

## **Walkthrough**

### **A. Army**

#### **1. Mission Location**

OBJECTIVES: All the Goals provided throughout the mission. These must be satisfied to complete the mission successfully. Sometimes it is possible to continue the campaign even though you lost a given mission.

TRANSPORT: Outlines what units should be loaded in the Ukraine/Albatross/Jupiter before the mission begins so they can be dispatched with all speed. Set this up BEFORE you click on the globe to select a mission. Any time I write <Pamir>, <Tiger>, or <Moon> means that you may substitute the combat unit of your choice.

RESEARCH: All the researches available during this mission. Some missions have research overlap with others because you can choose which mission to take first.

ENEMIES: The enemy base locations and types of units.

MISSION: The mission walkthrough itself.

### **A. Eurasian Dynasty**

#### **1. Ural**

OBJECTIVES: -Find deposits

-Provide your base with 20000 CR

-Construct Landing Base

-Fly two Ore Transporters to battle zone

TRANSPORT: Transporter Taiga x2, Pamir x3

RESEARCH: TT 110 Pamir

ENEMIES: LC base on west side of map, several LC patrols of 20mm Lunars.

MISSION: Congratulations, it's your very first Eurasian Dynasty mission.

After the mission starts, you will be taken to the mission base, which for now consists of three more Pamirs and a Gruz. A few seconds in, your briefing will appear to give you an idea of what you need to do (change the tab at the top for more explicit instructions, and you can return to this screen later under Menu->Goals).

Group the Pamirs and Gruz and head west. Cross a bridge and follow the path around the mountains to discover a mineral field. Build a Mine that fits the field, a Transport Base facing it, a Power Plant near them, and a Landing Zone a little bit away so you have room to move. As soon as the LZ is completed, send the Ukraine there with either the Ukraine's To Mission button or the LZ's Call Trn button. When it shows up, set the Taigas to working the Mine and Transport Base. Sit there long enough and you'll finish the mission. Load all the mission units back into the Ukraine and click the globe. Also on this map are a number of LC patrols and an LC base. If you explore south of the southern bridge and into the centre of the map you'll see them. This is bad because your superiors will order you to destroy the LC, which is a lot of work and definitely not worth it. Therefore, don't explore at all. Keep all your units in your own base and you won't have to deal with the extra objective. If you accidentally trigger the objective you can either reload the autosave or Menu->Restart the mission. If you do decide to take down some LC sissies, remember to build combat units in your main base and ferry them to the mission instead of building a WPC in the mission base.

#### **2. Arctic**

OBJECTIVES: -Track down enemy troops

-Find the enemy base

-Destroy the enemy base

TRANSPORT: Transporter Taiga x2, Pamir x6, Boyar x2

RESEARCH: TT 120 Pamir

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MI 106 Cossack  
2x 20mm Chaingun, Helicopter Chaingun  
20mm Bullet x3

ENEMIES: UCS base centred on north side of map, UCS patrol in southeast corner. Lots of 20mm and Rocket Tigers and Towers.

MISSION: This mission will see your first actual combat. Head east along the coast with the Gruz in the lead to act as a damage magnet. You'll encounter a handful of UCS Tigers that should be easily crushed with concentrated fire. Keep going east until you hit a small pond, then north to find a mineral field. Set up your base: Power Plant, Mine, Refinery, Supply Depot, and LZ. Be very careful not to move north of the mineral field or the UCS units will spot you, and you don't want that yet. Bring in the Taigas and Boyars and set them up, then group the Pamirs and go east, then south. You should run across a number of UCS Tigers. Crush them and search for a rotating artefact that looks like a radio. Collecting this gives you access to a bonus mission. If you still have a decent military, head up north to assault the base. Build reinforcements if you need them in the main base and bring them over, transferring extra credits from your Refinery if they're piling up. When you are ready, follow the chasm up north to the rear of the UCS base. You'll be facing Large Towers, which need electrical power to function. Take out energy transmitters to prevent them from firing. As soon as you appear, the UCS will muster all its Tigers and bring them back to attack you. Kill them with concentrated fire and be willing to take some casualties. After you are relatively safe, knock out the Power Plant. Now all the Large Towers are helpless, but the Small Towers will still be able to fire so be careful. Sweep south and west, destroying all structures, until you get mission success. Pull out all units, drain the mineral field, and siphon the credits to your main base with the Ukraine before you end the mission.

### 3. Arctic 2

NOTE: This mission is only available if you captured the radio artefact in the first Arctic mission. I also recommend you do this one after Kamchatka so you have Repairers already when you begin.

OBJECTIVES: -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 50000 CR

TRANSPORT: Repairer Taiga x2, Transporter Taiga x2, Boyar x2, Pamir x4 (x6 w/o Repairers)

RESEARCH: ZT 100 Siberia, ZT 101 Siberia, ZT 102 Siberia

2x 105mm Cannon  
105mm Bullet x3  
Repairer

ENEMIES: Three UCS bases in the northwest, northeast, and southeast corners of the map. Ground units will be Rocket and Grenade Tigers; expect Gargoyles from the southeast base. Harvesters will also appear regularly. Raids will be relatively constant.

MISSION: Move the Gruz and Pamirs west and north into the centre of the walled area. Build a Tunnel Entrance somewhere out of the way and an LZ. Set the Pamirs to clearing rubble so you have some space to breathe and get the Ukraine in as soon as you can. Have the Gruz go underground to explore when the TE is up. Send it north to the intersection, then west to find a laptop (objective #2). Now go east, follow the turn, and tunnel through the small blockage to find the central computer and two \$\$. The computer core lets you move the six Tanks that are sitting close to where you entered. Click them all and Change Script to a Battle Unit so you can fight with them. Send everyone back up top. The core also gave you control of the structures on the surface, but they are all badly damaged and unpowered and won't last long without immediate repairs. Put up two Power Plants to power all the existing structures, then complete the wall around the base with the Gruz. Leave an opening between the Pillboxes on the west

side. Mass your attack units and send them west to the mineral field, then north to a smaller field. You'll want to mine both of these dry, but the UCS will try sapping the northern one first. After the wall is up build a Mine on each of the fields and power for both with a Transport Base between them. Start the Taigas running on the north field first. By now all your combat units should have been transferred to the mission area. Keep a handful back at the central base including some antiair 20mms and send the rest to protect the north mineral field. After the UCS runs through its own minerals they will start looking at yours. Each base will send units to attack you and Harvesters to try to steal your minerals, but you should be able to fend them off as they will only attack through the gap in the western wall. Gargoyles might appear too, so be ready with your 20mms in one group for emergencies. You can equip the Supply Depot and VPC with weapons if you like, but it's not necessary. After a while the UCS units will stop coming because they have totally run out of cash. It's up to you whether to take out the bases or not. You'll suffer casualties unless you're very careful, but it is worth a hefty chunk of experience. Remember to lead with your new heavily-armored Tanks and fire from maximum range when taking out armed buildings and Small Towers. Other than that, you should be able to just wait until the minerals are depleted in both of your fields. If you do take out the bases, you can end the mission as soon as you hit the minimum for the objective and let the Taigas do the rest automatically.

#### **4. Kamchatka**

OBJECTIVES: -Escort Construction Vehicle to our Western Base

-Construct three Research Centres

-Secure Laser Prototype

TRANSPORT: Transporter Taiga x2, Boyar x2, Pamir x4, 20mm Taiga x2

RESEARCH: ZT 100 Siberia, ZT 101 Siberia, ZT 102 Siberia

MI 107 Cossack

Rocket Launcher

105mm Bullet x3

Repairer

ENEMIES: The LC will build a base over your old one in the southeast corner. There will be some raids on your new base, especially if you do not defend the mineral field. Ground units will be Rocket and 20mm Moons and Lunars, with 20mm Meteors as air support.

MISSION: The start of this mission seems very intimidating but it's not really risky. Select all three Taigas and move them through the east wall, then send them to the western base directly. Have the Gruz follow them closely. If any of the units exit the base to the west they will be destroyed by approaching LC forces. You need the Gruz to survive and the Taigas to be cannon fodder for it. You'll still encounter the LC as you cross the bridge; there's literally nothing you can do about it except hope. The LC will eventually stop following you, but by that point the Taigas will be gone and the Gruz will be heavily damaged. If you are extremely lucky or skilled you can save one of the Taigas by letting the Gruz take more damage from trailing Moons, but it's not worth reloading over. Once the Gruz arrives, immediately build the three Research Centres behind the other structures and an LZ in the middle of the open area (the one south of the mineral field, not the no-man's-land between the turret walls). The enemy will send tanks to attack, so let the Large and Small Towers take them out. Set up a Mine and Refinery on the mineral field. When you get a chance, build a wall north of the Mine and a Small Tower or two; otherwise the LC will flank you with Meteors and tanks approaching from the beach later. Get your research going on Repairers, the Siberia, and Cossacks. Cossacks are flying Faberge eggs, but they are a necessary first step for your air force. By now your superiors will have informed you that you need to go back to the old base, now overrun with the LC, and explore underground to find a Laser unit. Build up to the unit limit (set for each mission and visible on the WPC status screen). The LC is using Meteors, so build some antiair 20mm Siberias or Cossacks. Remember: don't build Siberias until you have completely researched them in order to get the most for your production credits. When you are ready, assemble your mob and head back the

way you came. Have the Gruz (repaired by now, right? Right?) follow so you don't have to waste time later waiting for it to trundle to the site. You'll run into a few units on the way but should take them out in short order. Make sure your antiair are grouped together for quick selection and countermeasures because your Pamirs are helpless against Meteors. Approach the base from the west to prevent your Boyars from taking damage while reloading your units. Some LC tanks may run into the wilderness when they take damage; follow them and kill them. If left alone too long, they can regenerate and become a threat. As soon as your tanks have cleared the northern part of the LC base, let the Gruz build a TE in a safe spot within the walls and go down. The Laser Siberia should show up on the map on its own. Change Script and get it back to the western base. Drain the mineral field, evacuate your units, transfer the credits, and end the mission.

## **5. Leviathan**

OBJECTIVES: -Destroy robots with new Laser weapon

-Locate LC base and destroy it

TRANSPORT: Boyar x2, Repairer x1, 20mm Siberia x3, Laser Siberia x1, Pamir x3

RESEARCH: Laser (after test), 2x Laser, 3x Laser

ENEMIES: The LC base is at the east edge of the map. It is defended by Electro Moons. There will be one attack shortly after the test is completed.

MISSION: At first you can only control the Laser Siberia. Send it north and west to the small enclosed area with six disabled robots. Kill them. You will get a message that the LC has arrived in the area, gain control of all the structures and units, and be able to research Lasers. The LC will attack immediately, so be ready with the Laser Siberia and Pamirs and call in reinforcements with a shiny LZ. Get all your carryover units together and loaded and move east to the LC base. Kill everything. Build a Mine and send a Transporter Taiga to the LC mineral field if you really want to maximize your profits, then let it run automatically after you leave.

## **6. Canada**

OBJECTIVES: -Find main computer and copy project data

-Destroy enemy base

TRANSPORT: Grozny x4 (or Cossacks), Transporter Taiga x4, Repairer Taiga x2

RESEARCH: no new advances

ENEMIES: Three enemy bases, all of which are revealed to you when the mission begins. Surface enemies are generally 20mm Gargoyles and Plasma Tigers. Underground you will face Panthers armed with Plasma Cannons. Lots of them.

MISSION: Set up your base to the southwest near the mineral field. You'll want two Mines here so you can pull the minerals out and send them home. This mission is an opportunity to really set aside a chunk of change for EXODUS. The enemy is massing forces for raids at three points on the map: south of your base, west-southwest, and east-southeast. Use your air force to knock them out, then send them to the west base. If you're fast enough the UCS won't have defences over their mineral field yet. You can hover just to the west and kill all the Harvesters, starving him. There are scattered Sharks east of this base, northwest of the east base, and at the centre of the map that you can also mop up. For now, that's all you need to do above ground. The next part is tricky. Your initial objective is only to find the enemy computer core, and you are told that you can use the underground tunnels to get to it. This is true. The core is under the southern enemy base. The downside is that the underground of this map is infested with patrols of Plasma Spiders and Panthers, and you don't have shields yet. The only weapon with enough punch to take down Panthers quickly is the Triple Laser, so build at least six of them if you plan to play by the mission's rules. Also bring down a Repairer and get ready for a long crawl. Have fun.

Still here? Good. No one says you have to play by the rules at all. Build a TE east of the field and send a Gruz down. You'll see tunnels to the north, but don't burrow into them. Instead, start a long mission and burrow straight south. Then cut east into the

tunnel system below the southern enemy base. If you stray from your path into the surrounding tunnels, your Gruz will be killed. It might be killed anyway so save often. Also, autodestruct the TE to make sure that roaming Panthers won't come up into your base and wreak havoc. You should be able to find the core and a laptop that reveals the entire underground map. You can spend a little time hunting down the few pickups underground, but there is nothing worthwhile. Write this Gruz off because it's not worth the recovery effort. Now that you have the computer data, you are commanded to destroy the enemy bases. The first one is starved and no longer a threat - use your air force to kill the power and let the army clean up. The east base has a large force of Gargoyles, so lure them out of the defence grid by hovering over the coastal plain to the west. Knock them down to size, then gut the power and let the tanks mop up again. Now that the first base has been cleared you can build another Mine over its old field. There is another field at the southern tip of the west peninsula you can also exploit. Allocate Refineries and Transport Bases as you see fit. The southern base is a bit harder, mostly because you have to take it down entirely with air and naval forces. It is also holding a large naval force just to the north and a flock of Gargoyles. By now the mineral field east of this base is probably empty, so the Harvesters will provide easy targets. Attacking them will draw out the Gargoyles and a few Rocket Tigers – proceed with caution and repair when necessary. After the defenders are down take out the Research Centre.

There is one more mineral field just west of the centre of the map that you can exploit, but you will have to build a bridge to reach it. Also, you cannot end the mission and automine unless you clear out all the Panthers and Spiders underground first - that's just not worth it at all. Wait out your mining ops and pull the Transporters back before you leave.

