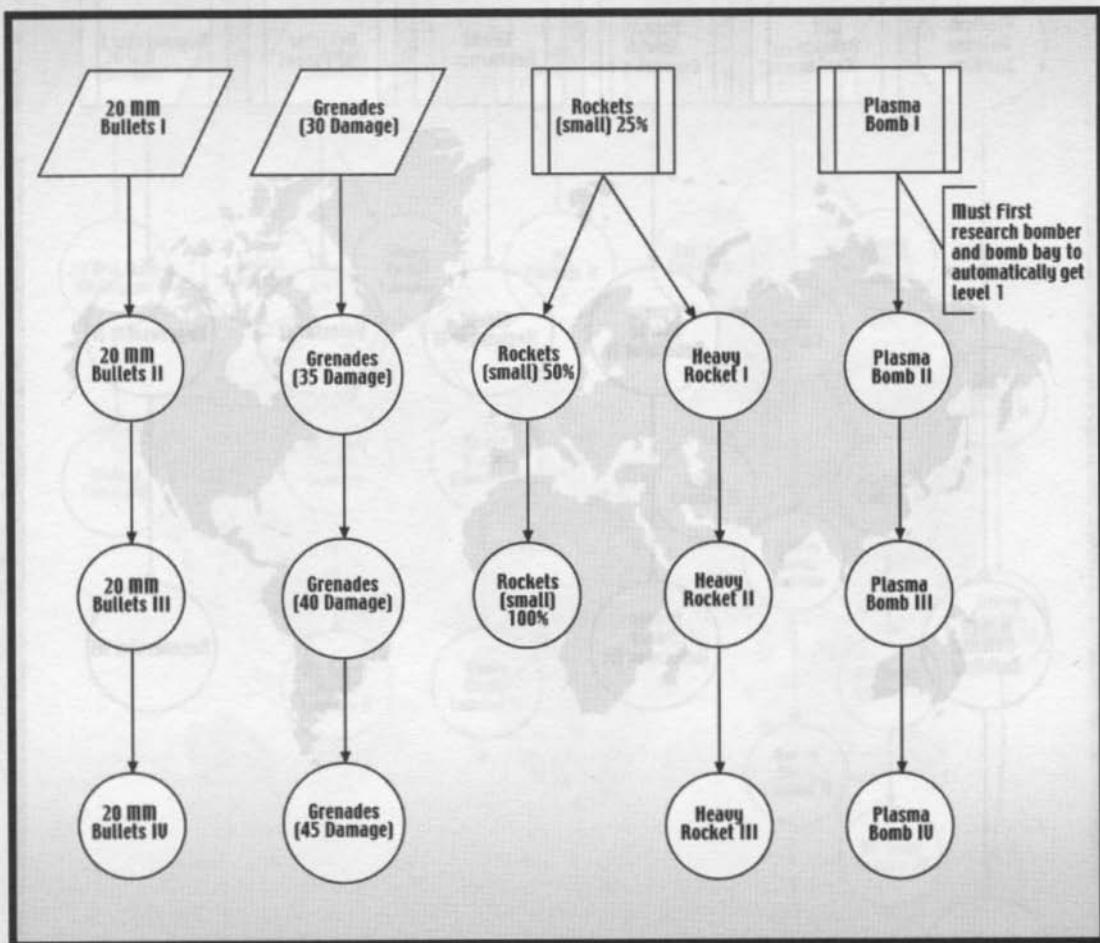


FIG. 2-15 UNITED CIVILIZED STATES AMMO TECH TREE



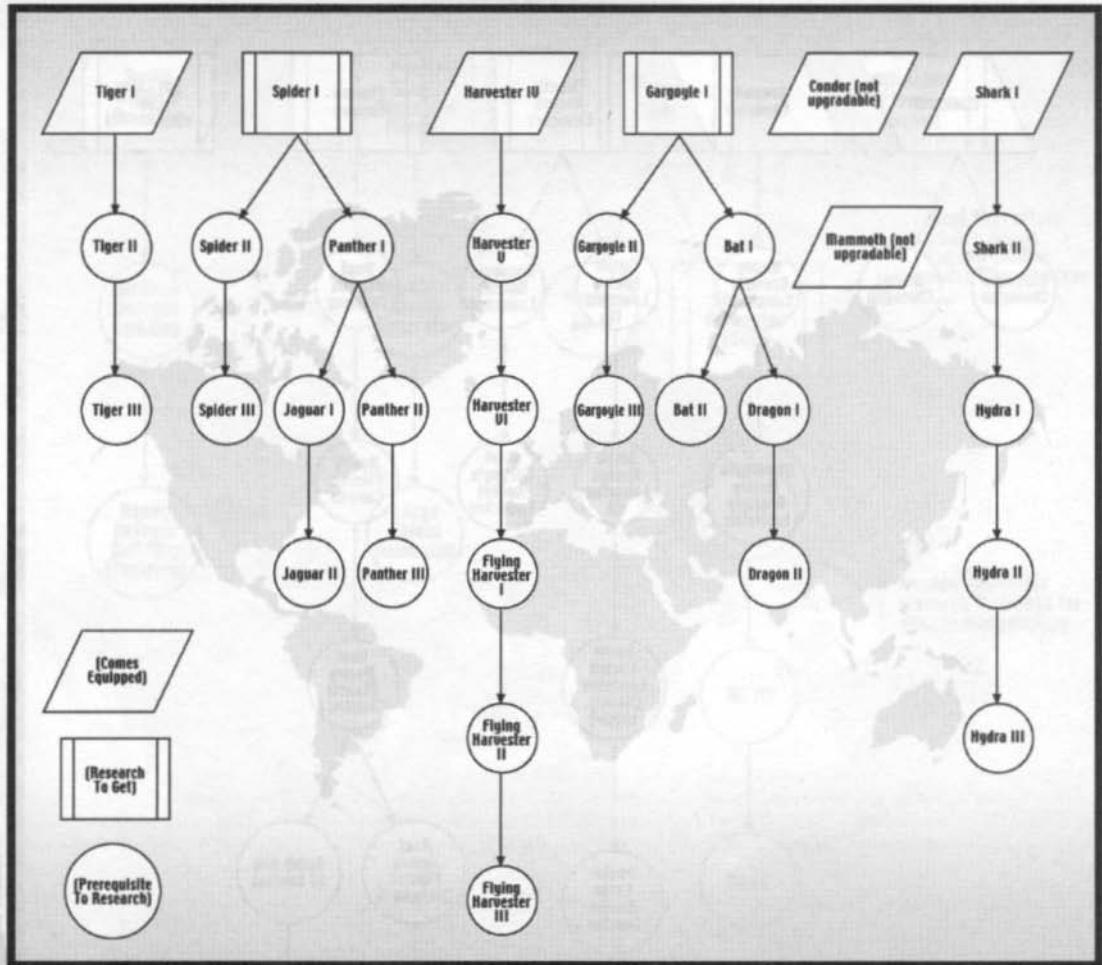
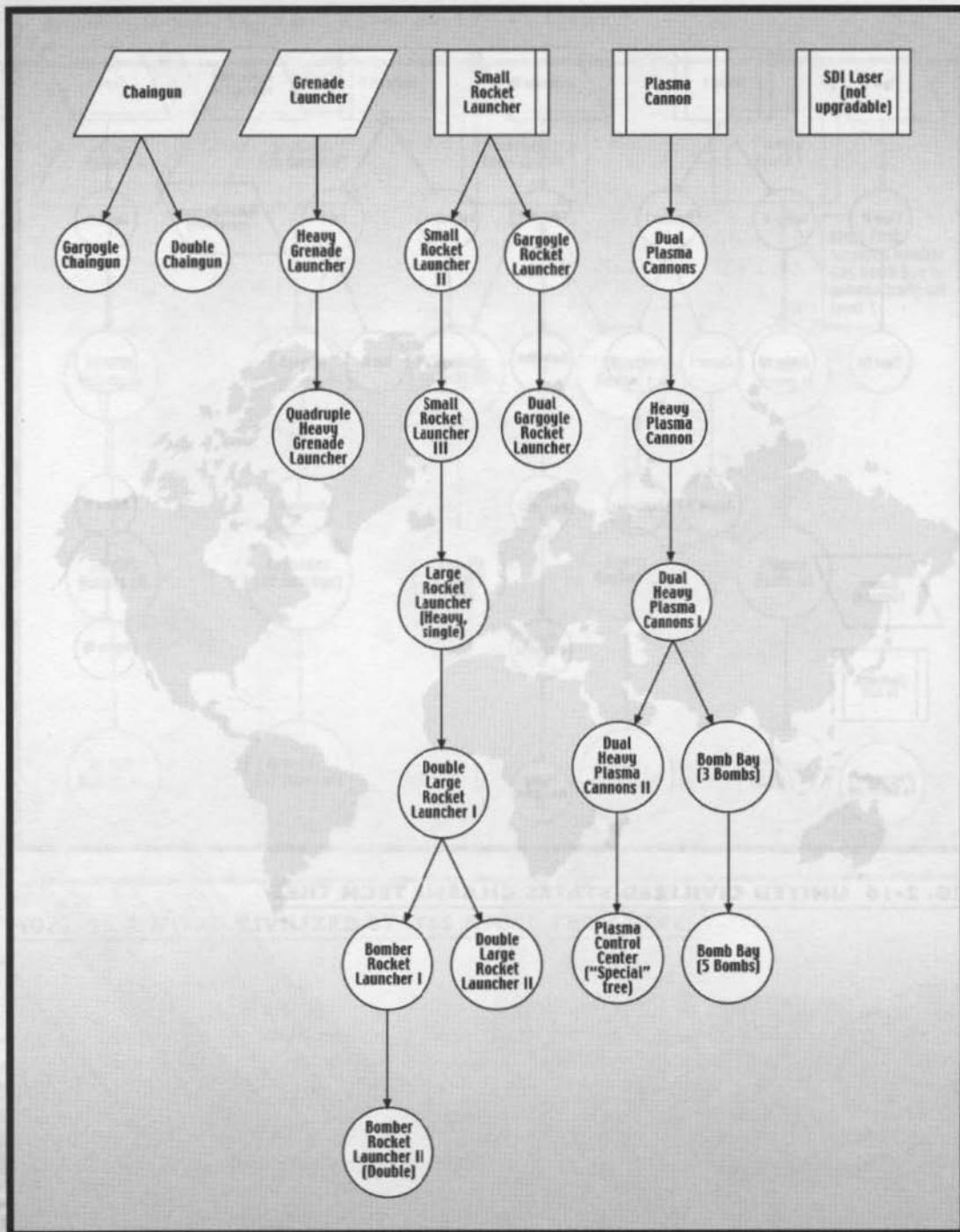


FIG. 2-16 UNITED CIVILIZED STATES CHASSIS TECH TREE



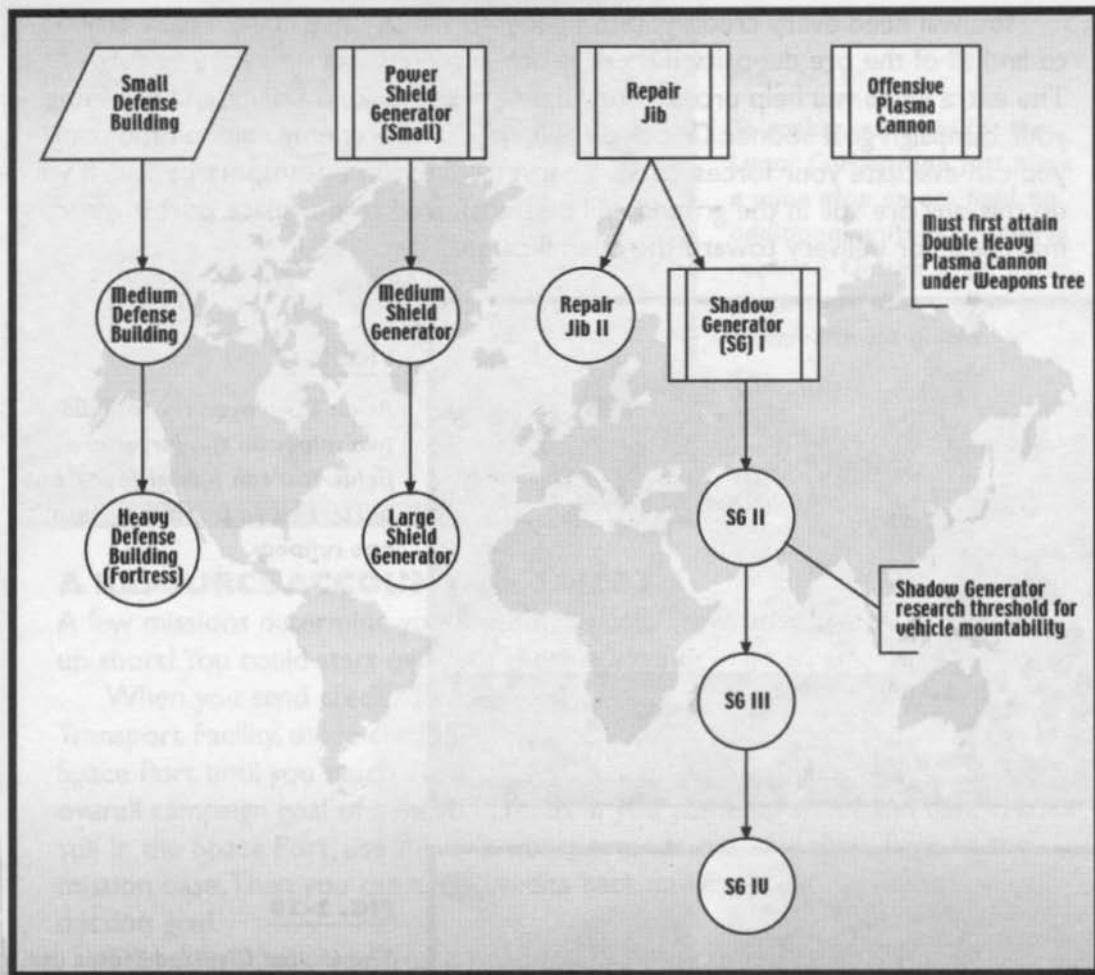


FIG. 2-18 UNITED CIVILIZED STATES SPECIAL TECH TREE

RESOURCE COLLECTING

Again, resources are scarce in *Earth 2150*. Treat them like, well, gold. When you spot a resource field, pull the ore out of the ground as quickly as you can.

The Eurasian Dynasty must build a mine and a refinery. If the ore field is big enough to support it, build a second mine near the first so you can pull resources out of the ground faster.

The United Civilized States must build a refinery and create harvester units. Three harvester units get the ore out fastest.

The Lunar Corporation need only build one mine atop an ore field. Build multiple mines on larger fields to pull the ore out faster.



You will need every credit you can get your hands on, so take a look around to find all of the ore deposits. If there is ore in ground, set up a base to retrieve it. The extra funds will help provide for further research, extra units, and achieving your campaign goal sooner. Once you eliminate all the enemy units on the map, you can evacuate your forces. Leave a harvester/resource transport behind. If you do this, any ore still in the ground will be transferred to the space port in your main base for delivery toward the overall campaign goal.



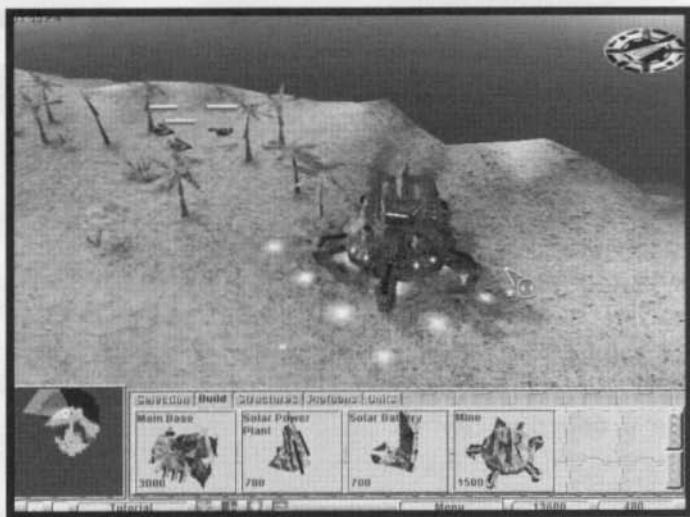
FIG. 2-19

As an ED player, try to build two mines on the larger ore fields. You can funnel four transporters—two per mine—into one refinery.



FIG. 2-20

The United Civilized States use harvesters to gather ore. Build more than one to get the ore out fast.

**FIG. 2-21**

To gather resources for the Lunar Corporation, just place a mine atop an ore field, no additional units or structures required. On the larger fields, place more than one to get the ore/credits out quicker.

A RESOURCE ACCOUNTING CHEAT

A few missions determine your resource goals. So what happens when you come up short? You could start over, but there are other ways to amass resources.

When you send credits from the mission base to the main base via the Ore Transport Facility, those credits transfer in 2,000CR blocks. Those credits sit in the Space Port until you reach 10,000CR. At that plateau, the credits transfer to the overall campaign goal of a million credits. If you come up short and have credits still in the Space Port, use the unit transporter to transfer them back to the mission base. Then you can cycle credits back and forth until you reach your mission goal.

This doesn't give you free credits toward the campaign goal. The "extra" credits only apply toward the mission counter. So if you transferred only 40,000 credits to the Space Port before you came up short, you can do this trick a couple of times to get to 50,000CR for the mission, but only 40,000CR transfer to the overall project. Completing every mission isn't critical, but if you must go for 100 percent, this trick will help.

CARRYOVER

Thanks to *Earth 2150*'s "carryover" feature, you needn't start every mission from scratch. Instead, you can bring in experienced units and start out running. Veteran units shoot farther for greater damage, so always transfer your remaining units to the main base before you end a mission.



YOUR MAIN BASE

The main base starts you with all you need—a Vehicle Production Center, Weapons Production Center, Research Center, Power Plants, a Space Port, and a landing zone. As the campaign progresses, make sure your main base progresses, as well. Take full advantage of your main base. Build Power Plants, Refineries, Supply Depots, and defenses in the field only when you must. Your production centers can keep your mission bases flush with units, so use them.

As you make your way through the campaign, consider erecting a second Weapons Production Center in your main base to build your forces faster. Put at least one Headquarters in the main base and set it to Construction AI. As you research new weapons and weapons platforms, the AI will configure units automatically. They'll show up in your production centers' build menus without a single click from you.



FIG. 2-22

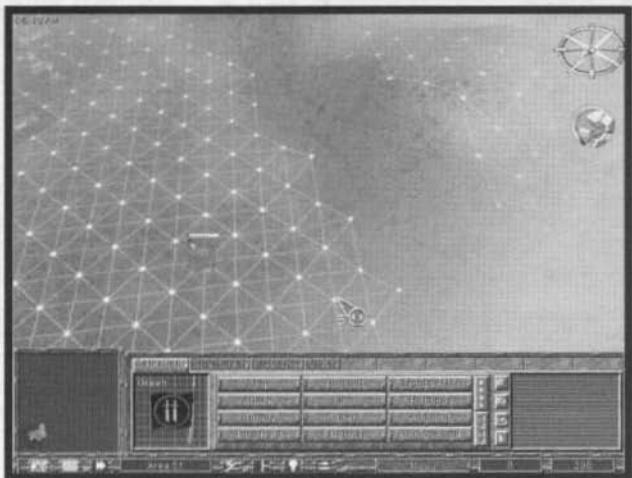
Your main base houses structures you can use from mission to mission. You can transport units you build there to the mission base in order to give you a quick start. When the mission ends, transfer them back so you can use them in the next mission.



FIG. 2-23

At mission's end, get your units back to the main base. Units you carry over from mission to mission gain experience that improves their range and damage potential.

STRUCTURE PLACEMENT



To see where you may send your units and build your structures, press **ALT + G** to view the grid. You'll find this feature very useful as you put your base together. Make sure your units have room to maneuver between the structures.

SECRET CODES

Everyone needs a helping hand now and then (that's why you have this guide, isn't it?). So the *Earth 2150* developers were kind enough to incorporate some cheat codes into the game. To enter cheat mode, press **ENTER**. A cursor will blink in the lower-left corner of the screen. Type "l_wanna_cheat" and press **ENTER** again. Now you're in cheat mode. Press **ENTER** once more. When the cursor returns, choose a code from the following table and type it to access the corresponding cheat.

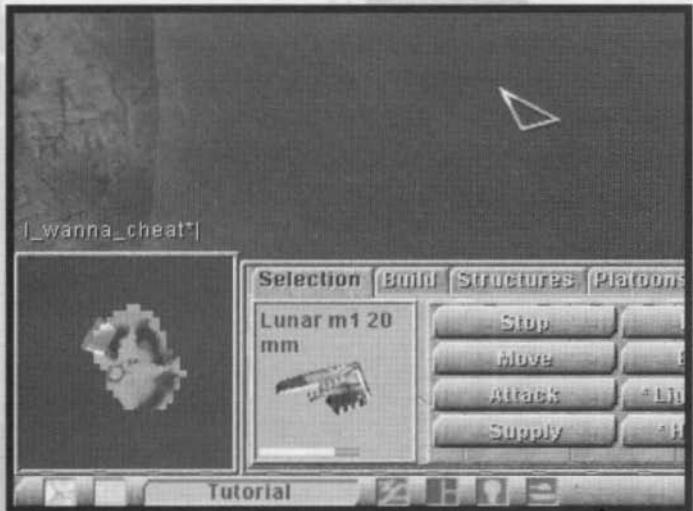


FIG. 2-24

Press **ENTER** and type "l_wanna_cheat"; then press **ENTER** again to activate cheat mode.



**FIG. 2-25**

Type “no_more_secrets” to reveal the entire map to your forces.

**FIG. 2-26**

Type “armageddon” to send a meteor shower to level virtually any enemy structure.

Earth 2150 Cheat Codes

Code	Effect
AI.allmissions 1	Enable all missions
Armageddon	Meteor rain
Bad_time_bad_place	Damage all objects in area
Dirt_cheap_research	Cheaper researches
Eagle_eye	Show area under cursor
Einstein 0	Disable fast research
Einstein 1	Enable fast research



Code	Effect
Fireworks	Place mines in area (range 8)
Hasta_la_vista_enemigos	Kill visible enemy units and structures
Help_me_please!!! 0	Disable fast research for player only
Help_me_please!!! 1	Enable fast research for player only
I_hate_limits X	Increases mission unit level to X
I_love_this_game X	Gives you X additional credits
Let_be_darkness	Hide area under cursor
Massacre	Kill all objects in range of 8
No_more_secrets	Show all maps
No_one_hides	Show all units
One_more_please	Create object unit or structure
see_you_next_life	Kill selected object
The_hammer_of_Thor	Kill all enemies in range of 8
Time_is_relative	Faster researches
X-mas_pack	Reload ammo and full repair

BASIC TACTICS AND STRATEGIES CHEAT SHEET

Certain basic tactics and strategies carry through any mission, whether you play UCS, LC, or ED. These are incorporated into the campaign walkthroughs, but the following section sums them up.

AIR POWER RULES

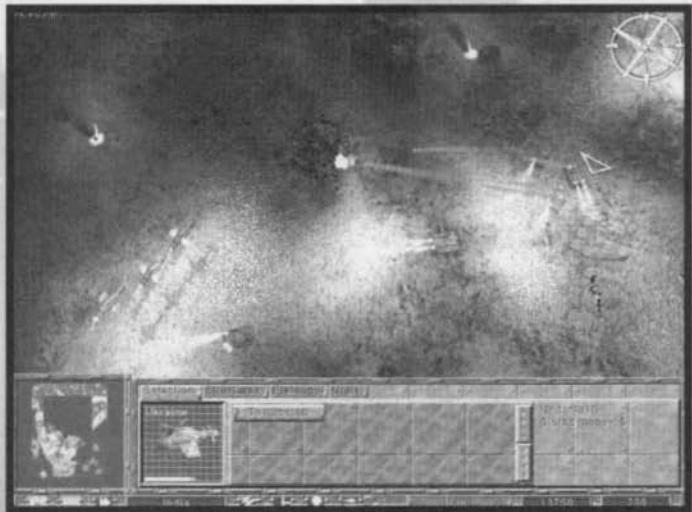


FIG. 2-27

Air power rules in Earth 2150. Get the aircraft in and attack the enemy Power Plants to lower base defenses for your ground attack.



Earth 2150's air units have the range and the firepower to wreak havoc on your enemies. They also make great defensive units, picking off ground units lacking antiair capabilities. One of the best strategies you can use is to build an air force, sneak it into a base, and go for the Power Plants. When the power goes down, so do most base defenses. Your ground units will find it far easier to lay waste when the defensive cannons are silent.

ANTIAIR DEFENSES ARE CRITICAL.

Protect your bases and attacking forces by including a lot of antiair defenses. Place them on each structure. Rockets are best, so when they come up on the research tree, go after them full-throttle. Rockets can take out both airborne and grounded enemies.

Air forces are good for defense. A handful of air units can chew up an enemy ground force lacking antiair capabilities. Keep a couple of air units around your base at all times to catch sneaky attackers.



FIG. 2-28

Because every faction in Earth 2150 relies heavily on air power, make sure your base has enough antiair defenses.

WASTE NOT, WANT NOT.

Take full advantage of the game's unit carryover feature. It may take longer to evacuate your forces at mission's end, but do it, anyway. It's well worth your time. Units that survive a battle gain experience, and this increases both their range and the damage they inflict. You reap the economic benefit of not having to pay twice for units, as well. Build up a force in one mission and carry it over to the next. Rather than wait until you have sufficient forces, you'll hit the enemy in stride.

Resources are scarce! When you complete all your mission objectives, look around the map. Are your harvesters still pulling out ore? Have any resource fields been left unexploited? If the answer is yes, stay in the mission and collect them all.



**FIG. 2-29**

After you complete a mission, stay put until you've exhausted the resource fields. You'll need every credit you can get.

**FIG. 2-30**

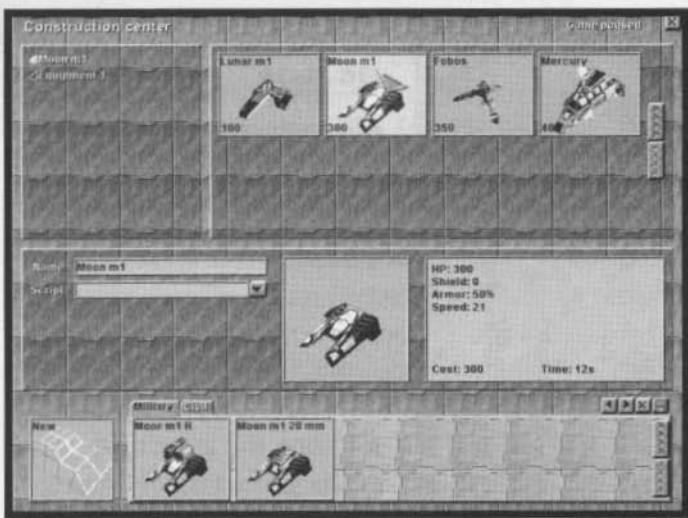
Transport your units back to the main base at the end of a mission. Carryover units gain experience and save you credits.

PACE THE TECHNOLOGICAL EDGE.

Keeping on the bleeding edge of technology isn't always worth the expense. Watch the research tree, but don't research everything available. Instead, tailor your technology to the way you like to play the game. Do you dislike naval units? Are you more of a landlubber in your tactical thinking? Then don't waste credits on naval upgrades. You don't need every last gadget and gizmo to win. Sound tactical thinking can overcome a minor technological deficit.

Build at least one Headquarters in your main base and set it to the Construction option. This allows the game AI to create new units based on the technologies you invest in, keeping your forces up to date.

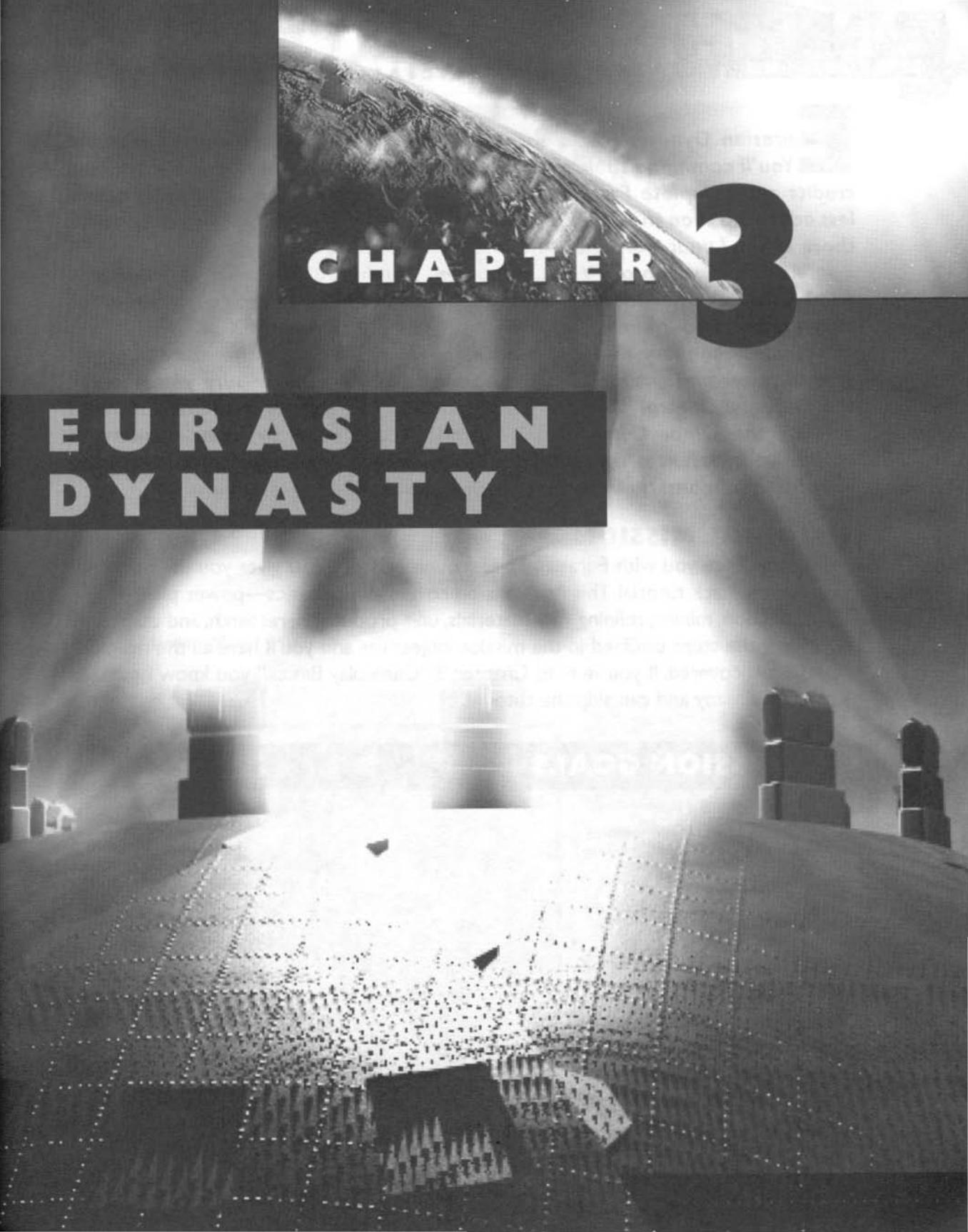


**FIG. 2-31**

Construct new units as new technologies become available, and configure them at the Unit Construction menu.

**FIG. 2-32**

A Headquarters set to Construction AI will configure new units for you. Consider building this great resource when it becomes available.



CHAPTER

3

EURASIAN
DYNASTY

Eurasian Dynasty forces use weaponry like our present day weaponry. You'll command tanks and helicopters in your quest to reach one million credits and complete Project EXODUS. But, although your technology seems less advanced than the other factions', your units, in fact, are well matched with those of the Lunar Corporation and United Civilized States.

As you move through the campaign, watch your research expenditures. Some missions offer lots of resources, but you can't research everything. You must conserve your currency to buy units and fund Project EXODUS.

Build secondary mines in your resource fields to get the ore out of the ground faster and get moving at a steady pace. Also, make sure you research the Defense Control Center (Pillbox) when it becomes available. It helps balance the Lunar Corporation's advanced air forces in later missions. To bolster your defenses against United Civilized States forces, keep upgrading your laser cannons: their beams can slice through robot attackers.

TUTORIAL MISSION

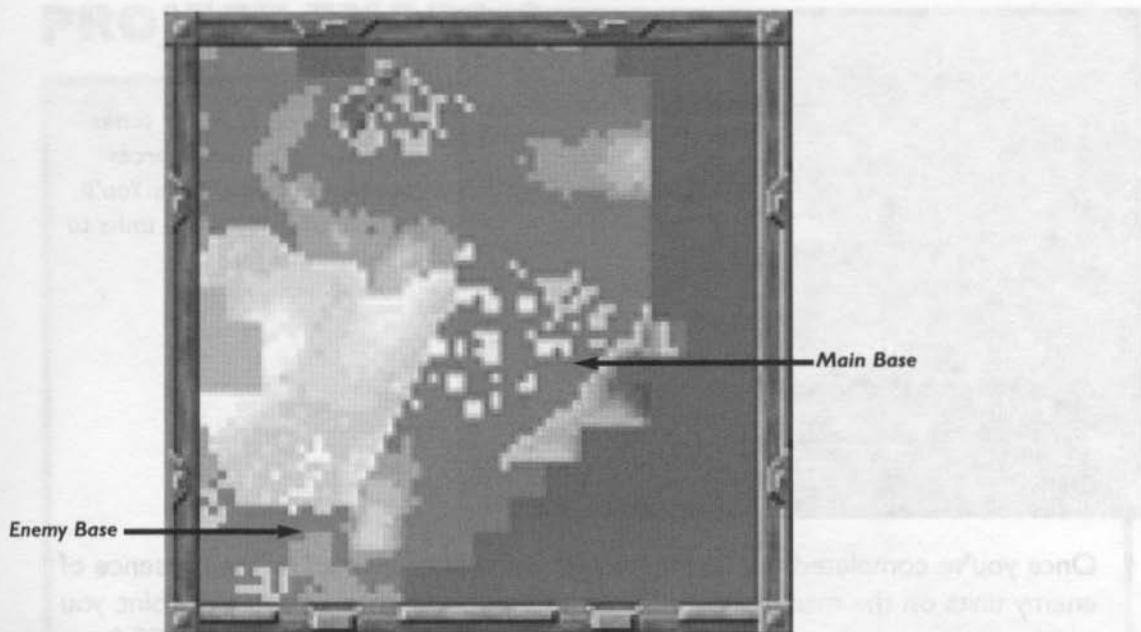
To familiarize you with Eurasian Dynasty units, *Earth 2150* gives you the option of playing a quick tutorial. This first mission covers all the basics—power plant production, mining, refining raw materials, unit production, research, and combat. Follow the steps outlined in the mission objectives and you'll have all the main controls covered. If you've read Chapter 2, "Gameplay Basics," you know how this works already and can skip the tutorial.



MISSION GOALS

- Build a base
- Destroy all enemies



**FIG. 3-1**

Tutorial Mission Map

**FIG. 3-2**

Here's an elementary base setup for the start of the Tutorial Mission. You'll need to add buildings, such as a Supply Depot, a Research Center, and at least one Weapons Production Center.



**FIG. 3-3**

A scout force of Pamir tanks stumbles up on UCS forces southwest of your base. You'll need to upgrade some units to wipe out this force.

Once you've completed the learning steps, you will be alerted to the presence of enemy units on the map (even if you search the entire map before this point, you won't encounter enemy units until you have five Pamir tanks). A small UCS force lies southwest of your base. To defeat it, you must build a large number of Pamir tanks with 105mm cannons. As soon as it becomes available, build a Research Center and start working on the rocket launcher and 105mm cannon upgrade (double gun). You'll need a lot of firepower to slice your way through UCS forces. The more improved units you can bring to the battlefield the better. To get through this mission more quickly, build a second Weapons Production Center to increase production of offensive units.

**FIG. 3-4**

I used this force to wipe out the UCS army. A couple of upgraded 105mm cannon tanks and rocket launcher-equipped vehicles gather to move south and crush the enemy.

PROJECT EXODUS

ED Campaign: Mission Tree

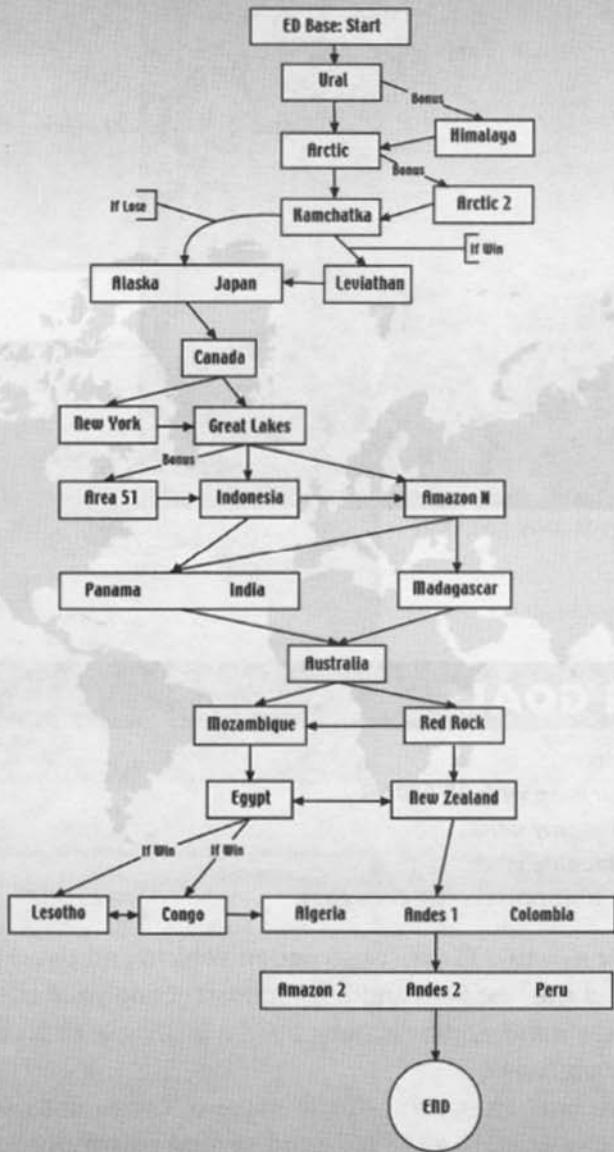
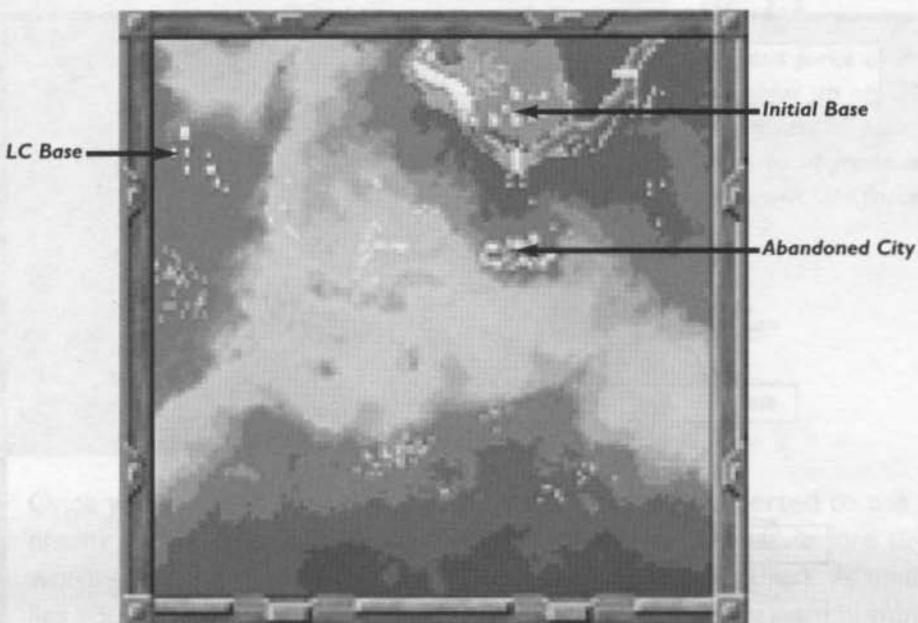


FIG. 3-5

Mission Tree

URAL**FIG. 3-6***Ural Mission Map***MISSION GOALS**

- *Find deposits*
- *Provide your base with 20,000CR*
- *Destroy all enemy units*
- *Construct landing area*
- *Fly two ore transporters to battle zone*

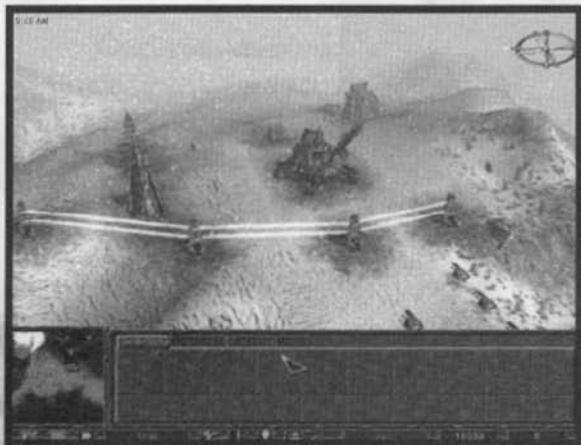
You start the mission with a Gruz construction vehicle and two Pamir tanks. Venture west to find the ore field and begin constructing your base. When you have a power plant, a mine, and a refinery, build a landing area to bring in the cavalry from the main base.

Wait to explore until after you bring in more offensive units. A Lunar Corporation base lies to the west. The LC will send several patrols into the abandoned city in the south, and if they find you, they'll launch an attack.

To destroy the western LC base, build a large force of tanks and go for the Solar Power Plants and batteries. Once the power goes down, the base is easy to invade.

**FIG. 3-7**

Send your initial forces here to build your mission base. Once you have the basics, build a landing zone and start sending in cavalry from the main base.

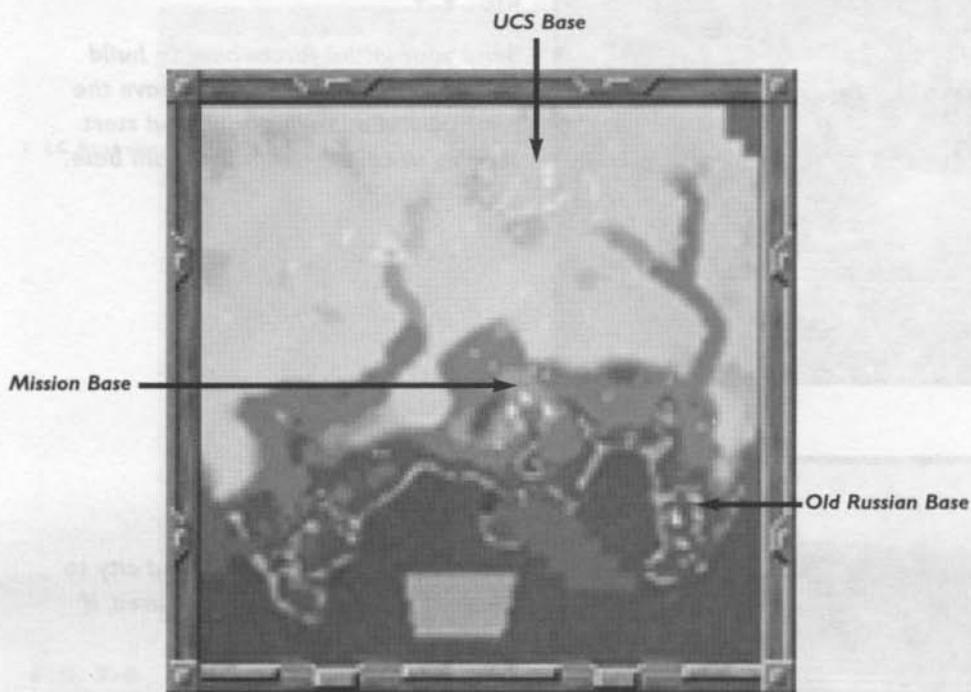
**FIG. 3-8**

Stay away from the abandoned city to the south. The LC patrols this area. If they see you, they'll attack.

**FIG. 3-9**

Go for the Solar Power Plants and batteries to take LC defenses offline.



ARCTIC**FIG. 3-10***Arctic Mission Map***MISSION GOALS**

- Track down enemy troops
- Find the enemy base
- Destroy the enemy base

Your first step in this mission is to set up your base around the resource field near the center of the map. Use caution: A large UCS base lies just to the north of this field. Do not construct any structures or place any units north of the ore field. If you do, you risk discovery of your units and buildings by UCS patrols.



**FIG. 3-11**

Your base is set up at the resource field in the center of the map. Place all structures south of the field to avoid UCS detection.

Once you've set up your base and have an expeditionary force (about 10 Pamir tanks), head to the old Russian base in the map's southeast corner. Your tanks should smash through the few UCS forces you may encounter there. The missing artifact lies at the tip of the peninsula. Once you've found it, head back to your base and repair your units. You'll need them to go after the UCS base to the north.

**FIG. 3-12**

A small UCS force protects the base. Smash through it with your tanks.



**FIG. 3-13**

Next, find the artifact at the tip of the peninsula.

Now it's time to smash the UCS base to the north. You may approach from the left (west), straight up the middle (north), or around the back (east). An assault from the left or the middle will put you into the teeth of the base's defenses. You can go this route, but your forces will go through a meat grinder. I chose to work my way around the back from the east. You'll run into a few UCS robots, but once they're out of the way, you have a clear path into the base.

Once at the base, go after the power center first. With the power out, base defenses drop and you can mop up at your leisure.

**FIG. 3-14**

You may approach the northern UCS base from the left, the middle, or the right. Heading around the back door (right) gives you a clean shot. You'll fight your way through a few UCS robots, but it's easier than going after the guard towers.

