

Walktroughs

The following walktroughs offer strategies, tips and hints for the campaign mode. It will obviously contain major spoilers and campaign events. Reading them could ruin your fun of playing the campaigns, so, if you don't want that to happen, don't read ahead. The walktroughs are all based on Easy difficulty. Even in this difficulty, the AI is pretty tough, with the unit injections and all. In the campaign on Normal mode, the computer also gets a Main Base, thus making the missions very harder.

You should play the game in the following order: ED-LC-UCS. Unlike the original Earth 2150, Lost Souls has its campaigns connected to each other, so to better understand the story, you should play the game in the above order.

When i talk about building a platoon, it generally means about 10-15 units, unless otherwise specified.

You are more than welcome to tell me about good strategies you found for the missions. Just be as specific as possible.

[ED Walktrough]

In the ED campaign you play the role of General Federov, receiving your orders directly from Czar Vladimir II. Don't follow his orders blindly, trust me :) You'll understand what i just said later on the campaign.

Abbreviations:

MB - Main Base
MA - Mission Area
PP - Power Plant
WPC - Weapons Production Center
VPC - Vehicle Production Center
SD - Supply Depot
HT - Heavy Tower
LZ - Landing Zone
20mm - 20mm Machine Gun
105mm - 105mm Cannon
R - Rocket Launcher
L - Laser Cannon
I - Ion Cannon
AA - AA gun
120mm - 120mm cannon
hR - Heavy Rocket Launcher
hL - Heavy Laser Cannon
hI - Heavy Ion Cannon
B - Bomb Bay
ART - Artillery
NG - Noise Generator

Curiosity: If you ever played F-22 Lightning 3, you'll notice that there's a ED night music very similar to one from that game. (Ednight_3.mp2)

NOTE: I had some problems with the ED campaign. In Mission 6, apparently the video was corrupted making my computer crash while in the middle of the video. Strangely enough, i found no way of stopping the video before it crashed. If you have the same problem, go to your game folder and look for a folder named "Video". Now make a backup of the files ED_M05.wd1 and

Mit freundlicher Unterstützung von dlh.net
With friendly support of dlh.net

ED_M06.wd1. Now rename ED_M06.wd1 to ED_M05.wd1 and vice-versa. Now you will have Mission 5 playing Video 6 and Mission 6 player Video 5. Enter the game and start mission 6. You will see the video from the last mission and when its over save the game and return to your files folder. Overwrite the videos with the backups you made earlier. Now the game should be just like before and you will be able to play Mission 6.

*****MAJOR SPOILER*****

I found out that you can play the videos by running them with Windows Media Player. This can be used to see the end of Video 6, but if the player reads the damaged part it will crash the player.

NOTE: Mission 1 and 2 have been done with the 1.0 version of the game. The rest of the missions have been done with the 1.1 version.

[ED Main Base]

Alright General Fedorov, from now on, i will be your personal military tactical advisor, by order of the General Command.

Let's take a look at your MB... Jesus Christ, that place is a dump! Begin by building 5 L Siberias and 5 20mm Siberias. While you wait for them to complete, build another mine and start extracting ore. Use the HTs to destroy as many wreckage as you can. (press "A" and then target the wreckage) We're gonna need that space. After finishing that task, sell all the HTs. Some of your units should now be complete. Use them to destroy the rest of the wreckage. Now, order the Gruz to make 3 additional WPCs. (South of the sold HTs is just fine) We're done with the MB. You can now proceed to the first mission.

[Mission 1: Finland]

Difficulty Level: Easy

Proceed to the northeast corner of the map. Eventually, you'll end up at the LC base. Rip a hole through the base always heading west. At the northwestern corner of the map there are Repair and Ammo artifacts that constantly respawn. Destroy the whole base, and consider destroying the guardians from a safe distance. When you have done, build up a base with a WPC, VPC and a SD. Get 2 Boyars. Now, let's get that ore. There are 2 deposits, one on the LC base location, and other directly east. Extract them both. If you haven't lost too many units you will be able to hold off the LC with the units you already have. Just put them in a line in front of your base. When your quota reaches 50000, you complete the mission.

[Mission 2: Korea]

Difficulty Level: Average

So you start with a Gruz. First thing to do, connect your MB to your MA by building a LZ. Now go to your MB and you should notice a large helicopter above another LZ. This is the Ukraine, your transporter of units and resources between your bases. Get those Siberias you made at the start

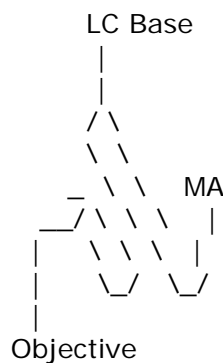
of the campaign inside the Ukraine and send it to the MA. Now get some PPs up, and start a mining operation with that ton of resources. Now make a SD and get some boyars from your MB and put them to work. You'll notice that most of your bases will be a LZ, PPs and a SD, plus defense, from now on. It will be necessary to equip your buildings with hRs. To improve even more your defense, consider building small towers. Go to your MB and make some STEALTHs L. You also have a research for Helicopter Rocket Launcher if you're interested. If you find yourself not doing anything use the Ukraine to transport ore from the MA to the MB, to avoid doing that at the end of the missions, which can be really boring. You can also use the minelayer to put mines at west and south of your MB. --WARNING: You can't produce minelayers yet, and that's the only one you have, so don't let it get destroyed. You'll need him further in this mission.-- --NOTE: Rearming a minelayer costs money.-- When your STEALTHs L are ready send them to the MA. --NOTE: At night, a STEALTH with lights on will be unable to cloak. Turn his lights off to enable cloaking. Having lights turned off at night results in a decrease in speed and enemy detection.-- Now it's time to grill those pesky robots! And they won't even see who's grilling them!! Now we need a support platoon to the STEALTHs L. Build a bunch of STEALTHs R. (10 is fine) You should now hold position until the enemies attack decrease dramatically. That's because the enemy's resources are depleted. (You can skip this part but it will be much harder to take out the bases.) Southwest of your base is a UCS outpost. The Boyar is a good recon unit so use it if necessary. Now have the STEALTHs L enter the outpost and heat up the power plant until it explodes. Destroy all small towers as well since they don't need power. Now you can have your STEALTHs R to destroy the rest as they are much faster. Why didn't you use STEALTHs R right at the start? Well, because the laser cannon is a energy weapon, so it regenerates ammo by it self. If you were attacking with STEALTHs R then they got out of ammo, the Boyar would come just to be shot down by air defenses. When you get rid of the outpost, go South of it and cross the bridge. After crossing that bridge, keep getting South until you see another bridge. (it's west of the UCS base) There's a tiny outpost here. Wipe it out. After that bridge, keep going east towards the UCS base. You should see another outpost just before it. Have the STEALTHs L take out the transmitter and the STEALTHs R to do the rest. Now comes the hard part. The UCS base is filled with mines all over the place! Go get the minelayer wherever it is. Now you'll have to make hit 'n' run tactics. The minelayer has a detector in front of it that detects enemy mines and detonates them. Use the minelayer very carefully and if it gets destroyed load the game. You can also use Fake TTs to detonate the mines but they cost 50 and 50/per mine is a little expensive. --NOTE: The Minelayer can only detonate mines in front of him but his radar detects mines at much bigger distances, so you can use this to make a safe way to your STEALTHs-- I came to the point where i had to sacrifice some STEALTHs to open up a way to the power plant. Once you destroy that one things get alot easier. Beware, there's a spider radar north of that power plant, close to another power plant, which you also have to destroy. To destroy the spider radar, only use one STEALTH L, because if you take them all your whole platoon will be massacrated. The spider radar has no shields, so will be quick to eliminate. Your STEALTH is doomed tough, even without radars it can't cloak on the aim of various UCS guns. After destroying that 2 power plants, there should be even other one at east. When all power plants and small towers are destroyed, detonating mines and destroying the base should be piece of cake. When all buildings on the _MAP_ are destroyed, you pass the mission. Don't forget to evacuate all units before you finish the mission. You should now

have about 250000 resources in your base.

