GROUND CONTROL II
OPERATION EXODUS

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PRIMA OFFICIAL GAME GUIDE

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In a real battlefield, it's the little things that matter most. It's the game of inches that matters, the small victories that add up to ultimate and glorious triumph. In the complex world of *Ground Control II: Operation Exodus*, the same rules apply.

This guide instructs and informs on the works underlying this entertaining and challenging strategy game. Everything you need to know and learn to be successful is in this volume. Put that together with some experience and practice, and you'll be scoffing at the dreaded Terran Empire and its puny forces.

This guide is structured to provide easy access to information.

✦ **Part 1, Warfare and Tactics:** This section covers the basics of control, resource mechanics, basic tactics, weaponry and armor, the damage system, and how to use Dropships and Support Weapons.

✦ **Part 2, Units:** Profiles all three factions, as well as stationary weapons that decorate the battlefield.

✦ **Part 3, NSA Campaign Walkthrough:** Contain vital information about each mission, a general overview of the steps required (for players who don't want to know it all), and a detailed description of the mission.

✦ **Part 4, Viron Campaign Walkthrough:** Contains detailed information on the Viron campaign.

✦ **Part 5, Multiplayer:** Discover how the game is different in the multiplayer arena and learn tips and tricks that can have you winning in no time.

A NOTE ON THE GAME MANUAL

This guide is intended to supplement, not replace, your game's manual. Whenever possible, information in that resource is not repeated here unless required for clarity or expansion.

A NOTE ON DIFFICULTY LEVEL

To serve the widest array of players, the walkthroughs in this guide were written on the Normal difficulty setting. If you're playing on the higher or lower settings, the missions will be either easier or more difficult than described, but the description of the events will still be accurate.

PART 1:

▪▪▪ WARFARE AND TACTICS ▪▪▪

Regardless of how much firepower an army has or whether it has superior numbers, success in warfare comes down to time-tested tactical facts.

This part introduces you to these immutable rules of battle, as well as the basic gameplay structure of *Ground Control II: Operation Exodus*. Fully understanding and internalizing these elements offers a massive leg up in both single-player and multiplayer warfare.

DIFFICULTY LEVELS, GAME CONTROLS, AND USING THE CAMERA

Before you can fight, you need to know how to control the world of the battle. This chapter begins the process with the most fundamental gameplay elements.

DIFFICULTY LEVEL

The first decision you make has nothing to do with bullets or armor or troop movements; it has to do with how much of a challenge you want. The self-assessment process involved in deciding how "skilled" a player you are is a complicated and personal one, so you need to know what it is you're deciding.
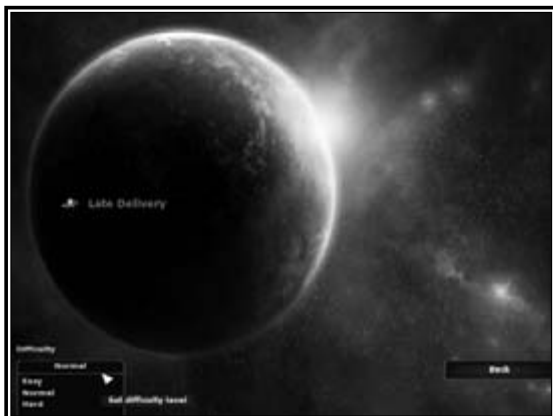
Difficulty level is selected in each campaign's selection menu.

Your choice of difficulty level alters the game in a significant way. Difficulty level changes the amount of damage your troops and/or enemy troops can inflict, multiplying the numbers shown in the charts in Part 2 of this guide.

That's the general; here's the specific.

DIFFICULTY LEVEL VARIABLES

DIFFICULTY LEVEL	DAMAGE EFFECT
Easy	Player +20%
Medium	No Effect
Hard	Enemy +10%

GAMEPLAY MODES

You can play the game in many different ways, and each way provides an entirely different challenge.

✦ CAMPAIGN: Play versus the computer through 24 levels of story-driven missions. The first 12 missions put you in command of NSA troops while the latter 12 give you the reins of the Virons. All missions are covered in the walkthroughs in Parts 3 and 4 of this guide.

✦ COOPERATIVE: Play the same campaign missions as above but with another human player as your ally. Work together through the story by coordinating your movements and tactics. The walkthroughs of the missions are the same as for solo Campaign mode, and the principles of teamwork are identical to multiplayer games (see Part 5).

✦ MULTIPLAYER: Play versus other humans on maps specially designed for frenetic, all-out combat. You can play these games over a local network or over the Internet via the Massgate™ servers. See Part 5 for details.

✦ SKIRMISH: Play multiplayer maps versus computer-controlled opponents. The principles of Skirmish mode play are identical to Multiplayer mode, though sparring with the computer can be in some ways easier and in some ways harder than fighting real people.

GAME CONTROLS

To be effective in real-time strategy games, do as much as possible via keyboard commands. The precious seconds lost pointing at a button on the screen can mean the loss of a fleeting tactical advantage.

Keyboard shortcuts are the answer. Learn them and be able to do them in your sleep. Also, change them if the default ones don't suit you.

KEY SHORTCUTS

A	Attack
Alt	Show Health Bars
B	Cycle unit behavior when under fire
←Backspace	Scoreboard
C	Move in reverse
Control	Force fire at left-clicked location
D	Deploy Dropship
E	Meld (Viron only) when two or more units selected
F	Formation (cycles through in order)
←Enter	Team chat
←Enter Control	Chat
H	Force Dropship back to base
I	Upgrade Dropship
K	Select reinforcements
L	Enter other unit
M	Move
N	Objectives
Pause	Pause
R	Repair (Engineer only)
S	Stop
⇧Shift	Set Waypoints/Stack Orders/when held, deselect unit(s) with left-click
Tab	Cycle squads
U	Exit other unit/unload all loaded units
V	Toggle whether Dropship will automatically return to base after dropping load or stay as a controllable unit
W	Move camera to default LZ
X	Toggle primary/secondary modes
Z	Designate default LZ (left-click on the LZ or its icon on the minimap)
Keypad +	Zoom in minimap
Keypad −	Zoom out minimap

SELECTING UNITS

There are many ways to select units, but, as with keyboard commands, efficiency is the key to greatness.

Selecting units is a simple matter, but the finer points separate the victorious from the vanquished.

✦ Left-clicking on a single unit on the battlefield selects only that unit.

✦ Double-clicking on a unit selects all units of the same kind in the immediate area.

✦ Band selecting (click-and-drag) selects all controllable units within the selected area.

All selected units appear in the Unit Information area, grouped by type. After units are isolated in this part of the interface, there are several things you can do.

✦ Left-clicking on one type of unit retains all units of the same type and deselects all others. Left-clicking again selects an individual unit and deselects all others.

✦ Shift and left-clicking on a unit removes all units of that type from the group.

✦ Holding ⇧Shift and clicking (or double-clicking/band selecting) on a unit(s) on the battlefield adds the unit(s) to the group.

✦ Holding ⇧Shift and pressing the button for an already-defined squad adds all members of that squad to the currently selected group.

✦ Left-clicking on a unit centers the camera on that unit (or units of the same type) and follows it. Left-click on the unit's icon in the Unit Information area and the camera zooms in one level.

When a mixed group of units is selected, a blue band appears under all units of one type. This is an automatic subgroup chosen based on the unit's AP cost. Temporarily change this designation by pressing Tab **until the desired unit type is highlighted. The next time the group is selected, however, the original subselection will return. For more info, see "Creating Squads" in Chapter 3.**

VIEW CONTROLS

The full details of the view controls are explained in the *Ground Control II* manual. There is, however, one option that merits attention as to how it relates to gameplay.

The option to use the "Standard RTS Camera" in lieu of the free camera may be preferable for some players, but from the cold calculating perspective of command efficiency, it's not recommended. Why?

This button toggles between the two camera types.

The difference between the two is a matter of what happens when you point your cursor at the screen's edges. With the default free camera, pointing at the edges moves the view sideways or back and forth. The camera rotates with the mouse as well, holding down the scroll wheel and laterally moving the mouse. The result is that no keyboard use is necessary, leaving the keyboard hand free to issue orders to troops.

With the standard camera, on the other hand, the screen rotates when you point to the screen edges. To move the camera in space, you must use the keyboard arrow keys. This takes time and attention away from what should be the keyboard hand's primary occupation.

As is reiterated in this guide, speed, efficiency, and precision are essential to high-level combat. The loss of efficiency with the standard camera is too severe to be worth the trouble.

USING THE MINIMAP

The minimap is a perfect eye on the world, but it's also an endlessly useful tool for more efficiently controlling forces. Following are several of the handy things you can do with the minimap.
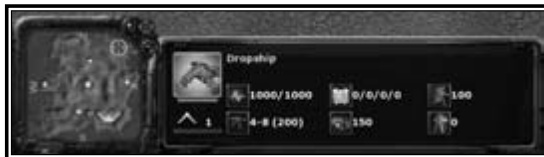
The minimap is a fabulous tool, enabling you to jump anywhere on the map and issue commands that would otherwise require lengthy scanning of the landscape.

✦ Jump view to any location on the map by clicking on it.

✦ Move selected units by right-clicking on locations on the minimap rather than on the landscape.

✦ Designate a Landing Zone as a default LZ without having to scroll to it in the main view. Press Z and click on the LZ's minimap icon.

✦ Issue attack commands against enemies who appear on the minimap.

✦ Use Map Signals to show teammates where to meet or go (see Chapter 34).

✦ Indicate the target for Support Weapons (see Chapter 7).

✦ To attack a location rather than an enemy (say with Mobile Artillery), hold Control and right-click on the minimap.

You may allow the minimap to rotate instead of remaining oriented northward. With this setting on, your view cone (the white triangular shape that represents your current field of view) remains stationary, pointing upward.

However, it is more efficient to leave this option off. Given that the main view can rotate, it is confusing to have the map do so too. The seconds spent figuring which way is north could cost dearly. Also, the walkthroughs in this book are written in reference to the compass points, and following them will be difficult with a rotating map.

CHAPTER 2

LANDING ZONES, VICTORY LOCATIONS, AND ACQUISITION POINTS

Boiled down to their essences, all battles in *Ground Control II* are about three elements: Landing Zones, Victory Locations, and Acquisition Points.

This chapter introduces these three bedrock elements and offers strategies for using and capturing them.

LANDING ZONES ("LZS")

A Landing Zone, commonly called an "LZ," is the only place a Dropship can touch down. As such, it's the fundamental location a fighting force must possess and defend. Though some campaign missions don't utilize LZs, these are the exceptions and not the rule.

An LZ is your force's home base, but it's more than that–it's a lifeline.

An LZ looks like this.
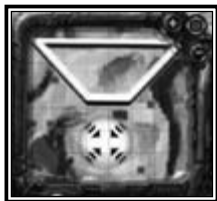
On the minimap, LZs appear like this.

ACQUIRING AND HOLDING AN LZ

At the outset of many missions, you are given at least one LZ. In some, however, one of your first objectives is to locate and assume control of an LZ.

To claim an LZ, one of your units must be in the LZ without any enemies nearby.

To turn an LZ to your use, position one ground or infantry unit (airborne or "cloaked" units can't capture LZs or VLs) on the LZ marker. If any enemy units are kicked out or destroyed quickly, control of the LZ shifts to you. The LZ remains neutral, however, if any enemies are about; you must defeat them before you can take control.

To hold an LZ, you must keep it uncontested. In other words, no enemy units can be in it. If an enemy enters your LZ, the LZ becomes neutral, and no Dropships can land on it (even if they're in transit or about to touch down). After you repel any invaders, the LZ reverts to your control.

You can hold as many LZs as you can defend. It's a good strategy to control as many LZs as possible and, ideally, boot your opponents off theirs.

CHANGING AND DESIGNATING LZS

Though you may have several LZs, only one may be the "default" LZ. The default LZ is the one to which your Dropship automatically comes.

To change the default LZ, press the Select Landing Zone button (Z by default). The cursor then becomes a crosshair. Point to one of your uncontested LZs (the target cursor turns blue when over a valid LZ) and left-click on it. Henceforth, anytime the Dropship is deployed, it will come to that designated LZ.

> An LZ you or an ally hold shows as green. Red LZs are held by an enemy. Neutral or contested LZs are gray.
>
> In multiplayer, the color of your default LZ is your team color. All other LZs appear on the minimap and in the main view as red (hostile), even if no team holds it. Any additional LZs you claim in multiplayer or skirmish matches appear green.

You may designate a default LZ in either the main view or, if it's not in your immediate view, the minimap. With Select Landing Zone activated, pointing to any green or team color LZ on the minimap turns the target cursor blue (as in the main view). Click on the LZ icon in the minimap and it's your new default LZ.

LOSING AN LZ

Losing an LZ is bad news. In most games it means that you can't summon reinforcements until you find a new one or recapture the lost one. In some multiplayer matches, however, having no LZs means automatic defeat.

Enemy incursion into an LZ throws it up for grabs. A moment ago, this was the default LZ, until this trash arrived.

The outright loss of an LZ is easy to comprehend–the enemy has a unit in the LZ, and you have no units in the immediate vicinity–but having an LZ contested is more complicated.

When an LZ is contested, the controls to deploy, upgrade, or select your Dropship are disabled. If the Dropship is en route to the LZ, it can't land and must return to base. Also, if the lost LZ was the default, the next closest LZ automatically gains that status.

NOTE

When a Dropship returns to base due to the loss of an LZ, you must repeat your request for the missed troops after you again possess an LZ.

LZS AS OBJECTIVES

In many missions, LZs serve as objectives. As such, they appear on the minimap with blue rings around them (until the objective is complete and the ring disappears).

LZS AND ACQUISITION POINTS

As explained more fully later, holding an LZ increases Acquisition Point income. For every moment you hold an uncontested LZ, you receive its defined Acquisition Points.

VICTORY LOCATIONS ("VLS")

A Victory Location is a place on the map of some strategic significance. It can, but need not, be an objective, but it's always someplace important to the overall mission.

This is a Victory Location (VL).

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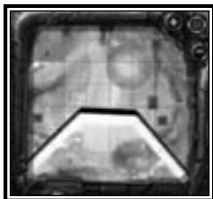
This is how a VL appears on the minimap.

The most crucial aspect of VLs is their relationship to Acquisition Points. Each VL is assigned an income amount given at regular intervals to whichever force holds it. If, therefore, you want more funds to acquire reinforcements, focus on taking as many VLs as possible as quickly as possible.

The Victory Location's role as income source is important in multiplayer matches. One VL for you means one less for your foes, so that AP income flows into your pocket, not theirs.

NOTE

It's a very important strategy in multiplayer games to lay claim to any nearby VLs, even if you have no ability to defend them. At least you get a few minutes of their income stream to pad your war chest.

TAKING AND HOLDING VLS

Victory Locations are claimed, held, contested, and lost like LZs. After you have uncontested possession of a VL, the income you get from it only lasts as long as no enemy sets foot on it. This doesn't mean all VLs must be individually defended, but it's vital to have some means of keeping invaders away. Lose VLs and you'll lose the battle.

ACQUISITION POINTS ("AP")

Acquisition Points are the currency of *Ground Control II*. You can spend them on three things.

✦ Reinforcements (see Chapters 8-10)
✦ Dropship upgrades (see Chapter 6)
✦ Support Weapons (see Chapter 7)

EARNING ACQUISITION POINTS

As described previously, AP are earned by holding Victory Locations for a length of time. The precise amount of AP and the interval at which they're distributed can be different for each VL.

Every interval, the VL's AP value is added to your coffers for as long as the VL is held outright.

It should be clear, therefore, that the key to having the funds required for battle is to hold as many VLs as possible for as long as possible.

REDUCTIONS TO AP INCOME

The amount of income received from VLs is limited by two factors: maintenance and difficulty level.

MAINTENANCE

It takes money to train and ship in an army (a unit's initial AP cost), but it also costs money to feed and maintain it in the field. The larger the force, the more funds are devoured by maintenance.

The percentage here shows how much of your AP income you're getting. The rest is going to maintenance. The left number is the number of units in your force.

Therefore, the more units that comprise your force, the less AP income you receive from your VLs. A force can become so large that all income flow from the VLs ceases until some units in the field are destroyed.

Here's how maintenance works. There is a maximum maintenance size at which AP income stops. Up to that point, AP income incrementally decreases as force size grows.

The maintenance size, however, isn't the raw number of units. It's the number of slots the units take up in the Dropship ("Dropship Size"). For instance, a Light Infantry unit consumes one maintenance slot and a Ravager Terradyne equals four slots.

When the maintenance size crosses certain thresholds,

the amount of all AP income is reduced by 25 percent.

MAINTENANCE SIZE	PERCENT OF AP INCOME
0-19	100%
20-39	75%
40-59	50%
60-79	25%
80 and above	0

Therefore, you receive 100 percent of income from all held VLs until your force grows to 20. At this point, all AP income is cut to 75 percent. At 30 units, AP income is cut to 50 percent, and so on. At 50 or more units, the AP flow from the VLs dries up.

A force with 51 Assault Clanguards receives no new AP, no matter how many VLs it holds, but can request units until the AP run out or the unit number reaches 60 (maximum unit limit). Likewise, an army of 10 Penetrator Centruroids (3 slots each) and 21 Assault Clanguards collects no income.

NOTE

The Dropship is counted in the maintenance size, occupying one slot.

Viron melding makes the maintenance size an ever-changing number.

Maintenance counting with Virons is complicated by their ability to meld two units into one. When two units meld, they are removed from the force size count and the unit resulting from the meld is added. For example, melding two Gun Centruroids (two maintenance slots

each) into a Thumper Centruroid (three slots) actually reduces overall maintenance size by one.

The tactical upshot of maintenance is that it requires you to consider the value of every unit in your force. Is, for example, having a massive Infantry force worth the cutoff of all AP income and the eventual inability to afford reimbursements?

DIFFICULTY LEVEL

The difficulty level at which you play single-player campaign missions can impact how many Acquisition Points you or your enemy receives.

On the Easy difficulty setting, the player receives a 20 percent bonus on all AP income. This bonus is not visually reflected in the game but is added with each infusion of AP.

On the Hard difficulty setting, the computer-controlled enemy receives a 20 percent bonus on all AP income while the player receives standard AP income. Thus, the same VL (offering 100 AP per minute) would yield 120 per minute when under enemy control and only 100 when under yours.

On Normal difficulty, there is no impact on AP for either player or enemy.

CHAPTER 3

TACTICAL BASICS

The next level of tactics ascends beyond basic unit control and game mechanics to interaction with the game environment, more complex force organization, and a greater understanding of what your units can and can't do.

This chapter discusses the more advanced but essential skills a commander needs to transcend survival to hard-fought victory.

CREATING SQUADS

The basic science of creating a squad is simple: Choose up to 16 units and press [Control] and a number key to assign all units to a squad. Until the number is reassigned or all included units are killed, pressing the assigned number selects those units.

The numbered tab above the Unit Information area shows all assigned squad numbers. Click on these tabs to call up the squad or press their number on the keyboard. The blue line under the squad member is the subgroup that the Meld or Change Unit Mode orders affect.

What to put in your squads and how to number them, however, is as much a matter of personal style as tactical creativity. We'll deal with that more advanced topic in a moment.

NOTE

When any member of a squad is under attack, the squad's numbered tab (above the Unit Information area) flashes red.

Here, however, are a few less-than-obvious basics.

✦ Press a squad's number rapidly twice, and the view camera switches to a view of the squad and follows it as it moves (like double-clicking on a unit).

✦ To add a unit to an existing squad, select the unit, and press [⇧Shift] and the number of the squad. Press [Control] and the squad number to redefine the group with the new member.

✦ To merge two or more squads, select one squad, hold [⇧Shift], press the number of the squad to be added, and press [Control] plus the first squad number to redefine it.

✦ To remove squad members, select the squad, hold down [⇧Shift], and click on the members to be excluded. Press [Control] and the squad number to redefine without the removed units.

ADVANCED SQUAD CREATION

There is no strict rule about what to put in a squad; it depends on the mission, the enemy, and personal style. A squad can be one unit or several, a collection of similar units, or a combination of many.

MULTIUNIT SQUADS

In some missions, it's advisable to assign each kind of unit to its own squad. You may, therefore, bring each kind of unit's strengths to bear when and where you need them without worrying about the weaknesses of the dissimilar units.

Squads can contain different unit types, but such mixed units are harder to command.

Often, especially in multiplayer and in the campaigns' harder missions, the better system is to mix unit types within squads. Grouping units like this makes movement of large forces easier, especially when there's great distance to cover.

The other good reason to mix up your squads is tactical. When assembling a strike team, it's never clear what it'll encounter in its mission. As such, a squad should be built to include units that compensate for each other's weaknesses and should be, as a whole, able to destroy any kind of enemy unit.

For example, a squad of Liberator Tanks is a deadly force against other ground vehicles, but is defenseless against a Helidyne attack. Couple the Liberators with a Rocket Terradyne, however, and a small group of Siege Soldiers, and there's a squad that can handle anything.

Likewise, it's beneficial to accompany fragile units (Engineers, Mobile Artillery, etc.) with protectors who can repel or distract attackers capable of destroying the weaker units.

The only downside to mixed units is that they can be difficult to control. The solution to this problem is to assign units to multiple squads.

When unit types are mixed in a group, one group type is highlighted by a light blue bar beneath its portrait. The units so marked have the highest AP cost.

The effect of this designation arises when switching a mixed group into secondary mode or when melding Viron units. The game presumes that you don't wish to affect all unit types, so it only alters the highlighted unit type. All other units remain in their current state.

To cycle the highlighting between unit types (regardless of AP cost), press [Tab ⇆]. Press [X] to shift that unit type into secondary mode or [E] to meld.

Changes to highlighting disappear when you deselect the group. The next time the squad is selected, only the highest AP cost unit is highlighted.

MULTIPLE SQUAD ASSIGNMENTS

Units can be simultaneously assigned to several squads. This permits the creation of, for example, one squad for all machine gun-wielding units and two other squads, one for Siege Soldiers, and one for Infantry.

Likewise, you may have all heavy antitank vehicles together and have individual groups for slower and faster units. That way, you can select the faster units scouting duty while the slower vehicles trudge across the landscape.

LINE OF SIGHT, VIEW RANGE, AND PERCEPTION

A unit can only see what's in its line of sight; anything to the rear or behind an obstacle is invisible.
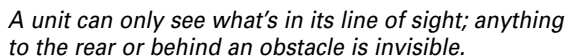
You can only see what your units can see. Any enemy units not visible to an allied unit do not appear on the minimap or in the landscape. In other words, to be visible to you, an enemy unit must be in one of your units' lines of sight. It must also be within either that unit's view range or zone of perception.

LINE OF SIGHT

A unit can only detect what is in its line of sight. In other words, only enemies in front of a unit that aren't hidden behind some taller object are visible to the player. Two variables are at work here: direction and elevation (and distance, but that's another subject later).

NOTE

Strategically used smoke can block line of sight. The NSA's smoke screen and the Light APCs' secondary mode supply this kind of cover.

A unit's line of sight can be represented by a pyramid with one corner at the unit's "eyes." Everything within this pyramid is visible to the unit and, therefore, to the player. It matters, therefore, which direction a unit is facing; a unit on lookout that's facing the wrong way is as good as blind.

Elevation matters too. If an enemy is standing behind a hill or in a furrow in the ground that blocks your unit's line of sight, the enemy is invisible. The size of both the enemy and the intervening topographical feature, therefore, comes into play. Infantry can hide in a ditch; a Terradyne cannot. Vision can be improved, therefore, by positioning units in high places (such as in towers or on hills), allowing them to see over intervening landscape features.

Even the most eagle-eyed unit, however, can't see infinitely.

VIEW RANGE

Each unit has a maximum view range beyond which it cannot detect enemies. View range is, in effect, a large circle, centered on the unit, in which it can detect any enemy in its line of sight.

Check an enemy unit's view range by pointing at it.

NOTE

You can observe view range by pointing to an enemy unit. The blue circle represents its view range. Because you may not know what direction the unit is facing, having your unit within this circle doesn't mean it's been spotted.

The larger the view range, the greater a unit's ability to see enemy units. Stealthy units, however, can override the view range of any enemy unit.

STEALTH

A unit with a stealth attribute (like the Raptor) alters the view range of enemy units.

A stealthy unit can venture closer to an enemy without being seen, even within the enemy's view range.

If an enemy unit has a view range of 150, it can see any unit in its line of sight for 150 meters. A stealthy unit can, however, get closer to that enemy without being detected. A Raptor, for example, with a stealth rating of 50, is invisible to that enemy until he's less than 100 meters away.

The higher a unit's stealth rating, the closer it can get to an enemy without being detected.

Stealth does not, however, override perception. If an otherwise invisible unit crosses into an enemy's perception radius (50 meters for most units), it becomes visible regardless of stealth.

HIDDEN STEALTH

When a unit is stationed inside a building or forest, it's harder for enemies to see it. These positions add an additional stealth radius to a unit's existing stealth rating.

Units inside buildings or in the woods are harder to see, thanks to an extra stealth bonus.

An Infantry unit in the open, for example, has stealth of 20 meters. The same unit lurking in the trees shortens enemies' view range by 80 meters.

WEATHER

Certain weather conditions can also affect view range and weapons range for all units on the battlefield. The effect continues until the weather passes.

Weather conditions reduce view range and, in most cases, weapons range too.

WEATHER	VIEW RANGE EFFECT	WEAPONS RANGE EFFECT
Foggy	80%	100%
Rain	75%	75%
Heavy rain	50%	50%
Thunderstorm	75%	75%
Snowstorm	65%	65%
Blizzard	50%	50%
Sandstorm	75%	75%
Heavy Sandstorm	50%	50%
Lightning storm	75%	75%

PERCEPTION

Units have more than one sense, and that's reflected in their perception rating. Within the unit's perception radius, all enemies can be detected, regardless of the unit's line of sight. For most units, this figure is 50 meters.

NOTE

The only unit with more than 50 meters of perception is the Viron Surveillance Helidyne in its secondary radar mode with 400 meters.

Thus, a unit with perception of 50 can see every enemy within 50 meters even if it's behind him, hiding behind a hill, or otherwise hidden due to stealth (see "Stealth," previously).

When a unit's this close, it can't stay invisible. Thanks to perception, it appears regardless of stealth, unit facing, or line of sight.

Perception is a unit's ability to hear what it can't see and identify it by sound.

WEAPONS FIRE AND VISIBILITY

Lots of explosions, but no units are visible. That's because there aren't any units in view range. Because everyone can, however, hear weapons fire, it shows even in unviewed areas.

Weapon fire from invisible units is detectable because it can be heard. As such, firing a weapon reveals a unit's position to every enemy on the map though it doesn't reveal the unit's identity.

UNIT FACING

The direction a unit faces is crucial for two factors: armor and line of sight.

ARMOR SIDES

Every unit, as described in more detail in Chapter 5, has an armor rating for each of its four sides and its roof. Units are more heavily armored in the front than on any other side.

Keep the heavy front armor facing enemy fire.

It behooves you, therefore, to force enemies to fire at your units' best-armored side: the front. This means being mindful of what direction your units face at all times and keeping them clear of fire from above (aircraft and enemies at higher elevation).

LINE OF SIGHT

A unit may only spot enemies within its view radius in the direction the unit is facing (line of sight). Even if a unit has tremendous view range, it cannot observe targets behind it (unless they're within earshot).

NOTE

If an enemy is within the unit's perception range, the enemy appears regardless of line of sight.

FALLBACK

The main problem with unit facing arises when you direct a unit under fire to fall back. By default, units turn, exposing their lightly armored rear to oncoming fire, and drive to the new destination.

Driving backward is slower, but it keeps that heavy front armor facing the enemy.

To avoid this, hold the Move Backward button ([C] by default) when moving a unit under fire. The unit shifts into reverse and drives backward to the destination.

Reversing doesn't guarantee that front armor will face the enemy, but it provides a measure of protection.

One downside to reversing is that it's slower than driving forward.

TIP

When backing up, indicate the direction you want units to face when they reach the destination (by holding the left mouse button and moving the mouse in the desired direction) as you would when moving forward. Fail to remember this detail and the reversing units may arrive at their destination facing correctly only to rotate and expose their rears anyway.

STACKED ORDERS AND WAYPOINTS

Issue several sequential orders at once by holding the Stacked Order Modifier key ([⇧ Shift] by default). A unit may be ordered to, for example, go up a hill, into a forest, to the edge of the forest, and attack a target. This is done by holding down the Stacked Order Modifier key and right-clicking on each location in order, ending on the attack target.

Tell units exactly where you wish them to go with stacked orders.

Stacked orders are like waypoints, providing control over the path a unit takes to a final destination. For example, to get a bunch of Recons around the back of a heavily front-armored enemy (like a Ravager in siege mode), set waypoints so that the Recons can navigate behind the enemy outside its attack range, come to a stop behind it, and open fire.

FOLLOW

You can order a unit or units to follow another unit. Anywhere the target unit goes, the follower pursues. This link persists indefinitely until either the followers or the followed are destroyed or another command is issued to the followers.

TIP

If a unit is ordered to follow another, don't assign the following unit to any squad. Orders issued to the squad override the Follow order.

Follow is an excellent order to use with Engineers when there's a vulnerable or important unit for them to protect (such as a mission-critical escorted unit).

FORMATIONS

When used properly, formations can provide a tremendous strategic advantage. There are six formations to choose from.

View formations by pressing the Select Formations button on the Tactical Panel. The array of formations appears on the right side of the screen.

- ✦ BOX: Best when moving units through forests or stealthily.
- ✦ LINE: Best for vehicles and Terradynes (prevents them blocking each other's line of fire) but also good for Infantry when in large numbers (a long line will hit targets simultaneously in the front and the lesser-armored sides). It's also effective when incoming fire has a large blast radius because units aren't too clustered.
- ✦ COLUMN: Great for crossing bridges or other places for which Box is too wide.

- ✦ WEDGE: Works as a double echelon formation for when enemies line both sides.
- ✦ RIGHT ECHELON: The diagonal line of this formation is excellent for Terradynes, especially when passing though an area with enemies lurking to the right.
- ✦ LEFT ECHELON: The diagonal line of this formation is excellent for Terradynes, especially when passing though an area with enemies lurking to the left.