HIMALAYA

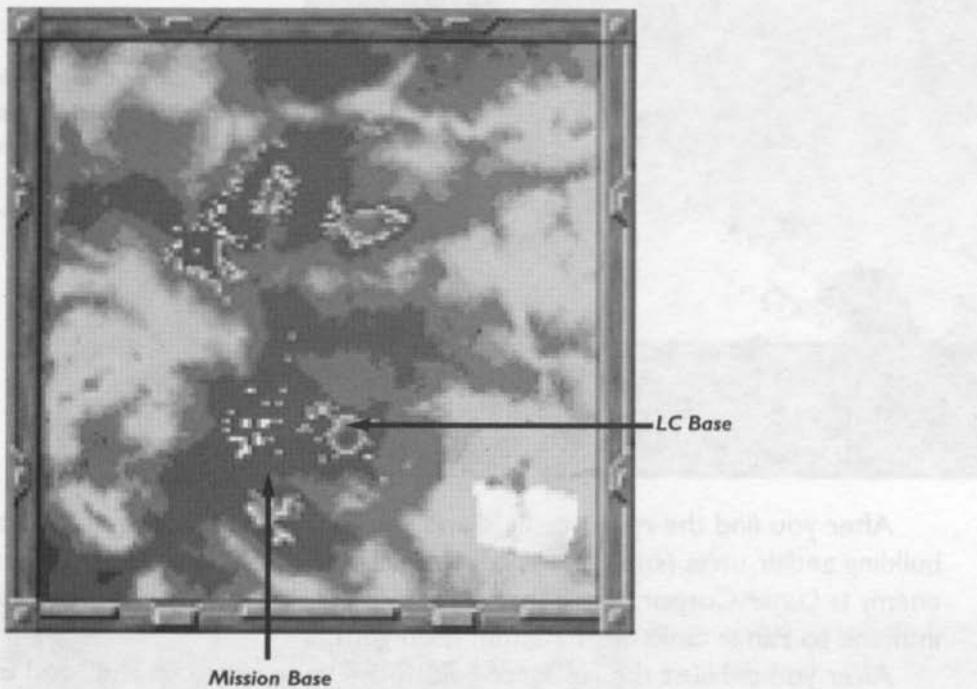


FIG. 3-15

Himalaya Mission Map

MISSION GOALS

- Locate missing platoon
- Find enemy troops
- Destroy enemy mines
- Provide your base with 10,000CR

The General's nephew is in trouble and it's up to you to bail him out. Upon entering the mission, begin exploring the map. You will find the remains of the missing platoon just east of center.

That's right—remains. The General's nephew is dead and now you must exact revenge on his killers. Venture south and find a resource field to get your base headed in the right direction. You'll be instructed to harvest the field for Project EXODUS. Start right away.



**FIG. 3-16**

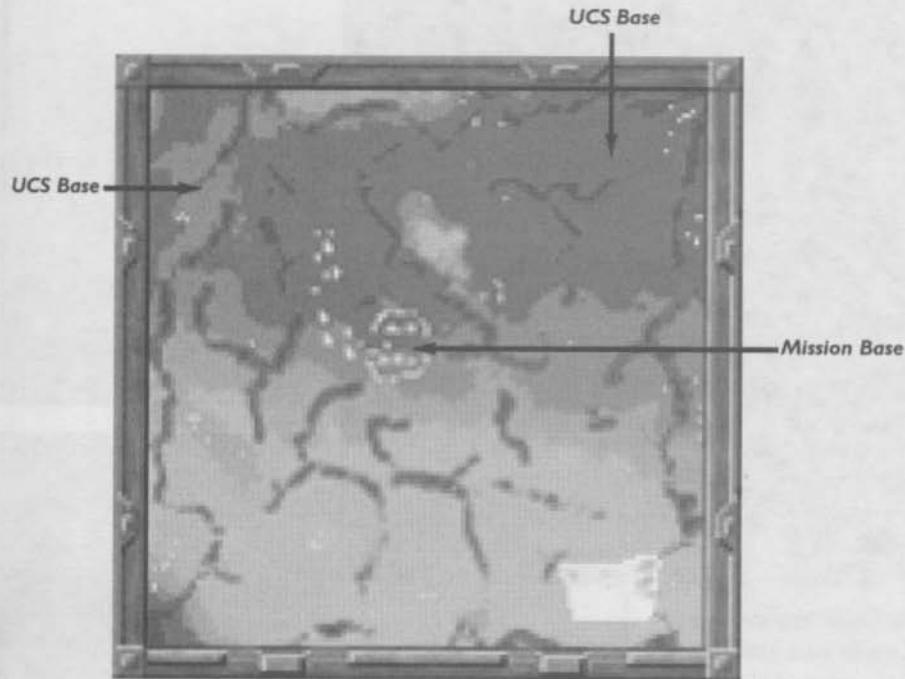
You discover the remains of the recon platoon. Head south to the resource field to begin your base so you can exact revenge on the enemy.

After you find the resource field and your base begins taking shape, start building antiair units (such as the Taigas equipped with 20mm guns). This mission's enemy is Lunar Corporation. Most LC forces you encounter will be air units immune to Pamir tanks with 105mm main guns.

After you exhaust the resource field, move your units out and head back to base.

**FIG. 3-17**

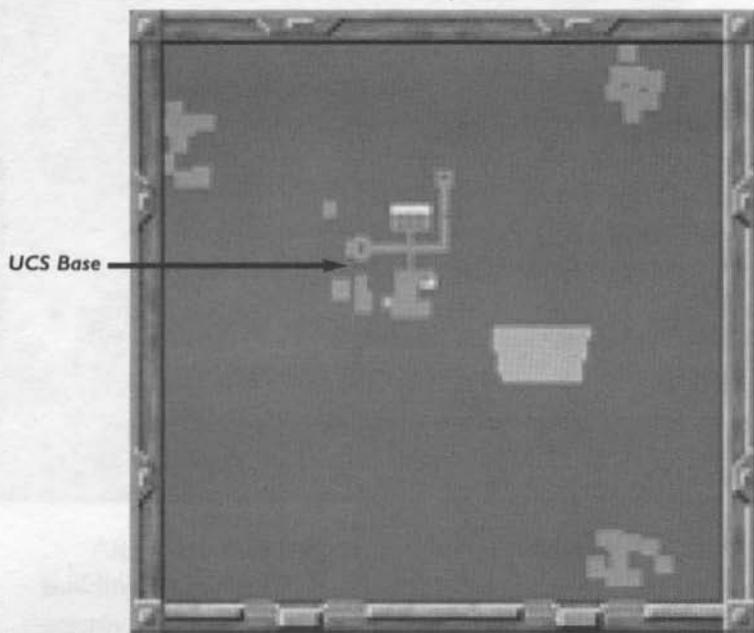
Build numerous units with antiair capabilities, such as the Taiga with a 20mm gun. The LC forces you encounter will be air units.

ARCTIC 2**FIG. 3-18***Arctic 2 Mission Map*

This mission is a relatively easy one. Build the base in the center of the map and begin harvesting resources. UCS forces lie to the northeast and northwest; an LC force lies to the southeast. You have no good reason to engage these forces. Ignore them! Harvest your resources. You won't need the credits for building offensive forces, but you can use them for research and Project EXODUS.

Build a tunnel entrance so you can complete your mission objectives. Once you enter the tunnels and activate the computer system, you'll find old Russian tanks you can use in future missions, as well as credits and ammo.



**FIG. 3-19***Arctic 2 Underground Map*

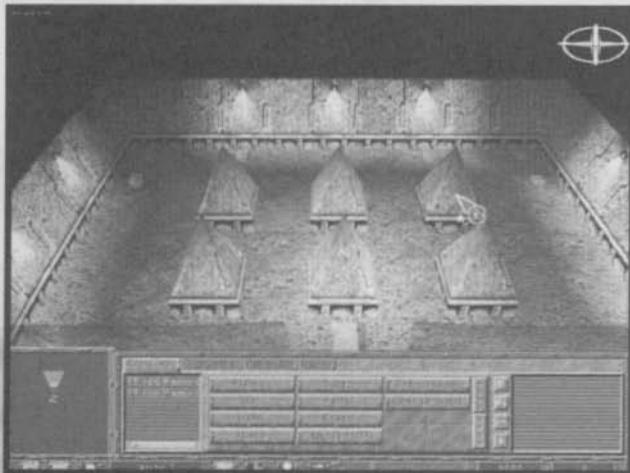
MISSION GOALS

- Get to the Russian base
- Search for useful information in the tunnel systems
- Locate the central computer in the tunnel systems
- Provide your base with 50,000CR



**FIG. 3-20**

Build your base so you can harvest the resources on this map. As you race to complete Project EXODUS, you need all you can get.

**FIG. 3-21**

This is the artifact room. Get the computers back online to gain access to old Russian tanks that can hold their own even on today's battlefield.

**FIG. 3-22**

Use an Ore Transport Base to send credits to the Space Port back at the main base.



KAMCHATKA

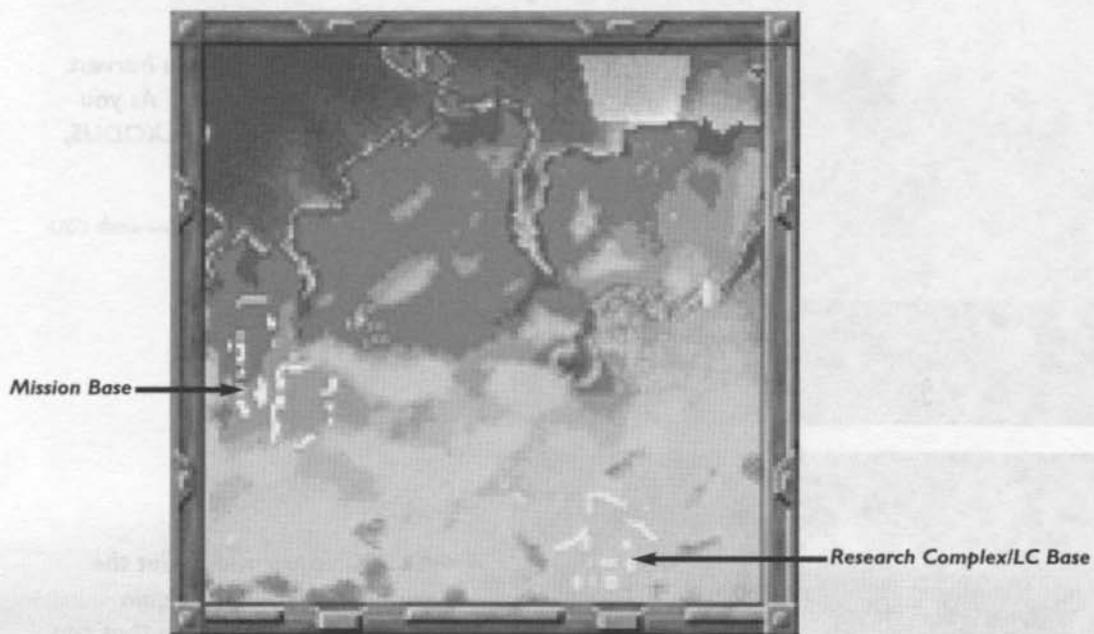


FIG. 3-23

Kamchatka Mission Map



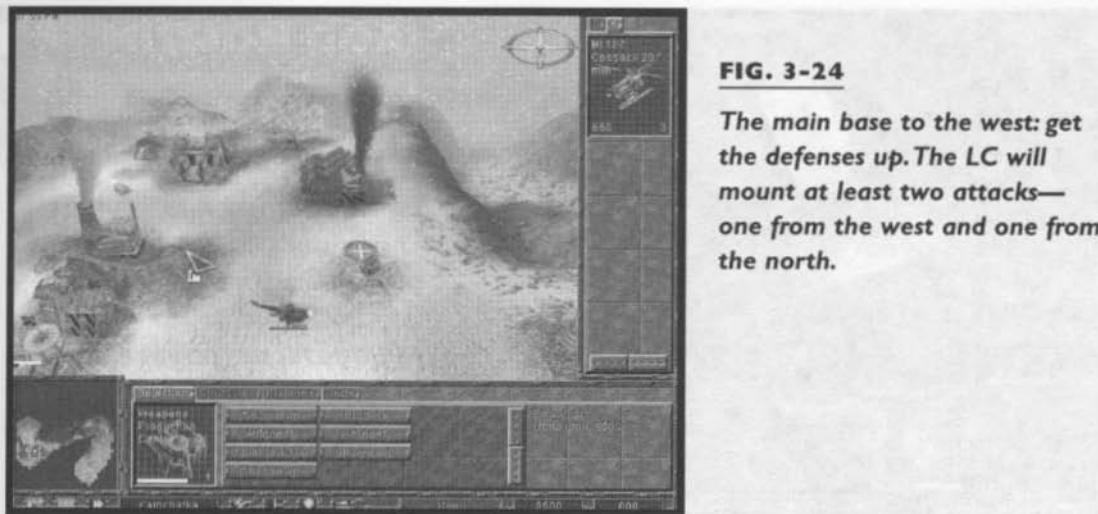
MISSION GOALS

- Escort construction vehicle to our western base
- Construct three Research Centers
- Secure laser prototype

The Lunar Corporation is dropping right in the middle of your research complex in the southeast. Get the Gruz and the three ore transporters moving as soon as the mission starts. Move the ore transporters last, so they can serve as a screen for the Gruz. You'll lose the transporters, but it's worth it to save the Gruz. Once you get the Gruz back to the base, you get a new mission objective: build three Research Centers—in the mission base, not your main one.

As you work on the Research Centers, build up base defenses: the same LC forces you just fled will attack again. Make sure you cover the northern and western approaches to your base. Remember, you're facing the Lunar Corporation, so devote a good portion of your force to antiair units.



**FIG. 3-24**

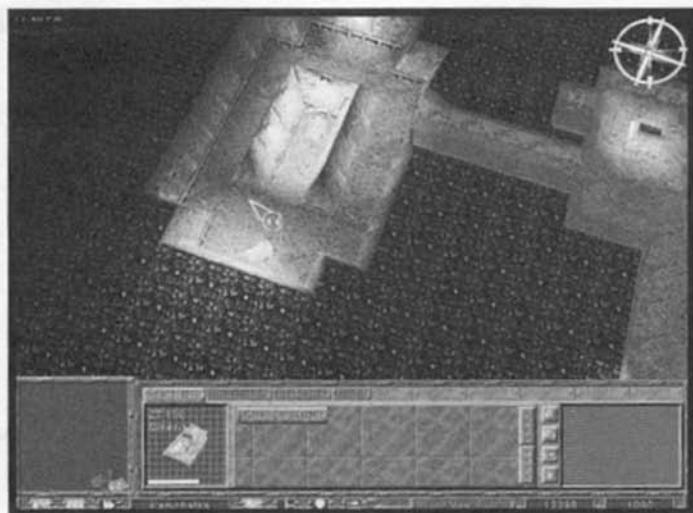
The main base to the west: get the defenses up. The LC will mount at least two attacks—one from the west and one from the north.

After you build the Research Centers, you learn of a laser tank prototype back in the tunnel system beneath the old Kaminji facility. Build up a balanced counterattacking force with helicopters, 105mm tanks, rocket tanks, and 20mm tanks. Get in there and attack the base, starting with the power supplies. Once those go down, mop-up is easier. Bring a Gruz into the base and build a tunnel entrance; then bring up the laser tank and get it back to your base. You may lose every other unit, but you must make sure the laser tank makes it.

**FIG. 3-25**

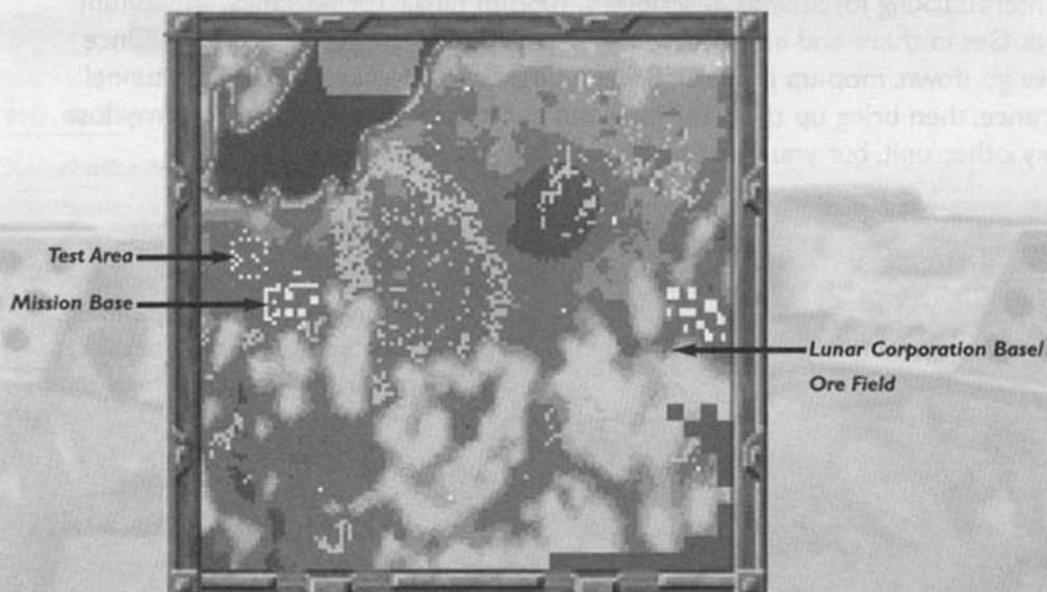
Attack the Lunar Corporation base and get down into the tunnels to rescue the laser tank prototype.



**FIG. 3-26**

Once you rescue the unit, get it to the surface and back to your main base.

LEVIATHAN

**FIG. 3-27**

Leviathan Mission Map





MISSION GOALS

- Destroy robots with new laser weapon
- Locate LC base and destroy it

First things first: move the laser cannon test vehicle north and west of your base and open fire on the three UCS robots there. Notice that the robots glow red just before they explode. The laser cannon works very well against other mobile ground forces, but it's less effective against structures. After you blow up the three robots, you receive new orders.



FIG. 3-28

Field test the laser cannon by blowing up the three UCS robots.

After the field test, the Lunar Corporation attacks. They seem bent on getting the laser cannon for themselves. Quickly build up your antiair forces; helicopters serve very well in this role. The first LC attack comes from the north, so concentrate your forces there. With the first attack repulsed, harvest as many resources as you can to build your attack force to go after the LC base in the southeast.



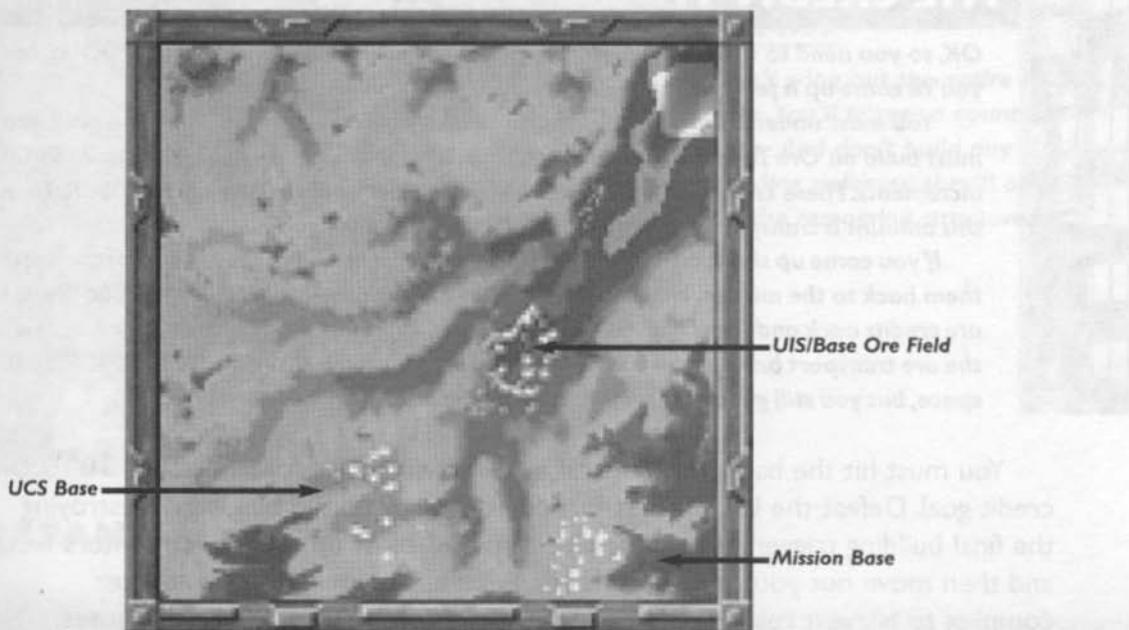
**FIG. 3-29**

The first attack by LC forces comes from the north. Build helicopters and other antiair units to repel them.

**FIG. 3-30**

You must attack this LC base in the southeast corner of the map. Go after the power centers first and the rest will fall easily.



ALASKA**FIG. 3-31****Alaska Mission Map****MISSION GOALS**

- *Destroy enemy base*
- *Supply base with 100,000CR*

One hundred thousand credits—that's quite an objective. There are more than enough resources, but you'll have to spend wisely. Money can run out in a hurry. You don't want to destroy all the enemy forces only to discover only 85,000 credits' worth of ore exists to harvest.

There's a way around this problem, however. (Refer to "The Credit Transfer Trick" sidebar if you fall short.) Just remember to watch how many resources you use. Because resources are at such a high premium, research isn't a top priority in this mission.



THE CREDIT TRANSFER TRICK

OK, so you need to transfer 100,000 credits to the main base for Project EXODUS, but you've come up a few credits short.

You must understand how the credit transfer process works. To fulfill the goal, you must build an Ore Transport Base, which transfers credits to the main base in 2,000CR increments. These credits are stored at the Space Port until they reach 10,000CR. Then this amount is transferred to Project EXODUS and lost for good.

If you come up short, and less than 10,000 credits is stored in the Space Port, transfer them back to the mission base via the Landing Zone transporters. Then you can "cycle" ore credits back and forth until you've transferred 100,000CR out of the mission base via the ore transport base. In the end, you'll still have transferred less than 100,000CR up to space, but you still get credit for a successful mission.

You must hit the base to the north quickly if you expect to meet the 100,000-credit goal. Defeat the UCS forces, but don't destroy all the buildings. Destroying the final building triggers a counterattack. Instead, blow up the power centers first, and then move out your offensive forces. Build up the mine/refinery center complex to harvest resources more easily. Don't strengthen building defenses, however, or they'll open up on any remaining opposing structures.

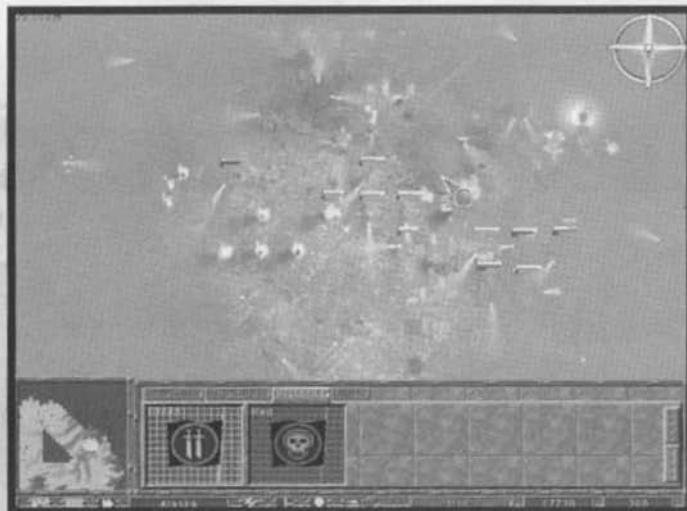


FIG. 3-32

The battle rages on for the ore field north of your landing zone. You must hit this base quickly to recover enough resources to succeed in this mission.

Want to hasten the transfer? Build a second mining center. You'll pull the same amount of resources out of ground twice as fast. You'll need an extra pair of ore transporters, of course, but you can funnel four ore transporters into one ore refinery.

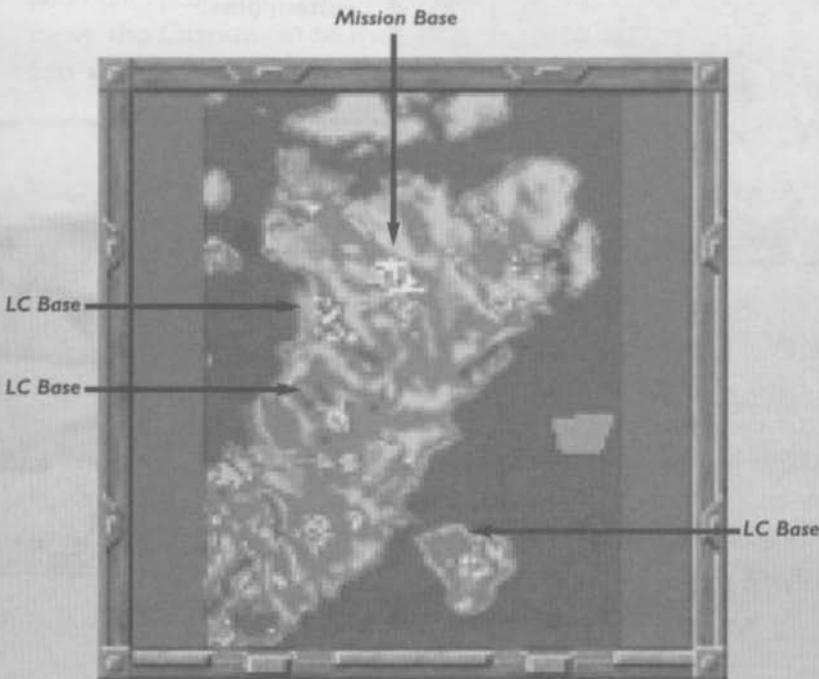


**FIG. 3-33**

Don't wipe out the entire UCS base. You'll trigger a counterattack. And don't build any building defenses: they'll open up the remaining structure.

JAPAN JCV 02

JAPAN

**FIG. 3-34**

Japan Mission Map





MISSION GOALS

- Destroy main enemy base to the south
- Destroy enemy base to the west
- Destroy enemy base to the southeast

It's Lunar Corporation's turn to feel your wrath in this mission. Three LC bases clog the battlefield and you must wipe them out. This mission introduces sea units to your arsenal.



FIG. 3-35

The Japan mission gives you the opportunity to command sea forces. You'll need them to defeat the eastern and southeastern base.

Move on the southerly base first. A large ore field lies there and you can use the extra raw material for Project EXODUS and to manufacture more units. You can take out this base with conventional ground forces alone; just make sure you build enough antiair units to hold off LC defenders.

The western base is the real problem. No surface route exists for tanks and laser cannon vehicles. You'll need helicopters in large quantities to defeat this LC base. The new sea units work very well, as do the new laser-equipped Caspian units (assuming you've kept up on research).

**FIG. 3-36**

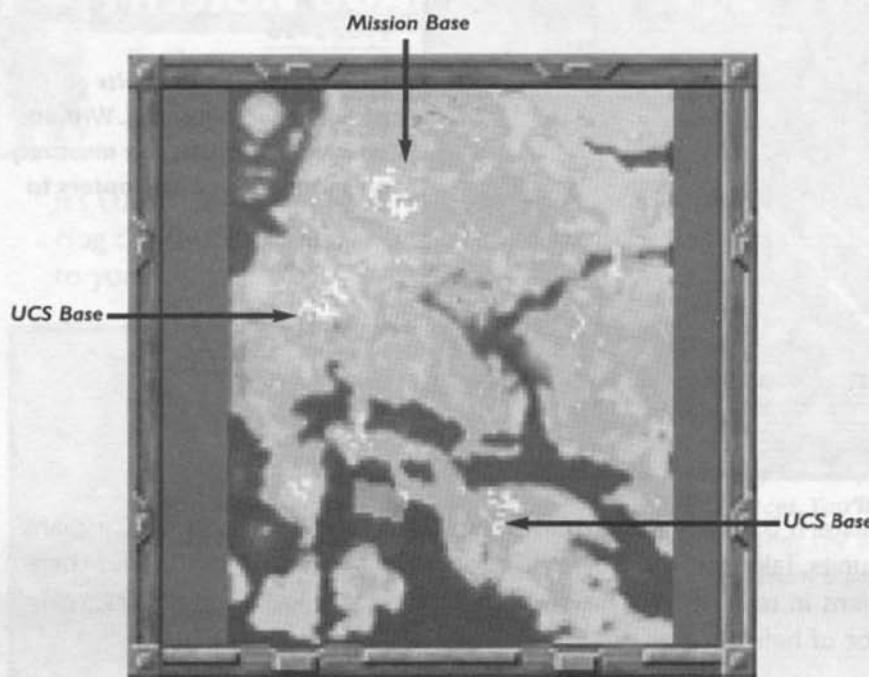
Laser-equipped sea units go after the western base. Without an overland route, you must rely on sea units and helicopters to level this base.

The southeastern base is an island unto itself. Again, this is a job for Caspians and helicopter units. Take out the power centers with your helicopters, and then move the Caspians in to mop up. This southern base has a lot of defenders, so first send in a lot of helicopters to take them out.

**FIG. 3-37**

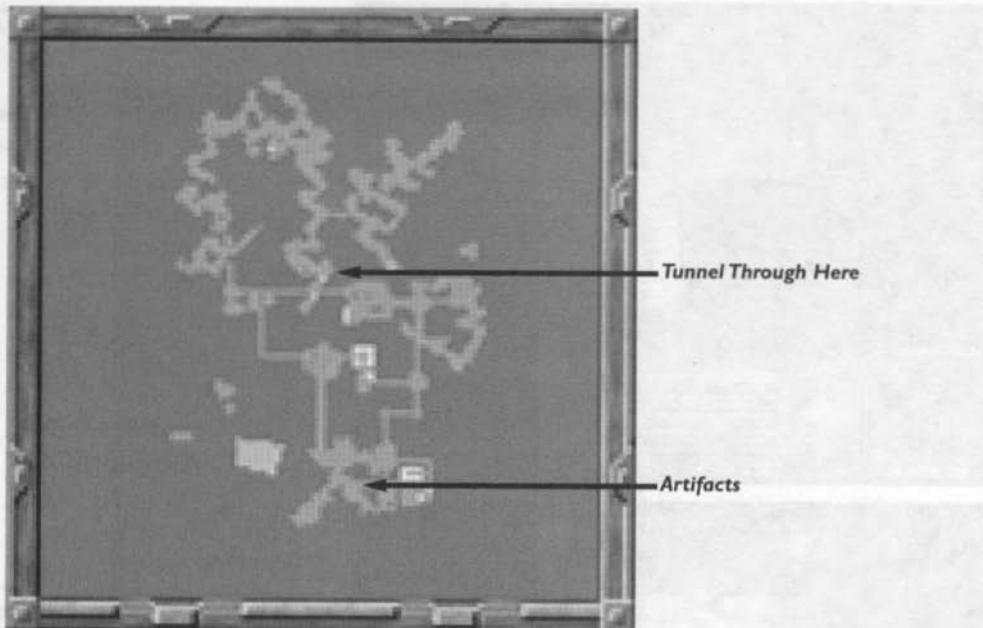
After you eliminate the mobile base defenders, your helicopters must knock out the power centers. Once the power goes down, move in your Caspians to blow up base structures.



CANADA**FIG. 3-38***Canada Mission Map***MISSION GOALS**

- Find main computer and copy project data
- Destroy enemy base



**FIG. 3-39****Canada Mission Underground Map**

You needn't concentrate much on base defenses for this mission. For the most part, the enemy will leave your base alone, so don't waste the resources.

Enemy bases lie to the southwest (with an additional resource field) and southeast (this is a large one). First, eliminate the southwest enemy. Take along extra helicopters to deal with enemy air units. (I defeated the base by splitting my ground forces and air forces: helicopters struck from the northeast and ground forces from the northwest.) Include several Siberian laser tanks in the ground force. They make quick work of UCS robots.

After you destroy the southwest base, you can explore the tunnels at your leisure. Send a Gruz into the tunnels; you'll need to break through a wall to access the computer area. And bring along at least 10 Siberian laser tanks. Once you break through the tunnel wall, wave after wave of UCS robots counterattack. Keep a repair unit on hand to freshen your forces between waves.

When you finish off the UCS robots, make your way southeast to the computer files.



**FIG. 3-40**

Break through the tunnel wall here. Continue sending reinforcements into the tunnel to defend against attacking UCS robots.

**FIG. 3-41**

The computer files lie in this section of the base. Use the numerous artifacts you'll find in the old tunnel system to repair and resupply your units. One artifact will even give you a view of the entire map.

**FIG. 3-42**

Once you have the computer files in hand, you'll be instructed to eliminate the UCS base to the southeast. Go for the power centers first, and then the base structures. Augment your laser cannon force (that defeated the UCS robots in the tunnel) with helicopters and Pamir tanks.

GREAT LAKES

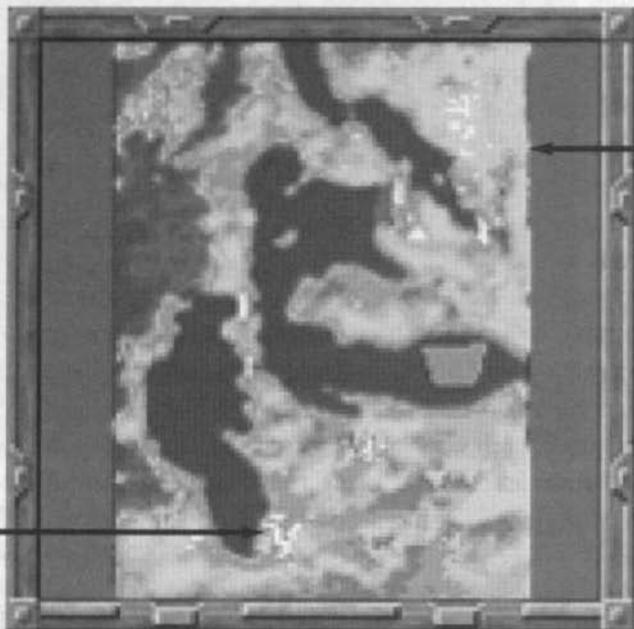


FIG. 3-43

Great Lakes Mission Map

MISSION GOALS

- *Destroy enemy research complex*
- *Search alien base*

Your primary objectives in the Great Lakes mission are to raid the memory banks and to destroy the research facility. To that end, you must engage the UCS base to the east of your starting position.

First, transfer your forces into the mission and make sure you have a pair of helicopters. Send them out on reconnaissance to locate the resource fields to the south. Once you've transferred all your units from the previous mission, abandon the landing zone and start a base down there. UCS forces will give you just enough time to evacuate the landing zone before they attack. Although you could hold the position, it would cost you too much, and you need those resources from the south.



As you build your southern base, include defenses along the western edge of the resource field. A sizable UCS base lies to the west and those forces will stumble on you eventually.

Create a balanced force of Pamir tanks (rocket and 105mm), Siberian laser tanks, and helicopter units. Use this force to attack the base to the west. You'll almost certainly fail. The base is a hornet's nest of defensive measures. Use the laser tanks to concentrate on the mobile ground units and send the Pamir tanks after power centers and towers. Once the power goes down, the helicopters will whittle down the air forces and towers.

With the base destroyed, you can move into the secondary resource field you'll need to attack the base to the northeast. You'll lose a great many units in attacking this base. Its entrance is a choke point defended by two fortresses. A head-on clash there would be suicide.

Hit the power center just north of the fortresses and they'll be a piece of cake. Wipe them out, heal your forces, and bring them back to the full complement. Now draw out the defenders. A headlong rush will only get your forces slaughtered. But if you send a decoy unit into the enemy's line of sight and then pull it back immediately, the enemy will draw off one or two at a time.



FIG. 3-44

At the base to the southwest, the guard towers will blow away your helicopters, so break through for the power centers first, and then send in the air cavalry.

**FIG. 3-45**

These fortresses guard the entrance to the research base. You must throw unit after unit at these two goliaths to get in.

Having destroyed the three enemy research facilities, you'll receive a message about a secret extraterrestrial base. If you enter the tunnels and explore, you'll see the base, but your Gruz can't tunnel into it directly. Instead, stay in the tunnels and dig a long trench around the impasse to get inside and recover the secret computer files.

NEW YORK

MISSION GOALS

- Save data on GOLAN IV: east
- Save data on GOLAN V: west
- Save data on GOLAN VI: south
- Return to landing zone

The good news is you have a unit behind enemy lines—and in a position to steal UCS computer secrets. The bad news is you have *only* one unit. You can't reinforce him (even though there's a landing zone). Half the UCS army patrols the map, as well.

Take NEO (espionage unit) and navigate the tunnels. Bases to the south, west, and northwest must give up their secrets to you. Many tunnels are wild goose chases, but explore them, anyway. You can use the artifacts you find to replenish your armor.



You must keep NEO moving at all times. You'll be discovered (UCS robots lurk in the tunnels) and you can't shoot back. In the northwest, make a mad dash across the base to reach the tunnel entrance.

UCS robots await you in the western tunnel. Once you're down there, don't hesitate: make a beeline for the artifact storage in the west, get re-armored, and break east for the data files. The robots will pounce on you as soon as you appear. Your reflexes must be quick.

I recommend saving the mission each time you get a set of files. Even with the maps, you'll probably have to restart several times. The odds are against you.

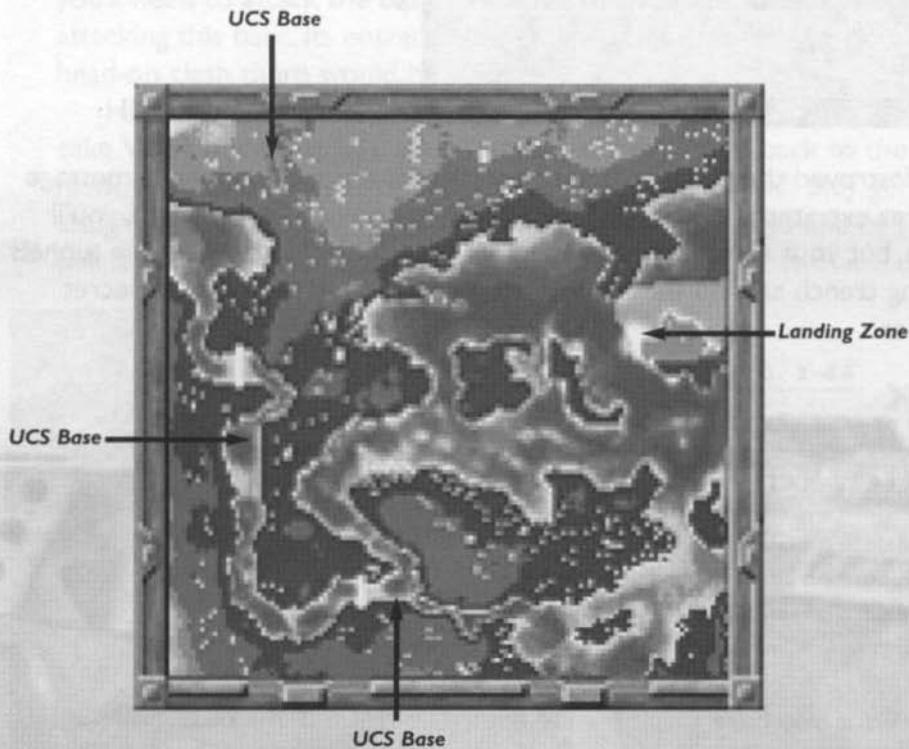
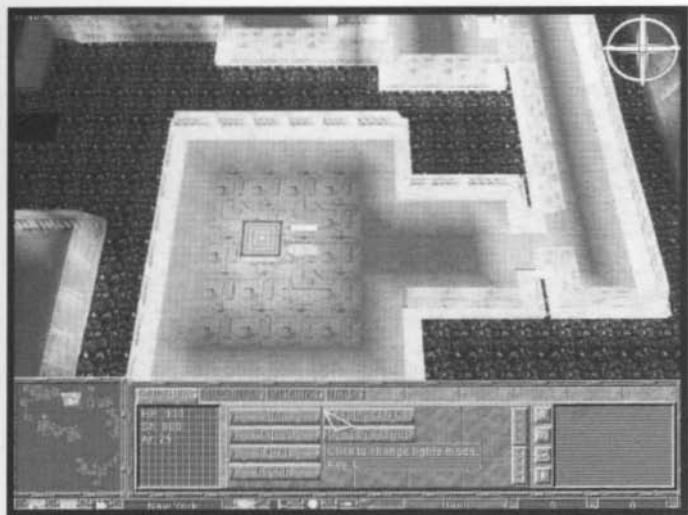


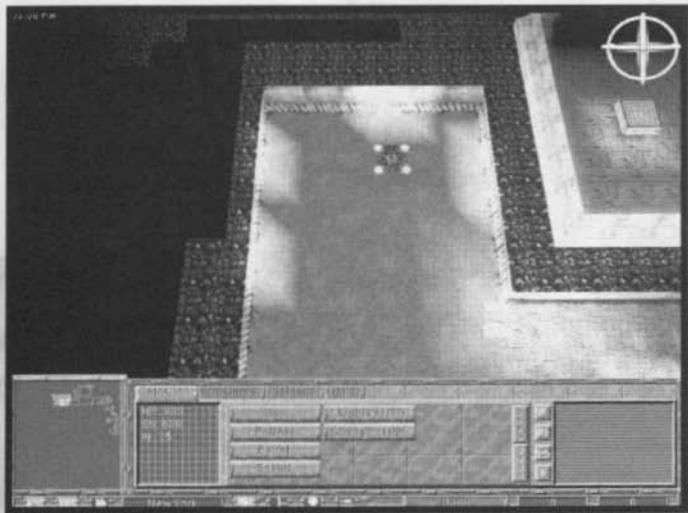
FIG. 3-46

New York Mission Map



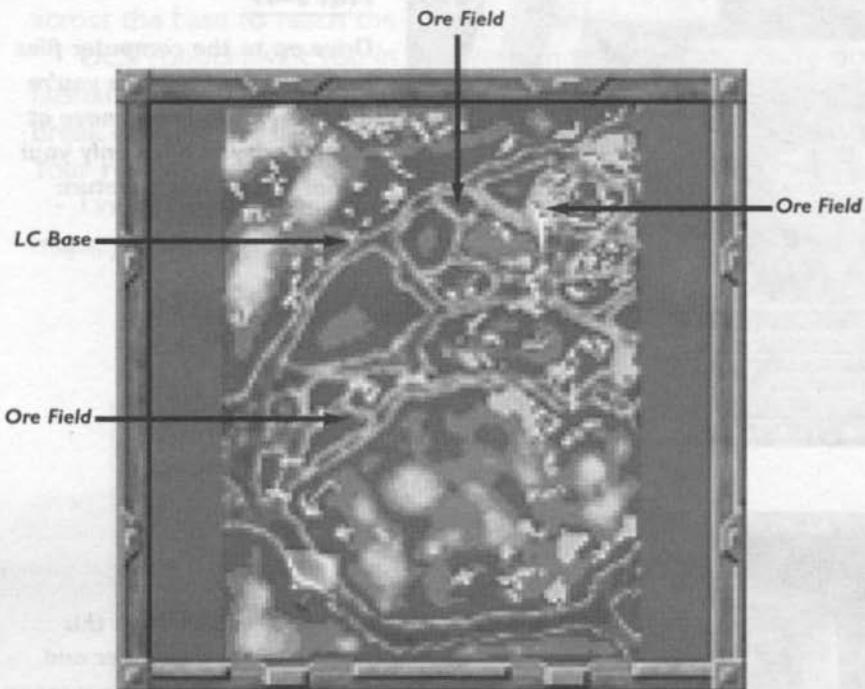
**FIG. 3-47**

Drive up to the computer files to pick them up. Once you're discovered, you must move at top speed: you have only your armor (no bullets to return fire!).

**FIG. 3-48**

Don't surface through this portal. The guard tower and UCS robots awaiting you mean instant death.



AMAZON—N**FIG. 3-49***Amazon—N Mission Map***MISSION GOALS**

- *Provide your base with 100,000 CR*

100,000 credits. Again. Do they think you can move mountains? This map shows a lot of resource fields, and that's good. But you'll encounter lots of bad people out there who want to do bad things. You'll have to walk a tight rope with unit production and base defense so you'll have enough resources to meet your 100,000-credit goal. If you come up short, refer to the trick outlined in the Alaska mission.



**FIG. 3-50**

Set up base defenses quickly. The Lunar Corporation will attack very soon. And be sure to include some antiair structures.

**FIG. 3-51**

Once you've researched them, defensive Pillboxes help equalize your forces against those of the Lunar Corporation. The LC introduces the Thunderer class of units, which will devastate your bases if they lack adequate defenses.

First, you must arm your base as quickly as possible. A major LC base lies to the northeast. Build antiair defenses, such as 20mm Small Towers and rocket launcher-equipped Large Towers. Send helicopters to locate the map's resource fields. A major field lies to the northwest, a small one to the north, and a medium-sized field to the southeast. To reach each of these far-flung resources you must build some bridges. Take care to look for flat spots as you build them. There are times when the game will allow you to build a bridge into a hill only to have your units be unable to use the bridge (the transition from bridge to terrain is too steep of an angle).



The Lunar Corporation base is yet another bridge away. You could try to build a bridge, but the Gruz will get slaughtered before you reach the base. I recommend Caspians and helicopters. Why? It would be a strategic waste of resources for a short-term tactical victory to build a bridge. Hold your bases rather than try to unseat the LC from the map altogether.