[Mission 3: Iran]

Difficulty Level: Easy

After receiving the briefing, quickly destroy the LC threat. Now you should receive some repairers and a Gruz. Build an LZ and repair all the buildings in the base. You can now make Kruszchevs. They are very good with 120mm and Rs. Make a platoon of them in your MB or MA as you also have alot of WPCs in the MA. (A platoon should be always bwteen 10 and 15 units for better coordination.) There will be aircraft attacking from the Northwest, and ground units from South and East. Be sure to cover those sectors with pillboxes and consider putting some defense around the orange buildings too. Get the mines to work and some Boyars on the SD. Also, bring all military units from your MB to help protect the area. If you still have some STEALTHs from the last mission, you can use them to explore the area. Defend the MA until the time expires. Now you must deliver those trucks to the Southwest corner of the map. If you had unit transporters, this would be piece of cake, but since you haven't let's get to work. Those Kruszchevs you made at the start, get them to the south of the base with the other platoon of Kruszchevs you had right at the start. There's a valley here which is where you need to go. It goes right to the LC base, but just before it, there should be a way south, which is where you need to go. It should look like this:



Go trough the valley with your Kruszchevs and the trucks behind them until you reach your objective with the trucks. Get the Kruszchevs back to the LZ and send all of your units to the MB. Sell the base and evacuate the resources. You can also evacuate the trucks as they'll make good recon units in the next missions. You should now have about 400000 resources in your base.

[Mission 4: Bulgaria]

Difficulty Level: Hard

Alright, be very quick establishing your defense, send ALL units on the MB and build alot of pillboxes, heavy towers and a SD, because the UCS are coming, and they'll come hard. Building some Caspians AA isn't a bad ideia too. Once you have a platoon on the MA, quickly procced South of the base and look for a bridge. Destroy it so the UCS ground tanks won't devastate

your base. There's another bridge that also needs to be taken out. It's Southwest of the bridge you just destroyed. (Just follow the river) You can also choose to mine the bridge areas but that won't stop the UCS for much time. There's ALOT of resources right East of your base, so be sure to extract them. Consider producing Urals and Hans HR aren't bad either. All your buildings should be armed with 120mm and HR, and some AA too. Since you destroyed the bridges, the UCS can't come with Jaguars and they'll accumulate at the shore of the river. If you go too much South, you might catch with grenade, so stay as far as possible from the river. You should now hold position until you made yourself an army. Be sure to build STEALTHs I, as they will also prove very useful for a boost to your credits. If you survive enough time, you'll notice the UCS attacks stop. The UCS base just went bankrupt :) But you have a huge problem now, you can't attack the enemy because there's this massive army that accumulated on the other side of the river. Yes, if you haven't destroyed the bridges, you would have to defend yourself against that! You can't take out the units with 120mm because they have grenades, and can't take them out with STEALTHs either because they have radars. You could always get a squad of Hans and try to destroy the radars, but this is rather difficult to accomplish. You could also do Hit 'n' Run, but I came up with a better, although expensive idea. Get some minelayers and a Gruz the little bridge that hasn't any enemies near. The goal here is to rebuild the bridge and lure the enemies to your base causing them to fall on a trap. To do this, put mines from the bridge to your base where you think the UCS will go through. Now with the Gruz, build some HTs near the bridge to destroy any weak enemies that aren't worth going through the mines. Now you should also have a platoon of Urals or Hans to intercept any enemies that get lucky with the mines. Now, to make this even more effective, put a platoon of STEALTHs I near the bridge with the HTs. They will disable any unshielded units while the HTs finish them off. If you manage to capture some units in the process, even better. Now you should have a very effective deathtrap. Rebuild the bridge with the Gruz and get it to a safe place. The enemy might have to be lured. To do this, get a Boyar, and approach the UCS units, then run away. This must be done slowly enough for the units to lock on the Boyar, and fast enough not to lose it. If you do it right the UCS will start following the Boyar, so put it in your base. The AI will soon notice that there's a way to reach the base (the bridge you just rebuilt) and go right into the trap. Now the massacre begins!!! The HTs probably won't last long against the grenade launchers but use the STEALTHs I to increase their survival time. Eventually you'll lose the towers and when a radar comes in, your STEALTHs will be spotted. You can now retreat to the base, further luring the enemy into the trap, or you can disable as much units as you can so you can then capture them. The choice is yours. Most of the army will be massacred, and if a robot manages to get halfway done, wipe him out with your Urals/Hans. You might also see harvesters which when captured, will make good money recycled. After this, taking out the base will be piece of cake. Note that the UCS will still receive Plasma Panthers from time to time. You can now choose to wipe out the base or capture it and sell it. There won't be much, if any radars on the base so feel free to use your STEALTHs I but leave some of them in the bridge in case some Panthers manage to get there. When you destroy all UCS structures, you pass the mission. You should now have about 300000 resources in your base.

[Mission 5: Russia]

Difficulty Level: Average

Ok, let's get that platoon moving towards the rebel base. You won't find any enemies along the way, so don't need to worry. When you arrive, watch the small cutscene. It seems the General Command is betraying us! Help defend the base against enemy troops. Now with the Gruz, build both resource locations and the right one, build a PP, a LZ and a SD. Leave your platoon helping your new ally. You don't need absolutely any defense on your bases since the enemy concentrates on your ally. Build some defense around his base to help protect him and bring units from the MB. Wait for the enemy base to stop sending units and then attack him with your platoons of Urals. Remember that 120mm have a lot of range and can shoot down defenses without getting shot at. You can also use the usual STEALTHs I to capture enemies if you want, but destroying the enemy base is much quicker. When all enemy buildings are down, you pass the mission. You should now have about 450000 resources in your base.

[Mission 6: Dam, Part I]

Difficulty Level: Average

In this mission you must escort at least 2 trucks to the dam so they can blow it up. You start with a base already extracting resources. Build a LZ and a SD. Then build many HTs covering the West and South sides of your base. Also arm the WPCs. The enemy will be coming by air on the West, and tanks from the little entrance in the South. Sometimes, tanks also come from West. Bring units from the MB and build some if necessary. All you have to do is hold the base with minimal casualties until the mines finish extracting resources. Getting your minelayers to work on South of the base will further improve your defense. About 20 minutes after the mission start, you'll finish extracting resources. Meanwhile, use a recon unit to explore West of your base. You'll eventually find a resource deposit. Start a mining operation there. Your base should be getting a lot of punishment and about to be overrun. If you can't hold them off, sell all non-military buildings and leave only PPs and armed buildings. Now construct a base on the new ore deposit and evacuate all troops there. The enemy will waste many minutes trying to take out the remaining defense, giving you time to build up. Build lots of HTs to defend the new base. When they finish and find out your new base, you'll be ready for them. The AI has a tendency to go around walls so you could use them too. Defend the base until the units stop coming and head South with 1 or more platoons. Take out the base from a safe range. Now there's another base on the other side of the dam. This one is harder, since it's filled with mines. Bring your minelayers and destroy the mines as you advance. When you are done with the bases, bring the TNTs to the dam. You'll notice that there are 2 places where the dam is larger. That's where you'll put the TNTs. Before you do this, evacuate everything, just leaving 2 TNTs, because you are forced to leave the mission as soon as you put the trucks in place. When 2 trucks are positioned at the larger spots on the dam, you pass the mission. You should now have about 550000 resources in your base.