## **7. Alaska**

OBJECTIVES: -Destroy enemy base

-Supply base with 100000 CR

TRANSPORT: Tank x6, <Pamir> x4

RESEARCH: MI 140 Grozny

2x Rocket Launcher, 3x Rocket Launcher

Helicopter Rocket Launcher, 2x Helicopter Rocket Launcher

Medium Defence Building

ENEMIES: There are three UCS bases on this map. The first is over the large mineral field, the second is in the southern central part of the map, and the third spans from the northern central area to the northwest corner. You'll see lots of Rocket and Grenade Tigers plus 20mm Gargoyles, but the main threat is the Rocket Small Towers lining two long corridors. MISSION: Get comfortable, because no matter what this will be a long mission. You get started with two Cossacks, a Gruz, and an LZ near a small mineral field with a recon report on a large mineral field to the north. Call the Ukraine and get the Gruz started on building a Mine and Refinery on the small field. Don't build anything else here because this won't be your base. When the transport arrives send all the tanks in to destroy the UCS base over the large field. There will only be one or two Rocket Tigers and some structures equipped with Rockets. Take it out quickly because if you wait to assemble your entire army the base will be much better defended. Keep the Ukraine pulling in your units, combat first, then support. You'll need at least 6 Transporter Taigas to finish the mission as quickly as possible. After the field is secured send the Gruz north and build three Mines over it with as little overlap as possible. Two Transport Bases should be all you need. Also put up two Supply Depots, at least two Power Plants, and a second LZ (I find that the first one always gets destroyed by a Gargoyle I didn't see coming). I also built a wall around most of my base, but I think this was a waste of resources. Empty the small field first into your Refinery for cash, then get the extra pair of Taigas onto the large field. Once you are set up enemy units will start trickling in for the entire mission. Be ready for attacks from both the southwest and northwest passages. Don't try to follow these back for a counterstrike because both passages are

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lined with Rocket Towers that will whittle down your forces. It's also not worth scouting with the Cossacks because this will entice entire flocks of Gargoyles to descend on your base. Set up the small field Mine with a 20mm but don't bother equipping the others. Let the ground units do the fighting and repair them frequently to keep them alive. There's a lot of experience to be had on this map if you play it right. Once the small field is drained, abandon that base entirely and pull your units back closer to the Mines. Wait out the mission. If you want to, you can tap the large field with another Refinery, but it can be risky because there are a limited number of minerals under the field. Specifically, it's worth about 166K, and 100K of that must go to the Transport Base or you'll never be able to finish the mission. Drain the field completely and Call Trn before you evacuate.

## **8. Japan**

OBJECTIVES: -Destroy main enemy base to the South

-Destroy enemy base in the West

-Destroy enemy base in the Southeast

TRANSPORT: All available Cossacks and Groznys, then Tanks.

RESEARCH: TK 100 Caspian, TK 101 Caspian, TK 111 Caspian

ESS 30 Irkutsk, ESS 40 Irkutsk

ENEMIES: From the mission goals, you know there are three LC bases on this map and their approximate locations. What they don't tell you is that the West base will attack with mostly Electro Moons and some Rocket Meteors and the Southeast base will use mostly Rocket Meteors with some Electro Moons. I'm not sure what the South base uses because I kill it quickly, but I think it leans toward Electro tanks. The Electro Cannons the LC uses run through your Pamirs pretty quickly and will continue doing so until you discover Shield Generators.

MISSION: The first part of this mission is heavily reliant on speed. Unload the Ukraine, group whatever units you have, and send them south along the corridor to the largest base as soon as they have disembarked. Use the air force to provide cover for your Tanks and Pamirs, especially against Meteors. Take out the base power before you get too close to the Guardians and you should be okay. It is very important to handle this quickly because if you allow this base to grow it will become much more difficult to take down. Killing this base also gives you access to its rich mineral field, but you don't have the units to defend this satellite mine as well as your original base. Keep pumping carryover units into the mission with the Ukraine and build Groznys up to the limit. The other two bases won't be nearly so easy. The West base is protected by mountains and a beach, and the Southeast base is waterlocked.

This means you must use either water or air forces to take them out. The designers thoughtfully provided you with a Ship Yard that will be destroyed unless you dedicate many units to protecting it. In any case, my aversion to water units still applies: even if you research them, they won't be able to completely take out the bases and you will have to resort to air units anyway. Thus, this is the mission where you grow proficient with your air force. Take down the west base first, if only because it's closer to your repair and supply facilities. Whittle down the enemy's power structures from the mountain range between your bases. Your air force should consist of at least four units: the two Cossacks from Alaska and at least two Groznys. Using 20mms or Rocket Launchers depends on your style. After the power is down, kill the rest of the base. If you haven't already, now is the time to take advantage of the abandoned mineral field to the south. You'll probably have to scrape LC Refineries off it. Set it up with a Transport Base. Repeat this strategy for the Southeast base, only with more care. There's usually a large empty area of land just north of the base where you can assemble your air force before attacking, but move a Repairer to the southern coast as close as you can get it so the choppers don't have to fly all the way back to the base to get fixed up. The enemy will foolishly devote resources to land units that you can take down from the sky, then move and kill off Mines and solar cells to starve them. Even though the mineral field was probably close to empty, this will help you finish them off. Take it slow and preserve

your now-experienced air force. When they're all dead, check the south field and make sure it will automine after you leave.

## **9. Great Lakes**

NOTE: I recommend doing New York before the Great Lakes because you can put the Gargoyles liberated there to work here. An air force is very necessary for this mission or else the Plasma Cannons will shred you.

OBJECTIVES: -Destroy enemy Research Complex

-Search alien base

TRANSPORT: Grozny x4, Transporter Taiga x2, Gargoyle x4

RESEARCH: MI 150 Grozny

ENEMIES: There are two bases on this map: one in the northeast corner revealed to you at the beginning of the mission and another in the middle of the southern edge of the map. The enemy will field many Plasma Tigers and Spiders as well as 20mm Gargoyles. Every building will be armed with either a Rocket Launcher or Plasma Cannon. And you STILL don't have shields.

MISSION: Your objective for this mission is to destroy the three Research Centres spotlighted at the beginning of the mission. To do this, you'll have to take out all of the enemy units and most of the base just to get close enough. Then the second stage kicks in and you have to get a Gruz into this base, but we'll talk about that later. Send your new Pamirs and Gruz south to the mineral field. Along the way you'll pass four 20mm Small Towers, but you can run them safely with minimal damage and your tanks might even take one out on their own. Call in your air force ASAP at the LZ. Have the Gruz set up the usual: two Mines, a Transport Base, two Supply Depots, two Power Plants, and another LZ closer to your base of operations.

As soon as your air force starts arriving, send them south and east along the coast to a bridge. Dodge around the Fortress here and cut off its Power Plant and defending Small Towers, then start killing off the Plasma Spiders assembled here. If you wait on this they'll kill your LZ and migrate to your base, becoming a much larger problem in the long run.

After this is done, ignore the Fortress (it's helpless and won't be fixed) and fly due north to the edge of the map, then east. Try to knock down a few Harvesters and defending Gargoyles before you head back to base for repairs. Don't let your units fly over the base to return. Just keep chipping away at this base for the rest of the mission - the Power Plants are located on the northern border and next to the Refineries. This base will continually build Gargoyles to oppose you, so keep swatting them down as you crawl through.

You won't have to worry about the second base to the south much until after you've incapacitated the northeast one. As you're taking it apart, a large flight of Gargoyles may attack from the west. If you're not expecting this it can be very painful. Counter it by either taking this base out early (difficult, and not really a priority) or by sweeping down after you render the first base harmless to kill off the Gargoyles and Harvesters. There are two muster points that this base uses to collect Gargoyles and Plasma Tigers - one west of your base on a plain and the other to the southeast, both of which you should clear out before you head for the base itself. After the Research Centres go down, you get a new objective to investigate an underground alien base. You can do this one of two ways: 1) send a Gruz into the northeast base after it is defenceless and down the UCS TE, or 2) build a TE in your own base and tunnel north to the bedrock, then west around it and northeast to the objective. The second one is totally safe and can be initiated before the base goes down but takes a LONG time. If you send your Gruz down the enemy TE, go to the southern chamber and tunnel west to bypass the bedrock and reach the base. The only thing here is a black cone (alien computer core?), so snag it and head for home. Make sure you also pump out whatever minerals are left in the two enemy bases and the extra field west of the southern base.

## **10. New York**

OBJECTIVES: -Saving data on GOLAN IV - East

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- Saving data on GOLAN V - West
- Saving data on GOLAN VI - South

TRANSPORT: empty

RESEARCH: no new advances

ENEMIES: Rocket and 20mm Towers throughout the map, Grenade and Rocket Tigers, and several 20mm Gargoyles (more on these later).

MISSION: This mission is totally different from anything you've faced before.

You have exactly one unit, a Caspian that has been modified to be completely defenceless. If you get attacked at any point in the mission, you have two options: 1) run away or 2) die. Woohoo. However, you can use the tunnel systems to get around to your objectives. There are no UCS combat units in the tunnels, though Harvesters do use them to get from mineral fields to Refineries. Therefore, you are safe below until you start leading Tigers down after you. Also, the enemy has no naval units at all, but the air force will follow you over the water and won't be fooled by the go-down-one-hole-and-come-up-another trick. You can survive this mission without Neo taking any damage at all. Your first target is in the middle of the map. Go west-southwest along the water, staying clear of the coasts and the Towers on them. There are two beaches protected by WWII-era landing blocks, but they won't stop one small unit. Go to the west beach and south to the UCS TE. Underground, go northwest through a triple corridor and you'll reach the first computer core.

Before you go back above, travel back east along the north edge of the system until you find a small blind U-turn to the north. At the end of this passage is a laptop that will show you the entire tunnel system on this map. Go back up the same TE you came down.

Retrace your path back to the LZ, then go south to the corner of the map. Keep your distance from the Towers. Swing west and you'll find another TE near a mineral field. Use it and find the computer core near the mainframe panel to the northeast and return. Back up top, follow the west edge of the map north to a bridge, then use the TE overlooking the sea. Go north and use another TE, then dodge northwest quickly to the last TE. You will probably be leading a few Grenade and Rocket Tigers from the main UCS base in the north, so move quickly. There is a laptop in a southern branch of the tunnel soon after you enter in a room with three green columns, but I have no idea what it does. If you didn't grab the other laptop in the first tunnel, this one will still do absolutely nothing.

Just before you grab the last core, save your game and slow it down as much as possible. The reason is that as soon as you snag it and fulfill your objectives, all the mobile enemy units on the map will become yours. Quickly look over the main UCS base on the north edge of the map and send any freshly converted Gargoyles to your LZ. If you wait, they will be destroyed by all the Rocket Launchers attached to buildings in this area. This is an excellent opportunity to flesh out your air force at no cost to you. You also have an important choice here: if you completed this mission quickly (as in under 10 minutes) you will only gain about four Gargoyles. If you choose to wait around in a safe place for another hour, you can liberate ten or more. Remember that time is precious. The rest of the new units will probably be destroyed by Towers. There is absolutely no point to rescuing Harvesters because you can't use them, but you can salvage a Mammoth and a few Tigers if you are willing to build bridges to the LZ for them. It's not really worth the time. Rescue Neo and your new Gargoyles and go home.

## **11. Amazon -N-**

OBJECTIVES: -Provide your base with 100000 CR

TRANSPORT:

RESEARCH: TL 70 Volga, TL 80 Volga

MI 150 Grozny

Heavy Rocket Launcher, 2x Heavy Rocket Launcher, 3x Heavy Rocket Launcher

Guided Rocket 25%, Guided Rocket 50%, Guided Rocket 100%

Heavy Defence Building

ENEMIES:



MISSION:

## **B. United Civilized States**

### **1. Ural**

OBJECTIVES: -Find deposits

-Provide your base with 20000 CR

TRANSPORT: Harvester x3, Mammoth x1, Tiger x3

RESEARCH: Tiger II

ENEMIES: Some Pamir patrols

MISSION: The first mission is easy. It's not even necessary to actually engage in combat. As soon as you enter, send the Mammoth north and build a Refinery and Power Plant next to the mineral field. After those go up and the Harvesters start rolling, send a Mammoth up north to where the mountains are closest and dig a trench across the gap. The idea here is to prevent enemy units from being able to roll close enough to your base to fire on your units. If the Mammoth gets stuck, use the other one to flatten the terrain around it until it can get moving. Once the north trench is completed, do the same for the south end of the valley. After these two trenches are complete, your base is completely safe from the enemy and you won't have to deal with them. Empty the mineral field and pull out all the units. Set the Harvesters to mining the field in your main base.

### **2. Arctic**

OBJECTIVES: -Defend base for two days (time remaining)

TRANSPORT: empty

RESEARCH: Tiger III

2x 20mm Chaingun

Grenade Launcher

ENEMIES: Enemy base in the southwest corner. Expect 20mm Taigas, Rocket Siberias and 105mm Pamirs from due south and west. Late in the mission you'll see Cossacks. There's a mass of 50 Double 105mm Pamirs on the east edge of the map, but they won't attack until the end.

MISSION: This mission is all about fortification. You'll have to move quickly at the start, so slow the game down. There are four groups of 20mm Tigers on the map: one next to the WPC and the other three stationed with Small Towers to the south, east, and west. Pull all of them back, group them together, and switch them to Hold Position. Very soon after you arrive, your Small Tower outposts to the south will fall. Block the approaching horde with your starting troops; it'll be dear losses, but there's no help for that at this point. The west outpost will drop a little later as an attacking squad drives through. Avoid building new defenders until you've researched the Tiger II and Double Chaingun upgrades.

You can use the two Mammoths to help defend your base by erecting either walls and towers. Enemy tanks often target walls in their initial charges, ignoring your troops momentarily and letting you take the advantage. Watch out for Cossacks, because they have slightly longer range than your towers and can take them down without a scratch if you can't interrupt with Tigers.

The other option is to surround your base with trenches. It's possible, but it takes a full day if you know exactly what to do and longer if you have to figure it out. Block all sides and close the ends off so the enemy tanks can't come down the middle and up the inside slope. If you're trying this route, save often. If you're successful, you'll see enemy tanks start piling up along the outside edge of the trenches. The enemy will always seek out any available weak spot, so keep the Tigers roving to block ferreting tanks and Cossacks. Instead of digging trenches around your entire base, you can choose to only trench the four approaches to your plateau marked by your Small Towers at the beginning of the mission (west, south, and two east) but this is much more risky since

you're putting your Mammoths directly in the line of fire and you need at least one of them to survive to build an LZ.