AREA 51

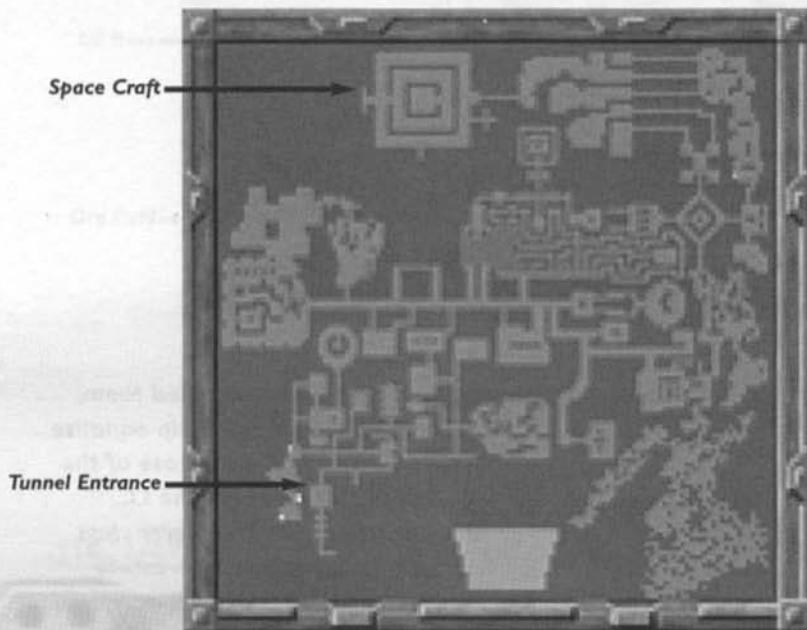


FIG. 3-52

Area 51 Mission Map



MISSION GOALS

- Locate UFO
- Locate Energy Cell 1
- Locate Energy Cell 2
- Locate Energy Cell 3
- Locate Energy Cell 4
- Return to Landing Zone

To succeed, you must have a lot of units (preferably laser cannon-equipped tanks) and credits in your base from the previous mission. There are no resource fields, so all your units will be carryovers. Put a Gruz in the first wave of units to enter the mission and immediately build some Small Towers to defend the landing zone and the tunnel entrance.

Your tunnel force should consist of laser-equipped tanks and repairers. The tunnels hold lots of UCS forces and they'll slowly eat up your forces. Stay away from the narrow tunnels, which limit your fields of fire. Use a scout (a carryover ore transporter, for example) to point the way. This will draw out the enemy and enable you to pick units off from where you choose. You'll lose some ore transporters, but that's better than losing front-line units.

Defend the tunnel entrance well. As you search the tunnels, the opposition will attempt to destroy the entrance. If they succeed, you'll have to destroy your defending units and build a new entrance, causing considerable delay.

Once you find the spacecraft, you'll receive instructions to find the four missing power cells. They're located in alcoves around the alien ship. Once you collect them, you can activate the craft and guide it to the landing zone and your base.

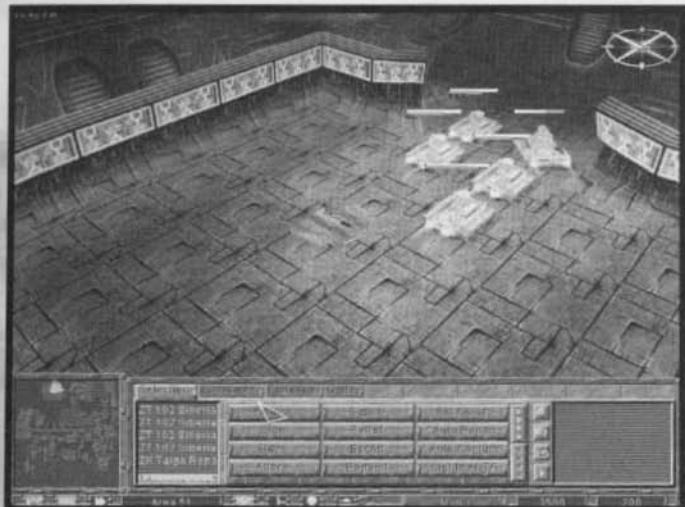


FIG. 3-53

The alien spacecraft: make sure you take enough units to deal with UCS defenders. Laser-equipped tanks work best. Defend the tunnel entrance, too, as the UCS will attempt to trap you underground.



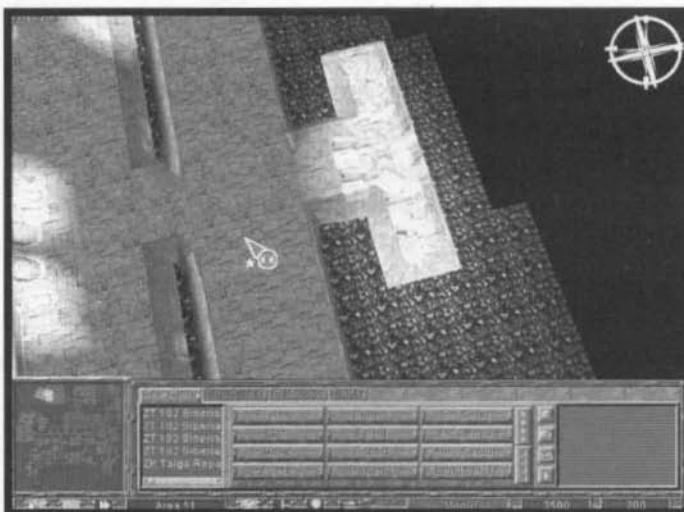


FIG. 3-54

Once you find the alien craft, you must locate the four power cells required to activate it. You'll find them in alcoves around the hangar bay. After you find them, you must pilot the alien craft back to your main base.

INDONESIA



MISSION GOALS

- Provide your base with 100,000 CR

Defense, defense, defense. You must gather at least 100,000 credits in this mission, and you'll find more than enough resources on the map to fulfill that goal. But the map teems with enemy forces, as well. A pair of LC bases lie to the northwest and a UCS base to the southwest. Thus, your first mission objective is to build a defense even as you ready your offensive.

By this time, you should have researched Pillboxes. Build a network of rocket launcher- and laser cannon-equipped Pillboxes north of your base. This defense group will hold off ground attacks. Sprinkle Pillboxes (with rocket launchers) east and south of your base to defend against air attack.



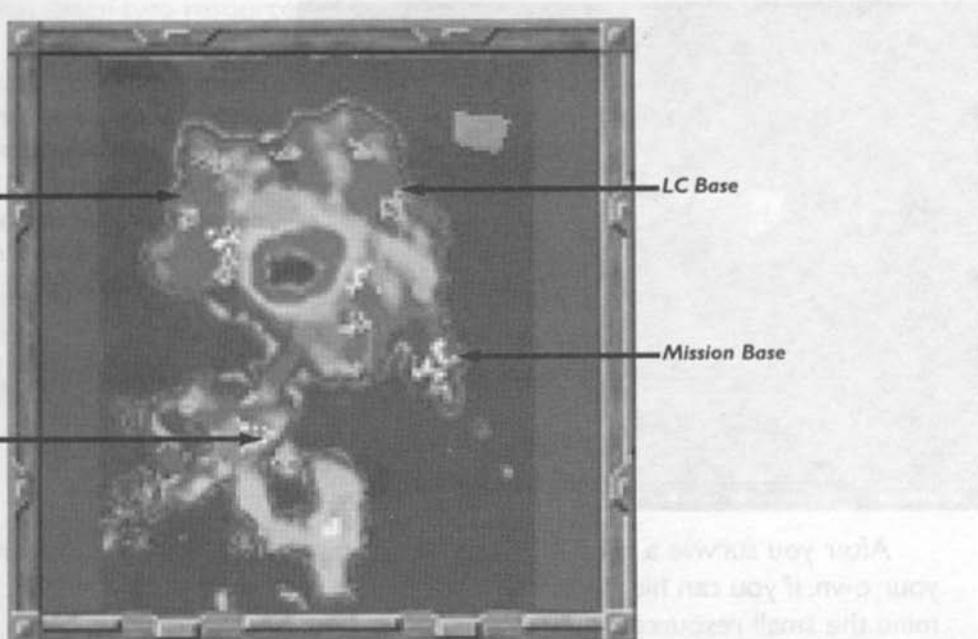


FIG. 3-55

Indonesia Mission Map



FIG. 3-56

Use a hornet's-nest defense of Pillboxes to turn back attacking LC and UCS ground forces.



**FIG. 3-57**

These LC attackers can be a thorn in your side. Make sure all of your buildings have antiair capabilities, and that your base has enough repairers: this craft's sonic cannons will cripple your structures.

After you survive a couple of attacks, go after the LC base just northwest of your own. If you can hit the power centers, the base should fall easily. You can mine the small resource field there to reach your goal.

With the first LC base out of the way, build up a helicopter squad to go after the UCS base to the south. It guards another resource field, and you must eliminate UCS forces there. To defeat this base, hit it from both south and north. The helicopter squad can hit the power centers from the south, while your ground forces drive in from the north.

**FIG. 3-58**

Use a two-pronged attack to defeat the southern UCS base: a helicopter force from the south and your ground forces from the north. Go for the power centers first and you'll mop up the base quickly.

With these two resource fields under your control, you should meet the goal easily. Another resource field lies to the northwest, so if you have time, go for it and collect the extra credits. Another LC base is located at the extreme north of the map, but you needn't concern yourself with it. They'll leave you alone if you ignore them.

INDIA

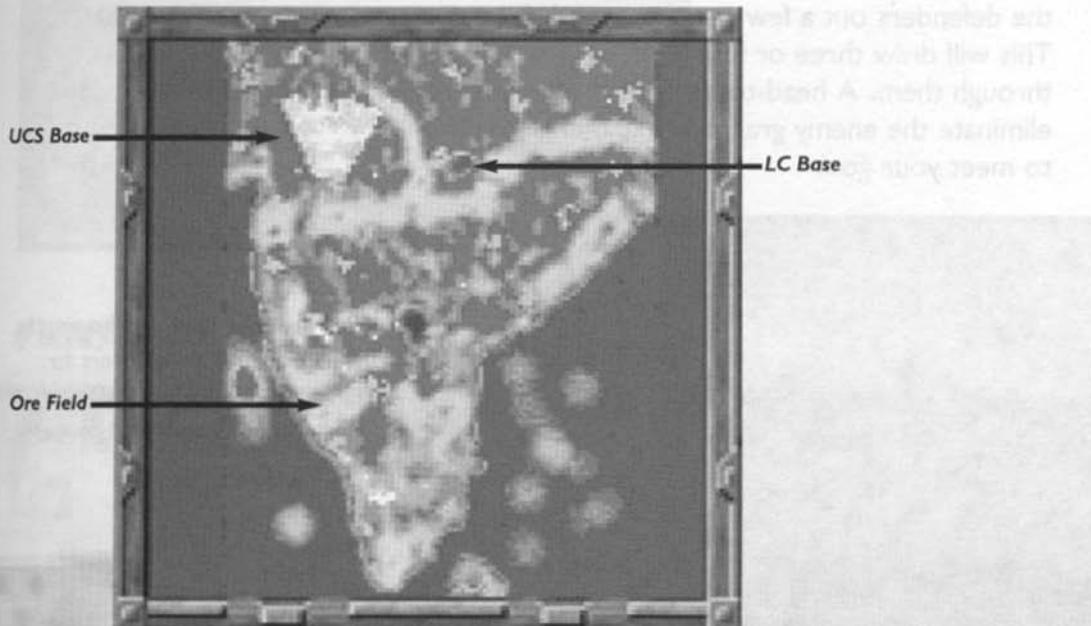


FIG. 3.59

India Mission Map

MISSION GOALS

- Provide your base with 50,000 CR



You only need 50,000CR to clear the map on this level. You must be getting close to the end of this little campaign.

The first resource field lies northwest of the landing zone. Set up a small base there. You need spend very little on base defense: the UCS will send an attacking force, but your normal combat units can unseat the advance.

Once you've set up the base and exploited the primary resource field, move to the next field, also in the northwest. The UCS base is heavily defended. Draw the defenders out a few at a time: send in a helicopter, and retreat immediately. This will draw three or four defenders out, and your attacking force can slice through them. A head-to-head confrontation would cost too many credits, so eliminate the enemy gradually. Exploiting this field will give you enough credits to meet your goal.



FIG. 3-60

The resource field to the north: use retreating helicopters to draw out enemy defenders; a full-on assault will cost too much.

There is another UCS and an LC base on the map to the north. Attack both of these bases. After you reach 50 percent of your goal, the game triggers an invasion by the two enemy forces. If you've at least attacked the bases, the invasion gives the enemy pause and delays this trigger. Sneak some helicopters in and destroy a power center or two. Then scurry back and build up your defenses. You are buying time so the resource goal can be met.

At about this point in the campaign, you really must start looking at your research credits. Project Exodus is almost complete, so you must walk a tight line (spend the money on Exodus or on research). Go for big upgrades, such as heavy laser cannons and heavy rocket launchers. They'll provide extra punch and help balance your forces against LC and UCS technologies.

**FIG. 3-61**

Defend the landing zone exit well to ensure you get all the resources out.

PANAMA

MISSION GOALS

- Provide your base with 50,000CR (50,000CR sent)

Three things make the Panama Mission very similar to the India Mission: you must fight to gain access to the map's limited resources, you must manage to gather 50,000CR, and finally, you will continuously encounter things that go bump in the night—namely LC and UCS forces.

First, you must acquire the resource field east of the landing zone. It lies across the river, so you'll cross at the bridges southeast of your base. Because several UCS fortresses guard the bridges, eliminate them first: build up a helicopter force and take out the energy transmitters along the riverbank to cut power to the fortresses.

When the power goes down, the UCS will blow the bridges, so build a new one using one of your Gruz construction units. Cross the river and press on to the north. Draw out the enemy defenders and destroy them one at a time. After defeating the mobile defenders, go for the power center and the base will fall. Hit this base quickly. It's the primary resource field and the UCS has mined it from the start. You must get moving to fulfill your goal.



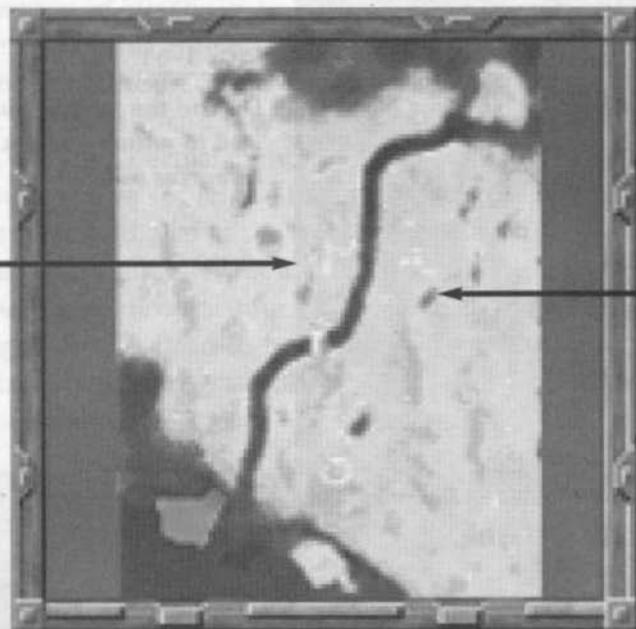


FIG. 3-62

Panama Mission Map



FIG. 3-63

The UCS will blow the bridges southeast of the landing zone before you can use them, so you'll have to build your own.

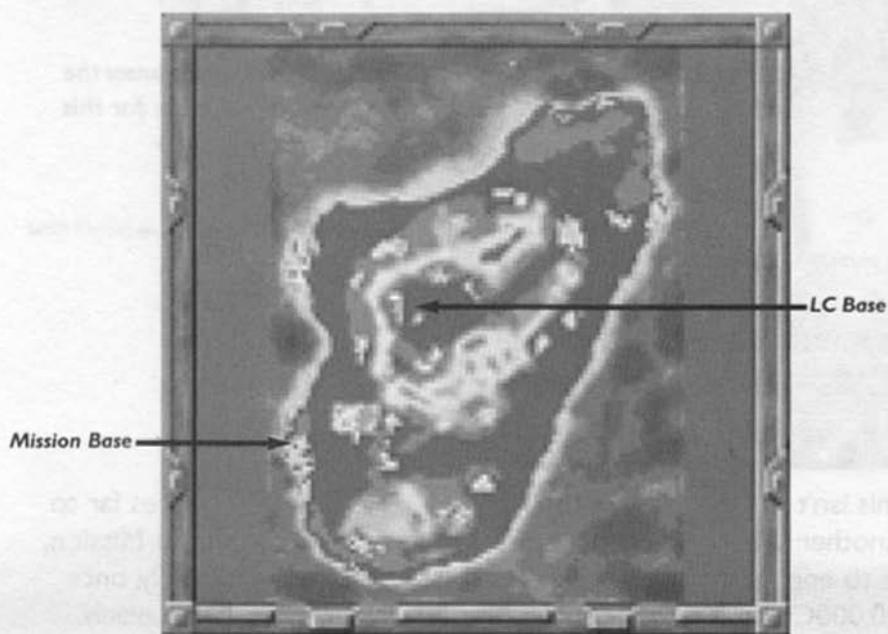


FIG. 3-64

The northern enemy base: the fighting will be furious for this piece of real estate.

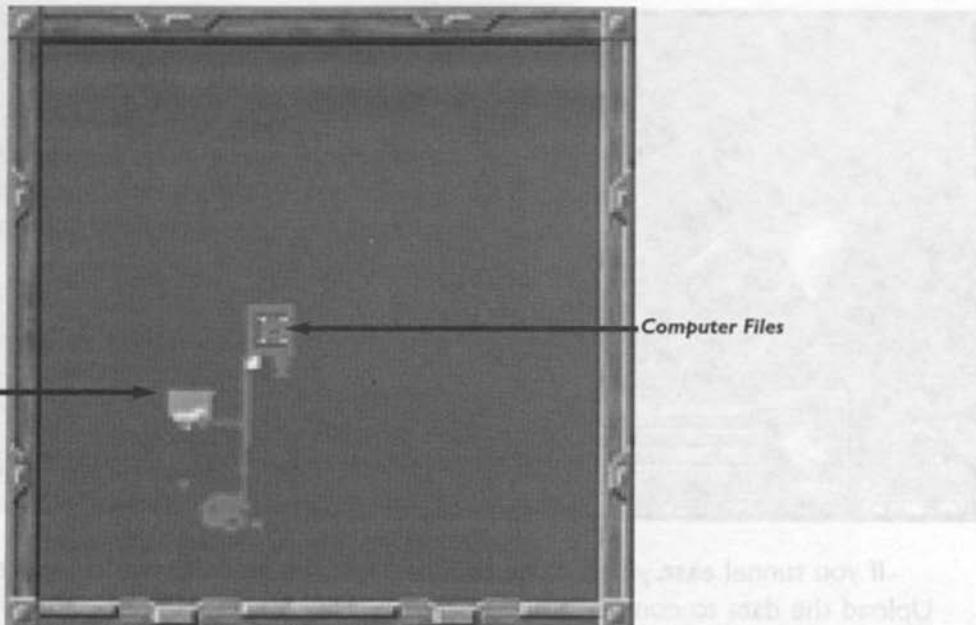
Obviously, this isn't the only enemy force on the map. An LC force lies far to the south, and another UCS base occupies the southeast. As in the India Mission, you may choose to engage the two bases or leave them alone; additionally, once you get about 20,000CR toward your goal, the UCS will counterattack. Luckily, though, it's *only* the UCS, not the Lunar Corporation, as well.



MADAGASCAR**FIG. 3-65***Madagascar Mission Map***MISSION GOALS**

- Download data from LC base computer



**FIG. 3-66*****Underground Mission Map***

This mission is simple enough: destroy the bad guys and raid their computer files. The question is *how*? One major resource field lies to the south (but deep in UCS territory) and another in LC territory. If you've done well, you should have some resources to add to the 20,000CR you have at the start of the mission. You probably can skip going for any resources on this mission. Stealth is your weapon here.

Send your initial forces to the map's western edge, just north of the resource field. Scout along the water's edge and the enemy won't spot you. At the field, set up a landing zone and call in the cavalry: you'll need two Gruz units—one to tunnel, the other to stay up top and build another tunnel entrance to use in case you lose the original.



**FIG. 3-67**

Set up a small base to the west. From there you can tunnel easily under the LC base. No one guards the tunnels.

If you tunnel east, you'll come to a passage that leads to the computer files. Upload the data to complete the mission. No LC forces exist below the surface, so your tunneling Gruz can grab the files.

**FIG. 3-68**

The computer files!

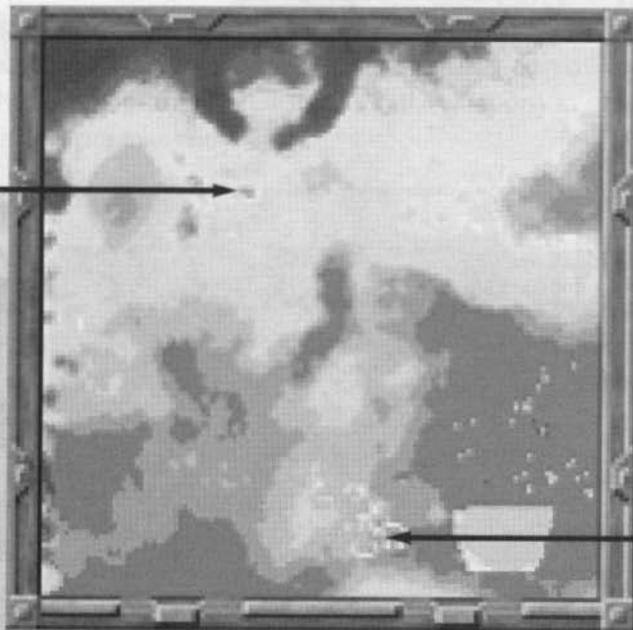
Once you have the files, either try to capture the southern resource field or simply end the mission. The LC base is very well defended, so consider going for the UCS base to the south; it may be a bit easier to defeat. Your base won't stay up long, so keep a bunch of repairers around. The enemy can send a ballistic weapon on this level, and it packs a wallop.



**FIG. 3-69**

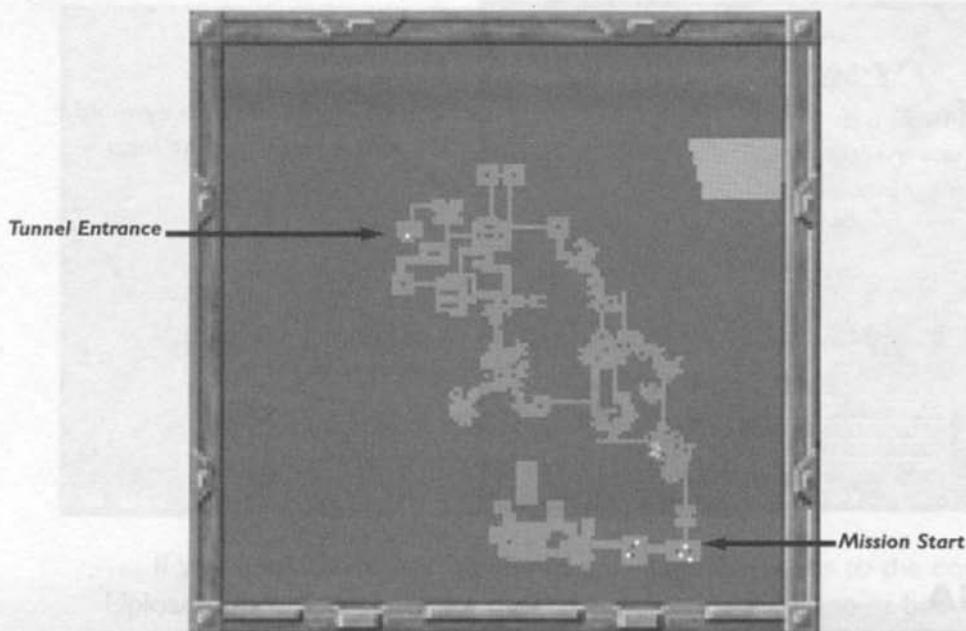
The LC base from aboveground.
Good thing you got the data
out from below, huh?

AUSTRALIA

**FIG. 3-70**

Australia Mission Map



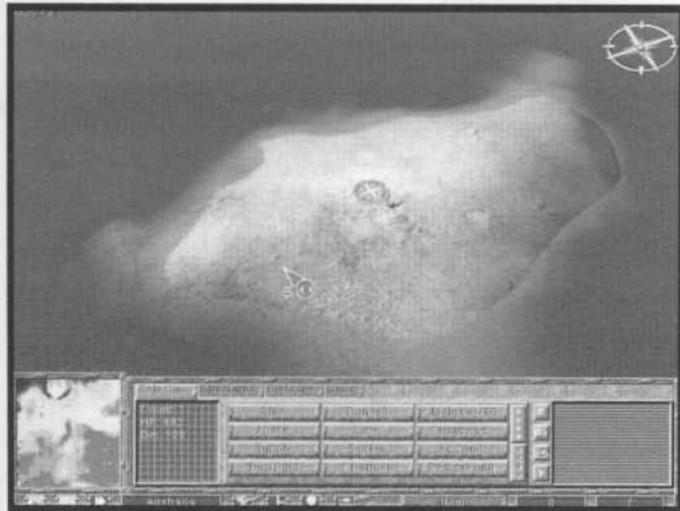
**FIG. 3-71***Australia Underground Mission Map*

MISSION GOALS

- Escort prototype to landing zone in the north
- Wipe out UCS base

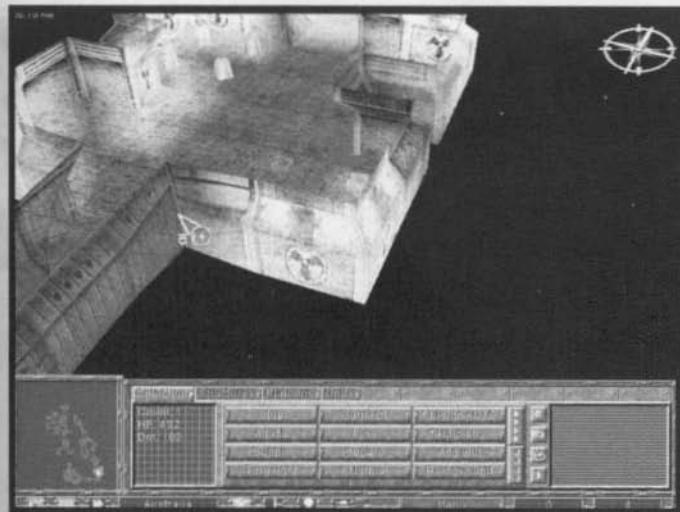
This mission has you commanding three units, an ion cannon-equipped Caspian and two repair tanks. To complete your objectives, you must get the ion cannon to the landing zone at the map's northern edge.



**FIG. 3-72**

Guide the ion cannon prototype to this landing zone in the north.

A room immediately north of the starting location holds several artifacts. Some are for repair and replenishment, but shields are the best upgrade. Set them up on the ion cannon-equipped Caspian and move as fast as you can. When you encounter bad guys, the ion cannon will freeze them briefly. Take care, though; if you move too slowly, you may get caught in a narrow passage. Hitting an enemy with the ion cannon (the Caspian's only weapon) in a narrow passage will block the passage permanently.

**FIG. 3-73**

The resource room yields artifacts such as shields, extra ammo, and extra armor.



At the landing zone, Lieutenant Colonel Shakt gives you the choice of ending the mission and moving on or calling in forces from the main base to wipe out the UCS. It's a very large base. To defeat it, you must lure the defenders away from the protection of building defenses. Are so few resources really worth sticking around to eliminate the UCS?



FIG. 3-74

If you go back to destroy the UCS base, you'll need to draw out the defenders one by one.

RED ROCK



MISSION GOALS

- ***Destroy the enemy base***

Ah, another mission for Lieutenant Colonel Shakt. This time, you must eliminate a UCS base. The enemy is located on a plateau in the center of the map, with a resource field at the northeastern edge and inside the base in the southwestern corner. Your approach to this mission depends on whether you brought resources and units from previous missions or are limited to the 20,000CR you have at the start of the mission.

If you have enough resources and units, go for the resource field in the north-east corner. It's partially guarded by the base itself, so to get at the resources you must blow up the base's power centers. With the power down, you can simply mop up the base and collect the ore.

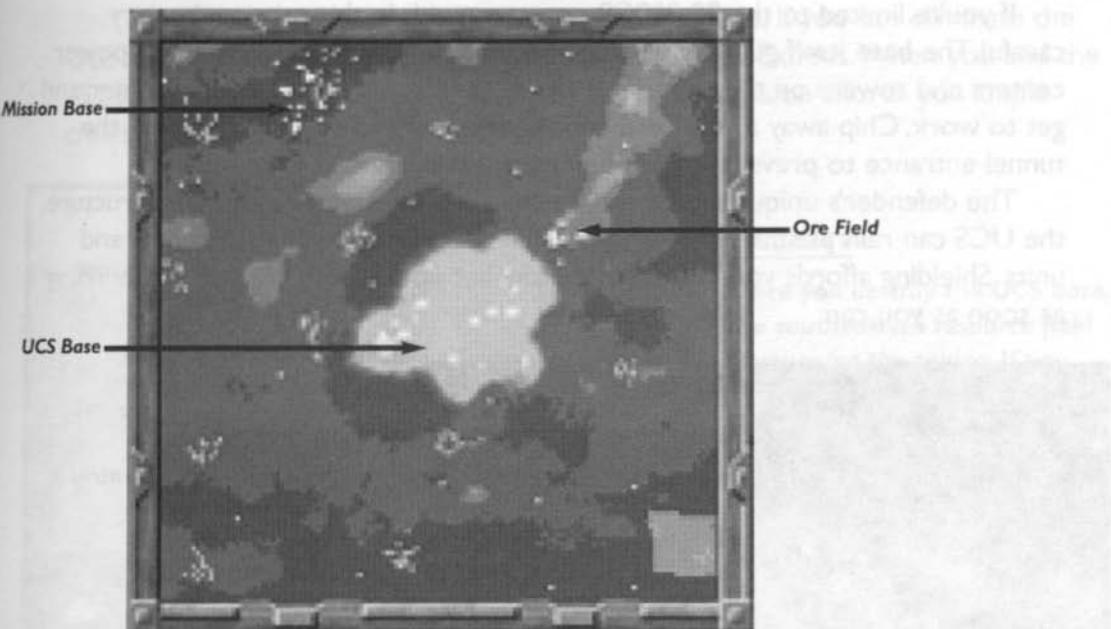


FIG. 3-75

Red Rock Mission Map



FIG. 3-76

The northeast resource field:
if you carry over insufficient credits and units from previous missions, start gathering ore here. Destroy the power centers and guard towers along the ridge to defend this base from attack.



If you're limited to the 20,000CR you start with in this mission, be very careful. The base itself guards the resource field, so you must destroy the power centers and towers on the ridge. This allows you to set up the mining center and get to work. Chip away at the base and its defenders to succeed. Destroy the tunnel entrance to prevent it from funneling attackers into your base.

The defender's unique unit is the Plasma Control Center. With this structure, the UCS can rain plasma bolts from on high to devastate your structures and units. Shielding affords you some protection, but you should destroy this building as soon as you can.



FIG. 3-77

Destroy the Plasma Control Center quickly ...



FIG. 3-78

... or it will rain destruction on your base and units. This powerful structure is heavily guarded, so make sure you take out the power first. Repeated helicopter strikes will do the trick.

The southeastern resource field is the mother lode. If you can eliminate the UCS base quickly, you'll garner 150,000CR for Project Exodus. When you add the 75,000+CR from the northeast field, you'll find this mission affords you ample credits.

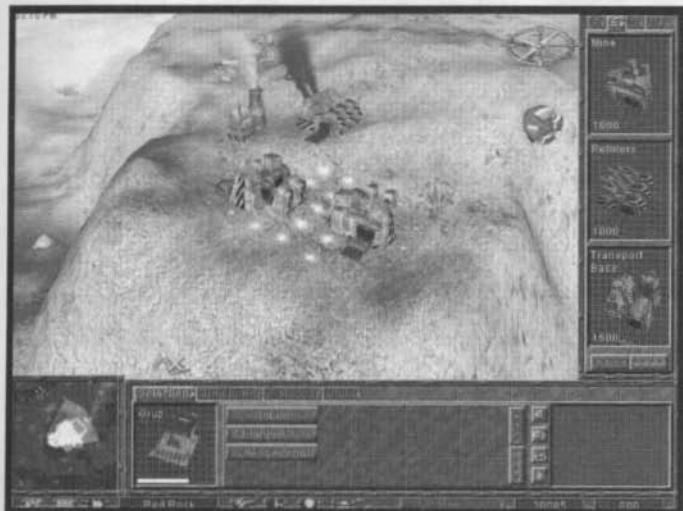


FIG. 3-79

Once you destroy the UCS base, the southeastern resource field is yours for the taking. If you can get at this base early, you'll gather more than 150,000CR in ore for Project Exodus and future expansion.

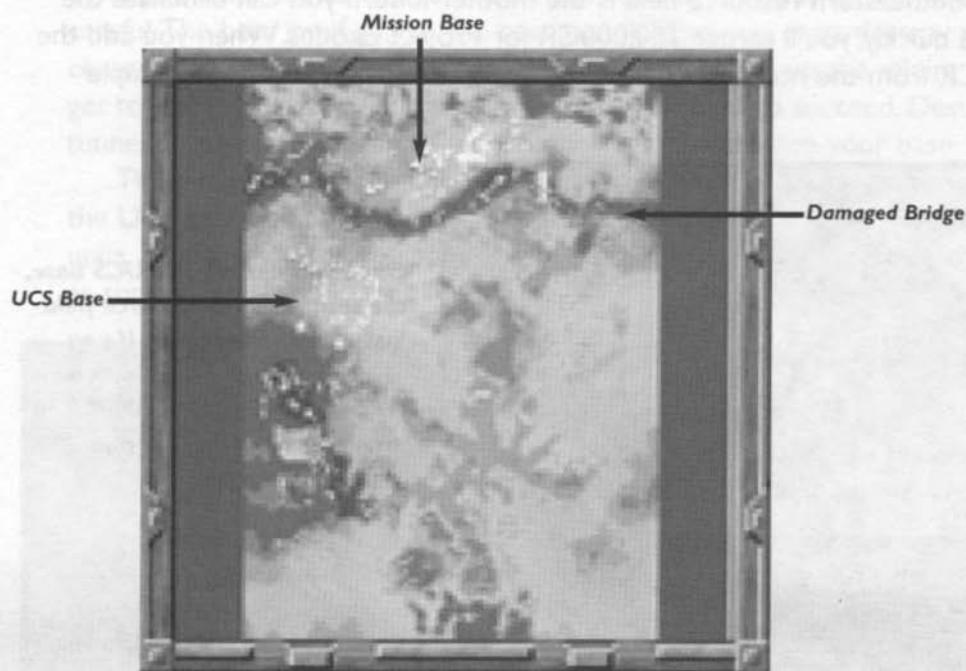
MOZAMBIQUE

MISSION GOALS

- Escort convoy to base
- Destroy UCS base

Keep your forces moving with the convoy to reach the base easily. The bridge in the northwest corner has been damaged and you must rebuild a section to make the last few miles. Once the bridge is in place, however, you receive new orders to eliminate the map's UCS forces. The formidable Mozambique base serves as a good starting point for your offensive.

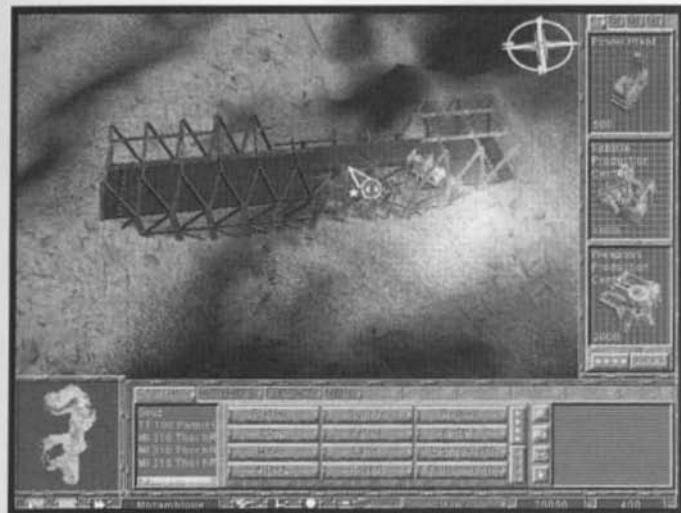


**FIG. 3-80**

Mozambique Mission Map

**FIG. 3-81**

The unit convoy reaches home and your first objective is complete. To get them to here in one piece, keep your forces moving.

**FIG. 3-82**

Rebuild this bridge to get your units across the canyon.

The UCS base lies along the map's western edge. As in the preceding mission, the UCS's Plasma Control Center will rain fire on your base. Move your helicopters (you should be up to Thors with heavy rocket launchers by this point) and lay waste to the power centers. Then move in and mop up the base at your leisure.

You can pull a lot of resources out of this mission. Project EXODUS is nearing completion, and you should be close to the million-credit mark by this point in the campaign.

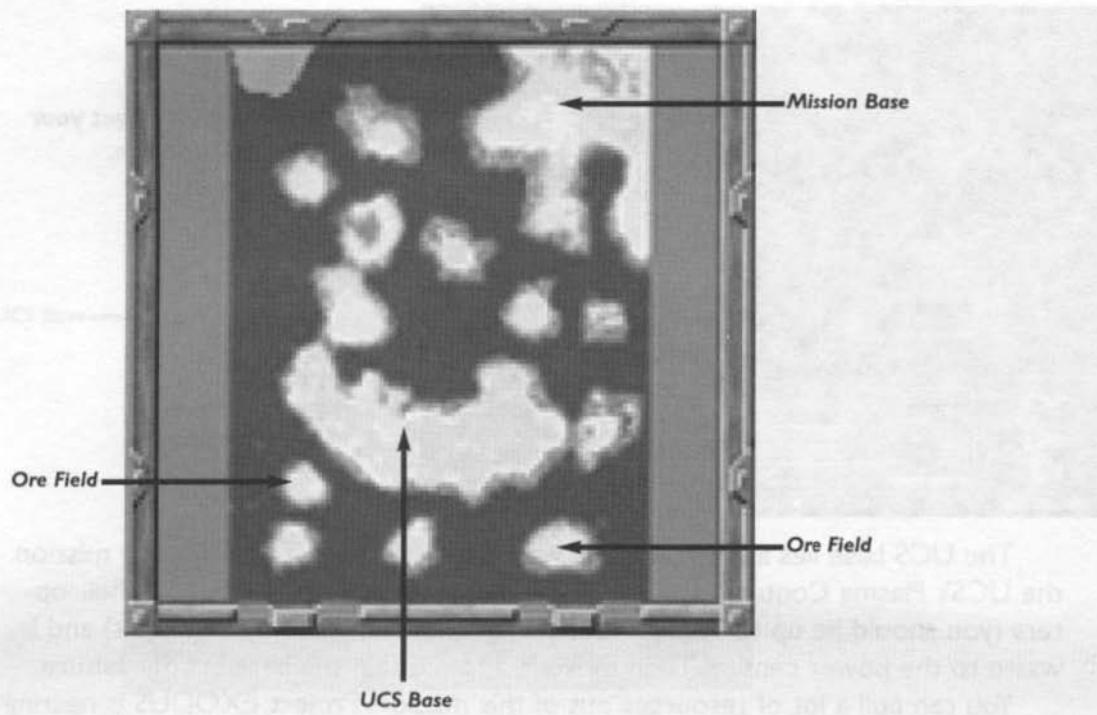
NEW ZEALAND

MISSION GOALS

- *Destroy the enemy base*

This mission starts you on an island at the map's northern edge. The UCS base lies on a crescent-shaped island in the south. To eliminate it, you must use your amphibious chassis (Caspian) and sea units (Irkutsk) to build up sizable forces that can whittle down the enemy's excellent perimeter forces.



**FIG. 3-83**

New Zealand Mission Map

**FIG. 3-84**

The initial landing zone: notice the large resource field? You'll need that much to build up sea and air forces capable of destroying the enemy base to the south.

The resource field at the landing zone offers well over 125,000CR and serves two purposes: first, it allows you to catch up with the demands of Project EXODUS; second, it permits you to invest in research and new unit construction. Two more large resource fields lie east and west of the main UCS base on the small islands.



FIG. 3-85

A large navy defends the enemy base.



FIG. 3-86

Combine sea and air units to destroy the perimeter base defenses. There are lots of them, so completing this mission will take time.

Patience is the key. You have the resources, and you have the units. Now take your time and work the base over, one section at a time. You can't deal a crushing blow in a few short clicks.



EGYPT

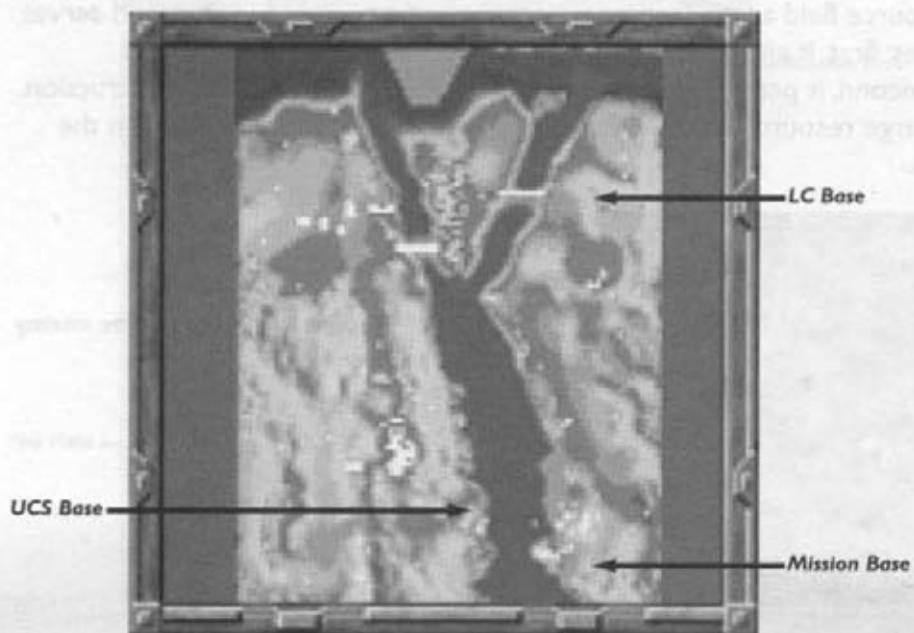


FIG. 3-87

Egypt Mission Map



MISSION GOALS

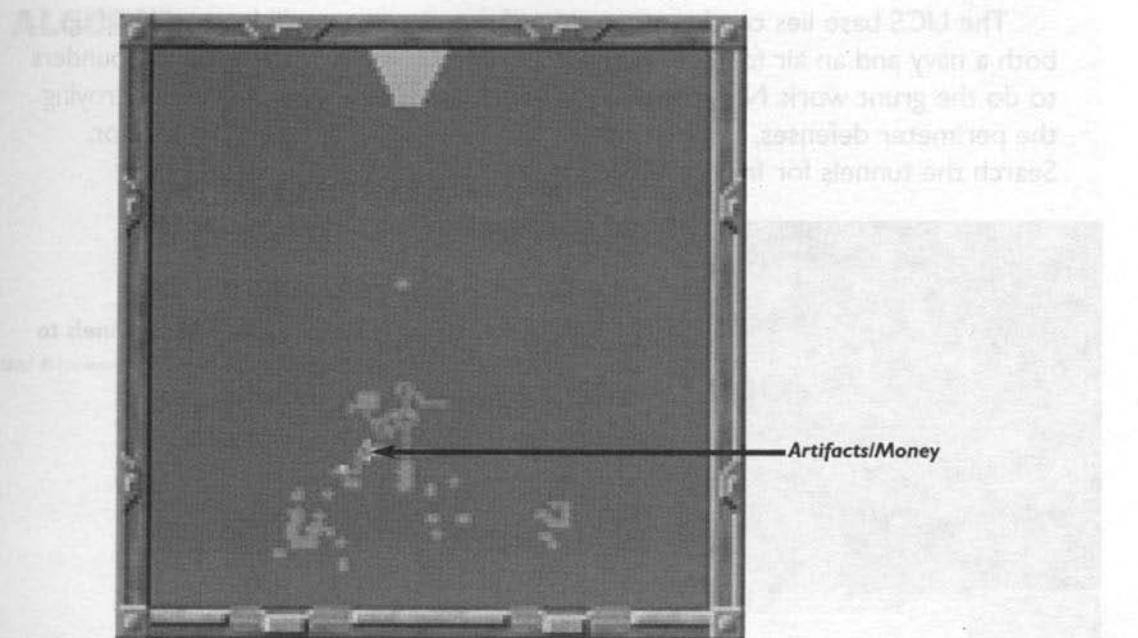
- Destroy UCS base
- Destroy LC base

The goals sound simple enough, right? Well, they are, but the mission will take you a long time to complete. Fortunately, you have help from the Lunar Corporation.

The Lunar Corporation?

Yes. In this instance, the saying, "The enemy of my enemy is my friend," holds true. Don't sweat it, though. Once you've dealt with the UCS, the alliance dissolves and you can wipe out the LC, too.



**FIG. 3-88**

Egypt Underground Mission Map

**FIG. 3-89**

The resource field at your initial base is on the small side, but you should carry over a considerable force from the preceding mission—and the LC assists you in destroying UCS forces.



The UCS base lies on the other side of the river, so you'll have to build up both a navy and an air force to reach it. Let the LC send in the ground-pounders to do the grunt work. Naval units with 120mm artillery work well in destroying the perimeter defenses, and helicopters can strike deep at the base interior. Search the tunnels for free credits.

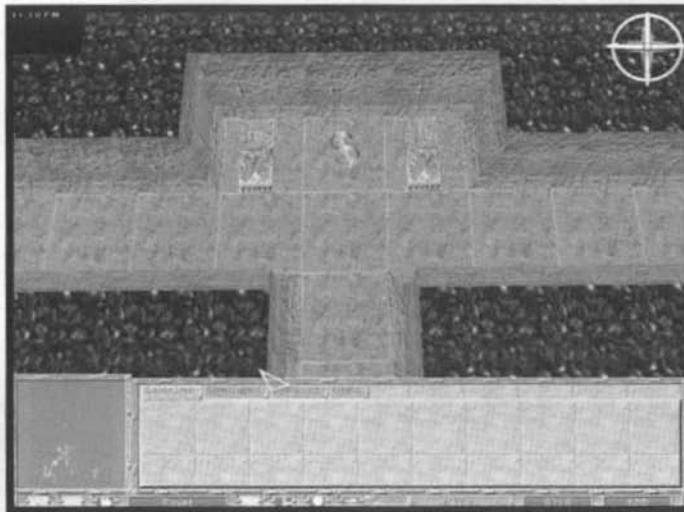


FIG. 3-90

Look around in the tunnels to find free credits!