=====

[Mission 7: Dam, Part II]

Difficulty Level: Hard

In this mission you must defend your bases for a period of time. You can't access your MB, but there are plenty of resources all over the map. You have a main base at the Northeast, a secondary base at Southeast and 2 production complexes on the left side of the map. The Southwest Production complex will be the first to be attacked. In this mission all you have to do is concentrate your forces where are resources. The Northeast base should be very well defended, as it will take lots of damage from ED units. The Southeast base will be swarmed by UCS at 25:00. Be sure to collect all resources and sell non-military buildings by that time. Also, before the UCS attack, build up a base on the Southwest of the map, where are the resources. That will be your new main base, since it's in a very easy place to defend. Put radars on the Southeast base since UCS will use Shadow. As the other bases finish with resources, sell them and bring the units to your new base but leave military buildings active to keep enemies distracted while you develop the new base defenses. Now all you have to do is hold on in that spot until the timer reaches 0. Build a recycler and recycle any units you don't need anymore. (ZK Taigas for example) It shouldn't be very hard to hold off the base. There's a strategy to help you out.

```

      |
wwwwwwwwwwwwww|www  w = Wall
P P P P P|P P   P = Pillbox
_____|w      HT = Heavy Tower
|HTwHTwHTwHT   |_ = Enemies Route
|

```

With this, enemy units will have to pass through to get to your base getting caught in a deadly crossfire. The AI just puts a waypoint in the center of your base so the enemies will fall on the trap. The pillboxes should be armed with hRs to damage the enemy at long range and the HTs with 120mm to finish them off if they enter the trap. Now just hold the base for a while. When the timer reaches 0, enemy attacks will stop, but the mission won't end. I didn't understand this for a while, until I was told that all enemies on map had to be eliminated.

Mark Thompson wrote:

After the clock has run down and the last attack has happened on your base, send a couple of STEALTH Radar's to the far south east corner and to the middle of the west side of the map. You will find a couple of groups of stealth enemy mechs and 'copters. Use stealth vehicles to destroy these and the mission will end. However, you need to sell your base and recycle all your own troops before completing the mission as your funds are transferred to your main base when you end the mission.

Hope this helps. I look forward to the updated walkthrough!

Some of this information is incorrect. The helicopters are found at the west center border together with some Urals. The Jaguars are very expensive to build, so they give lots of money when recycled. You can capture them as I did, with STEALTHs I, or just destroy them all. It's your call. When you're done with the Jaguars, proceed to the Urals. If you captured a

Jaguar with a Shadow Generator this will be extremely easy. Capture or destroy, you decide again. Now you should have the End Mission icon active. Recycle every unit and sell all buildings as the resources will end up in your base.

[Mission 8: China]

Difficulty Level: Very Hard

Before starting the mission, have 1 platoon of Urals and 1 of Hans hR ready to go to the battlefield.

This mission is so hard that it is difficult to explain it, but i'll try. The timer is fake so don't worry about it. It really makes you fail an objective, but it's not necessary to complete the mission. The reason for this to happen is because the launching pads are a decoy, and don't contain space shuttles, so it would be ridiculous to loose a mission for not capturing shuttles that aren't even there! Having a fake timer doesn't mean you are free to do things slowly. The faster this mission is done, better. There are tons of resources, but they won't even compensate to what you are about to spend! First of all, go to the Southeast corner of map and build a LZ, 4 PPs, a SD and a wall of HTs. Yes, a wall, and don't leave a single hole. These HTs should be as armed as possible. I upgraded them with lasers and AA, since lasers are better than 120mm when there are lots of them. Bring your Hans and get them to the edge of the map. Order them to attack when a helicopter comes and is out of your AA's range. Have the Urals get there too just in case. Now you have to hold off the enemy until the timer reaches 2 days, which won't be easy. If anything gets destroyed, quickly replace it. Have several repairers working on the HTs if they take damage. You might also want to know a tactic to have a very powerful shield. This only works on buildings. To do it, buy a small shield and when it gets used up, buy a medium one, and when that one goes off too, buy a large one. It costs you the same amount of buying the large one right away and gives your buildings much more shield capacity. If you survive, you'll notice enemies will come much less times. You can choose to extract resources right away or leave that to the end of the mission, which will be easier. Build 5 STEALTHs I and research Artillery if you haven't already. Advance with your Urals if they are equipped with 120mm or hR. If they are, your targets are the enemy buildings North of your base, on the bridge. Slowly destroy the buildings from range. (This is much easier with artillery, so you might wait until you have the tech) When the research ends, build a platoon of 10 Urals ART and get them to join the other Urals if they haven't been massacrated yet. If you haven't sent them, send them now with your new Urals. When everything on the bridge is destroyed, you will have a problem supplying your tanks with ammo once you go ahead. There's a large AA column at the North center of the map. You can either try to take them out with Hans hR from a range, or you can send the STEALTHs I. If you choose the second, your Urals will have to advance and clear a path to the STEALTHs since there's a Radar in the vicinity. The target AA's your Hans/STEALTH's must destroy are spread on the big mountain on the North of the map. Make sure they are all destroyed before advancing with the Urals. Doing this while defending from waves of enemy

attacks will almost be impossible to accomplish. Make sure your defense stays up. If you succeed in destroying/disabling all the AA's, your Urals got green signal to advance. Destroy the base at the Northeast corner and proceed West. There are mines there so you might want to take a minelayer with you. You'll eventually come across another base. There's a Headquarters in that one and it should be one of your primary targets, since it is in the "Defense" function, giving the enemy weapons more range. Destroy the base and proceed further West. If you got this far without losing your platoons, congratulations! If it's destroyed or badly damaged, build other 2, one with hL or 120mm and other with artillery. When they are built, proceed further West and you'll eventually spot the Launching pads. Leave them for now, but destroy the Small tower behind them, and watch your fire if you use artillery. None of the pink buildings may be lost. Keep pushing further West to the final enemy base. Since you coming from the back, it won't be much hard, unless you have enemy units to engage. If you get overwhelmed with enemy Urals, don't be afraid to give them some of your artillery firepower! Continue West and then South to a last outpost that you also have to take out. Beware, the enemy units respawn nearby. Once you destroyed all buildings in your way, go look for the ones that weren't in your way. This mission needs all buildings destroyed and it might be very hard to find them all. Just use a large amount of suppliers and hopefully you'll find them. Next, you need to convert all the pink buildings to your side with grabbers or ionization and capture. After this, this hard mission is complete. Don't forget to sell the Launching Pads, they are worth a fortune.

[Mission 9: France]

Difficulty Level: Hard

Before starting the mission, have 1 platoon of Urals 120mm and 2 of Hans hR ready to go to the battlefield.