That's pretty much it for the mission. Sit back and wait for the enemy to come to you. Build up to the unit limit after you've finished the research. Tigers won't be enough in the end and you should supplement them with Small Towers with Double Chainguns for extra defence. Try to limit Small Towers to the minimum effective number since you won't be able to recoup this investment at the end of the mission. There will be constant attacks from the south and west, but preserve units by pulling heavily damaged tanks back. At the end of the mission, shortly after the clock expires, your base will be attacked by the mass of Pamirs on the east edge of the map. If it's at all possible these will invade your base and make a mess of your evacuation.

Trenches will block them, but you have to cover all four sides. Even if they can't enter the base the Pamirs will sit on the cliff and shoot down on the WPC and Power Plant. When you finish the two days you receive 5000 credits and it will now be possible to build an LZ. You should evacuate as many units as possible for their valuable experience; also, this mission has a higher unit limit than the next few so the troops can carry over for immense effect. At the same time, you're facing down an army of Pamirs, so you'll be bleeding out as well.

### **3. Stanford Lab**

OBJECTIVES: -Test tunnel entry

-Test teleport

TRANSPORT: empty

RESEARCH: no new advances

ENEMIES: none

MISSION: This should barely count as a mission at all. Command the test Tiger to move to the Tunnel Entrance in front of it. Hit <Tab> to make sure it safely arrived underground, then move it back through the TE to the surface. It blows up and takes the TE with it. Now switch to the second Tiger and move it through the Teleport. When it comes out, it blows up itself, the Teleport, a Research Centre, and a Power Plant. Flog your researchers and move on; there's literally nothing else you can do here. For now.

### **4. Arctic 2**

NOTE: You don't have Repairers yet, so be careful with carryover units. Leave any units less than 75% health in your main base so you can fix them later.

OBJECTIVES: -Find deposits

-Provide your base with 30000 CR

TRANSPORT: Harvester x1, Condor x2, Tiger x7

RESEARCH: Gargoyle I, Gargoyle II, Gargoyle III

Gargoyle Chaingun

Sm Rocket Launcher, 2x Sm Rocket Launcher, 4x Sm Rocket Launcher

20mm Bullet x3

Grenade x3

ENEMIES: Enemy base dead centre on map. Expect the usual 20mm Taigas, 105mm Pamirs, and Cossacks.

MISSION: Your first base is in the northeast corner of the map next to a very tiny mineral field. You'll need a great deal more to fulfill your objectives, so for now just drain it all into the Refinery for cash. Start scouting with the Mammoth west along the north edge of the map. Pass a V at the north middle border and keep going until you reach a crevice in the northwest corner running southwest. Go due south and you should see a much larger field. The disadvantage here is that the enemy base is immediately to the east, so you have to be very careful not to provoke them while you're vulnerable. Set up the Power Plant, Ore Transport Base, Supply Depot and new LZ. Move units here as they arrive and pull the Harvesters over when they finish at the original base. The

first base will soon fall to an attack by Cossacks. You can choose to try to defend it, but it's not worthwhile.

Defending the new base is relatively easy. The east approach will be used by most of the invading ground forces, but you should also watch the back entrance to the west and the north approach. Sit back, keep your defences up with Small Towers against aerial attack, and wait it out. It's quite simple to set up trenches on all three approaches at the narrow points so that no ground units can touch you at all - the ED will only send a handful of Cossacks at you in pairs once you take down the force that destroyed the original base.

## **5. Baikal**

NOTE: Because of an oddity about research, either take Stanford Lab 2 first or make sure you leave one advancement uncompleted at the end of this mission.

OBJECTIVES: -Establish communication with the robots

-Destroy all ED forces

TRANSPORT: Mammoth x1, Harvester x3, Condor x2, Tiger x4

RESEARCH: Spider I, Spider II, Spider III

Harvester II

Gargoyle Rocket Launcher, 2x Gargoyle Rocket Launcher

Repairer

ENEMIES: Small enemy base in the centre of the west map border. Air assaults will include both Cossacks and 20mm Groznys, land forces will add Laser Siberias to the familiar 20mm Siberias and 105mm Pamirs.

MISSION: When the UCS retreated from this region as the ED advanced, they left behind some Trojan robots to be captured. With their (minor) help, you're going to take the region back. The robots are sitting in a small enclosure in the ED base, and a few minutes into the mission they'll activate on their own and go wild attacking the base. They'll be crushed quickly, but you can order them to concentrate fire for maximum damage.

This is the mission where you finally get Repairers and can bring all your troops back from the near-dead, but the enemy has Repairers as well and will do all it can to recover from repeated attacks. Point is, kill things, don't wound them. Enemy repairers will cluster to repair a single building or even each other, which makes them much more effective. They should be high on your target priority list.

As for actually running the mission, set up your base is on the middle of the east border, northeast of the LZ. Don't try to defend the LZ, just grab your shiny Rocket Tigers and head for the field. You can choose to send the minerals to either a Refinery or Ore Transport Base at your discretion.

This is the first mission you'll face Laser enemies. Lasers, especially the Triple Laser, will be the bane of your ground forces' existence until you discover Power Shield technology. For now your units can take a hit or two, but Triple Lasers will kill a Tiger in one hit. Take out Laser defences from the air to be safe.

There are two approach corridors to this base: west and northwest. Trench one of them for defence and let the enemy come to you. Expect one or two waves of ground units and three or four flights of helicopters. Every tank or helicopter you blow up means your enemies are down resources, until they eventually run out altogether. When there are no more attacks, make your way over to the enemy base and start whittling down enemy Small Towers and units. If the unit limit permits, build four Gargoyles and practice with air force tactics. If it doesn't permit, kill a few of your Tigers to make room - yes, it's that important. Avoid the Large Towers and 20mm-armed buildings until you take the power grid down. When the defences finally drop, just mop up with air and ground units for experience. If the mission doesn't end when the base dies, check the southwest corner of the map for stray Repairers. Pull out everyone and everything - there's lots of valuable carryover on this mission.

## **6. Stanford Lab 2**

OBJECTIVES: -Test tunnel entrance

-Test teleport

-Destroy Test-Robot

TRANSPORT: empty

RESEARCH: no new advances

ENEMIES: none

MISSION: It's back to the lab again for another experiment. Grab the test Tiger and order it down the TE, then bring it back up. This time it doesn't explode, which is an improvement. Now send it to the teleport. It arrives safely, but malfunctions and starts attacking the Power Plant. You get a new objective: kill the busted Tiger. To kill your new enemy, find the three other Tigers near the research centres and switch them to a Battle Unit script. Now you've just got to get over to the other side of the river. You're supposed to use the TE to go below, then tunnel to the other side and build another TE, which costs 1000. On the other hand, you can build a bridge across the river for half that price. Just click the Narrow Bridge option under the Mammoth's defence tab and pick an anchor point on your side of the river, then the other straight across. Bring the security forces across and scrap the rebel.

Don't end the mission yet. The game gave you 5000 credits so you'd have enough to build the TE. You can use the rest of the credits for research with the centres provided on the lab map. This is why it's important to leave some research over from the last mission - otherwise these credits will be wasted. Switch off your centres in the main base to burn through the mission map's resources faster. End the mission when you hit zero. The mission Mammoth can't build an LZ, so you can't carry over these units. Remember to turn on the research centre in your main base when you finish.

## **7. Alaska**

OBJECTIVES: -Destroy all ED forces

TRANSPORT: Gargoyle x4

RESEARCH: Large Tower

Guided Rocket 25%, Guided Rocket 50%, Guided Rocket 100%

ENEMIES: 10 105mm Pamirs. Really. That's it.

MISSION: All you have to do for this mission is kill off the Pamirs that have attacked your base. You can't do anything with the base because it's already doomed by the time you get there. Fortunately this small enemy group has absolutely no antiair capability, so you can bring your shiny Gargoyles in to kill them all at zero risk for some experience. You'll notice some artefacts spawning in the base; these are ammo crates since you don't get any support infrastructure for this mission. Be careful when rearming Gargoyles because they are vulnerable when they land. When the tanks are all dead, evacuate your air force and bring the free 10000 credits with you. There's no way to prevent the transmission of the stolen plans.

## **8. Japan**

OBJECTIVES: -Find plans

-Destroy hacker base

TRANSPORT: Mammoth x1, Harvester x3, Condor x2, <Tiger> x3

RESEARCH: Minelayer I, Minelayer II

Shark II, Hydra I, Hydra II, Hydra III

Repairer II

ENEMIES: Cossacks, Groznys, Rocket Pamirs, 20mm and Laser Siberias - you know, the usual stuff. Enemy bases due north of your south base, dead centre on map, and north centre, with a spare Shipyard in the northwest.

MISSION: If you played through the Eurasian Dynasty missions you know about Neo, the super-secret yet vulnerable spy that can take over enemy units. This time you'll be on the other side of the equation and you'll see how much it sucks. You start with three Tigers at an LZ. Immediately call the transport. In a minute Neo will zap these Tigers and take control of the two on the right, which will kill the third. Preempt this by siccing

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the two potential traitors on each other so they'll be softened up when they turn and help them along with the spare. The transport will be able to rescue this one before a group of ED tanks arrives and smashes the LZ. Granted, losing one more Tiger isn't much at this point, but I don't like letting Neo win. After Neo's performance your superiors will order you to eliminate him as well.

Switch to the other LZ. Mark this one as Active, then send the Albatross to the main base and call it here before it arrives. While you're waiting, set up your research: the Repairer upgrade is the highest priority, followed by Large Towers and then the rocket tracking upgrades. This mission gives you the Shark chassis for free with the option to upgrade your navy, but I discourage that for reasons stated above. Minelayers are nice, but I don't find myself using them often.

After the Albatross shows up and unloads, set up your base just west of the LZ. The mineral field south of the LZ should be funnelled into an Ore Transport Base. By this point you should be up to two Aerial Supply Depots and four Condors if you've been carrying over your Tigers. There's another very small mineral field to the northwest that makes an excellent spot for a Refinery - use Energy Transmitters to power it.

This is the first mission where you can put a navy to use and in honor of the occasion you've been granted the basic Shark chassis for free. If you want to use the navy you're free to, but you won't be able to carry over the ships you build to the next mission. Ever.

After you've had a few minutes to prepare, Rocket Pamirs and Laser Siberias will start rolling into the base through the tiny north gap. It's fairly easy to defend. When you finish researching the Repairer upgrade, build a new Repairer and tell it to upgrade any existing Repairers so they can all do field upgrades, then start working on upgrading all of your Tigers to better specs.

There won't be many enemy attacks; for the most part they'll stay home until you show up, then assault in droves. Watch out for more Lasers this time around, which can kill a Tiger in two hits. To compensate, focus on using your Gargoyles more for luring them out and taking down defences. When they start taking damage, bolt for your ground support.

The first base due north of yours is defended by lots of air units and Rocket Pamirs, which makes it dangerous for your air force when you first arrive. Whittle them down and start killing off the structure defences: a line of towers on the south approach and the three power plants. Use the ground forces to mop up and move the air force northeast to find a developed but undefended mineral field. Scrape the ED and their detritus off and you can use it for your own with enough Energy Transmitters. The bigger problem is the base at the centre of the map that protects Neo. You know the location of his Headquarters from the mission briefing, and the stolen plans are conveniently sitting next to it for you to collect. The only defences immediately around the HQ are several Laser and 20mm Small Towers that shouldn't be too much trouble, but attacking them brings down all the enemy forces from the northwest. Withdraw and repair as necessary; enemy helicopters won't. Be careful not to attack the Research Centre next to the HQ until you've made preparations. Also make sure that you collect the stolen plans (the rotating artefact next to the HQ) before you destroy either the HQ or the Research Centre to prevent them from becoming corrupted. When you destroy the centre Neo will attack and convert all your units to use against you. You can minimize the damage by moving most of your units to the main base where they will be safe or simply holding them in the Albatross. Whatever unit(s) you use will be lost, and since the area is only accessible from the air that means losing one of your highly experienced Gargoyles unless you build a sacrificial lamb. If you lose this mission because you leave too many units on the field for Neo to take and they destroy your base, proceed to New York.

## **9. Great Lakes**

NOTE: You get Great Lakes whether you won Japan or not.

OBJECTIVES: -Destroy enemy forces

TRANSPORT: Condor x2, Harvester x2, Gargoyle x4, <Tiger> x2

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RESEARCH: Harvester III

Plasma Cannon, 2x Plasma Cannon

ENEMIES: The LC base is northeast of map centre and will send Rocket and Sonic Moons and 20mm Meteors your way. There is a satellite mining colony along the east edge of the map.

MISSION: This is the first time you face the Lunar Corporation in combat. You'll have to build an LZ at the start of the mission, but you have enough time and resources to import defences before you start seeing combat. The first raid arrives shortly after the Albatross and should be easily repulsed with the aid of the Small Towers.

Ostensibly the purpose of this mission is to test the Plasma Cannon, but it's not an actual requirement. You have to research it yourself. Unfortunately, now that you've finally got an energy weapon the LC will be using shields, somewhat dulling your cutting-edge technology.

When you've got your army prepared, move north-northeast to the coast. LC units gather here before they move on your base, and you can take them out before they become a threat. Move east with a few units and scrape LC mines off a third mineral field before they suck up too much.

Wresting this field reduces the LC to meager resources, making the rest of the mission extremely simple. Because the path to their base curves down from the north, they have virtually no defences to the south. Let your air force fly over the water and take out the power structures. Remember that to kill the power for the LC you have to take down both Solar Power Plants and Solar Batteries. Without resources the LC won't field many units and the base should be an easy kill. In its death throes, the LC will send you a message that they are surrendering all their structures and units to you and are seeking alliance negotiations - not that they give you anything useful. Make sure all your units are at full ammo and extract them. If you moved quickly to kill the satellite mine, you can leave one Harvester behind with an Ore Transport Base to funnel 300000 (!) credits to your spaceship.

## **10. Kurshatov FZ**

NOTE: Again, leave at least one desirable tech advance unresearched until Stanford Lab so you can take advantage of the free credits there. You also only get this mission if you succeeded in Japan.