With UCS forces out of the way, it's time to turn your attention to the LC. Redirect your forces immediately and mop up their base to the north. The mission won't end until you eliminate every last LC unit, so you may have to hunt around for stragglers.



FIG. 3-91

After the UCS base falls, you must eliminate this LC base to the north.

ALGERIA

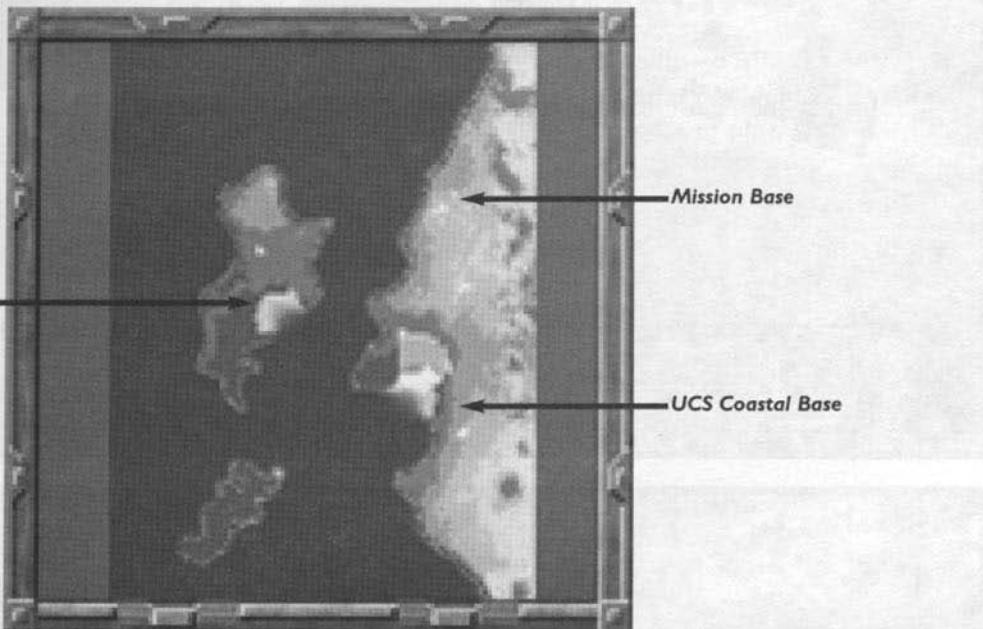


FIG. 3-92

Algeria Mission Map

MISSION GOALS

- Destroy the UCS coastal base
- Destroy the UCS island base

Prepare to lose some units in this mission. One UCS fleet base lies directly south and another occupies the island to the east. The eastern base is far more difficult to destroy, so build up your defenses and go after the southern base while you build up your fleet enough to attack the island.





FIG. 3-93

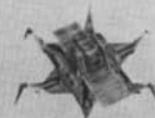
The southern UCS fleet base



FIG. 3-94

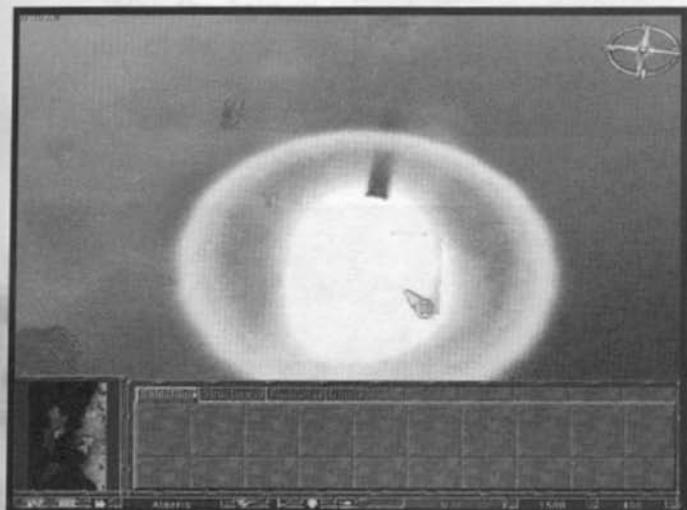
The UCS fleet base's perimeter defenses are formidable.

If you've researched ballistic missile technology (and you should have, by now), you can build a Missile Control Center and strike from afar. Finally, you're on an equal footing with that infernal long-ranged plasma cannon. Use the missiles to blow up the power centers, and the base defenses are yours for the taking. Going this route takes time, unless you build multiple missile centers/silos. Accomplishing this mission is an exercise in patience.



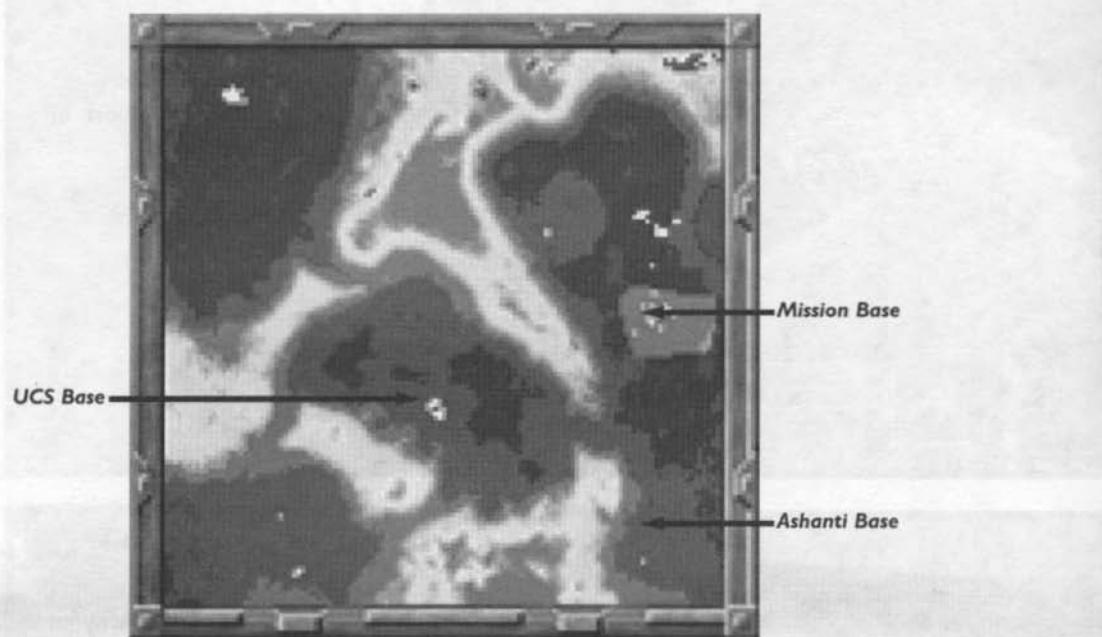
**FIG. 3-95**

Finally—a Missile Control Center! Build one of these and a couple of silos.

**FIG. 3-96**

Now rain terror on enemy power centers. Once the power goes down, base defenses are easier to breach.



CONGO**FIG. 3-97****Congo Mission Map****MISSION GOALS**

- *Destroy UCS base*
- *Destroy all tribal units and structures*

Your alliance with the Ashanti didn't last long, did it? As soon as you enter the mission you learn that the deal is off, and you must consider their forces as enemy units. They have all your technology (except any research you complete after the mission starts), so their forces are well equipped.

Get your base defenses up in a hurry. The Ashanti will attack from the south. Shield your structures, since UCS plasma cannons will complicate matters. Deal with the Ashanti first, however. Build a battery of missile silos and destroy the base infrastructure from afar.



**FIG. 3-98**

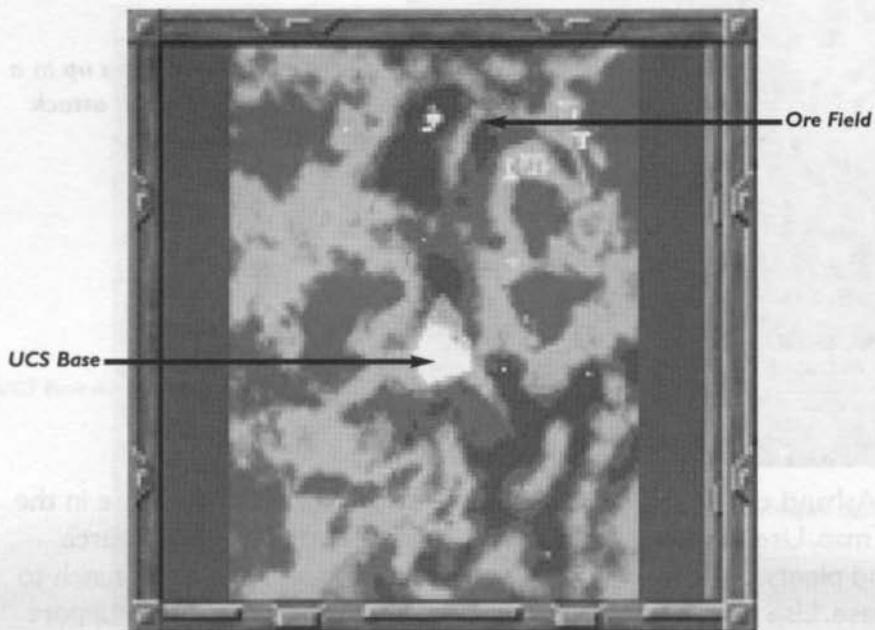
Get your base defenses up in a hurry. The Ashanti will attack from the south.

With the Ashanti out of the picture, it's time to go after the UCS base in the center of the map. Use the tunnel system to access the map's many resource fields. You'll find plenty of ore there for the massive offensive you must launch to destroy this base. Use missile attacks both to cripple the power and to support your air- and land-based strikes.

**FIG. 3-99**

Back up your offensive with missile strikes, targeting power centers to lower base defenses.



COLOMBIA**FIG. 3-100***Colombia Mission Map***MISSION GOALS**

- Follow guide to mineral deposits
- Provide your base with 50,000CR

Your first objective is to follow your Colombian guide. He'll move slowly enough that your Gruz can keep up. Follow his path closely; you'll come awfully near the UCS base as you work your way north.



**FIG. 3-101**

Follow your Colombian guide north to the ore field to meet your first objective. Next, you must mine the field for 50,000CR.

After you complete the journey, you'll receive a new mission objective: transfer 50,000CR back to the main base for Project EXODUS. The briefing includes a catch, though: you can hide from the enemy as long as you don't call in a transport helicopter. (We played the mission several times, and each time the enemy spotted the Gruz as it moved north.) Get the base up in a hurry and build your defenses.

**FIG. 3-102**

You needn't destroy this UCS base in the center of the map. A Missile Control Center and a few silos will help cripple it: just take out the Plasma Control Center, the Power Plants, and the Vehicle Construction Centers.



When you have enough credits, build a Missile Control Center and a couple of silos. The missiles will level key elements of the UCS base—Power Plants, Plasma Control Centers, and Weapons Production Centers. With these out of the way, you'll find it easy to get 50,000CR from the base.

LESOTHO

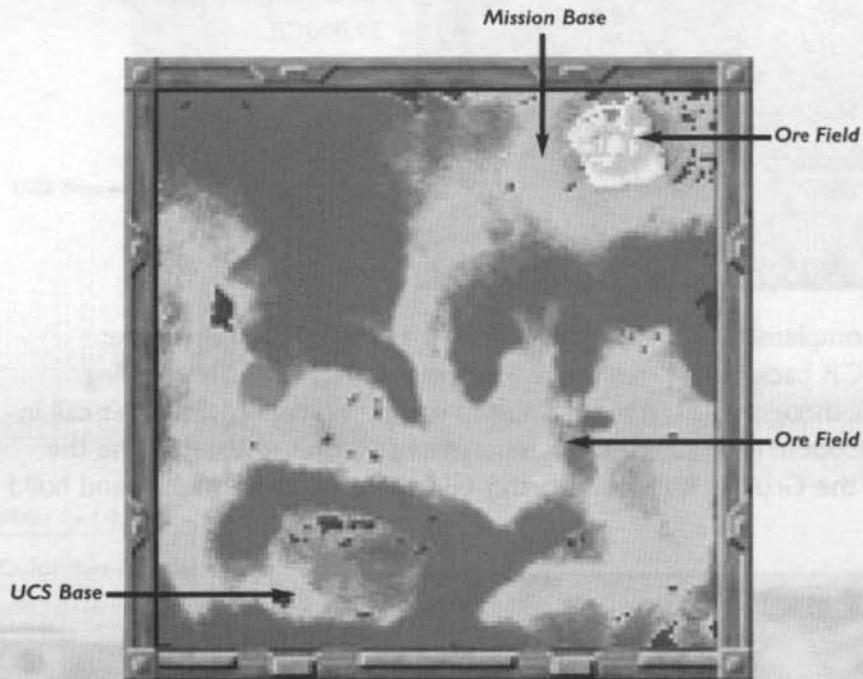


FIG. 3-103

Lesotho Mission Map



MISSION GOALS

- *Destroy all silos and structures*

This mission gives you 2 days and 21 hours to eliminate the last base, so work quickly. Move your units east and set up a base. Defenses are unnecessary; the UCS won't suspect your presence. Build a Missile Control Center with four missile silos and wait until you have enough credits to load each.

**FIG. 3-104**

Move your forces east to set up a base at the ore field there. Make sure to build a Missile Control Center with four silos to go after your captured base.

After you're fully armed at the missile base, take a lone helicopter and scout out your objective. The silo base lies in the map's southwest corner. When you have your targets, place the crosshairs on the enemy buildings and launch four ballistic missiles into the base. If they're nuclear-tipped, you'll level it. This mission will end quickly, with time to spare. Ignore the UCS base in the center of the map. You can level the silo base from afar.

Remember the ore at this base. The field next to the LZ holds more than 100,000CR in material. By this time, you probably could use a few extra credits to complete EXODUS.

**FIG. 3-105**

Four ballistic missiles will level this base and complete your mission. You needn't engage the UCS base in the center of the map.



ANDES

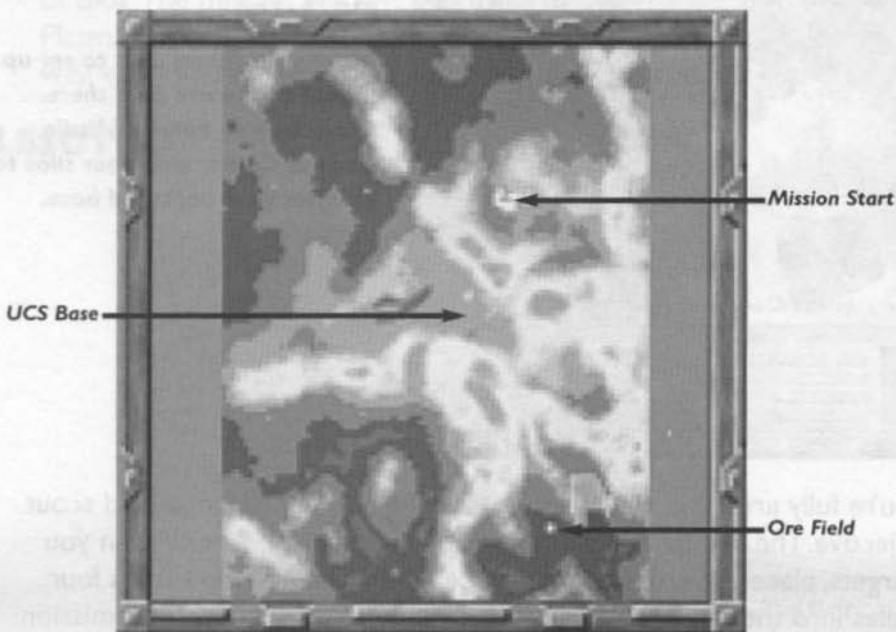


FIG. 3-106

Andes Mission Map



MISSION GOALS

- *Destroy UCS base*

You must eliminate a huge UCS contingent to complete this mission. The base encompasses virtually the entire map, so how do you go about it? From a distance, of course.

Take your meager initial funds and set up your base—establishing your Missile Control Center from the get-go, naturally. Send out a helicopter or two as spotters and take out the Transport Base and Power Plants. At this point the mission becomes an exercise in patience. You must eliminate all the enemy bases to succeed.



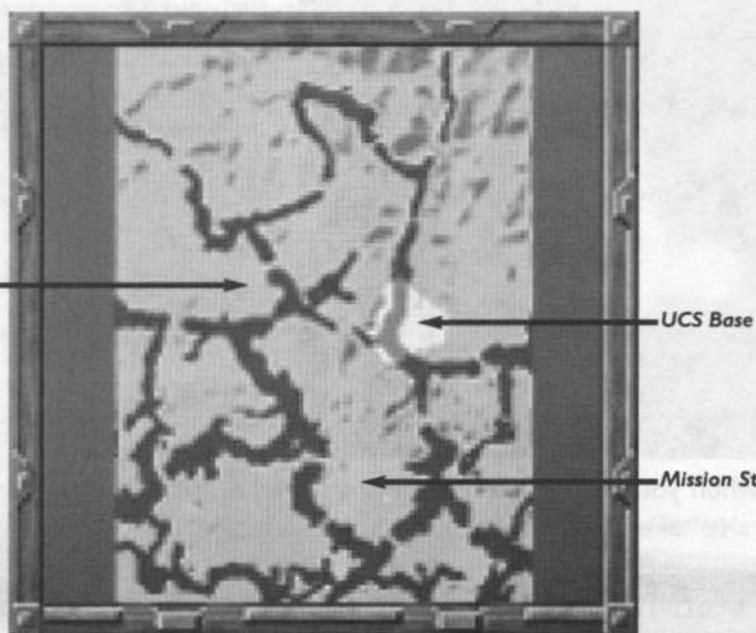
**FIG. 3-107**

Build a Missile Control Center and hit the base from a distance. Use a helicopter as spotter.

**FIG. 3-108**

The canyon walls are heavily defended. Use helicopters to do away with each tower in turn before you send in ground troops.

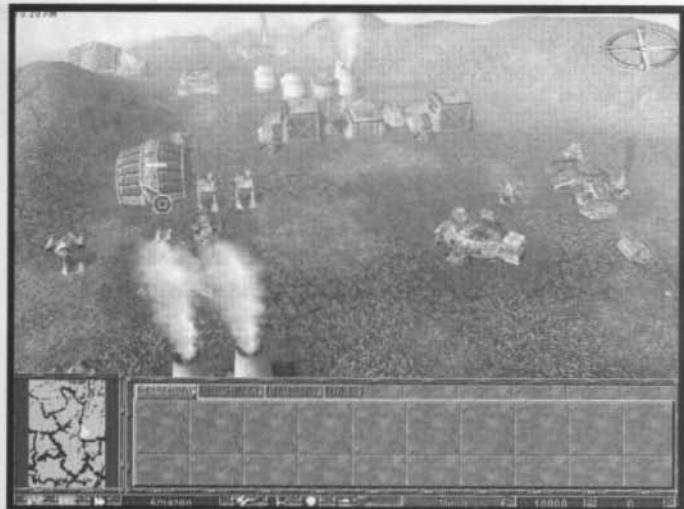


AMAZON 2**FIG. 3-109***Amazon 2 Mission Map***MISSION GOALS**

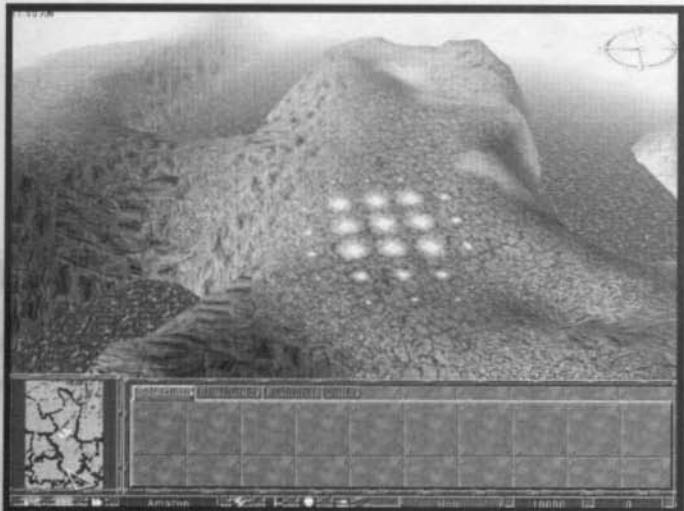
- Supply base with enough credits to fulfill Project EXODUS

Project EXODUS is almost complete, and getting the last few credits is crucial. In this mission, each side scrambles for these resources, so move quickly to succeed. The Lunar Corporation lies to the west, the UCS to the north. Don't worry about venturing out. The resource field near the landing zone has enough resources to meet the mission goal.



**FIG. 3-110**

UCS robots have a base here in the north.

**FIG. 3-111**

The Lunar Corporation's base lies in the west. Get your defenses up quickly; the LC and UCS won't ignore you.

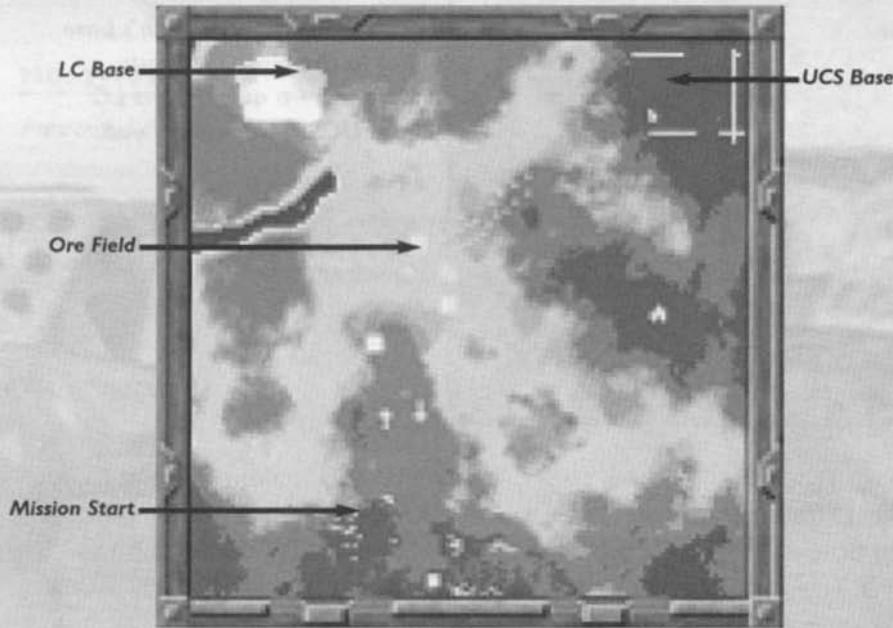
The enemy won't leave you alone, so get as many units into the mission as you can. Preload your Ukraine transport. As soon as your Gruz construction vehicle is ready, build up base defenses. Construct a Missile Control Center as soon as the mission starts. The Lunar Corporation's Weather Control Centers can wreak havoc on your base; nuke them from afar. Problem solved.



**FIG. 3-112**

If you spend a lot of credits on defenses, the ore field near the landing zone won't be enough to fulfill your goal, and you'll need to find the ore field at the center of the map.

ANDES 2

**FIG. 3-113**

Andes 2 Mission Map

MISSION GOALS

- Supply Base with enough credits to fulfill Project EXODUS

The ore field near the landing zone will provide 30,000CR toward your objective. If the mission's goal is less than that, concentrate on base defense (using mobile units from your main base). Extract the ore as soon and as quickly as possible and this mission will be a breeze.

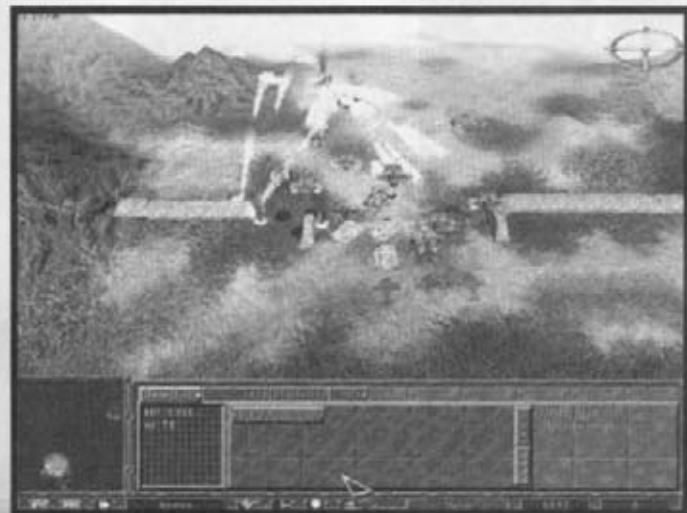
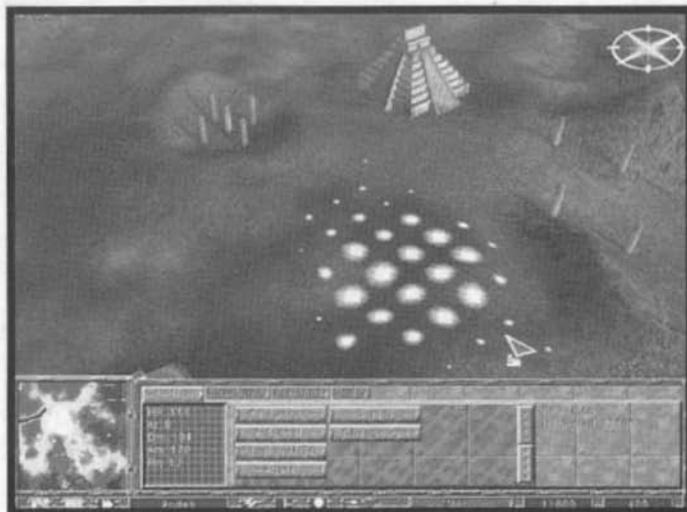


FIG. 3-114

If the mission goal is less than 30,000CR, concentrate on defense while pulling ore from the field east of the landing zone.

If the goal is higher than 30,000CR, go on the offensive and seize the ore field in the center of the map. Use the 30,000CR from the ore field east of the landing zone to build Pillboxes and a Missile Control Center. The Pillboxes will defend your base from your enemies' relentless attacks. Once the Missile Control Center is up and you've built the silos, launch a ballistic missile strike against the LC. Target the Solar Power Plants and solar batteries. After the first strike, reload and target the UCS base. Go for the Plasma Control Center and the neighboring Vehicle Production and Weapons Production centers. This will give you time to seize the field and pull out the resources you need.



**FIG. 3-115**

If the goal is more than 30,000CR, seize this field in the center of the map.

**FIG. 3-116**

Construct a Missile Control Center to attack LC and UCS bases.

PERU

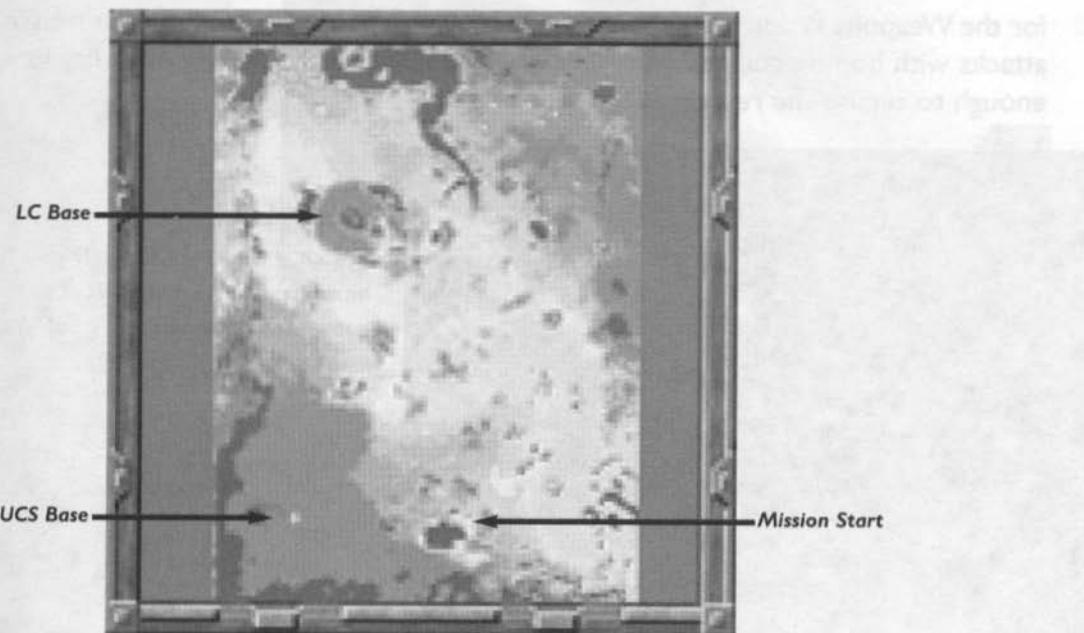


MISSION GOALS

- Supply Base with enough credits to fulfill Project EXODUS



This is the last mission, so you must pull out enough credits to fund Project EXODUS. The ore field southeast of the landing zone offers 60,000CR. If you need more than that, seize the ore field in the center of the map. The Lunar Corporation lies to the north; the United Civilized States awaits you to the west.

**FIG. 3-117**

Peru Mission Map

**FIG. 3-118**

The initial ore field can supply you with 60,000CR. If you need more than that for Project EXODUS, seize the ore field in the center of the map.

To defeat LC and UCS forces, use the tactics that got you this far. Have your Missile Control Centers attack the LC's Weather Control Centers and the UCS's Plasma Control Centers. Having eliminated your enemies' strategic capabilities, go



for the Weapons Production Centers and Power Plants. If you back up the missile attacks with bomb-equipped Han helicopters, you can keep the enemy at bay long enough to secure the resources you need.

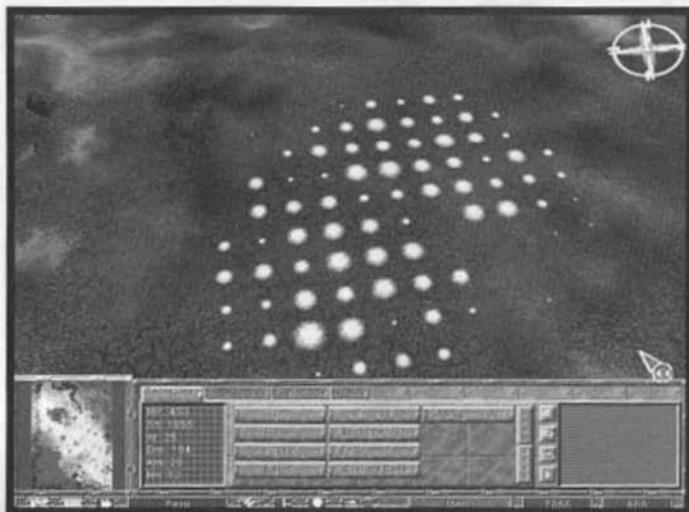


FIG. 3-119

This is a huge ore field. If you need more than 60,000CR to complete your mission goal, you must seize it.



FIG. 3-120

Back up your missile strikes with attacks by bomb-equipped Han helicopters.

END OF CAMPAIGN

You needn't complete each of the missions to meet your million-credit goal for Project Exodus. It just depends on how well you budget your resources from mission to mission. The ending cinematic is nice, but the war isn't over yet. You've won the game with one faction. Now start again as the Lunar Corporation or United Civilized States.



CHAPTER 4

THE LUNAR CORPORATION

The forces of the Lunar Corporation are yours to command in Project ESCAPE EARTH. Your people have long since freed themselves from the planet to live a more sensible way of life on the Earth's moon. But when the Earth goes, so does the moon. To complete project ESCAPE EARTH, you must battle the UCS and the ED to gain 500,000 credits.

The Lunar Corporation has fewer units to choose from. (Check out the unit and structure tables in Chapter 2, "Gameplay Basics"). But fewer choices mean that you really get to know your units and their capabilities. Remember, your forces are no less powerful than those of the ED and the UCS. Besides, the Lunar Corporation has a particularly devastating unit—the sonic cannon-equipped Thunderer—and a great strategic weapon—the Weather Control Center. With the Thunderer you can do area effect damage with a powerful sonic blast. With the Weather Control Center, you can clear the skies, cause rain and snow to fall, build gale force winds, and call down meteor strikes. See Table 4-1 for a description of the effects of the Weather Control Center.

Table 4-1: Weather Control Center Effects

Command	Terrain Type	Effect
Sun	All	Sweeps the clouds away, increases the output of solar power plants.
Wind	All	Brings strong gusts of wind across the entire map, hinders enemy air strikes.
Snow	Winter	Viewing-range of all units is reduced to 1/5 normal.
Rain	Spring/Summer	Starts a downpour which reduces unit speed and maneuverability.
Lightning Storm	Spring/Summer	Starts a thunderstorm. Lightning wreaks havoc on units and structures.
Meteor Storm	Volcanic	Starts a meteorite shower which damages/destroys units and structures.

Make sure you build solar battery units. Your Solar Power Plants provide your base with power during daylight hours, but without a battery to store excess power, the lights go out when the sun goes down.

Finally, build a second mine to extract the ore from large fields faster.

CAUTION

The game's mission briefings refer to you as the "Fang." This is the military leader of the LC, and your role during this campaign. The battlefield unit, also called "Fang," is your personal vehicle. Lose it and the campaign ends—because you're dead. Take the unit into battle if you must, but it's a better idea to leave it back at the base.



TUTORIAL MISSION

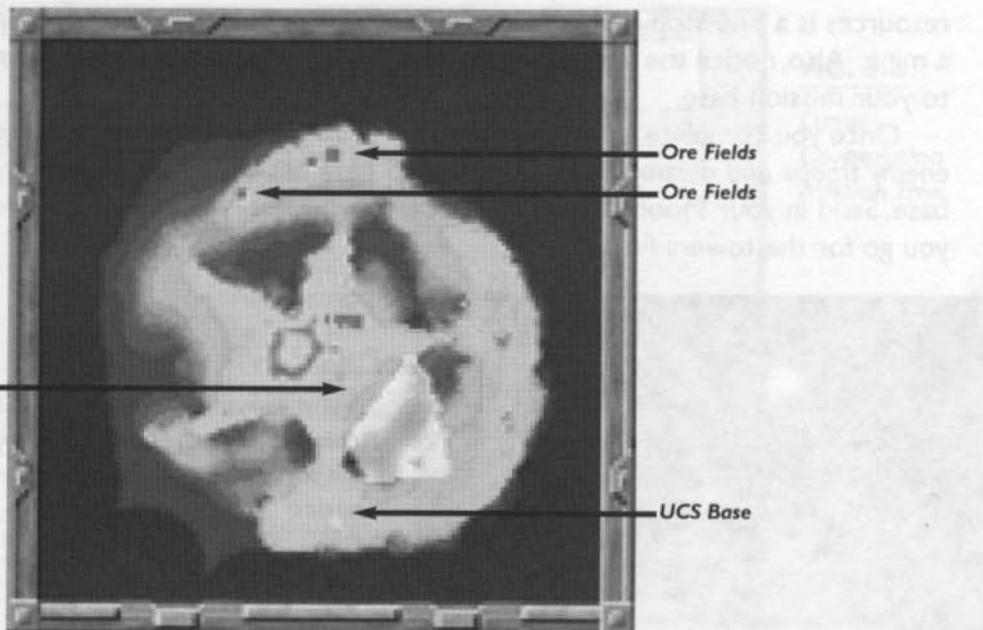


FIG. 4-1

Tutorial Mission Map

MISSION GOALS

- Build a Solar Power Plant
- Equip your Power Plant with four solar cells
- Build a solar battery
- Build a main base
- Build a mine
- Produce five military units
- Find enemy troops
- Destroy all enemies

Whether you've already played the Eurasian Dynasty or United Civilized States or you're jumping in for the first time with the Lunar Corporation, you'll need to understand the units and structures at your disposal. The tutorial mission will help you with this. If you read Chapter 2, "Gameplay Basics," you have a grasp of the game's basic mechanisms. Now take the time to learn how Lunar Corporation forces differ.



First, follow the simple goals set out at the beginning of the mission: build a Solar Power Plant, equip it with four solar cells, etc. Notice that harvesting resources is a one-stop operation for the Lunar Corporation; you need only build a mine. Also, notice the way LC structures arrive: orbiting transports lower them to your mission base.

Once you complete all the construction goals, you get a destruction goal: *Find enemy troops and destroy them all*. The UCS base lies southeast of your main base. Send in your Moon R units to attack. This mission will be a piece of cake if you go for the towers first.



FIG. 4-2

Several sea units defend the UCS base. Deal with them before you go after the land structures.



FIG. 4-3

Build an Aerial Supply Base to furnish your troops with ammo. You'll need it to end this mission quickly.



PROJECT ESCAPE EARTH

LC Campaign: Mission Tree

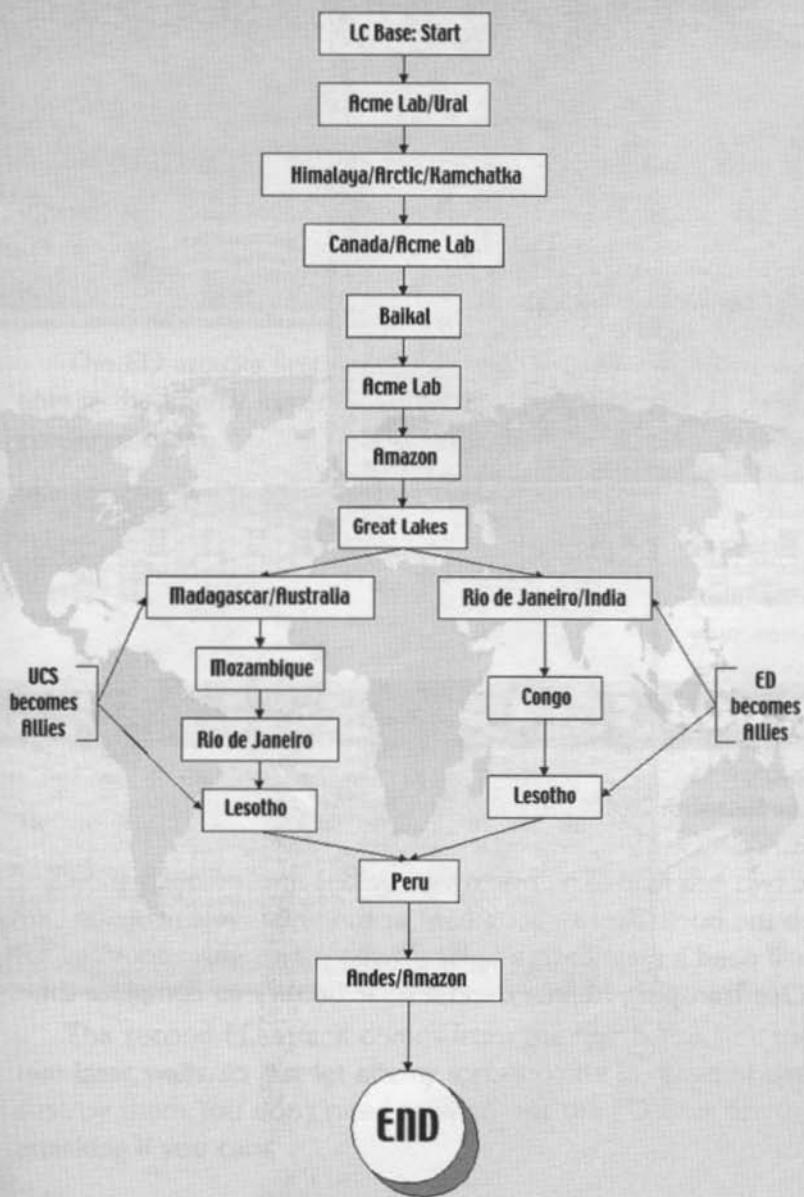
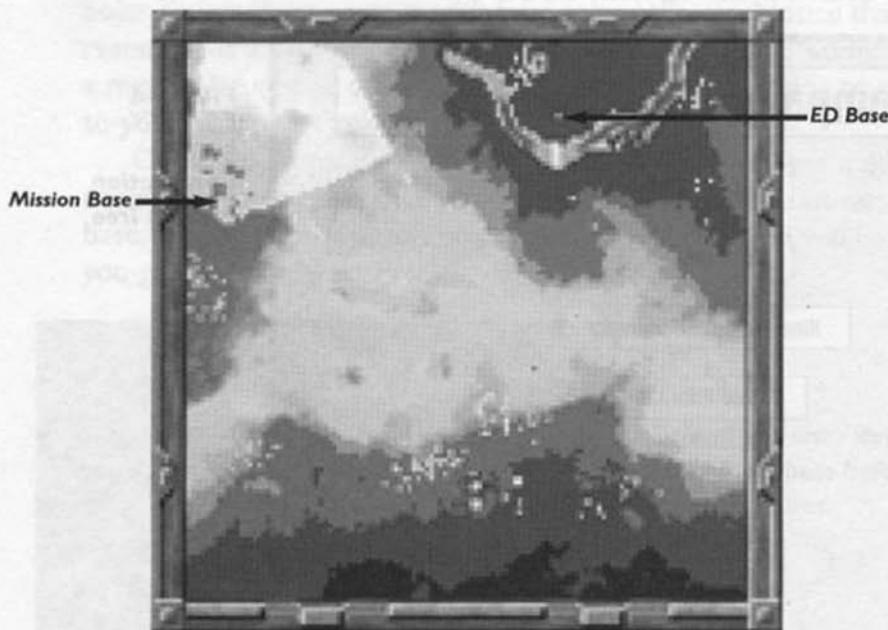


FIG. 4-4

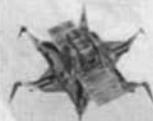
Lunar
Corporation
Mission Tree



URAL**FIG. 4-5***Ural Mission Map***MISSION GOALS**

- *Find deposits*
- *Supply your base with 20,000CR*

This map features two ore fields. The northwest field is uncontrolled; the ED holds the other, to the north. Construct a base at the northwest field and set up your defenses. You'll need a main base; a Solar Power Plant (with about five solar cells); a mine; an Ore Transport Refinery, and a solar battery to complete the mission.



**FIG. 4-6**

Construct this kind of base if you hope to meet this mission's goals.

**FIG. 4-7**

Build a laser wall to protect your eastern flank. Don't engage enemy forces until they come in range of base defenses. Your base can pack a lot of firepower if you arm it with rocket launchers.

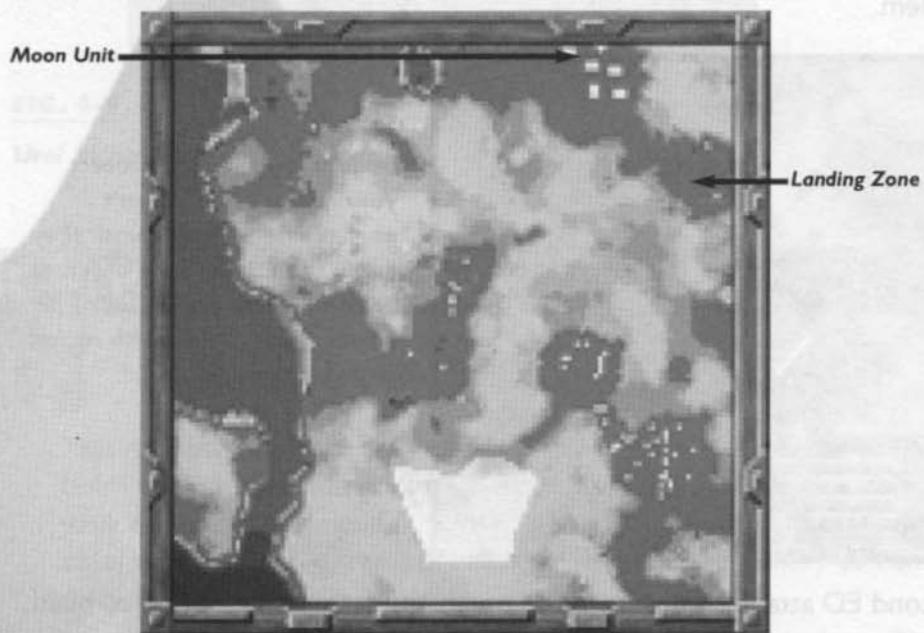
The second ED attack comes from the north. You lack the resources to build two laser walls, so just let enemy forces come in range of base defenses and destroy them. You don't need to wipe out the ED base for this mission, so avoid attacking if you can.



**FIG. 4-8**

The ED mounts nuisance attacks from the north. Your base defenses and a handful of units (pulled from the main base) will deal with them easily.

ACME LABORATORY

**FIG. 4-9**

ACME Laboratory Mission Map

MISSION GOALS

- Conclude all tests
- Fang must return to base

You don't have a lot to do in this mission. Use the transport to send the Fang unit from the main base to the mission. From there, you must guide the Fang near the Moon unit in the mission's base to the north. Once there, the Fang will conduct a series of tests automatically—speed over water, battle a few structures, and combat some disabled UCS robots. When the tests are complete, send the Fang back to the main base. It's that simple.



FIG. 4-10

Position the Fang in range of the Moon unit you find here, and the tests will run automatically.

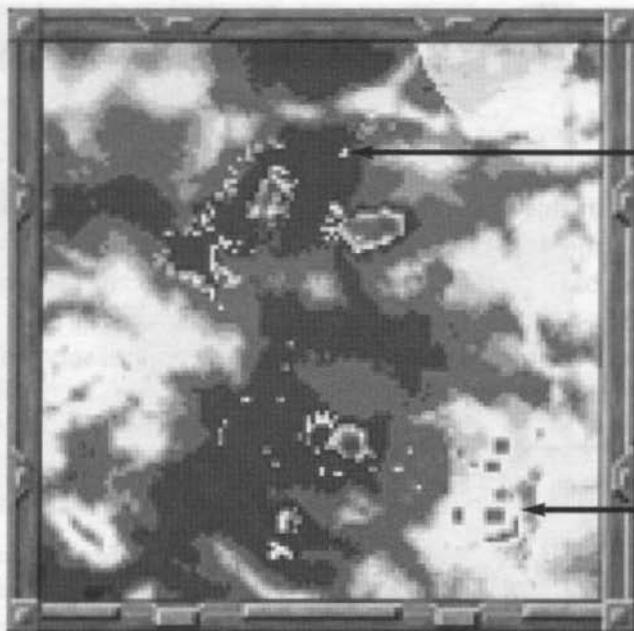
HIMALAYA

MISSION GOALS

- Provide your base with 20,000CR

Bolster your base defenses ASAP. Start researching the Defender (under Special in the research menu). Then build some laser walls to close off the northern approach to the resource field and the western approach to your main base. Set up a landing zone, as well. With luck you have some units left from the previous mission.