The first objective is to get the Radars to the plateau. Seems easy to accomplish, but there's a bunch of Defenders in your way. Send out the Urals first until almost every Defender has locked on them. Now send your Radars to the plateau. They should make it in one piece. If nothing happens, move your Radars around in the plateau, the trigger only seems to activate in a certain location. Now you should have a Gruz. Build up some defense a little Northwest of the upper mine deposit, so if an enemy unit comes to attack your lower mines, it has to come through the defenses. Begin extraction. (you should have tons of ZK taiga Transporters unless you recycled them) Your Urals hL and Radars are condemned to die if they stay there, so use them to destroy the Defenders. If they succeed, return them to the base under construction. Build a LZ, a SD, a VPC and a Radar near the defense. You should have 4 repairers near the defense, so build them in the VPC if you haven't any on the MB. If you didn't clear the Defenders with the hL, bring your Urals 120mm and destroy them. Return them to base to help the defense. When the LC syops attacking with aircraft, they are out of resources. From now on, all defense should be based on 120mm. Now, bring your 2 platoons of Hans and position them to the left side of the plateau, where there's water. Unit injections will always pass this way, unless they are attracted by something. They don't have ANY anti-aircraft equipment, not

even 20mm! That's why it's good to attack them with the choppers. You won't be able to destroy them all, so it's not a bad idea to build an artillery base to repel concentrated groups. Build some STEALTHs NG and put them on the way to your base so you can bombard incoming enemies from long range. Just remember that the artillery shells take their time to reach the destination so fire ahead of the units so the shell falls when they are passing through it. After some tries, you'll surely get the hang of it. Now that your defense is up, it's time to get aggressive! Wait for a unit injection to come and get destroyed and rush with your Gruz to the plateau. Build up some PPs, and build a wall of HT's and other of pillboxes covering the plateau's entrance. (You can use the same scheme used in "Dam, Part II") Now you own the plateau. Why is it so important? Because with artillery, you have artillery range to the majority of the enemy base. The artillery should be built as North on the plateau as possible, but don't exaggerate or the Crions will be able to shoot at it. Now use STEALTHs NG to reveal enemy buildings and destroy them. In a small amount of time the base will half the size. It's also a good idea to use the artillery to fire at the water left of the plateau when the units are passing through. You may have to build an additional SD on the plateau to resupply your artillery and defense in the plateau. When your artillery targets are all out of range, use the Hans to destroy all power plants you encounter. (There are lots of Xyrex Power Plants on the Northeast part of the map) If you do it right, all those buildings around the target HQ should be offline. Use your Hans to take out any units nearby and wait for the next unit injection. While you wait, build a ZK Taiga Grabber and send it to the plateau. Destroy the unit injection and rush your Grabber to the HQ. (Go through the left side, it's safer) Capture the HQ and your mission is accomplished. Sell all buildings and evacuate all units.

=====

[Mission 10: Czechoslovakia]

Difficulty Level: Hard

Before starting the mission, have several platoons of Hans hR ready to go to the battlefield. The more you have, the easier the mission is.

As one should expect, this mission is pretty hard, but if you made it through to China, you'll probably pass it. Unit injections will be HUGE and the enemy will have enough resources to build 1000+ units. 2 deposits are badly protected and could be captured to reduce the incoming units. You see that hill right of your base near the SDs? Get your Gruz there and from that hill to West, build up a line of HTs and other of pillboxes. Leave some holes to ensure your repairers can get through and that the LC will attack by that side. Each of the HTs should be armed with a 120mm and 2 AA guns. Pillboxes should be armed with Large Shields and hRs. Make sure to supply enough power to your defense. Start mining on your base and bring every military unit you have on your MB to the MA. You should also bring many suppliers and repairers. Your base defense should also have 2 artillery launchers to destroy incoming concentrated platoons. Now, you could build up a dozen of Nuclear Silos and destroy the enemy that way, but most of the LC base is covered with SDI Defense Centers, which shoot down incoming missiles. You could also use massive bombing runs, but the LC

defenses mostly consist of AARs and anti-missiles. It might seem that it is wise to use ground units, but the unit injections will crush you very quickly if you don't see them coming. So you got Hans hR, for the simple reason that when the LC runs out of resources, all units won't have anti-air equipment, and you can outrange AARs from stationary defenses. So you have to wait until the LC runs out of resources. This process can be accelerated by taking over the ore outposts outside the LC main base. The upper one will be the first one to be extracted, but the unit injection will probably head that way first. This doesn't happen with the Southeast outpost, so you are strongly advised to capture it and extract as soon as possible to ensure the LC won't get it. To know when the LC runs out of resources take a look at one of the 2 outposts if the LC has one, and check if there are still resources in that area, or just wait until the LC units come in waves of Thunderers hS, Crushers hE and Crions. Now the only thing you have to do is to use your Hans to destroy the base. Order them to Hold position so they won't run into the AAR's range. Recommended you start from below so your units won't go through active defenses when returning to base for ammo. To improve your defense, have some helicopters or STEALTHs ahead of your base and launch artillery shells from a longer distance. You can also use the Hans to soften up the LC attacks. Keep destroying the base as you go North (it's advised to leave nothing standing) and you will eventually find a hill surrounded by water and with some wierd Control Centers on it. The unit injection will respawn East of that hill. You can build some Hans B and order them to stay in that area so when the unit injection respawns, they will have raining nuclear bombs falling on them. As you destroy power plants, you deactivate more defensive buildings, making it possible to attack with Hans B, concentrate on shutting the power down. The rest of the mission will be pretty easy. You must destroy all buildings AND units in order to complete the mission. And that's it, ED campaign complete! Good job, General!

[LC Walkthrough]

On the LC campaign, you play the role of a new recruit. Let's show them what a recruit is capable of!

Abbreviations:

MB - Main Base
MA - Mission Area
SPP - Solar Power Plant
SB - Solar Battery
XPP - Xyrex Power Plant
MBB - Main Base (Building)
ASD - Aerial Supply Depot
LZ - Landing Zone
20mm - 20mm Machine Gun
R - Rocket Launcher
E - Electro Cannon
S - Sonic Cannon
AAR - AA Rocket
P - Plasma Projector
hR - Heavy Rocket Launcher
hE - Heavy Electro Cannon
hS - Heavy Sonic Cannon

Curiosity: If you ever played Mankind, a massive multiplayer game, you'll notice that there's a LC night music very similar to one from that game. (Lcnight_3.mp2)

NOTE: All of the missions of the LC campaign have been done with the 2.0 version of the game.

[LC Main Base, Scandinavia]

Start up by selling all NESTs, Defenders and Guardians. Build a mine or two on the ore deposit. Sell the laser walls near the LZ too. Now build 2 MBBs somewhere on the map, it really doesn't matter where. That should be all.

[Mission 1: Research Base ESCAPE, Poland]

Difficulty Level: Very Easy

Objectives:

- Repel enemy attack
- Defend Base

This mission is very easy. You don't even need the MB. Build some Moons R and arm your MBBs. Upgrading your platoons to Fat Girls is also a good thing to do. You should also build Defenders R around the Research Centers, about 3, and other 3 defending the power. Now just kill every ED unit that approaches your base. Don't worry with the advanced outposts, they'll destroy most of the units without any assistance. When enemies attack your base, bear in mind that they prioritize units, so run with your units around to lure them into your defenses. If the ED manages to take out the guardians in a sector, you can destroy the bridge so they are forced to come from a protected side. If after the attack nothing happens from a long time, look for units, you must destroy them all before proceeding to the second objective. Successfully repel 6 ED attacks and the mission is complete.

Resources on Base: 75950

Time Taken: 48:02

[Mission 2: Research Base ESCAPE, Poland (2)]

Before starting the mission, research Fat Girls, guided rockets, rocket launcher upgrade 2, upgrade shields, and get Plasma projectors if you have version 2.0.