NOTE

Formations matter the least for Infantry units because their armor is equal on all sides and they can turn quickly. It matters the most for the heavy Terradynes due to their heavier front armor and slow turning speed.

TIP

If a group of Infantry units includes a vehicle, the formation is more spread out than if it only contained units on foot.

Formations are selected from the Formations button in the Tactical Panel or by pressing $\boxed{F}$ (cycles though formations in order). The formation assignment stays with a squad until new units are added to it.

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ENTERING BUILDINGS AND VEHICLES

Infantry-class units can enter certain buildings and vehicles.

BUILDINGS

Lurking in buildings does several things for Infantry units: reduces damage received, provides a high ground bonus, bestows extra stealth, improves line of sight over obstacles, and offers easy access to enemy units' weak top armor.

The arrows that appear around a building when you click-and-hold to enter it indicate which sides are useable. Move the mouse to the appropriate direction to choose a side.

To order units into a building, right-click-and-hold on the building and drag the mouse toward the side of the building the units should take.

Dim green arrows show which sides of the building you can use, and a red arrow means that a side in uninhabitable. As you drag the mouse in different directions, the arrows darken and throb to indicate which side has been chosen. When the correct arrow pulsates, release the mouse button. Space permitting, the units take up positions as instructed.

Every building has an occupancy limit, but there's no way to know what it is until the building is full. Any units that don't fit stand next to the building.

Which way units face doesn't impact the building's capacity. A structure that holds ten Infantry won't admit more whether all ten units are on one side or arrayed on all four.

Not all buildings can be entered, and not all can be populated on all four aspects. If an "enter" icon appears when you point at a building, you can use it. Unavailable sides show a red arrow and no units can be placed there.

Buildings populated by enemies can't be entered until they're cleared out.

VEHICLES

Certain units can be entered by Infantry-class units.

Though it's dangerous to the APC, park it with its front door facing the battle so troops can jump straight into the fray.

Such vehicles act as transports to smaller units, but each has a limited number of slots for passengers. This amount appears both in the Unit Information area and as a series of blocks above the unit when you point at it. The blocks are gray for open slots and green for filled slots.

Transports protect all inhabitants from damage but take all inside with them if destroyed.

TIP

When advancing a transport to offload passengers, position it with its rear facing the direction you want the Infantry to go. This allows them to leave the transport's rear door and emerge ready to fire.

Because the transport is exposing its least-armored side to fire, get it out of range after unloading its living cargo.

UNIT BEHAVIOR

Units can be told, via the Unit Behavior button on the Tactical Panel, how to behave when enemies enter weapon range.

The Unit Behavior button on the Tactical Panel brings up the three behavioral options.

Three possible behaviors are on the right side of the screen.

✦ FREE: Units attack any enemy that enters into firing range.

✦ RETURN: Units only fire after the enemy has fired upon them. For units on guard duty, this setting is ideal because it prohibits them from revealing their position unless necessary.

✦ HOLD: Unit never returns fire or attacks on its own initiative and must be specifically ordered. This setting is for optimal stealth, when firing will reveal the unit's position.

CHAPTER 4

WEAPONS AND ARMOR

Not every weapon is effective against every kind of armor, and not every kind of armor can protect against every weapon. For every weapon there's an armor best suited to deflect it, and for every armor, there's a chink.

The key to unit-vs.-unit matchups is knowing which weapon is most effective against which armor and vice versa. Assessing these complex relationships demands an understanding of three things: damage type, armor type, and weapon type.

DAMAGE TYPES

There are many weapons in this war, but you can boil them down to seven general types, classified by the kind of damage they do. Each class of weapons differently impacts various types of armor.

The antipersonnel weapon used by this Raptor is perfect for cutting down Infantry because it's effective against body armor.

NOTE

A unit can use different weapons in primary and secondary modes, the same weapon in both modes, or one weapon in one mode and none in the other. The following listings specify in which mode the unit uses a kind of weapon. If no mode is indicated, the same weapon is used in both modes.

ANTITANK

Weapons with antitank damage are slow firing but high impact and effective against armored units. They're least effective against body armor-wearing Infantry.

PERCENT OF DAMAGE ALLOWED

✦ **None:** 200%
✦ **Body:** 50%
✦ **Vehicular:** 75%
✦ **Reinforced Vehicular:** 50%
✦ **Armored:** 150%
✦ **Buildings:** 100%
✦ **Exotic:** 50%

UNITS

✦ NSA Light Assault Infantry (secondary)
✦ NSA Recon Terradyne (primary)
✦ NSA Liberator Terradyne (primary)
✦ NSA Ravager Terradyne
✦ NSA Light Helidyne (primary)
✦ Viron Assault Clanguard (primary)
✦ Viron Penetrator Centruroid
✦ Viron Hellfire Centruroid (primary)
✦ Terran Main Battle Terradyne
✦ Terran Imperial Class Hoverdyne
✦ Terran Attack Helidyne
✦ Imperial Shrike-5 Gun Emplacement
✦ Imperial Antitank Cannon

MACHINE GUN

Machine guns fire weak shots, but at such a high rate that a large number of them can tear through a lightly armored vehicle with shocking speed. They're effective against the body armor worn by foot soldiers.

This class of weapon is ineffective against other armor classes. Keep units with machine guns out of harm's way when there aren't either infantry or units with vehicle armor at which to shoot.

NOTE

You can move in machine gun units with secondary weapons of a different damage type, however, if that damage type is appropriate to the targets. Therefore, NSA Light Infantry in primary mode would be sitting ducks against an armored target, but in secondary mode, they should be in position and ready to fire.

PERCENT OF DAMAGE ALLOWED

- ✦ **None:** 200%
- ✦ **Body:** 100%
- ✦ **Vehicular:** 150%
- ✦ **Reinforced Vehicular:** 50%
- ✦ **Armored:** 50%
- ✦ **Buildings:** 50%
- ✦ **Exotic:** 50%

UNITS

- ✦ NSA Light Assault Infantry (primary)
- ✦ NSA Siege Soldier
- ✦ NSA Light APC (primary)
- ✦ Viron Gun Centruroid
- ✦ Viron Surveillance Helidyne (primary)
- ✦ Viron Screamer Helidyne (primary)
- ✦ Terran Legionnaire
- ✦ Terran APC Hoverdyne
- ✦ Terran Engineer Hoverdyne
- ✦ Terran Light Hoverdyne
- ✦ Terran Command Hoverdyne
- ✦ Terran A4 Combat Strider
- ✦ APB-5 Light Infantry Gun

ANTIPERSONNEL

Antipersonnel weapons are rare (used only by two NSA units and a pair of stationary turrets), but they do what they're supposed to do. They don't do much to any other kind of armor, but they cut through body armor as if it didn't exist.

PERCENT OF DAMAGE ALLOWED

- ✦ **None:** 200%
- ✦ **Body:** 200%
- ✦ **Vehicular:** 25%
- ✦ **Reinforced Vehicular:** 25%
- ✦ **Armored:** 10%
- ✦ **Buildings:** 10%
- ✦ **Exotic:** 20%

UNITS

- ✦ NSA Raptor Sniper (secondary)
- ✦ NSA Liberator Terradyne (secondary)
- ✦ Photon Gun Emplacement
- ✦ Anti-Infantry Cannon

ANTIAIR

Akin to antipersonnel-based weapons, antiair weapons are specialized. They do their best work against reinforced vehicular armor, the kind employed by Helidynes and Terran Striders. Other than that, their effect is reduced against other armors, though less so versus regular armored vehicles (most heavy tanks).

PERCENT OF DAMAGE ALLOWED

- ✦ **None:** 200%
- ✦ **Body:** 50%
- ✦ **Vehicular:** 50%
- ✦ **Reinforced Vehicular:** 150%
- ✦ **Armored:** 75%
- ✦ **Buildings:** 50%
- ✦ **Exotic:** 50%

UNITS

- ✦ NSA Rocket Terradyne (primary)
- ✦ Viron Missile Clanguard
- ✦ Viron Missile Centruroid (primary)
- ✦ Terran A10 Missile Strider
- ✦ Imperial SAM Sites

FRAGMENTATION

Large Artillery units use fragmentation damage weapons. Because they don't fire directly at their targets (instead lobbing shells into the air), their damage is inaccurate. This imprecision is balanced by a large blast radius.

Fragmentation damage is best used against large clusters of body armored units and lightly armored vehicles. Because these weapons can target the ground, use them in narrow passes you know the enemy must go through or, if you can fire from in range, an enemy's LZ.

Fragmentation-based weapons can be countered by missile defense systems (for example, NSA Missile Terradyne, secondary).

PERCENT OF DAMAGE ALLOWED

- ✦ **None:** 200%
- ✦ **Body:** 75%
- ✦ **Vehicular:** 100%
- ✦ **Reinforced Vehicular:** 50%
- ✦ **Armored:** 25%
- ✦ **Buildings:** 50%
- ✦ **Exotic:** 25%

UNITS

- ✦ NSA Mobile Artillery
- ✦ NSA Airstrike Support Weapon
- ✦ NSA Heavy Airstrike Support Weapon
- ✦ Viron Mortar Clanguard (primary)
- ✦ Viron Mortar Centruroid
- ✦ Viron Thumper Centruroid (primary)
- ✦ Terran Howitzer Hoverdyne

CHEMICAL

Chemical weapons have short ranges but are capable of generalized untargeted damage. They're among the best Infantry-suppression weapons (due to their untargeted effect more than their efficacy), but they're also the most effective against building armor (turrets, stationary guns, etc.).

Chemical weapons are employed sparingly among the NSA and Terrans, but extensively by Virons.

PERCENT OF DAMAGE ALLOWED

- ✦ **None:** 200%
- ✦ **Body:** 100%
- ✦ **Vehicular:** 75%
- ✦ **Reinforced Vehicular:** 75%
- ✦ **Armored:** 50%
- ✦ **Buildings:** 150%
- ✦ **Exotic:** 50%

UNITS

- ✦ NSA Assault APC
- ✦ Viron Infector Clanguard (primary)
- ✦ Viron Engineer Centruroid (primary)
- ✦ Viron Corruptor Centruroid (primary)
- ✦ Viron Contaminator Helidyne (primary)
- ✦ Viron Graser Strike Support Weapon
- ✦ Viron Spore Cloud Support Weapon
- ✦ Terran Chemical Legionnaire
- ✦ Scorcher-T99 Incinerator Turret

ALIEN

Alien damage is a specialized form, occurring only in the AND-1 Pulverizer Cannon. It alone among damage types affects every kind of armor equally, but none more than 100 percent.

PERCENT OF DAMAGE ALLOWED

- ✦ **None:** 200%
- ✦ **Body:** 100%
- ✦ **Vehicular:** 100%
- ✦ **Reinforced Vehicular:** 100%
- ✦ **Armored:** 100%
- ✦ **Buildings:** 100%
- ✦ **Exotic:** 100%

UNITS

- ✦ AND-1 Pulverizer Cannon

ARMOR TYPES

Armor is the counter to all damage, though no armor can shut out every damage type. In fact, there is no perfect armor that can face off against any enemy; each has its strengths and weaknesses. Using the right armor against the right damage is the key to greatness.

This doesn't look like a fair fight. However, it's the vehicle that's at a disadvantage here against the machine gun fire to which it's vulnerable.

More detail is forthcoming in Chapter 5, but note that armor is applied to each side of a vehicle and the distribution is uneven. A unit has heavy armor in the front, lighter armor on the sides, and the lightest armor (if any) on the top and rear. The facing of the armor is as important as the kind of armor used.

For this chapter, however, all that matters is each armor's base properties.

BODY ARMOR

All Infantry-class troops wear body armor due to its light weight. It provides heightened protection against antitank and antiair damage, but has little effect against chemical or machine gun. Against antipersonnel, it's no better than wearing nothing at all.

PERCENT OF DAMAGE RECEIVED

✦ **Antitank:** 50%
✦ **Machine Gun:** 100%
✦ **Antipersonnel:** 200%
✦ **Antiair:** 50%
✦ **Fragmentation:** 75%
✦ **Chemical:** 100%
✦ **Alien:** 100%

UNITS

✦ NSA Light Assault Infantry
✦ NSA Raptor Sniper
✦ NSA Siege Soldier
✦ Viron Assault Clanguard
✦ Viron Missile Clanguard
✦ Viron Mortar Clanguard
✦ Viron Infector Clanguard
✦ Terran Legionnaire
✦ Terran Chemical Legionnaire

VEHICULAR

Vehicular armor is used on fast-moving vehicles that can't afford the extra weight of heavier armor. It provides a solid measure of protection against everything except fragmentation and machine guns.

PERCENT OF DAMAGE RECEIVED

✦ **Antitank:** 75%
✦ **Machine Gun:** 150%
✦ **Antipersonnel:** 25%
✦ **Antiair:** 50%
✦ **Fragmentation:** 100%
✦ **Chemical:** 75%
✦ **Alien:** 100%

UNITS

✦ NSA Recon Terradyne
✦ NSA Rocket Terradyne
✦ NSA Light APC
✦ NSA Combat Engineer
✦ NSA Mobile Artillery
✦ Viron Engineer Centruroid
✦ Viron Gun Centruroid
✦ Viron Mortar Centruroid
✦ Viron Missile Centruroid
✦ Terran APC Hoverdyne
✦ Terran Engineer Hoverdyne
✦ Terran Light Hoverdyne
✦ Terran Command Hoverdyne

REINFORCED VEHICULAR

Normal vehicular armor's vulnerability to machine gun fire would be hazardous for an airborne unit, so the armor used on Helidynes has been reinforced to shore it up. Unfortunately, this reinforcement is at the expense of missile damage, to which reinforced vehicular armor is vulnerable.

The Terrans also use this armor for their ground-based Striders, whose resemblance to tanks makes it tempting to use antitank damage against them. Better to pound them with antiair to get the job done faster.

PERCENT OF DAMAGE RECEIVED

- ✦ **Antitank:** 50%
- ✦ **Machine Gun:** 50%
- ✦ **Antipersonnel:** 25%
- ✦ **Antiair:** 150%
- ✦ **Fragmentation:** 50%
- ✦ **Chemical:** 75%
- ✦ **Alien:** 100%

UNITS

- ✦ NSA Light Helidyne
- ✦ NSA Transport Helidyne
- ✦ Viron Fighter Helidyne
- ✦ Viron Surveillance Helidyne
- ✦ Viron Screamer Helidyne
- ✦ Viron Contaminator Helidyne
- ✦ Terran A4 Combat Strider
- ✦ Terran A10 Missile Strider
- ✦ Terran Attack Helidyne

ARMORED

The hardcore combat seen by Terradyne-class units demands a tough heavy armor. Such a defense, however, gives rise to damage specially designed to counteract it: antitank damage. Other than antitank, only missile damage has any serious impact on armored units.

PERCENT OF DAMAGE RECEIVED

- ✦ **Antitank:** 150%
- ✦ **Machine Gun:** 50%
- ✦ **Antipersonnel:** 10%
- ✦ **Antiair:** 75%
- ✦ **Fragmentation:** 25%
- ✦ **Chemical:** 50%
- ✦ **Alien:** 100%

UNITS

- ✦ NSA Liberator Terradyne
- ✦ NSA Ravager Terradyne
- ✦ NSA Assault APC
- ✦ Viron Penetrator Centruroid
- ✦ Viron Corruptor Centruroid
- ✦ Viron Hellfire Centruroid
- ✦ Viron Thumper Centruroid
- ✦ Terran Main Battle Hoverdyne
- ✦ Terran Imperial Class Hoverdyne
- ✦ Terran Howitzer Hoverdyne

BUILDINGS

While most buildings in *Ground Control II* are indestructible, those doubling as weaponry are more like immobile units than buildings. They do, however, have a special class of armor that's vulnerable only to antitank damage and, to an even greater extent, chemical damage.

PERCENT OF DAMAGE RECEIVED

- ✦ **Antitank:** 100%
- ✦ **Machine Gun:** 50%
- ✦ **Antipersonnel:** 10%
- ✦ **Antiair:** 50%
- ✦ **Fragmentation:** 50%
- ✦ **Chemical:** 150%
- ✦ **Alien:** 100%

UNITS

◆ NSA Deployable Sentry Gun
◆ NSA/Viron Deployable KZ Sensor
◆ Viron Prime Sentry Gun
◆ Shrike-5 Gun Emplacement
◆ Imperial SAM Site
◆ Photon Gun Emplacement
◆ APB-5 Light Infantry Gun
◆ Anti-Infantry Cannon
◆ Scorcher-T99 Incinerator Turret
◆ Imperial Antitank Cannon
◆ AND-1 Pulverizer Cannon

DAMAGE VS. ARMOR MATRIX

DAMAGE TYPE	NONE	BODY	VEHICULAR	REINFORCED	ARMOR	BUILDINGS	EXOTIC
Antitank	200%	50%	75%	50%	150%	100%	50%
Machine Gun	200%	100%	150%	50%	50%	50%	50%
Antipersonnel	200%	200%	25%	25%	10%	10%	20%
Antiair	200%	50%	50%	150%	75%	50%	50%
Fragmentation	200%	75%	100%	50%	25%	50%	25%
Chemical	200%	100%	75%	75%	50%	150%	50%
Alien	200%	100%	100%	100%	100%	100%	100%

WEAPON TYPES

Weapon types describe how a weapon's projectile behaves en route to its target. This is important information because it can teach how best to use various units and to counter weapons' fire before it can reach your units' armor.

Indirect weapons like mortar or artillery shells can fire from safety because they don't need a direct line of sight to their target.

There are four types of weapons in *Ground Control II*.

✦ **Direct:** Machine guns and cannons. Require a clear line of sight between unit and target. Direct weapons are unavoidable once fired because they instantaneously arrive. Taking cover (buildings or forests), however, can minimize damage.

✦ **Indirect:** Artillery, grenades, mortars, Support Weapons. Because they lob their projectiles, indirect weapons don't require a clear line of sight. Most have a large blast radius and can target the ground (permitting blind targeting). Shots can be avoided, especially by speedy units, because they travel slowly. They can be partially countered with antimissile systems like those on NSA Rocket Terradynes and Viron Missile Centruroids in secondary mode.

✦ **Homing:** Antiair, surface-to-air missile sites. Homing weapons must be directed at a specific target and will pursue their prey until they either strike or run out of propellant. These can be partially countered with antimissile systems like those on NSA Rocket Terradynes and Viron Missile Centruroids in secondary mode, as well as by missile countermeasures from an NSA Transport Helidyne.

✦ **Gas:** Flamethrowers, chemical weapons. Fire over short distances in a cone that damages any units within it. The only defense against them is distance.

DAMAGE CALCULATION AND ADVANCED TACTICS

The basics laid out so far are enough to make anyone a capable commander in *Ground Control II*.

Commanders who aspire to greater success and multiplayer glory, however, need to know more. They need to know the finer points, the tactical advantages that enable success when outnumbered and strategically overmatched. A sublime education in advanced combat can teach how to overcome an enemy who's achieved a tactical advantage (such as high ground and cover).

THE DAMAGE CALCULATION

In any unit-vs.-unit fight, a complex calculation occurs for every shot fired. Certain factors determine whether a shot hits. Several other factors determine how much damage is done to the target.

In a head-to-head, open field fight, the calculation (ignoring some small factors) is simple: damage vs. armor. There are, however, many things both sides can do to turn the statistics in their favor. We'll discuss those things, then get into how the damage is determined.

NOTE

Number cruncher alert! For those who want to see how the topics in this chapter work in mathematical detail, here's the equation:

([Weapon damage x difficulty level bonus] x experience factor) x terrain bonus x damage vs. armor x (1 - armor facing %) = true damage

Thus, in a game on Easy difficulty, an NSA Recon Terradyne (level 2) vs. an NSA Siege Soldier inside a building:

([25 x 1.20] x 0.60) x 0.60 x 0.50 x (1-0.30) = 3.78

DAMAGE VS. ARMOR

The most basic element of damage is the damage done by the attacker's weapon against the armor worn by the target. If none of the other factors in this chapter come into play, this match-up is all there is to know.

The Light Infantry has the advantage here. Its armor is good protection against the Ravager's antitank weapon, and its secondary fire missile launchers are designed to devastate regular armor.

For example, an NSA Recon takes on a Terran Legionnaire and a Terran Main Battle Hoverdyne. The Recon can inflict 25 points of damage. Against the body armor-wearing Legionnaire, however, the Recon's antitank weapon is ineffective (50 percent damage), slashing only 12.5 points from the target. Against the armored Hoverdyne, however, the antitank weaponry has a heightened effect (150 percent), pounding it for 37.5 points of damage (if it strikes in the rear).

The lesson is that a weapon is only as strong as the armor through which it must punch.

ARMOR FACING

The previous example specifies that the Hoverdyne be struck from the rear. This is because of armor facing.

Even exposing a bit of the side of this Liberator is giving the enemy an armor facing advantage. Turn the unit to bring the heavy front armor to bear.

Every unit, even Infantry, has four armor facings: front, back, sides, and top. In some units, the amount of armor is the same on all sides. In many, it's strongest up front, weaker on the sides, and weaker still in the rear.

> **NOTE**
> **Just because a unit's armor facing is 0 doesn't mean there's no armor on that side. It means that beyond the effect of the armor type, there's no additional damage reduction. Thus, an Infantry unit with 0 body armor still gets a 50 percent damage reduction from antitank weaponry. One with 30 body armor, however, would reduce damage to 35 percent.**

When striking a target, then, note which side is being hit and account for the armor facing percentage on that side.

Revisiting the previous example, the Recon strikes the Hoverdyne in the front (armor facing 50 percent) instead of from the rear (where its armor facing is 0). Instead of 37.5 points of damage, the shot only inflicts 18.75 points. Were it to strike on the side (armor facing 20 percent), therefore, the Hoverdyne would only lose 30 points.

Firing from above provides access to an armored enemy's weakest side, the top.

Whenever possible, force enemies to fire at units' most heavily armored sides. Effective strategies for this include facing your units every time you move them (by holding the right mouse button and dragging it in the direction you wish them to face), using the Move Backward button (C by default) whenever retreating, and exploiting terrain features to protect units' more vulnerable sides.

> **NOTE**
> **Units firing from above strike targets on the top armor. Yet another reason, among the many, to fire from high ground.**

UNIT EXPERIENCE

A unit doesn't always strike its targets perfectly. For this reason, the amount of damage from the weapon (the base damage before considering the target's armor or any other factors) can vary randomly between 50 and 100 percent. This window can be narrowed if a unit has more experience.

An experienced unit has a special symbol above its head, and its Unit Information panel shows its level and how far it has to go to the next grade.

Units gain experience by racking up enemy kills. For every enemy the unit snuffs, it gains that unit's experience value (its AP cost divided by 10). When your unit amasses enough experience points, it graduates to the next experience level.

With each experience level, the minimum experience variable rises. Therefore, a level 1 unit can lose as much as 50 percent of its weapon's punch due to inexperience. A level 5 veteran, on the other hand, can't lose more than 10 percent on a shot. The following table lays out the specifics.

EXPERIENCE

UNIT LEVEL	DAMAGE	EXPERIENCE
Level 1	50%-100%	0-1,000
Level 2	60%-100%	1,001-2,000
Level 3	70%-100%	2,001-4,000
Level 4	80%-100%	4,001-8,000
Level 5	90%-100%	8,000 and above

In the Recon vs. Hoverdyne battle, the rear attack (37.5 points) can drop to as low as 18.75 if the Recon is level 1. Were it level 5, however, damage couldn't be lower than 33.75 points.

Protect the most experienced units because they're more valuable. Paradoxically, it's also good to use their increased accuracy, which often puts them in harm's way. Achieving that balance comes with time and practice.

TERRAIN BONUSES

Being in certain places can shield a unit from damage.

Firing from the cover of trees provides protection from damage.

Infantry units can be two places that vehicles cannot: inside buildings and in forests. Each of these locations provides a shield from damage, which can extend the unit's life when under fire and allow it to outlast an otherwise superior enemy.

NOTE

When a unit is either in a forest or a building, a special icon appears in its Unit Information area. If the icon doesn't appear, the unit may be misplaced and must endure full damage until repositioned.

These bonuses act as a percentage reduction of any damage inflicted.

✦ **Forests:** -40% damage

✦ **Buildings:** -25% damage

Get Infantry units into buildings for cover. It takes extra effort and planning, but the benefits are tremendous.

DIFFICULTY LEVEL

As outlined in Chapter 1, the choice of difficulty level in campaign missions can change the amount of damage units inflict.

✦ Easy: Player units +20% damage

✦ Medium: No change

✦ Hard: Computer-controlled units +10 damage

HIGH GROUND BONUS

When a unit fires from higher ground than its target, it gets two benefits.

A unit is hard to hit when it's on higher ground than its target, avoiding 30 percent of the shots.

First, it fires at its target's top armor (one of its weakest armor facings), increasing damage done by each shot.

Second, it avoids damage 30 percent of the time. In other words, forcing enemies to aim upward means they'll miss three out of every ten shots.

ADVANCED TACTICS

The last piece to the puzzle is battlefield tactics. These strategies are time-tested tools of warfare designed to squeeze out the infinitesimal advantages that separate victor from vanquished.

✦ **Flanking Maneuvers:** Attacking an enemy from behind is called "flanking." Flanking works best when there's a simultaneous attack from the front because this forces the enemy units to expose their less-armored rear to at least one part of your force. Plus, it tempts the target to split its firepower between both advancing forces. The best units for flanking are ones that are fast and/or able to employ stealth; either attribute helps to get units behind an enemy before it notices.

✦ **Feinting and Baiting:** If an enemy is dug into a defensive position, advance a feint toward the enemy and fall back where a larger force awaits (out of the enemy's sight). The goal is to tempt the enemy units into leaving their positions and pursuing your units' retreat. Incidentally, retreat from enemies in reverse (holding C as you reposition the unit). Set up units in hidden locations along the way to the "trap." You can spring these out of hiding as the enemies pass, creating a flanking move (see "Flanking," previously).

✦ **Using Terrain and Analyzing Maps:** Study the map with the game paused (in Campaign or Skirmish mode) to get to know a map's terrain. Because forces are limited, the ideal is to establish a position that's easy to defend with as few units as possible. As such, look for locations with the fewest possible approach angles and a couple of good chokepoints through which enemies must pass. With a wisely chosen defensive position, you can defend several valuable locations with few units.

✦ **Diversions:** Attack an enemy in one place with a small force and a large force elsewhere. Especially against human opponents, this splitting of attention can be the key to taking an otherwise impenetrable location.

✦ **Strongest Units up Front:** Line up forces with the heaviest and most appropriately (to the kind of damage being sent your way) armored units in a line in front. These automatically draw the most fire. Meanwhile, lines of units behind this front line can fire from safety.

✦ **Use Superior Range:** Attack with units that have longer range than their targets. Because you can see every enemy's weapon range, it's easy to line up a longer-range unit right outside the red circle and open fire. If the target advances, bringing your unit into firing range, reverse out of range.

✦ **Pause the Game:** As alluded to before, it pays in single-player games to pause the mission and peruse the environment. Pausing provides a moment to survey the map for tactical advantages, scan the area for unnoticed enemies, or survey how your unit's position looks from other angles. This way, you can better plan attacks and examine defenses for unplanned weaknesses.

DROPSHIPS

Dropships are not just benign abstract units that bring your reinforcements and rush home to wait while you do the heavy lifting.

When skillfully used, the Dropship is one of the most valuable weapons available. Yes, it can bring the units you need, but it can also bring the pain and scout the enemy like no other unit.

This chapter covers everything you need to know about your most useful unit–how to exploit it, how to improve it, and how to ride it to victory.

DROPSHIP CONTROLS

Dropships have several special controls, both on screen and on the keyboard.

ON-SCREEN CONTROLS

The Dropship's on-screen controls are in the interface's upper-right corner.

The on-screen Dropship controls are in the screen's upper-right corner. Each of the three buttons has a progress bar above it indicating (respectively from left to right) the time remaining for an upgrade, the time remaining until a dispatched Dropship arrives, and (depending on the situation) either the time remaining to refuel the ship's tanks or time until a replacement for a destroyed Dropship will be ready.

When the Dropship is the selected unit, its profile appears in the Unit Information area and its various orders in the Unit Orders area.

KEYBOARD COMMANDS

It's important to use keyboard commands when using the Dropship. Know these hotkeys and use them when interacting with the Dropship.

D	Deploy Dropship
H	Order Dropship to base
I	Upgrade Dropship
K	Select Reinforcements
V	Toggle Dropship Returns
Z	Set default LZ

TIP

There's no need to assign a squad number to the Dropship. To call up the Dropship in the Unit Information area, left-click on the Select Dropship button in the screen's upper-right. If the Dropship's on the battlefield, double-click on its Unit Information icon and the camera will follow the ship.

DEFAULT LANDING ZONES

A Dropship can only serve one LZ at a time. When multiple LZs are available, you can set the default LZ by pressing Z and clicking on the LZ or its icon in the minimap.

NOTE

A Dropship goes to the LZ at the time of deployment. So if you want to change the default LZ, do it before pressing the Deploy button.

Change to any friendly LZ, and your Dropship will go there until you tell it otherwise.

Deciding which LZ to use is a strategic matter. It could, for example, be the easiest to defend (surrounded by water or hills with only one alley of approach) or the closest to the front (to minimize time required to incorporate new units into an advancing force).

DROPSHIP RETURNS

A Dropship automatically returns to base after offloading its cargo. Toggling Dropship Returns to "Stay," however, commands the ship to linger for as long as its fuel lasts, ready to accept orders.
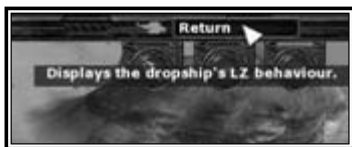
Click to the right of the Dropship icon in the upper-right to toggle between "Return" and "Stay" mode.

To change a Dropship's return behavior, either click on the Dropship behavior button (in the screen's upper-right) or press V. You must make changes before the Dropship unloads cargo.

NOTE

If it's more important that the Dropship rush to base to bring more reinforcements, however, verify that the return behavior is properly set. It's frustrating to realize that the reason the Dropship's taking too long to return to base is that it's hovering uselessly over the LZ.

A Dropship stays on the battlefield until its reserve fuel supply runs out. You can extend this interval by upgrading the ship's fuel tanks (see "Upgrades," later).