**FIG. 4-11**

Himalaya Mission Map

**FIG. 4-12**

The ED attacks in waves of tanks and helicopters. Build a laser wall to force the attackers to approach where you want to defend.

After the first few ED attacks, your Defender research should be complete. Build three—two to guard the resource field and one to guard the main base. Change the weapons on these structures to rocket launchers. They'll work wonders against the attackers.



FIG. 4-13

When Defenders are available, build three to guard your base. Change their weapons to rocket launchers to wreak havoc against attacking forces.

With defenses in place, build a mine and an Ore Transport Refinery on the field. You should be able to pull out about 30,000CR this mission, so take the time to extract all the resources and apply them to the overall campaign goal of 500,000CR.



FIG. 4-14

You lack sufficient forces and resources to take out the northern ED base.

ARCTIC

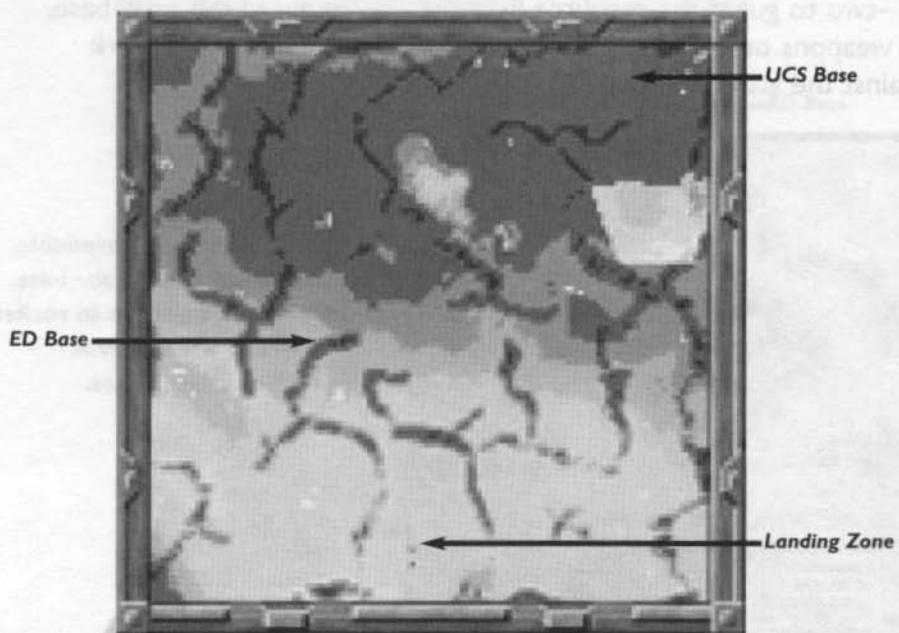


FIG. 4-15

Arctic Mission Map



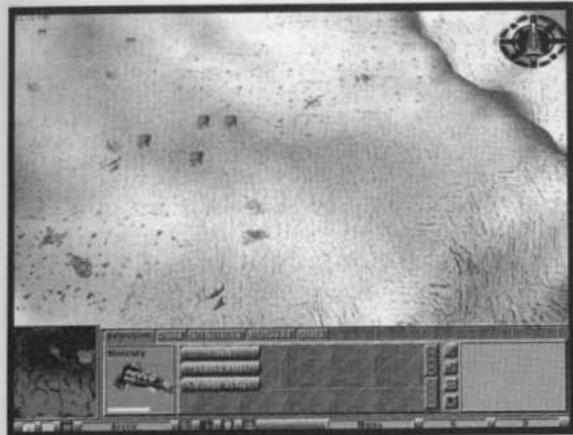
MISSION GOALS

- *Deliver alliance documents to UCS base*
- *Fang must return to main base*

The object of this mission is to get the alliance documents to the northern UCS base. However, Eurasian Dynasty forces stand between your landing zone and your goal. Because you have no resources in this mission, you must be speedy and sneaky. Study the map and plan your route. The Fang unit must *keep moving*. If you stop to engage the enemy you'll lose your units.

Once you reach the UCS base, officials sign the pact and UCS forces move out to engage the ED. Give the UCS time to move out, and then send your Fang back toward the landing zone. The UCS will watch your back so *keep it moving*. When you reach the landing zone, the mission ends.



**FIG. 4-16**

ED forces wait in ambush for your troops between the landing zone and the northern UCS base.

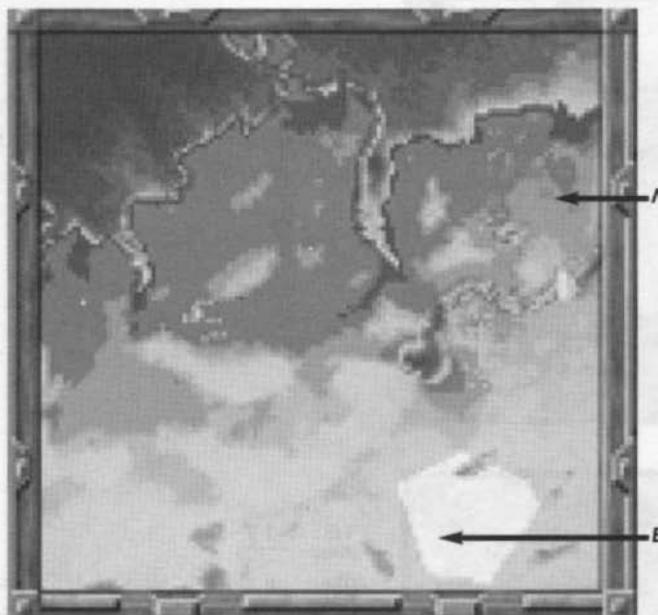
**FIG. 4-17**

After the deal is signed, UCS forces move out to attack the ED troops who lie in wait for you on your return trip to the landing zone. Give your allies time to engage the enemy before moving out.

**FIG. 4-18**

Move past this base as quickly as you can. If you stop to engage, you'll lose the mission.



KAMCHATKA**FIG. 4-19***Kamchatka Mission Map***MISSION GOALS**

- *Destroy an ED Research Center*

Start setting up base defenses as soon as the mission kicks off. The ED knows where you are and will attack almost immediately. Construct a laser wall on the western approach to your base. Guard it with a rocket-equipped main base building and a pair of Defenders to stop virtually any attack.

When the base is adequately defended, build up your attacking force. Invest in research to acquire Meteor fighters. When you've maxed out your unit limit, take the force south to the ED base.

Attack the defending towers, and then pull back. Eliminating the mobile defenders and fixed gun towers will use up all your ammo, so rearm and then move your attackers back in. Go for the Power Plants to silence base defenses. After that, it's just a matter of time before you destroy the Research Center.

An ED base lies to the east. You needn't engage it, however, so leave it alone. Throwing your newly battle-tested units at this facility gains you no extra resources.

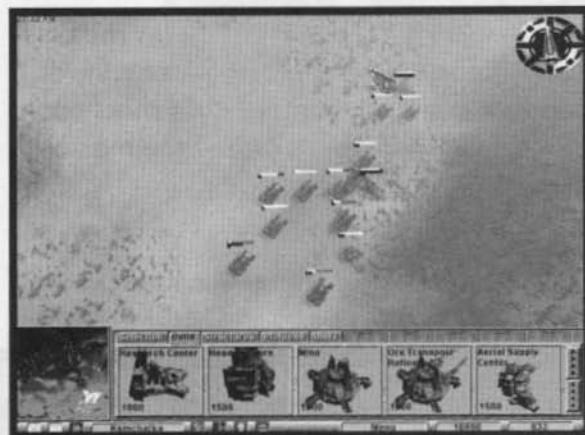


**FIG. 4-20**

Construct base defenses quickly, because the enemy attacks at the very start of this mission.

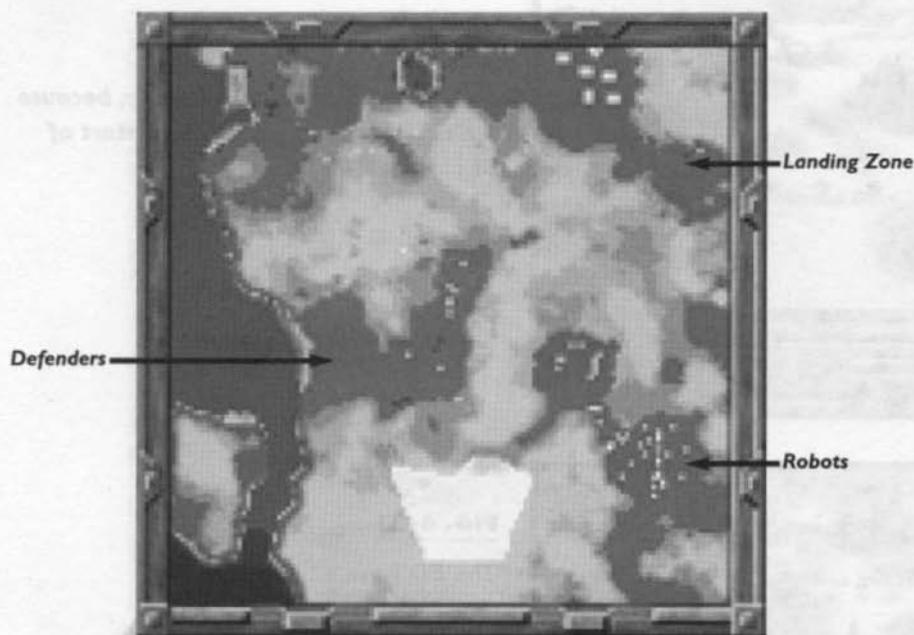
**FIG. 4-21**

The ED Base

**FIG. 4-22**

Pull back to this point for resupply and allow your armor to regenerate.



ACME LAB 2**FIG. 4-23**

Mission Map ACME Lab

**MISSION GOALS**

- Complete all tests

This mission tests the new and improved Tenebre II vehicle. This time, as the unit undergoes field testing against the robots, you have a certain amount of control. However, the test won't go well. The robots are armed, and their first shots cook your goose. Something is wrong with this unit's shielding/armor, and the mission ends in failure.

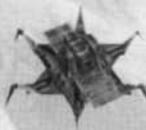




FIG. 4-24

Field-testing the Tenebre II

CANADA

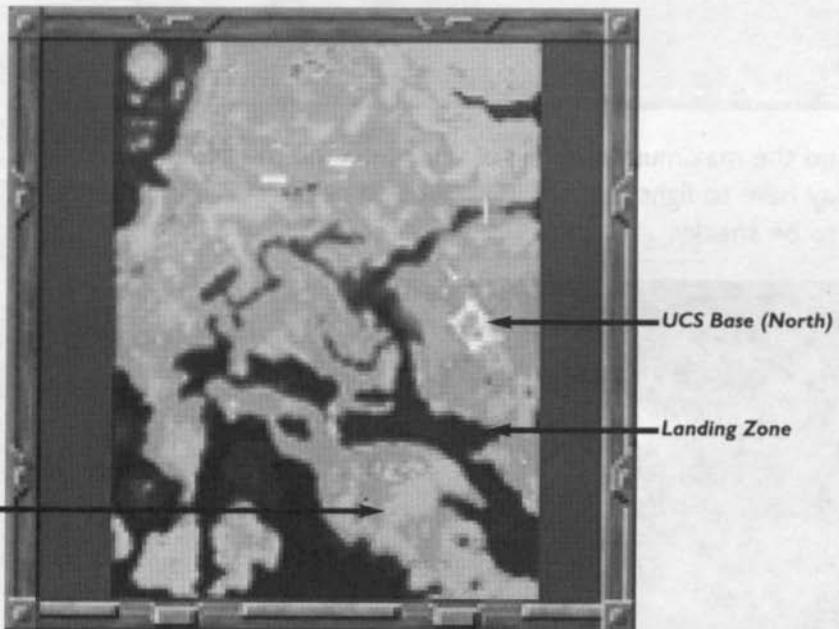


FIG. 4-25

Canada Mission Map

MISSION GOALS

- Meet UCS convoy at northern base
- Escort UCS convoy to southern base: 66 percent must make it through
- Fang must return to main base



You must be very sneaky to complete this mission. It's unclear from the mission brief, but you must include your personal vehicle. Send the Fang unit near the three Mammoth construction vehicles to start work on the remaining objectives.



FIG. 4-26

Send the Fang to link up with these three Mammoth construction vehicles. It's your job to escort them to the UCS base in the south.



FIG. 4-27

Send an advance force to deal with the enemy at the bridge-head.

Skirt the western edge of the western ED base. If you move carefully, ED forces won't notice you and the mission will be a piece of cake. When your forces arrive at the southern base, you'll be directed to return the Fang unit to the main base. Once you do, the mission ends.



FIG. 4-28

Skirt the western edge of this base. You don't have enough forces to attack it successfully.

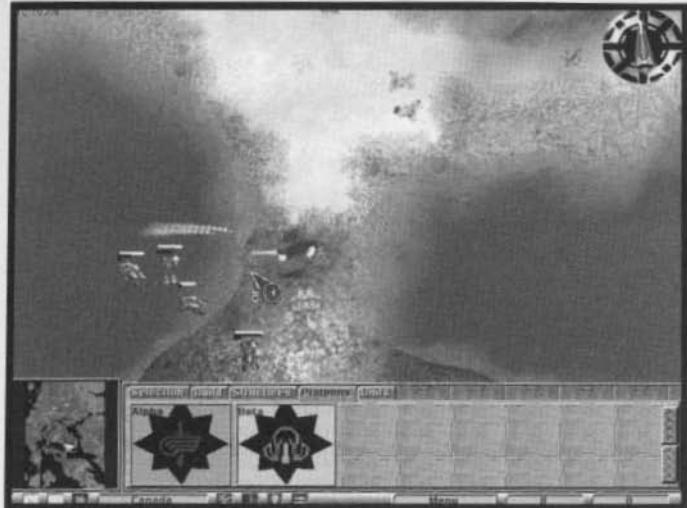
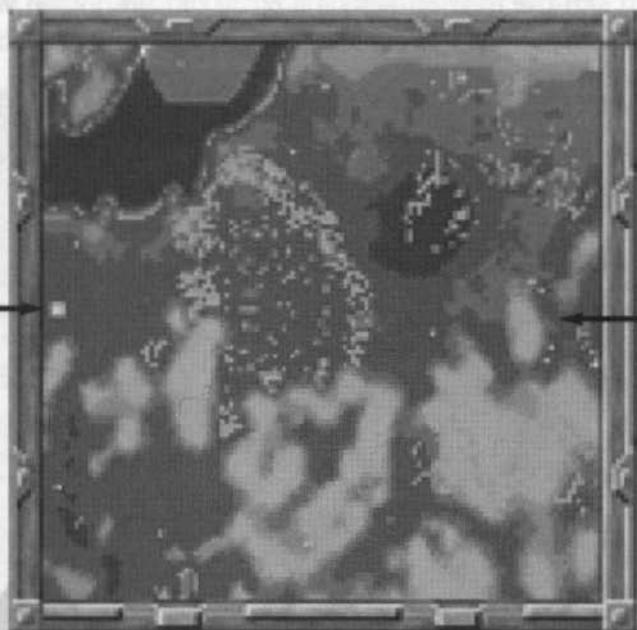


FIG. 4-29

The final obstacles are the Small Towers guarding the bridges to the south.



BAIKAL**FIG. 4-30***Baikal Mission Map***MISSION GOALS**

- *Destroy all ED structures*

In this mission, you must get the Fang in close to the ED base to set off the autodestruct sequence. First, however, you must defend your own base. Build Defenders right away: ED forces attack soon after the mission starts.

**FIG. 4-31**

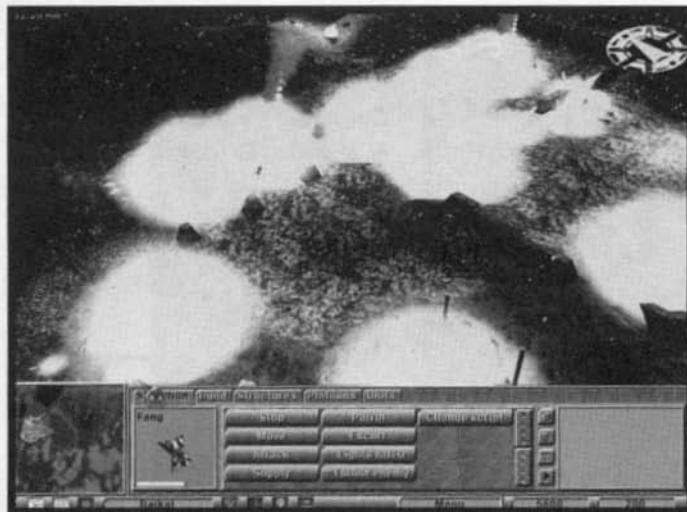
Construct your base defenses to deal with ED tanks.

After you defeat the attackers, send the Fang to the lake in the northwest—the perfect position for it to race into the base, transmit the autodestruct code, and exit.

**FIG. 4-32**

You must get the Fang close enough to the western ED base to trigger the autodestruct sequence.



**FIG. 4-33**

Send the Fang near the Research Center: boom!—no more ED base.

Tons of resources remain at the ore field near the former ED base. Drop an Ore Transport Base onto the rubble and extract all the ore you can. It will go a long way to fund Project Catharsis.

ACME 3



MISSION GOALS

- *Halt prototype and destroy it*
- *Fang must return to main base*

It's back to the testing labs—this time with a traitor in your midst. Place 5000CR, the Fang unit, and nine Meteor fighters in the Jupiter transport before the mission starts.



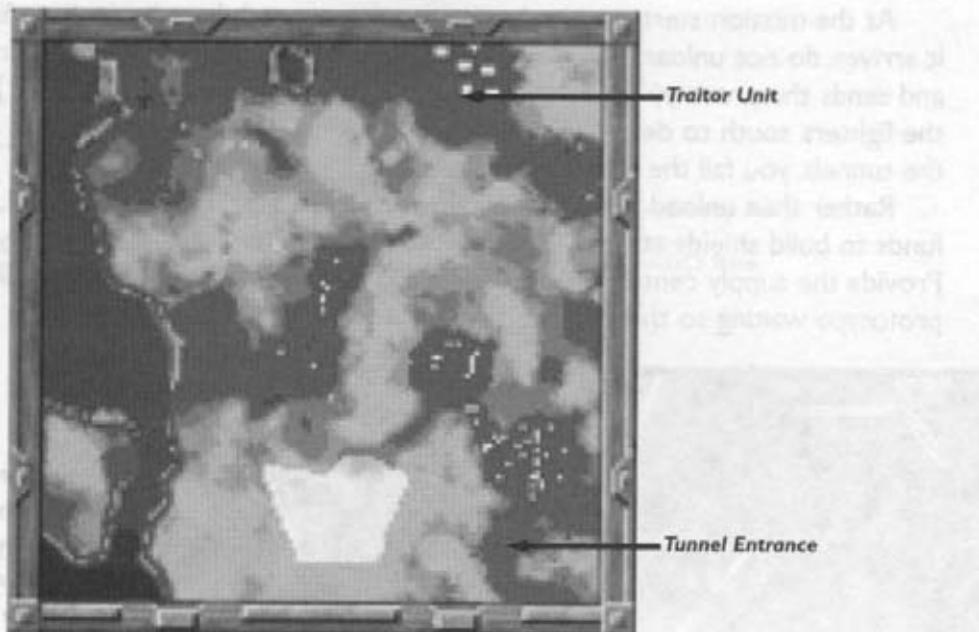


FIG. 4-34

ACME 3 Mission Map



FIG. 4-35

*Destroy the prototype before
you unload at the Lunar
Corporation test facility.*



At the mission start, get the Jupiter moving toward the mission base. When it arrives, do not unload. This will trigger an explosion that wipes out your base and sends the prototype/traitor running. You can still win if this happens. Just send the fighters south to destroy the tunnel entrance. If the prototype makes it into the tunnels, you fail the mission.

Rather than unload the transport, however, just give up the 5000CR. Use the funds to build shields at your two Research Centers and the Aerial Supply Center. Provide the supply center with rocket launchers, as well. The shields will keep the prototype waiting so the rockets can polish it off.



FIG. 4-36

Upgrading your Research Centers and Aerial Supply Center with shields buys you time. Next, position a rocket launcher at the supply center to destroy the prototype.

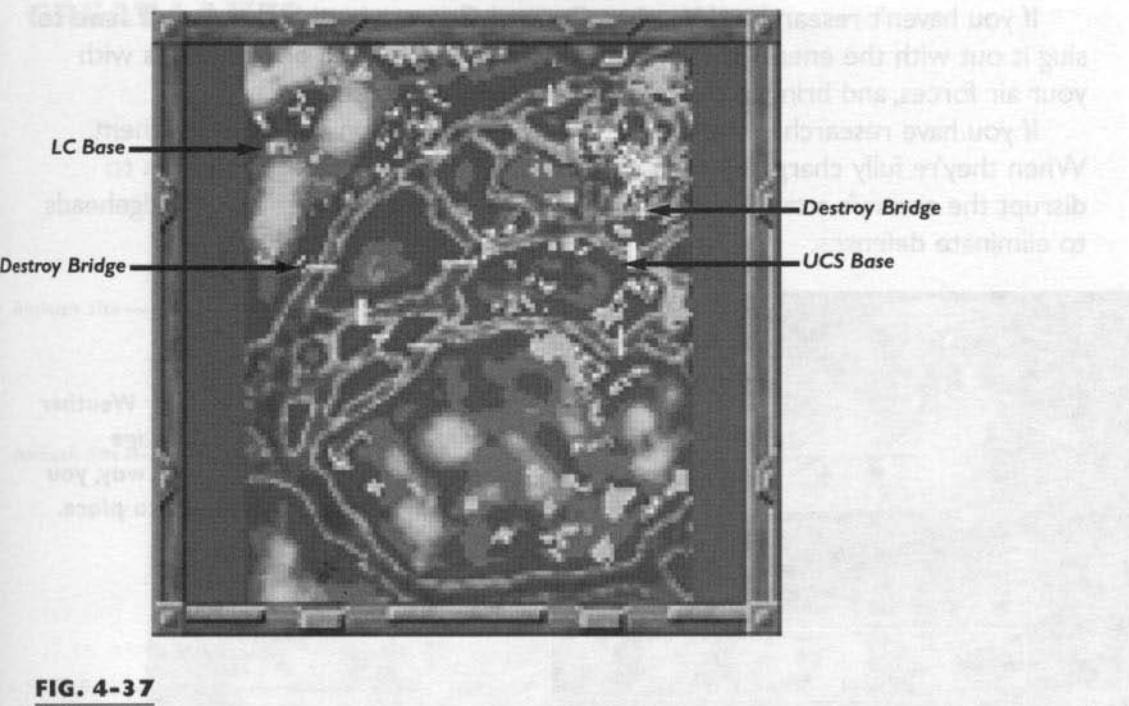
AMAZON



MISSION GOALS

- Provide base with 50,000CR
- Fang must return to base

You have two days to construct your defenses and eliminate the bridgeheads before the ED attack—but blowing up the three nearest bridges isn't the way to go. They're heavily defended and you could waste units trying to blow them. Instead, go after bridges that allow units to leave the ED island.

**FIG. 4-37****Amazon Mission Map****FIG. 4-38****Go for the undefended bridges.**

Attack the ED island bridges and build up your defenses. The best solution is to build Guardians and Defenders along your base perimeter to hold off enemy advances. Build one regular mine to go with the prebuilt Ore Transport Bases in order to provide your mission base the funds it needs to defend itself.



If you haven't researched Weather Control Centers by this time, you'll have to slug it out with the enemy to eliminate the base. Go for the power plants with your air forces, and bring in the tanks to destroy the structures.

If you have researched Weather Control Centers, then build four of them. When they're fully charged, you can hit the ED base with lightning storms to disrupt the enemy's attack ability. You also can use lightning storms at bridgeheads to eliminate defenses.

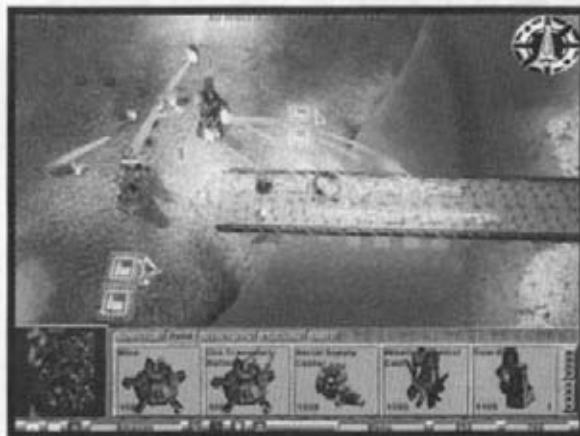


FIG. 4-39

Send lightning storms from your Weather Control Centers against the bridge defenses. With those out of the way, you can drop your own defenses into place.



FIG. 4-40

Hit the ED base with your Weather Control Centers to disrupt their attack.

GREAT LAKES

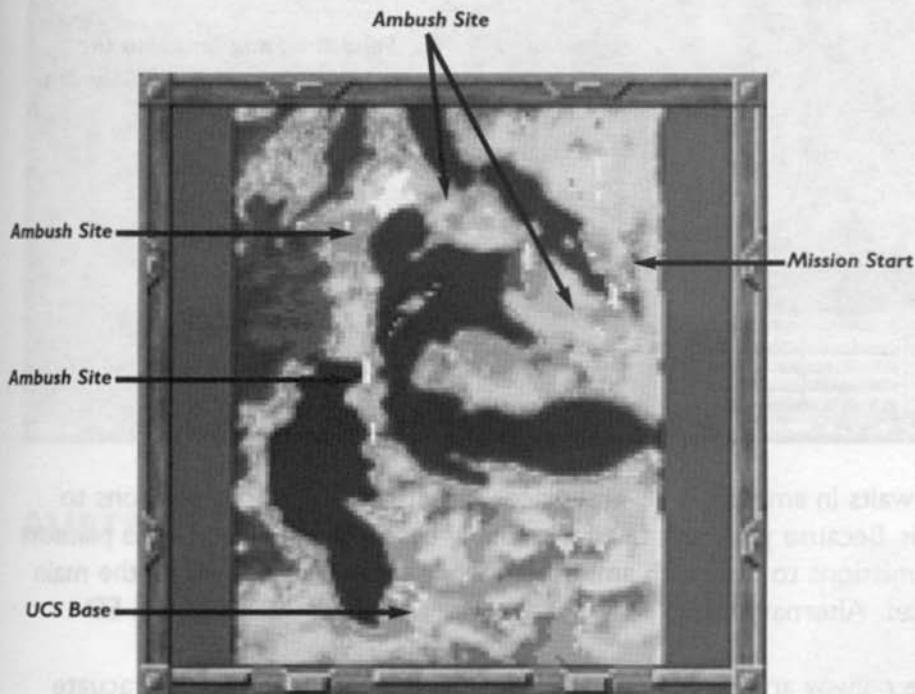


FIG. 4-41

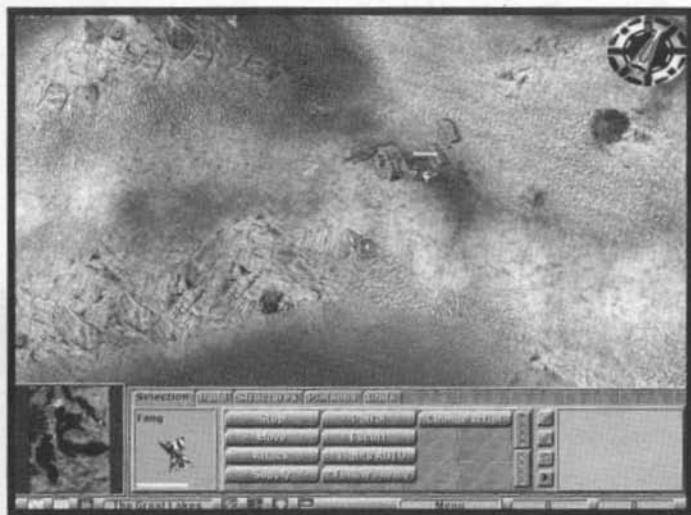
Great Lakes Mission Map

MISSION GOALS

- Meet with convoy at first base
- Escort convoy to second base; 100 percent must survive
- Fang must return to main base

Once the Fang unit meets the convoy, you have a choice. NEO offers you an alliance with the Eurasian Dynasty. If you accept the offer, you must destroy the convoy. Then, jump to the Rio de Janeiro mission. If you reject it, escort the convoy as planned to the southern UCS base and then continue with the next mission walkthrough.



**FIG. 4-42**

Send the Fang unit into the mission. The convoy follows it to the UCS base.

The ED waits in ambush in several places. Create two airborne platoons to deal with this. Because you can't build a resupply base, you must keep one platoon flying cover missions to deal with ambushers while the other returns to the main base to reload. Alternate rapidly, and you'll have no problem dealing with ED forces.

After the convoy arrives at the southern UCS base, you need only evacuate your forces back to the main base.

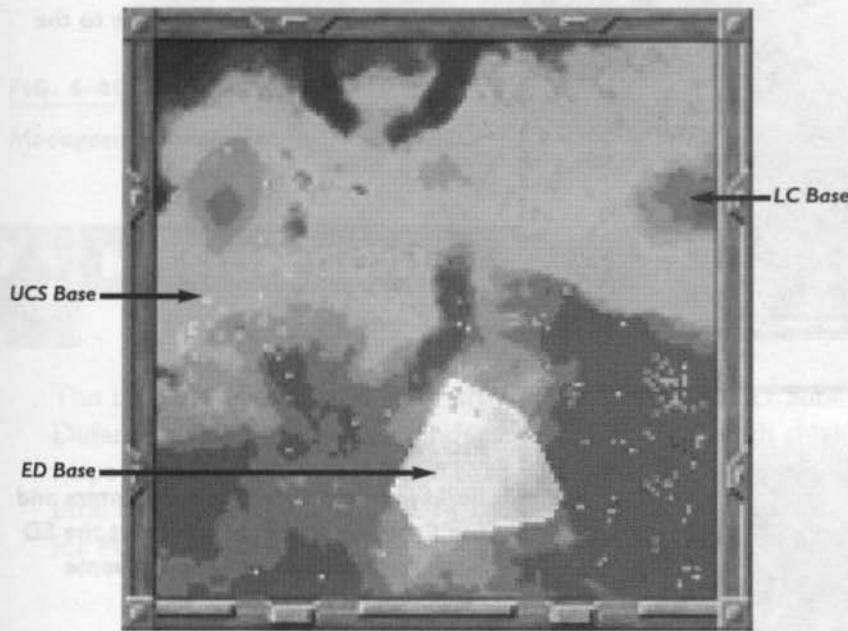
**FIG. 4-43**

Use two airborne platoons to cover the convoy as it works its way south. One can cover the convoy as the other returns to the main base to reload.

**FIG. 4-44**

The convoy arrives at the UCS base in the south. Evacuate your forces back to the main base to complete the mission.

AUSTRALIA

**FIG. 4-45**

Australia Mission Map





MISSION GOALS

- *Destroy all ED structures*

The ED base lies to the south. Your UCS allies have a base to the west. To reach your goals, you must destroy all structures in the south. The UCS helps out, but the hacker NEO impedes them: all the map's UCS units become enemy units. The UCS brings reinforcements eventually, but attacking the southern ED base becomes your task alone.

Construct base defenses to repel an attack by ED tanks. After you've covered the southern approach, build a mine on the western resource field and construct four Weather Control Centers. When the Weather Control Centers are fully charged, unleash four lightning storms on the heart of the ED base. This destroys almost all the structures; send in a small force to mop up.



FIG. 4-46

You must wipe out this ED base to the south.



FIG. 4-47

Build four Weather Control Centers and use lightning strikes to wipe out the ED base. You may have to send in some mobile units to mop up.

MADAGASCAR

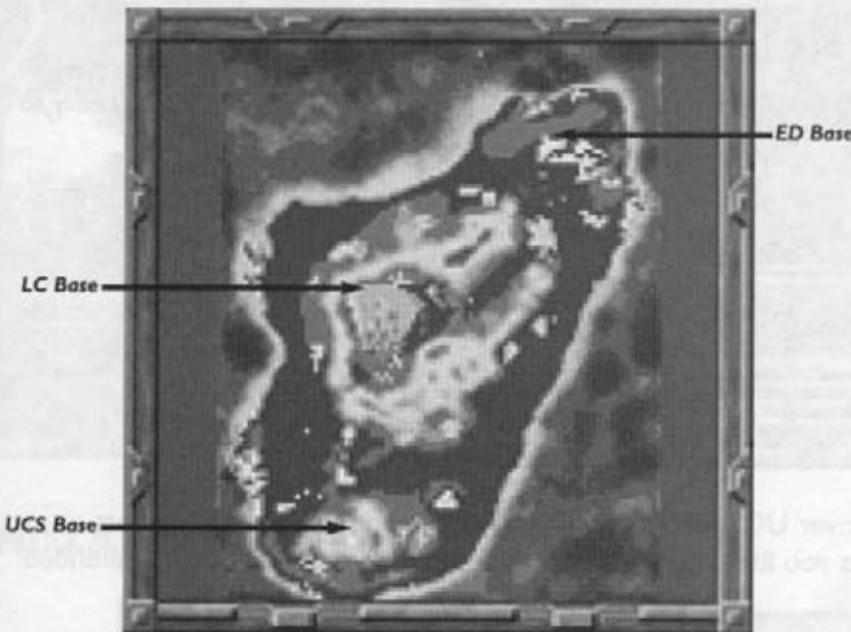


FIG. 4-48

Madagascar Mission Map



MISSION GOALS

- *Destroy all ED forces*

The LC base is easy to defend, so you needn't construct additional Guardians or Defenders. Upgrade the Defenders already in place with shield generators. This helps keep the ED out of your base and gives your Weather Control Centers time to charge up. Build an Ore Transport Base to extract some of the resources for Project Catharsis.



**FIG. 4-49**

Because the LC base is positioned in the valley, it's easy to defend.

NEO takes over UCS forces again, so after the first attack, UCS robots change sides. This affects you little, however; the approach to your base is well-defended.

**FIG. 4-50**

NEO takes control of UCS forces several times in this mission. Let the loyal UCS robots deal with those that switch sides.

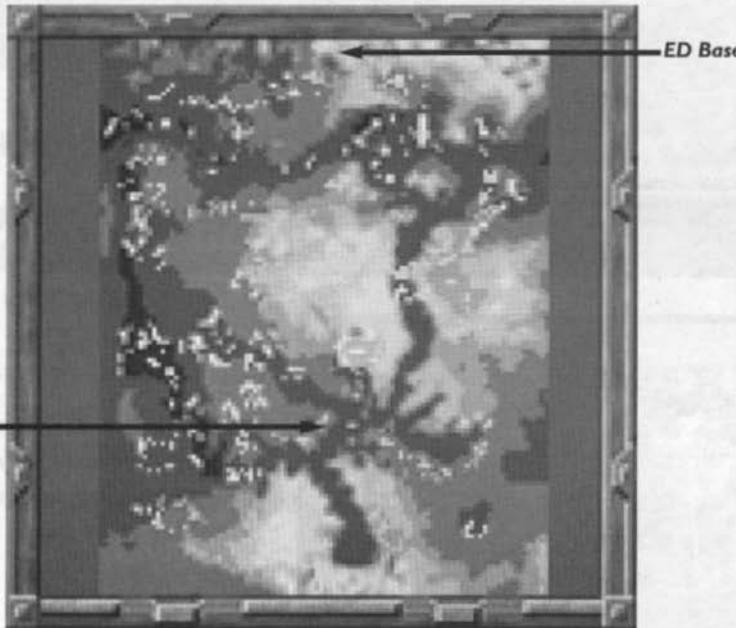
When the Weather Control Centers have powered up, unleash their fury: launch at least four lightning storms at the ED base to wipe it out. Again, mobile forces must mop up anything that remains.



**FIG. 4-51**

Unleash lightning storms on the enemy base to eliminate most of its structures. Ground and air units can mop up afterward.

MOZAMBIQUE

**FIG. 4-52**

Mozambique Mission Map





MISSION GOALS

- Destroy the ED base
- Destroy the NEO base

The mission goals imply the presence of two enemy bases in this mission, but it's really one large base at the northern edge of the map. In the beginning, you must build up your own defenses. Three Guardians placed at the northern and western approaches to your base should hold off the enemy. A laser wall in front of the Guardians will help hold the attackers in place while defenses pick them off.



FIG. 4-53

Build up your base defenses, and then build a strike force of Meteor fighters and Crater tanks.

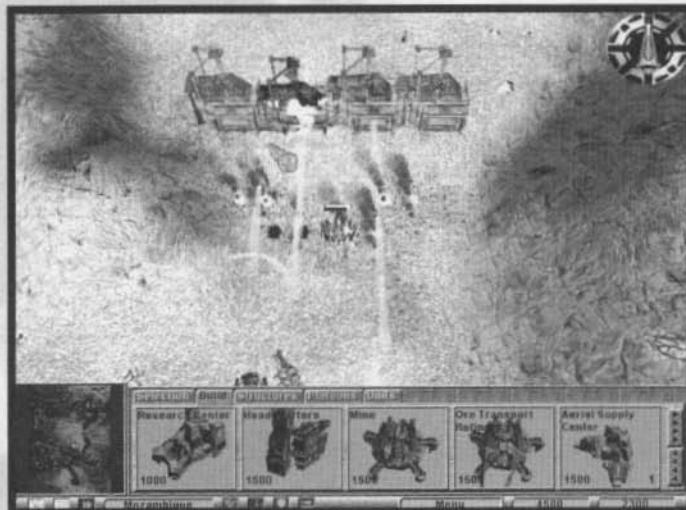


FIG. 4-54

Destroy the tunnel entrances in front of your base so you can see approaching enemy forces, since they must travel over land.

The only effect that Weather Control Centers offer for this mission is Wind, and that won't do you much good. You'll have to complete this mission the old-fashioned way: build air and ground forces. The air units (Meteor fighters) should go for the Power Plants; once the power is down, send the ground units (Crater tanks) after the structures.

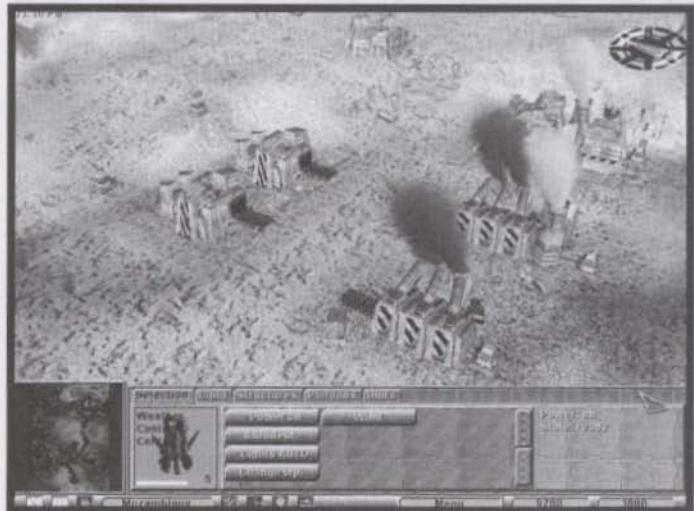


FIG. 4-55

Wipe out the northern ED/NEO base using a combination of fighters and tanks. After the fighters take out the Power Plants, send the tanks in after the defenseless structures.

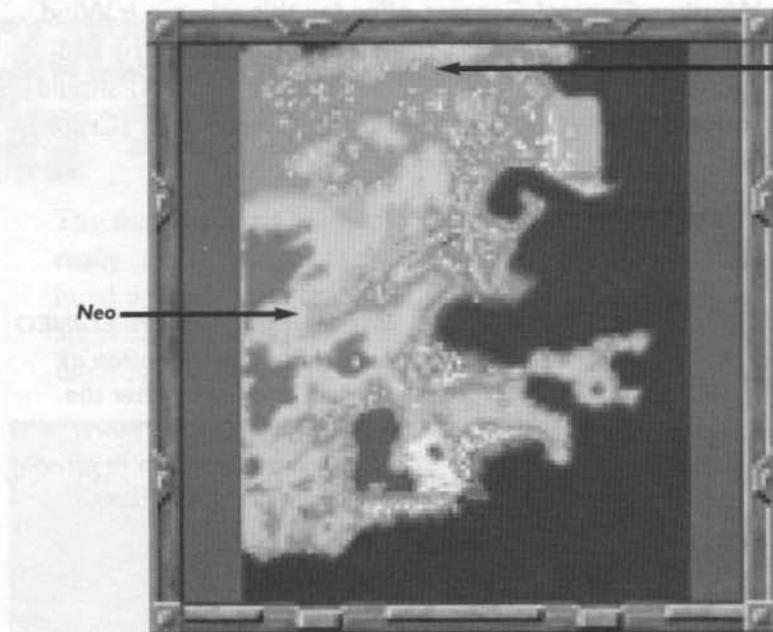
RIO DE JANEIRO (UCS ALLIES)

MISSION GOALS

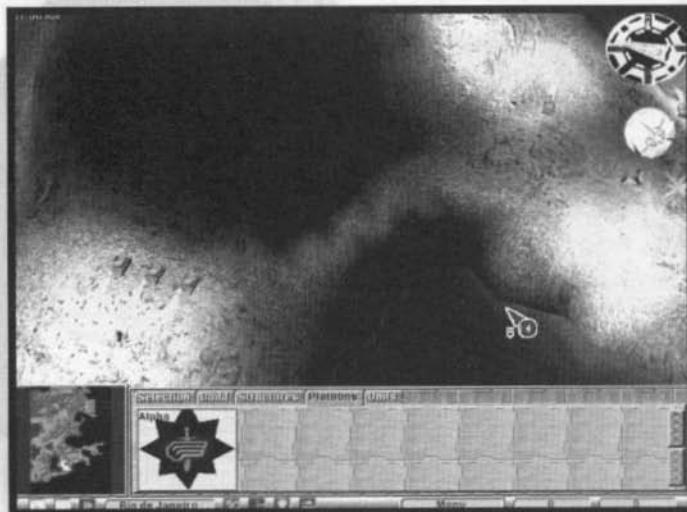
- Kill NEO

You needn't build any bases in this mission. Just get in, destroy NEO's vehicle, and move on. Send in reinforcements from the main base via the landing zone. You'll need them; units available in the mission run out of ammo quickly.



**FIG. 4-56**

Rio de Janeiro Mission Map

**FIG. 4-57**

Several ambushes await you around the map, including pockets of ED tanks like these



NEO has set up several little ambushes for you—UCS robots in the east and several pockets of ED tanks in the south. You don't need to destroy them all. Focus on destroying NEO's vehicle near the center of the map, just west of the mountain. When you do, the mission ends.



FIG. 4-58

NEO awaits destruction west of the map's central mountain.

LESOTHO (UCS ALLIES)

MISSION GOALS

- *Destroy ED forces*
- *Destroy traitorous UCS forces*

When you begin mining the ore field west of your base, the UCS will break the treaty. They claim to need the ore more than you do, but you need the credits to defeat ED forces. Oh well, one more base to eliminate. Fortify defenses west of your base to hold off UCS forces while you deal with the Eurasian Dynasty to the east.



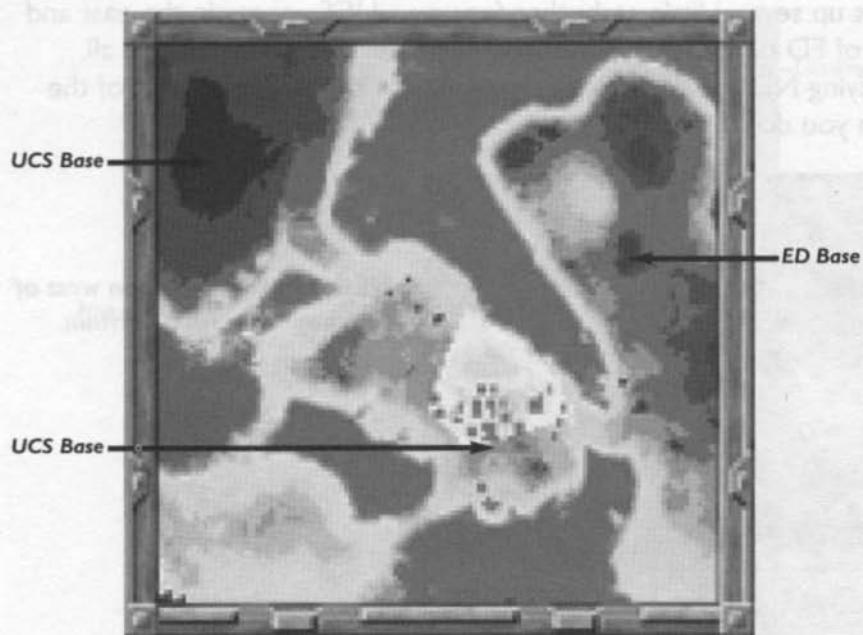


FIG. 4-59

Lesotho Mission Map



FIG. 4-60

The UCS becomes your enemy when you start mining resources from the western ore field.

**FIG. 4-61**

Defend the western edge of the base to hold off the UCS as you attack the ED.

To deal with the ED, construct at least four Weather Control Centers. As they charge up, you can launch small attacks at the fringe of the ED base. When the Weather Control Centers have charged, you'll have the option of meteor showers. Hail three of these on the base, and then send in Crater tanks to mop up.

**FIG. 4-62**

A meteor shower can devastate the ED base.

Now wait for your Weather Control Centers to power back up, and then give the UCS base the same treatment. As all of this is taking place, you'll mine a lot of credits useful for Project Catharsis, as well as further research.

Now that you've finished the Lesotho Mission, jump to the Peru Mission walkthrough.