OBJECTIVES: -Find Prototype

-Destroy ED base

TRANSPORT: Mammoth x1, Harvester x3, Gargoyle x4, <Tiger> x2, 5000 credits

RESEARCH: Panther I, Panther II, Panther III

Heavy Grenade Launcher, 2x Heavy Grenade Launcher

Fortress

ENEMIES: Small enemy bases on the mineral field north of your LZ, east of map centre, and far north. There are only a handful of 105mm and Rocket Pamirs with Cossacks and 20mm Groznys for air support.

MISSION: This mission runs slightly differently from what you're used to. You don't have control of the LZ at the start, just six Rocket Spiders. Move them east to descend to the lake, then west to the mineral field. There are two Mines and Refineries here protected by Small Towers and a few Pamirs that will sweep down from the north as you attack. The Spiders are mostly doomed because they can't rearm, so don't sweat it.

As soon as you kill the first Small Tower the LZ comes online. Call the transport and the backups should arrive just as the Spiders gasp their last. Let the Gargoyles sweep over the mountains and knock out the base. Kill the power first so that the Mines don't hog all the minerals.

You have to provide your own startup funds for the base. Keep it bare-bones because there's no profit to be made here: Ore Transport Base, Power Plant, and an Aerial Supply Depot. Send your air force north to clear a small group of Towers and Pamirs, then east to the ED base. Draw out the Groznys for a slaughter, then circle and kill the power.

The prototypes you're looking for are on the east platform, but you can't do anything with them yet.

Head for the north border of the map and kill the last ED structures. There is an ED Tunnel Entrance here that you can use if you restrain yourself from blowing it up; in that case you'll have to build your own. Underground, you can find some ammo crates to the northeast. The activation device is in the southeast. As soon as you pick it up, the Grizzlies come under your command.

Change Script to a Battle Unit so you can use them in combat. After you secure the Grizzlies you'll be ordered to destroy the ED base.

Since you already did that, you immediately win the mission. Extract everything.

## **11. New York**

NOTE: You only get New York if you failed in Japan. You don't want to fail in Japan.

OBJECTIVES: -Destroy enemy forces

-Defend Vehicle Production Centre 1

-Defend Vehicle Production Centre 2

-Defend Vehicle Production Centre 3

TRANSPORT: <Tiger> x10

RESEARCH: Panther I, Panther II, Panther III

Heavy Grenade Launcher, 2x Heavy Grenade Launcher

Fortress

ENEMIES: A whole bunch of Rocket Grizzlies.

MISSION: Seriously, I have no idea how you're supposed to beat this mission. You get here if Neo managed to destroy your base in Japan and therefore escaped. He then turns your experimental Grizzlies against you and lets them loose against the New York manufacturing district. You start with about nine 20mm Tigers scattered across the map and more Harvesters than you'll need, plus two Mammoths. The Grizzlies come from across the southern bridge and from southwest of the first VPC.

You can use the Mammoth by the first VPC to build an LZ and start bringing in carryover units immediately. Unfortunately, between LZ construction and Albatross transport time they won't arrive until the southern contingent of Grizzlies is already chewing on your southernmost VPC. You can slow them down a little bit by grouping all your Harvesters at the beginning of the mission and using them to block the bridge. I'd also suggest upgrading all the base defences with Rocket Launchers instead of 20mms and building more Towers to supplement ground forces.

The problem is that the Grizzlies are just too tough. These things have 3600 HP and 75% armor, making it nearly impossible for 20mms to take them out. Grenade and Rocket Launchers stand a better chance, but I didn't have enough of them to carry over. The Grizzlies are using both a Heavy and Small Rocket Launcher each, which allows them to tear through all of your units like toilet paper.

They might run short of ammo eventually, but they have 220 rounds to start with. You don't have enough firepower to sever the south bridge and strand them. By the time the Albatross returns with the second load of carryover units the second Grizzly contingent is already attacking the north VPC even though I'd only destroyed one of the southern Grizzlies.

The only thing that might be possible is to use Great Lakes to build up an enormous force of Plasma Cannons. These might be able to destroy Grizzlies fast enough, since they deal quadruple the damage of 20mms.

## **11. Stanford Lab 3**

OBJECTIVES: -Test Teleport

TRANSPORT: empty

RESEARCH: no new advances

ENEMIES: none

MISSION: This is the last time, I swear. All you have to do is test the teleport both ways to get the mission complete. Use the lab's credits for whatever research is left over from the last mission.

## 12. India

OBJECTIVES: -Secure area during our negotiations with LC

-Protect LC unit

TRANSPORT: Mammoth x1, Harvester x3, Gargoyle x4, <Tiger> x2

RESEARCH: Harvester IV

Heavy Rocket Launcher, 2x Heavy Rocket Launcher, 3x Heavy Rocket Launcher

Heavy Rocket 25%, Heavy Rocket 50%, Heavy Rocket 100%

ENEMIES: One base located when you arrive, the other directly south of the LC base with two walls of towers blocking the way in. 20mm Groznys, Rocket Pamirs, and Laser Caspians are the cannon fodder this time.

MISSION: You're provided with Plasma Spiders this time, which should be more useful than the Rocket Spiders from Kurshatov FZ since the ED doesn't have shields yet. The LC will send an Electro Moon down to negotiate. You must protect this unit and the UCS delegate Minelayer without the ability to move them until negotiations are completed. Get your LZ moving as quickly as possible. There will be attacks on the negotiations soon after you arrive and the Plasma Spiders aren't enough by themselves. Laser Caspians can take out your unshielded units in one hit; counter with Laser-immune Grizzlies, Gargoyles, or defensive structures. Tap the mineral field since you're already here.

After a few minutes negotiations will be completed and you can move both the Moon and Minelayer. Your new objective is to escort the Moon back to the LC base in the north. Pull them back into your base and start plotting a course through the ED emplacements. Use your air force to scout ahead: there are Towers and Pillboxes all over the passage to the first base that have to be disabled. You'll get a message from Neo again, but he doesn't seem to do anything except threaten.

The first base serves as the mineral source for the ED, so if you can halt mining in the west you should stop them from producing units. Keep your ground forces close by to clear defences after your air force kills the power so the ED can't build new Power Plants. By now you should have no trouble destroying 20mm defences and Power Plants with the UCSAF. However, it's unlikely you'll be able to drain much of this mineral field because the LC seems to drop Mines on it pretty quickly.

After the first base goes down, repeat the performance for the second. Without resources they won't be able to build new units, making this a quick kill. Make sure you take out all the towers before you send the Moon back to its base just to be safe. If the Moon is destroyed you can still continue the game, but go to Madagascar (w/o LC allies) instead of the next mission.

## 13. Madagascar (LC allies)

OBJECTIVES: -Defend LC base

-Annihilate ED forces

-Secure artefact with Power Shield technology

TRANSPORT: Gargoyle x4, <Tiger> x5, Repairer x1

RESEARCH: Harvester V

Heavy Plasma Cannon, 2x Heavy Plasma Cannon, Stack Heavy Plasma Cannon

600 PSU Shield, 1200 PSU Shield, 1800 PSU Shield

ENEMIES: One large ED base on the northeast corner of the island spewing 105mm and Rocket Pamirs, Laser Caspians, and 20mm Groznys.

MISSION: With your new alliance to the LC come some responsibilities. You are dispatched to Madagascar to defend the LC base here against encroaching ED forces. In this mission, as in any alliance, you and the LC have shared vision. The game provides you with a few Rocket Tigers and Plasma Spiders to start, plus an LZ and TE. Ignore the TE for now and set up your base on the northwest mineral field.



The air force is again critical in this mission because it gives you the necessary mobility for the fantastic distances involved. Don't worry about the LC base, they've got more than enough defences to handle themselves until you cripple the ED. Bring in the army for ground crew while the Gargoyles start chipping at the west side of the ED base. Attacking the west side is preferable because this is the location of the ED mineral field; without it they won't be able to replace Power Plants and destroyed units. Don't let your Gargoyles get bogged down destroying Pillboxes, just gut the power and Small Towers and move east.

After the ED base goes down the LC offers you Power Shield technology as a reward. To collect it send a unit down your TE and follow the tunnels to the spot underneath the LC base. Your target is the blue computer core and collecting it will complete your objectives. There are also six artefacts southwest of the core that can impart shields to your units, but they won't work on Tigers.

#### **14. Australia (LC allies)**

OBJECTIVES: -Destroy ED base and all ED units

TRANSPORT: Harvester x3, Gargoyle x4, Repairer x1

RESEARCH: Bat I, Bat II

Bomber Rocket Launcher, Double Bomber Rocket Launcher

ENEMIES: One large ED base at the centre of the south border. In addition to Rocket Pamirs and Laser Caspians you'll be facing Minelayers, Kruszczevs, and even possibly Urals.

MISSION: You're working with the LC again, this time to attack an ED base -not much different from last time. Unload your transport and set up a minimalist base with an Ore Transport Base since you won't need the credits.

Group your Gargoyles and fly them southeast to find a Minelayer. Yep, the ED has mined the approach from your base and the only way to get ground units in without losing a few is to lead with a Minelayer that can detect and destroy them. However, you don't want to have a lot of units on the field for reasons that will become clear. Send all your units except for the Harvesters, Repairer, Gargoyles, and maybe a couple of Tigers back to the main base.

Taking the base apart with your Gargoyles is really pretty easy because by now they should be experienced enough to take out any 20mm emplacements without getting scratched. Even the Groznys the ED occasionally throws at you won't really be a problem if you kill them quickly. The only potential difficulty is preventing ED tanks from leaving their base to attack your almost-defenceless one. Blast them as they cross the minefield and be advised that they can sometimes go straight north instead of northwest. Killing the ED Mines is your priority.

Eventually the LC will get its act together and attack. When this happens, pull back all your units into the Albatross. For some reason the ED defensive structures won't fire on the LC so they can destroy the base slowly but surely. While they're doing that, though, you'll get a message from Neo and he'll turn all your units against you. If they're in the Albatross he doesn't get anything.

Pull the Gargoyles back out to clear any stray Minelayers and help tear down the base and leave one Harvester on the field. When you complete the objective the field is clear of enemy units and the Harvester will credit your main base with about 150K credits for the project.

If you were interested, yes it's possible to kill LC units and structures, and no there aren't any apparent repercussions. I'm not sure what happens if you destroy the entire LC base after the mission is complete but I doubt it has any effect.

#### **15. Egypt**

OBJECTIVES: -Destroy ED forces

-Destroy LC forces

TRANSPORT: Gargoyle x4, Harvester x3

RESEARCH: no new advances

ENEMIES: Large enemy base in the southeast corner fielding Rocket Pamirs, Laser Caspians, 105mm and Ion Kruszczevs, and a fully functional navy. LC base in the northeast corner with Sonic, Rocket, and Electro Moons and Craters and 20mm Meteors. MISSION: It's time for another joint ED-bashing mission. You're in the southwest corner of the map, the ED is in the southeast and must cross the river, and the LC is in the northeast corner guarding the bridge. To really take this mission by storm takes some planning.

First, get over your joy of being provided with three Plasma and four Rocket Panthers. The order of business while the Albatross is in transit is to set up the usual Power Plant, Ore Transport Base, and Aerial Supply Depot x2. Arm the depots with rocket launchers and put up a Fortress on the northeast corner of your base. When the Albatross arrives disembark the Gargoyles and get the Harvesters flowing, then cram the Panthers back into the Albatross and send them home with 5000 credits. You should now have only the Harvesters, Gargoyles, a Mammoth, and maybe a Repairer on the mission map.

With the base under construction send the Mammoth north-northwest into a valley with a long east-west tomb. You should see two mini-sphinxes and two obelisks in front of it. Put in a TE here and send the Mammoth down. The tomb tunnels are obvious but surrounded by bedrock; to crack into them burrow southwest to the end of the passage.

While the Mammoth is digging send the Gargoyles northeast to the LC base. First sever two squares from the bridge near the map border to prevent the ED from having any possibility of launching a ground assault across the river. Yes, they could repair it with a Gruz, but they don't do that. ED units will start attacking - focus on taking out the Caspians and Groznys, the Kruszczevs are a bit beyond the capabilities of Gargoyles. After the immediate assault is over it's time to stab your partner in the back. Destroy all three LC Refineries - yes, I'm serious. When they try to rebuild, blow them up before they hit the ground. Eventually they'll stop trying.

This is the first mission you can see the ED Ion Cannon. It won't be much of a threat to you because the ground forces are stopped with the bridge broken, but if you allow ED tanks through you'll see just how annoying it can be. Retrofitting all your buildings with shields isn't cheap, but only a few shots are necessary to hobble your entire base. Your units won't get off much easier.

Meanwhile your Mammoth should have managed to break into the Pharaoh's tomb. Down here are a total of nine spinning \$\$ worth a total of 90K free credits. The first one is just down the hall from your entry point, then go northeast to the room just east of your TE through the bedrock. Grab two pickups here and head east to the crossroads. Get three more in the south burial chamber, then take the north path and work your way northwest through the warren to get the last three. Take your Mammoth back up and send it to the Albatross.

Take a look down south toward the ED base. Watch for the LC to make an attack against the ED fortifications and get crushed. After this happens you have a few minutes to move your units back to the Albatross to protect them (including the Harvesters). You guessed it: Neo sends you a message and captures all your units on the map. If everyone's already in the main base or Albatross he doesn't get anything. Unfortunately that's not enough; a few minutes later the LC claims that you double-crossed them and that the alliance is severed. In theory this is because your combat units captured by Neo attacked the LC, but it takes place even if Neo doesn't get any units and even if you didn't take out the LC's Refineries. There is nothing you can do to prevent Neo's attack or the cancellation of the alliance. Oh well. Now that Neo is behind you it's time to pull in your units from the main base. Your main weapon is still going to be your air force unless you choose to rebuild the bridge to the LC base. Also build two new Rocket Bats for long-range aerial assaults.

Defence shouldn't be a major issue because the LC has no resources since you destroyed the Refineries and the ED exhausted their offensive drive on the LC early on. I recommend starting with the ED base because they're closer and therefore much easier for your Bats and Gargoyles to resupply, plus you can stop them from draining the field and secure some extra resources for yourself if you move quickly. Take out the navy first, as for some reason they don't try to escape if you engage them from outside their

range with the Rocket Bats. Let the Bats handle anti-aircraft defensive emplacements. You can choose to gut this base and then mop it with ground forces later after it's helpless or take it down entirely with the air force. If you choose to rebuild the bridge and bring ground forces down, watch out for mines on the approach between the LC and ED - sweep thoroughly with a Minelayer to take them out.