When in "Stay" mode, the Select Dropship button changes to a green fuel tank with a progress bar. When the bar is empty, the ship departs.

DROPSHIP REFUELING

When the Dropship returns to base, it takes time to refill its fuel tanks for another sortie. If you summon it before it completes refueling, the Dropship can't stay its full time on the battlefield.

During its stay at the base, look at the rightmost of the three on-screen Dropship controls (Select Dropship). The progress bar above the Select Dropship button fills from left to right. When it's full, the ship is refueled.

LOSING A DROPSHIP

When a Dropship's health is depleted, it's destroyed and lost for 180 seconds.

Don't let a Dropship get into situations like this or prepare to suffer without it for a few minutes.

NOTE

The time remaining after loss of a Dropship is represented by a red line above the Select Dropship button in the screen's upper-right corner.

During the time it takes to mobilize a new Dropship, you can't requisition more troops. Furthermore, all upgrades made to the destroyed Dropship are lost. If there were reinforcements aboard when the Dropship was shot down, they and the AP used to pay for them are gone as well. Take care of your Dropship and it'll take care of you.

ORDERING REINFORCEMENTS

Order reinforcements through the Call Down Reinforcements button.

The Dropship's primary use is shuttling reinforcements from the main base. Order troops by pressing the Call Down Reinforcements button (K by default), selecting the desired troops, and pressing the Deploy button on screen or D on the keyboard.

CARGO SPACE

A Dropship's hold is equipped with a limited number of cargo slots. You can, however, upgrade and expand this capacity (see "Upgrades," later).

Cargo space is represented by the blocks in the Unit Information area. Upgrading adds more blocks and, consequently, more space for reinforcements. Some units take up more than one slot.

Every unit consumes one or more slots in the Dropship's hold. The larger the unit, the more space it requires. If there isn't enough room in the hold for a unit, its icon in the Reinforcements panel is grayed-out until space is made by upgrading the Dropship or removing other units.

DROPSHIP REPAIRS

While the Dropship is at base, damage is repaired. The longer the Dropship spends at base, the more health can be restored to it.

The speed of these repairs increases and the time required to fully restore a damaged Dropship decreases with armor upgrades (see "Upgrades," later).

- ✦ Level 0: 1 HP/sec
- ✦ Level 1: 1 HP/sec
- ✦ Level 2: 2 HP/sec
- ✦ Level 3: 3 HP/sec
- ✦ Level 4: 4 HP/sec
- ✦ Level 5: 5 HP/sec

UPGRADES

Dropships can be upgraded in several ways. Which improvements you choose depend on how you want to use the ship.

NOTE

You can activate several upgrades simultaneously as long as there are enough AP for them all.

These upgrades, however, have costs. They take time and AP, both in increasing amounts with the upgrade's level. When funds are tight, it's difficult to justify these expenses. Consider, however, that a heavily armed Dropship can clear out an enemy position, saving damage to other units and, thereby, negating the need for reinforcements. Cost/benefit analysis like this is the greatest challenge of Dropship use.

ARMOR

An armor upgrade lets a Dropship wade into more fights like this.

Upgraded armor increases the armor facing on all sides of the Dropship, permitting it to endure more damage. You can freely send a heavily armored Dropship into combat and on dangerous scouting missions because it can absorb massive enemy fire.

Upgraded armor also increases repair speed when the Dropship is at home base (see "Dropship Repairs," previously).

ARMOR UPGRADES

	1	2	3	4	5
AP Cost	500	1,000	1,500	2,000	2,500
Upgrade Duration (sec)	5	10	15	20	25

Dropship armor is unique. Like all armor, it provides variable protection from the various damage types.

- ✦ **Antitank:** 150%
- ✦ **Machine Gun:** 50%
- ✦ **Antipersonnel:** 10%
- ✦ **Antiair:** 75%
- ✦ **Fragmentation:** 25%
- ✦ **Chemical:** 50%
- ✦ **Alien:** 100%

WEAPONS

Upgrading weapons increases the Dropship's firepower. The more heavily armed the Dropship, the faster it can dispatch enemies and the better it can use its time on the battlefield.

The more advanced Dropship weaponry turns the old bird into a killing machine.

High-level weapons also change damage type from the limited machine gun damage to the more powerful chemical (Viron) and antitank (NSA) damage.

WEAPON UPGRADES

	1	2	3	4	5
AP Cost	1,000	2,000	3,000	4,000	5,000
Upgrade Duration (sec)	10	15	20	25	30

SENSORS

Sensor upgrades increase the Dropship's view range, making scouting more effective. Whereas a Dropship with level 1 sensors must venture within firing range of enemy positions to scout, an upgraded Dropship can spy from beyond weapons and even visual range.

SENSORS UPGRADES

	1	2	3	4	5
AP Cost	500	1,000	1,500	2,000	2,500
Upgrade Duration (sec)	5	10	15	20	25

CARGO

The trunk space on a fully cargo upgraded Dropship is a field commander's dream.

Cargo upgrades increase the cargo capacity of the Dropship, permitting it to bring more units in a single trip. If ferrying reinforcements is the primary use of the Dropship, this is a worthwhile investment.

CARGO UPGRADES

	1	2	3	4	5
AP Cost	500	1,000	1,500	2,000	2,500
Upgrade Duration (sec)	5	10	15	20	25

ENGINES

Engine upgrades reduce the time it takes to deploy the Dropship from base to LZ and move the Dropship more quickly around the battlefield. A faster Dropship makes better use of its limited time per visit and enables it to outrun Antiair weapons.

ENGINES UPGRADES

	1	2	3	4	5
AP Cost	500	1,000	1,500	2,000	2,500
Upgrade Duration (sec)	5	10	15	20	25

FUEL

Fuel upgrades increase the amount of time the Dropship can linger on the battlefield and accept orders. On the other hand, longer stays mean less repairing time at base and delayed reinforcements.

FUEL UPGRADES

	1	2	3	4	5
AP Cost	500	1,000	1,500	2,000	2,500
Upgrade Duration (sec)	5	10	15	20	25

DROPSHIP STATISTICS

NSA DROPSHIP

STAT	LEVEL 0	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
Health	1,000	1,000	1,000	1,000	1,000	1,000
Speed	30	40	60	75	100	150
Fuel	10	30	40	70	90	120
Armor type	Reinforced	Reinforced	Reinforced	Reinforced	Reinforced	Reinforced
Front	0	10	20	30	40	50
Sides	0	10	20	30	40	50
Back	0	10	20	30	40	50
Top	0	10	20	30	40	50
View range	100	150	200	250	300	350
Perception	50	50	50	50	50	50
Stealth	0	0	0	0	0	0
Hidden stealth	0	0	0	0	0	0
Damage Type	Machine gun	Machine gun	Machine gun	Machine gun	Machine gun	Antitank
Damage	8	12	20	30	35	40
ROF	0.2	0.2	0.2	0.1	0.1	0.1
Magazine	6	6	6	6	6	6
Weapon range	150	200	200	200	200	200
Reload	1.5	1.5	1.5	1.5	1.5	1.5
Accuracy	6	5	4	3	2	2
Blast radius	0	0	0	0	5	0
Target air	Yes	Yes	Yes	Yes	Yes	Yes
Target ground	Yes	Yes	Yes	Yes	Yes	Yes
Target Infantry	Yes	Yes	Yes	Yes	Yes	Yes
Cargo	6	10	14	18	20	24

VIRON DROPSHIP

STAT	LEVEL 0	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
Health	1,000	1,000	1,000	1,000	1,000	1,000
Speed	30	40	60	75	100	150
Fuel	10	30	40	70	90	120
Armor type	Reinforced	Reinforced	Reinforced	Reinforced	Reinforced	Reinforced
Front	0	10	20	30	40	50
Sides	0	10	20	30	40	50
Back	0	10	20	30	40	50
Top	0	10	20	30	40	50
View range	100	150	200	250	300	350
Perception	50	50	50	50	50	50
Stealth	0	0	0	0	0	0
Hidden stealth	0	0	0	0	0	0
Damage Type	Machine gun	Machine gun	Machine gun	Machine gun	Chemical	Antitank
Damage	8	12	20	30	35	40
ROF	0.2	0.2	0.2	0.2	0.2	0.2
Magazine	6	6	6	6	6	6
Weapon range	150	200	200	200	200	200
Reload	1	1.5	1.5	1.5	1.5	1.5
Accuracy	1	4	2	2	2	2
Blast radius	0	0	0	0	5	1
Target air	Yes	Yes	Yes	Yes	Yes	Yes
Target ground	Yes	Yes	Yes	Yes	Yes	Yes
Target Infantry	Yes	Yes	Yes	Yes	Yes	Yes
Cargo	6	10	14	18	20	24

CONFIDENCE AND TIMING

The final things a commander requires to employ the Dropship are confidence and timing. Both of these come with experience.

Also contributing to these elements are the walkthroughs in this guide. They make use of the Dropships, explaining when and how to harness their power.

SUPPORT WEAPONS

The troops on the ground are not the only resources at your disposal. There are several assets that you can call down from on high to aid in your missions. These are Support Weapons and they are powerful, if costly, friends.

You launch these weapons from afar and can direct them to anywhere on the map. However, just as you may launch them any time you please, your enemy may, without warning, do the same to you.

This chapter outlines the mechanics of Support Weapons in general, strategies for their use, and the specifics of both the NSA and Viron weapons.

NOTE

You can target Support Weapons at unscouted locations and will damage any units that are in that place. Still, it's a wiser use of resources to be sure there are targets at the location and that they're worth the expenditure of AP to hit them with Support Weapons.

GENERAL FUNCTIONALITY

For Virons and NSA, the controls and mechanics of Support Weapons are identical.

COST AND RECHARGE TIME

Each Support Weapon has a cost in Acquisition Points. The hefty cost of the attack is deducted for each strike.

These weapons also have a mandatory recharge time before you can launch the same attack again.

CONTROLS

To activate Support Weapons, left-click on the Support Weapons button on the Tactical Panel of the game interface.

The Support Weapons controls are to the right of the landscape view.

The icons for each weapon are on the screen to the right. If a weapon's icon is grayed out, that means it's unavailable. The remaining time for a recharging weapon is represented by a colored progress bar above the icon.

NOTE

If there are inadequate AP for a Support Weapon's attack, the weapon's icon will be grayed out. Clicking on it won't result in a target icon and a pop-up tip will inform "Not Enough AP."

When a weapon's icon is in full color, you can launch it at any time. Left-click on it to turn the cursor into a target and arm the weapon. Left-click at the desired impact point to initiate the attack. The attack arrives, for most support weapons, in 10 seconds.

SUPPORT WEAPONS

Both the NSA and Virons have their own unique Support Weapons, each characteristic of the armies that wield them. It's crucial to understand the weapons possessed by both you and your enemy.

NSA SUPPORT WEAPONS

NOTE

Not all Support Weapons have pinpoint accuracy. "Deviation Radius" is how far from the target point Support Weapons' shots could fall.

AIR STRIKE

Five heavy bombardments (fragmentation damage) rain on the targeted location, damaging units with vehicular and body armor. It has minimal effect on armored units and Dropships and does moderate damage to buildings and reinforced vehicular-armored units. Use it against Infantry or lightly armored vehicles.

✦ **AP:** 750

✦ **Activation time (sec):** 10

✦ **Recharge time (sec):** 120

✦ **Deviation radius (meters):** 20

✦ **Damage type:** Fragmentation

✦ **Damage:** 60

✦ **Rate of fire (per sec):** 0.5

✦ **Shots per attack:** 5

✦ **Duration (sec):** N/A

✦ **Blast radius (meters):** 15

NOTE

An activated antimissile system (like the NSA Missile Terradyne or Viron Missile Centruroid, secondary mode) can destroy air strike shots before they hit the ground. Several shots falling simultaneously will get through.

HEAVY AIR STRIKE

The heavy air strike is identical to the normal air strike except it packs double the shots, each with a larger blast radius.

✦ **AP:** 2,000

✦ **Activation time (sec):** 10

✦ **Recharge time (sec):** 240

✦ **Deviation radius (meters):** 50

✦ **Damage type:** Fragmentation

✦ **Damage:** 60

✦ **Rate of fire (per sec):** 0.6

✦ **Shots per attack:** 10

✦ **Duration (sec):** N/A

✦ **Blast radius (meters):** 20

SMOKE SCREEN

The smoke screen isn't an offensive weapon, but a valuable tool to mask the advance of troops. Target a space between the enemies and where you want your troops, get units in position, wait for the smoke to fall, and move out.

While the smoke is on the battlefield, it blocks the enemies' (and your) line of sight, rendering your units invisible.

✦ **AP:** 300
✦ **Activation time (sec):** 2
✦ **Recharge time (sec):** 30
✦ **Deviation radius (meters):** 50
✦ **Damage type:** N/A
✦ **Damage:** N/A
✦ **Rate of fire (per sec):** 0.1
✦ **Shots per attack:** 5
✦ **Duration (sec):** 30
✦ **Blast radius (meters):** 30

BATTLE SCANNER

With the battle scanner, you can drop a mini radar station anywhere on the map. It reveals enemy units within its view range (400 meters).

NOTE

You can deploy radar in shallow water and on top of buildings.

The battle scanner appears to your enemy as a target, so expect your enemy will fire upon it and destroy it after it's discovered. Still, the time before it's shattered could yield vital intelligence.

You cannot place it just anywhere, however; buildings, on water, and steep terrain are off limits.

TIP

Place the battle scanner near your enemy or along important approach routes, but in hard-to-access places (like atop inaccessible hills).

✦ **AP:** 1,500
✦ **Activation time (sec):** 10
✦ **Recharge time (sec):** 180
✦ **Deviation radius (meters):** 50
✦ **Damage type:** N/A
✦ **Damage:** N/A
✦ **Rate of fire (per sec):** 1
✦ **Shots per attack:** 1
✦ **Duration (sec):** N/A
✦ **Blast radius (meters):** N/A

VIRON SUPPORT WEAPONS

ASSAULT PODS

Assault Pods

The Assault Pods weapon drops a quintet of Assault Clanguards to any navigable location on the map, like cramped Dropships that can land anywhere.

> **NOTE**
>
> **An activated antimissile system (like the NSA Missile Terradyne or Viron Missile Centruroid, secondary mode) can destroy the falling Assault Pods before they hit the ground, though it may not get them all.**

Upon landing, the pods break and the encased troops emerge, ready to fight and under your command. You cannot, however, place them in buildings, on water, or on steep terrain.

> **NOTE**
>
> **You can use Assault Pods to capture unoccupied or lightly defended LZs or VLs.**

- ✦ **AP:** 2,500
- ✦ **Activation time (sec):** 20
- ✦ **Recharge time (sec):** 180
- ✦ **Deviation radius (meters)>:** 10
- ✦ **Damage type:** N/A
- ✦ **Damage:** N/A
- ✦ **Rate of fire (per sec):** 0.5
- ✦ **Shots per attack:** N/A
- ✦ **Duration (sec):** N/A
- ✦ **Blast radius (meters):** N/A

GRASER STRIKE

Graser strike

The Graser strike is an orbit-fired weapon that inflicts chemical damage on any units in its path. As such, it's deadly against Infantry but brutal on building armor (like turrets and stationary guns). It has moderate effect on vehicular and reinforced vehicular armor and less on armored units and Dropships.

- ✦ **AP:** 1,000
- ✦ **Activation time (sec):** 10
- ✦ **Recharge time (sec):** 120
- ✦ **Deviation radius (meters):** 30
- ✦ **Damage type:** Chemical
- ✦ **Damage:** 75
- ✦ **Rate of fire (per sec):** 1
- ✦ **Shots per attack:** 10
- ✦ **Duration (sec):** N/A
- ✦ **Blast radius (meters):** 20

VIRAL SPORE CLOUD

Viral spore cloud

The viral spore cloud creates a lingering mass of contaminating spores that damage any units (friend or foe) in the area of effect. The cloud lasts for 30 seconds and spreads for 20 meters from the landing point.

TIP

The viral spore cloud is effective at flushing Infantry out of forest cover. Because the cloud persists for several seconds after impact, the units must move to escape further damage. Attack when they retreat; this is a serious one-two punch.

As a chemical damage weapon, the viral spore cloud is strong against Infantry and more so against building armor. It has moderate effect on vehicular and reinforced vehicular armor and less on armored units and Dropships.

- ✦ **AP:** 1,000
- ✦ **Activation time (sec):** 10
- ✦ **Recharge time (sec):** 120
- ✦ **Deviation radius (meters)**: 5
- ✦ **Damage type:** Chemical
- ✦ **Damage:** 7 HP per second
- ✦ **Rate of fire (per sec):** 1
- ✦ **Shots per attack:** 1
- ✦ **Duration (sec):** 30 sec.
- ✦ **Blast radius (meters):** 20

DEFENDING AGAINST SUPPORT WEAPONS

There are several general things you can do to defend against support weapons.

GENERAL STRATEGIES

1. Stay vigilant for enemy attempts to peek at your concentrations of forces. If they can't see your units, they won't waste the AP blindly targeting them with Support Weapons. When an intruder gets in visual range, however, destroy it and reposition all units.

2. Avoid leaving large clusters of units standing in one place for too long, especially if it's in a spot the enemy can see.

COUNTERMEASURES

Against some specific attacks, there are countermeasures that can avoid damage.

Antimissile systems can relieve some Support Weapons.

- ✦ Air strike/Heavy Air strike: The NSA Missile Terradyne and the Viron Missile Centruroid are equipped with an antimissile system that generates a dome of protection, minimizing the effect of air strikes. The antimissile field can protect from a single shot or shots landing more than one second apart, but is unable to deflect multiple simultaneous shots. To provide more defense, use multiple overlapping antimissile fields from multiple units.

- ✦ Smoke Screen: No defense

- ✦ Battle Scanner: No defense, but the scanner can be targeted once deployed.

- ✦ Assault Pods: Assault Pods can be destroyed by antimissile systems (see "Air strike"). Don't leave stationary guns unoccupied; Assault Pod units love to land and run right for them.

- ✦ Graser Strike: No defense.

- ✦ Viral Spore Cloud: No defense.

UNITS

In battle an army is only as strong as the units it puts on the field. This part describes every unit in all three factions, their raw stats, their features, and strategies for using and countering them. This part is divided into three chapters.

- ✦ **Chapter 8: NSA Units**
- ✦ **Chapter 9: Viron Units**
- ✦ **Chapter 10: Terran Units and Stationary**

There are numerous statistics detailed in these chapters.

- ✦ **Accuracy:** Maximum number of meters (randomly selected) a shot can vary from its precise targeted location. The higher the number, the more inaccurate the weapon. May differ between primary and secondary.
- ✦ **AP:** Number of Acquisition Points required for purchase. For units that can't be purchased (such as Viron melded units and special units), the AP is provided for scoring purposes.
- ✦ **Armor Facings:** Percentage reduction of damage when shot hits a particular side of a unit. Shown as front/sides/rear/top. May differ between primary and secondary.
- ✦ **Armor Type:** General type of armor (see chapters 4 and 5).
- ✦ **Blast Radius:** Radius in meters from where shot strikes in which any present units receive damage. Damage does not dissipate with distance to target point but is the same within entire radius. May differ between primary and secondary.
- ✦ **Damage:** Maximum base damage inflicted per shot. May differ between primary and secondary.
- ✦ **Damage Type:** General damage type inflicted by unit in each firing mode (see chapters 4 and 5). May differ between primary and secondary.
- ✦ **Health:** Number of hit points of damage unit can endure.
- ✦ **Hidden Stealth:** Additional meters unit can go unseen in enemy's view range when unit is positioned inside building or forest. May differ between primary and secondary. Only infantry (or Deployable KZ Sensors) have hidden stealth.
- ✦ **Magazine:** The number of shots unit can fire before pausing to reload. May differ between primary and secondary.
- ✦ **Meld Result:** Viron only. The result when two units of the same type are melded.
- ✦ **Meld Source:** Viron only. Units melded to make current unit.
- ✦ **Passengers:** Unit's number of inhabitable slots for passengers. Only vehicles can carry passengers.
- ✦ **Perception:** Radius in meters unit can see enemies, regardless of line of sight or stealth. Perception is 50 meters for all units unless indicated. May differ between primary and secondary.
- ✦ **Rate of Fire:** Time in seconds between shots. May differ between primary and secondary.
- ✦ **Reload:** Time in seconds between last round in magazine and next possible shot. May differ between primary and secondary.
- ✦ **Secondary Mode:** The unit's secondary mode, if any.
- ✦ **Size:** Number of slots unit consumes in Dropship.
- ✦ **Speed:** Relative movement speed. May differ between primary and secondary.
- ✦ **Stealth:** Meters unit can penetrate an enemy's view range before becoming visible. Effectively subtracted from enemy view range. May differ between primary and secondary.
- ✦ **Target Air/Ground/Infantry:** Whether unit can fire at units of the specified type. The amount of damage they can do is, however, a function of the damage calculation. May differ between primary and secondary.
- ✦ **View Range:** Radius in meters unit can see enemies in direct line of sight. May differ between primary and secondary.

✦ **Weapon Range: Radius in meters unit can fire weapon at target in line of sight. May differ between primary and secondary.**

Units in *Ground Control II* are divided into five classes.

✦ **Infantry: Infantry units are those that travel on their feet. They are lightly armored, but they're the only units able to take refuge in woods and buildings or control stationary weapons. They may also ride inside vehicles that can take infantry passengers. All infantry units are vulnerable to machine gun, antipersonnel, and chemical damage.**

✦ **Ground: Ground units are any kind of wheeled, tracked, or hovering vehicle. They cannot move through forests but can travel over deeper water than infantry. Armored units are vulnerable to antitank and antiair damage, and vehicular armored units are susceptible to machine gun and fragmentation damage.**

✦ **Air: Air units are not limited by the contours of the terrain and can fire at units' vulnerable top armor. They can't, however, capture VLs or LZs. They make great scouts but are vulnerable to antiair fire.**

✦ **Equipment: These units are stationary machines that provide either defense or surveillance. They can't move on their own power but you can transport them in any infantry-carrying unit. Chemical and antitank weapons inflict the most damage on them.**

✦ **Special: These units appear in the campaigns and can't be summoned as reinforcements. Some are unique characters, and some are just special-use units appearing only in a single or a few missions.**

NSA UNITS

NSA units are "traditional" combat units, relying on versatility and balance. They are more vehicle-oriented than Viron units, but not as extensively as the Hoverdyne-dominated Terrans.

INFANTRY UNITS

LIGHT ASSAULT INFANTRY "SOLDAT"

- ✦ AP Cost: 150
- ✦ Health: 200
- ✦ Size: 1
- ✦ Secondary Mode: Missile Mode
- ✦ Speed (primary/secondary): 5/immobile
- ✦ Damage Type (primary/secondary): Machine Gun/Antitank
- ✦ Damage (primary/secondary): 4/30
- ✦ Armor Type: Body
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 150
- ✦ Stealth: 20
- ✦ Hidden Stealth: 60
- ✦ Weapon Range (primary/secondary): 100/100
- ✦ Target Air (primary/secondary): Yes/Yes
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/No

The Light Assault Infantry is a bargain of a unit. For 150 AP, you get a unit that can hurt almost any kind of vehicle, fire effectively at aircraft, man stationary turrets, and take refuge in woods and buildings.

They are, however, slow, and their machine gun fire is weak. The latter limitation is mitigated by a high rate of fire. In large numbers, though, they're dangerous.

NOTE

A long line of infantry can hit enemy units on both the front and side facings.

In secondary mode, Light Infantry can kneel to fire antitank weaponry. The rate of fire is slow, but the damage is impressive. In large numbers, they can disassemble a Destroyer Hoverdyne in two volleys. Remove them from secondary mode when it's not needed because they're immobile and unable to target enemies.

SIEGE SOLDIER "OGRE"

- ✦ AP Cost: 410
- ✦ Health: 250
- ✦ Size: 2
- ✦ Secondary Mode: Full Auto
- ✦ Speed (primary/secondary): 6/3
- ✦ Damage Type: Machine Gun
- ✦ Damage (primary/secondary): 7/10
- ✦ Armor Type: Body
- ✦ Armor Facings, primary (front/side/rear/top): 30/30/30/30
- ✦ Armor Facings, secondary (front/side/rear/top): 0/0/0/0

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- View Range: 150
- Stealth (primary): 5
- Hidden Stealth (primary/secondary): 15/0
- Weapon Range (primary/secondary): 100/110
- Target Air (primary/secondary): No/No
- Target Ground (primary/secondary): Yes/Yes
- Target Infantry (primary/secondary): Yes/Yes

The Siege Soldier is more expensive than the Light Infantry, but you get a lot for your money. These units can fire high damage/high rate-of-fire machine guns and come equipped with 30 percent more armor protection than Light Infantry, making them a fantastic unit to use either from cover or in the open.

Their heavy armor, however, costs them stealth and consumes two spaces in the Dropship. Still, they move with speed.

In secondary mode, there are tradeoffs. The Siege Soldiers have a higher rate of fire, more damage per shot, and longer firing range. They must, however, turn off their extra armor protection and give up half their speed, all their stealth, and a lot of accuracy. Secondary mode Siege Soldiers are excellent for destroying enemies that can't target infantry (like a SAM site or a Viron Missile Centruroid) when the risk of damage from other enemies is low.

SNIPER "RAPTOR"

- AP Cost: 255
- Health: 180
- Size: 1
- Secondary Mode: Sniper Mode
- Speed (primary/secondary): 7/immobile
- Damage Type: Antipersonnel
- Damage (primary/secondary): Unarmed/60
- Armor Type: Body
- Armor Facings (front/side/rear/top): 0/0/0/0
- View Range (primary/secondary): 150/250
- Stealth (primary/secondary): 50/20
- Hidden Stealth (primary/secondary): 100/40
- Weapon Range (primary/secondary): Unarmed/250
- Target Air (primary/secondary): Unarmed/Yes
- Target Ground (primary/secondary): Unarmed/Yes
- Target Infantry (primary/secondary): Unarmed/Yes

Raptors are useful units with practice. They're the fastest infantry unit and possess unmatched stealth in the open and in cover. They are, however, unarmed in primary mode. Their purpose in this mode, therefore, is getting to and from shooting locations quickly and without being detected. It's in secondary mode that they do their work.

In secondary mode, Raptors have long view and weapon range, and hand out enough antipersonnel damage to bring down most infantry units in one or two shots. When in sniper mode, however, their stealth and hidden stealth plummet, often exposing their previously hidden position. They also can't move until you manually switch them to primary mode.

Though they can fire at any unit on the ground or in the air, they're only a factor against infantry.

GROUND UNITS

RECON TERRADYNE "WATCHMAN"
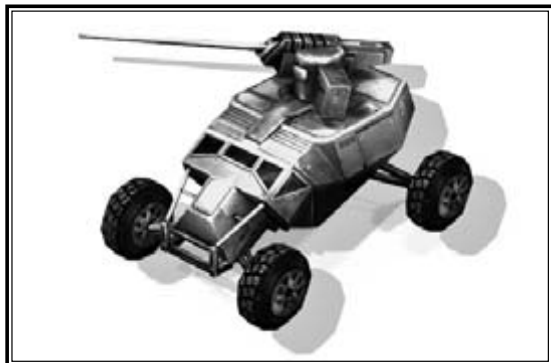
- ✦ AP Cost: 350
- ✦ Health: 180
- ✦ Size: 2
- ✦ Secondary Mode: Stealth Mode
- ✦ Speed (primary/secondary): 20/8
- ✦ Damage Type (primary/secondary): Antitank/unarmed
- ✦ Damage (primary/secondary): 25/unarmed
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 30/20/0/0
- ✦ View Range: 250
- ✦ Stealth (secondary): 100
- ✦ Weapon Range (primary/secondary): 150/unarmed
- ✦ Target Air (primary/secondary): No/unarmed
- ✦ Target Ground (primary/secondary): Yes/unarmed
- ✦ Target Infantry (primary/secondary): Yes/unarmed

The Recon is a superb scout with its high speed, long view and weapon range, and secondary stealth mode.

The Recon's weapon is a weak antitank gun with a standard rate of fire. Its greatest assets in primary mode are its quickness and long weapon range, permitting it to fire with impunity on almost any enemy. Heavy fire is, however, not kind to the Recon. Its vehicular armor is vulnerable to machine gun and fragmentation damage.

In secondary mode, the Recon is able to increase its stealth attribute, but at the expense of speed and ability to fire. When cloaked, the Recon cannot contest or claim an LZ or VL.

LIGHT APC "RHINO"

- ✦ AP Cost: 400
- ✦ Health: 250
- ✦ Size: 2
- ✦ Secondary Mode: Smoke Screens
- ✦ Speed: 15
- ✦ Damage Type (primary/secondary): Machine Gun/Smoke
- ✦ Damage (primary/secondary): 10/0
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 50/20/20/0
- ✦ View Range: 120
- ✦ Stealth: 50
- ✦ Weapon Range (primary/secondary): 100/100
- ✦ Target Air (primary/secondary): Yes/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): No/Yes
- ✦ Passengers: 8 infantry

The Light APC is one of two full-sized troop carriers in the NSA armory. It's superior to its larger cousin (the Assault APC) in cost, speed, rear armor, view range, and weapon range.

It comes equipped with a large caliber machine gun that's too slow to target infantry but is deadly against vehicular armor units.

The secondary mode is not a weapon, but a portable smoke screen you can lob from 100 meters away. The smoke obscures the line of sight of enemy and friendly units for a short interval.

TIP

When unloading troops in battle, position the APC with its front facing the direction you want troops to face. Therefore, the infantry emerges in perfect firing position.

ROCKET TERRADYNE "MARAUDER"

- ✦ AP Cost: 600
- ✦ Health: 140
- ✦ Size: 2
- ✦ Secondary Mode: Antimissile System
- ✦ Speed (primary/secondary): 12/immobile
- ✦ Damage Type (primary/secondary): Antiair/unarmed
- ✦ Damage (primary/secondary): 30/unarmed
- ✦ Armor Type: Vehicular
- ✦ Armor Facings, primary (front/side/rear/top): 40/20/0/0
- ✦ Armor Facings, secondary (front/side/rear/top): 30/10/0/0
- ✦ View Range: 150
- ✦ Weapon Range (primary/secondary): 180/unarmed
- ✦ Target Air (primary/secondary): Yes/unarmed
- ✦ Target Ground (primary/secondary): Yes/unarmed
- ✦ Target Infantry (primary/secondary): No/unarmed

The Rocket Terradyne is a valuable weapon against airborne and Strider units, and is a crucial asset in defense.