RIO DE JANEIRO (ED ALLIES)

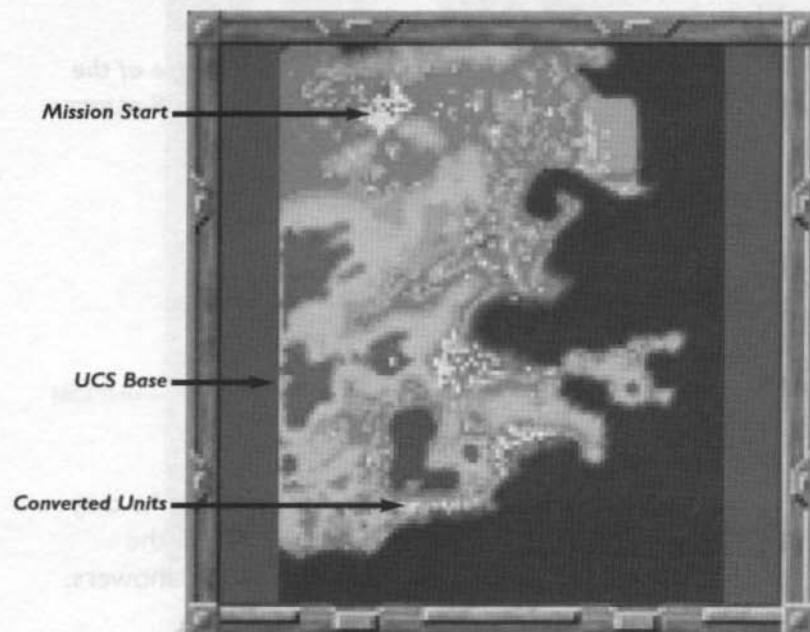


FIG. 4-63

Rio De Janeiro Mission Map (ED Allies)



MISSION GOALS

- **Escort NEO to UCS base**

NEO will only follow your personal "Fang" vehicle, so bring it into the mission to get things started. You can't build any structures, so concentrate on bringing in as many Crater tanks and Thunderer sonic bombers as you can.

To meet your first objective, send your tanks and bombers to destroy defenses at the northern pass. Concentrate on Guard Towers and Energy Transmitters. This will allow you to take NEO in through the mountain pass.

In the UCS base, NEO will hack into the UCS battle robots and switch them to your control. With these additional units, you can eliminate the rest of the UCS base. Send the Fang unit back to the main base to complete the mission.



**FIG. 4-64**

The object of the mission is to escort NEO to the UCS base in the south. It will only follow the Fang vehicle.

**FIG. 4-65**

Use Thunderer sonic bombers to destroy defenses along the northern mountain pass.

**FIG. 4-66**

At mission's end, bring the converted UCS units with you back to the main base to use in later missions.



INDIA (ED ALLIES)

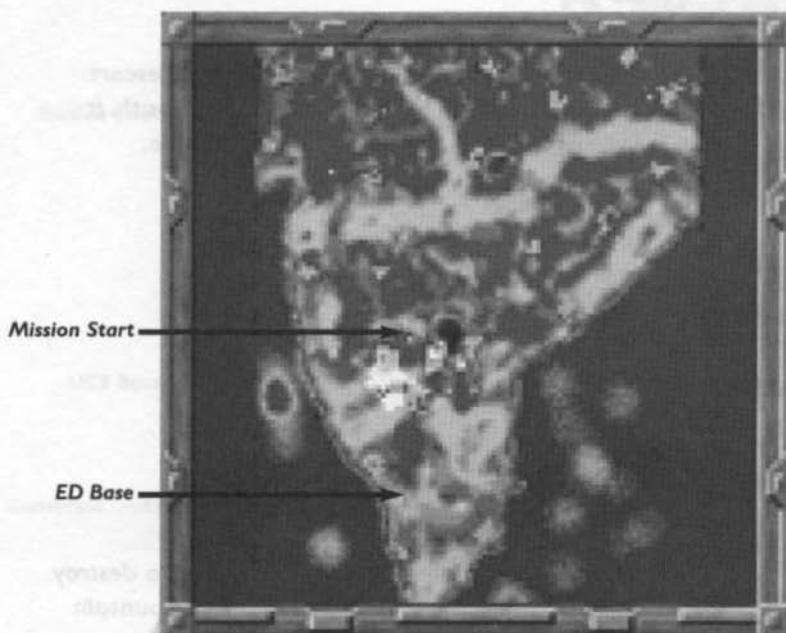


FIG. 4-67

India Mission Map



MISSION GOALS

- Provide your base with 50,000CR

You must provide your base with 50,000CR this mission—no easy task given the size of enemy forces on the map. Your first order of business is to send in as many units as you can from the main base as quickly as possible. Next, build several Solar Power Plants and batteries to provide enough power for your base. Very early into the mission you'll come under attack from the east, so concentrate your early defenses along this approach.

With such a small time frame, you must constantly be building your base defenses. Again, since the first attack comes from the east, construct a network of Guardians and Defenders in the narrow pass leading to your base. The next attack comes from the north, and a final one from the west.

To extract the ore quickly, build one mine (to provide your base with credits for defenses) and two Ore Transport Bases (to work toward the 50,000CR objective). Besides Guardians and Defenders, you need a few other structures in this



mission: an Aerial Supply Depot, mines, and laser walls. Send the mobile units from your main base.



FIG. 4-68

The first attack comes from the east. Build Guardians and Defenders to defend this approach to your base.



FIG. 4-69

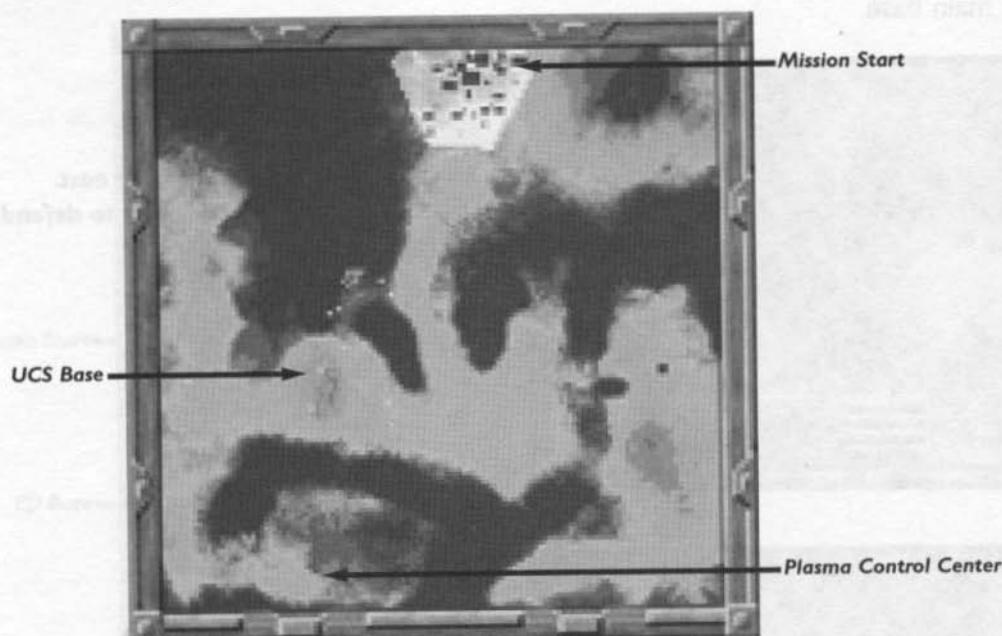
Once you thwart the attack from the east, build defenses to the north, and then to the west.



FIG. 4-70

Should you feel adventurous enough to attack it, an enemy base lies to the south. If you can spare the credits for Weather Control Centers, a few well-placed lighting storms will level it.



CONGO (ED ALLIES)**FIG. 4-71****Congo Mission Map****MISSION GOALS**

- *Destroy UCS base*

This map teems with enemy forces. Your main objective is to destroy the UCS base (pretty much the entire southern edge of the map). The main enemy base lies in the center of the map, with a small outpost to the west, and another small base supporting a Plasma Control Center to the south.

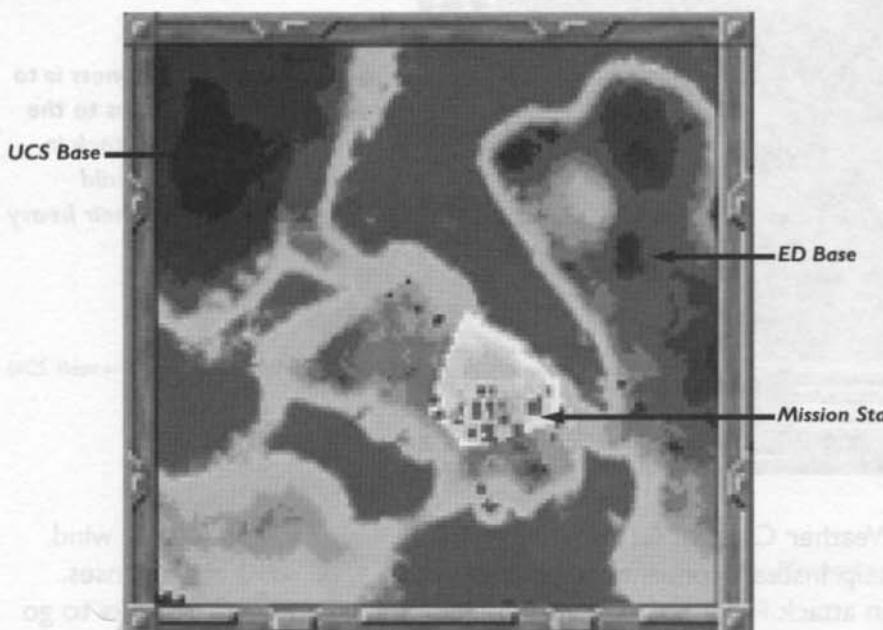


**FIG. 4-72**

Your first order of business is to construct your defenses to the south. The UCS will attack in waves and you must build enough to deal with their heavy robots.

**FIG. 4-73**

The Plasma Control Center at the southern edge of the map can wreak as much havoc as the Eurasian Dynasty's Missile Control Center or the Lunar Corporation's Weather Control Centers.

LESOTHO (ED ALLIES)**FIG. 4-74***Lesotho Mission Map***MISSION GOALS**

- *Destroy UCS forces*
- *Destroy ED forces (traitors)*

Once you begin mining the ore field west of your base (and you'll need the credits to defeat UCS forces), the ED will break the treaty. If you don't mine the field, the ED will break the treaty eventually anyway, so start mining as soon as your defenses are ready.

To deal with the ED and the UCS, construct at least four Weather Control Centers. As they charge, you can launch small attacks against the fringe of the ED base. After the Weather Control Centers have powered up, you'll have a new option—meteor showers. Send three meteor showers into the base, and then send in Crater tanks to mop up what's left. Make sure you go after the ED first. Their Missile Control Center will most likely launch a lot of ballistic missiles at you, so deal with them first.



**FIG. 4-75**

The ED becomes your enemy once you start mining resources from the western ore field.

**FIG. 4-76**

Build SDI lasers to defend against the ED's missile attacks.

**FIG. 4-77**

A Meteor Shower can devastate the ED base.



With the ED out of the way, wait for your Weather Control Centers again. After they charge, give the UCS base the same treatment. While all of this is going on, you can mine a lot of credits for further research and Project Catharsis.

PERU

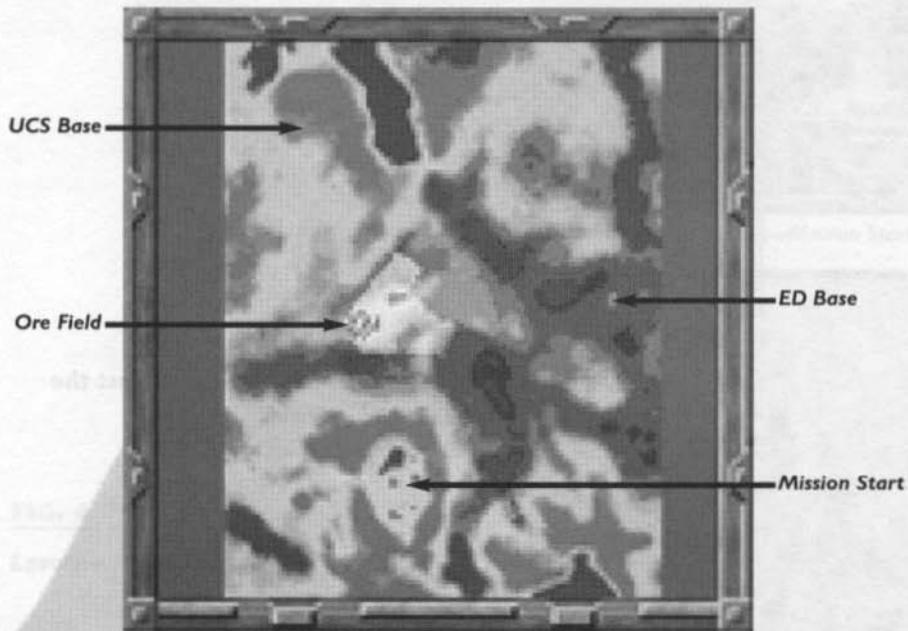


FIG. 4-78

Peru Mission Map



MISSION GOALS

- Provide main base with 100,000CR

This mission is replete with resources, so move fast to collect them all. Drop three or four Ore Transport Bases on the map's central ore field. Place defenses to hold this field as long as possible. Both the ED and the UCS have bases on this map, so your defenses must be formidable.



**FIG. 4-79**

Drop several Ore Transport Bases into the ore field in the center of the map. Then defend your newly extended base with laser walls and Guardians.

Power is key in this mission. Make sure you have enough Solar Power Plants and solar batteries to keep defenses operative when the sun goes down. ED Missile Control Centers will shower ballistic missiles on your base. Build a network of SDI lasers around your Solar Power Plants, since they're the most vulnerable targets.

**FIG. 4-80**

The northeastern ED base.

To eliminate ED and UCS forces, build four to six Weather Control Centers. This should be secondary, however, both to your power requirements and to the construction of SDI lasers; so if you've researched Thunderer bombers, send them in to destroy the Missile Control Center instead of using meteor showers.



**FIG. 4-81**

Go after the Missile Control Center, or its missiles will inflict heavy damage.

**FIG. 4-82**

Launch meteor showers against the UCS base to the northwest.

ANDES

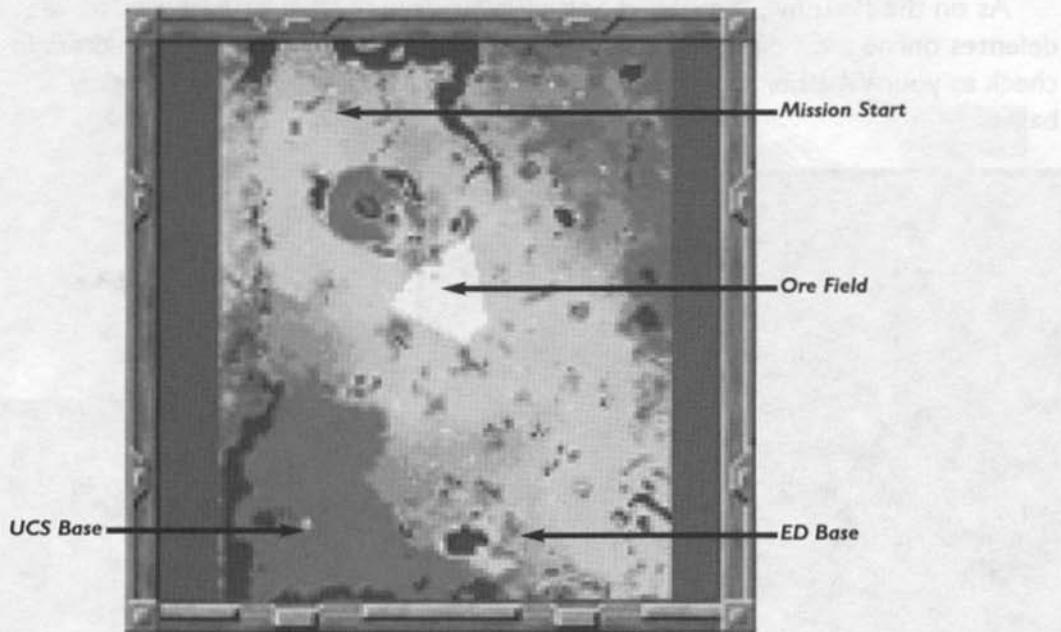


MISSION GOALS

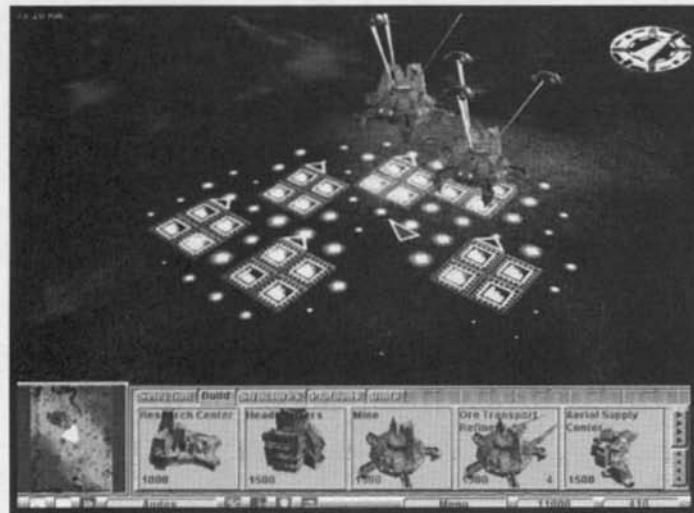
- Provide your main base with 100,000CR



This mission resembles the Peru mission, but the resource field in the center is even larger. Drop at least six Ore Transport Bases on the field and get defenses up as quickly as possible. The ED lies to the southeast and the UCS is in the southwest.

**FIG. 4-83**

Andes Mission Map

**FIG. 4-84**

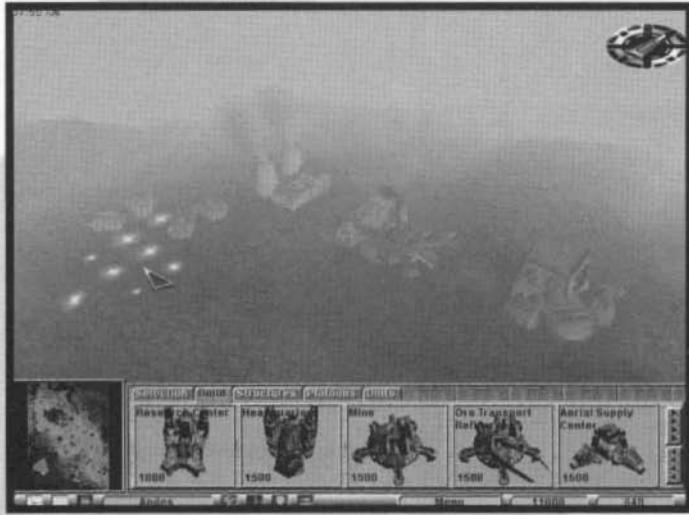
Position as many Ore Transport Bases as you can in the central ore field. Then get the credits out fast.



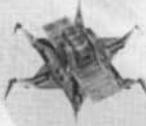
As on the Peru map, construct Solar Power Plants and solar batteries to keep defenses online after dark. SDI lasers can keep the ED Missile Control Centers in check as your Weather Control Centers land crippling blows on both enemy bases.

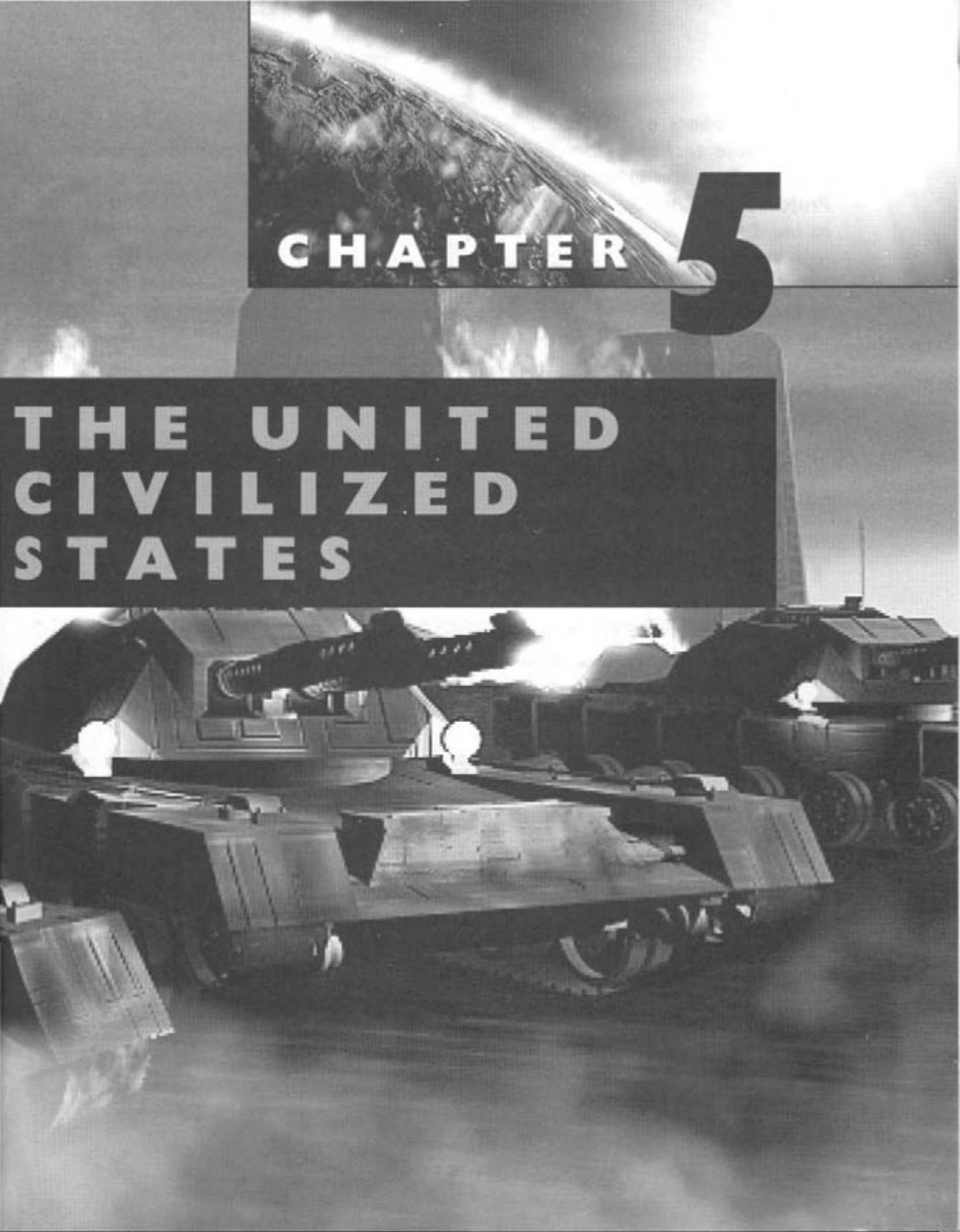
**FIG. 4-85**

The southeastern ED base.

**FIG. 4-86**

The southwestern UCS base.





CHAPTER

5

THE UNITED
CIVILIZED
STATES

The robots of the United Civilized States await your command. Guide these technological terrors into battle against the Lunar Corporation and the Eurasian Dynasty in your quest to escape the fate of planet Earth. Project MARS has a steep cost, however. You will need to find 1,000,000 credits to build the ship that will take the UCS to the stars.

As you go from mission to mission, make sure you are researching the larger classes of robots. They will allow you to bring more armor and firepower to the enemy. Also, make sure you are researching towards the development of the plasma cannon. This weapon will allow you to fire at the enemy base from afar. Like the Eurasian Dynasty's Missile Control Center and the Lunar Corporation's Weather Control Center, this structure can make the difference between winning and losing in battle.

Make sure you build multiple harvesters to go with each refinery. These will help you get the ore out of the field and converted to credits as quickly as possible.

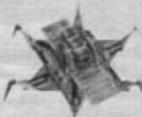
TUTORIAL MISSION

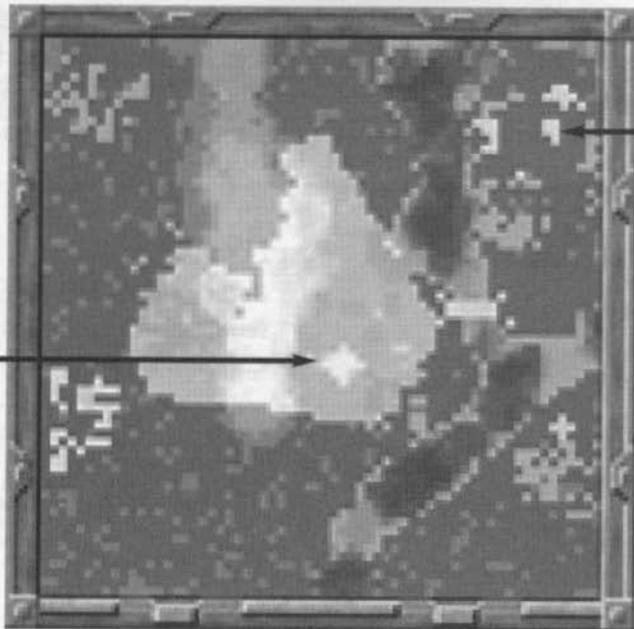


MISSION GOALS

- Build Power Plant
- Build Vehicle Production Center
- Build Refinery
- Build two harvesters
- Build Albatross raw materials transport
- Produce five Tiger robots
- Destroy all enemies

This tutorial mission familiarizes you with the basic units of the United Civilized States. The first difference you'll notice lies in the way the UCS refines ore into credits. First, you must construct a Refinery, and then ore harvesters. The harvesters will gather the ore and deliver it to the Refinery for conversion.



**FIG. 5-1**

Tutorial Mission Map

**FIG. 5-2**

Your main base: build multiple ore harvesters to get resources to your Refinery quickly.



Once you understand the basic controls and have constructed your base, build an offensive force to destroy the Eurasian Dynasty forces in the map's northeast corner. A mix of 20mm guns and grenade-launching robots will be enough to chew through the ED forces. When you have about 10 units, move north and go get 'em.



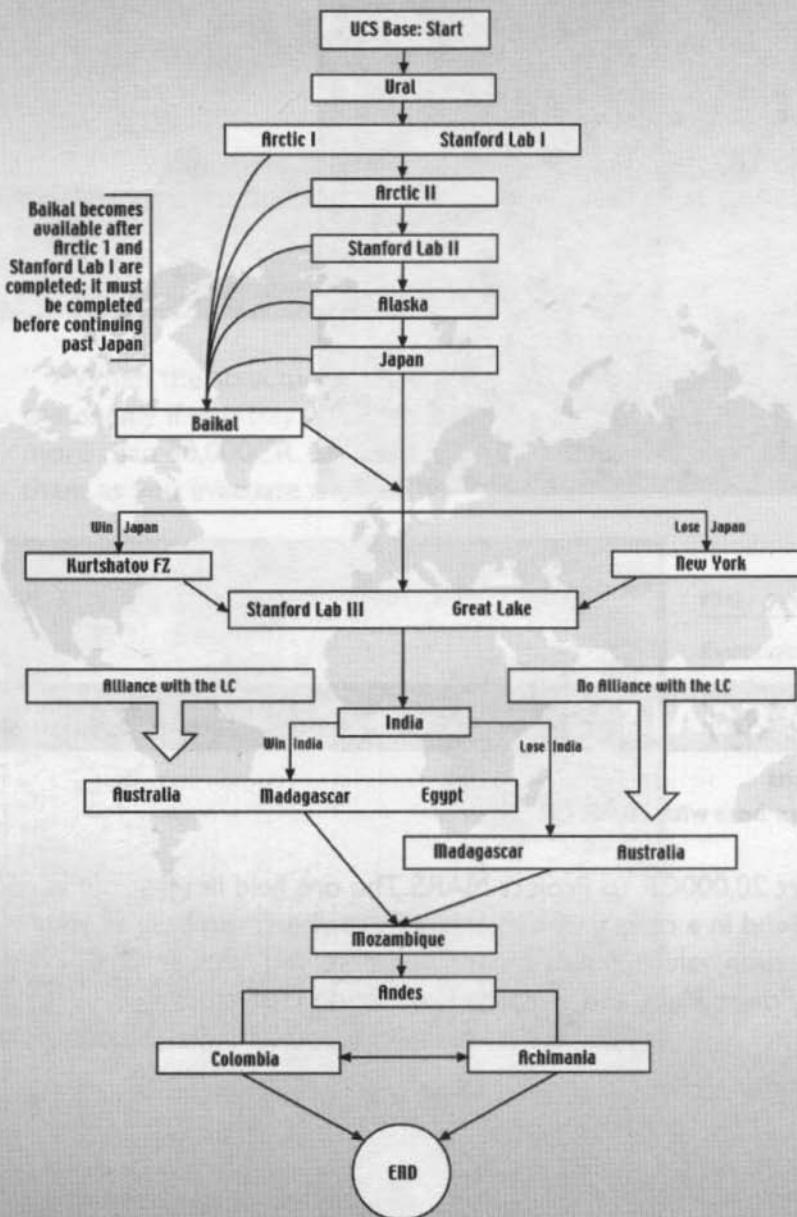
FIG. 5-3

Build an offensive force and send it north to attack the Eurasian Dynasty army.



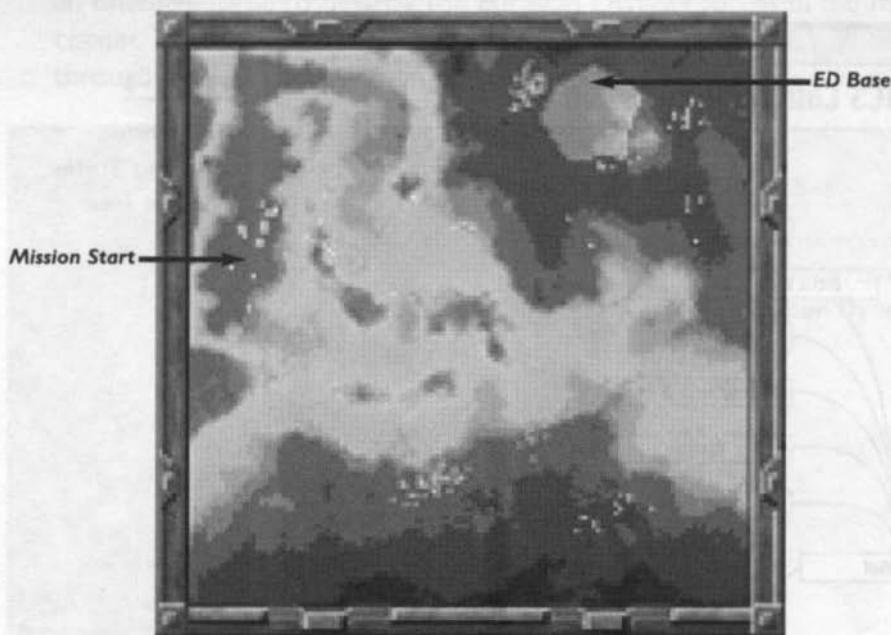
PROJECT MARS

UCS Campaign: Mission Tree

**FIG. 5-4**

The United Civilized States Mission Tree



URAL**FIG. 5-5***Ural Mission Map***MISSION GOALS**

- Find deposits
- Provide your base with 20,000CR

You must transport 20,000CR to Project MARS. The ore field lies just north of the landing zone. Send in a couple of harvesters from your main base as your Mammoth construction vehicle builds the mission base. You need an Ore Transport Base, a Power Plant, and a Vehicle Production Center.



**FIG. 5-5A**

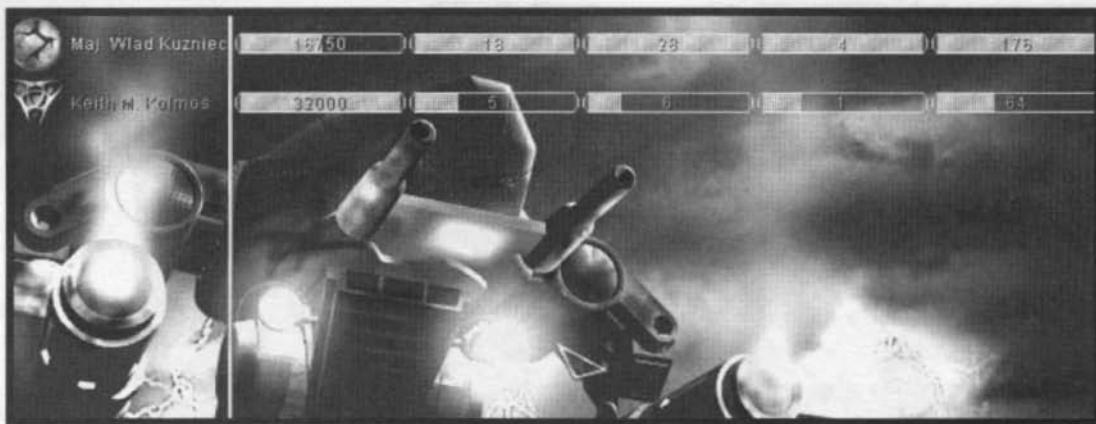
This basic mission base will get you through the Ural mission.

When the structures are in place, sit back and wait. You don't need to engage the enemy if you stay within the confines of your base. Stay put, and you'll pull out more than 30,000CR. As you exploit the resource field, ED forces attack. Repel them as you evacuate the base.

**FIG. 5-6**

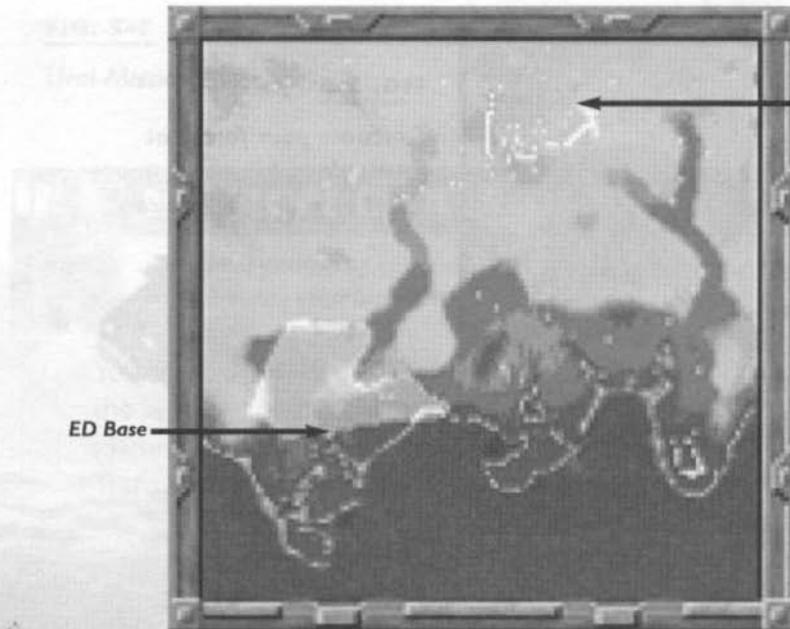
Evacuate your forces at mission's end so you can use them in your next mission.



**FIG. 5-7**

If you stay within base confines, you'll end up with a lower score than the ED defenders—but you'll acquire 10,000 extra credits toward the campaign goal and save your units.

ARCTIC

**FIG. 5-8**

Arctic Mission Map

MISSION GOALS

■ Defend base for two days

Your base is set up already; now, you just need to defend it. You can't resupply it (the landing zone becomes available only at mission's end), so you're on your own. Take your two Mammoth construction units and build a string of Small Towers. The 20mm chainguns don't pack much of a punch, but that's all you've got for the moment. Also, get the harvesters moving; every credit you pull out of the ground takes you one step closer to another Small Tower.



FIG. 5-9

Build up a layered network of Small Towers. One 20mm cannon won't stop a tank, but several will. Concentrate your defenses along the southern and western edges of the base. The enemy won't attack from the east until the end.

Once your defensive units and structures are in place, pull back your mobile units from the forward outposts to the south and west. They can't stop the attack on their own, so bring them back for supporting firepower. Have the Weapons Production Center turn out new Tigers with grenade launchers. Enemy helicopters are few, and heavy grenade launchers work best against the larger tank force. If you feel daring, you can send such a force after the southwestern enemy base, but this isn't recommended.



**FIG. 5-10**

The enemy base lies to the southwest. You could go after it, but that would be foolhardy.

Keep most of your forces inside the protective ring of Small Towers. When the enemy shows up, move out the troops to support the Small Towers and you'll be able to repel all attacks. Toward the end of the second day, the enemy starts sending Gruz construction vehicles into your base. They want to create a structure inside your base and capture your ore field, so keep all units firing and the Gruz won't make it far enough to construct anything.

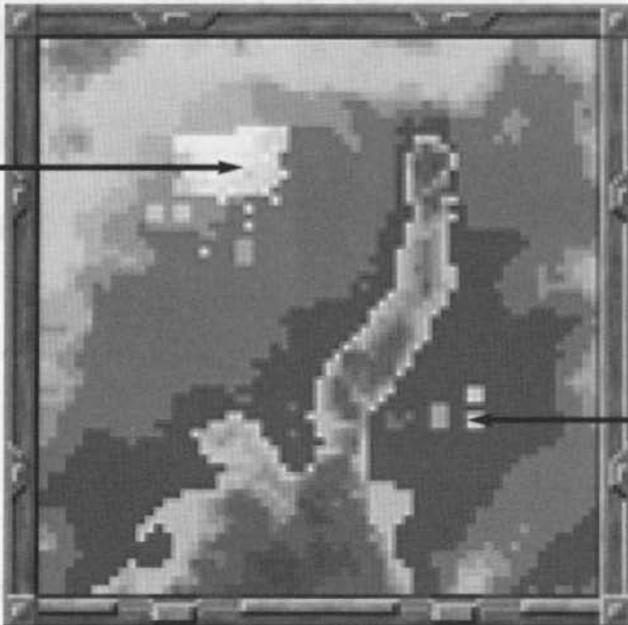
**FIG. 5-11**

With the president evacuated, you can build a landing zone to get your defenders out. The enemy attacks from the east, so you'll evacuate your troops in a hail of weapons fire.

When time runs out, you'll receive a message that the president has been evacuated and the mission is over. You've created a good force of units, so pull out as many as you can. With the president clear, you can build a landing zone and send in the Albatross transport to get the remaining defenders out. About the time the Albatross arrives, the enemy mounts an attack from the east. This new attacking force is far too large for you to handle, so get as many units out as you can before they arrive.

STANFORD LAB

Mission Start



Teleport Test

FIG. 5-12

Stanford Lab Mission Map

MISSION GOALS

- Test tunnel entrance
- Test Teleport



This mission is fairly easy. Take the first robot and enter the tunnel system. Underground, you receive instructions to exit the way you entered. Then the system breaks down and your unit explodes—along with the tunnel entrance.

Oops.

The second test is to try out the Teleport system. Teleporting (once operational) will allow you to move units more quickly across the battlefield. This test fails, as well.

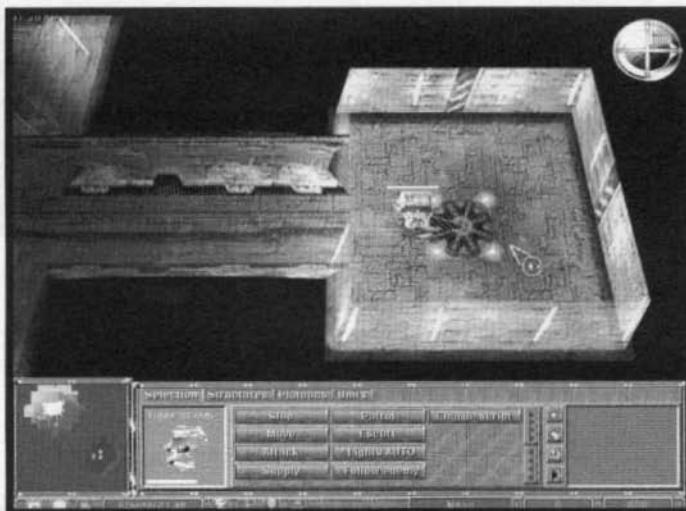


FIG. 5-13

Once you get the robot into the tunnel, you receive instructions to take it back out.

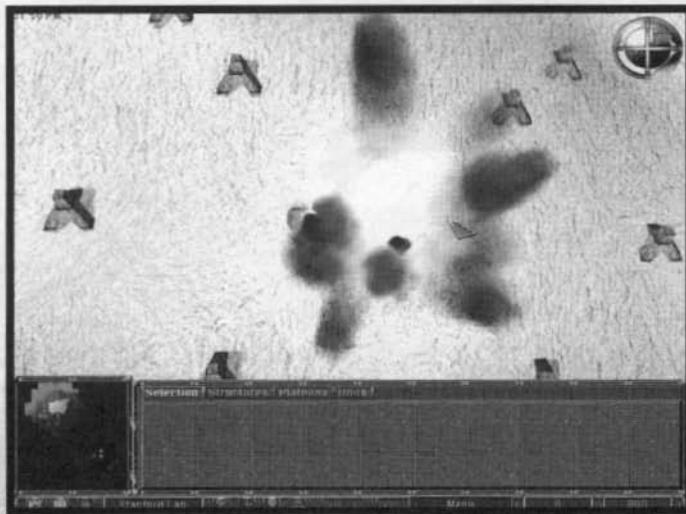
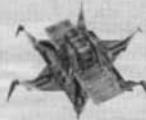
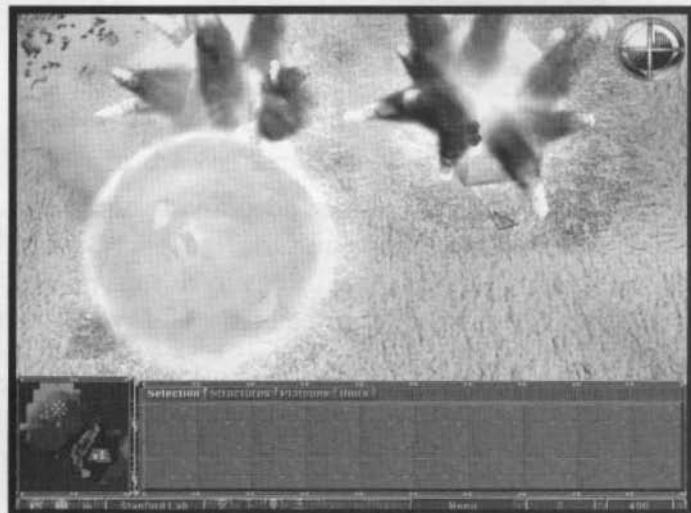


FIG. 5-14

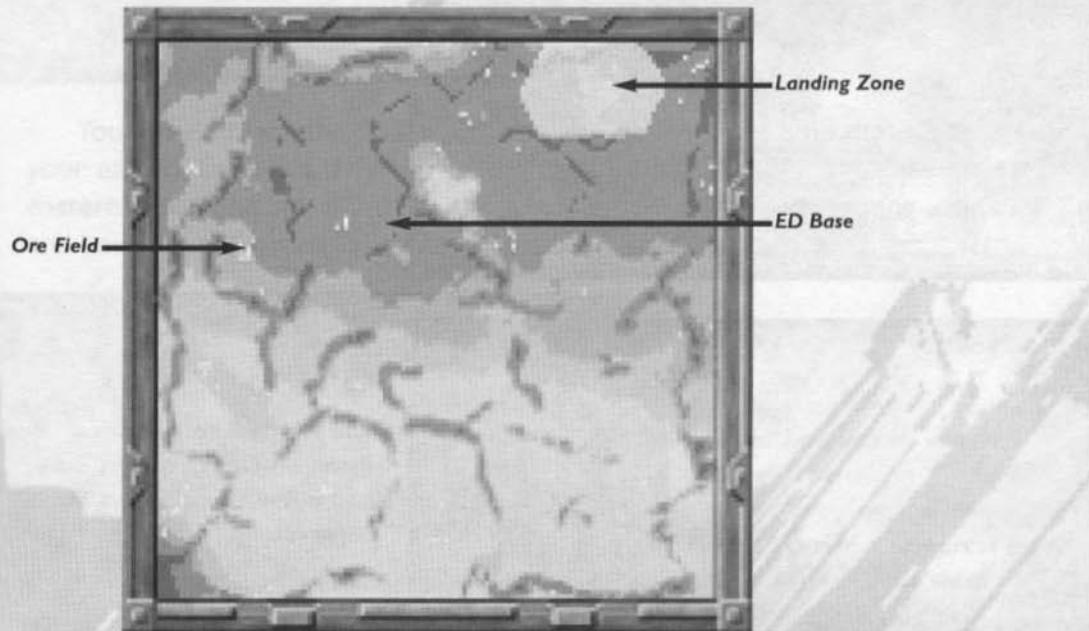
Removing the robot blows up the tunnel entrance (and the test robot).



**FIG. 5-15**

The same thing happens when you test the Teleport system.

ARCTIC II

**FIG. 5-16**

Arctic II Mission Map





MISSION GOALS

- Find deposits
- Provide your base with 30,000CR

The mineral deposits you need lie along the map's western edge. Send your units there and set up a small base; you'll need a Power Plant, an Ore Transport Base, a landing zone, and a handful of Small Towers. Send all your forces to this new base. You've almost exhausted the resources at the original eastern base, and you needn't hold onto it.



FIG. 5-17

Your original base lies along the map's eastern edge. Move all your forces west and construct a second base near the ore field.



FIG. 5-18

The western base needs a Power Plant, an Ore Transport Base, and a few Small Towers for defense.

After you set up the western base, trigger the autodestruct sequence at the landing zone in your original (eastern) mission base; otherwise, the transport will default there when you need to evacuate your units, and that won't serve your purposes. Destroying the original landing zone allows you to summon the transport to the western base when the time comes.



FIG. 5-19

The longer you ignore this enemy base, the closer you'll get to the 30,000CR goal, and the longer you have to set up your defenses.