After the ED is toast head for the LC. They're completely broke and shouldn't provide much of a challenge. If necessary move your army to the north central island with the mineral field so your air force can retreat to cover and repair if the LC units start dogging you. After both bases go down you can evacuate everyone and send all the resources to your spaceship. Skip to Mozambique.

### **16. Madagascar (w/o LC allies)**

NOTE: If you lose India you do not forge an alliance with the LC and come here instead of the version of Madagascar with the alliance.

OBJECTIVES: Saving data from LC base computer

TRANSPORT: Gargoyle x4, Mammoth x1, Repairer x1, Harvester x3, <Tiger> x1

RESEARCH: Heavy Plasma Cannon, 2x Heavy Plasma Cannon, Stack Heavy Plasma Cannon

Shield 600 PSU, Shield 1200 PSU, Shield 1800 PSU

ENEMIES: LC base at map centre with 20mm Meteors and Rocket, Sonic, and Electro Moons and Lunars. ED base at northeast corner with Cossacks and 20mm Groznys, Laser, Rocket, and 20mm Siberias, and 105mm and Rocket Pamirs. They're also allied against you.

MISSION: Take the starting forces northwest to secure the mineral field. Both the ED and LC will invade from the northeast with both air and ground forces, so focus any defences in this direction.

Technically you don't have to attack the enemy bases. The computer is underground and you'll need to tunnel to reach it. You can build a TE in your base and then dig all the way to the core under the LC base, but it will take a long time.

Your other option is to beat back the attacking waves and take the fight to the LC base. Destroy it and build a TE at map centre to easily access the core. If you do this, note that the mountains protect the LC from ground assault except for a narrow northeast corridor. Wander too far north and you'll hit the ED base with painful results. They don't have much in the way of units, but the Towers and Pillboxes are more than enough for defence. The LC power structures are at the south end of their base and therefore make easy targets for your air force.

After you hit the core you can end the mission. There is no need to destroy either ED or LC forces or bases.

### **17. Australia (w/o LC allies)**

OBJECTIVES: -Defend base

TRANSPORT: Gargoyle x4, Condor x2, Repairer x1

RESEARCH: Bat I, Bat II

Bomber Rocket Launcher, 2x Bomber Rocket Launcher

ENEMIES: Large ED production facility in the southwest corner building Cossacks and 20mm Groznys, Laser, Rocket, and 20mm Siberias, and Rocket and 105mm Pamirs. Large-scale defensive emplacements east of your base and in the northwest corner with a Headquarters each.

MISSION: The mission briefing this time around is quite deceptive because it implies that you're building up defences to stop an imminent ED attack. While the ED will attack they won't use one gigantic push, nor will it likely be enough to break through even the defences that are built by default. The only ground approach to your central plateau is the slope on the south side that is already guarded by two Fortresses and various Towers. You do have to build Energy Transmitters to make sure that all of these are online and ASDs for ammo.

The other thing is that you don't want to keep any units in this mission unless absolutely necessary. Neo's back again and he'll hit you twice to switch your units to ED control.

The first time is about 26 game hours into the mission, then again 26 hours after that. In between you are free to build new Towers if necessary (especially over the mineral field on the southwest side), mine, and fend off attacks with the air force as long as you can get all your units back into the Albatross right before the Neo song-and-dance.

Your Harvesters start at a mineral field below the plateau connected by a TE. Immediately pull them back and send them to work on the southwest field. In theory you should be able to use command queues to get them mining through the tunnel but I can't seem to get it to work. Power down the TEs so ED units can't use them to dodge your defences.

Attacks from the ED will be relatively weak and sporadic. Every once in a while a few Pamirs and Siberias will come up the south slope but they should be easily stopped by all the defences posted there. If you feel nervous you can block the passage entirely with Walls and take the tanks out from the air. Also watch for Cossacks and Groznys flying in from the southwest.

After Neo's second assault bring in all your units. Taking out the two satellite HQs in the northwest corner and on the east side is very easy since they don't have any mobile units, allowing you to use your experienced units' range to destroy all Towers and Pillboxes without taking a hit. The southwest base is slightly harder, but shouldn't pose much of a challenge either. Note that even though your objective is to defend your own base, to satisfy it you must destroy all enemy structures and forces. After you accomplish this you can mine both of the large fields near your base plus whatever is left at the ED base. From here proceed directly to Mozambique.

## **16. Mozambique**

NOTE: Whether you allied with the LC or not you eventually end up here.

OBJECTIVES: -Destroy ED forces

-Destroy Neo's HQ

TRANSPORT: Gargoyle x4, Repairer x1, Harvester x1

RESEARCH: Jaguar I, Jaguar II

Shadow Generator I, Shadow Generator II, Shadow Generator III, Shadow Generator IV

ENEMIES: Enemy base 3/4 up the west border primarily minding its own business. Expect most of your attacks to come from the base on the north central border: 20mm Cossacks and Groznys and 105mm, Laser, and Ion Kruschchevs. The west base may field some Thors for target practice.

MISSION: Neo's little stunt in Egypt (or Australia) was the final straw. Now your superiors want him dead and it's your job to make it happen. Boy, this sounds like a great idea.

Your base this time is located in a valley between two severe cliffs. Two pairs of Teleports link your valley to the tops of the cliffs. First things first: autodestruct the Teleport and Energy Transmitter on the west cliff. There's nothing up here that you want to get to and it will serve as a passage into your base for enemy tanks. On the east cliff is a mineral field you'll want to tap, but this is also a target for enemy tanks. For now set up a Power Plant, Ore Transport Base, and two Fortresses to defend the field. Don't depend on Energy Transmitters because they get blown up too easily. Feel free to retrofit the Fortresses with Plasma Cannons since the ED still doesn't have shields and aircraft won't approach from this direction. Don't start mining the field yet; with Neo on the map you should know better.

When the ED attacked I switched off the west cliff Teleport so they couldn't transport down, but after I turned it on it never worked again. Instead I built a TE in the valley and tunneled east, then built another TE.

As for the base itself, set up a trench across the north approach to block all tanks, two Aerial Supply Depots, and a few extra towers with AA 20mms or Rockets. The only thing you have to worry about actually hitting your base is aircraft because tanks are blocked by the trench to the north, the cliff to the west, and the Fortresses and cliff to the east

(turn off the Teleport when they approach). Send the Spiders home and leave only the UCSAF and a Repairer on the map.

As soon as they disembark send the Gargoyles north to a small cul-de-sac guarded by ED Small Towers. Blow the towers and the Tunnel Entrances they're protecting. This stops the north ED base from being able to dispatch units underground, giving you a bit more warning if you watch the west and east approaches. Don't try to stop the Kruschchevs with the UCSAF - Gargoyles can't deal damage fast enough and Bats aren't good with moving targets. Neo will steal your units twice during this mission. I can't pinpoint the time to any particular event, but the second one did happen just after a large mass of white (north base) tanks assembled on the west cliff. Save often in different files until it happens, then reload and store your units in the Albatross. I'd estimate that the two events are separated by about a game day. As soon as Neo's second event triggers it is safe to move all your units into the mission area. Now that you are feeling confident send the UCSAF northwest to the first enemy base. Usually there's a crowd of Repairers or combat units outside the gates that make for easy pickings. Swing west to the map border to break through Small Towers easily and use the gap to get at the base's soft underbelly. Keep Bats hammering the front gates and their defensive structures from range.

Don't bother destroying the entire base, just gut it for now.

Turn your attention to the base at the north border of the map now. Most of the defences are along the east edge, so approach from the west with air units. For some reason the ED lined a sheer cliff that's impassable to ground units with Lasers that are helpless against your Gargoyles and Bats. Look for a Headquarters surrounded by Small Towers and wipe it out to satisfy the "kill Neo" objective with 96.8% certainty. Now just tear the two bases apart. This can take a while simply because the distances involved you down as the UCSAF flies back and forth to rearm. To save time flatten your trench and send the army to destroy the west base.

After all the structures go down you'll receive a message that Neo's body hasn't been found.

If you've been truly diligent about sending resources to Project Mars this mission will provide the last minerals you need to finish the spaceship. Leave a Harvester for automining and you should satisfy the limit sometime in the next mission. On the other hand if you aren't particularly close to your goal, don't worry too much because you've still got three more missions that will provide minimum 300K to your coffers.

## **17. Andes**

OBJECTIVES: -Provide your base with 100,000 CR

TRANSPORT: Harvester x3, Gargoyle x4, <Tiger> x3

RESEARCH: Dragon I, Dragon II

Offensive Plasma Cannon

Bomb Bay I, Bomb Bay II

Plasma Bomb II, Plasma Bomb III, Plasma Bomb IV

SDI Laser

ENEMIES: Two enemy bases on the north side of the map: ED to the east, LC to the west, and both of them pissed at you. Expect 20mm Meteors, Cossacks, and Groznys and some Sonic Thunderers for air cover; 20mm, Rocket, and Electro Lunars and Moons; 120mm, Laser, Rocket, and Ion Kruschchevs; and Laser, Rocket, and Ion Siberias.

MISSION: It's time to get your act together. You're here because you haven't been sending enough resources to Project Mars. If you can't get enough resources to it between here, Columbia, and Achimania, you lose. Incidentally, don't be afraid of the alarmist weather report you receive at the beginning of the mission; the real clock is the one at the top of the screen in your main base, and no matter what the video tells you there are still that many days remaining before the earth explodes.

Your base starts with only four Plasma Spiders, a Mammoth, a Power Plant, and an LZ. Call the Albatross and build an OTR on the west side. This field won't provide all the minerals you need, but it's a good start. If you build any defensive structures focus

them on the slope to the west; all ground units will use this approach and air units will come down the valley right next to it.

When your air force arrives send it to the map's centre to find a large mineral field. There are a handful of ED Small Towers that will go down easily. Then head north-northeast to the ED base and take out the mining operation. You can do this by destroying all the Mines and preventing new ones from being completed or killing all the Taigas so they can't transport containers to the Refinery. When the operation goes down the ED will become completely crippled and you don't have to worry about attacks from them.

Don't bother destroying the base because a) it's mined, b) it's unnecessary to satisfy your objectives, and c) it's a waste of time. After the ED base drops you can freely move to assault the LC base to the west. Power structures are at the north and south ends. It is much more difficult to stop the LC from building new structures because they don't need a constructor unit, so feel free to withdraw.

Alternately you can choose not to attack the base at all. If you sit on the central mineral field eventually the LC will empty their field and start trying to mine there. Put a few antiair defenders around the field and you can destroy them in the air at great expense to the LC. Don't leave any units on the field itself while you're doing this because when LC structures drop they destroy any units underneath them (even though the LC can't build over your units, if you wander under during construction they are destroyed).

Between the base field and the central field you'll have no trouble hitting the objective. Clearing the map of enemy units can be very time-consuming, but doing so ensures that you'll be able to automine an enormous amount of resources.

## **18. Columbia**

OBJECTIVES: -Provide your base with 100,000 CR

TRANSPORT: Harvester x3, Gargoyle x4, <Tiger> x3

RESEARCH: no new advances

ENEMIES: LC in the southwest, ED in the southeast. Look for 20mm Meteors and Groznys; Sonic Thunderers; 120mm, Ion, and Laser Kruschchevs and Urals; and 20mm, Rocket, and Electro Lunars and Moons.

MISSION: Just like the Andes, only easier. You'll have to use Energy Transmitters to reach the field east of your base, but again that won't be enough to fulfill the objective. Throw up a few rocket defences around the Power Plant just in case. You get another free Grizzly and some Plasma Panthers and Rocket Spiders for defence.

The LC will send a medium-sized tank force at you early in the mission so make sure you have enough combat units in the Albatross to deal with it. The starting units won't be enough on their own. Expect LC and ED tanks from the south, LC air units from the west, and ED air units from the east. Tanks will have to drive past the central mineral field to reach you base, allowing you to engage them away from the main base. You'll also see a large-scale raid by Thunderers that can be quite destructive, but after that the LC runs out of minerals.

Send the Gargoyles to map centre to secure the large field. I don't recommend trying to attack either of the enemy bases because they start entrenched and the mineral facilities are on the far sides. Mining this field will be necessary and you can get a start by bringing in three more Harvesters and setting up a satellite mining operation while the first field is still running. Put up Towers if absolutely necessary.

## **19. Achimania**

OBJECTIVES: -Supply your base with 100,000 CR

TRANSPORT: <Tiger> x6, Gargoyle x4

RESEARCH: no new advances

ENEMIES: LC base in the northwest corner, ED base in the southeast corner.

Sonic Thunderers, 20mm Meteors, Cossacks, and 20mm Groznys; Rocket and Electro

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Moons and Craters; Laser, Ion, and Rocket Siberias; Laser and Screamer Caspians; 120mm, Rocket, and Laser Kruszczevs; and 120mm, Laser, and Rocket Urals.

MISSION: Get all the minerals you need because the Earth is about to go boom. There's a small field within your base, another one to the south, another small one at map centre, and the fields beneath the two enemy bases. The three you have access to should be more than enough as long as you can defend them.

The starting units this time are shockingly outdated. Plasma Tigers and Rocket Spiders won't be enough to stop the large LC attack that hits right after the Albatross arrives. You also have to build a Power Plant to get the base up and running. Use Energy Transmitters to extend power south and mine the second field.

Keep your units pointing west to stop approaching LC and ED heavy tanks. Some air units may approach over the southern mountains but they shouldn't be a major threat. Mine until you hit the campaign objective and see the closing movie.

## **C. Lunar Corporation**

### **1. Ural**

OBJECTIVES: -Find deposits

-Provide your base with 20,000 CR

TRANSPORT: Rocket Lunar x5, Fang

RESEARCH: Lunar m2, Lunar m3

20mm Bullet x3

ENEMIES: Large ED base on the north border of the map fielding 105mm Pamirs and 20mm Taigas and defended by Small Towers.

MISSION: First one's always easy, but this will be slightly harder than the ED and UCS versions because there's no way to avoid combat. Luckily you're provided with the Fang, an alien vehicle offered by the UCS to the LC as a good-faith present. Why they didn't keep it for themselves is a mystery. In any case, this is the personal vehicle of YOU, the general, so if it gets blown up the campaign ends because you're DEAD. You can leave it on a mission after it ends, but then you lose it.