The Rocket Terradyne is fragile and vulnerable to machine gun and fragmentation damage. The latter is dangerous if the unit spends time standing still. There is, however, no more useful unit against enemy Helidynes.

TIP

To boost the protection provided by the antimissile field, park several Rocket Terradynes together and set them to secondary mode. The combination of the fields will keep out most, if not all, missiles, mortars, and artillery.

In secondary mode, the Rocket Terradyne emits a dome-shaped antimissile field in a 50-meter radius. The field protects any unit inside this radius from enemy missiles, mortars, and artillery. It is not, however, impenetrable; it can only stop one projectile per second. If several land at once or in rapid succession, all but the first will get through.

The antimissile system can protect areas against Viron Assault Pod landings. A single Assault Pod drop (five pods, more than one second apart) will not penetrate the field.

ENGINEER "ZAPPERS"
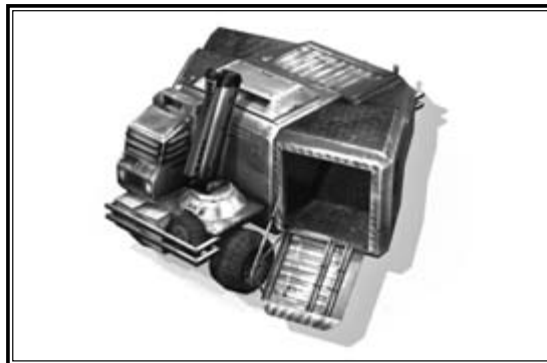
- ✦ AP Cost: 510
- ✦ Health: 150
- ✦ Size: 2
- ✦ Secondary Mode: Repair Mode
- ✦ Speed (primary/secondary): 12/Immobile
- ✦ Damage Type: Unarmed
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 100
- ✦ Passengers: 4 infantry

The Engineer is part repair unit and part troop transport (though with only a few seats). Though it's fragile, it's an indispensable member of the NSA team.

In primary mode, it can be instructed to fix specific units and does so with excellent speed. In secondary mode, it can repair every unit in a 30-meter radius slowly, but is unable to move.

The Engineer must be well taken care of, as it's without weaponry and has only vehicular armor. It is prone to invading infantry and mortar/artillery strikes (because it sits idly more than most units).

MAIN BATTLE TERRADYNE "LIBERATOR"

- ✦ AP Cost: 950
- ✦ Health: 300
- ✦ Size: 3
- ✦ Secondary Mode: Machine Gun
- ✦ Speed (primary/secondary): 12/12
- ✦ Damage Type (primary/secondary): Antitank/Antipersonnel
- ✦ Damage (primary/secondary): 50/10
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0

- ✦ View Range (primary): 120
- ✦ Weapon Range (primary/secondary): 120/100
- ✦ Target Air (primary/secondary): No/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/Yes

The Liberator is a bedrock unit for NSA operations because of its versatility and power. It boasts speed and long view range but lacks any rear or top armor.

In primary mode, what little the Liberator lacks in firepower (compared to the Ravager), it makes up in weapons range.

What makes this unit shine, however, is its antipersonnel gun in secondary mode. While not impressive by itself, the gun is a fantastic compliment to a great antitank weapon in primary mode. With the gun's bullets specially designed to shred body armor, infantry would be foolish to employ the usual tactic of firing on tanks from close behind. Though it never hurts to give it company, this is the only antitank unit that doesn't need a squad mate to handle infantry.

FORTRESS TERRADYNE "RAVAGER"

- ✦ AP Cost: 2,000
- ✦ Health: 500
- ✦ Size: 4
- ✦ Secondary Mode: Fortress Mode
- ✦ Speed (primary/secondary): 6/immobile
- ✦ Damage Type: Antitank
- ✦ Damage (primary/secondary): 60/70
- ✦ Armor Type: Armored
- ✦ Armor Facings, primary (front/side/rear/top): 50/20/10/10
- ✦ Armor Facings, secondary (front/side/rear/top): 80/0/0/0
- ✦ View Range (primary/secondary): 80/120

- Perception (primary/secondary): 30/50
- Weapon Range (primary/secondary): 100/130
- Target Air (primary/secondary): No/No
- Target Ground (primary/secondary): Yes/Yes
- Target Infantry (primary/secondary): Yes/Yes

The Ravager is a monster of a tank with staggering firepower and a thick hide. Plus its secondary mode, when used properly, is infuriating to any unit foolish enough to face it head-on.

In its primary mode, the Ravager is among the most powerful antitank damage units though it has only standard range. As with most tanks, its shots damage not only their target but any other units within a meter of the impact point. On the downside, the Ravager is slow to advance and turn, which is why it's one of the few tanks with any elevated rear armor.

When in secondary mode, the Ravager is all about trade-offs. Its shots travel farther and strike with more force, its view range increases, and its lower-than-average perception range increases to standard. The real benefit, however, is also its biggest liability. When in secondary mode, the Ravager shifts its side, rear, and top armor to its front, rendering it impervious to 80 percent of damage from head-on. The cost for this power: It's immobile and exposed to fire from the sides, rear, and top. If a unit can get a good angle on the Ravager, the tank shatters with ease.

Utilize the unit's fortress mode only in positions where it's difficult or impossible for enemies to get behind or above it (for example, blocking narrow passages or with its back to a wall). Still, it's hard to hide from the Helidyne's top-down fire. Therefore, accompany a Ravager with missile-firing units and other units that can cover its flanks and rear.

Another feature of secondary mode is a protection field six meters in radius that reduces by thirty percent all damage to nearby units.

ASSAULT APC "VOLCANO"
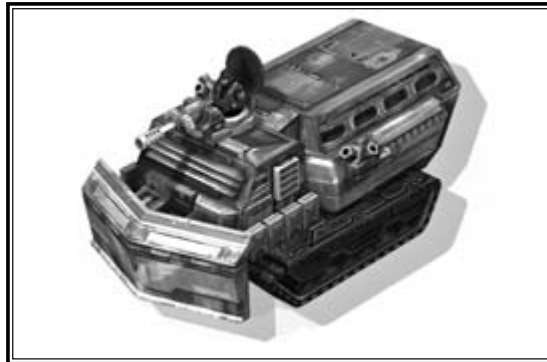
- AP Cost: 750
- Health: 350
- Size: 12
- Secondary Mode: Firestorm
- Speed: 12
- Damage Type: Chemical
- Damage (primary/secondary): 30/20
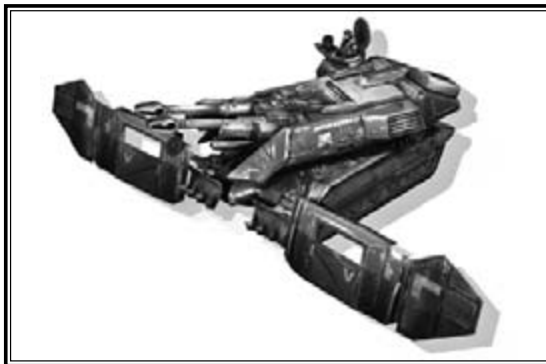- Armor Type: Armored
- Armor Facings (front/side/rear/top): 50/20/10/0
- View Range: 100
- Weapon Range (primary/secondary): 50/100
- Target Air (primary/secondary): No/No
- Target Ground (primary/secondary): Yes/Yes
- Target Infantry (primary/secondary): Yes/Yes
- Passengers: 8 infantry

The Assault APC is more expensive than the Light APC. But when the destination is lousy with enemy infantry, the area protected with stationary guns, or the buildings filled with snipers, the Assault APC has no equal.

Compared to the Light APC, the Assault APC is slower with shorter view range and reduced rear armor, but it has more health and a better overall armor type. Its main advantage is its ability to target infantry with the devastating effect of fire (chemical) damage. The spray of flame only travels fifty meters, but it damages any enemy within five meters of its impact point. Every "shot" from this weapon burns for 3 seconds, injuring any unit within its 5-meter blast radius by 2.5 health points per second.

CAUTION

Assault APCs damage friends and foes alike, so use them carefully.

This fire weapon is not only able to wipe out large infantry clusters in seconds, but is the best damage type against the building armor used in turrets.

In secondary mode, the weapon switches to fire longer-range projectiles you can be lob into windows. It is the most effective antibuilding-dweller weapon around. For five seconds after they strike, the shots steal ten health points per second from any unit within the ten-meter blast radius.

MOBILE ARTILLERY "HAILSTORM"
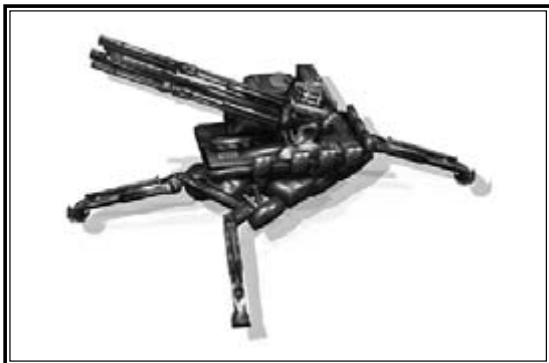
- ✦ AP Cost: 1,200
- ✦ Health: 240
- ✦ Size: 3
- ✦ Secondary Mode: Siege Mode
- ✦ Speed (primary/secondary): 8/immobile
- ✦ Damage Type: Fragmentation
- ✦ Damage (primary/secondary): 30/40
- ✦ Armor Type: Vehicular
- ✦ Armor Facings, primary (front/side/rear/top): 20/10/0/0
- ✦ Armor Facings, secondary (front/side/rear/top): 20/10/10/0
- ✦ View Range: 100
- ✦ Weapon Range (primary/secondary): 300/400
- ✦ Target Air (primary/secondary): No/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/Yes

If used well, Mobile Artillery is a great investment. If neglected and misused, it's a waste of cash.

The Mobile Artillery is one of many variations on the indirect, fragmentation damage weapon. It's not as powerful as the Terran Howitzer or as fast as the Viron Mortar Centruroid, but it can still put the hurt on large infantry clusters, especially those lurking in buildings.

In secondary mode, the unit becomes immobile but able to fire shells farther, faster, more accurately, and with more and farther-reaching damage. It also raises some additional rear armor.

The downside to this unit is its vulnerability. It can't defend itself at close range, and it sports machine gun-vulnerable vehicular armor. It's most susceptible to mortar and artillery fire from other similar units.

TIP

Out-of-view-range artillery units are easy to locate. Look into the sky and follow the trails. Also, the gun makes such a loud noise that its shots (but not the unit) are visible.

To deploy this unit, give it a defensive force for close-range attacks and take advantage of its superior secondary mode.

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AIR UNITS

LIGHT HELIDYNE "SHADE"

- ✦ AP Cost: 550
- ✦ Health: 250
- ✦ Size: 3
- ✦ Secondary Mode: Turbo Thruster
- ✦ Speed (primary/secondary): 25/35
- ✦ Damage Type (primary/secondary): Antitank/unarmed
- ✦ Damage (primary/secondary): 20/unarmed
- ✦ Armor Type: Reinforced Vehicular
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 250
- ✦ Weapon Range (primary/secondary): 120/unarmed
- ✦ Target Air (primary/secondary): Yes/unarmed
- ✦ Target Ground (primary/secondary): Yes/unarmed
- ✦ Target Infantry (primary/secondary): No/unarmed

The NSA's only offensive air unit is a superb scout and an even better armored unit killer. Woe be to any foe who leaves tanks around without an antiair unit nearby. As an antitank unit, however, it isn't as effective against other Helidynes as it is ground units. It is also unable to target infantry.

In its secondary mode, the Light Helidyne shifts power from its weapons to its thrusters, increasing its speed for scouting or retreating.

TRANSPORT HELIDYNE "BIGBIRD"

- ✦ AP Cost: 700
- ✦ Health: 350
- ✦ Size: 2
- ✦ Secondary Mode: Missile Countermeasure
- ✦ Speed (primary/secondary): 20/10
- ✦ Damage Type: Unarmed
- ✦ Armor Type: Reinforced Vehicular
- ✦ Armor Facings, primary (front/side/rear/top): 0/0/0/0
- ✦ Armor Facings, secondary (front/side/rear/top): 20/20/20/20
- ✦ View Range: 150
- ✦ Passengers: 1 ground unit

The Transport Helidyne is designed to carry ground units to remote locations and is not an offensive unit. It carries no weaponry. It does carry utility that no other faction can match.

It can shuttle ground units over large bodies of water or other geographical obstacles. It makes every ground unit like a convertible Helidyne. A large enough squadron of Transport Helidynes can carry in enough units to conquer a lightly defended enemy LZ—something only the Virons can do with their weaker Assault pods.

In secondary mode, the unit defends itself in multiple ways. While halving its speed, it also raises enhanced armor on all facings and releases missile countermeasures that detonate missiles, mortars, and artillery within 10 meters.

Because the unit can't land without a vehicle to deposit, it can't take LZs or VLs by itself.

EQUIPMENT UNITS

DEPLOYABLE SENTRY GUN "SENTINEL"

- ✦ AP Cost: 250
- ✦ Health: 200
- ✦ Size: 2
- ✦ Secondary Mode: None
- ✦ Speed: immobile
- ✦ Damage Type: Machine Gun
- ✦ Damage: 15
- ✦ Armor Type: Building
- ✦ Armor Facings (front/side/rear/top): 20/20/20/20
- ✦ View Range: 120
- ✦ Weapon Range: 100
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

This small stationary gun is light duty but requires no supervision and affords adequate protection (especially in groups). With its long view range, it can act as a mini radar station to alert LZ incursions. It's not going to mow down a tank on its own, but it can shred infantry or light vehicles.

This unit is immobile, but you can move it with any vehicle capable of transporting infantry passengers.

DEPLOYABLE KZ SENSOR "DETECTOR"
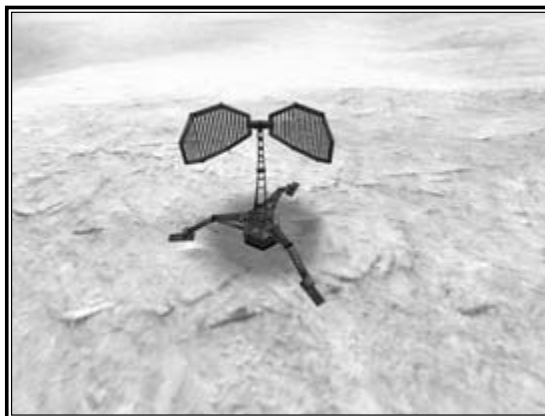
- ✦ AP Cost: 500
- ✦ Health: 200
- ✦ Size: 2
- ✦ Secondary Mode: None
- ✦ Speed: Immobile
- ✦ Damage Type: Unarmed
- ✦ Armor Type: Building
- ✦ Armor Facings: 0/0/0/0
- ✦ View Range: 350
- ✦ Stealth: 50
- ✦ Hidden Stealth: 50

The Deployable KZ Sensor is a portable radar station you can move via APC or other passenger vehicle. It functions as an eye on the ground, providing security for locations behind your lines (like a far away LZ) or spotting for long-range or Support Weapons attacks.

Sensors are unaffected by stealth and aren't blinded by smoke.

The Sensor shows up to enemies as a hostile unit, so expect it to be fired upon if discovered. If, on the other hand, you come upon one belonging to a foe, destroy it to blind your opponent.

It is unique as the only noninfantry unit that gets a hidden stealth bonus. Deposited in the edge of a tree line, it gains an extra measure of stealth that proves invaluable.

SPECIAL UNITS

SERGEANT RHO

✦ AP Cost: 4,000
✦ Health: 250
✦ Size: N/A
✦ Secondary Mode: Ambush Mode
✦ Speed (primary/secondary): 7/immobile
✦ Damage Type (primary/secondary): Antipersonnel
✦ Damage (primary/secondary): 40/80
✦ Armor Type: Body
✦ Armor Facings (front/side/rear/top): 0/0/0/0
✦ View Range: 200
✦ Stealth (primary/secondary): 50/20
✦ Hidden Stealth (primary/secondary): 100/60
✦ Weapon Range (primary/secondary): 110/200
✦ Target Air (primary/secondary): No/No
✦ Target Ground (primary/secondary): Yes/Yes
✦ Target Infantry (primary/secondary): Yes/Yes

Sergeant Rho is a trained sniper, similar to a Raptor but more effective. Unlike the Raptor, Rho can use his antipersonnel weapon in both primary and secondary modes, meaning he can fire on the run. He's as speedy, stealthier when you hide him in buildings or forests, and more deadly in both modes. He lacks the Raptor's long view and weapons range, but he can see his full view range without switching to the reduced-stealth secondary mode.

Rho appears in both NSA and Viron campaign missions (chapters 16, 26, 27, and 32).

VIP TRANSPORT

✦ AP Cost: 4,000
✦ Health: 300
✦ Size: N/A
✦ Secondary Mode: None
✦ Speed: 15
✦ Damage Type: Unarmed
✦ Armor Type: Vehicular
✦ Armor Facings (front/side/rear/top): 50/30/10/10
✦ View Range: 150

The VIP Transport appears in several NSA and Viron campaign missions (chapters 15, 29, and 34) as a vehicle in need of escort. It is most similar to a Light APC with the same armor type and speed, although it can't carry infantry units. Defensively, it has more health and better armor on its weak sides.

It is, however, unarmed, obligating you to accompany it with an array of offensive units. Assign an Engineer to Follow the VIP Transport; this offers it automatic healing.

PRISON TRANSPORT
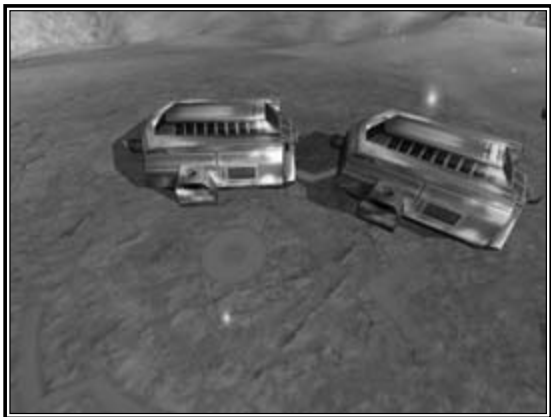
✦ AP Cost: 650

✦ Health: 350

✦ Size: N/A

✦ Secondary Mode: None

✦ Speed: Immobile

✦ Damage Type: Unarmed

✦ Armor Type: Armor

✦ Armor Facings (front/side/rear/top): 50/50/50/50

✦ View Range: 100

When you find these transports in Chapter 18 in the NSA campaign, they're disabled and guarded. The only way to get them to their LZ is to pick them up with Transport Helidynes.

NSA UNITS	Light Assault Infantry		Raptor Sniper		Siege Soldier		Recon Terradyne		Rocket Terradyne		Light APC		Combat Engineer	
AP	150		255		410		350		600		400		510	
Health	200		180		250		180		140		250		150	
Size	1		1		2		2		2		2		2	
Secondary	Missile Mode		Sniper Mode		Full Auto		Cloak		Anti-missile system		Smoke		N/A	
Speed	5	N/A	7	N/A	6	3	20	8	12	N/A	15		12	N/A
Armor Type	Body		Body		Body		Vehicle		Vehicle		Vehicle		Vehicle	
Front	0		0		30	0	30		40	30	50		50	
Sides	0		0		30	0	20		20	10	20		20	
Back	0		0		30	0	0		0		20		0	
Top	0		0		30	0	0		0		0		0	
View Range	150		150	250	150		250		150		120		100	
Perception	50		50		50		50		50		50		50	
Stealth	20		50	20	5	0	0	100	0		0		0	
Hidden Stealth	60		100	40	15	0	0	0	0		0		0	
Damage Type	Machine Gun	Antitank	N/A	Anti-Personnel	Machine Gun	Antitank	N/A	Anti-Air	N/A	Machine Gun	Smoke		N/A	
Damage	4	30	N/A	60	7	10	25	N/A	30	N/A	10	N/A	N/A	
Rate of Fire	0.3	1	N/A	1	0.2	0.07	1	N/A	0.8	N/A	0.3	0.2	N/A	
Magazine	6	1	N/A	1	10	15	1	N/A	4	N/A	4	6	N/A	
Weapon Range	100	100	N/A	250	100	110	150	N/A	130	N/A	100	100	N/A	
Reload	2	6	N/A	5	2	3	2	N/A	3	N/A	3	20	N/A	
Accuracy	0.5	N/A	N/A	0	2	5	0	N/A	N/A	N/A	0	150	N/A	
Blast Radius	0	0	N/A	0	0	0	1	N/A	N/A		0	20	N/A	
Target Air	Yes	Yes	N/A	Yes	No	No	No	N/A	Yes	N/A	Yes	No	N/A	
Target Ground	Yes	Yes	N/A	Yes	Yes	Yes	Yes	N/A	Yes	N/A	Yes	Yes	N/A	
Target Infantry	Yes	No	N/A	Yes	Yes	Yes	Yes	N/A	No	N/A	No	Yes	N/A	
Passengers	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	8 infantry		4 infantry	

	Mobile Artillery	Liberator Terradyne	Ravager Terradyne	Assault APC	Light Helidyne	Transport Helidyne	Deployable Sentry Gun	Deployable Radar
	1200	950	2000	750	550	700	250	500
	240	300	500	350	250	350	200	200
	3	3	4	3	3	2	2	2
	Siege Mode	Machine gun	Fortress Mode	Napalm Grenades	Turbo Thruster	Missile countermeasure	N/A	N/A
	8 / N/A	12	6 / N/A	12	25 / 35	20 / 10	N/A	N/A
	Vehicle	Armor	Armor	Armor	Reinforced	Reinforced	Building	Building
	20	50	50 / 80	50	0	0 / 20	20	0
	10	20	20 / 0	20	0	0 / 20	20	0
	0 / 10	0	10 / 0	10	0	0 / 20	20	0
	0	0	10 / 0	0	0	0 / 20	20	0
	100	120	80 / 120	100	250	150	120	350
	50	50	30 / 50	50	50	50	50	350
	0	0	0	0	0	0	0	50
	0	0	0	0	0	0	0	50
	Fragmentation	Antitank / Anti-personnel	Antitank	Chemical	Antitank / N/A	N/A	Machine gun	N/A
	30 / 40	50 / 10	60 / 70	30 / 20	20 / N/A	N/A	15	N/A
	1 / 0.6	1 / 0.3	1 / 1	0.2 / 1	0.8 / N/A	N/A	0.15	N/A
	1 / 3	1 / 4	1 / 1	2 / 1	3 / N/A	N/A	10	N/A
	300 / 400	120 / 100	100 / 130	50 / 100	120 / N/A	N/A	100	N/A
	4 / 4	2 / 1.5	1.5 / 1.5	2 / 4	3 / N/A	N/A	3	N/A
	50 / 40	0 / 1	0 / 0	1 / 15	N/A / N/A	N/A	2	N/A
	30 / 35	1 / 0	1 / 1	5 / 10	0 / N/A	N/A	0	N/A
	No	No	No	No	Yes	N/A	Yes	N/A
	Yes	Yes	Yes	Yes	Yes	N/A	Yes	N/A
	Yes	Yes	Yes	Yes	No	N/A	Yes	N/A
	N/A	N/A	N/A	8 Infantry	N/A	1 Ground unit	N/A	N/A

CHAPTER 9

VIRON UNITS

The Virons are very different from the other two factions. Their units are more specialized, more numerous, and more bizarre. They are less dependent on ground units, instead relying on unusually powerful infantry units and a varied collection of specialized Helidynes. Virons also possess two abilities that merit special discussion: regeneration and melding.

REGENERATION

Virons can regenerate health–something no other faction can do. Every Viron unit regenerates health points at a rate of 1 point every 5 seconds or 0.2 per second.

Two units (Assault Clanguard and Fighter Helidyne) have secondary modes that increase the health recovery rate.

MELDING

The Viron units' defining feature is their ability to meld–they combine with an identical unit to form a totally different one.

When two units are ordered to meld, they find an open location and form an egg. The egg requires a certain amount of space and takes time to "gestate" the new unit. The larger the unit, the longer the gestation period.

TIP

The health of two melding units is averaged as a percentile and applied to the resulting unit. Say, for example, two Gun Centruroids (one with health of 60 and one with health of 75) are ordered to meld. Because these units have a maximum health of 150, the two melding units are at 40 percent and 50 percent, respectively. Between the two, the average percentage is 45. Thus, the resulting Missile Centruroid (max health: 280) would emerge with health of 126.

While units are in a melding egg, the egg is essentially a unit with 200 health and body armor (0/0/0/0). If an enemy destroys the vulnerable egg before the melded unit emerges, the unit is lost. Obviously, avoid melding units in the heat of battle. Units refuse to meld if they're currently under fire.

Melding units must have enough space to form the egg. If space is insufficient, the units must wait for room before melding. Plan ahead to avoid an unexpected and inconvenient delay.

TIP

You can simultaneously meld several of the same kind of unit by selecting them all and ordering them to meld. If the selected units are mixed, the type highlighted by a blue line receives the Meld order. To change which unit type is highlighted, press Tab⇄.

INFANTRY UNITS

MISSILE CLANGUARD "PACK'CHANGH"

✦ AP Cost: 210
✦ Meld Result: Mortar Clanguard
✦ Health: 200
✦ Size: 1
✦ Secondary Mode: Torment Missile
✦ Speed (primary/secondary): 5

- ✦ Damage Type (primary/secondary): Antiair
- ✦ Damage (primary/secondary): 12/5
- ✦ Armor Type: Body
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 150
- ✦ Stealth: 20
- ✦ Hidden Stealth: 40
- ✦ Weapon Range: 150
- ✦ Target Air (primary/secondary): Yes/Yes
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): No/No

The least expensive of the Viron infantry is actually the most important. For one-third the cost of a Missile Centruroid (two melded Gun Centruroids), you get more damage per shot with the same range, the ability to fire from buildings and woods, and greater stealth. Missile Clanguards lack the Centruroid's higher firing rate and antimissile field, but that's not as important against a swarm of Helidynes or a pack of Striders. As the lowest-cost units, they're the best choice to operate stationary turrets.

In secondary mode, they fire weaker Torment Missiles that do some damage and lower the armor efficacy of any unit within five meters of the impact point. The victim takes 150 percent damage on all subsequent attacks for the next 3 seconds.

However, Missile Clanguards can't, in either mode, target infantry. They must therefore have some complementary units around, or almost any pursuing infantry will victimize them.

Their melded units, Mortar Clanguards, are capable of damaging vehicular and body armor, two kinds not strongly impacted by antiair damage.

ASSAULT CLANGUARD "KAH'MEH"

- ✦ AP Cost: 250
- ✦ Meld Result: Infector Clanguard
- ✦ Health: 180
- ✦ Size: 1
- ✦ Secondary Mode: Combat Drugs
- ✦ Speed: 5
- ✦ Damage Type (primary/secondary): Antitank/Unarmed
- ✦ Damage (primary/secondary): 30/Unarmed
- ✦ Armor Type: Body
- ✦ Armor Facings, primary (front/side/rear/top): 10/10/10/10
- ✦ Armor Facings, secondary (front/side/rear/top): 0/0/0/0
- ✦ View Range: 150
- ✦ Stealth: 20
- ✦ Hidden Stealth: 40
- ✦ Weapon Range: 110
- ✦ Target Air (primary/secondary): No/Unarmed
- ✦ Target Ground (primary/secondary): Yes/Unarmed
- ✦ Target Infantry (primary/secondary): Yes/Unarmed

The Assault Clanguard is the workhorse of the Viron infantry, capable of seriously damaging all vehicles (except Striders), effectively assaulting stationary guns, and melding into a potent anti-infantry unit.

Its antitank weaponry is on par (in damage, not range) with the NSA Recon Terradyne, but the Recon can't fire from cover. Plus, because Assault Clanguards are infantry with body armor rather than vehicles, many armored units can't target them, and they take reduced damage against such units' antitank weaponry. In other words, Assault Clanguards are perfectly bred to take out heavy armored units. Unlike NSA Light Infantry, however, they can't target airborne units with their antitank guns.

The Assault Clanguard is the most versatile of the Virons' specialized slate of infantry units, and it's the most defensively sound. Assault Clanguards are the only Viron infantry equipped with enhanced body armor, and their secondary mode enables them to heal faster.

Assault Clanguards can man turrets, too, but their higher cost makes Missile Clanguards better candidates for those jobs.

When melded, Assault Clanguards make Infector Clanguards, extremely fast and effective anti-infantry troopers.

MORTAR CLANGUARD "TAH'CHANGH"

- ✦ AP Cost: 420
- ✦ Meld Source: Missile Clanguard
- ✦ Health: 150
- ✦ Size: N/A
- ✦ Secondary Mode: Interference Grenades
- ✦ Speed (primary): 4
- ✦ Damage Type (primary/secondary): Fragmentation/Unarmed

- ✦ Damage (primary/secondary): 20/Unarmed
- ✦ Armor Type: Body
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range (primary): 150
- ✦ Stealth (primary): 20
- ✦ Hidden Stealth (primary): 40
- ✦ Weapon Range (primary/secondary): 150/150
- ✦ Target Air (primary/secondary): No/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/Yes

Mortar Clanguards, made from melded Missile Clanguards, aren't as fast or as powerful as their vehicular counterpart (the Mortar Centruroid), but they're vastly cheaper, can hide in buildings and woods, have a faster rate of fire, and fire more accurately. Their range is only half the Centruroid's, but their ability to fire and disappear is a valuable attribute.

Their damage is best suited to vehicular armor, but it works well against body armor too. A gang of Mortar Clanguards can close off a line of approach by showering a narrow pass with so many mortar shots that any smart foe will find another way, regardless of their units' armor.

In secondary mode, the Mortar Clanguard fires a shell that blocks line of sight for five seconds after impact (like a mini smokescreen). These are best fired at the ground *between* your units and the enemy.

The Mortar Clanguard can't target air units, but they can unmeld into a pair of Missile Clanguards that can.