You should reach the 30,000CR objective at the same time the enemy attacks your eastern base. But that's OK; remember, you evacuated it already. With the eastern base gone, the ED shifts its focus west. Hold them off as long as you can, and you may pull out credits beyond the 30,000 you need.



FIG. 5-20

The vultures prey on your abandoned base. Don't worry, though. The longer they spend picking it apart, the longer you have to extract resources from the ore field in the west.



STANFORD LAB II

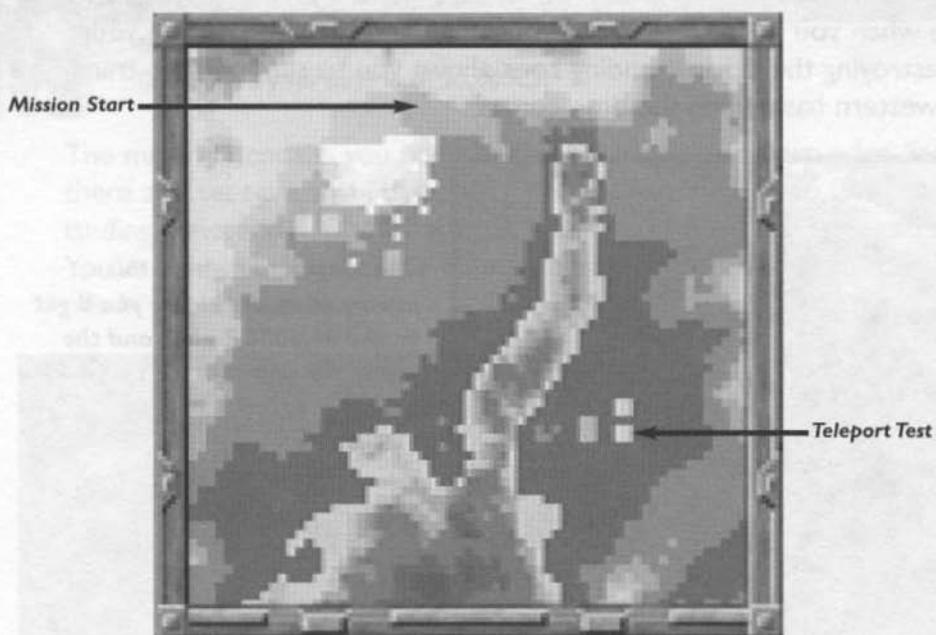


FIG. 5-21

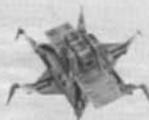
Stanford Lab II Mission Map

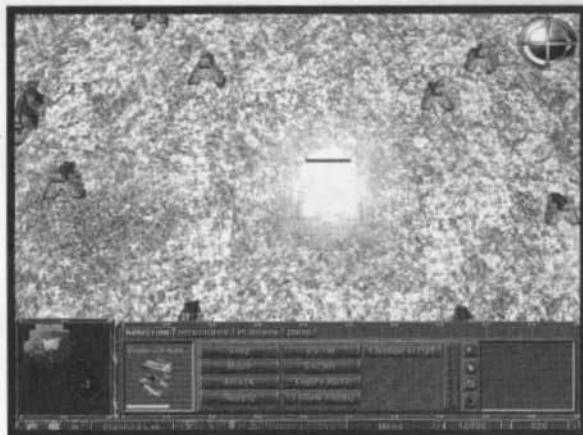


MISSION GOALS

- Test tunnel entrance
- Test Teleport
- Destroy test robot

This mission sends you back to Stanford Labs to test the tunnel entrance and the Transport Base. This time the tunnel works fine, but something happens during the Teleport test; the test robot goes haywire and begins attacking your structures on its side of the river. Thankfully, it lacks enough ammo to destroy anything. Have your Mammoth construct a bridge over the river. This will allow your forces to cross over and eliminate the test robot.



**FIG. 5-22**

This time the test in the tunnel goes well.

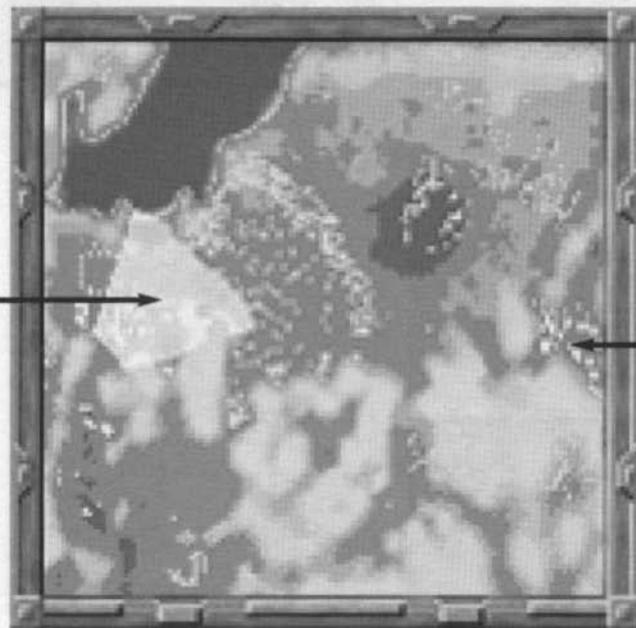
**FIG. 5-23**

The teleport test works, too.

**FIG. 5-24**

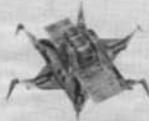
Unfortunately, something goes haywire in the test robot, and you must bridge the river to reach and destroy it.



BAIKAL**FIG. 5-25***Baikal Mission Map***MISSION GOAL**

- Establish communications with the robots
- Destroy all ED forces

Build your base defenses quickly in this mission. Once you find the ore field east of the landing zone, have the Mammoth build a series of Small Towers along the western approach to your new base. Equip half the towers with 20mm guns and the other half with rocket launchers (if you've researched them).



**FIG. 5-26**

Get your defenses up quickly, because the enemy attacks from the west. Build a network of Small Towers equipped with 20mm guns and rocket launchers.

After several waves, the enemy's attack ability diminishes (resources are limited). Create two attack forces of six robots each. The map shows two southern approaches to the enemy base, so move each force up a separate path and pound the base.

**FIG. 5-27**

Attack via the two southern approaches. Go for the Power Plants and the Small Towers first. Be wary of laser-equipped defenses. Withdraw to the south for resupply and repair as needed.

Watch out for the ED's laser defenses. Attack them, and then pull back to resupply and refit, because the enemy lacks enough forces to pursue. It takes time to whittle down the base, but you have plenty of that.



**FIG. 5-28**

Take out the power, and then send in your air forces to mop up.

ALASKA

**FIG. 5-29**

Alaska Mission Map

MISSION GOALS

- *Destroy all ED forces*

The Alaska mission is short and sweet. Get as many forces as you can into the mission as quickly as possible. ED forces will blow up the base in the mission area because the base lacks defenses and the enemy has almost a dozen tanks—but don't sweat that part.

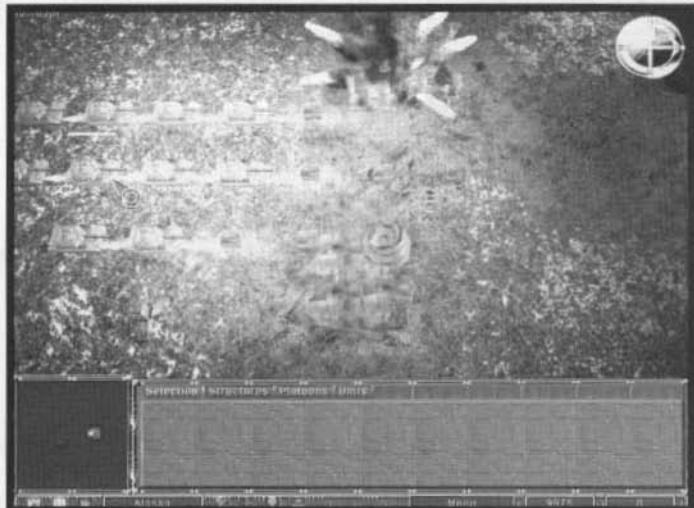


FIG. 5-30

The base falls quickly to ED attackers. It has no defenses, and there's little you can do.

Carryover is a major component of this mission. If forces remain from your previous mission, you're all set. The ED's tank force lacks antiair capabilities, so send in any air forces you have to mop up ED attackers quickly and easily.

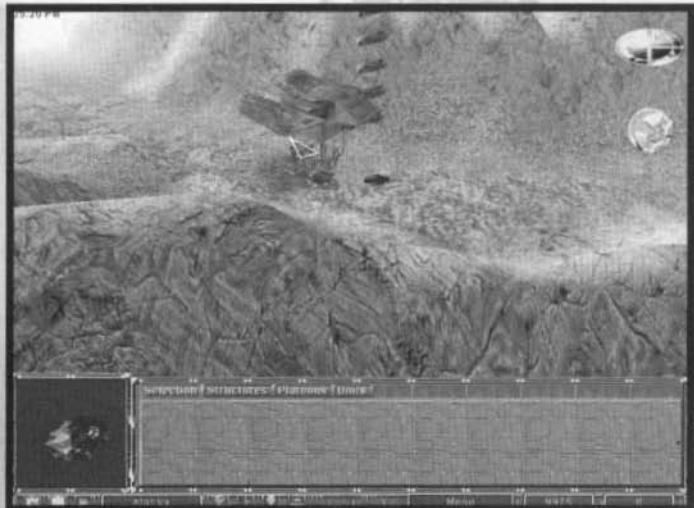


FIG. 5-31

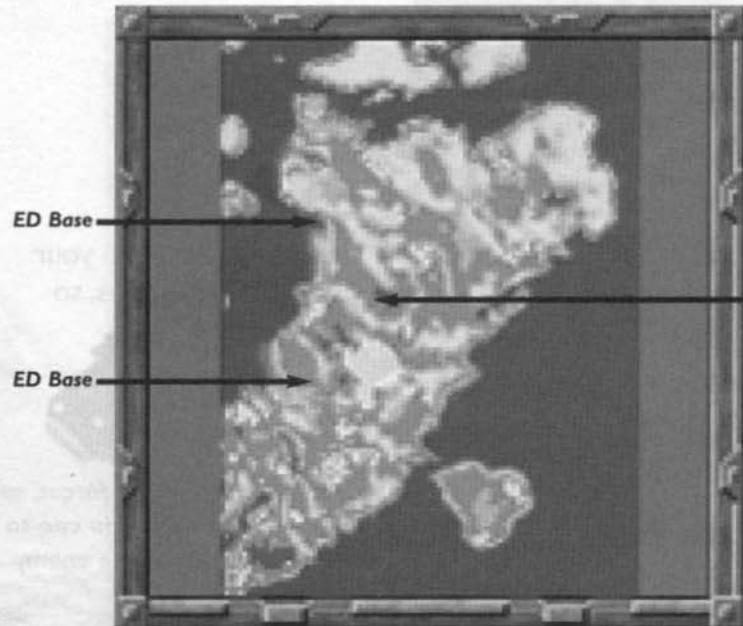
The ED has no antiair forces, so send in any air units you can to make quick work of the enemy tanks.



**FIG. 5-32**

Get your units in quickly and get them out the same way. Carryover is critical: leave no credit or unit behind.

JAPAN

**FIG. 5-33**

Japan Mission Map

MISSION GOALS

- *Find plans*
- *Destroy all ED forces*

This mission is a long one, so get comfy and expect to spend awhile at the keyboard. Your first order of business is to destroy the unit that changes sides at the northern base. Then send the cavalry to attack the northern sea base. With that structure out of the way, set the autodestruct sequence at your own base and set up a permanent one at the southern landing zone. The large ore field there will fund your expansion.



FIG. 5-34

NEO takes over one of your robots. It runs out of ammo quickly (as will your units), so send in additional units from the main base to deal with it.

Construct antiair defenses at your new base. The ED relies heavily on helicopters in this mission, so prepare to defend against them.

A large ED base lies between you and the research complex that holds the hidden plans. Draw out the defenders by sneaking a unit into view and retreating it. Attacking enemy helicopters over this ED base is suicide.

The base with the plans lies in a valley surrounded by mountains on three sides and water on the fourth, so you must hit it from the air or the sea. Eliminating this base takes time. Go for the Power Plants and pull back when the damage mounts: resources are limited on this map. The plans are located next to the Research Center, so use caution.

And watch out for betrayal: when you destroy the enemy research complex, all of your mobile units become NEO-controlled units. Use your base defenses and new units from the main base to destroy them. Mop up the map's remaining enemies to complete the mission.



**FIG. 5-35**

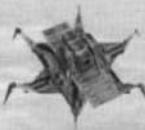
Build up your base defenses. The enemy relies on helicopters, so be sure to construct a lot of antiair units.

**FIG. 5-36**

Attack this base from the air and sea.

**FIG. 5-37**

When you destroy the Research Center, all your mobile units become NEO-controlled units. Send in new ones from the main base or build more at the mission base.



GREAT LAKES

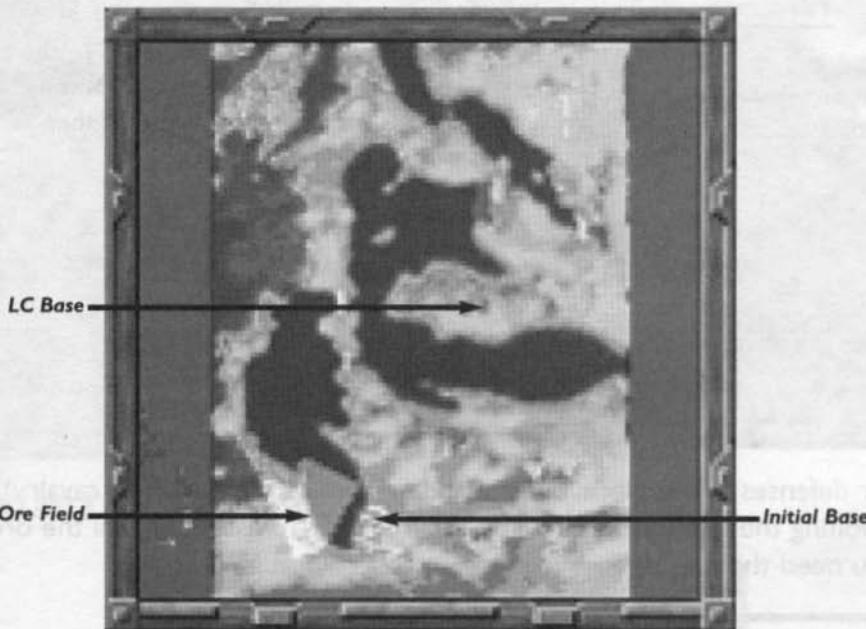


FIG. 5-38

Great Lakes Mission Map

MISSION GOALS

- *Destroy enemy forces*

Take the starting mission base you start with and expand on it. Beef up the north-eastern defenses: LC forces attack from that direction. Build at least two more rocket-equipped towers to guard this approach.



**FIG. 5-39**

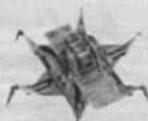
Build up base defenses to the northeast. Lunar Corporation forces will attack from that direction.

Once your defenses are in place, build a landing zone (to bring in the cavalry) and begin exploiting the two resource fields. Build extra harvesters to pull the ore out quickly. You need the credits to build up a sizable air force.

**FIG. 5-40**

Here's one of two resource fields near your base: build multiple harvesters to extract the ore quickly.

Once your attacking air force is in place, head northeast after the LC base. Wipe out enemy buildings quickly. When you've hit the base hard enough, you receive orders to abort the attack. The LC sues for an alliance, and your superiors believe the idea has merit. Keep mining ore until you've extracted it all. This map offers a lot of resources you can commit to research and Project MARS.



**FIG. 5-41**

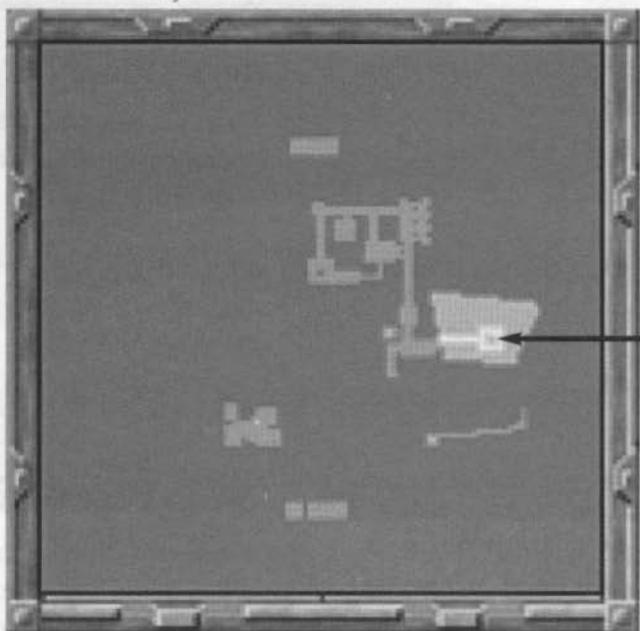
When you hit the LC base hard enough, the enemy proposes an alliance.

KURTSHATOV FZ

**FIG. 5-42**

Kurtshatov FZ Mission Map



**FIG. 5-43**

Kurtshatov FZ Underground Mission Map



MISSION GOALS

- *Find plans*
- *Destroy ED base*

Your main goal in this mission is to locate the enemy plans. Destroy the north-western base immediately. This denies the enemy resources and gives your forces some room to move. Next, move northeast to the ED base with the Research Center.

Deal with the defenses in this main base. After you destroy the ground structures, build a tunnel entrance: you'll find the plans in the computer room. After you have the plans, destroy the remaining ED forces. The other ED base lies to the north.

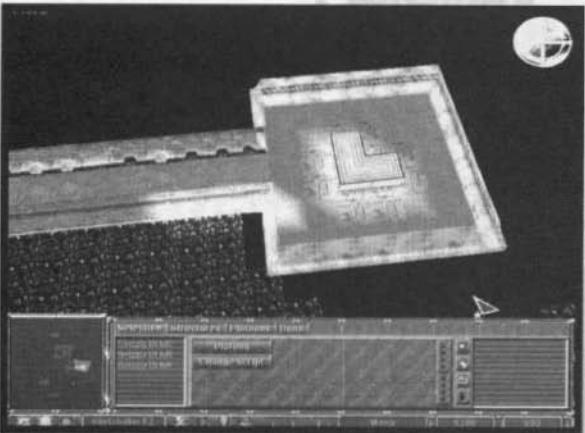


**FIG. 5-44**

Attack the base to the northwest to get some room to work in.

**FIG. 5-45**

Neutralizing the ED research base: draw out the defenders and deal with them as they appear.

**FIG. 5-46**

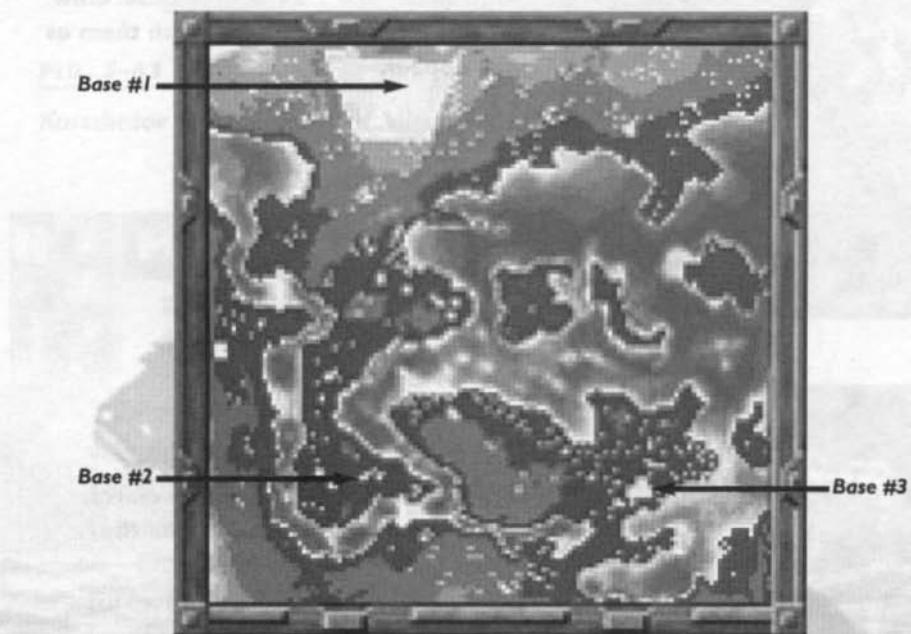
After you build the ground structures, create a tunnel entrance to find the plans.



**FIG. 5-47**

With plans in hand, destroy this base to the north to eliminate all enemy forces.

NEW YORK

**FIG. 5-48**

New York Mission Map

MISSION GOALS

- Destroy enemy forces
- Defend Vehicle Production Center 1
- Defend Vehicle Production Center 2
- Defend Vehicle Production Center 3

The key to this mission is building a landing zone quickly. You have no defensive forces that can stop the three attacking forces. Send in units from the main base to bolster your defenses.



FIG. 5-49

Build your defenses quickly. You may have to slow down in the beginning to get a firm grip on this mission.

Use the production centers to manufacture Mammoths for their regions, and then build Small and Large towers. These will slow the enemy. It helps to slow this mission down (press **[-]**) so you can set everything up as quickly as possible. Go for the resupply vehicles; the enemy will run out of ammo and give you a breather.

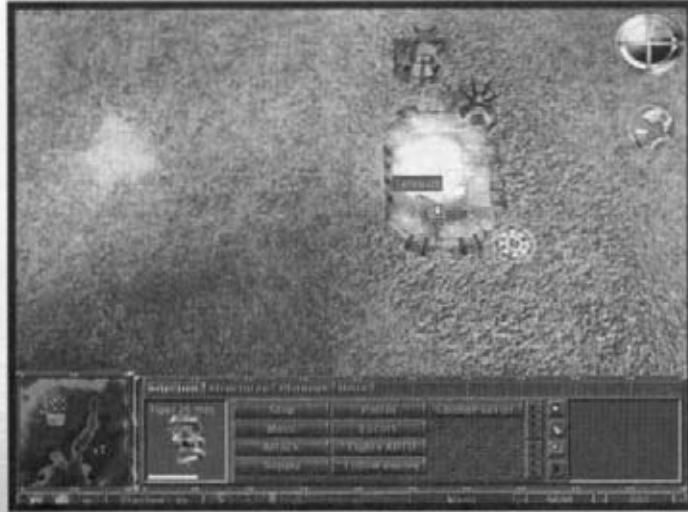
STANFORD LAB 3

MISSION GOALS

- Test Teleport

Engineers finally have perfected the Teleport, and this test proves it. Move the robot onto the Teleport; it appears at the other end. Bring it back the same way to complete the mission.



**FIG. 5-50***Stanford Lab 3 Mission Map***FIG. 5-51**

The Teleport system is working. With the test complete, you will begin seeing this structure appear in the field.

MADAGASCAR

MISSION GOALS

- Save data from LC computers

When you enter the mission, begin building a base at the resource field to the west. You'll need to defend it: Lunar Corporation and Eurasian Dynasty forces lurk on this map. (Yes, you allied with the LC a couple of missions ago. So much for diplomacy.)

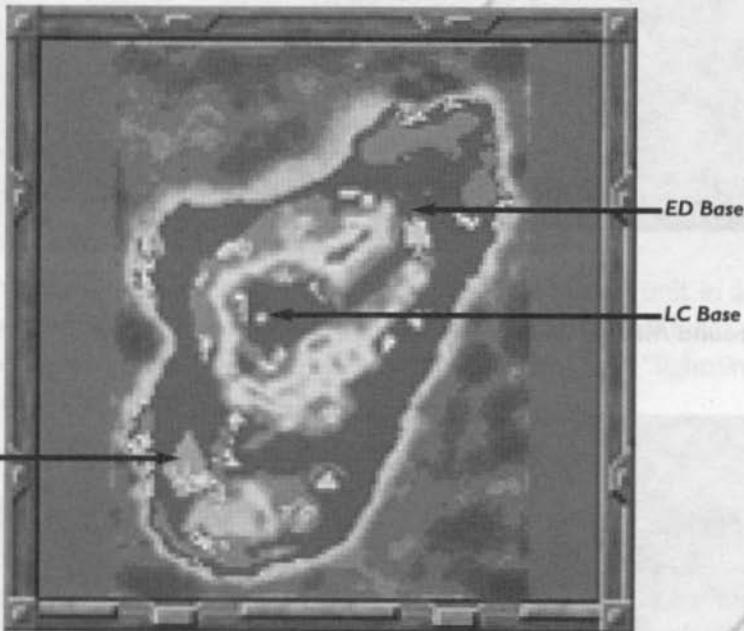
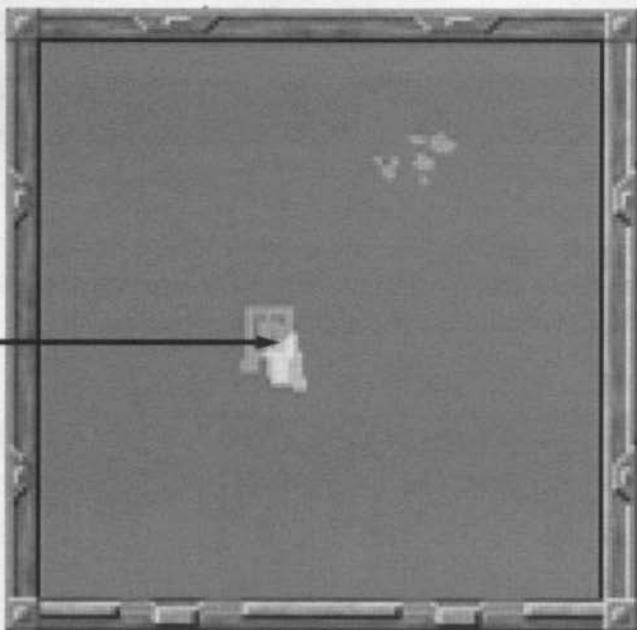


FIG. 5-52

Madagascar Mission Map

**FIG. 5-53**

Madagascar Underground Mission Map

**FIG. 5-54**

Build your base here. Resources aren't abundant, but there should be enough to get the job done.

Build a couple of Fortresses to safeguard your base. Make sure they have a balance of antiair and surface-to-surface weaponry. The ED force comprises mostly helicopters and laser-equipped tanks; the LC deploys its variety of air units.



FIG. 5-55

A Eurasian Dynasty base guards the approach to the Lunar Corporation base.

The plans lie in tunnels under the LC base. Sneak a unit in and the data (and a successful mission) is yours for the taking. Make sure you build shield generators for your base structures. The LC has some kind of new "lightning" weapon that can strike from afar.

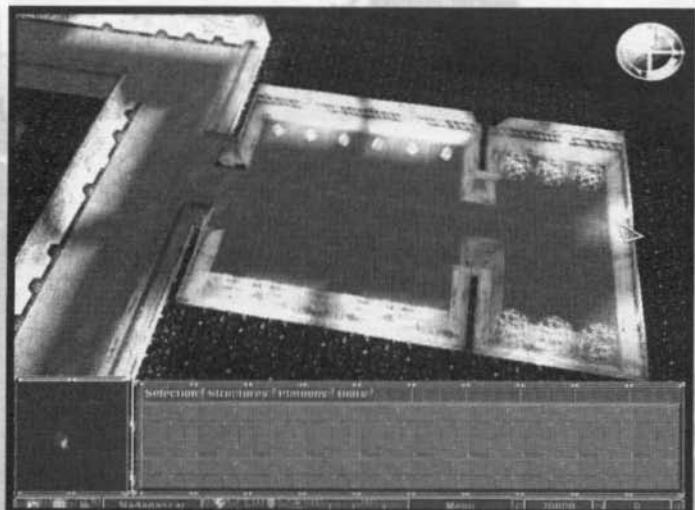
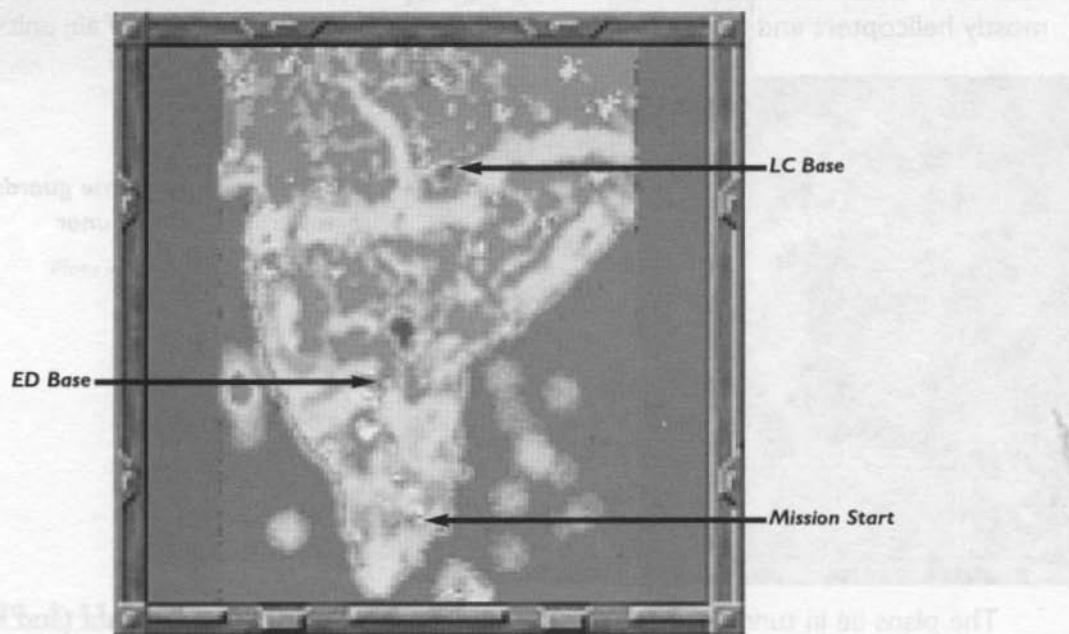


FIG. 5-56

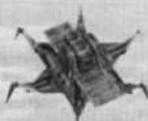
The plans lie under the LC base. Build a tunnel entrance to go beneath the surface and retrieve them.



INDIA**FIG. 5-57***India Mission Map***MISSION GOALS**

- Secure area during negotiations with LC
- Protect LC unit

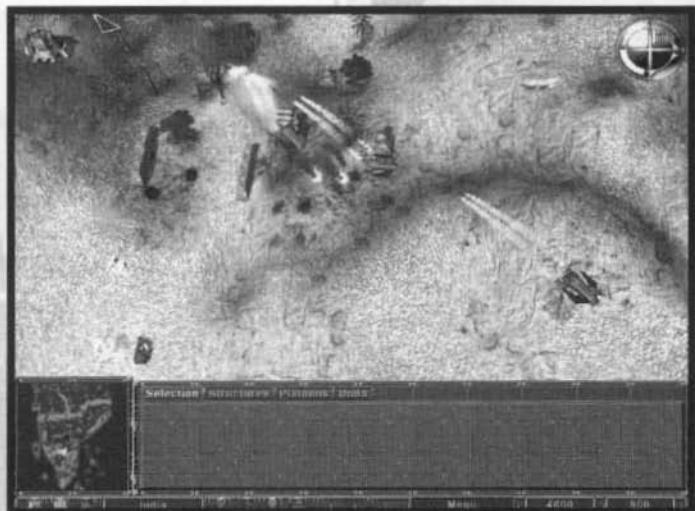
Get the defenders moving to cover negotiations between the LC Moon unit and your minelayer. NEO-controlled ED forces out there want to halt negotiations. With the units covered, send in more units from your main base. With the help of NEO, the attacking ED are relentless, so defend them well.



**FIG. 5-58**

Protect this unit to foster negotiations between your forces and those of the Lunar Corporation.

Once the negotiations are clear, pull the two units back toward the landing zone. Immediately begin constructing a base from which you can stage the next part of the mission (eliminating enemy units so you can escort the LC unit back to its base).

**FIG. 5-59**

Destroy this enemy base first. Go for the Power Plants with your air units and the path should open up.

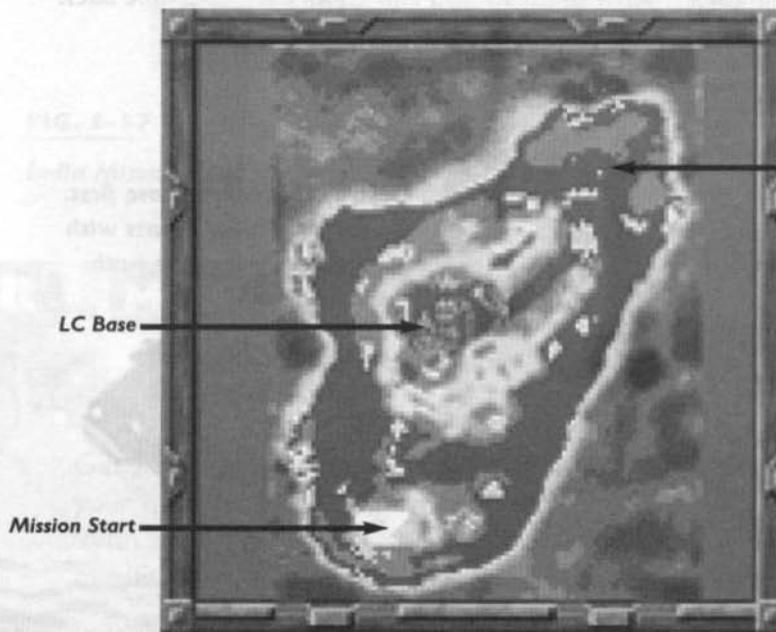
Use air power to eliminate enemy Power Plants between your base in the south and the LC base in the north. Several ambush points lie along the way and can trip you up. Deal with each in turn, and keep the LC unit in your base until the way is clear.



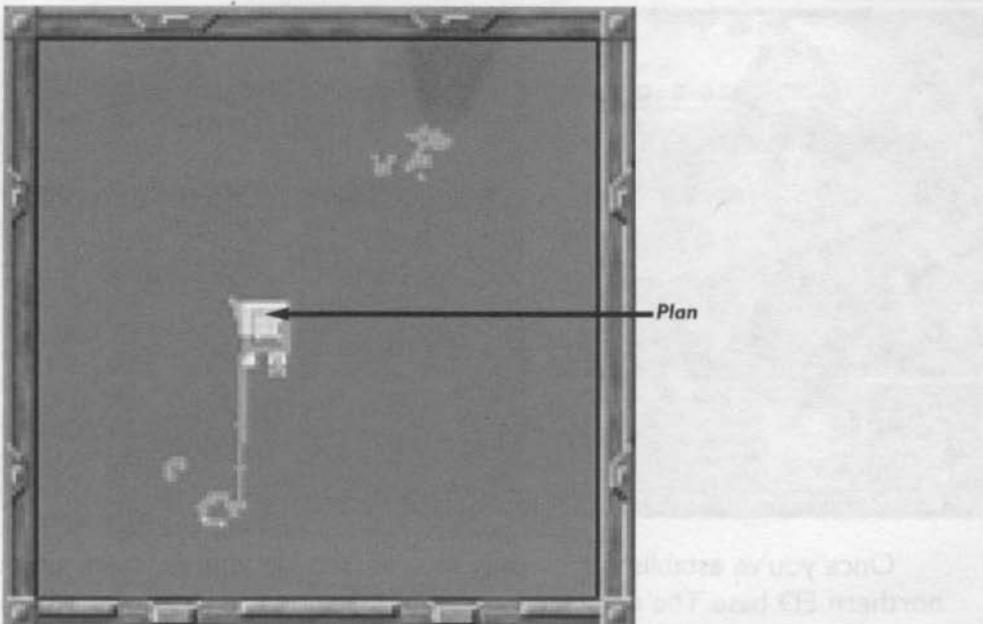
**FIG. 5-60**

Escort the negotiating team back to the northern LC base. You'd think the LC could help guard the passage, given all those units

MADAGASCAR 2

**FIG. 5-61**

Madagascar 2 Mission Map

**FIG. 5-62**

Madagascar 2 Underground Mission Map

MISSION GOALS

- Protect LC base
- Annihilate ED forces

At mission start, send in all your forces from the main base. Use the tunnel system to transfer your ground units into the heart of the LC base to bolster their defenses. When your ground forces are in position, you can begin constructing your own base to mine the resource field west of the landing zone.



**FIG. 5-63**

Use the tunnel here to transfer ground units quickly into the heart of the LC base. Your units will help stabilize your ally's defense.

Once you've established a steady income, send in your air units against the northern ED base. The combined attack of LC and UCS air power will overwhelm enemy defenses and blow up the Power Plants. With the power down, move in ground forces to take out the rest of the ED base.

**FIG. 5-64**

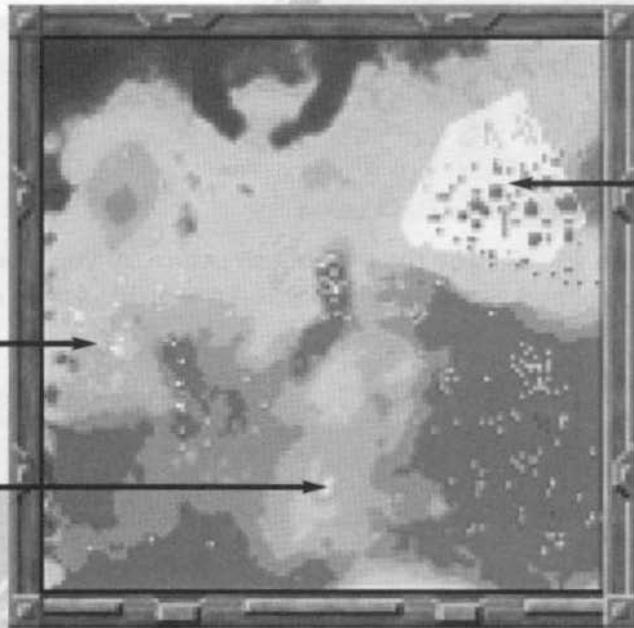
Use air power to take out Power Plants at the northern ED base. Then send in ground forces to mop up.

After you annihilate the ED base, you receive a message from the LC: the shield technology plans are in the tunnel system, near the computer core. Send in a robot to retrieve them to complete the mission.

**FIG. 5-65**

The plans for shield technology!

AUSTRALIA

**FIG. 5-66**

Australia Mission Map





MISSION GOALS

- *Destroy ED base and all ED units*

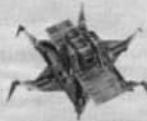
Now that the LC and the UCS are friends, it's time for more cooperative missions—this time a joint attack against a Eurasian Dynasty base. Build a strong set of defenses along the eastern edge of your base. The ED will launch an attack from its base to the south. Bring only a few units from your main base into the level.



FIG. 5-67

Join the LC to attack a Eurasian Dynasty base to the south.

Why only a few? When you destroy the first ED structure, all your mobile units switch to NEO control and you must destroy them—such a waste of precious credits.

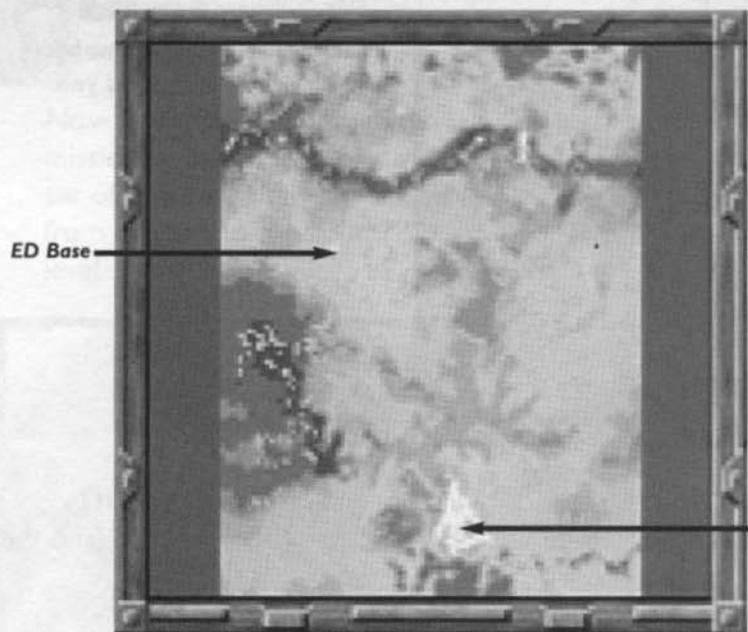


**FIG. 5-68**

NEO is back. All your mobile forces switch sides, and you must destroy them.

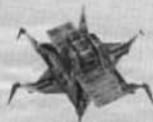
**FIG. 5-69**

Make sure you transfer extra resources out of the mission to Project MARS.

MOZAMBIQUE**FIG. 5-70***Mozambique Mission Map***MISSION GOALS**

- Destroy ED forces
- Destroy NEO Headquarters

The ED and NEO have two main bases on this map. The first lies directly to the north and the other to the northwest. Your first order of business is to build up defenses in your main base and construct a Refinery near the eastern resource field. Extract as much ore as quickly as you can before attacking the two enemy bases.



**FIG. 5-71**

From your starting base, use the Teleport to move your harvesters to the resource field in the east.

Remember, you're fighting against NEO in this mission, and your units wind up switching sides twice in this mission. Keep most of them back in the main base to use as reinforcements. Send few units into the mission itself to minimize what you must destroy and rebuild.

The first unit switch occurs as you eliminate the northwest base (protecting the route to the northern base). The second switch occurs when you attack the main ED/NEO base to the north.

**FIG. 5-72**

When you attack the base to the northeast, your units change sides.

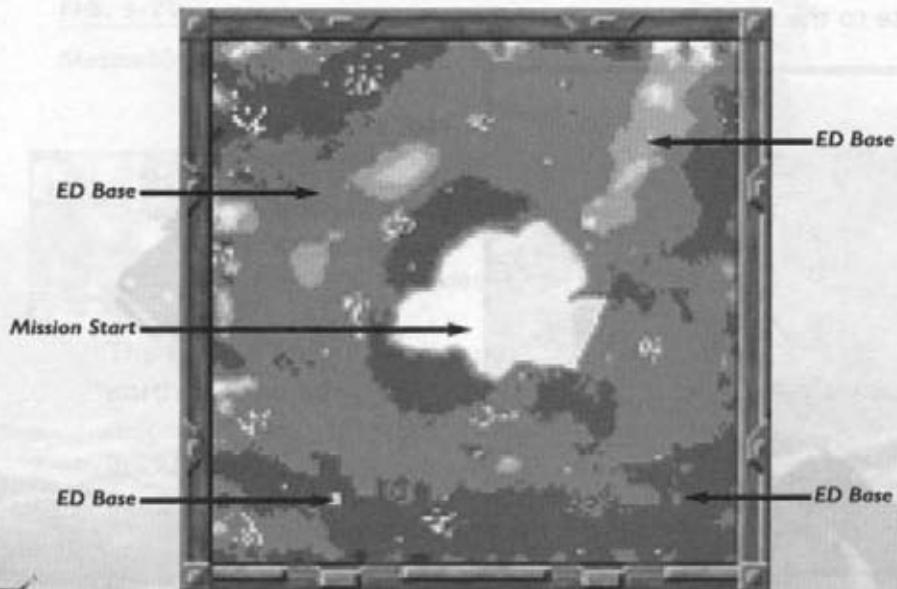


**FIG. 5-73**

You must destroy all those units. A similar switch takes place when you launch your attack against the northern enemy base.

NEO's Headquarters lie in the base to the north. Blow it up to complete your mission objectives. This mission takes time, as this base is rather large. Monitor your resource fields; you'll need lots of credits to complete all your goals.

AUSTRALIA 2

**FIG. 5-74**

Australia 2 Mission Map

Guess who isn't dead? Yes, even the Golan IV computers said there was a 98 percent chance NEO forces were goners. But first let's address this mission's real objectives: ED/NEO forces attack your base on the plateau in the middle of the map. There's only one ground approach, so fortify this path with more fortresses equipped with a mix of rocket launchers and plasma cannons.



FIG. 5-75

Defend well the ground approach to your base.

When your defenses are ready, start harvesting resources. This map features two large ore fields, and you'll need them both. Don't send mobile forces into the mission until you've transferred a large number of credits to the main base.



FIG. 5-76

Attack the Power Plants and Gruz construction vehicles to eliminate this ED/NEO base.



When you're ready to attack, send in a force of *air units only*. Attack any one of the bases (north, south, east, or west). After you eliminate it, you'll discover NEO is back as all your mobile units switch sides. Send in reinforcements after your fixed base defenses bring down the defecting units. Eliminate the remaining three bases to complete the mission.



FIG. 5-77

Because your units will switch sides again, send in air units only. They're easier to destroy.

EGYPT

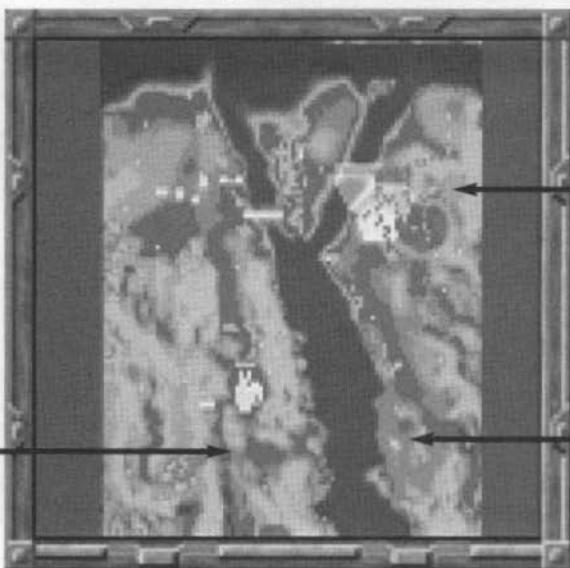
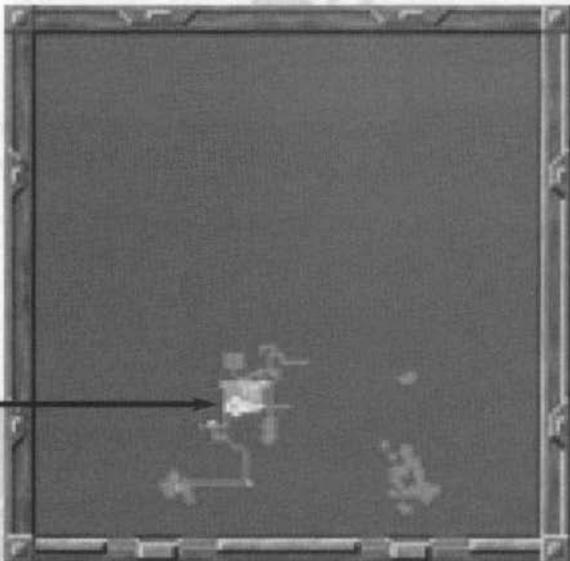


MISSION GOALS

- *Destroy ED forces*
- *Destroy LC forces*

Eventually you'll get the chance to eliminate NEO, and it can't happen soon enough. Monitor the numbers of units you have because, after a few minutes of play, your mobile units switch sides again. You need only a few air units, which can attack the enemy from a distance. When your mobile units switch sides, you can take them out quickly with your base defenses and put new units in play.