You may notice that the LC only requires 500k minerals, while the ED and UCS both needed 1m. The reason is that the LC is free to mine all of the moon with impunity, but the moon lacks certain heavy metals that can only be extracted on earth. For those who were interested.

From the LZ head due northwest to find the mineral field. Drop an Ore Transport Refinery, Solar Power Plant, Solar Cells, and Solar Battery for now. Don't explore, just keep mining.

Eventually you'll get a message that enemy troops are in the area and you should prepare defences. To be clear, "defences" mean an Aerial Supply Centre (1500) plus a Mercury (400) or two. That's 2000 credits that would be much better served in your main base for research. Units you build can be constructed in the main base and ferried over in the Jupiter.

Instead, I choose to use the Fang as a damage magnet and lead defender. As long as it doesn't move, it's not threatened in any way by the ED forces because of its rapid regeneration. Two shots from the Fang will kill a Pamir, three will kill a Taiga. The Lunars will die very quickly if you allow them into combat, so keep them back for support fire. The Rocket Lunars will run out of ammo quickly, but whether to build an Aerial Supply Centre or just send them to the Jupiter when they run out is up to you. The Fang's ammo replenishes itself over time.

As long as the Ore Transport Refinery stays functional the minerals keep flowing the the main base. Even after the End Mission globe appears you can keep overmining if you're patient for a full 30,750 CR. Pull the survivors out and go home.

### **2. ACME-Laboratory**

OBJECTIVES: -Conclude all tests

-FANG must return to main base

TRANSPORT: Fang x1

RESEARCH: no new advances

ENEMIES: nothing to speak of

MISSION: The mission's actually just a demonstration of the Fang's abilities and mostly observation-only. After the Fang arrives and disembarks send it next to the Moon to the northwest. Set the spectator camera and watch as the LC tests the Fang's speed, regeneration, and power. After the last test send it home in the Jupiter to make the End Mission button appear.

### **3. Himalaya**

OBJECTIVES: -Provide your base with 20,000 CR

TRANSPORT: Fang x1, Lunar x6

RESEARCH: Meteor m1, Meteor m2, Meteor m3

2x 20mm Chaingun, 2x Meteor Chaingun

Guided Rocket 25%

Defender

ENEMIES: A steady stream of 105mm Pamirs, 20mm Taigas, and Gruzs throughout the mission. Yes, Gruzs.

MISSION: Unlike Ural, this time defences will be a constant problem. You also get access to several important researches like the Defender and Meteor. I don't actually recommend building Meteors for this mission because Lunars are much cheaper and the air element isn't necessary, but research them after the Double Chaingun, Defender, and Rocket 25%.

You start with a small base and three 20mm Lunars. Build an LZ immediately and pull the Jupiter in with the Fang for backup - Lunars will be dropping like flies throughout this mission. They're cheap, speedy little buggers, but have no armor and will get pulverized by a couple of 20mms or a single 105mm.

Also build 3-4 Lunars to supplement starting forces and another Mercury. Drop a couple of Ore Transport Refineries on the mineral field.

First you'll see a Gruz invading to build a Mine on your territory. Take it out with the Lunars, but don't pursue. Shortly afterward you'll be visited by a few Pamirs that will show you just how easily those Lunars will explode. If you didn't build extra Lunars and the Jupiter hasn't arrived yet the Pamirs will quickly crush existing defences and move on your buildings.

Beat back the attackers and set up a defensive line with Laser Walls on the northwest opening. Drop the laser beam (by selecting one Wall and clicking on the next one) when enemies attack so you can defend it. Fang may hit level 10 experience in this mission if you're keeping it on the front line. Research but don't build Meteors; you don't need them for this defensive mission. Mine the field up to the limit and overmine if you feel comfortable continuing to defend.

### **4. Arctic**

OBJECTIVES: -Deliver Alliance documents to the UCS base

-FANG must return to main base

TRANSPORT: Fang x1

RESEARCH: no new advances

ENEMIES: One large enemy base at the centre of the map, 20mm Small Towers all over the place, 105mm Pamirs, Rocket Siberias, and 20mm Cossacks.

MISSION: This one's odd because it's addressed to an LC contact within the ED named Igor Burkov instead of your main general. That doesn't mean much though because you still must use the Fang if you're going to satisfy the mission requirements.

All you have for the mission is an LZ on the south edge of the map – no startup funds. Pull in the Jupiter and drop off Fang for the messenger run. The UCS base that is your goal is in the northeast corner of the map, but the land routes in the way are blocked by ED walls and tanks. There are actually two walls: to the northwest from your TB and on the west border of the map. Cut a hole through the northwest one and get ready to run.



There's absolutely no way to dodge the damage you'll be taking as the Cossacks and Pamirs descend, so just keep moving northeast. Ignore the buildings as much as possible until you hit a line of 20mm Small Towers backed up by Pamirs. Blow up one or two of the towers so you can bolt through and keep running northeast. Get inside the UCS base and the Gargoyles, Tigers, and structure weapons take out the ED troops following you. This fulfils objective #1.

Sit in the UCS base long enough to regenerate your HP to full because you're dashing back. Make sure the Jupiter is waiting for you at the TB before you run back again. The ED will have replaced the lost units and will be chasing you again - move fast. Climb into the Jupiter and the pursuing units will back off. Return the Fang to the main base and end the mission.

## **5. Kamchatka**

OBJECTIVES: -Destroy the ED Research Centre

TRANSPORT: Fang x1, Mercury x2, Lunar x7

RESEARCH: Moon m2, Moon m3

2x Rocket Launcher, 3x Rocket Launcher

ENEMIES: You should very be used to 105mm Pamirs, 20mm Siberias, and 20mm Cossacks by now. The bases are on the west and south borders of the map.

MISSION: Get moving quickly because your mission forces won't be able to hold their ground for long. There are five Rocket Lunars, but even with 25% Rockets they have quite poor accuracy. Worse, a Gruz invades your base early on and they'll waste all their ammo missing it and then taking out any structures in progress, leaving you defenceless.

For now just sit in the base and watch your enemies roll in. There are three ground approaches: over the bridge to the south and two passes to the west and southwest. Blow a section out of the bridge and block the passes with Laser Walls and Defenders. Let the Lunars retreat when they take damage so they can recover. Remember that the Fang can't fire at Cossacks.

You can choose to win this mission with either the army or the air force. For the ground war, wait until the Moon and Rocket Launcher upgrades are completed - Lunars are just too fragile. Alternately you can build four 20mm Meteors and use them for surgical strikes to weaken the base before mopping with the Lunars and Fang.

Either way your target is the south base. There are many Cossacks defending it, but drop those and a few 20mm Small Towers and the air force is completely safe. Wipe out the structures and you'll get mission complete. Taking out the west base for experience is entirely optional. Make absolutely certain that all your combat units are at full ammo before you leave this map!

## **6. Canada**

OBJECTIVES: -Meet up with UCS convoy at northern base

-Escort the UCS convoy to the southern base. 66% must make it through.

-FANG must return to main base

TRANSPORT: Fang x1, Meteor x4, <Moon> x5

RESEARCH: Air Rocket Launcher, 2x Air Rocket Launcher

Guided Rocket 50%

ENEMIES: One enemy base at roughly the 9:30 position on the minimap guarded by 105mm Large Towers and 20mm Cossacks, plus a few 20mm Small Towers posted along your route and scattered 105mm Pamirs.

MISSION: This one runs different from anything you've seen before. You don't get a base or any startup funds, you can't build any buildings, but you are required to engage in combat. The reason you had to reload all your combat units last mission is because you don't have a Supply Depot on this map and they'll be stuck with the ammo left over from last time.

The mission briefing lays it out: the UCS has asked for an escort for three Mammoths from their north base (north of the LZ) to their south base. At least two of the three must survive to the destination.

Pull four Meteors out to the mission first with Fang and either Lunars or Moons, whichever you've got. Leave the ground forces at the LZ for the moment and head for the south base with the air force. Sweep north along a bridge and kill off four 20mm Small Towers, then a mob of 105mm Pamirs. They can't hurt you but they may bolt as they take damage. If your Meteors are using rockets they'll run out of ammo quickly and become useless.

After the second half of the route is clear go for the ED base to the northwest. You'll see four more Pamirs on the southwest edge. Attacking these arouses the interest of several Cossacks that actually may pose a danger if you're not careful. Kill off as many Cossacks as you can, retreating as necessary.

Now turn your attention back to the army. Send the Fang north to rendezvous with the Mammoths. After you get close they'll slave to the Fang and follow it. Go north over the bridge, then west. Before you cross a second bridge, destroy a handful of Pamirs to the northeast so they can't hit your flank. Waiting to the west are a few more Pamirs that make for easy killing. Head for the west border of the map and wait for the Mammoths to catch up.

Now go south and skirt the ED base. If you didn't kill off all the Cossacks before they'll harass you now. If the Mammoths didn't catch up before you went south they'll drive straight through the ED base and get killed by defensive emplacements.

Once you pass the base you're in the clear. Just follow the path your Meteors scouted earlier to the south base. Remember that even though your tanks can float over the water easily the Mammoths are stuck on the land route. After they arrive you have to send the Fang home before you can end the mission.

## **7. ACME-Lab 2**

OBJECTIVES: -Complete all tests

TRANSPORT: empty

RESEARCH: 1200 PSU Shield

ENEMIES: none

MISSION: You're back at the lab to test the Tenebre II, based on the Fang vehicle. This time you don't have to do anything at all, just watch the Tenebre run the tests. After it destroys the first UCS drone robot it explodes - there's nothing you can do to prevent this.

## **8. Baikal**

OBJECTIVES: -Destroy all ED structures

-FANG must return to main base

TRANSPORT: Fang x1, Meteor x4, <Moon> x5

RESEARCH: Electro Cannon, 2x Electro Cannon

Heavy Defence Building

ENEMIES: Enemy base on the centre west map border with Cossacks and 105mm Pamirs.

MISSION: Here's a simple mission. The briefing tells you that you already have the detonation codes for the ED base. Just unload the Fang and send it to the base at the other side of the map. Fang is in no danger as long as you don't sit still too long. Park next to the Research Centre until a message appears, then run away. All the buildings except for a Power Plant and a Weapon Production Centre in the southeast corner of the base will explode.

This pisses all the ED units off and they make a beeline for your base. The Fang can probably take out a Pamir in a single shot now. Let the Meteors handle the Cossacks and mop up helpless Pamirs. The rush is strong but it won't last.

With all the forces destroyed set up Mines and Ore Transport Refineries as you see fit. There won't be any more spending cash for a while, so be sure to set some aside now. Reload your Meteors before you leave.

### **9. ACME-Lab 3**

OBJECTIVES: -Stop the prototype and destroy it!

-FANG must return to main base

TRANSPORT: Fang x1, Meteor x4, 5000 CR

RESEARCH: Sonic Cannon, 2x Sonic Cannon

Weather Control Centre

2400 PSU Shield

ENEMIES: TENEBRE III and many, many 105mm Pamirs.

MISSION: Back to the lab again, but this time the test pilot has turned traitor and started attacking your base. There are two ways to win this mission: the cheap way and the expensive way. If you like quick victories bring along 5k CR in the Jupiter. When it arrives, don't empty the transport; instead take the 5k CR and use it to upgrade the buildings in the base that are being attacked. Putting up shields on the building that TENEBRE is actively attacking will slow it down a bit. Add a Rocket Launcher to the nearby Aerial Supply Depot and you'll be able to destroy TENEBRE without risking any of your units. Obviously this costs money, but it's the fastest way to win the mission.

If you don't like spending money you can win the mission with actual combat. Unload the Jupiter and allow your buildings to self-destruct. This destroys the entire base and puts TENEBRE on the run for ED cover. Send the Meteors south to destroy an ED TE in the corner. With this gone there is no way the TENEBRE can escape. Now just follow it all over the map. It's hard to hit while it's moving, but it can't regenerate then either. After it's down you can end the mission or choose to kill more of the Pamirs for experience. The other thing you should do in this mission is bring the Fang so it can collect the artefact right next to the LZ. This will give it 3600 PSU shields for free - in fact, it's one of only two ways to give the Fang shields, and you'll want those later when you face energy weapons.

### **10. Amazon**

OBJECTIVES: -Provide your base with 50,000 CR.

TRANSPORT: Fang x1, Meteor x4, Mercury x2, <Moon> x3

RESEARCH: Guided Rocket 100%

Shield Recharger m1, Shield Recharger m2

ENEMIES: The enemy base is just east of map centre, but he's provided with tanks all over the map and tower outposts on the west and east bridges. Face down Cossacks, 20mm and Rocket Siberias, and 105mm and Rocket Pamirs.

MISSION: This mission's quite simple. The briefing tells you that all you need to do to stop the impending ED attack is sever the three bridges that lead to your island in the north. These bridges end in the northeast corner, just southeast of your base, and on the centre west map border. The clock at the top of the map tells you how much longer until the ED show up.

The first thing you should do as you wait for the transport is drop two more Ore Transport Refineries on the large field you're already mining. Also set up enough Supply Depots for your tanks and Guardian pairs at the two breaks in the Laser Wall. Rocket Launchers are the best weapons for all these structures since they won't have to worry about ground forces.

Now for breaking bridges. The central bridge is unguarded so start there; force-attack two adjacent squares so no one can cross it. Mob the bridge with Lunars and Moons since there are no defences. With the central bridge down head to the northeast corner. Use your air force to fly past the Towers and Pillboxes and destroy the Power Plants from behind; if you move quickly you won't take any damage. Bring in the army after the

Towers fall silent to take out the bridge. If they venture too far south you may attract the attention of a small group of Pamirs waiting on the next island. After the bridge drops pull your army back to the base.

The most difficult bridge to break is the west one, but it's not too tough if you're using the Meteors. Fly over again and take out the Small Towers defending the Power Plants first so you can move with impunity. During this time some tanks may flow across the bridge - let your army handle them without coming into range of the Towers. Disable defences on both sides of the bridge and let the army mop up.

That's all you have to do for this mission. If you're using extra OTRs the field will probably mine out before the clock expires, but you can stay to get the rest of the minerals. The ED won't repair the broken bridges. Eventually you will see a flock of Cossacks heading your way but the Guardians should be more than capable of handling these. Wait for the field to empty and shut down. Again, make sure your Meteors are at full ammo before you leave.