INFECTOR CLANGUARD "MAAHL'BUL"

- ✦ AP Cost: 500
- ✦ Meld Source: Assault Clanguard
- ✦ Health: 200
- ✦ Size: N/A
- ✦ Secondary Mode: Infect
- ✦ Speed: 7
- ✦ Damage Type: Chemical
- ✦ Damage (primary/secondary): 20/5 per sec. for 3 sec. and 20 m radius
- ✦ Armor Type: Body
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 150
- ✦ Stealth: 20
- ✦ Hidden Stealth: 40
- ✦ Weapon Range: 50
- ✦ Target Air (primary/secondary): No/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/Yes

Infectors are the Viron infantry's anti-infantry and antiturret specialists. Their chemical damage is devastating to all enemy foot soldiers, better even than rapid-firing machine guns because it has a five-meter blast radius. Since they're also the fastest infantry units (tied with the NSA Raptor), they can run down and douse any foot soldier that dares cross them.

Chemical damage is the best against the building armor of turrets, so employ the Infectors against any antitank or antiair turret. Don't rush toward turrets that have chemical, machine gun, or antipersonnel weaponry.

In secondary mode, the Infectors are very dangerous. They emit a viral fog that inflicts 5 health points of damage per second for 3 seconds to any foe in a 20-meter radius.

When confronted with heavy vehicles, an Infector can unmeld into a pair of Assault Clanguards.

TIP

Infectors also damage vehicular armored units at the same percentage as Assault Clanguards, but the higher number of units resulting from an unmelding (two Assaults for every Infector) makes the Assault Clanguard the preferred unit.

GROUND UNITS

ENGINEER CENTRUROID "KEE'ON RIMAH"
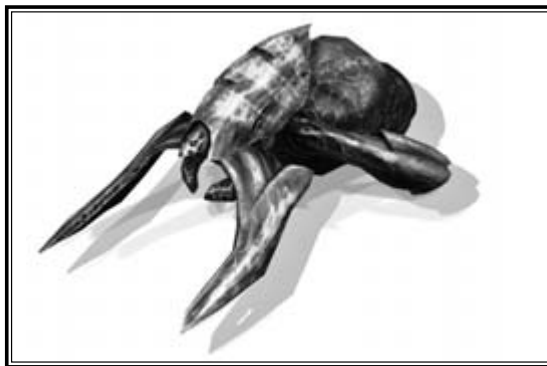
- ✦ AP Cost: 450
- ✦ Meld Result: Mortar Centruroid
- ✦ Health: 250
- ✦ Size: 2
- ✦ Secondary Mode: Repair
- ✦ Speed: 20
- ✦ Damage Type (primary/secondary): Chemical/Unarmed
- ✦ Damage (primary/secondary): 15/Unarmed
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 30/20/10/10
- ✦ View Range: 150
- ✦ Weapon Range (primary/secondary): 100/Unarmed
- ✦ Target Air (primary/secondary): No/Unarmed
- ✦ Target Ground (primary/secondary): Yes/Unarmed
- ✦ Target Infantry (primary/secondary): Yes/Unarmed
- ✦ Passengers: 8 infantry

The Viron Engineer is a jack-of-all-trades and a master of none. Unlike its NSA counterpart, it heals only in its secondary mode and must be instructed to do so; it doesn't autoheal over a distance.

On the other hand, it's vastly quicker than both the Terran and NSA versions, possesses greater health, and has an effective chemical damage weapon in its primary fire mode. It's also armored on all sides, making it more battle-ready than its counterparts.

In secondary mode, the Engineer's gun is disabled, but it can quickly heal specified units.

The Viron Engineer is also a full-sized troop transport with double the capacity of the NSA Engineer.

Two Engineers can meld to form a Mortar Centruroid.

GUN CENTRUROID "BAH'KO"

- ✦ AP Cost: 300
- ✦ Meld Result: Missile Centruroid
- ✦ Health: 150
- ✦ Size: 2
- ✦ Secondary Mode: Front Shields
- ✦ Speed (primary/secondary): 20/Immobile
- ✦ Damage Type: Machine Gun
- ✦ Damage (primary/secondary): 10/5
- ✦ Armor Type: Vehicular
- ✦ Armor Facings, primary (front/side/rear/top): 20/10/0/0
- ✦ Armor Facings, secondary (front/side/rear/top): 90/10/0/0
- ✦ View Range: 160
- ✦ Weapon Range (primary/secondary): 120/170

- ✦ Target Air (primary/secondary): No/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/Yes

The Gun Centruroid is the best land scout among the Viron units but isn't quite on par with the NSA Recon (shorter view range and no equivalent stealth mode).

Scouting isn't, however, its best function. It serves best as an anti-infantry defender. In its secondary mode, the Gun Centruroid shifts all of its armor up front, deflecting 90 percent of damage. The cost for this protection is a total loss of mobility and lowered damage per shot. On the upside, weapon ranges are increased by 50 meters.

As with the NSA Ravager, the Gun Centruroid's secondary mode is best used in narrow passes or when there are several of its kind, lined up to fill a space. If units can get behind the Gun Centruroid easily, don't use secondary mode.

Two Gun Centruroids get together to make the very valuable Missile Centruroid.

MORTAR CENTRUROID "CHINGH'GEH'OHN"

- ✦ AP Cost: 900
- ✦ Meld Source: Engineer Centruroid
- ✦ Health: 160
- ✦ Size: N/A
- ✦ Secondary Mode: Torment Grenades
- ✦ Speed (primary/secondary): 15/1
- ✦ Damage Type: Fragmentation

- ✦ Damage (primary/secondary): 30/0
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 40/20/0/0
- ✦ View Range: 150
- ✦ Weapon Range (primary/secondary): 300/150
- ✦ Target Air (primary/secondary): No/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/Yes
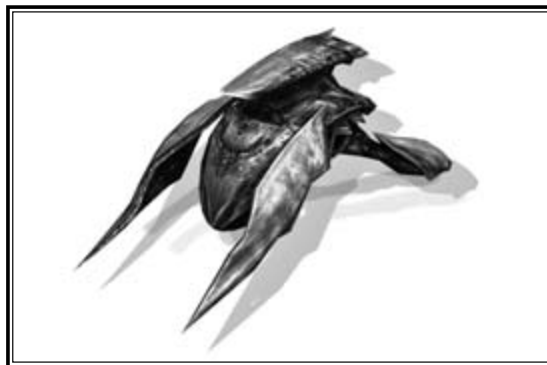
The Mortar Centruroid is the speediest of all the indirect fire units and features a comparatively blistering rate of fire. It's also more accurate and has a longer view range than either the NSA Mobile Artillery or the Terran Howitzer.

Defensively, it has better shields than the NSA version but the least health of the three units. It is unable to defend itself at close range and needs units nearby to fend off attackers.

In secondary mode, it fires weaker Torment Grenades that do some damage and lower the armor efficacy of any unit within five meters of the impact point. The victim takes 150 percent damage on all subsequent attacks for the next 3 seconds.

The Mortar Centruroid unmelds into a pair of Engineer Centruroids.

MISSILE CENTRUROID "HAAI'TAH"

- ✦ AP Cost: 600
- ✦ Meld Source: Gun Centruroid
- ✦ Health: 280
- ✦ Size: N/A
- ✦ Secondary Mode: Antimissile Mode
- ✦ Speed (primary/secondary): 20/Immobile
- ✦ Damage Type (primary/secondary): Antiair/Unarmed
- ✦ Damage (primary/secondary): 10/Unarmed
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 40/20/0/0
- ✦ View Range: 150
- ✦ Weapon Range: 150
- ✦ Target Air (primary/secondary): Yes/Unarmed
- ✦ Target Ground (primary/secondary): Yes/Unarmed
- ✦ Target Infantry (primary/secondary): No/Unarmed

The Missile Centruroid is the only antiair-firing ground unit in the Viron military; its weapon is nimble and persistent against airborne units and Terran Striders but is a bit lacking in the firepower department. It's fast, has high health, and possesses good armor. What it lacks in damage, however, it makes up in a tremendous rate of fire.

The situation dictates when this unit is preferable to a larger number of the less-expensive, but in many ways more offensively potent, Missile Clanguards. Generally, however, when there's a lot of fragmentation or chemical fire, or when protection is needed from indirect fire or Support Weapons, this unit is indispensable.

TIP

To boost the protection provided by the antimissile field, park several Missile Centruroids together and set them all to secondary mode. The combination of the fields will keep out most if not all missiles, mortars, and artillery.

In secondary mode, the Missile Centruroid emits a dome-shaped antimissile field in a 50-meter radius. Any unit inside this radius is protected from enemy missiles, mortars, and artillery. It is not, however, impenetrable; it can only stop one projectile per second. If several land at once or in rapid succession, all but the first will get through.

The Missile Centruroid unmelds to form a pair of Gun Centruroids.

PENETRATOR CENTRUROID "HUN'MUH"
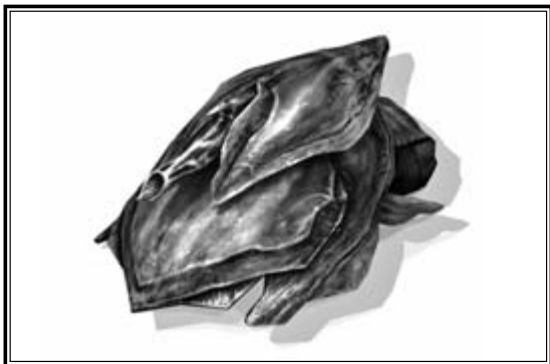
- ✦ AP Cost: 950
- ✦ Meld Result: Hellfire Centruroid
- ✦ Health: 300
- ✦ Size: 3
- ✦ Secondary Mode: Precision Mode
- ✦ Speed (primary/secondary): 10/Immobile
- ✦ Damage Type: Antitank
- ✦ Damage (primary/secondary): 60/30
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 120
- ✦ Weapon Range (primary/secondary): 120/250
- ✦ Target Air (primary/secondary): No/No
- ✦ Target Ground (primary/secondary): Yes/Yes
- ✦ Target Infantry (primary/secondary): Yes/Yes

The Penetrator is the Virons' small tank, and it is, in many ways, comparable to the NSA Liberator and Terran Destroyer. The three units share many statistics. The Penetrator features comparable armor and facing, health, rate of fire, weapon range, and view range.

The Penetrator hands out considerable damage, but it's slow for its class. However, its secondary mode is stupendously useful. The Penetrator surrenders its extra damage and becomes immobile in exchange for a firing range of 250 meters–the only direct weapon unit that can fire at that range is the NSA Raptor Sniper. Imagine

a Sniper with an antitank cannon in his hands and you have the Penetrator.

Taking advantage of this mode, however, requires that the immobile Penetrator's sides and rear are well protected. Keep it back from enemy weapon range and keep a host of antiair and machine gun and/or chemical units covering its back.

Precision mode also requires some visual aid. Because the Penetrator's view range isn't as long as its weapons range, it can't target units beyond view range by itself. There must be a unit within view range and line of sight of the target or some kind of surveillance to reveal the enemy.

Two Penetrators merge to form the Virons' high-end antitank weapon, the Hellfire Centruroid.

CORRUPTOR CENTRUROID "GEOM'RAAH"

- ✦ AP Cost: 750
- ✦ Meld Result: Thumper Centruroid
- ✦ Health: 300
- ✦ Size: 3
- ✦ Secondary Mode: Sacrifice
- ✦ Speed (primary/secondary): 12/Immobile
- ✦ Damage Type: Chemical
- ✦ Damage: 30
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 120
- ✦ Weapon Range (primary/secondary): 50/30 m radius
- ✦ Target Air (primary/secondary): No/No

- ✦ Target Ground (primary/secondary): Yes/No
- ✦ Target Infantry (primary/secondary): Yes/No
- ✦ Passengers: 8 Infantry

The Corruptor is a high-end antipersonnel APC in a tank's body. It's not as fast as the Virons' lighter APC (the Engineer), and it lacks the smaller unit's attack range, accuracy, and view range. It compensates, however, with higher health, heavier armor (front-loaded like a tank), and double the damage. Beyond its actual target, it injures in a wider area (10 meters) but only half as much per second (2.5 health per second for 3 seconds).

In secondary mode, the Corruptor demonstrates how much Virons are willing to give up for their cause. In this aptly named sacrifice mode, the Corruptor emits a cloud of chemical damage for a whopping 30 meters. All units, enemy and friend, in this range (including the Corruptor) suffer damage of 10 health per second. Be careful.

A pair of Corruptors meld to form the only direct-fire fragmentation damage unit, the Thumper Centruroid.

HELLFIRE CENTRUROID "CHEE'WOH"
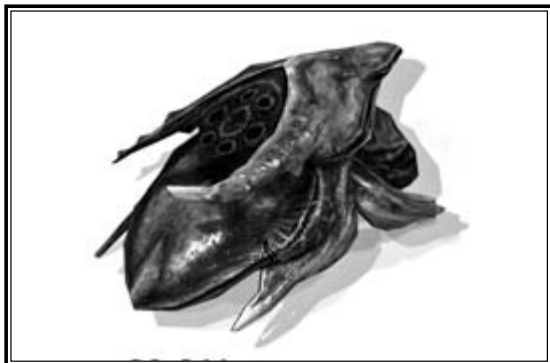
- ✦ AP Cost: 1,900
- ✦ Meld Source: Penetrator Centruroid
- ✦ Health: 600
- ✦ Size: N/A
- ✦ Secondary Mode: Turbo Thrusters
- ✦ Speed (primary/secondary): 8/16
- ✦ Damage Type (primary/secondary): Antitank/Unarmed
- ✦ Damage (primary/secondary): 50/Unarmed
- ✦ Armor Type: Armored
- ✦ Armor Facings, primary (front/side/rear/top): 50/20/0/0

- ✦ Armor Facings, secondary (front/side/rear/top): 50/30/20/20
- ✦ View Range: 120
- ✦ Weapon Range (primary/secondary): 150/Unarmed
- ✦ Target Air (primary/secondary): No/Unarmed
- ✦ Target Ground (primary/secondary): Yes/Unarmed
- ✦ Target Infantry (primary/secondary): No/Unarmed

The Hellfire is a very big antitank gun. It lacks the raw firepower of the Terran Vanquisher and the NSA Ravager, but it possesses superior weapon range and a faster rate of fire. It's also not as generally armored as the Ravager (with that unit's elevated rear armor) or as powerfully front armored as the Vanquisher, but both shortcomings are somewhat mitigated by its best-in-class health. Also unlike these other units, the Hellfire can't target infantry.

In secondary mode, the Hellfire shifts all of its power from its weapons (rendered inactive) to its drive system, making it the fastest tank on the battlefield. When in this state, the Hellfire raises extra armor on its sides, rear, and top. This combination of features makes the Hellfire perfect for rushing from an LZ to the heart of a skirmish and busting through an enemy line to reach an otherwise-protected LZ or VL.

A Hellfire unmelds into a pair of Penetrator Centruroids. It's often handy to have a Hellfire race to an LZ, split into two long-range Penetrators, and open fire at any pursuing units.

THUMPER CENTRUROID "BULL'GASAALH"
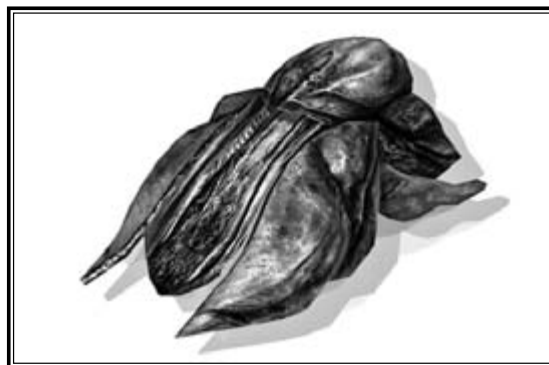
- ✦ AP Cost: 1,500
- ✦ Meld Source: Corruptor Centruroid
- ✦ Health: 450
- ✦ Size: N/A
- ✦ Secondary Mode: Guardian

- Speed: 10
- Damage Type (primary/secondary): Fragmentation/Unarmed
- Damage (primary/secondary): 30/Unarmed
- Armor Type: Armored
- Armor Facings (front/side/rear/top): 60/30/15/15
- View Range: 120
- Weapon Range: 70
- Target Air (primary/secondary): No/Unarmed
- Target Ground (primary/secondary): Yes/Unarmed
- Target Infantry (primary/secondary): Yes/Unarmed

Defensively, the Thumper is a heavy tank, and for a heavy tank, it boasts great speed and the best overall armor (if not the strongest in the front). This armor is important for preserving its subpar health.

This unit's weaponry makes it stand out. It is, essentially, a direct-fire mortar/artillery weapon; it inflicts the same kind of damage more accurately, at a faster rate of fire, and without the need for several defenders. It can do its job from the middle of a fight, meaning it requires less micromanagement and can get better results. Fragmentation damage is best against vehicular and body armors, so send the Thumpers straight for the light ground units and infantry.

Its secondary mode is another reason to have the Thumper in the thick of things. In exchange for its weaponry (which is shut down), the Thumper can emit a protection field that halves damage to friendly units within 20 meters. This is double the reach of the Ravager's similar ability. In situations where there are no prime fragmentation damage targets, switch on this mode and let the Thumper act as a super helper.

Unmelded, the Thumper breaks into a duo of anti-infantry Corruptor Centruroids.

AIR UNITS

FIGHTER HELIDYNE "GEEH'MU'GEE"

- AP Cost: 600
- Meld Result: Screamer Helidyne
- Health: 160
- Size: 3
- Secondary Mode: Improved Regeneration
- Speed (primary/secondary): 27/20
- Damage Type (primary/secondary): Antiair/Unarmed
- Damage (primary/secondary): 30/Unarmed
- Armor Type: Reinforced Vehicular
- Armor Facings (front/side/rear/top): 0/0/0/0
- View Range: 150
- Weapon Range (primary/secondary): 150/Unarmed
- Target Air (primary/secondary): Yes/Unarmed
- Target Ground (primary/secondary): No/Unarmed
- Target Infantry (primary/secondary): No/Unarmed

The Fighter is the Virons' basic airborne unit, but, unlike others of its class, it's exclusively designed for air-to-air combat.

Among Helidynes, it's burdened with the lowest health and (like all the Viron Helidynes) very short view range. It can, however, boast unmatched speed (except when chasing an NSA Light Helidyne in its secondary turbo thruster mode), making it a nasty surprise for airborne attackers or even Dropships. These ships can come out of nowhere.

Unlike the other factions' general-purpose, antitank Helidynes, the Fighter Helidyne is a pure dogfighter, only able to target other airborne units. As such, it has no counterattack when attacked from the ground and requires support from other units or skillful positioning when the unit isn't needed.

The Fighter is, perhaps, better compared to other antiair units; here it shows its worth. It possesses a faster rate of fire and better range for the same damage as the Rocket Terradyne and more damage and faster rate of fire than a Terran Missile Strider. Defensively, the Fighter is more resistant to antitank and machine-gun fire than the Rocket Terradyne but has inferior armor to the Missile Strider. The Fighters, unlike these other units, can only be attacked by enemies that can target air but can't retaliate if the attacker is on the ground.

In secondary mode, the Fighter diverts power from its drive (lowering its speed a bit) and weapons (disabling them) to heal itself faster. Rather than the standard Viron rate of 1 health point every 5 seconds (or 0.2 per second), the Fighter heals at a full 2 health points per second.

Two Fighters can merge to form the anti-infantry Screamer Helidyne.

SURVEILLANCE HELIDYNE "BORAH'MAAR"

✦ AP Cost: 550
✦ Meld Result: Contaminator Helidyne
✦ Health: 300
✦ Size: 2
✦ Secondary Mode: Radar Mode
✦ Speed (primary/secondary): 10/Immobile
✦ Damage Type (primary/secondary): Machine Gun/Unarmed
✦ Damage (primary/secondary): 5/Unarmed
✦ Armor Type: Reinforced Vehicular
✦ Armor Facings, primary (front/side/rear/top): 0/0/0/0
✦ Armor Facings, secondary (front/side/rear/top): 20/20/20/20
✦ View Range (primary/secondary): 150/400
✦ Perception 50/400
✦ Weapon Range (primary/secondary): 120/Unarmed
✦ Target Air (primary/secondary): Yes/Unarmed
✦ Target Ground (primary/secondary): Yes/Unarmed
✦ Target Infantry (primary/secondary): Yes/Unarmed

The Surveillance Helidyne is the Virons' primary scout. It can see for vast distances and go where other scouting units can't.

Because it moves very slowly and spends a lot of time sitting still, the Surveillance Helidyne has the highest health of the Helidynes. It can defend itself with a very weak (albeit long-range) machine gun that's good for fending off light vehicles (like Rocket Terradynes) and isolated infantry.

Primary mode is just for transportation; this isn't an offensive unit. Instead, the Surveillance Terradyne shines in secondary mode as a very powerful radar station. In this mode, the unit becomes immobile and unarmed; its armor increases on all facings, and view

and perception ranges skyrocket to 400 meters. This allows the Helidyne to see, regardless of line of sight (for example, it can be placed behind a mountain and see what's on the other side).

TIP

The Surveillance Helidyne is a fine target spotter for the Penetrator Centruroid.

Two Surveillance Helidynes can be melded to make an offensively powerful, anti-infantry, airborne trooper carrier, the Contaminator Helidyne.

SCREAMER HELIDYNE "JOH'JACK"

- ✦ AP Cost: 1,200
- ✦ Meld Source: Fighter Helidyne
- ✦ Health: 300
- ✦ Size: N/A
- ✦ Secondary Mode: Torment Mode
- ✦ Speed (primary/secondary): 15/10
- ✦ Damage Type (primary/secondary): Antipersonnel/Unarmed
- ✦ Damage (primary/secondary): 10/Unarmed
- ✦ Armor Type: Reinforced Vehicular
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 150
- ✦ Weapon Range (primary/secondary): 120/Unarmed
- ✦ Target Air (primary/secondary): Yes/Unarmed

- ✦ Target Ground (primary/secondary): Yes/Unarmed
- ✦ Target Infantry (primary/secondary): Yes/Unarmed

The Screamer is one of the deadlier anti-infantry units and is equally valuable as a battlefield support unit.

As a Helidyne, the Screamer has high health but is slower than most.

Its weapon is unique among airborne units and unusual in general. It sports an antipersonnel cannon similar to the one mounted on the Liberator Terradyne. The Screamer's gun, however, fires faster and can attack aircraft. It doesn't hold a candle to the NSA Raptor's antipersonnel weapon, but it should have infantry running in fear.

In secondary mode, the Screamer specializes in making enemies easier to kill. It emits a field, 75 meters in radius, that increases all damage to enemy units by 50 percent. To provide this service, however, the Screamer must reduce its speed and disable its weapon; it gets no additional armor in this state.

The Screamer can be unmelded to form a brace of Fighter Helidynes.

CONTAMINATOR HELIDYNE "WAN'GREH'OHNG"

- ✦ AP Cost: 1,100
- ✦ Meld Source: Surveillance Helidyne
- ✦ Health: 220
- ✦ Size: N/A
- ✦ Secondary Mode: Armor Mode
- ✦ Speed (primary/secondary): 15/10

- ✦ Damage Type (primary/secondary): Chemical/Unarmed
- ✦ Damage (primary/secondary): 30/Unarmed
- ✦ Armor Type: Reinforced Vehicular
- ✦ Armor Facings, primary (front/side/rear/top): 0/0/0/0
- ✦ Armor Facings, secondary (front/side/rear/top): 50/50/50/50
- ✦ View Range: 150
- ✦ Weapon Range (primary/secondary): 80/Unarmed
- ✦ Target Air (primary/secondary): No/Unarmed
- ✦ Target Ground (primary/secondary): Yes/Unarmed
- ✦ Target Infantry (primary/secondary): Yes/Unarmed
- ✦ Passengers: 8 Infantry

The Contaminator is the only flying infantry transport (like a flying Corruptor Centruroid), able to deliver troops anywhere on the battlefield. Also like the Corruptor, it attacks with a building- and infantry-withering chemical attack. Compared to the Corruptor, the Contaminator offers equivalent chemical damage, better range, more accuracy, and a more powerful but smaller area of effect (5 health points per second over a five-meter radius).

Its hold carries eight infantry troops. Given the Virons' great variety of infantry, the receiver is never sure what's inside until it opens.

In secondary mode, the Contaminator shifts all its energies into defense, raising 50 percent protection on all sides of the craft. The price for this is speed and loss of weaponry, but the resulting unit is a battering ram through enemy fire.

Effective use of this unit demands attention to detail, but the rewards are obvious. When it's flying to a distant location with no enemies nearby, keep it in the faster primary mode. If it's traveling and under fire, switch to secondary. When it comes in to land, shift it into primary mode if there are enemy turrets or infantry in buildings or in the open. Otherwise, leave it in secondary mode, drop its cargo, and get it out of range.

The Contaminator unmelds into two Surveillance Helidynes.

NOTE

If there are troops in a Contaminator when it unmelds, they will be unloaded first.

EQUIPMENT UNITS

DEPLOYABLE SENTRY GUN
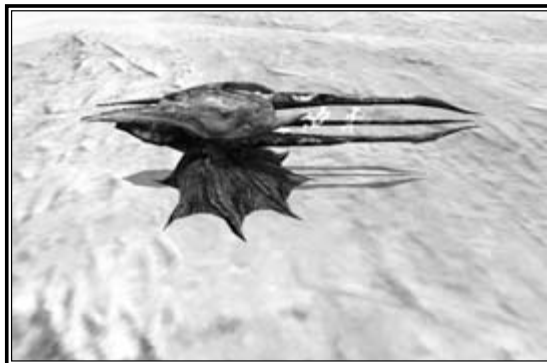
- ✦ AP Cost: 350
- ✦ Health: 200
- ✦ Size: 2
- ✦ Speed (primary): Immobile
- ✦ Damage Type (primary): Antitank
- ✦ Damage (primary): 20
- ✦ Armor Type: Building
- ✦ Armor Facings (front/side/rear/top): 20/20/20/20
- ✦ View Range (primary): 150
- ✦ Stealth (primary): 0
- ✦ Weapon Range (primary): 140
- ✦ Target Air (primary): No
- ✦ Target Ground (primary): Yes
- ✦ Target Infantry (primary): Yes

This small stationary gun requires no supervision and affords adequate protection (especially in groups). With its long view range, it can act as a mini radar station to alert LZ incursions. It's not going to defend against a large attack, but it can shred some smaller isolated armored units or Striders.

The Viron Deployable Sentry Gun costs more than the NSA version because it has a longer view range and fires antitank weaponry (instead of machinegun). Damage isn't as great as an Assault Clanguard, but the range is better. As with other small antitank units, it can't target airborne enemies.

This unit is immobile but can be moved with any vehicle capable of transporting infantry passengers.

DEPLOYABLE KZ SENSOR "DETECTOR"

- ✦ AP Cost: 500
- ✦ Health: 200
- ✦ Size: 2
- ✦ Secondary Mode: None
- ✦ Speed: Immobile
- ✦ Damage Type: Unarmed
- ✦ Armor Type: Building
- ✦ Armor Facings: 0/0/0/0
- ✦ View Range: 350
- ✦ Stealth: 50
- ✦ Hidden Stealth: 50

The Deployable KZ Sensor is a portable radar station that can be moved about via APC or other passenger vehicles. It functions as an eye on the ground, providing security for locations behind your lines (such as a far away LZ) or spotting for long-range or Support Weapons attacks. Sensors are unaffected by stealth and aren't blinded by smoke.

The Sensor shows up to enemies as a hostile unit, so they will fire upon it if discovered. If you come upon one belonging to a foe, quickly destroy it to blind your opponent.

It is the only noninfantry unit that gets a hidden stealth bonus. Deposited on the edge of a tree line, it gains an extra measure of stealth that could prove invaluable.

SPECIAL UNITS

SERGEANT RHO

See the "Special Units" section in Chapter 8.

VIP TRANSPORT

See the "Special Units" section in Chapter 8.

DRILL TRANSPORTER

- ✦ AP Cost: 2,000
- ✦ Health: 600
- ✦ Size: N/A
- ✦ Secondary Mode: None
- ✦ Speed: 6
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 60/60/60/60
- ✦ View Range: 120

The Drill Transporter appears in one Viron campaign mission. It's slow but very resilient. Never let it stray too far from the units protecting it.

VI'CATH CENTRUROID

- ✦ AP Cost: 4,000
- ✦ Health: 600
- ✦ Speed: 10
- ✦ Damage Type: Antitank
- ✦ Damage: 50
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 50/30/10/10
- ✦ View Range: 150
- ✦ Weapon Range: 150
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: No

This Viron command unit (see Chapter 22) appears in the final mission of the NSA campaign. It is very similar to a Hellfire Centruroid with the same health, armor amount and facings, damage, and weapons range. It moves slightly faster, has better view range, fires faster, can target air units (watch out Dropship), and injures nearby forces with a blast radius.

Fortunately, it has the same problem as most heavy-armored units—no added armor in the back. Converge on it from two sides, and one force will have clear shooting at the Vi'cath's rear facing.