**FIG. 5-78****Egypt Mission Map****FIG. 5-79****Egypt Underground Mission Map**

**FIG. 5-80**

When your units attack this ED base to the east, NEO takes them over. Keep a reserve inside the Albatross to reinforce your base quickly.

The Lunar Corporation bails out on their alliance at this point in the mission. Don't worry about the LC base for now. First you must deal with NEO and ED units to the east. Hit the Power Plants from the air. When the power goes out, base defenses crumble. Once the ED/NEO bases are out, go after the LC the same way.

**FIG. 5-81**

Go for the Solar Power Plants first to shut down defenses at the LC base.

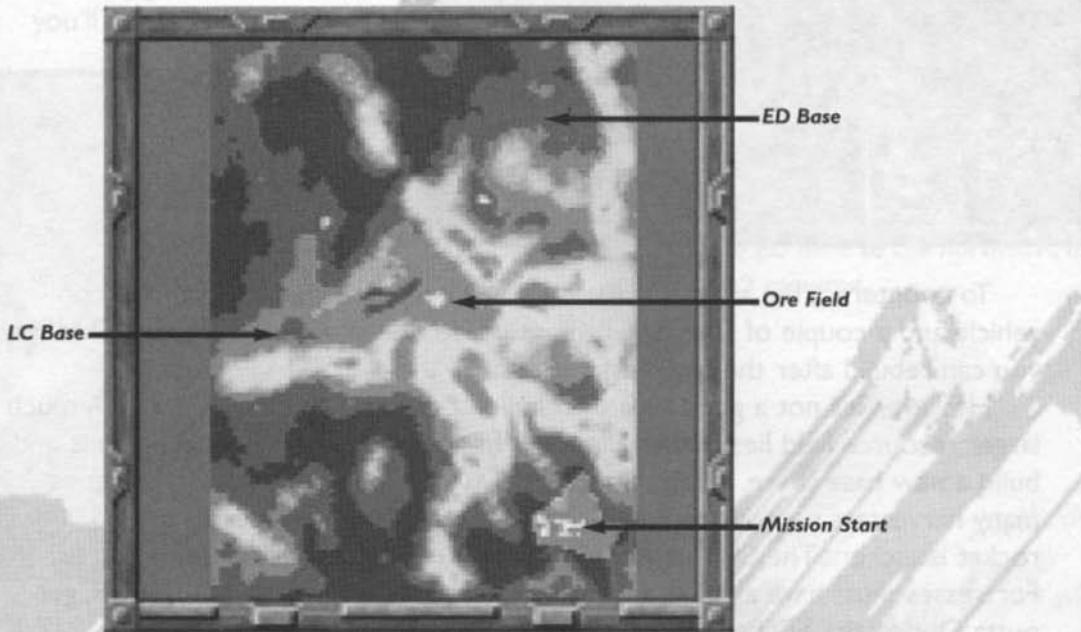
While you're still in the mission, consider tunneling under the pyramids. You'll find four artifacts worth 50,000CR— credits you can put toward your offensive, your research, and Project MARS.



**FIG. 5-82**

You'll find extra credits under the pyramids north of your initial base.

ANDES

**FIG. 5-83**

Andes Mission Map



MISSION GOALS

- Provide base with 100,000CR

In this mission you must build two Ore Transport Bases and a Refinery at the ore field west of the landing zone. Then build about six harvesters. Get the ore out fast, because LC/ED forces have a trick up their sleeves on this mission: about 20 minutes into the game (actual play time), a meteor shower will wipe out your base, and there's no defense for it.



FIG. 5-84

This is your initial base at the landing zone. Get at least six harvesters and three Refineries working the field before the meteor shower begins.

To counteract the effects of the meteors, keep a Mammoth construction vehicle and a couple of Gargoyle fighters inside the Albatross transport. That way, you can rebuild after the base is devastated.

However, it's not a good idea to rebuild at the original landing zone. A much larger resource field lies in the center of the map. Take your remaining units and build a new base there. Again, construct two Ore Transport Bases and get as many harvesters working as you can. Ring the field with Fortresses armed with rocket launchers. The ED introduces helicopters with bomb-bay doors, so the Fortresses must have a heavy antiair loadout. When you reach 100,000CR, get outta Dodge: the ED hail meteors on this base, too.

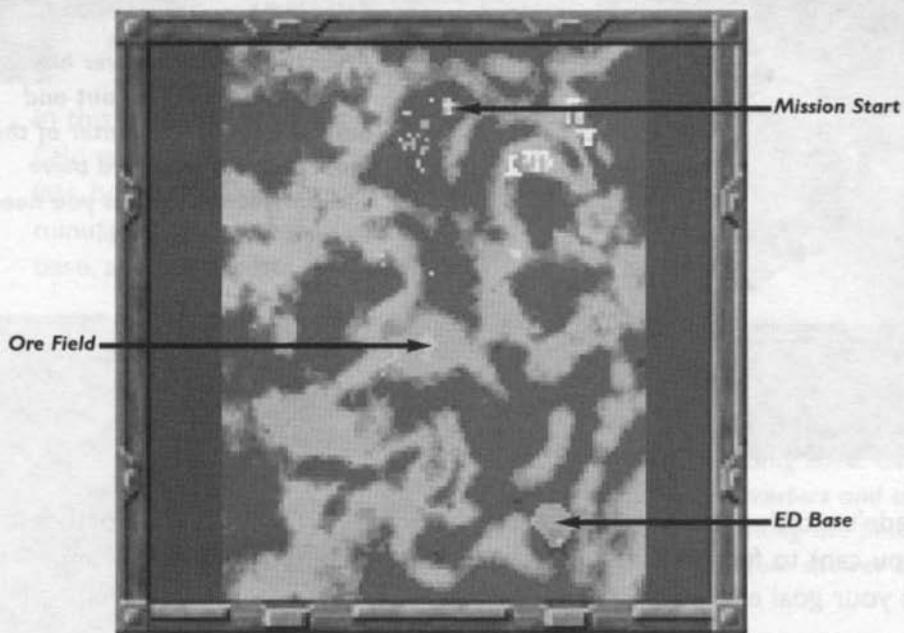
**FIG. 5-85**

After the meteor shower hits your initial base, bail out and build a base in the center of the map. The resource field there will provide the credits you need to meet your objective.

You needn't attack the LC base to the west or the ED base to the northeast (although you can) to fulfill the mission objectives. Defend your base well and you'll reach your goal easily.

**FIG. 5-86**

Although you could destroy the LC western base (shown) and the ED base to the northeast, it isn't required.

COLOMBIA**FIG. 5-87***Colombia Mission Map***MISSION GOALS**

- *Provide your base with 100,000CR*

This mission is virtually identical to the Andes mission. The goal is the same—to provide your base with 100,000CR. A resource field lies just west of your landing zone, and you'll find a large ore deposit in the middle of the field. LC forces lurk to the west, and ED forces are amassing at their base in the southeast.

**FIG. 5-88**

The meteor shower commences around the time the first ore field (east of the landing zone) has been fully exploited.

Again, as in the Andes mission, there will be a meteor shower just as the initial ore field runs out of resources. Move your base of operations to the center of the map and extract as much ore as you can.

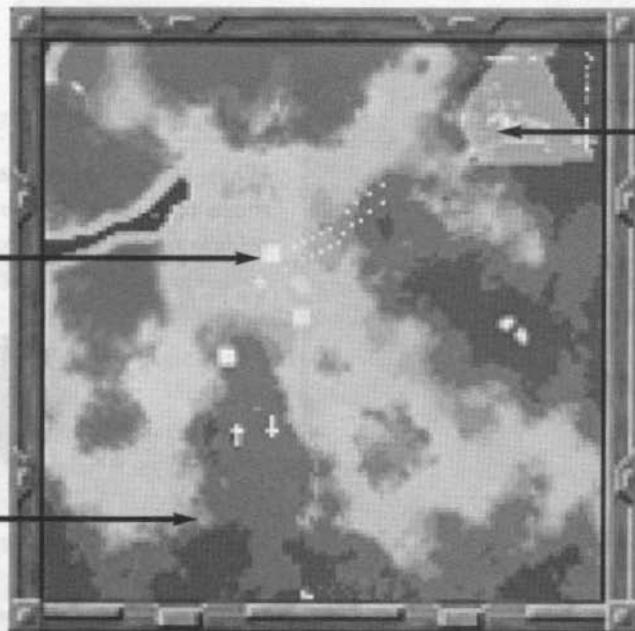
**FIG. 5-89**

When the meteor shower stops, move to a second base in the middle of the same ore field. You should be able to hold off the enemy from there.

**FIG. 5-90**

You can build an offensive Gargoyle force to wipe out the ED base in the map's southeast corner. Engaging the enemy isn't required, however.

ACHIMANIA

**FIG. 5-91**

Achimania Mission Map

MISSION GOALS

- Provide base with 100,000CR

This mission is tough. Save often because you may need to go back to your saved game from time to time.

The first order of business is to defend the mission base. Build a lot of Fortresses: nuke-equipped ED helicopters will be quite a nuisance. Get as many harvesters going as possible; you must get resources out in a hurry. In addition to nukes, you have to worry about meteor strikes.



FIG. 5-92

Construct your defenses quickly. Both LC and ED forces attack your base.

After the mission base comes under attack, build another base near the central ore field (which has enough credits to fulfill your 100,000CR objective). Construct strong defenses at this base, as well, because you're closer to the ED base in the south and the LC base in the northwest.

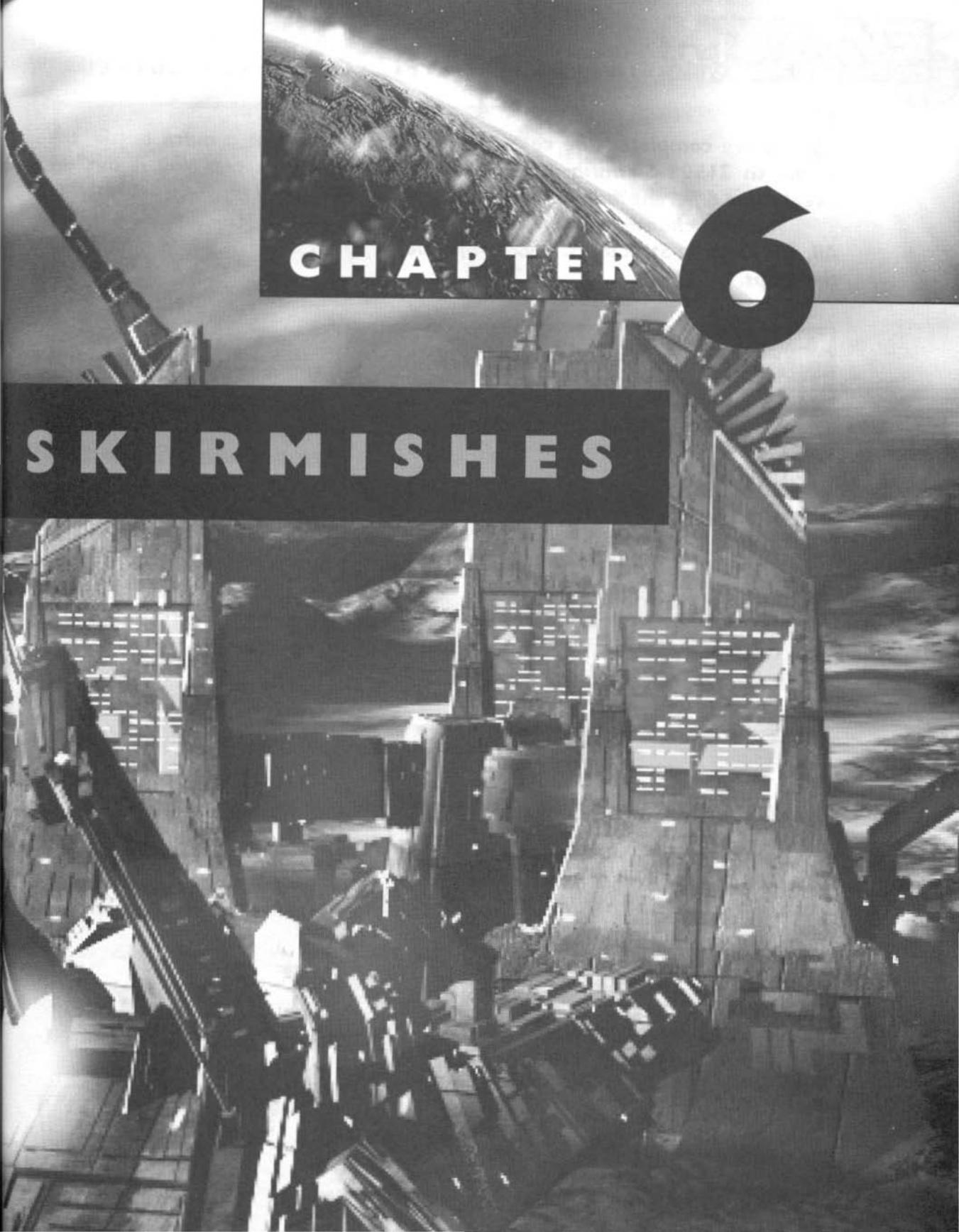
**FIG. 5-93**

The central ore field yields more than 100,000CR.

**FIG. 5-94**

Defenses at the southern ED base are impressive.





CHAPTER

6

SKIRMISHES

If you've completed the campaign, or if you just want a quick battle, try Earth 2150's Skirmish mode. Two to fifteen players can slug it out on twenty-five different maps with a multitude of combinations.

You may choose from three kinds of skirmish games—Uncle Sam, Kill 'Em All, and Destroy Structures. Read on for descriptions of each and a look at all the maps.



FIG. 6-1

Skirmish mode offers lots of options, 25 maps, six styles of play, and multiple opponents.



FIG. 6-2

Build your base in a hurry in Skirmish mode. Multiple Weapons Production Centers can get more units into the field faster.

**FIG. 6-3**

Multiple Research Centers will get your units upgraded faster.

GAME MODES

UNCLE SAM

You don't need to mine resources in an Uncle Sam game. Each player starts with a set amount of credits and receives additional credits regularly. You can set initial amounts and additional credits in the Skirmish main menu. Destroy the enemy to win in this one-on-one slugfest.

KILL 'EM ALL

Seek and destroy the enemy in a Kill 'Em All mission. You must harvest your resources, so seize control of as much as you can. Once you get the resource field, get the ore out fast. Build multiple mines (LC and ED) or multiple harvesters (UCS) to convert ore to credits. The victor is the one who wipes out the other player(s). Kill 'Em All missions sometimes include a time limit. In that case, the player with the most credits when time is up wins.

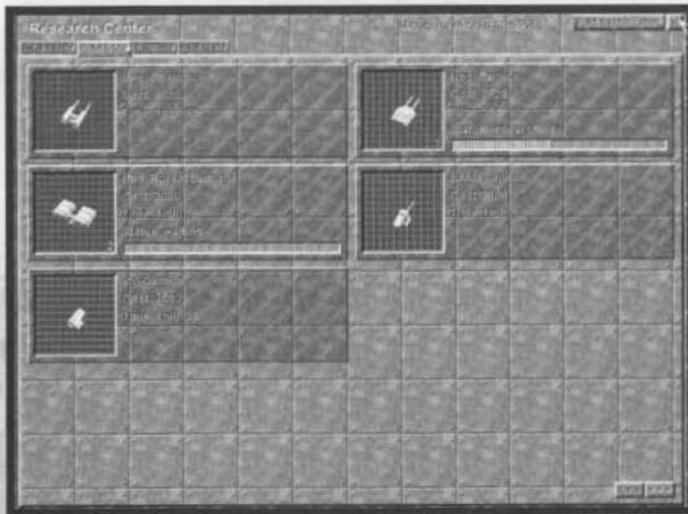
DESTROY STRUCTURES

Destroy Structures resembles Kill 'Em All, but the focus is on eliminating the opponent's base. You can set up the skirmish to accumulate credits automatically or for harvesting. You can also set faster research rates, so the technology can really accelerate.



**FIG. 6-4**

Go after your opponent's base in a Destroy Structures match.

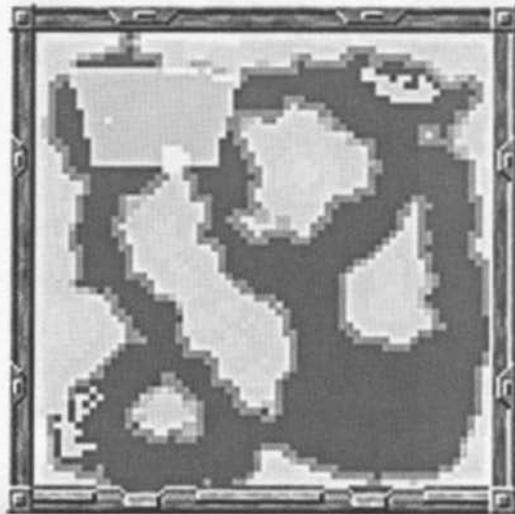
**FIG. 6-5**

Make sure to upgrade your research unit. Your opponents will, and you can always use a technological edge.



THE MAPS

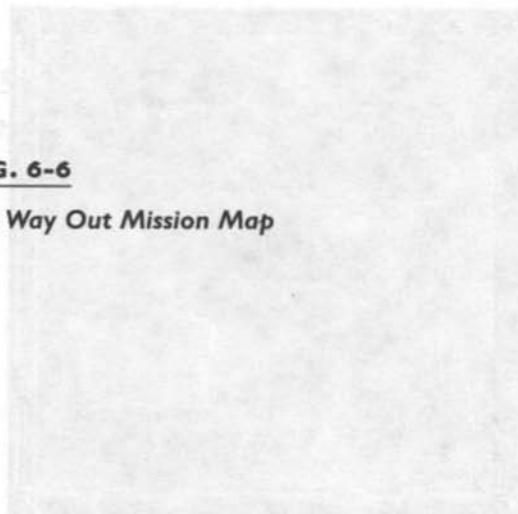
NO WAY OUT



- Number of Players: 2
- Surface Conditions: Spring
- Size: Small
- Resources: 200,500CR

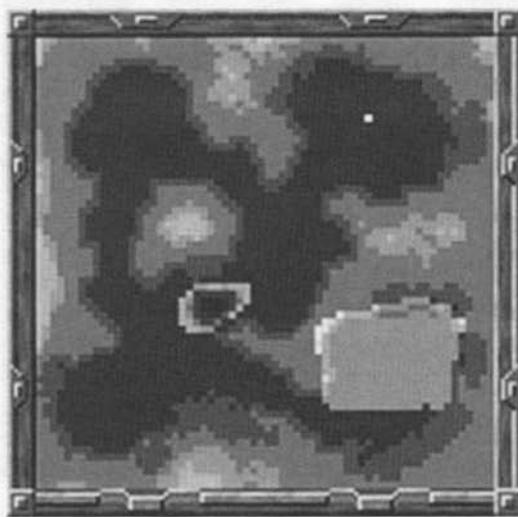
FIG. 6-6

No Way Out Mission Map

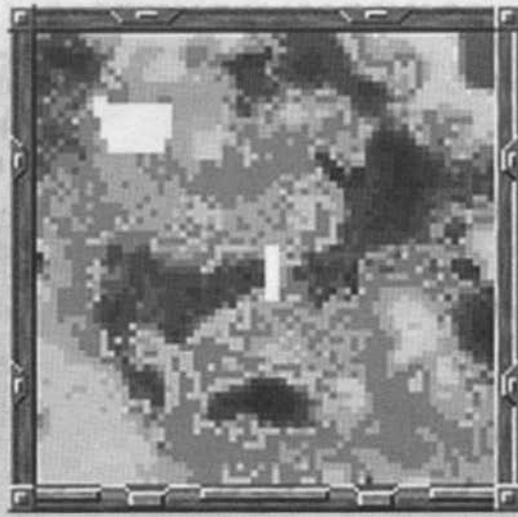


Scavenger Hunt
Metallica
Guitar Hero
Dance Central
Rock Band
Guitar Hero III: Legends of Rock



ONE WAY**FIG. 6-7***One Way Mission Map*

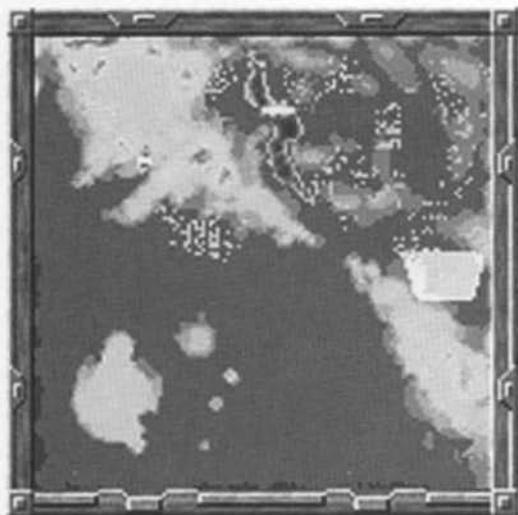
- Number of Players: 2
- Surface Conditions: Winter
- Size: Small
- Resources: 510,750CR

TENEBRE**FIG. 6-8***Tenebre Mission Map*

- Number of Players: 3
- Surface Conditions: Spring
- Size: Small
- Resources: 215,250CR

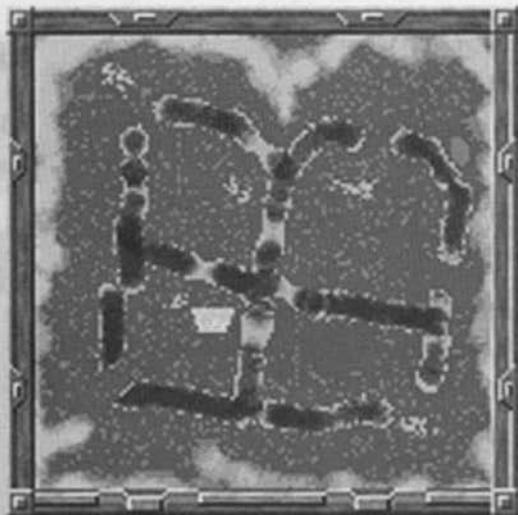


DESERT GATE



- Number of Players: 4
- Surface Conditions: Spring
- Size: Medium
- Resources: 786,750CR

ICE TRAP



- Number of Players: 4
- Surface Conditions: Winter
- Size: Medium
- Resources: 401,000CR

FIG. 6-9

Desert Gate Mission Map

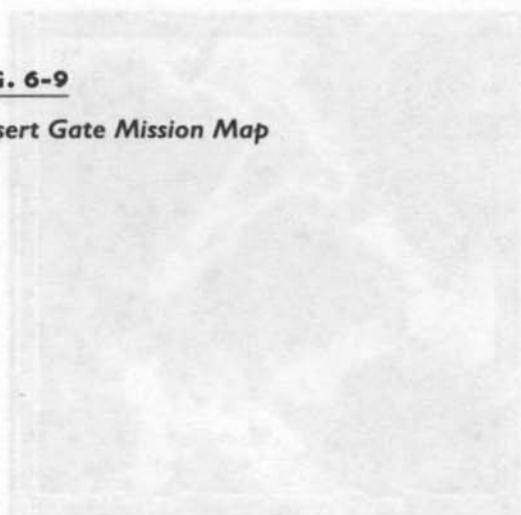
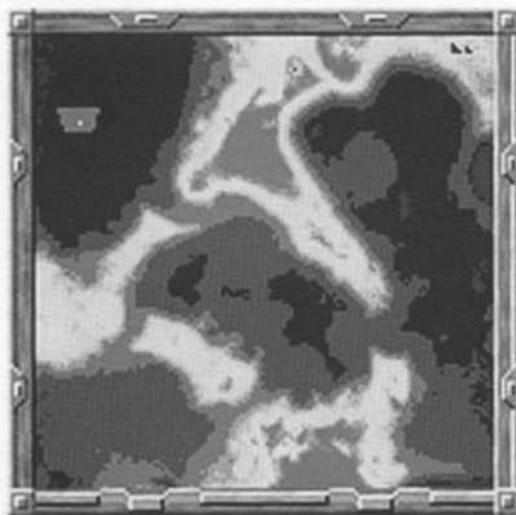


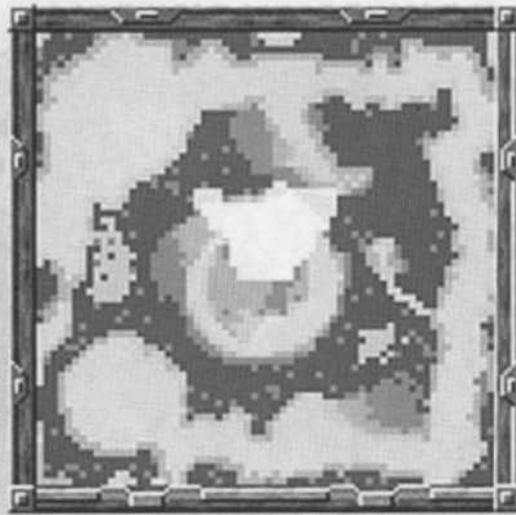
FIG. 6-10

Ice Trap Mission Map

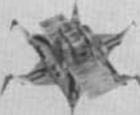


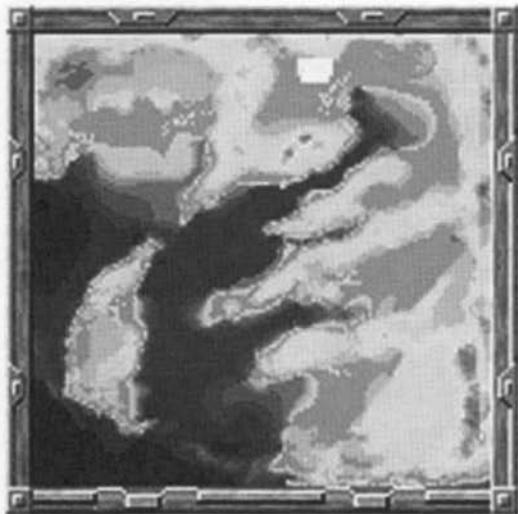
NESTS**FIG. 6-11***Nests Mission Map*

- Number of Players: 4
- Surface Conditions: Volcanic
- Size: Medium
- Resources: 280,500CR

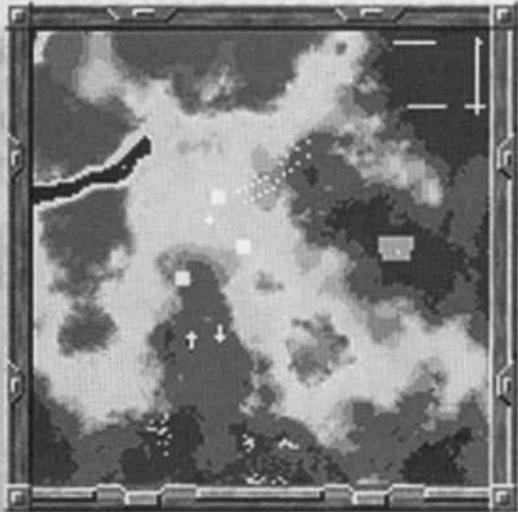
SPIRAL**FIG. 6-12***Spiral Mission Map*

- Number of Players: 4
- Surface Conditions: Summer
- Size: Small
- Resources: 319,500CR

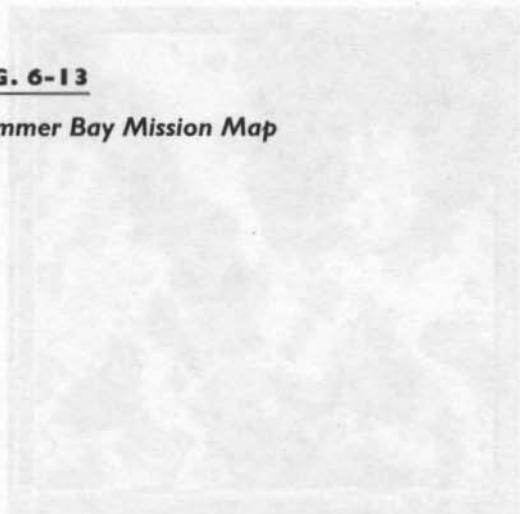


SUMMER BAY

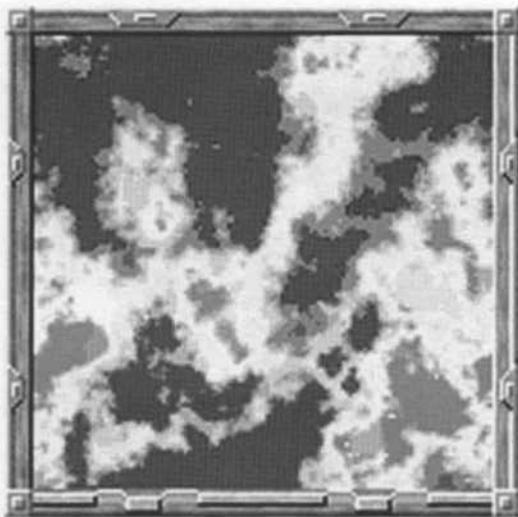
- Number of Players: 4
- Surface Conditions: Summer
- Size: Medium
- Resources: 603,500CR

ACHIMANIA

- Number of Players: 4
- Surface Conditions: Volcanic
- Size: Medium
- Resources: 457,750CR

FIG. 6-13*Summer Bay Mission Map***FIG. 6-14***Achimania Mission Map*

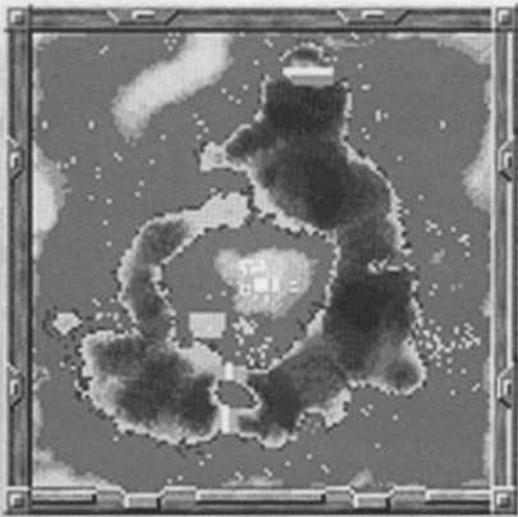
DEADLY HEAT

**FIG. 6-15**

Deadly Heat Mission Map

- Number of Players: 6
- Surface Conditions: Lava Pits
- Size: Huge
- Resources: 702,500CR

GOD HILL

**FIG. 6-16**

God Hill Mission Map

- Number of Players: 6
- Surface Conditions: Summer
- Size: Medium
- Resources: 389,750CR



HANS CUP

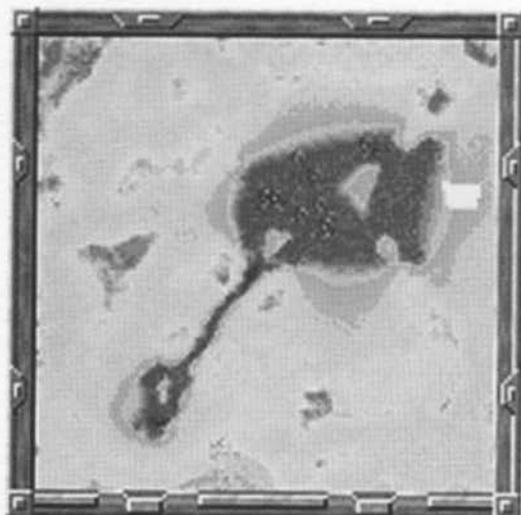


FIG. 6-17

Hans Cup Mission Map

- Number of Players: 6
- Surface Conditions: Summer
- Size: Medium
- Resources: 585,000CR

MALOU ISLAND

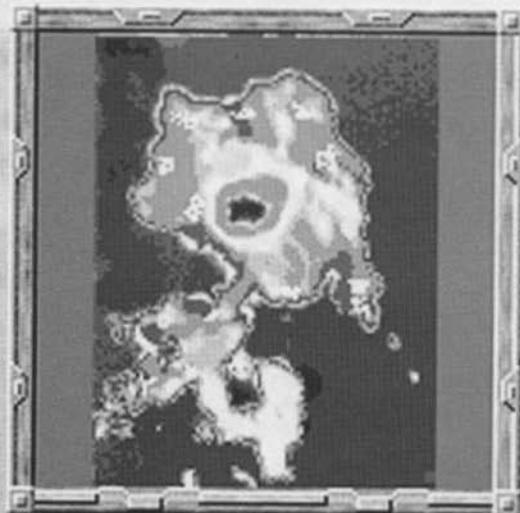


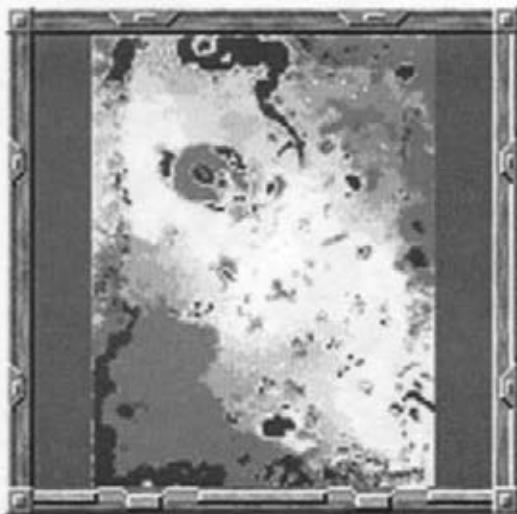
FIG. 6-18

Malou Island Mission Map

- Number of Players: 6
- Surface Conditions: Spring
- Size: Large
- Resources: 640,000CR

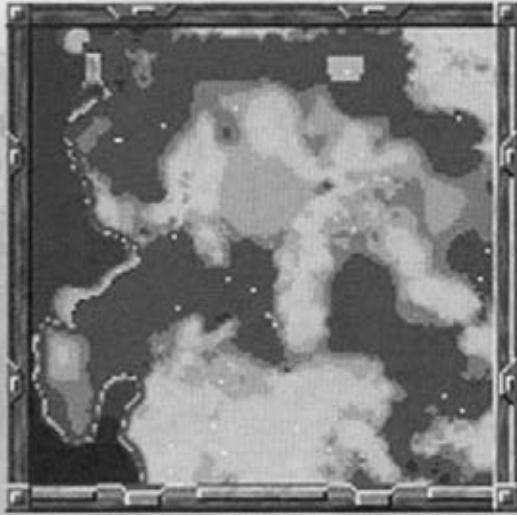


VOLCANO

**FIG. 6-19***Volcano Mission Map*

- Number of Players: 6
- Surface Conditions: Lava Pits
- Size: Large
- Resources: 912,500CR

LAB WAR

**FIG. 6-20***Lab War Mission Map*

- Number of Players: 7
- Surface Conditions: Winter
- Size: Medium
- Resources: 490,500CR



WORM WAY

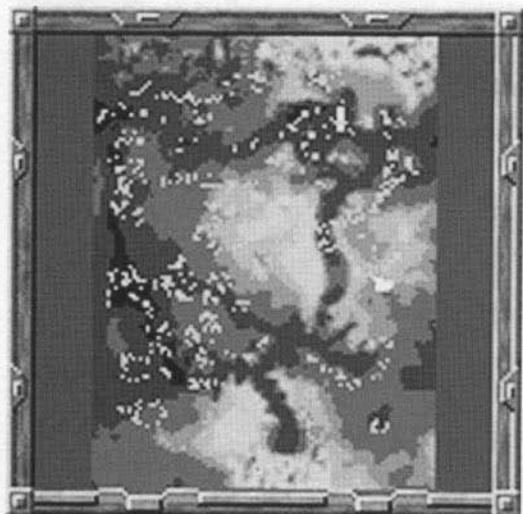


FIG. 6-21

Worm Way Mission Map

- Number of Players: 7
- Surface Conditions: Desert
- Size: Large
- Resources: 490,500CR

ALASKA

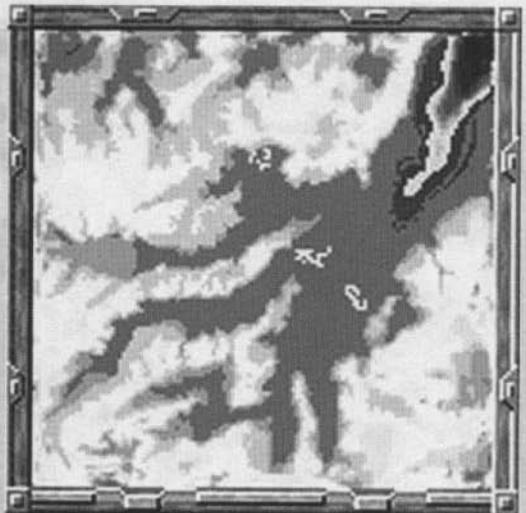
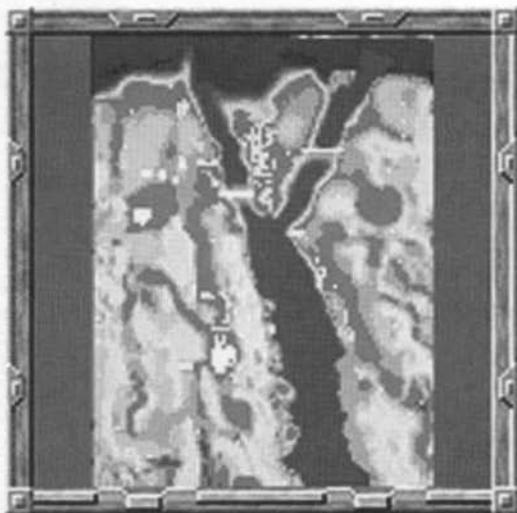


FIG. 6-22

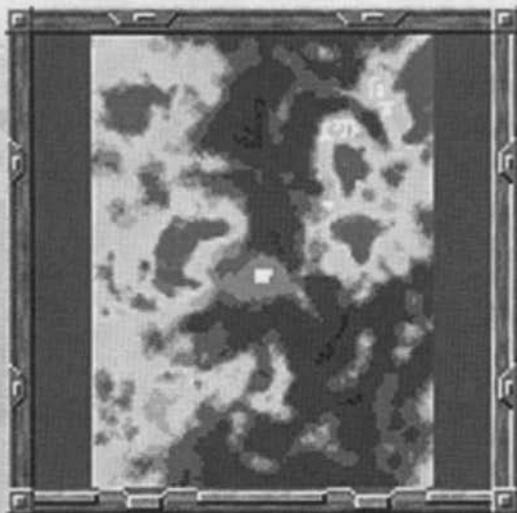
Alaska Mission Map

- Number of Players: 8
- Surface Conditions: Spring
- Size: Medium
- Resources: 657,250CR



EGYPT**FIG. 6-23***Egypt Mission Map*

- Number of Players: 8
- Surface Conditions: Desert
- Size: Large
- Resources: 562,000CR

GREY VALLEY**FIG. 6-24***Grey Valley Mission Map*

- Number of Players: 8
- Surface Conditions: Volcanic
- Size: Large
- Resources: 653,000CR



ISLANDS

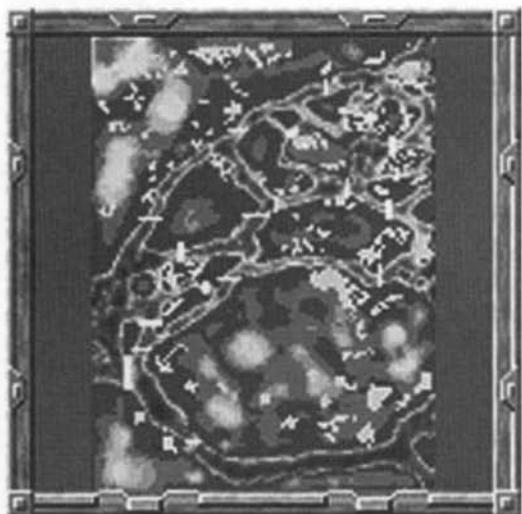


FIG. 6-25

Islands Mission Map

- Number of Players: 8
- Surface Conditions: Spring
- Size: Large
- Resources: 667,250CR

RING LAKE

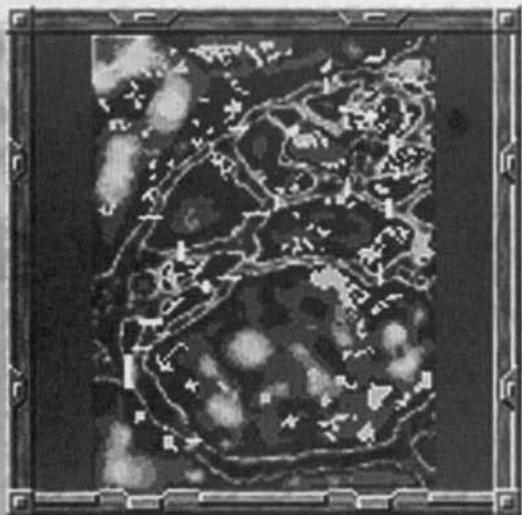
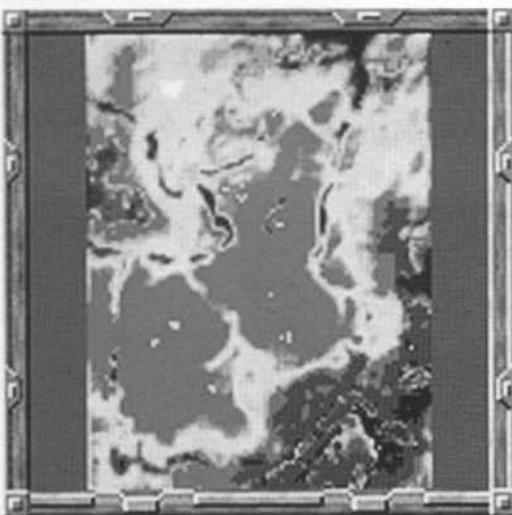


FIG. 6-26

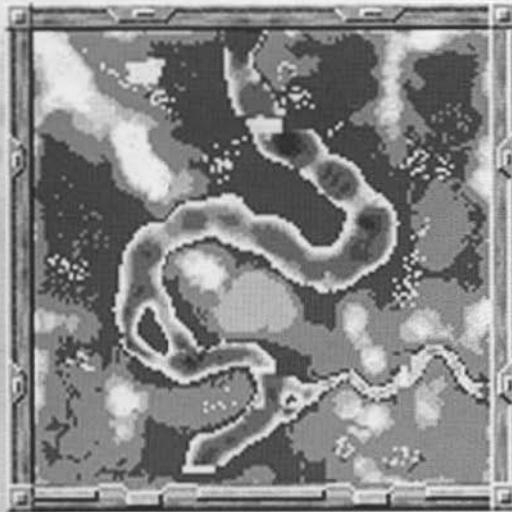
Ring Lake Mission Map

- Number of Players: 8
- Surface Conditions: Summer
- Size: Large
- Resources: 601,000CR



HAVE A NICE DIE!**FIG. 6-27***Have a Nice DIE! Mission Map*

- Number of Players: 9
- Surface Conditions: Winter
- Size: Large
- Resources: 630,500CR

SLOW RIVER**FIG. 6-28***Slow River Mission Map*

- Number of Players: 9
- Surface Conditions: Early Spring
- Size: Medium
- Resources: 948,000CR



CANYON

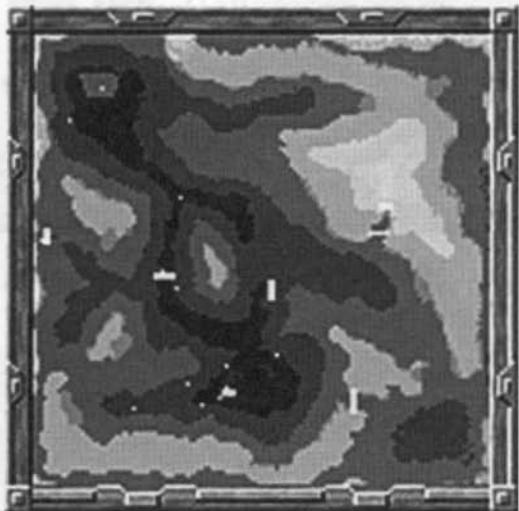


FIG. 6-29

Canyon Mission Map

- Number of Players: 10
- Surface Conditions: Volcanic
- Size: Medium
- Resources: 750,000CR

ICE LANDS

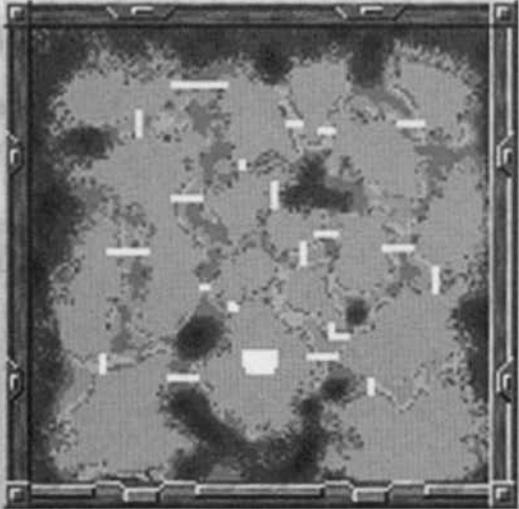


FIG. 6-30

Ice Lands Mission Map

- Number of Players: 15
- Surface Conditions: Winter
- Size: Medium
- Resources: 1,240,500CR