Difficulty Level: Average

Objectives:

Mit freundlicher Unterstützung von dlh.net
With friendly support of dlh.net

- Destroy ED Base

Begin by building 2 detectors and putting them on both sides of the base. With version 2.0 you can also put detectors on NESTs, which are harder to take down. Get Defenders to protect the right side of the base, too. Upgrade all of your Defenders to Rockets, and use the ones just Northwest of your base to destroy the bridge. You should also destroy the bridges where your 2 advanced outposts are. (to the North of your base) Research the new Fat Girls. Get some units to the MA to help defend it. When the researches are complete, start producing Fat Girls R. You should know that the enemy has TONS of resources on his side and already starts with his defense up so this map isn't gonna be easy, especially with your limited technology. Helicopters will be coming from the North and tanks from West and East of your base. STEALTHs will also come, so that's why you made those detectors. If one of them is destroyed, immediately replace it. Way up North of your base and both outposts, there's a large resource deposit. This will be your first objective. Have 15 Fat Girls R. (if you have other military units, the unit limit won't let you get 15, so just link up with the rest of your forces) Now build 1 Phobos of each class (research upgrades recommended) and have them escort the platoon. This will be your main, and only attack force. It's important to have the most units as possible in this platoon, so Defenders should be the only thing keeping ED units out of your base. Now move the platoon to the farthest outpost. As enemies approach the platoon, you'll notice how quickly they get decimated with the massive amount of rockets your units launch. They will eat a lot of ammo so it's wise to have 2 ASDs with 4 Mercuries in each. One important thing to learn when you only have one platoon is to be careful. Although it can inflict massive amounts of damage they are far from being invulnerable. When you get near the resource deposit try to lure as less units as you can at a time. You could easily get outnumbered if you just send your units in there. One effective way to lure some units is to attack the outpost South of the deposit. When you see units coming, gain enough distance with the outpost so it won't fire on you, and engage the ED units. Repeat the process until there are only a few enemies left. Now mop up the rest of the forces, and don't forget to raze the outpost. Set up Defenders R around the deposit (3 at West, 1 at South, 1 at North) and build some mines to begin extraction. You'll need a SPP and a SB if you have version 2.0. Now you should have an easier time. ED forces will split, attacking both your base and the mining operation. The second one will get attacked more frequently so you should leave the platoon there. Be sure to put it behind the defenses, since the AI just loves to go for your units. Now, explore the map. Detectors do a good job on this, specially if you upgrade them. You should notice that almost every bridge has an ED outpost. The destruction of these are vital to the completion of the mission. Plus, if you were to attack the ED base first, these scattered outposts would sure shoot down your suppliers. When you finish destroying the outposts, most of your units will probably have high experience. This will make the Fat Girls much more effective, and prove to be valuable when taking down the ED base defenses. Anyway, when you are sure that there isn't a single outpost standing, proceed to the main base. A good idea would be to come from the East, and slowly rip your way through the enemy supply depots, causing rockets to be completely useless when they run out of ammo. Be sure to use the Fat Girls range. Get the frontal ones in range of a target, and let them fire on the enemy structures, attracting enemy units. When these come, they'll be destroyed by the rear Fat Girls that had been conserving ammo. While you are destroying the ED base, try not to lose any unit, always retreat the entire platoon if one

of your units is at 25% health. Pillboxes will take much of your time if they still have ammo, so try to hit 'n' run the nearby power. When the you raze the ED base, look for any outpost you may have missed. When you destroy all buildings in the map, the mission is complete.

Resources on Base: 266750

Time Taken: 2:43:47

[Mission 3: Mission "Strike Back", Ukraine]

Difficulty Level: Average

Objectives:

- Destroy artillery positions
- Destroy 3 ED Bases

In this mission, you'll have to be extremely fast destroying the artillery positions, as the ED won't give you much time before starting the attacks. Also remember that there are artifacts at the Northwest corner of the map for ammo. Start out by getting your New Hopes and Moon E to go South until they find a forest just North of an artillery position. Now, rip a hole trough the forest with your plasma cannons until you get to the artillery. Destroy them but be sure to stay away from the small towers range. If a unit or two appears, destroy them too. Now you should have something like this:

A1	U = Units
U	A = Artillery
A2	DA = Destroyed artillery

A4 DA3

Now get your units back to the forest they opened up and procced to Artillery position 2. There is a small patch of trees just West of the southern artillery. This avoids having to pass trough the ED defenses. Shoot them all trough the wall. Now only Artillery position 1 and 4 should be active. It's time to get suicidal!! There's an active artillery on position 1 that fires at everything that approaches. If you try to use your New Hopes, they'll end buried in an artillery shell crater. So let's get creative! If the artillery fires back, why don't make it fire against it self? Get all shielded units you can, since they'll have to pass trough a laser tower. Now get them running to the artillery like crazy. You'll probably loose all of your shielded units with the blasts, but if you get there with at least one unit, just park it right next to the artillery and it will fire causing 3 artilleries to go down. If some units survive, then use them to destroy the remaining ones and escape by opening a hole in the wall. If no shielded unit survives, you'll have to use your New Hopes, come from up avoiding the laser towers and finish off that last artillery. Now the only artillery position remaing is 4. If you wasted all shielded units you should still have 3 Fat Girls and 3 Moons. Get them to a platoon and enter the forest you used to clean up position 3. Destroy everything in your way to get there. Your New Hopes have gained experience and will have safe range against the small towers. Now open fire at the artillery. After all of it is destroyed, you can build a base. If you were too slow, you're probably being swarmed with units by now. If you were

fast, then you'll have a much easier time. The layout of your base is very important in this mission, since you can't build defending structures. Build an LZ and power up. Now build an ASD South of the other buildings, and equip it with Rockets. Research AA rockets and building grabber. Those units from the last attack, they'll defend the base. Bring a platoon to the MA (those highly experienced Fat Girls from the previous mission) which will be your attack platoon. Also bring that Phobos support group. (regen, detector) Be sure to get some Mercuries working at the ASD and advance with your platoon to the Northeast. There is 1 of 3 ED bases in there. It's important to leave the Phobos group just a little behind because the ED acquired AA guns and 1 shot will kill a Phobos. Do the same as usual, using the rockets range to slowly destroy the base defenses, while you get constantly attacked by units. Not much else I can say here. When you're done, go to the Southwestern corner of the map, where you will find another base. This one is hard to access by land since it has a mountain covering it, but there are at least 2 entrances. I recommend you use the one on the North mountains. If you can't find the entrances, just order your units to go to the other side and they will eventually find a way in. When you find the base, do the same you have done with the first one. Remember not to leave a single structure standing. Now the third and final base is on the Southeastern corner of the map. It's as east as the others to take out, so I guess you won't have problems, with the expectations of walls and trenches that the ED built, that can be a little annoying. Once you are done with all 3 bases, the mission should be complete. If not, you either let an ED structure alive or the enemy rebuilt his base somewhere. Look for these bases where the previous ones were (southeast, southwest and northeast corners) and also on the artillery positions. When you finish your building hunting, you complete the mission.