VIRON UNITS	Assault Clanguard "Kah'meh"		Missile Clanguard "Pack'changh"		Mortar Clanguard "Tah'changh"		Infector Clanguard "Maahl'bul"		Engineer Centruroid "Kee'on Rimah"		Gun Centruroid "Bah'ko"		Mortar Centruroid "Chingh'geh'ohn"		Missile Centruroid "Haai'tah"		Penetrator Centruroid "Hun'muh"	
AP	250		210		420		500		450		300		900		600		950	
Health	180		200		150		200		250		150		160		280		300	
Secondary	Combat drugs		Torment missile		Interference		Infect (area) shells		Repair		Front Shields		Torment Shells		Anti-Missile System		Precision Shot	
Meld Source	N/A		N/A		Missile Clanguard		Assault Clanguard		N/A		N/A		Engineer Centruroid		Gun Centruroid		N/A	
Meld Result	Infector Clanguard		Mortar Clanguard		N/A		N/A		Mortar Centruroid		Missile Centruroid		N/A		N/A		Hellfire Centruroid	
Size	1		1		N/A		N/A		2		2		N/A		N/A		3	
Speed	5		5		4		7		20	N/A	20	N/A	15	1	20	N/A	10	N/A
Armor Type	Body		Body		Body		Body		Vehicle		Vehicle		Vehicle		Vehicle		Armor	
Front	10	0	0		0		0		30		20	90	40		40		50	
Sides	10	0	0		0		0		20		10		20		20		20	
Back	10	0	0		0		0		10		0		0		0		0	
Top	10	0	0		0		0		10		0		0		0		0	
View Range	150		150		150		150		150		160		150		150		120	
Perception	50		50		50		50		50		50		50		50		50	
Stealth	20		20		20		20		0		0		0		0		0	
Hidden Stealth	40		40		40		40		0		0		0		0		0	
Damage Type	Antitank	N/A	Anti-Air		Fragmentation	N/A	Chemical	N/A	Chemical	N/A	Machine-gun		Fragmentation		Anti-Air	N/A	Antitank	
Damage	30	N/A	12	5	20	0	20	N/A	15	N/A	10	5	30	N/A	10	N/A	60	50
Rate of Fire	1	N/A	1	1	0.1	0.1	0.4	N/A	0.6	N/A	0.4	0.4	0.4	1	0.3	N/A	1	1
Magazine	1	N/A	1	1	6	6	3	N/A	4	N/A	4	4	3	1	6	N/A	1	1
Weapon Range	110	N/A	150	150	150	150	50	N/A	100	N/A	120	170	300	150	150	N/A	120	250
Reload	3	N/A	2	4	4	10	3	N/A	4	N/A	1.5	1.5	3	3	2	N/A	1.5	4
Accuracy	0	N/A	N/A	N/A	20	20	0	N/A	0	N/A	0	0	30	30	N/A	N/A	0	0
Blast Radius	0	N/A	0	5	10	15	5	N/A	5	N/A	0	0	20	20	0	N/A	1	1
Target Air	No	N/A	Yes	Yes	No	No	No	N/A	No	N/A	No	No	No	No	Yes	N/A	No	No
Target Ground	Yes	N/A	Yes	Yes	Yes	Yes	Yes	N/A	Yes	N/A	Yes	Yes	Yes	Yes	Yes	N/A	Yes	Yes
Target Infantry	Yes	N/A	No	No	Yes	Yes	Yes	N/A	Yes	N/A	Yes	Yes	Yes	Yes	No	N/A	Yes	Yes
Passengers	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A		N/A		N/A		N/A	

Corruptor Centruroid "Geom'raah"	Hellfire Centruroid "Chee'woh"	Thumper Centruroid "Bull'gasaalh"	Fighter Helidyne "Geeh'mu'gee"	Surveillance Helidyne "Borah'maar"	Screamer Helidyne "Joh'jack"	Contaminator Helidyne "Wan'greh'ohng"	Deployable Sentry Gun	Deployable KZ Sensor
750	1900	1500	600	550	1200	1100	350	500
300	600	450	160	300	300	220	200	200
Sacrifice	Turbo Thrusters	Guardian Mode	Improved regeneration	Radar mode	Torment Aura	Armor mode	N/A	N/A
N/A	Penetrator Centruroid	Corruptor Centruroid	N/A	N/A	Fighter Helidyne	Surveilance Helidyne	N/A	N/A
Thumper Centruroid	N/A	N/A	Screamer Helidyne	Contaminator Helidyne	N/A	N/A	N/A	N/A
3	N/A	N/A	2	2	N/A	N/A	2	2
12 N/A	8 16	10	27 20	10 N/A	15 10	15 10	N/A	N/A
Armor	Armor	Armor	Reinforced	Reinforced	Reinforced	Reinforced	Building	Building
50	50 50	60	0	0 20	0	0 50	20	0
20	20 30	30	0	0 20	0	0 50	20	0
0	0 20	15	0	0 20	0	0 50	20	0
0	0 20	15	0	0 20	0	0 50	20	0
120	120	120	150	150 400	150	150	150	350
50	50	50	50	50 400	50	50	50	350
0	0	0	0	0	0	0	0	50
0	0	0	0	0	0	0	0	50
Chemical N/A	Antitank N/A	Fragmentation N/A	Antiair N/A	Machine-gun N/A	Anti-Personnel N/A	Chemical N/A	Antitank	N/A
30	50	30	30	5	5 N/A	30 N/A	20	N/A
0.3	0.5	0.2	0.5	0.5	0.1 N/A	0.5 N/A	1	N/A
4	4	3	4	3	10 N/A	3 N/A	1	N/A
50	150	70	150	120	100 N/A	80 N/A	140	N/A
3	2	3	3	2	3 N/A	3 N/A	1	N/A
7	N/A	10	N/A	0	1 N/A	5 N/A	2	N/A
10	0	10	0	0	0 N/A	5 N/A	0	N/A
No	No	No	Yes	Yes	Yes N/A	No N/A	No	N/A
Yes	Yes	Yes	No	Yes	Yes N/A	Yes N/A	Yes	N/A
Yes	No	Yes	No	Yes	Yes N/A	Yes N/A	Yes	N/A
8 infantry	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

CHAPTER 10

TERRAN UNITS AND STATIONARY WEAPONS

The Terran arsenal is the most straightforward of the three factions, but that doesn't mean it's not dangerous. You don't get to rule the universe without doing something right. Success breeds conventionalism, though, so the Terrans don't have any bizarre secondary modes. The units here are all about machine guns, tank shells, and missiles.

Also covered in this chapter are the various stationary weapons there are throughout the campaigns and in the multiplayer maps. The following section lists the statistics for the stationary weapons and describes how to attack them, claim them, and use them for your own.

INFANTRY UNITS

LEGIONNAIRE "GLADIUS"

- ✦ AP Cost: 100
- ✦ Health: 150
- ✦ Speed: 6
- ✦ Damage Type: Machine Gun
- ✦ Damage: 4
- ✦ Armor Type: Body
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 150
- ✦ Stealth: 20
- ✦ Hidden Stealth: 60

- ✦ Weapon Range: 100
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Terran Legionnaire is the weakest of infantry units. It has the same view and weapon range, stealth and hidden stealth, and weapon damage as the NSA Light Infantry, but it fires less accurately and has lower health. To its credit, any other infantry (except the Infector) can't chase down the speedy Legionnaire.

Legionnaires are best attacked with antipersonnel, machine gun, or chemical weapons, preferably from cover and/or high ground to impede their counterattacks.

CHEMICAL LEGIONNAIRE "DRAGON"
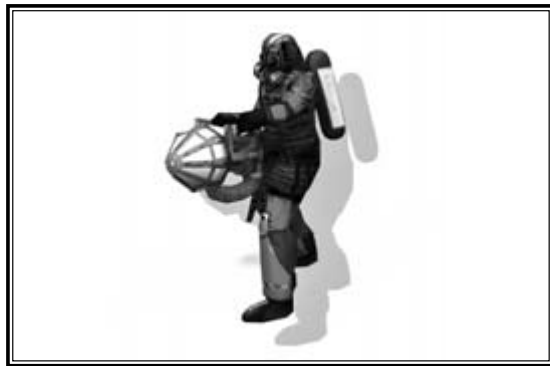
- ✦ AP Cost: 250
- ✦ Health: 200
- ✦ Speed: 5
- ✦ Damage Type: Chemical
- ✦ Damage: 10
- ✦ Armor Type: Body
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 150
- ✦ Stealth: 20

- ✦ Hidden Stealth: 40
- ✦ Weapon Range: 50
- ✦ Target Air: No
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Dragon is a more effective anti-infantry unit than the standard Legionnaire. It's slower, hides less effectively in buildings and woods, and has a more limited weapons range. On the other hand, it fires chemical weapon damage, so beat it down before it gets near infantry or turrets.

Dragons' chemical fire inflicts damage at the impact point. For 10 meters around this point, any enemy unit loses 3 health points per second for 3 seconds after impact. Both the initial damage and the area of effect are less than those of the similar Infector Clanguard.

Attack them with antipersonnel, machine gun, or chemical weapons, from cover and/or high ground to impede their counterattack.

# GROUND UNITS

APC HOVERDYNE "PEDES"

- ✦ AP Cost: 450
- ✦ Health: 100
- ✦ Speed: 15
- ✦ Damage Type: Machine Gun
- ✦ Damage: 12
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 120
- ✦ Stealth: 0
- ✦ Weapon Range: 100
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes
- ✦ Passengers: 8

The Terran version of the APC is weaker on defense than the NSA incarnation but is better armed. It lacks the NSA Light APC's added rear armor and sports only 100 health points.

Offensively, its weapon is more powerful, faster to reload, and can target infantry.

As an APC, it can carry up to eight infantry units. Attack it from the rear with machine gun fire or from above with fragmentation damage. As a second choice, rear-fired antitank and chemical damage are effective.

ENGINEER HOVERDYNE "ARCHITECTUS"

- ✦ AP Cost: 500
- ✦ Health: 150
- ✦ Speed: 10
- ✦ Damage Type: Machine Gun
- ✦ Damage: 12
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 120
- ✦ Stealth: 0
- ✦ Weapon Range: 100
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Terran Engineer is built for both combat and repair. As an offensive unit, the Engineer is similar to the APC. It has the same weaponry, armor, and view range.

The differences: It has a third more health than the APC, moves more slowly, and can repair units. You often see it fixing turrets as damage rains on them. Shift targeting to the Engineer and resume fixing the unattended turret.

Attack it from the rear with machine gun fire or from above with fragmentation damage. As a second choice, rear-fired antitank and chemical damage are effective.

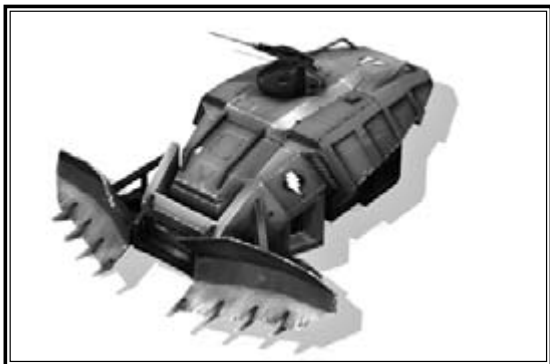## LIGHT HOVERDYNE "PATHFINDER"
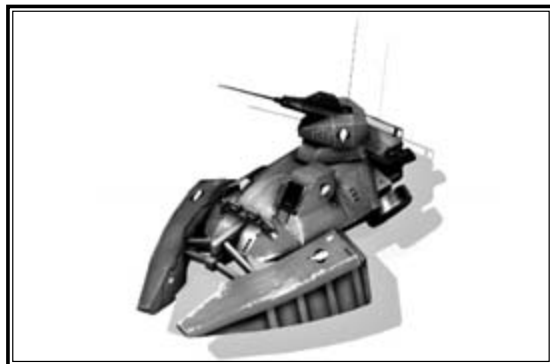
- ✦ AP Cost: 450
- ✦ Health: 150
- ✦ Speed: 20
- ✦ Damage Type: Machine Gun
- ✦ Damage: 12
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 200
- ✦ Weapon Range: 100
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Light APC is the Terrans' fastest and longest-sighted vehicle, making it their preferred scout. It has good front armor, a bit on the sides, and none in the rear or on top.

It is in all other respects (save the repair ability) identical to the Engineer Hoverdyne.

Attack it from the rear with machine gun fire or from above with fragmentation damage. As a second choice, rear-fired antitank and chemical damage are effective.

COMMAND HOVERDYNE "CENTURION"

- ✦ AP Cost: 700
- ✦ Health: 200
- ✦ Size: 2
- ✦ Speed: 15
- ✦ Damage Type: Machine Gun
- ✦ Damage: 12
- ✦ Armor Type: Vehicular
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 150
- ✦ Weapon Range: 100
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Centurion is the most resilient light vehicle, with the same strong armor as the others, but with more health. It possesses high speed and moderate view range.

Its weaponry is the same as the other light vehicles, but is slower to fire and reload.

Attack it from the rear with machine gun fire or from above with fragmentation damage. As a second choice, rear-fired antitank and chemical damage are effective.

A4 COMBAT STRIDER "TEREBRA EXARCHUS"

- ✦ AP Cost: 350
- ✦ Health: 210
- ✦ Speed: 6
- ✦ Damage Type: Machine Gun
- ✦ Damage: 10
- ✦ Armor Type: Reinforced Vehicular
- ✦ Armor Facings (front/side/rear/top): 30/20/10/10
- ✦ View Range: 175
- ✦ Weapon Range: 100
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Combat Strider's best asset is its armor, enhanced on all sides though not as strong in front as the light vehicles. It is, however, the kind of armor used on aircraft. Therefore, it has immunity to all damage types save antiair. It is extremely vulnerable to antiair fire.

Offensively, the Combat Strider is dangerous but not overpowering. It's slow, but its machine gun has punch. Light vehicles and infantry should give this Strider its due respect.

Attack it with missiles from the air or ground, from behind or above. Otherwise, the unit's only somewhat immune to chemical damage. Antitank damage works too, albeit slowly.

A10 MISSILE STRIDER "SPICILUM EXARCHUS"

- ✦ AP Cost: 400
- ✦ Health: 200
- ✦ Speed: 7.5
- ✦ Damage Type: Antiair
- ✦ Damage: 25
- ✦ Armor Type: Reinforced Vehicular
- ✦ Armor Facings (front/side/rear/top): 30/20/10/10
- ✦ View Range: 175
- ✦ Weapon Range: 150
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Missile Strider is an extremely dangerous player, especially to aircraft and Dropships. It's armed with an antiair weapon that's weaker but on par with the NSA Rocket Terradyne and Viron Fighter Helidyne.

It features the same strong, well-rounded armor as the Combat Strider and is also susceptible to antiair fire. It can dish it out but can't take it.

Attack Missile Striders with missiles from the ground, from behind or above. Do not go after them with aircraft. Otherwise, the unit's only somewhat immune to chemical damage. Antitank damage works too, albeit slowly.

MAIN BATTLE HOVERDYNE "DESTROYER"
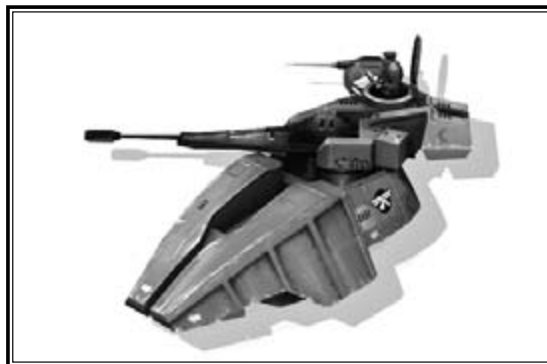
- ✦ AP Cost: 1,000
- ✦ Health: 350
- ✦ Speed: 15
- ✦ Damage Type: Antitank
- ✦ Damage: 60
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 120
- ✦ Weapon Range: 120
- ✦ Target Air: No
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Destroyer is the Terrans' light tank unit, and it's the best in class for its antitank abilities. It's the fastest of its kind and inflicts identical damage to the Viron Penetrator and the NSA's heavier tank, the Ravager. Its range is greater than the Ravager's.

As with most large armored units, the Destroyer is most vulnerable to attacks from the rear and top where its armor is the weakest. Its only heightened vulnerability is to antitank fire, but antiair fire is effective, too.

IMPERIAL CLASS HOVERDYNE "VANQUISHER"

- ✦ AP Cost: 2,000
- ✦ Health: 550
- ✦ Speed: 8
- ✦ Damage Type: Antitank
- ✦ Damage: 80
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 70/20/0/0
- ✦ View Range: 120
- ✦ Weapon Range: 100
- ✦ Target Air: No
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Vanquisher is the strongest of the large tanks. It has the heaviest front armor (but unlike the Ravager, it can move at that armor level) and the most punishing weapon. It must, however, get close to fire, as its range is low for an antitank unit.

As with most large armored units, the Vanquisher is most vulnerable to attacks from the rear and top where its armor is the weakest. Its only heightened vulnerability is to antitank fire, but antiair fire is effective, too.

HOWITZER HOVERDYNE "IMPERIAL FIST"
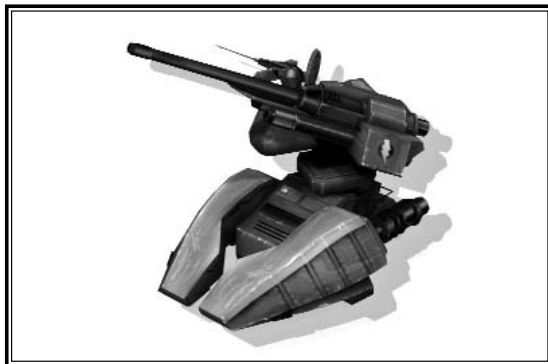
- ✦ AP Cost: 850
- ✦ Health: 230
- ✦ Speed: 10
- ✦ Damage Type: Fragmentation
- ✦ Damage: 50
- ✦ Armor Type: Armored
- ✦ Armor Facings (front/side/rear/top): 50/20/0/0
- ✦ View Range: 120
- ✦ Weapon Range: 350
- ✦ Target Air: No
- ✦ Target Ground: Yes
- ✦ Target Infantry: Yes

The Terrans' long-range, indirect weapon, the Howitzer is a mixed bag, but an overachiever where it counts most.

Statistically, it falls between the Viron Mortar Centruroid and the NSA Mobile Artillery in almost every category: speed, health, view range, accuracy, and blast radius.

In offensive capabilities and armor, however, it's a different story. It's the slowest in rate of fire, but the damage it gives is top notch. It can hurl shells farther than either unit save the Mobile infantry's immobile secondary mode.

It is the only indirect weapon with regular armor, and it's heavily fortified on the front and sides. Unlike the other units, therefore, it can't be attacked with machine gun fire or the fragmentation damage from other long-range indirect units. To kill it, you must get in close with some kind of antitank weapon or antiair.

NOTE

The Recon Terradyne and Light Helidyne are excellent Howitzer killers.

Like indirect weapons, the Howitzer cannot defend itself from close range and is a sitting duck if an array of defenders aren't encircling it. Get in close and hit it from above or behind for quickest dispatch.

AIR UNITS

ATTACK HELIDYNE "CERBERUS"
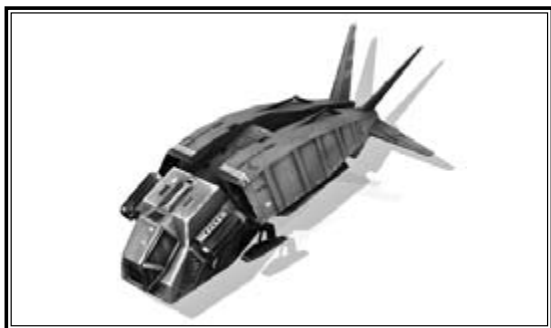
- ✦ AP Cost: 800
- ✦ Health: 180
- ✦ Speed: 15
- ✦ Damage Type: Antitank
- ✦ Damage: 40
- ✦ Armor Type: Reinforced Vehicular
- ✦ Armor Facings (front/side/rear/top): 0/0/0/0
- ✦ View Range: 175
- ✦ Weapon Range: 150
- ✦ Target Air: Yes
- ✦ Target Ground: Yes
- ✦ Target Infantry: No

The Terrans' only air unit is weak in health, slow, and shortsighted.

On the other hand, it has the most effective antitank weapon in the sky, twice as potent as the NSA Light Helidyne's, and you can fire it from greater range.

Keep an antiair unit or two near any armored units in your force. They can make quick work of the Terran Helidynes if they're nearby.

The best defense against them is antiair fire from more than one source. With their low health, the Attack Helidynes can't take much. Other than antiair, the next best things are antitank or machine gun fire, but they're not efficient.

SPECIAL UNITS

JURY-RIGGED TRUCK

✦ AP Cost: 1,500
✦ Health: 300
✦ Size: N/A
✦ Speed: 9
✦ Damage Type: Antitank
✦ Damage: 100
✦ Armor Type: Vehicular
✦ Armor Facings (front/side/rear/top): 0/0/0/0
✦ Target Air: No
✦ Target Ground: Yes
✦ Target Infantry: No

This suicide unit appears in the final Viron campaign mission (see Chapter 34). The trucks make a beeline for the evacuation shuttles and detonate when they're four to six meters from their target.

CENTURION CEZARUS

✦ AP Cost: 4,000
✦ Health: 600
✦ Speed: 10
✦ Damage Type: Antitank
✦ Damage: 50
✦ Armor Type: Armored
✦ Armor Facings (front/side/rear/top): 50/20/0/0
✦ View Range: 120
✦ Weapon Range: 150
✦ Target Air: No
✦ Target Ground: Yes
✦ Target Infantry: Yes

Cezarus's vehicle appears in the Viron campaign (see Chapter 26). It's a monster with more health than a Vanquisher but less armor and firepower. As such, it's not hard to kill; it just takes a while. Like all heavy vehicles, it's vulnerable to fire from behind.

TERRAN UNITS	Legionnaire "Gladius"	Chemical Legionnaire "Dragon"	APC Hoverdyne "Pedes"	Engineer Hoverdyne "Architectus"	Light Hoverdyne "Pathfinder"	Command Hoverdyne "Centurio"	
AP	100	250	450	500	450	700	
Health	150	200	100	150	150	200	
Size	1	1	2	2	2	2	
Speed	6	5	15	10	20	15	
Armor Type	Body	Body	Vehicle	Vehicle	Vehicle	Vehicle	
Front	0	0	50	50	50	50	
Sides	0	0	20	20	20	20	
Back	0	0	0	0	0	0	
Top	0	0	0	0	0	0	
View range	150	150	120	120	200	150	
Perception	50	50	50	50	50	50	
Stealth	20	20	0	0	0	0	
Hidden Stealth	60	40	0	0	0	0	
Damage Type	Machine Gun	Chemical	Machine Gun	Machine Gun	Machine Gun	Machine Gun	
Damage	4	10	12	12	12	12	
Rate of Fire	0.4	0.2	0.3	0.3	0.3	0.4	
Magazine	6	3	4	4	4	4	
Weapon Range	100	50	100	100	100	100	
Reload	1.5	3	1.5	1.5	1.5	3	
Accuracy	2	2	0	0	0	3	
Blast Radius	0	5	0	0	0	0	
Target Air	Yes	No	Yes	Yes	Yes	Yes	
Target Ground	Yes	Yes	Yes	Yes	Yes	Yes	
Target Infantry	Yes	Yes	Yes	Yes	Yes	Yes	
Passengers	N/A	N/A	N/A	N/A	N/A	N/A	
	N/A	N/A	8 Infantry	N/A	N/A	N/A	

A4 Combat Strider "Terebra Exarchus"	A10 Missile Strider "Spicilum Exarchus"	Main Battle Hoverdyne "Destroyer"	Imperial Class Hoverdyne "Vanquisher"	Howitzer Hoverdyne "Imperial Fist"	Attack Helidyne "Cerberus"
350	400	1000	2000	850	800
210	200	350	550	230	180
2	2	3	3	4	2
6	7.5	15	8	10	15
Reinforced	Reinforced	Armor	Armor	Armor	Reinforced
30	30	50	70	50	0
20	20	20	20	20	0
10	10	0	0	0	0
10	10	0	0	0	0
150	175	120	120	120	175
50	50	50	50	50	50
0	0	0	0	0	0
0	0	0	0	0	0
Machine Gun	Antiair	Antitank	Antitank	Fragmentation	Antitank
10	25	60	80	50	40
0.3	0.8	1	1	1	0.8
10	3	1	1	1	3
100	150	120	100	350	150
3	3	1.5	2	3	3
5	N/A	0	0	40	N/A
0	0	1	1	25	1
Yes	Yes	No	No	No	Yes
Yes	Yes	Yes	Yes	Yes	Yes
Yes	Yes	Yes	Yes	Yes	No
N/A	N/A	N/A	N/A	N/A	N/A
N/A	N/A	N/A	N/A	N/A	N/A

STATIONARY WEAPONS

Stationary weapons (or "turrets") are weaponry structures strategically placed on the battlefield. They can't be destroyed but you can disable them by reducing their health to zero. After they are disabled, an Engineer can repair them and a friendly infantry unit can inhabit them. When they are inhabited, a turret automatically fires at your enemy's units until it is disabled. Whoever gets to it first can then repair and inhabit it.

In some campaign missions, something you do permanently disables many turrets. If you can't fix one, this is why.

Because building armor protects all turrets, anything with chemical or antitank damage takes them out. All other types are slow and ineffective. Which unit you choose, however, depends on what the turret can do in response. Sending chemical-firing infantry against an Incinerator Turret is as insane as sending a Helidyne to take down a SAM site. Examine the following table and the "Damage vs. Armor Matrix" (Chapter 4) for insight.

If a turret is geographically or tactically unreachable (for example, only units that can get close to an antipersonnel cannon are infantry), use an indirect weapon (like mortars or artillery), despite the turret's immunity to them.

Viron forces have a leg up here, as they can always attack a stationary gun with their chemical-based Support Weapons. It's expensive but quick.

WEAPON TURRETS	Shrike-5 Gun Emplacement	Imperial SAM Site	Photon Gun Emplacement	APB-5 Light Infantry Gun	Anti-Infantry Cannon	Scorcher-T99 Incinerator	Imperial Anti-Tank Cannon	AND-1 Pulverizer Cannon
Health	350	300	300	200	300	300	300	500
Armor Type	Building	Building	Building	Building	Building	Building	Building	Building
Front	50	50	50	50	50	50	50	50
Sides	20	20	20	20	20	20	20	20
Back	0	0	0	0	0	0	0	0
Top	0	0	0	0	0	0	0	0
View Range	150	200	150	150	150	150	150	150
Perception	50	50	50	50	50	50	50	50
Damage Type	Antitank	Antiair	Anti-Personnel	Machine Gun	Anti-Personnel	Chemical	Antitank	Alien
Damage	80	60	15	5	15	50	80	150
ROF	1	0.5	0.3	0.3	0.1	0.5	1	1
Magazine	1	4	8	8	4	3	1	1
Weapon Range	140	250	120	120	120	90	140	140
Reload	1.5	1.5	3	3	3	1.5	2	3
Accuracy	0	N/A	0	0	0	5	0	0
Blast Radius	0	1	0	0	0	10	0	4
Target Air	No	Yes	Yes	Yes	Yes	Yes	No	No
Target Ground	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes
Target Infantry	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes
Crew	1	1	1	1	1	1	1	1

PART 3:

⫶⫶⫶ NSA CAMPAIGN ⫶⫶⫶

The first 12 missions comprise the NSA campaign.

Each mission features several objectives, but only some ("Primary") are required to complete the mission. Others ("Secondary") are optional, but completing them facilitates the entire mission, nets additional Victory Locations and, therefore, more Acquisition Points.

While many important objectives are assigned in the prelevel briefing, others only appear in-game as you reach locations, achieve activities, or complete other objectives. The origin of each objective is noted parenthetically in the following sections.

GROUND CONTROL
OPERATION EXODUS

CHAPTER 11

RAT CATCHER

OBJECTIVES

PRIMARY

✦ Secure the Unmanned Pod (briefing)
✦ Stop Dracus Assault Force (in-mission)

SECONDARY

✦ Secure the Loengard Square (briefing)
✦ Secure Toll Road 4 (briefing)

STARTING UNITS

✦ 8 NSA Light Assault Infantry

WEATHER REPORT

Intermittent rain

ENEMY UNITS

✦ Terran Legionnaires
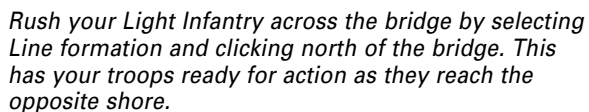✦ Terran Light Hoverdyne

MISSION OVERVIEW

The mission begins south of the city center, across the river. Advance north via the bridge, wait for reinforcements, and head west to take Loengard Square (a secondary objective). Return to the bridge and surge north to clear out Toll Road 4 (secondary) before turning west to capture the primary objective. That done, an enemy attack force advances from the road due east. Neutralize the invaders and the mission is yours.

WALKTHROUGH

Fight vs. Terrans (P)
Toll Road 4 (S)
Unmanned Pod (P)
Loengard Square (S)
Start
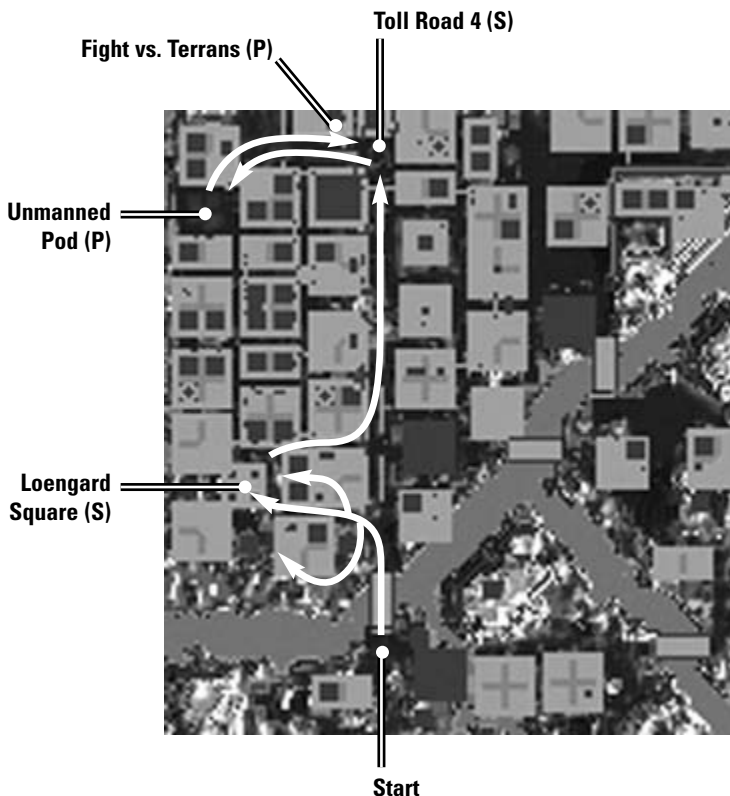
There is no Dropship for this mission and, therefore, no reinforcements on demand. Major Grant will, however, send you periodic extra units.

Rush your Light Infantry across the bridge by selecting Line formation and clicking north of the bridge. This has your troops ready for action as they reach the opposite shore.

Group your Light Infantry and cross the bridge in Line formation, then mow down the enemy Legionnaires firing from the building to the west.