## **11. Great Lakes**

OBJECTIVES: -Meet up with the convoy at the first base

-Escort the convoy to the southern base. 100% must survive.

-FANG must return to main base

TRANSPORT: Fang x1, Meteor x4, <Moon> x5

RESEARCH: Regenerator m1, Regenerator m2, Regenerator m3

ENEMIES: Scattered Rocket and 105mm Pamirs, Rocket and Laser Siberias, and a couple of Laser Volgas.

MISSION: The UCS needs another escort. Drop the Meteors and Fang with whatever escort you desire next to the Mammoth and three Harvesters. You also have an important choice: to forge an alliance with either the UCS or ED.

Soon after the Fang and convoy start moving you'll receive a message from Neo, who you should be familiar with if you've played the ED and UCS campaigns already. He and your general have a past from 2140, and in honor of that he'll give you the option to ally with the ED if you destroy the convoy. If you choose this route, just blow the helpless civilian vehicles and go home. Skip to Rio de Janeiro (ED) on the walkthrough. If, on the other hand, you want to work with the UCS, you'll have to play out the mission as is. You'll be facing ED energy Lasers this time, so if you don't have shields on your units you'll discover exactly why you should. Alternately, this is a great time to burn through the Lunars you've been carefully preserving so you can replace them with Moons. Fortunately, the Meteors can take out the Lasers from the air with no damage; unfortunately this will take careful management since the Lasers are guarded by Rockets. First things first: your path this time is less direct. You will travel south from the LZ to an east-west island, then northwest along bridges to the north map border, then straight south across the main water body over bridges and small islands, then southeast to the UCS base. The Lasers are located on the small island you cross in the middle of the water (southwest of the west end of the first turn) and north of the UCS base. Take out the small island with your Meteors first since it has Heavy Laser Volgas guarded only by a couple of Rocket Siberias. Note that the Volgas can freely move out over water if distressed.

After this detachment goes down send the Meteors southeast to the plain north of the southern UCS base. Try to kill the Laser Siberias here without taking too much damage from the Rocket Pamir guardians. Backtrack north along the bridges and clear out as many 105mm Pamirs as possible. If your Meteors are experienced enough they should be able to clear all the tanks in the level without running out of ammo.

Now get the convoy rolling. You should have no trouble getting the convoy in as long as you're careful to make sure the path is clear.

Congratulate yourself and move on to Madagascar.

## **12. Madagascar**

NOTE: You only get Madagascar if you successfully escorted the UCS convoy in Great Lakes. If you destroyed the convoy go to Rio de Janeiro (ED).

OBJECTIVES: -Destroy all ED forces

TRANSPORT: Meteor x4, <Moon> x6

RESEARCH: Crater m1, Crater m2, Crater m3

Heavy Rocket Launcher, 2x Heavy Rocket Launcher, 4x Heavy Rocket Launcher

Guided Heavy Rocket 25%

3600 PSU Shield

ENEMIES: Large enemy base on the northeast corner of the map with Cossacks, Laser and 20mm Siberias, and 105mm and Rocket Pamirs. Lots of Rocket Launchers mounted on base defences.

MISSION: If you've played the UCS campaign you already know their side of this mission. The UCS will still provide a steady flow of units against the ED in the north. That won't be enough to take the base, but it will distract the ED for a while.

As for yourself, the base defences are more than enough to repel pretty much all the ED attacks. Your task is to use the Meteors to tear down the base itself. Start from the west where the mineral field is. It's a challenge, but possible, to kill the Mines quickly and prevent them from being rebuilt. The challenge bit is that you'll be harassed by Cossacks and may have to retreat frequently to keep the Meteors alive. Also, the Rocket Launchers on the Small Towers have longer range than your 20mms, which is cause for further caution. The longer it takes you to pull this off, the more resources the ED get to use against you.

The surprise for this mission is Neo's appearance. He converts all of the UCS units to ED control. As a courtesy, he'll keep the majority of these fighting the UCS in the south rather than attacking you directly. This will disrupt the UCS attacks on the ED. Stay here long enough and he'll do it again.

After the UCS base empties its mineral field the Harvesters will start heading for yours. You can destroy them with no repercussions to the alliance but doing so prevents the UCS from building more units to attack the ED with.

When the resource-gathering facilities drop and the Cossacks stop flowing you are in perfect position to gut and dismember the base. Take it slow and retreat when you need to repair.

### **13. Australia**

OBJECTIVES: -Destroy all ED structures

TRANSPORT: Meteor x4, <Moon> x6

RESEARCH: Crater m1, Crater m2, Crater m3

Heavy Electro Cannon, 2x Heavy Electro Cannon

ENEMIES: Enemy base on the south border of the map. Lots of Rocket Towers and structures, plus Cossacks, Laser and Ion Caspians and Siberias, and the usual 105mm and Rocket Pamirs.

MISSION: Again, this is a retread of the UCS campaign version of this mission. The UCS has the west border, you have the east border, and you'll meet in the south to crush the ED. This time you'll have to watch out for Ion Cannons. It's an energy weapon so your shielded tanks will be safe, and the ED won't be using Repairers to take over your units, but they will shut down unshielded tanks and structures fairly quickly. Lasers will be upgraded to 2x Lasers and are therefore more dangerous. And rocket emplacements will still be outshooting your 20mm Meteors. Other than that it's a very standard mission. Drop your base just southwest of the LZ around the mineral field. Set up defences facing west. The biggest threat to your base will be the UCS when Neo switches them to ED control again. Twice. Even so, the UCS base itself will knock down most of the converts with structure defences.

Attack the ED from the east border of the map to cut around the towers. Lure out the Cossacks and Rocket Pamirs before you enter. Take out the Power Plants from behind to

deactivate structure defences and just crawl through. The UCS will help tear the base apart as defences drop.

#### **14. Mozambique**

OBJECTIVES: -Destroy ED base

-Destroy Neo's base

TRANSPORT: Meteor x4, <Moon> x6

RESEARCH: Guided Heavy Rocket 50%

ENEMIES: One large base at the north end of the map with Cossacks, 105mm

Pamirs, Laser Siberias and Caspians, and introducing the 120mm Kruszczev.

MISSIONS: Neo's stunt in Australia was too much and now the UCS orders you to take him down as a show of support for the alliance. Pretty sad, considering how friendly he was to you this time around (as opposed to the UCS campaign). Unlike previous missions, I can't do this one with just the air force – they can't deal enough damage and are too fragile for sustained attacks. So starting here I built up a group of 5 Rocket Moons and 5 Electro Craters. 3600 PSU shields are a given.

As for your base, enemies will be approaching from over the northwest plateau (Cossacks), down the east pass (tanks), and, surprisingly, up the cliff overlooking your power structures to the south (more tanks). I don't know how they get up there, but toss a couple of Guardians there to drive them off.

Beyond the mineral fields in your base and the ED base there are four more on this map: in order of proximity they are southeast, southwest, northeast, and northwest of your base. Over the course of the mission the ED will take over the two northern ones unless you check on them occasionally and scrape the Mines off.

The first thing you should do after you land is take out the ED Small Towers and TEs in the cul-de-sac north of your base. With these down the ED has to approach overland, which gives you more warning. Also take out the other end of the tunnels at the north end of the east pass.

There's no easy way to destroy the main ED base with the Meteors. Approach from the east and you're facing Small Towers with rockets plus Cossacks. Try the west and find more Rocket Towers and the occasional Rocket Kruszczev, which are much too tough for the Meteors to take out easily. The mineral field is on the north side right against the border and therefore is quite difficult to reach and destroy before also taking out most of the base and its defenders. Neo's Headquarters is on the west side of the base but it's well-defended; you can take it out with the Meteors but you have to destroy the rest of the base anyway. Even destroying the power infrastructure is very difficult because of the prevalence of armed buildings and Cossacks that will force you to retreat.

I suggest moving quickly as soon as you create an attacking force of Moons and Craters. Sweep in from the east so you can retreat if necessary and cover them with the Meteors to swat down Cossacks. Electro Cannons are excellent for tearing apart buildings, but as soon as you start firing the ED will upgrade the building in question with shields that slow you down. Retreat as necessary to the cover of Regenerator and Recharger Phoboses and keep pounding until it falls apart. If the mission doesn't end after you destroy the northern base check the mineral fields northeast and northwest of your base for Mines. And of course destroying Neo's HQ doesn't actually kill him.

#### **15. Rio de Janeiro (UCS)**

OBJECTIVES: -Kill Neo

TRANSPORT: -Meteor x4, Crater x6

RESEARCH: Crusher m1, Crusher m2, Crusher m3

ENEMIES: 20mm, Rocket, and Plasma Tigers, Laser Siberias, 120mm Kruszczevs, 105mm and Rocket Pamirs, and Neo himself.

MISSION: Neo's alive in Brazil. The UCS managed to destroy all LZs in the area, so he can't run anymore. In turn he captured all the UCS units and is now destroying the UCS base, so it's up to you to take him out.

If you haven't been using Sonic and Electro Cannons before now it's time to start building them. None of your enemies on this level have shields so these weapons will cut to the bone. You don't need more than a single Jupiter-load of tanks.

Let the captured UCS tanks burn through their ammo on the UCS structures before you approach. The Lunars you're provided with will probably get themselves killed in short order so you don't have to worry about them at all. Sweep in with Electros and Sonics to clear the base. Now go straight south.

You'll pass a V-shaped peninsula, then cross a large bay. Neo is with a group of tanks on the other side. He's in a modified Caspian that's actually quite speedy and difficult to herd with only the Craters. Use Meteors to keep track of him and take him out instead of chasing him all over the map. After he dies you can end the mission or clear the rest of the map for experience.

## **16. Lesotho (UCS)**

OBJECTIVES: -Destroy ED forces

-Destroy UCS forces (traitors)

TRANSPORT: Meteor x4, Regenerator x1, Recharger x1, Mercury x2, Crater x2

RESEARCH: Thunderer m1, Thunderer m2

Air Heavy Rocket Launcher, 2x Air Heavy Rocket Launcher

Heavy Sonic Cannon, 2x Heavy Sonic Cannon

Air Sonic Cannon, 2x Air Sonic Cannon

Guided Heavy Rocket 100%

SDI Defence

Plasma Cannon

ENEMIES: The ED has a base in the northeast corner with lots of Rocket Launchers and Lasers defending the structures. The UCS is in the northwest corner and fields Plasma and 20mm Tigers, 20mm Gargoyles, Rocket Panthers, and a steady stream of Harvesters.

MISSION: Just from reading the breakdown you already know this is the mission where your alliance with the UCS ends. You also get access to several technologies, the most important of which is the Thunderer bomber. You won't need it this time but it will be very useful in the future.

You'll start with a handful of Rocket Craters and two adjacent LZs. I don't know why there are two, but there they are. The Rocket Craters will immediately start hammering on a Pillbox guarding the nearby mineral field. Pull them back and set them to defending to the east, where the ED will flow from. If you let them attack freely they will run out of ammo quickly and can't be resupplied until you destroy the three Pillboxes and Power Plant and start building your base. Bring in the Electro and Sonic Cannons to do that job. After the initial ED attack is repulsed the UCS will start making its way across the central pass to attack the ED. Along the way they'll destroy an ED TE. It is possible to go underground in this mission by using this TE, but it's extremely dangerous since the LC can't build TEs and the only other one is within the ED base itself. I don't know what's down there. Anyway, the UCS tanks will push the ED back and secure your base for you, then keep going.

Meanwhile focus on setting up your base. Put a couple of Defenders on the west side of the mineral field and at your end of the central pass. As long as the UCS are your friends they'll walk past unmolested. Don't worry about the eastern front.

Bust out your carryover Craters and Meteors to help the UCS dismantle the ED base. If you keep your distance the structure defences won't bother you much. I don't recommend using the provided Rocket Craters because they don't have shields so the Lasers pose a significant danger to them. Follow the UCS and watch them demolish the base. When you get a chance clear the mineral field and drop OTRs or Mines on top of it with a couple of Defenders for protection.

When it becomes clear that the ED base is doomed the UCS will send you a message claiming all of the minerals in the region for themselves. This pisses off your LC superiors, who now order you to take out the UCS as well. The UCS units that attacked the ED will flow back through your base but these damaged Tigers and Spiders won't

hold a candle to your Craters and Meteors. The UCS will also start sending Harvesters in to siphon your mineral field. Block the central pass with a Laser Wall so you can focus on the east pass.

With the threat localized use your Meteors to head north to scout the UCS. The Power Plant is on the south side and makes an easy target, but between the Gargoyles and its own high HP you won't be able to take it down particularly quickly. As it's going down the UCS will build another one on the north side of the base. Use your ground forces to feint and draw attention to the mountain ramp so your Meteors can blitz over and take this one out as well.

Mop up. After you finish this mission skip down to Peru.

### **17. Rio de Janeiro (ED)**

NOTE: You skip to this mission from Great Lakes if you destroy the UCS convoy instead of escorting it, thereby creating an alliance with the ED instead of the UCS. Neo receives you wholeheartedly.

OBJECTIVES: -Escort Neo to the UCS base

-Destroy all UCS structures

-FANG must return to main base

TRANSPORT: Fang x1, <Moon> x9

RESEARCH: no new advances

ENEMIES: A UCS base south of your LZ with Grenade and Plasma Tigers and lots of defensive emplacements.

MISSION: This one's just fun. Neo offers to "deal with" the local UCS base if the Fang will escort him in. Just show up and move Fang close enough to slave Neo to him, then run south. For some reason Neo likes to get stuck on the laser wall, so turn it off if he jams there. Head south along the shore until you see a small inland body of water separated from the ocean by a short northwest-southeast strip of land. Wait here for Neo to catch up. Save. Once he's with you dash west into the UCS base and hide next to the Power Plant on the far side. Start attacking it. The UCS units will all follow you and won't pose a danger to Neo. Keep moving if your HP drops past 25%.

When Neo reaches the UCS base all the UCS units convert to your control, but the structures and attached weapons will keep firing against you. You must protect Neo; if he dies you lose the mission and a major opportunity. As soon as the units convert hit <NumLock> to pause and select all these units to give them new targets. If you don't do this they will keep firing on Neo and Fang by virtue of inertia. It is very important to take out the Power Plant first so that the defensive emplacements stop shooting. You still have to take out the Small Towers but that should be no challenge. After you destroy the base kill two more towers on the peak just to the north, then four more northwest of those, then four more north of those surrounded by walls. Take all your new units and head for the LZ. Leave the Harvesters since there's absolutely no way you can use them except as damage magnets.