Resources on Base: 236625
Time Taken: 2:00:13

[Mission 4: Operation "Hello America", Spain]

Difficulty Level: Easy

Objectives:

- Destroy the ED Base
- Destroy the UCS Base
- Capture the HQ of the UCS in their base

Weeeee!!! The ED base is down!! Ohhh!!! Our base is down!! Look, there's a laser wall still standing! Now seriously, Rebuild quickly and bring the Fat Girl platoon to the MA. The buildings you should build are a SPP, a SB, and an ASD all near the resources. Now build 2 or 3 mines to extract the resources nearby. Also notice that the ED base was full of resources too. Get them and send the platoon to cover the area. Research the Crater, Heavy-Electro and the Guardian. You'll want to build some Guardians as soon as the research completes since plasma bombers will try to attack your base, so arm those guardians with AA, and don't forget the shields! Those bombers will always appear from the South to your mines, so that's where you should put the Guardians. Also put some Guardians hE to the west of your base, since that is where the ground units will be coming

from. Now that your base is capable of defending itself you should arm the advanced mining operation. Build 3 guardians in there and your platoon is free to attack. Be warned though, the UCS are a far more deadly threat than the ED units you have been facing so far. In this mission you'll get a unit limit boost, so i suggest you use it. So instead of sending just the Fat Girl platoon and the support Phobos, build another platoon of Craters hE R. With 2 platoons, you can add some more strategy to your attacks. The range of the rockets from the Fat Girls will destroy all buildings with ease from a safe distance, while your Craters can kill any unit. By the time the Craters are ready, you should start thinking about attacking the UCS base. Aside from the 2 platoons and support group, you will also need a Moon Grabber and a Unit Transporter for this mission. Send your Craters and Fat Girls to the North of the UCS base, and raze all towers in range. The UCS will order every unit to attack you so use both platoons to destroy incoming units. Now remember something, LC units are hovercrafts, so they can float on water. Since the UCS base is mostly covered by water, you can use this to your advantage. In this mission the UCS won't have any method to attack you on water so it will be like a safe haven for your units to heal. Also, most power plants are near the shore, so you can destroy them to shut down the defenses. However, there is a problem with using water. If you put your units Southwest of the UCS base, the suppliers will have to cross the defenses. The best place i found to initiate the attack is at the Southeastern corner of the base. Your suppliers won't die, there is only a couple fortresses defending, and the only annoying thing are the tank barriers. Slowly advance to the beach with your Fat Girls, while your Craters make sure there are no units to threaten them. Once your units are back on land, the UCS won't show much more resistance. Don't destroy all yet, you must leave the HQ intact. You can order your units to Hold Fire when you get near the HQ, but you have to disperse and regroup your platoons. When you finish destroying the base and there is only the HQ standing, use your unit transporter to carry the Moon Grabber to the HQ. Be sure to retreat all units from the base and leave only the grabber there. Now capture the building and watch the cutscene. I discovered that the developers missed something here. If you defend the HQ with 6 Guardian AA before you capture it, the bombers will be destroyed and you'll be stuck on the cutscene. Guess the developers forgot about this. When the HQ is destroyed, sell all buildings and evacuate units. Let's go to America!

Resources on Base: 303300

Time Taken: 2:22:41

[Mission 5: Operation "Hello America", USA]

Before starting the mission, research all Heavy Rocket upgrades if you haven't already.

Difficulty Level: Hard

Objectives:

- Spy the UCS bases
- Construct a base
- Defend Allies and destroy enemy UCS base

Start the mission by researching all Crusher upgrades. Take your Craters Northeast and find a yellow UCS base. Don't worry, it's on your side. However, it's being attacked by the red UCS (your enemy) and it would be good for you to help. While you do this, begin building your base. Build it Northeast of the friendly base so you won't have to worry about defending it. Build a LZ, 2 SPPs, 2 SBs, a ASD, and a HQ on Defense mode. Get your mines extracting very quickly before the allied harvesters start digging them. Get all of your platoons to the MA, and look west of your base for a valley in the mountains. Have your platoons defend that area at all costs. Now you'll need guardians to help defend the allied base. Build many of them (more than 10) on the Southwest side of the UCS base, since there will be an injection at the South of the map. Have them built on the UCS defense grid so they can maximize damage while destroying enemy units. Arm them with hE and AAR, and build more Guardians (8 or more, depending on how are they doing) on the valley. mentioned before, with the same armament. At this time, all of the Crusher research should be complete, so build a platoon of 10 Crushers hR and start researching the Heavy Sonic cannon. Now just keep defending with your platoons until your Crushers are built. When they are, send them over the valley into the UCS base and start wrecking havoc. By now, the enemy won't have more resources, so your only problem will be the continuous unit injections. When attacking with the Crushers, save very frequently. There is a 50% probability that the injection will be on the enemy base, so if you have your Crushers there, they will suffer heavy casualties, no matter how many platoons are covering them. The only effective way to avoid this is to load the game about a minute before the injection, retreat behind your defenses and let them be destroyed by them. After that, resume attack ASAP. After you destroyed some of the UCS base, the heavy sonic research should be complete, allowing the research of much deadlier weapon, the plasma artillery. Forget this for now, and research Super Fighters and arm them with AAR to easily stop those UCS bombers. After you finish researching Super Fighters, proceed to plasma artillery. Continue your attacks while you wait for the research to complete. When it's done, build a platoon of Crions, the only chassis that can carry the artillery. Send them over to the MA and help your Crusher platoon finishing off the UCS base. Be careful not to stray too far South of the base or you'll encounter enemy stationary artillery. Use some Thunderers to take care of those. After that, you pretty much completed the mission. Sell your buildings and evac.

Resources on Base: 264977

Time Taken: 1:17:31

[Mission 6: Operation "Hello America", USA (2)]

Before starting this mission, make sure you have a platoon of 10 Crions, a platoon of 10 Crushers hR, and a platoon of 10 Thunderers hR. Also have 1 HP regenerator, 1 shield regenerator, 1 Detector and 1 Unit Transporter.

Difficulty Level: Easy

Objectives:

- Capture teleportation technology from UCS
- Bring Salamander to your HQ

Mit freundlicher Unterstützung von dlh.net
With friendly support of dlh.net

- HQ must survive

This mission is one of the easiest of the campaign. Build a XPP, a ASD, and some Guardians at the South. Build 4 mines on the resource deposit to your West. Note that you won't be attacked by aircraft, so maximize the Guardian's damage to ground. While you do this, bring the 10 Crushers platoon with 5 suppliers and some resources since that stuff i told you to build takes a lot of money. Now make a second trip with your Jupiter but this time bring your Thunderers and all those Phobos. Now you should have your defense ready. Note that your base already had a Phobos Detector, and that one should be left there with the HP and shield gens. Now bring your Crions and and the Unit Transporter to the MA. Have one of your 2 detectors to escort the Crion platoon. Send the Crions West to the water. Water is a safe place in this mission. Your Crions should come all the way to the Southwestern edge of the map with the detector following them. Now disperse the platoon and change their script to advanced battle unit. With your extra button, program them to fire at will and hold position. The reason why you're doing this is because the Crions have a very little firing angle. Now group the Crions back in a platoon and approach the enemy base in the direction of the salamander. The best firing distance is zooming out the camera and having the Crions on one side of the screen and the enemies on the other. Each time you have targets, disperse the platoon so your units can rotate. Since they are in hold position, they won't move, behaving much like a platoon. When all shore targets are destroyed, remake the platoon to advance. And doing this, slowly reach the salamander. When you are near it (remember to always stay on water) destroy all salamander AA and any turrets that can fire to air on the area. When you are doing this bring your Unit Transporter trough the same route as the Crions. If the Crions get UCS units attacking them, retreat to the water and use a ground unit to attack the North defenses of the UCS base, luring the UCS units away from the salamander. When every anti-air near the salamander is clear, get the Unit Transporter to pick it up and send it to the HQ trough the same route as it came. If you done this fast, the mines will still be extracting resources. Evacuate the Crions and hold the base until the resource extraction is complete. You will still have units coming at you. When there are no more resources in the MA, evacuate and sell everything quickly before the next attack.