Reinforcements

New units approach from the bridge east of your current position. As they arrive, they stop and transfer to your control (their indicators change from blue to green).

Reach the northern shore, and Major Grant provides a trio of Recon Terradynes and a smattering of Light Infantry. Check the minimap to follow their automated path from the bridge east of your position. When the units arrive, group the Recons and add the new Light Infantry to your existing Light Infantry group.

Use your Recons' superior firing range to eliminate the sniper in the west building.

Face the Recons down the west road and open fire on the Imperial Legionnaire firing from an upstairs window.

The Recons have greater range than the sniper in the building. Get them close enough to target the enemy and fire away from safety. You can see the Legionnaire's firing range by pointing at him and observing the red range circle superimposed on the ground. Park the Recons outside this circle and they're free from damage.

Break your Light Infantry into two subgroups. Advance west with your Recons toward Loengard Square. While they do battle with the Imperial buggies patrolling the square, position your Light Infantry groups inside buildings facing the square.

To get to the building south of the square, move one Light Infantry squad along the river and behind the building. This keeps the squad out of the range of the Terran troops in the square. When it's time to attack, move the Light Infantry into the building.

Surrounding the square from the safety of the buildings and rushing in with your Recons brings Loengard Square under your control in a jiffy.

When all opposition's cleared from the square, the position and the first secondary objective are yours.

Objective Complete

The longer your troops hold this Victory Location, the greater the Acquisition Points. You can use these to purchase reinforcements.

Because there's no Dropship in this mission, APs aren't a big deal, but it's helpful to get into this frame of mind.

Reinforcements

Major Grant provides another Recon, roaring in from the east. Incorporate it and prepare to move out.

Explore the surrounding blocks and high windows to find enemies and leave a couple of Light Infantry units in buildings around the square (as guards) before returning the rest of the force to the area north of the bridge.
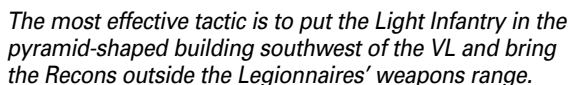
As long as you mop up all enemies here, there's no need to leave troops to hold this position. Scout the surrounding area with your Recons in secondary (stealth) mode; they're slower in this state but are difficult to spot.

Keep a sharp eye on the western buildings; snipers are everywhere.

Inch northward, using your Recons to cut down Legionnaires lurking in the buildings west of the main road and patrolling the parks east of it.

At the end of the road is the Victory Location for Toll Road 4. Eliminate all enemy units from the rooftop across the street and advance to the VL to claim this next secondary objective.

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The most effective tactic is to put the Light Infantry in the pyramid-shaped building southwest of the VL and bring the Recons outside the Legionnaires' weapons range.

Objective Complete

Position squads of Light Infantry in the buildings west of the main road. Move them westward from building to building. Provide cover by patrolling the side streets with the Recons.

TIP

Root out lurking enemies by putting your Recons in stealth mode and searching the streets. Switch to primary mode when an enemy appears, and back your Recons toward the Light Infantry in the windows above.

Fire from the higher windows of buildings around the VL and from the street with a constantly-moving pack of Recons. Such force leaves these roof-dwelling Legionnaires with little chance of survival.

As the Light Infantry reaches the buildings overlooking the northwest square, the primary objective (the unmanned pod) comes into view. Swoop in with the Recons to decimate any Terran opposition, but don't yet take control of the VL.

Objective Complete

Abandon these positions and take positions around the Toll Road 4 VL with Light Infantry in the Pyramid building and the structures north across the street.

The incoming army is trying to take the northwestern VL (the pod). If any get past the crossfire, chase them down with the Recons.

When the Light Infantry is in position, take the northwest VL with the Recons and race them east to support the Infantry as Terran troops advance from the east. Grant sends in a Recon quintet, approaching Toll Road 4 from the south on the main road.

A crossfire makes short work of the advancing Terran force.

Reinforcements

Switch Light Infantry to secondary fire mode if a Hoverdyne comes within range. The troops' machine gun fire (primary mode) doesn't damage these vehicles much, but their rockets (secondary mode) make short work of them.

When all Terran troops are but a memory, the objective and the mission are complete.

Objective Complete

CALLING THE SHOTS

OBJECTIVES

PRIMARY

✦ Secure the Beach (briefing)
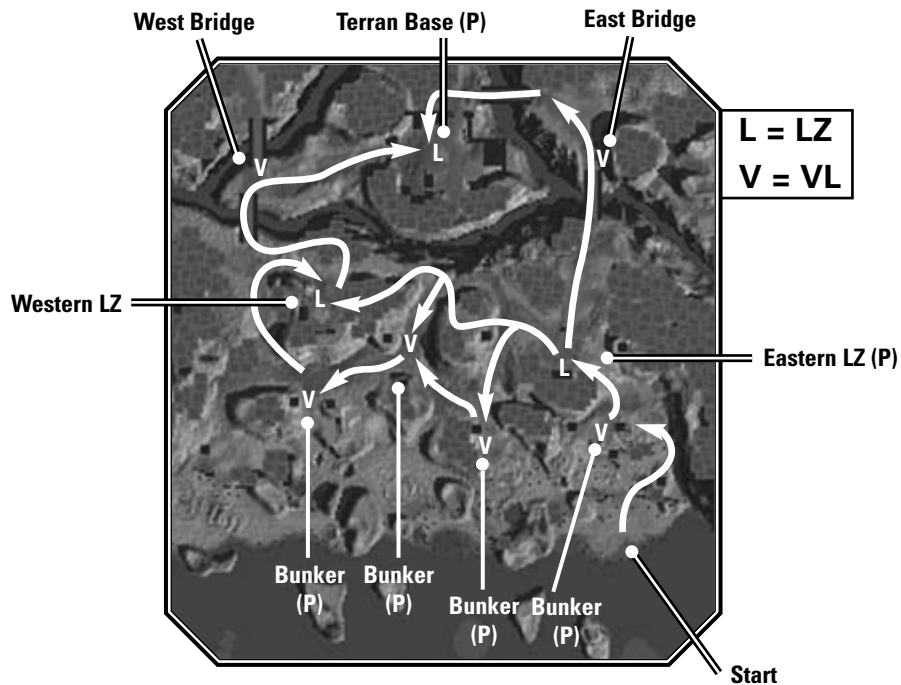✦ Take Control of the Terran Base (briefing)

SECONDARY

✦ None

STARTING UNITS

✦ 18 NSA Light Assault Infantry
✦ 3 Light APCs

ENEMY UNITS

✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran A10 Missile Strider

MISSION OVERVIEW

A river running west to east divides this large map. South of the river is the beach and an array of bunkers and Landing Zones, all under Terran control. The first primary objective is to gain uncontested control of all four bunkers and both LZs. Assisting in this objective, capturing and defending VLs, is a large force of game-controlled allied troops.

North of the river is the second primary objective: the main Terran base. This mainland area is only accessible via two bridges (one west and one east) near each LZ. You needn't control the VLs across both bridges to take the base. You must, however, defend the bridges to prevent enemy crossings and maintain hold of the beach.

To conquer this challenge, grab the bunkers north of the starting point and claim the LZ nearby. Build up enough defenses to fortify the LZ and seal the bridge to the north.

Gradually conquer and hold the remaining VLs to amass Acquisition Points.

When you or the AI-controlled Major Grant claim the LZ to the northwest, switch to it and amass a force there that can seal the western bridge. With both bridges adequately defended, you can prevent the Terrans from reclaiming the beach.

When the beach is secured and all bunkers and LZs are under NSA control, send a force over one of the bridges and empty the Terran base of its inhabitants.

WALKTHROUGH

The troops are under fire, so assign each batch to a squad number (1-3) and load them into the APCs (which are out of gun range). Group the APCs as squad 4.

TIP

The turrets here are anti-infantry cannons and inflict antipersonnel damage. Thus, they're deadly to Light Infantry but can't do much damage to the APCs, though they can tear through Infantry. Knock them out with your APCs and keep the Infantry out of range.

Load everyone into the APCs and surge ahead to pound the first turret. Keep the APCs' heavy front armor facing these big guns and they won't take much damage.

Using waypoints (hold ⇧Shift while issuing move commands), drive the APCs up the eastern side of the bluff and down the throat of the lone turret on that side.

Drive right up to the turret on the east side of the beach.

Let the artillery pound your APCs while your Light Infantry copes with the snipers and provides cover for any Light Hoverdynes that emerge from the south.

Target the Legionnaires manning the buildings nearby, and rush forward with the APCs to knock out the western turrets.

Send Light Infantry into the woods behind the LZ, and bring up the rear with the APCs to provide additional firepower.

Place men inside the LZ's building.

Climb the hill to the north, sending Light Infantry into the woods to fire from cover. After they're in position, storm up the hill with APCs, use them to target the turret, and claim the eastern LZ. Place a few men in the LZ's building.

After crossing the first bridge and clearing out the opposition, take defensive positions around the second bridge (leading west). This area is easier to defend than the area north of your LZ.

NOTE

You get a warning from Major Grant about being too hasty in going for the base. Ignore it. This move is defensive and is not a prelude to taking the base.

Requisition your first batch of reinforcements and prepare to send your original bunch of troops across the northern bridge. When it arrives, order your Dropship (see the following sidebar) to fly over and target any Hoverdynes waiting across the river. Rush across and send the Light Infantry to scale the high hill and neutralize the Terran snipers.

Use your Dropship to soften up bunkers and the Terran base.

As long as you're careful about the amount of damage it takes, use the Dropship to demolish the turrets around the bunkers. This makes claiming these VLs easier. To have the Dropship stay after dumping its payload, press [V] ("Toggle Dropship Returns") and control it like any other unit. When its fuel gets low, it automatically heads to base. If, however, the Dropship is taking too much damage, stop using it for this.

This is a perfect mission for this maneuver. The amount of APs available is so limited that getting the Dropship to base isn't as important as it is in other missions; you don't need a constant flow of reinforcements. Upgrade the Dropship's weapons and armor.

Build up a strike force and set out to claim the three bunkers west of this position (if Major Grant hasn't grabbed them).

Utilize one or two strike forces (converging from different directions) to decimate the defenses at each of the bunker VLs.

Major Grant's forces move for the northwest corner's LZ. Send one or both of your strike forces in as support, running Light Infantry into the woods east of the LZ to fire from cover. After you overrun the LZ, it belongs to the NSA.

Objective Complete

Switch the default Landing Zone to this one (press [Z] and click on this LZ) and bring in another strike force. Use these troops to fortify the western bridge. If the eastern force needs shoring up, switch the default LZ to that side and call in for reinforcements there too.

To fortify the western bridge, place Light Infantry in the woods and scatter Recons at a distance on all sides of the bridge (beyond the advancing Legionnaires' firing range).

Array troops in the woods around the western bridge to mow down the coming flood of Terran Legionnaires.

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After you have control of the area south of the river, large Terran forces (a gaggle of Legionnaires backed by at least one Light Hoverdyne) advance across both bridges. Fend off the attacks and be ready to counter.

> Though you can use either bridge for the final assault, the western bridge is more tactically effective. With the long field leading up to the base's entrance and a few hills for high ground shooting, you can take advantage of the Recons' long firing range and neutralize the perimeter defenses.
>
> The short ground in front of the eastern gate offers none of these advantages.

March toward the bottleneck opening to the Terran base and defuse the perimeter defenses.

Send forces one across (or both simultaneously if you can handle the logistics). Pause first to shut down the perimeter defenses and place your Light Infantry in the towers.

Inside the base, take up protected positions and mow down any remaining enemies. The faster you contest the LZ, the quicker you can cut off reinforcements.

Order in the rest of the foot soldiers and array them inside buildings surrounding the LZ.

When the coast is clear, send units into the LZ at the middle of the base to capture it once and for all.

This is another great moment to bring in the Dropship. You must plan ahead and give it time to arrive, though. Coordinate it correctly and the final assault is a cakewalk.

If you lose any of the bunkers or LZs south of the river but capture the base, the mission is not over. You must complete both objectives to end the mission.

You do not, however, have to hold both (or either) bridge crossings on either side of the Terran base. Neither of the bridge VLs is a primary objective.

Objective Complete

After you gain uncontested possession of all the VLs south of the river and the Terran base, the mission is over.

CHAPTER 13

SMELLS LIKE VICTORY

OBJECTIVES

PRIMARY

✦ Establish Base of Operations (briefing)
✦ Capture or Kill Imperator Vlaana (in-game)
✦ Cross the Bridge (in-game)
✦ Disable the Base's Perimeter Defenses (in-game)

SECONDARY

✦ Capture the Radar Station (in-game)
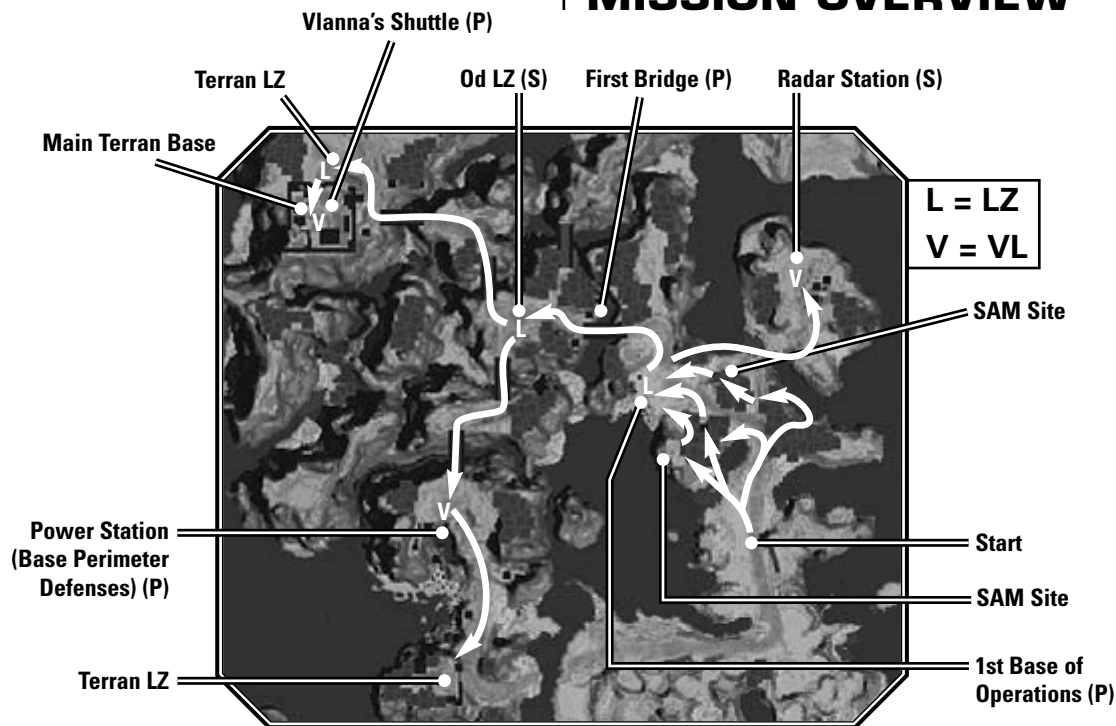✦ Capture Another Landing Zone (in-game)

STARTING UNITS

✦ 24 NSA Light Assault Infantry
✦ 8 NSA Siege Soldiers
✦ 1 NSA Combat Engineer

ENEMY UNITS

✦ Terran Legionnaire
✦ Terran A10 Missile Strider
✦ Terran Chemical Legionnaire
✦ Terran Command Hoverdyne
✦ Terran Light Hoverdyne

MISSION OVERVIEW

Vlanna's Shuttle (P)

Terran LZ

Od LZ (S)

First Bridge (P)

Radar Station (S)

Main Terran Base

L = LZ
V = VL

SAM Site

Power Station
(Base Perimeter
Defenses) (P)

Start

SAM Site

Terran LZ

1st Base of
Operations (P)

The initial task is to fulfill the first primary objective: Take control and defend the LZ northwest of the starting position. Disable the twin surface-to-air missile sites, however, before inviting your Dropship into the death zone.

After the LZ is under control, seal off the northwest bridge to prevent enemy incursions.

Send a strike team northeast to close down and assume control of a radar station. Exterminate the defending troops, put a single Light Infantry unit inside the radar station, and figure out a way to use this to your advantage.

Reassemble and reinforce the troops near the bridge and assault the opposite shore, working your way up to a second LZ.

At this juncture, (though it's not required), leave a defending force along the northern bridge and take a large strike force across the southern bridge. Destroy the power plant to bring down the stationary guns at the Terran base, and continue south to shut down another Terran LZ (effectively closing off any attacks from the rear). Return to the previous LZ.

Cross the bridge and follow the path to the Terran base. Disable the perimeter defenses, contest the LZ, and breach the base. Locate Imperator Vlaana's ship and touch the VL nearby to complete the mission.

WALKTHROUGH

Group your Light Infantry units into squads by unit type (three squads of Light Infantry and one squad each of Siege Soldiers and Raptors). Keep the Engineer safe to the rear.

Lines of units at different angles yield killer crossfire.

Fan out the troops in Line formation to absorb an initial assault of Legionnaires.

Send the Siege Soldiers up the hill to ruin a perfectly good SAM site. Sorry, Terrans.

Send the Siege Soldier squad and one Light Infantry squad up the western wooded hill. After fending off the Terran Legionnaire rush, array the Light Infantry in and around the bunker, and point the Siege Soldiers up the hill to dismantle one SAM launcher.

NOTE

Don't summon the Dropship until both SAM sites are offline.

Dispatch one Light Infantry squad into the woods up the road due north. Place them along the tree line facing west, making sure they have a clear view of the LZ.

Stow the Engineer in this protected position. It's essential, however, to have a defensive line of Light Infantry nearby.

Meanwhile, tuck the fragile but important Engineer behind the trees near the bunker, protected by the final Light Infantry squad.

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After you take your positions on the hill, the assault from the troops guarding the LZs begins. If you're not ready for it when it comes, you'll be wiped out.

When the Siege Soldiers finish with the first SAM site, send them toward the SAM site on the smaller hill to the northeast. Leave them stationed in the woods to fire on any enemy troops.

NOTE

Be on alert for enemy attacks from the base in the northeast.

After the initial Terran rush, pour troops into the LZ to contest it. You can neutralize any residual snipers in the bunker from here with little fuss.

When you see a lull in the enemy LZ, rush in from different directions to take control of the area. Liquidate any lingering enemies and the first primary objective is complete.

TIP

Get a unit into the LZ. A Dropship can't land at a contested zone, so being in the circle is enough to temporarily stop reinforcements.

Objective Complete

Call in some Recons to shatter the stationary weapons near the bridge.

Several foes rush down from the northwest hill in a last-ditch effort to repel the attack. Exterminate the first wave, order some Recons, and use them to target the Incinerator Turret next to the bridge.

CAUTION

Do not send any foot troops toward the bridge until the Incinerator Turret is disabled.

To prevent attacks while you bulk up and take the radar station, fortify this bridge and put a Light Infantry unit inside the repaired Incinerator.

Position a defensive force in the trees around the bridge to prevent enemy crossings.

Send some Recons with a large Light Infantry squad toward the northeast radar base. Slip the Recons into stealth (secondary) mode and creep up the hill to have a look around.

Taking the radar station should be a simple matter if you've first captured the LZ.

Uncloak the Recons and open fire on the enemies defending the radar base. To gain control of the radar, however, you must extricate the unit manning it; do this by attacking the radar. When it's vacant, bring in an Engineer to repair it.

Send troops to occupy the VL and claim this secondary objective.

Objective Complete

Get a unit into this radar station and activate its secondary mode to see more of the battlefield. The entire map isn't visible, but the first bridge's other side is.

Send a single Light Infantry unit to enter the radar station and activate its secondary mode. As long as the Light Infantry unit remains here in command of this structure, the enemy units it reveals are visible.

Return this strike force to the LZ and reinforce for the push to come.

Between a Siege Soldier on the tower and long-range anti-tank shots from Recons on the bridge, the snipers and Incinerator Turrets don't stand a chance.

Disable the defenses on the bridge's other side. Bring the force across the bridge.

Objective Complete

Keep this bridge secure while you're adventuring in the south. A well-placed force requires no supervision and gets the job done.

Bridges lead north and south. Establish a varied defensive force around the northern bridge. For example, put a line of Light Infantry (in secondary missile mode) to the side and another line of Light Infantry (in primary mode) to the other. This will keep any enemies from reaching your side of the bridge.

NOTE

The new objective and the LZ beyond it are not required, but do it anyway. Knocking out the power plant makes the final assault on the Terran base easier, and overtaking the LZ cuts off any Terran presence behind your forces.

Assemble a strike force to attack the power plant and Terran LZ to the south. For example, a squad of Siege Soldiers, a few Recons, and a squad of Light Infantry will have no trouble.

Get to the LZ before reinforcements arrive and make this hard fight harder.

Fight up the hill to the next LZ. Lay claim to it and make it your default LZ (press [Z] and right-click on it).

Objective Complete

Recons are good at dropping Legionnaires from towers, but retreat if the Hoverdynes advance to the bridge.

Cross the southern bridge. Clear out the Terran defenders on the chasm's opposite side and proceed south over the next bridge.

Defenseless, the power plant can't take much punishment.

Destroy the now-defenseless power station, and claim the VL nearby.
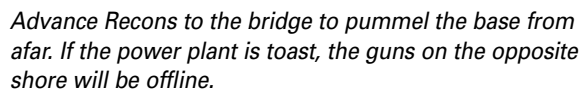
Objective Complete

Use long range to make the valley less treacherous.

Though the objective is done, there's more to do. Advance slowly down the southern slope, eliminating enemies in the bunkers and showering Recon ammo-tank shots upon the Incinerator Turret.

Head up the hill to stomp all over this remote Terran outpost.

March up the hill to make the final assault on the Terran LZ. Use the Recons to vacate the watchtower and march in with the Siege Soldiers to polish off the inhabitants. When you conquer the LZ, return to the previous LZ and the rest of your forces.

When everyone's home and safe in the middle LZ, request reinforcements as needed and cross the northern bridge to begin the advance toward the Terran base.

Advance Recons to the bridge to pummel the base from afar. If the power plant is toast, the guns on the opposite shore will be offline.

Fight to the next bridge. Stake out a defensive position to keep anyone from crossing while you remotely topple any defenses on the opposite side.

NOTE

As long as you've completed the objective to destroy the power plant, all the stationary guns around the base are disabled.

With the turrets disabled, the push across the bridge requires care, planning, and brute force.
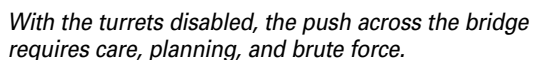
Cross this final bridge and clear a path to the LZ.

When you have the force guarding the LZ winnowed away, rush the zone with the Recons.

Capture the LZ and turn to bring down the base's defenses.

The Terrans don't take kindly to having their last LZ snatched. Hammer them as they come through the narrow gate.

From within the base comes a massive assault of armored units. Blast them as they emerge through the bottleneck of the base's gate.

Approach the shuttle when it's safe and you find a bunch of nothing.

When nothing breathes within the base, send a force inside to touch the VL near Vlaana's shuttle and complete the mission.

Objective Complete

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CHAPTER 14

FALLING DOWN

OBJECTIVES

PRIMARY

✦ Secure and Repair Shield Node 69 (briefing)
✦ Defend Shield Node 69 (in-game)
✦ Stop the Invading Aliens (in-game)
✦ Rendezvous with Major Grant (in-game)

SECONDARY

✦ Recapture the Defense Turrets (briefing)

STARTING UNITS

✦ 14 NSA Light Assault Infantry
✦ 3 NSA Raptor Snipers
✦ 1 NSA Combat Engineer
✦ 3 NSA Recon Terradynes
✦ 1 NSA Liberator Terradyne

ENEMY UNITS

✦ Terran Legionnaire
✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran Light Hoverdyne
✦ Terran Command Hoverdyne
✦ Terran Main Battle Hoverdyne
✦ Viron Assault Clanguard
✦ Viron Infector Clanguard

MISSION OVERVIEW

Begin in the northwest corner (facing south) by surviving the first major Terran assaults.

Regroup and add units to diversify your force before staging an assault on the single Terran LZ to the southeast. Overtake it, and the entire area north of the river is yours to mop up and complete.

Take control of the three defense turret clusters along the north of the map and send a team to eradicate the defenders around the southwest defense shield node. When the smoke clears, dispatch an Engineer to fix the node.
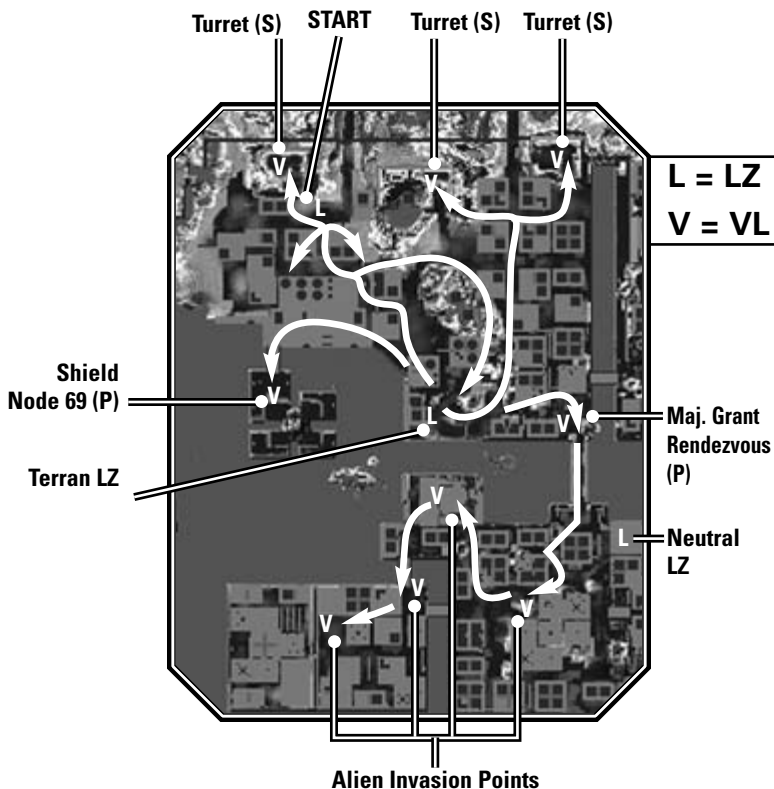
Assemble around, but don't claim, the VL north of the bridge in the southeast corner. Build up and organize your force first; take command of the VL.

Cross the bridge. Unfortunately, a new threat emerges and attacks the civilian areas south of the river.

Flood across the bridge and (with the help of Major Grant) vaporize the Viron invaders. When all southern VLs are under control, the mission is complete.

WALKTHROUGH

This mission begins with a bang and there isn't much time. Organize forces into squads (two squads of Light Infantry, one squad each of Raptors, Liberators and Recons, and the Engineer)

To protect your LZ, fill the surrounding buildings with Light Infantry and Raptors. Your vehicles should man the LZ as a last line of defense.

To survive the coming Terran waves, it's imperative to establish good defensive position around the LZ. Station the Raptors (in secondary mode) and Light Infantry in the buildings south of the LZ to assure good attack position against enemies from both the south and the east. Place the vehicles in the LZ, facing south and ready to fire on invaders.

Take this hill and its VL to increase your ability to purchase reinforcements.

When there's a lull in the action, send a Recon and Light Infantry strike team up the hill to the north to take the first of three gun emplacement clusters. Let the Recons beat up on the Building-armored gun emplacements while the Light Infantry demolish the Scout Hoverdynes with missile fire. Taking this VL provides a bit of extra AP income to fund your first attack. Place the Engineer atop this hill for safety but keep him clear of the edges and the aim of wandering snipers.

TIP

For extra security, repair the gun emplacements and extract three Light Infantry units to man them. If any enemies get by the defense force, there's a last line of defense protecting the Engineer.

TIP

To accelerate AP income, take one or both of the other defense turret clusters along the north. If you're able to juggle both this assignment and preparing troops for taking the Terran LZ to the south, do so. The only risk is that taking this detour may delay the push south, compelling defensive forces to weather several extra enemy waves.

Upgrading Dropship weapons gives you a major offensive advantage.

Prepare by upgrading your Dropship's weaponry by one level. Also, sometime before your first troop requisition, switch it to "Stay" mode (press V so the Dropship indicator atop the screen, right of the AP readout, says "Stay"). In "Stay" mode, the Dropship remains after its delivery and, for a limited time, follows your commands like any other unit.

Order a full load of Siege Soldiers, at least one more Liberator Terradyne (you need two), and replacements for as many lost units as you can afford. When they

arrive, put the Siege Soldiers into a building for added defense (in secondary fire mode) and array the Liberators around the LZ.

Surprise! The seemingly innocent Dropship arrives to soften up the target.

Each time the Dropship arrives and drops its cargo, send it south to scout and attack the Terran LZ, especially the Anti-Infantry Cannons. Don't fret if it takes some missile fire; worry instead about destroying any large vehicles stationed there.

TIP

If you don't need or can't afford many more units, but you still need another visit from the Dropship to soften up the Terran LZ, order a Light Infantry unit and dispatch the Dropship.

When you beat up the Terran LZ, advance the Raptors with a cover force of Liberators, Recons, and Siege Soldiers. Station the Raptors in the closest building to the Terran LZ and set them to secondary mode for maximum sight range.

Order a Deployable Sentry Gun or two to defend your LZ during this assault. It costs AP, but the peace of mind is worth it if some stray Terrans circle behind the attack force.

Remove the Light Infantry from their defensive positions and advance them toward the Terran LZ from the west, along the river. Place them outside the outermost Terran unit's line of sight.

To see an enemy's sight radius, point to the unit. The red circle is its radius of attack, and the blue circle indicates maximum sight distance. If your unit has a high stealth value (for example, a Raptor with 50 stealth), it can be inside this circle and still be invisible.

Move in simultaneously from the northwest and northeast, getting Light Infantry into the high ground atop the sushi restaurant.

Swing the Siege Soldiers and vehicles around to approach the LZ from the northeast. When all units are in position, send them to the LZ simultaneously, positioning the Light Infantry atop the sushi restaurant, west of the LZ. Focus the Liberators and Recons on the Anti-Infantry Cannons, if any survived the Dropship visits.

Roar into the LZ to establish your new homestead.