If you like you can choose to wait a long time before bringing Neo down, increasing your unit reward but also making it more dangerous for both Fang and Neo because they'll take more damage while they're invading. It takes about 26 game hours for the UCS to drain the mineral field and maximize their units for you. Also don't miss the handful of Plasma Spiders on the east peninsula and the Plasma Spiders and Panthers to the extreme south. The south troops are trapped by jungle but you can force-fire to destroy this. If you didn't get enough troops from the UCS base you can use these to destroy it.

There are some extremely useful things in the units you just captured. The combat units are obvious, but you have to Change Script to a battle unit. The Condors work just like your Mercuries. The Repairers are much faster than waiting for regeneration and can upgrade and add shields to your existing units - for a price. Using Repairers is the other way to give the Fang shields (the first way was using the artefact in ACME-Lab 3). The Mammoths can be used to make cheap walls instead of the laser version as well as trenches. If you take captured units into combat note that you cannot reload Grenade Tigers because your Supply Depots don't make grenades. You also cannot upgrade UCS units with the Repairer because you don't have the right technology.



## **18. India**

OBJECTIVES: -Provide your base with 50,000 CR

TRANSPORT: Meteor/Gargoyle x10

RESEARCH: Crater m1, Crater m2, Crater m3

Heavy Rocket Launcher, 2x Heavy Rocket Launcher, 4x Heavy Rocket Launcher

Guided Heavy Rocket 25%

Shield 3600 PSU

ENEMIES: Scattered small bases with 105mm emplacements, plus one corridor northwest of your base guarded by 20mm Small Towers. Each of these bases has a group of either 120mm Trucks, 105mm Tanks, or Rocket Heavy Tanks.

MISSION: It's another resource grab. Immediately head for the mineral field northeast of your base and drop two OTRs on top; the third miner can be either a Mine to provide funds for defence of another OTR for quick extraction. Also set up power and supply facilities and at least one Guardian to the east. Keep the Jupiter moving bringing in combat units.

The enemies for this mission are just local tribes that happen to be using castoff ED equipment. The good news is that they will fight each other just as readily as they fight you. The bad news is that they start the mission with groups all over the map just waiting for their cue to storm your base.

The small bases are scattered and very small, usually just a Supply Depot with a Boyar, sometimes Research Centres, sometimes Headquarters, plus Power Plants and lots of 105mm defences. Luckily there are very few antiair defences. Also, none of these enemies have shields, so the Electro Cannon and any Plasma weapons you liberated last mission will be very useful.

As soon as they arrive group your air force and send them south. Find and destroy as many of the Trucks as you can before they start rolling to attack your base. They have no antiair ability so this shouldn't be difficult. After the Trucks die go northeast to a group of Tanks and kill those off the same way. Don't bother destroying the bases since they're completely helpless against you.

Now go northeast to some more Tanks. Kill as many as you can, but some will almost inevitably start moving toward your base. Chasing them forces your aircraft down a passage guarded by 20mm Small Towers. More importantly, as they move south they meet a group of Rocket Heavy Tanks that have migrated from the northeast part of the map. Both groups start shooting and might kill a few of each other off for you as they head south to your base.

Your ground forces still have to stop the combined offensive on the north edge of your base. It will be bloody, but you can let all the Lunars and 20mm and Grenade Tigers die since they'll soon become useless without shields.

Plasma Tigers, Spiders, and Panthers are more useful because of their higher damage, but they will also fall eventually. The only old units you need to preserve from this mission are the support units, the aircraft, and the Fang.

After this there will be another attack from the east. This base is located at the tip of the landmass and has Trucks, Tanks, and Heavy Tanks together.

You shouldn't have any trouble as long as you keep all your firepower together and don't let the Rocket Launchers focus on your aircraft. After this allow your military to destroy the abandoned small bases for experience. Keep mining until you hit the threshold; drain more if you feel comfortable.

## **19. Egypt**

OBJECTIVES: -Escort Neo

-Destroy UCS base

-FANG must return to main base

TRANSPORT: Fang x1, Meteor/Gargoyle x9

RESEARCH: Crusher m1, Crusher m2, Crusher m3

ENEMIES: UCS base spanning from southwest corner. Lots of 20mm Gargoyles and 20mm, Grenade, and Plasma Tigers plus base defences.

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**MISSION:** Neo has the detonation code for the Egypt UCS base, but he needs you to get close enough to use it. The bridges across the Nile are guarded by Small Towers that you can kill for fun. On the west side, head south all the way to the base and draw Neo into position next to the WPC. Bring the air force to the southwest corner so that the Fang can retreat if the UCS Gargoyles start hammering it too hard. Neo will blow most of the structures and head home.

You still have a few more buildings to mop up. The southeast side of the main base has a surviving but unpowered Fortress. Keep going east to the shore to take out two Power Plants, a Teleport, and several towers plus some straggling Tigers.

Now cut back to the main base and head north. Wipe out any Small Towers you see either in the blockaded area or the pass east of it. Farther north you'll find the last Power Plant and Teleport. Take out the Small Towers at the bridges if you didn't already and you should clear the objective. Send the Fang home for mission complete.

## **20. Congo**

**OBJECTIVES:** -Destroy UCS base

-FANG must return to main base

**TRANSPORT:** Fang x1, Meteor/Gargoyle x9

**RESEARCH:** Thunderer m1, Thunderer m2

Air Heavy Rocket Launcher, 2x Air Heavy Rocket Launcher

Heavy Sonic Cannon, 2x Heavy Sonic Cannon

Air Sonic Cannon, 2x Air Sonic Cannon

Guided Heavy Rocket 100%

**ENEMIES:** Large UCS base at map centre with lots of 20mm and Plasma Towers and even Fortresses plus Rocket Tigers and Panthers and 20mm Gargoyles.

**MISSION:** Here's an easy one. The UCS have built a Plasma Cannon artillery that Neo can capture and use to destroy the base in this area. Send the Fang all the way to the revealed map location to the south and wait next to the PCC. You'll pass a few turrets but the shouldn't be able to deal appreciable damage as you zip by. Neo will take over the PCC briefly, but security backups will destroy it before you can put it to use. You still have to destroy the UCS base. Send Fang back and fly east from the LZ to a small mineral field. Set up two Defenders facing west to guard the approach. The level is set up so that the only way from the UCS base is through a central pass. Shortly after you arrive, before the Jupiter can finish its second trip from the main base, a UCS attack will destroy the LZ. It's too strong to stop with your existing forces, so just build another LZ to the east.

After you've brought in more troops you can send the air force south over the mountains. The UCS base is vulnerable from the east, with Power Plants supporting defences on the south, centre, west, and far west. First attack the east side and destroy all the Gargoyles and Repairers that appear, then go for the Small Towers and Power Plants. Use ground forces to wipe the base off the map. If the mission doesn't end yet check the west side for a defensive outpost and the south approach to the PCC wreckage for Small Towers. Make sure your air units are fully loaded before you leave.

There are two other mineral fields on this map that you can mine on equator to the west and east. Drop OTRs or Mines as necessary. For some reason the UCS rarely bothers these - they send most of their Harvesters toward your field.

You also get access to a lot of useful research, especially Thunderers and Air Sonic Cannons. Pick out what you like; you'll end the mission long before you research all the advances. Sonic Thunderers are excellent for destroying helpless structures.

## **21. Lesotho (ED)**

**OBJECTIVES:** -Destroy UCS forces

-Destroy ED forces (traitors)

**TRANSPORT:** Meteor/Gargoyle x10

**RESEARCH:** Heavy Electro Cannon, 2x Heavy Electro Cannon  
Plasma Cannon

ENEMIES: UCS base to the west with 20mm Gargoyles and Plasma and Rocket Panthers. ED base to the east with Laser Caspians, 120mm Kruschchevs, Rocket Pamirs, and Cossacks.

MISSION: Just like the UCS-ally version, only slightly more dangerous because of Plasma Cannons. You start with 5 Rocket Craters, but they'll all die trying to kill three Plasma Panthers. Don't build a base yet. Offload your air force and head for the UCS base. Destroy Power Plants on the south and north sides to render them helpless, then head to the ED base and destroy as much of their mining operation as possible.

Wait until the ED forces move past your base and head for the UCS before you start building a base. If you go early UCS tanks will attack and tear it up in the infancy. After the ED cripples the UCS base they'll demand that the LC surrender the region, but your superiors order you to keep mining.

With the ED base short on minerals they shouldn't be much of a challenge. If you're still holding on to any Lunars or 20mm anything this is the mission to let them get killed and replace them with shielded Craters and Crushers. Neither base is particularly offensive so just dismember them and mine out. The UCS rarely finishes off their field, but the ED may make a play for it.

## **22. Peru**

NOTE: The mission tree branches converge again here. Whether you allied with the UCS or the ED you will reach this mission after the alliance breaks up in Lesotho.

OBJECTIVES: -Provide the base with 100,000 CR

TRANSPORT: Meteor x4, Regenerator x1, Recharger x1, Mercury x4

RESEARCH: no new advances

ENEMIES: ED base in the east defended with way too many rockets and sending Screamer Caspians, 120mm and Laser Kruschchevs, and a handful of Cossacks. UCS base in the northwest with Rocket and Plasma Panthers, Spiders, and Tigers, and 20mm Gargoyles.

MISSION: It's time to shift into high resource-gathering gear. This mission is your first opportunity to finish the game if you've been diligent in using OTRs.

Your first base has about 60k minerals, but that's not enough. After the Jupiter offloads use the Meteors to secure a large field due north from the provided Main Base. The Solar Power Plant and Battery you start with can easily be destroyed by troops approaching your base, so build new ones next to the field. Drop two OTRs on this field and four more on the large north one to speed extraction. Also set up a Guardian in your base and at least three on the north edge of the larger field. I encourage upgrading at least one of each of the hardpoints with energy weapons since the close quarters can cause the rockets to hit your own buildings more often than the enemy. Once you've secured the resources you're good to go. It's not worth attacking either of the enemy bases because they're too well defended and the other base will attack you while the troops are away. The UCS will keep trying to tap the larger field with Harvesters but the Guardians will have no trouble. Every once in a while you'll see some ground troops for target practice. The ED will send some Screamers your way, but if you've set up your defences properly they won't bother you at all. If you're in a good position when you hit 100k overmine for bonus minerals.

## **23. Amazon**

OBJECTIVES: -Provide base with 100,000 CR

TRANSPORT: Meteor x4, Regenerator x1, Recharger x1, Mercury x2, Crater x2

RESEARCH: no new advances

ENEMIES: UCS attacking with 20mm Gargoyles, Rocket and Plasma Tigers and Panthers. ED attacking with Cossacks, 120mm Kruschchevs and Urals, and Laser Siberias and Caspians.

MISSION: Again the mission is focused on resource collection. If you need more than 200k CR to finish the spaceship (check at the Space Port) try to secure more than half

this mission. By this time I assume that if you allied with the ED all the stolen UCS units from Rio de Janeiro are dead. All your other ground units should have maximum possible shields. Your base has a small mineral field that should be dedicated to two OTRs immediately. Substitute one Mine if you're extremely short on cash and can't provide more from the main base. Fly south from your base to find another large mineral field at the centre of the map. Drop three OTRs here and let your air force defend it. As long as they stay over the field and don't stray to the pass to the west the only thing they have to worry about is encroaching UCS Harvesters. Later they may see a few Rocket Panthers that will make for difficult takedowns.

Your main base will see Cossacks from the southwest over the power structures, Gargoyles from the northeast, and tanks of all sorts flowing past the cliff to the north. These tanks will have a clear shot on the mining facilities so you must move your ground forces down to defend them. The provided Crushers have Heavy Electro Cannons that can be combined with Electro Craters for maximum effect since many of the lighter enemy tanks don't have shields.

Stay within your bases, keep mining as quickly as possible and don't stop until you hit the campaign objective or enemy attacks force you to retreat from the central field. Keep your defences up and you should have no trouble.

#### **24. Andes**

OBJECTIVES: -Provide your base with 100,000 CR

TRANSPORT: Meteor x4, Fang x1, Crater x5

RESEARCH: no new advances

ENEMIES: UCS base in the southwest corner with 20mm Gargoyles, Rocket and Plasma Panthers, and Rocket, Plasma, and 20mm Tigers. ED base to the southeast with Cossacks, Laser and 120mm Urals, Ion Siberias, and Laser and Rocket Kruschchevs.

MISSION: This is the last LC mission; if you don't get enough credits to satisfy the space program here you lose the game. Pull out all the stops and donate any spare credits to the Space Port to accelerate the process. Dump all your units in the mission area as soon as possible.

There's a small field in your base that you can drop two OTRs on, but the real mother lode is at map centre (again). Fly there with the LCAF and drop 7-10 OTRs to pull out the minerals as quickly as possible. For most of the mission the UCS and ED will ignore this outpost, but later it will become a target. Don't bother with defences. Shortly after you arrive the UCS will send a small detachment of Tigers in. The Lunars the mission provides you with aren't nearly enough for defence, so bring in the Craters and Crushers as quickly as possible. Use the mission Main Base to build more if absolutely necessary, but no more than you need to defend yourself.

After this initial attack, most of the pain will come from the ED arriving through the east Laser Walls. Stop them with focused firepower but don't sweat light losses like the Lunars and Moons. Every once in a while you'll see a Cossack, but some of these will be intercepted by the central field OTRs and the LCAF guarding them. There will be one Cossack blitz, after that they come and die alone.

Eventually the UCS will get their act together and start sending more forces at you. This is just a distraction so their Harvesters can get a piece of the central field.

This also signals that the ED will begin attacking the central field in earnest soon, so relocate tanks if necessary. When the ED finally show up they'll use heavy tanks to tear apart the OTRs quickly.

Your Meteors can down Urals easily enough, but the stronger armor and higher HP on Kruschchevs makes them a job for energy weapons. Also watch out for a Gruz that builds Power Plants and Pillboxes that can become problematic. The ED will try to distract you with Cossacks, but destroy Urals first to help protect your mining operation. Don't take tanks south of the field because ED Minelayers are busy making a no-man's-land of the passage. When you have enough credits for the Space Port (not the mission objective) you automatically win the game.