Resources on Base: 328456

Time Taken: 54:57

[Mission 7: Operation "ION", China]

Difficulty Level: Very Hard

Objectives:

- Destroy ED base protecting the Research Centers
- Steal Ion Technology from Research Centers
- Research Centers must remain intact until data is transfered

This is one of those missions that makes me want to break the damn keyboard!! I never thought that ED with high-tech would be this annoying! And to make it even worse you can't make an LZ!!! And to make this mission pretty stupid if you capture the technology you still have to destroy the base! The enemy receives so many unit injections that i think i discovered the only way to pass this mission. I don't believe there's someone that

Mit freundlicher Unterstützung von dlh.net
With friendly support of dlh.net

was able to hold off that army. The only convinients of this mission are that you receive the Earthquake Generator and Artillery researches. Start by research Earthquake tech and Artillery from your Research Centers back in the MB. Build a XPP, 2 MMBs, and extract resources near your starting point and at the Southwest and Northwest edges of the map. While you wait for the researches to complete, build a Tunnel Gouger, about 3-5 Super Fighter AAR, a Phobos Detector and a Tunnel Entrance. About 5 minutes later after mission start, a Gronzy will fly trough your base and alert the ED. You can shoot him down if you want but he still alerts the ED so it's wasted rockets. Build at least 3 Crushers Earthquake Generators, more if possible, and send them down to the tunnels with the tunnel gouger. As for your Super Fighters and detector, send them to the Southwest corner, then to the Southeast corner and then to the East center border of the map. There should be some mountains there. Stay in there to be safe from the ED ground units and if some helicopters show up, your Super Fighters should make short work of it, so your detector is safe. Now for your base, sell everything before the ED destroys it. You need to have at least 15000-20000 resources to ensure you will succed in completing the mission. From now on, your attacks will be based in destroying the ED base trough earthquakes. Welcome to the Underworld! Down here, the ED can't reach you so your Crushers are safe from any attack, since the AI doesn't build a tunnel entrance to flush you out of your hiding place. Now the tactic is to search for ED buildings with your Detector, and take them out with the Earthquake Generators. I can't really explain exactly how to do it so dig a tunnel until you reach the site where the detector is. Even before that, you should see some tunnel rooms. This means that there is a building on the surface of that position. Now slowly advance with your Phobos to West, where the base is and with the Earthquake generators attack the buildings. To attack them, don't click on them, that will make them look for an exit to the surface. Instead, manually order them to attack the tunnel position directly under the building. As the Phobos advances, helicopters will try to attack it. You can use your Super Fighters OR use your memory skills. To do this, save the game, throw all your air units to the base and choose a target. Now, see where's the tunnel location under it and memorize it. Now load the game. After loading, send the Crushers to the place you memorized and order them to attack. Wait a while and save again. Send the air units again to scout and see if the building has been destroyed. If not, load the game and wait more than the last time. If yes, choose another target, memorize its underground location and load the game, doing this process repeatedly. If the building has repairers all around it, choose a different location, although if you have many earthquake generators i think the repairers aren't fast enough. (i had 3 and the repairers were faster than me) Destroy as many buildings as you can in the base, and dig a tunnel to the Northeast corner of the map. Look for another ED tunnel room. When you find it, you are under the Research Centers and the artifact you need to steal. If you can't find it, use the Detector to locate it from above. Now the problem here is that the buildings are protected by small towers and the earthquakes can damage or even destroy the Research Centers. So dig a tunnel around the Research Centers 6 squares away from them. (the earthquake range is 5) Since the Small towers are nearer your tunnels they will be caught by the earthquake's range but not the Research Centers. Another problem you will have is that the ED units on the surface follow the Crushers everywhere. This is problematic for your Detector, since it can't see which buildings have been destroyed yet, so you will have to use the same Scout and Load strategy explained above. When you clear all towers, take the Crushers as far away as possible from that zone and build a Tunnel Entrance right next to the Research Centers.

Get your Tunnel Gouger to the surface and capture the artifact quickly, returning to the tunnels and selling your tunnel entrance. Now everything left to do is to destroy any remaining ED buildings, including the yellow Research Centers. There is a Small Tower column West of the Research Centers that must also be taken out. After that leave the Crushers where the artifacts were to get units away from their base. Now explore the ED base area and find the repairers group. It's very big as you can see. All those repairers must go down if you have less than 4 Crushers and maybe even with more you can't destroy the buildings. So it means that the repairers must disappear. How do you do it? Simple. At this time, you should have received a message ages ago saying that your artillery was ready. Let's put it to good use! Wait until 6:00 AM and accelerate time if needed. (if you don't know how, consult Controls Section) Pause the game and build a SPP on the Southwest corner of the map. Now build a Artillery North of the repairers position, on the mountains. (Doesn't really matter where, as long as you have range and there isn't a mountain on the way) Now unpause the game and wait for the SPP to land. Build 3 solar cells on it. Now you have power to the artillery until the sun sets down. Get one of your suppliers to spy the repairers group. It's possible to take it down with 3 shots, the exact ammo your artillery has. Try to fire this way:

RRR

RTR R = Repairers

RRR T = Target

If you fire to the the target, you destroy 9 repairers in 1 shot. There are 22 repairers in total. Wait for them to repair themselves and pack again. Repeat the same strategy and take out another 9 repairers. There should only be 4 repairers left and 1 shot on your artillery. Wait for them to pack again and fire your last shot killing the last of the repairers. You can sell the buildings if you want. Now using the Crushers and the Scout and Load strategy, destroy the last buildings. Since you don't have LZ, you have to leave all units on site. I hope there are no more missions like this one.

Resources on Base: 267303

Time Taken: 5:22:20

An alternative strategy sent by 0815

Hello Predator2150 (or whoever you are), I used your FAQ and Walkthrough - it helped me a lot. Thank you for it.

You described 'Mission 7: Operation "ION", China' as "Very Hard" - you can do this mission also "easy".

You described so many unit injections - this need not to be:

Map

2

7

1

At this point you would not need your base there.
You can build a ASD and MBB south at Point 9.

Start exploring the enemy base from east in save distance and make the base down with the Crushers EQG, then slightly "go west" with this tactic. This is much more comfortable as your "save - memory - load - tactic". I had really not wanted to do this.

All Units have to be in "fire paused mode" (except air) and only have to fire when you tell it them. (attacking tunnel ground as you described it)

There will be build new buildings - let a crusher attack this zone and the Gruz builds a while on the same place. ; -)

Concentrate your doing on getting the artifact. After the base is in general down, destroy the small towers around the yellow Research centers and "make place" there for and Tunnel Entrance. If this one is there, Some Crushers have to run to the Artifact (target destination of Tunnel Entrance on the Artifact). If this went well, destroy all buildings. The Gruz may build new on the Artifact-place - put an Crusher EQG under it and it is fixed little.

Build an Artillery (I did in the small valley right south of the base) and make down the Gruz and some Repairers.
Make all buildings down.

Recycle all Units and sell all.

I had all ressources, some losses and at the end about 80000 credits "win" from this mission. The Artillery was not attacked but if you fire on military units

...

Some general tips

Use Macro-Recorder for:

Tunnel building - make a big hall.

Use Macro-Recorder for units, which come near to a sceamer. If they are screamed you lose control. If they have a "way back or away" by macro, you have a chance to get them back.

You can also do exploring the base with this - a Meteor in and out - often faster than the rockets and less losses as on Detectors.

If Repairers repair a building, you cannot destroy it (easy). Put a group of Crushers EQG under it, let repair the building to 100% (there must not be any little Earthquake-damage which would hold them on it). Then the repairers go away

- attack with your group and the building is down!

[Mission 8: Operation "ION", USA]

Before starting this mission, make sure you have a platoon of 10 Super Fighters AAR.

Difficulty Level: Average

Objectives:

- Defend your Base for 5 days and 12 hours
- Destroy the remaining UCS units

This mission mostly consists of holding your base and destroying attackers much like Mission 1 for LC, although it's not as easy. This time it will be the UCS you're fighting and they will get a small base, although they can't develop it. Unit injections will come hard almost from any side and will include Grizzlies! Exactly, they will come from all the sides where you have MBBs and also from South. But one good thing about them is that they only attack with aircraft about 3 or 4 times, and you have a platoon of Super Fighters waiting for them, so you can concentrate on ground weapons. Get all your platoons to the battlefield as they will certainly be needed. Arm your MBBs with hE and P and build up your Southern flank with Guardians. You'll need Phobos Detectors, since there will be Shadows. Build up a tunnel entrance and send several units (Crions are the best) to underground. They will engage various platoons of EQGs. About the UCS base, it is only an outpost with ASDs to supply UCS units, and is very easy to destroy, but use EQGs or Thunderers hR to maximum effectiveness. However, BE SURE TO LEAVE SOME CONDORS ALIVE. I'll explain why later. Unit injections will start having shields after a while but concentrate hE fire or use Crions and you'll have no problems. Your MBBs will get slowly destroyed by the UCS but try to lose as less as possible. Always cover them with units! It's also good to use aircraft since the UCS tends to pursue them, so when those Grenadiers with Rockets arrive, lure them to your defenses instead of letting them fire from a safe distance. As your defenses get destroyed, you may want to re-build them, but do it only if you are poor on units, to save resources. Just keep waiting until you are given the order to destroy the remaining UCS. Actually, you don't need to destroy all the remaining UCS units, just one. So go to where the UCS outpost was and destroy a Condor. The end mission icon should now appear. Don't have to worry with fast evacs since there won't be anymore UCS units, and be sure to sell the entire base as it is worth a fortune.

Resources on Base: 449468

Time Taken: 1:34:39

[Mission 9: Operation "ION", USA (2)]

Before starting this mission, make sure you have 2 platoons of Crions and 1 platoon of Crushers EQG.

Difficulty Level: Very Hard

Objectives:

- The technician must survive
- 1 Ion vehicle must survive
- Do not damage Golan's HQ
- Deactivate Golan's shield with an Ion vehicle
- Take the technician to Golan

Speed will be an important factor to complete this mission, as the sooner you start taking out the base, the less threats you will have to deal with. I recommend you do most of your actions paused, to save time. The UCS seems to have a huge resource supply and unit injections will be coming fast and hard. First things first, build an LZ, a tunnel entrance and an HQ as soon as you start. Send those Crions in while you arm all of your MBBs with hE and P. Protect your XPPs with Large shields, as they will be the Plasma MDW's main target, and get some Regenerators and shield Regenerators near them. Sell all of your Laser Walls if you start getting low on cash. As soon as the tunnel is open, send down your Ions and the technician down. Build or bring some Tunnel Gougers and start digging a large tunnel to the Southwest corner of the map. When the Crions arrive, send 1 platoon South and destroy the mining outpost. There is a similar one to the North, so send the other platoon there. Once these positions are clear, begin mining extraction. You'll probably start getting attacked by now. Don't forget that the UCS will use Shadow technology heavily so keep Detectors everywhere. Put your HQ on Defense mode if you haven't already. Just a few squares Southwest of your southern mining position there should be a choke point heading West. Follow it to find a bridge, and raze it. By doing this, you will only be attacked from West and North of your base. Be sure to keep your Mercury busy carrying every military unit to the MA, and replace XPPs should they get destroyed by the long range plasma. By this time you should have many mines and are receiving resources very fast. Build a Guardian wall West of your base where the Defenders are, and arm it with hE P, since you won't get attacked by aircraft. Build 2 NESTs behind the wall, with regenerators for HP and shield. If you don't feel safe enough, build another wall of Guardians, you won't regret it. Also build even some more Guardians on the North choke point of your base, not many are needed but you will be attacked through there some times. Now you should have all of your base entrances covered and many platoons defending inside. Take note that the Northern mining outpost does not need to be defended. You will soon see that your Guardians are starting to get hurt by increasing Grenade Launcher attacks. Use an aircraft squad to attack it. Since it has a Rocket Launcher it will follow your units and be lured to your defenses once you tell them to retreat. To help your Guardians, also use the Crions from earlier and even throw in some stationary artillery for good measure. Soon you'll start getting your own injections too! They always consist of 16 Jaguars P, and they are not bad at all. Have the first 2 injections protect your base and use the others to constantly attack the enemy. By now your tunnel gougers should be finished with their tasks. Bring those EQGs into the UCS underground complex and order a Phobos Detector to go to your North mining position, keep going West until you reach the end of the map and slowly go South until you start seeing UCS buildings. Now use your EQGs while you defend your base from increasing attacks. As you destroy structures, proceed South until you reach the HQ. That might take some time, so be patient. Once you see it, you'll notice that it is heavily guarded by defense towers. Destroy any remaining Power Plants and call in the nearest battle unit. (Probably a Jaguar from an attack injection) Tell him to Hold Fire and use him to destroy the wall around Golan. Now call in a tunnel entrance and attack Golan with your Ion cannons, while you dig a ramp with a Tunnel Gouger. Now just tell the technician to approach the HQ. If you are having difficulties with the ramp just use a Unit Transporter. The End Mission icon will appear as soon as the technician is near the HQ. Since the next mission won't allow you to build an LZ, you can end the mission as soon as you see the icon and leave everything on site.

Resources on Base: 804317
Time Taken: 3:46:47

[Mission 10: "PROTECT ESCAPE", Germany]

Difficulty Level: Hard

Objectives:

- Hold at least 1 base until the ED army arrives

I expected something harder for the last mission of LC, especially after missions 7 and 9. Guess that's why they didn't allow the LZ, to make it harder. Actually, the only problem on this mission are the resources. You will have to fight for them harder than you ever did. Ok, let's get on with it. First of, the northern base can't be saved. Just sell as many buildings as you can, you'll need all the cash you can get. Start mining operations in your other 3 bases. The middle one has less resources and more chances of being attacked, so don't bother with defense on that one. The left one is never attacked. (Strange, i was probably lucky.) The right one, your main base, should have as many defenses as you can afford. Get those MBBs full of hE and P, and start building a small army of Crushers hE. No enemy aircraft on this one, so focus on anti-ground power. Get an HQ up, and when all your MBBs are fully armed, you will have a decent defense. Decent, not perfect, so keep pumping Crushers and build some Guardians for good measure. There's a bridge just North of your base, don't know if it affects anything by destroying it, but do. Be advised that the UCS will have plasma MDWs and will constantly bomb out your power plants. Taking into account that your main defense are MBBs, it's absolutely imperative that you keep your power up at all times. Shielding the power plants will protect it for 1-2 more shots, but be sure to have regenerators nearby and replace any destroyed power plants. You will receive injections from the ED. They are good to attack the large nearby resource field, but they serve for a far better purpose. Their damage isn't very effective against the Jaguars, so get a small group of them in your base, and everytime you see an army approaching, (have detectors around your base) you'll notice that it stop just out of range of your turrets to re-group. Attack and retreat quickly with your ED units and the UCS will follow, still not re-grouped, and be slaughtered much more easily. I did not succeed in re-capturing the resource field, but it cost me in the last day of the mission, where my resources almost ran out. However, if you use the above Hit 'n' run strategy with the ED units you should defeat wave after wave of UCS troops without too much effort. The only problem will be to keep the power up, especially if you are running out of money. One good tactic to conserve power is to shut down all buildings you don't currently need. For example, if you are not under attack why do you need Guardians consuming power? The last wave will be massive, but you should hold on just enough so the ED main army enters the area. And that's it! Another campaign complete! Two down, one to go! :)

Resources on Mission: 20499
Time Taken: 1:15:00