Claim the LZ and indicate it as the default. From here out, other than units already in place, no Terran reinforcements will arrive.

Never waste a Dropship arrival. Send it around to VLs that haven't yet been captured to ease the way for eventual victory.

Begin building a larger attack force (mostly beefing up Light Infantry and a few more Siege Soldiers). And use the arriving Dropships to pound defenders at the remaining VLs (the shield node in the southwest, the two remaining turret clusters in the north and northeast, and the bridgehead in the southeast).

When bombarding the turret clusters, deactivate any functional gun emplacements on the northeast hill. If the Dropship doesn't knock these out, they'll shred an arriving assault team.

Cross the bridge to the shield node and mop up any surviving Legionnaires.

Send a group of Light Infantry and Recons west from the new LZ to the shield node and vaporize any remaining defenders.

To fix the shield node, have the Engineer repair the NSA Shield Control Station atop the ramp.

Call in an Engineer to repair the node. The shield node is represented by a building atop a ramp, due south of the VL marker. With the Engineer selected, right-click on the building to repair it.

Objective Complete

The defend shield node objective is also complete, though not "officially." Because there aren't any more Terran units to reclaim this site, you needn't leave defenders behind to hold it. The node's not "safe," however, until the mission is over, so this objective isn't listed as complete until the overall mission ends.

Call in one final load of troops. Add it to the existing force and move troops toward the VL in the southeast. Send the Dropship to deal pain to the Terrans on the bridge.

Go after the turrets with a force small and fast enough to get back to the bridge, but large enough to deal with whatever defense the Terrans have left.

Send another strike force north to claim the two turret clusters in the north and northeast. If the Dropship has done its job, there won't be much, if any, resistance left here. Claim each site's VL to add to your AP income stream, and get these units to the bridge. Major Grant instructs you to meet him there.

Major Grant will neutralize most, if not all, the Terrans on the bridge. Don't cross the bridge and help, however, or the last part of the mission will be triggered before you're ready.

Objective Complete

Assemble here before polishing off the turrets in the north, but don't touch the VL yet!

Converge north of the bridge in the southeast corner and destroy any remaining opposition. Do not touch the VL until all forces are assembled and ready to go! When all are present and accounted for, claim the VL.

Oh the horror! The first Viron force arrives and takes positions south of the river. Cross the bridge.

Objective Complete

There's a neutral LZ east of the bridge on the southern shore. Grab it as you cross and make it the default LZ.

Line the streets east of the southern LZ as the Viron masses march your way. When the assault stops, your advance can begin.

Establish positions in the buildings west of the new LZ to mow down the massive Clanguard advance coming from the west. Only when the coast is clear should you progress to the first VL.

Move in with loads of Light Infantry and Siege Soldiers to surround any Viron units near the VLs.

Advance west through the city blocks to the VLs held by the Virons. Each is guarded by a cadre of Assault Clanguards and Infector Clanguards.

The Infector Clanguards are capable of widespread generalized damage to Light Infantry and Siege Soldiers, so pop them from the air.

The Viron invasion force consists of Assault Clanguards and Infector Clanguards, both protected only by body armor. Hit them hard with Machinegun and Anti-personnel (Raptors and Liberators in secondary mode), but only at a great distance or from buildings. The Clanguards' damage types are perfectly suited to demolishing both Liberators and any infantry units, but their weapons ranges are shorter than the NSA units.

When all else fails, overwhelm the toxic cloud-belching Infectors with every foot soldier in the team.

When the southern VLs are under your control, the mission is complete.

Objective Complete

Objective Complete

CHAPTER 15

ALL THAT IS DEAR

OBJECTIVES

PRIMARY

✦ Rendezvous with Alice McNeil (briefing)
✦ Escort Alice McNeil to Mannerheim (in-game)

SECONDARY

✦ Take Back the Entire Sector (in-game)

WEATHER REPORT

Clear

STARTING UNITS

✦ 6 NSA Light Assault Infantry
✦ 1 NSA Raptor Sniper
✦ 4 NSA Recon Terradynes
✦ 3 NSA Liberator Terradynes
✦ 1 NSA Light APC
✦ 1 NSA Siege Soldier

ENEMY UNITS

✦ Terran Legionnaire
✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran Light Hoverdyne
✦ Terran Command Hoverdyne
✦ Terran Destroyer Hoverdyne
✦ Viron Assault Clanguard
✦ Viron Infector Clanguard
✦ Viron Penetrator Centruroid
✦ Viron Mortar Centruroid
✦ Viron Thumper Centruroid

MISSION OVERVIEW

Reinforcements   Tunnel

L = LZ
V = VL
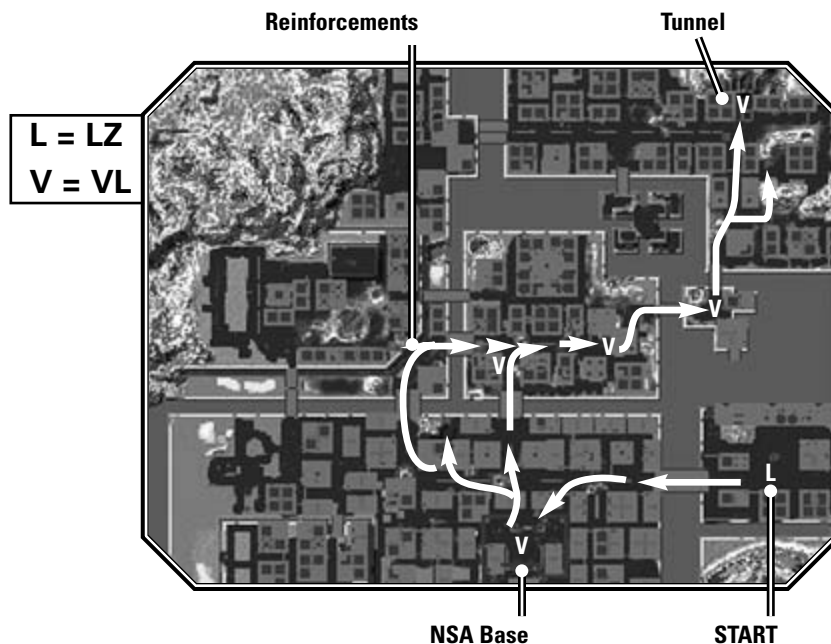
NSA Base   START

Starting from an LZ in the southeast corner, push west to rendezvous with Alice McNeil at an NSA base in the south center of the map. Here, you receive additional units and a special vehicle you must escort intact to the VL in the map's northeast corner.

Leave the base and surge north and over a bridge to the map's center. Place Light Infantry units in each of the turrets surrounding the bridge and move the rest of the force east to the next VL.

Place more troops in the guns in front of the next bridge and move all other troops across the eastern bridge.

Man the guns on this small island and send what's left of the company over the bridge to the north. Sneak or force the special escorted unit to the VL (the tunnel) in the map's north, and victory is at hand.

WALKTHROUGH

NOTE

There is no Dropship for this mission and, therefore, no reinforcements-on-demand. You do, however, receive additional units when you rendezvous with Alice McNeil and when you find a small band of Major Grant's troops.

This mission is chaotic; one of the keys to conquering it is troop organization.

More than any mission so far, it's essential here to have units well grouped and subgrouped so the right ones are always at your fingertips. Following, therefore, is an example of how to allocate your initial units.

✦ Squad 1: Recons
✦ Squad 2: Liberators and APC
✦ Squad 4: Light Infantry and Siege Soldier
✦ Squad 6: APC
✦ Squad 9: Raptor

The other key to this mission is speed. The faster you get troops organized and to the rendezvous point, the fewer enemy troops they must face. That's important, considering the lack of on-demand reinforcements. The initial units will arrive at the rendezvous before the second Terran wave advances.

Considering there's no Dropship or reinforcements, this mission features a lot of Acquisition Points. You can use these to call down smoke screen attacks (via the "Support Weapons" button). Smoke screens obscure the vision of all units (friendly and enemy) but can provide lifesaving cover. See Chapter 7 for full detail.

One warning: Save enough AP for one final smoke screen at the end of the mission.

The Clanguards to the right will slaughter your heavy vehicles if you don't pound them from a distance. The Recons are perfect for this purpose.

Direct the Recons west, halfway across the bridge, in Right Echelon formation to open fire on the northern Viron Clanguards.

Shielded from the Assault Clanguard fire from the right by the line of buildings, the Liberators can focus on the chemical weapon-equipped Infectors ahead.

Meanwhile, shift the Liberators into secondary antipersonnel mode and drive them and the APC across the bridge in Line formation. Now they're ready to mow down an advancing line of Infector Clanguards.

Position the Raptor in a building overlooking the square in front of the NSA base.

Get all units lined up in front of the base and send one unit inside.

Objective Complete!

After a cutscene, several more units are added, including some more Light Infantry, another APC, more Liberators and Recons, two Engineers, and the VIP Transport. Following is another sample troop organization.

✦ Squad 1: Recons
✦ Squad 2: Liberators
✦ Squad 3: both APCs and the VIP Transport
✦ Squad 4: Light Infantry and Siege Soldier
✦ Squad 5: Light Infantry from the base
✦ Squad 6: APC
✦ Squad 7: APC from the base
✦ Squad 8: VIP Transport
✦ Squad 9: Raptor
✦ Squad 0: Engineer from the base

TIP

The Raptor is useful in this mission for his long line of sight. Periodically move him from one strategically located building to the next, facing in the direction your forces are heading, and place him in secondary mode to maximize his eyesight. Because there's no specific way to do this, the Raptor isn't mentioned for the rest of this walkthrough.

Prepare for the coming wave by putting troops inside the base's turrets and on towers, as well as arraying the heavy vehicles in front of the base.

As the next wave of Terrans (all vehicles) arrives, put Light Infantry in the buildings in front of the base.

There is a long lull after this attack, so use it to finish organizing units.

TIP

Assign the Engineer to "Follow" the VIP Transport so he can make automatic repairs as necessary. If you try this technique, delete the Engineer from any other squad; otherwise, orders for that squad will override the Follow order.

Get all troops in order outside the view of the bridge guards so you can converge at the precise moment.

Advance north across the main square toward the bridge in the map's center. Stop all units outside the view range of the enemy troops on the other side of the bridge.

West of the first VL, a small band of troops awaits conversion to your command.

Dispatch the Recons to the west to cross another northward bridge. On the other side, hiding behind a building, there's a small cluster of units (Light Infantry and an Engineer) who've been separated from Major Grant's forces. Approach them to gain command and assign them to appropriate squads.

Charge! This technique works even better with a preliminary smoke screen to cover the advance.

Unload any troops from the APCs; they should be in two groups. When the Recons are in place to the west, start the Light Infantry squads across the bridge in Column formation. The instant they get in range of the one armed Gun Emplacement and the enemy vehicles, switch them to secondary fire mode. Return them to primary fire mode and advance farther at each opportunity.

Behind the Light Infantry, roll the Liberators, then the APCs across the bridge. At the same time, bring in the Recons from the west.

Get Light Infantry into the guns around the bridge to aid in this fight and the one to come.

As the Light Infantry arrives on the bridge's north side, start placing units inside the turrets. The easiest way to do this is to select a squad (4 or 5) and assign the entire group to enter the gun. One member does so, and the others stand around the turret waiting for further instructions. Repeat with the next turret and so on. Having two groups of Light Infantry permits quick population of the widespread turrets.

TIP

When sending Light Infantry into the turrets, make sure the units aren't in their immobile secondary mode, or they'll ignore the command.

The converging forces and the added firepower of the turrets should finish the job right when a massive Viron force advances from the map's southeast corner of the map toward the bridge.

The next VL is more lightly protected but still requires a heavy assault.

Leave behind the units manning the guns and push the rest of the force east to subdue another bunch of enemy vehicles.

Get troops into the turrets quickly to cover your rear as you advance toward the tunnel.

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When the dust clears from this scuffle, populate the turrets around this second VL.

If you're low on Light Infantry, you may be forced to pull units from the turrets at the previous VL and reassign them to the current line of guns. If possible, however, leave a few at the first set; it'll slow down the enemy enough to get you out of the fire.

The last VL before the bridge is the most lightly defended but is no less valuable.

As the Light Infantry move from turret to turret, cross the bridge to the east with all other units, ready to fight a small but potent cluster of enemy vehicles.

Objective Complete!

Man the guns on this small island and send the entire remaining force across the northern bridge.

There should be no further use for any Light Infantry units from this point on. If there aren't any more turrets to man, leave them beside the bridgeheads in secondary mode to fire at approaching vehicles.

Out of sight, get everyone lined up for the rush to the tunnel.

Advance north with Recons in secondary stealth mode until the enemy vehicles guarding the tunnel (the final VL) come into view. Out of the enemy's view range, place the cloaked Recons south of the Terran vehicles (east of the main road) and the Liberators and APCs on the road.

Click on the Support Weapons button and select "Smoke." Right-click in the space in front of the tunnel, west of most of the enemy units. This drops a smoke screen west of the enemies that renders your advancing VIP Transport invisible.

Just after initiating the smoke screen, uncloak the Recons and attack the Terrans simultaneously with all units.

While the other units fight, send the VIP Transport straight to the tunnel VL at full speed. The wall of smoke covers this advance from enemy potshots.

When the smoke arrives, select the VIP Transport's squad and click on the VL at the tunnel. If all goes as planned, the VIP Transport will race to the VL behind a wall of smoke as the Terrans tangle with all the other units.

The instant the VIP Transport reaches the VL, the mission is complete.

Objective Complete!

CHAPTER 16

SILENT WOLF

OBJECTIVES

PRIMARY

* Rho Must Survive (briefing)
* Lure Out a Terran Engineer (briefing)
* Steal a Terran Engineer Vehicle (in-game)
* Infiltrate the base with Rho (in-game)
* Enter the Data Terminal Building (in-game)
* Disable the Antiair Defenses (in-game)
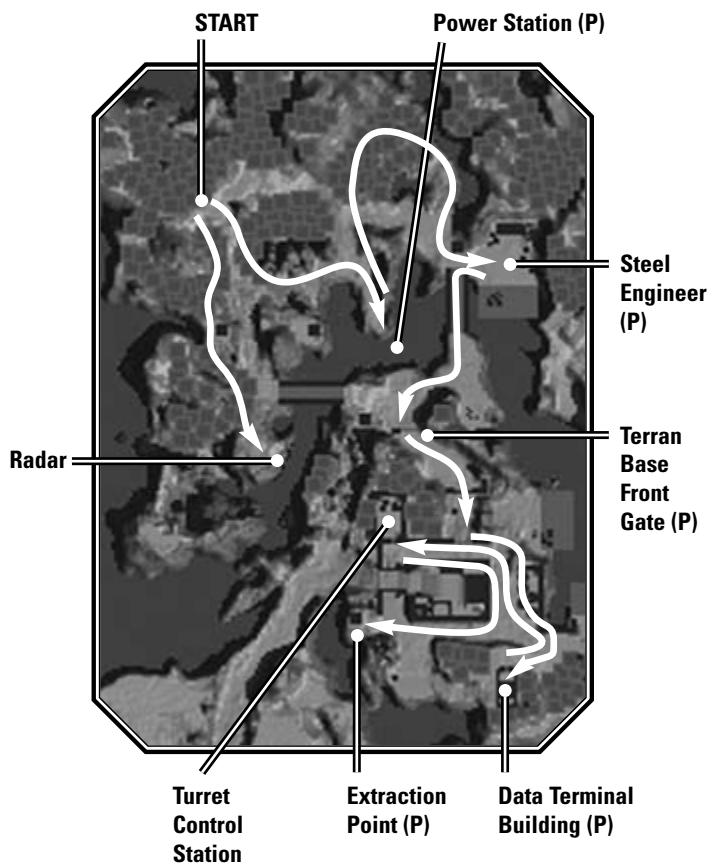* Extract Sergeant Rho (in-game)

SECONDARY

* None

STARTING UNITS

* Sergeant Rho
* 2 NSA Raptor Snipers

ENEMY UNITS

* Terran Legionnaire
* Terran A4 Combat Strider
* Terran Engineer Hoverdyne

MISSION OVERVIEW

START   Power Station (P)

Steel Engineer (P)

Terran Base Front Gate (P)

Radar

Turret Control Station   Extraction Point (P)   Data Terminal Building (P)

Stealth is the key in this covert op because your force consists of a mere three units, none of them suited to heavy combat.

Start along the western edge of the map and move (sticking to the woods for added stealth) eastward to the first mission objective: the power station. Destroy the power station and the Engineer Hoverdyne that comes to fix it.

Travel north and east to a small Terran facility to pick up a different Engineer Hoverdyne.

Place Sergeant Rho in the Hoverdyne and drive south and through the gate of the Terran base.

Sneak and, if necessary, shoot through the Terran base to the data terminal in the southernmost part of the base.

Knock out the antiaircraft defenses and get to the rendezvous point for extraction (the westernmost building in the base).

WALKTHROUGH

Don't stand around in the open; duck into the woods to get organized and survey the map.

Backtrack into the nearby woods to avoid the gaze of the patrolling Legionnaires.

TIP

Change the fire behavior of all three units to "Return." This obliges them to only fire when fired upon or ordered. Consequently, they won't reveal their positions by firing at enemies who pose no immediate threat.

TIP

If you want to take the sniper route (rather than the sneaking route), stand the troops atop the hill northwest of the starting position (in the woods). From there, they can target patrols pounding both roads.

Either wait for the passing patrols to get out of sight or gun them down in secondary fire mode. Any unit fired upon should be in a small group (three or four at most) and be too far away to reach Rho and company before they can fire several times.

NOTE

The heavy rain falls periodically throughout the mission and decreases all units' view and weapons range by 50 percent. Therefore, when it's raining, your units can get close to the enemy without being seen (so long as they don't get within perception range).
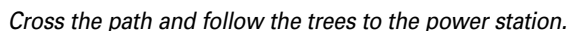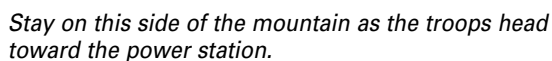
TIP

With the Raptors' and Sergeant Rho's long view and weapons ranges, they can even destroy a Strider. It'll take a while, but they can do it.

Race across the open path and into the trees.

Dash across to the woods in the southeast, at the foot of a row of craggy mountains.

There is a radar station south of this position. If you can get to it (it's easy if you stick to the woods), activating it illuminates all enemies on the minimap and in the landscape view. Enter the stationary radar building and activate its secondary mode.
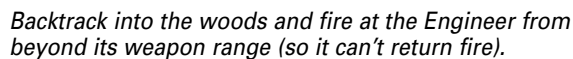
Unfortunately, to keep this expanded view, a unit must stay in the building at the controls. Losing a Raptor could be a worthy sacrifice, but it forces you to destroy the Terran patrols. If they realize there's a hostile in the radar station, they'll open fire.

Stay on this side of the mountain as the troops head toward the power station.

Cross the path and follow the trees to the power station.

Travel south of the mountains, keeping to the woods until the end, overlooking the power station.

A few shots to the volatile fuel barrels near the power station, and it'll need some serious repairs.

Fire on the fuel barrels around the power station (for faster destruction) or just the power station to blow it sky high.

Objective Complete!

Backtrack into the woods and fire at the Engineer from beyond its weapon range (so it can't return fire).

As the Engineer Hoverdyne arrives to repair the power station, back deeper into the trees to be outside the Engineer's weapon range and open fire.

NOTE

You may view an enemy unit's view and weapons range by pointing to the unit. Red is weapons range and blue is view range.

When the Engineer detonates, it's time to snag another Engineer Hoverdyne and masquerade as the unit you nabbed.

It takes either strong marksmanship or good timing and unit control to get to the trees up north alive.

Backtrack west through the woods to a path cutting through the mountains. Stay in the woods to view the patrols marching east and west across the path. When there's a break between the patrols (and a heavy downpour of rain), sprint to the tree line north of the path. Alternatively, gun them down before proceeding.

Don't worry if the units attract some gunfire as they cross the open terrain. Get them deeply enough in the woods, and the attacking units will lose sight of them and give up.

Follow the shape of the woods as it leads to the river, then southeast toward the motor pool.

Follow the woods northeast and, at the river, southeast to the road (and out of the sight of the patrols to the west).

Dash Rho into the road and to the eastern motor pool complex. If any enemies lurk there, snipe at them from out of their view range and retreat to the woods with them in pursuit.

Objective Complete!

Man the Engineer Hoverdyne at the first opportunity.

Ride across the bridge and through the Terrans' front gate.

Place Rho and the Raptors inside the Engineer Hoverdyne and drive south and over the bridge. Continue southeast to the gate of the Terran base. After a tense conversation with the guard, he admits Rho.

Objective Complete!

Rho and company reappear inside the Terran base, but are no longer in the vehicle. Creep east toward the intersection ahead, popping any Terrans unlucky enough to wander by.

Peer around the corner. Several Legionnaires and a few A4 Combat Striders patrol the path in front of the data terminal building.

Sneak a peek around the corner and sprint across to the cover of those Viron storage tanks.

Rush east across the open path to a bunch of strange tanks. Stand among them and get a view of the data terminal building in the distance. Pick off any Terrans patrolling the area before risking an approach.

Approach the data terminal building with great care.

Inside the gate, enter the building as you would any other.

With the coast clear, head up the southern hill and enter the data terminal building, surrounded by a red laser fence. Once inside, Rho gets what he needs.

Objective Complete!

Before he can go home, however, Rho must shut down the base's antiair defense system. Backtrack to the front of the base (where the Engineer Hoverdyne is parked) and continue west to the turret control station.

Stand outside the gate to the turret control station and fire a round or two into the fuel barrels. Kaboom!

Firing at the station may take a while, so aim at the fuel barrels near it. Keep Rho at a distance, however, or the blast will claim him too.

Objective Complete!

The extraction point is close to the turret control station, but it's blocked. Rho must circle the entire base to get to the rendezvous at the western structure.

Circle the base, going east and north (to the data terminal building), then to the evacuation point, a building on the far west edge of the base. Arrive safely, and the mission and two of the primary objectives are at an end.

Objective Complete!
Objective Complete!

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CHAPTER 17

RAW DEAL

OBJECTIVES

PRIMARY

✦ Rendezvous with Hervon Dreznor (briefing)
✦ Defend Hervon Dreznor's Party (in-game)
✦ Secure Arms Shipment (in-game)
✦ Capture All Landing Zones (in-game)
✦ Protect the Artillery (in-game)

SECONDARY

✦ None

STARTING UNITS

✦ 1 NSA Light APC
✦ 2 NSA Liberator Terradynes
✦ 4 NSA Light Assault Infantry
✦ 2 NSA Siege Soldiers
✦ 2 NSA Raptor Snipers
✦ 2 NSA Recon Terradynes

ENEMY UNITS

✦ Viron Assault Clanguard
✦ Viron Infector Clanguard
✦ Viron Mortar Centruroid
✦ Viron Thumper Centruroid
✦ Viron Corruptor Centruroid
✦ Viron Missile Centruroid
✦ Viron Gun Centruroid
✦ Viron Engineer Centruroid

MISSION OVERVIEW

Terran LZ (P)   Terran LZ (P)   Terran LZ (P)

L = LZ
V = VL
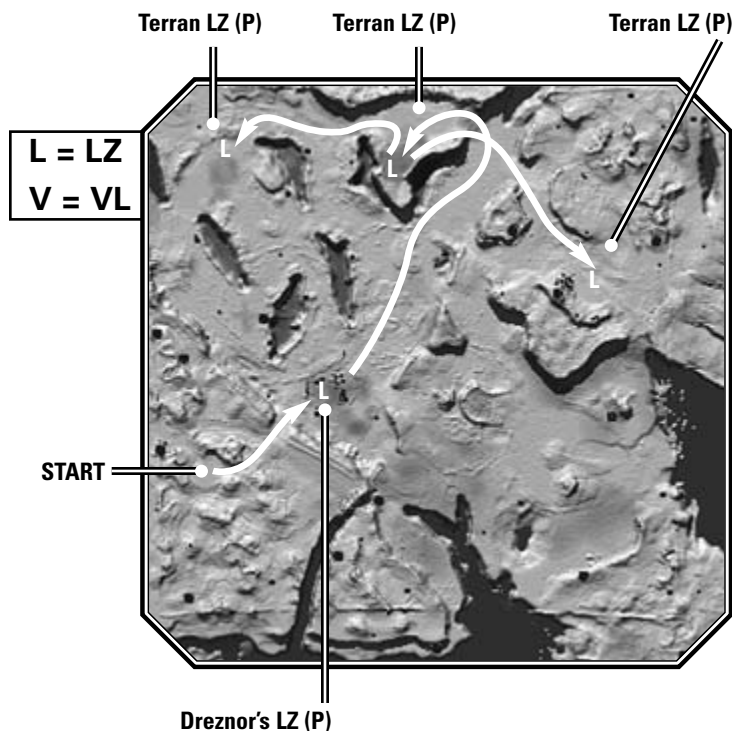
START

Dreznor's LZ (P)

This mission is a lesson in tactical topology. The key is knowing where to really dig in for the fight.

The mission starts small, a few units in the southwest corner. Rush northeast to the neutral LZ and ensure the survival of Dreznor's troops.

To adequately reassure the merchant, vanquish two waves (one medium, one large) of Virons. The forces arrive en masse from three LZs to the north and northeast.

After the first wave, you have limited time in which to defeat the second wave. Polish them off in time, and Dreznor leaves you with eight Mobile Artillery units. You must protect these for the duration of the mission; lose more than six and the mission fails.

The southern LZ is a nightmare to defend, with enemies coming from three directions and a wide-open plain where they can fan out as they approach. Rather than stay and fight the hopeless fight, seek another LZ that's easier to fortify.

Buttress your forces in their new home. Begin the assault on the other two LZs and, if it fell to the Virons after your retreat, the original LZ in the south. When all are under your control, the mission is ended.

WALKTHROUGH

Set up reinforcements now so you won't have to waste time later. Deploy them upon gaining possession of the first LZ.

Organize your troops, get the infantry into the APC, and order all units to the neutral LZ where Dreznor's small but sturdy band of fighters awaits. The first attack arrives about two minutes into the mission.

TIP

Dreznor's troops are a mix of NSA Light Infantry, Siege Soldiers, Light APCs, and Raptors.

You can't call in a Dropship for additional troops yet, but you can have it prepped and loaded with the first batch of desired troops. While the starting units drive to the LZ, bring up the Dropship's upgrade panel and begin a weapons or armor upgrade if you desire it. Pick a broad slate of reinforcements for the first assault.

The Viron attack force is varied; it's full of units bearing armored, vehicular, and body armors. Respond with a diverse group capable of countering them despite their superior numbers.

The Virons lean heavily, however, toward vehicular armored units (plenty of Gun Centruroids) in this mission. It pays, therefore, to have many machine gun-bearing units on the battlefield. Because Siege Soldiers are expensive, better to load this initial force with Light Infantry. This gives you a massive number of guns on the ground for flanking attacks. Keep them in a long line in front of the base so it can swing from side to side and, when necessary, switch to its antitank secondary attack against armored units.

The best weapon against armored units, however, is a gang of Light Helidynes. They can change position quickly, fire antitank weapons, and are only menaced by the scarce Missile Centruroids.

You also need something fast to run down the long-range firing Mortar Centruroids. Recons are up to the task in speed, but their antitank weapon takes a while to penetrate the vehicular armor of the Mortar Centruroids. A Light APC (which has its own machine gun) and a squad of eight Siege Soldiers can make quick work of these dangerous units, but they require supervision.

The Dropship has an extremely powerful machine gun as well, even at low upgrade levels.

If you move quickly, the first Viron wave will arrive as your troops enter the LZ.

Objective Complete!

Place a unit on the LZ and leave it there until the LZ turns green. The faster you take possession of this location, the faster the reinforcements can arrive.

The instant the LZ turns green, deploy the prepped and loaded Dropship.

The first attack is small, but so is your team.

Fend off the first attack.

NOTE

If all of Dreznor's men perish, the mission fails.

Use the Dropship, fast Recons, or an APC to run down distant Mortar Centruroids.

Be watchful for attacks from the Mortar Centruroids above; they can decimate your infantry. They take up positions out of sight, so you won't know they're there until the carnage begins.

NOTE

When the mortars fall, pause the game and turn the camera to look into the sky. Often, you can see the trail of the mortar shots and trace them to their origin, even if the unit firing them is not in any friendly unit's view range.

With the first attack extinguished, Dreznor offers congratulations. It's still, however, too dangerous to bring down the shipment, as the second wave arrives from the northwest, north, and northeast.

This attack is huge. Push your forces out from the base and close off the three avenues of approach. This prevents the Virons from spreading to unmanageable lengths.

Dreznor waits five minutes after the second wave's arrival for the threat to be vanquished. If you don't defeat the Viron attackers this time, Dreznor departs with the goods, and the mission fails.

If you can beat the clock and lay waste to the Virons in under five minutes, Dreznor brings down eight Mobile Artillery units.

Objective Complete!

The Mobile Artillery are hard-working but fragile weapons. Because their survival is paramount, get them out of harm's way and protect them with lots of infantry.

These units represent another primary objective: At least two must survive. If more than six are lost, the mission fails.

Dreznor's men depart on the delivery ship; there's no more need to protect them.

Objective Complete!

After the Artillery units are delivered, the next Viron wave arrives in one minute.

NOTE

If you attempt to move on one of the other LZs within 20 seconds of getting the Artillery (even if it's with the Dropship), the Viron attack is accelerated and arrives early.

If you take the first Viron punch here, station the Artillery units as shown, on the southwest ridge, offset to the incline's southeast side. Block passage to them with a large Light Infantry force.

Button down to weather the next Viron wave. Place the Artillery on the southwest ridge with a sturdy and varied defense force for protection. These Mobile Artillery can switch to their long-range secondary fire mode and target the ground on the three approach paths from the Viron LZs.

NOTE

In secondary mode, the Mobile Artillery fire farther and with more damage. They are, however, immobile and cannot move if attacked.

The march north is a bloody one, but it's better than sitting in the open fending off wave after wave of the combined Viron force.

When the action breaks, bring down the Artillery and move the force north toward the due north LZ. This is a gradual process with several skirmishes along the way, so take care of those Artillery units.

Send in the Dropship and Helidynes to prepare the northern LZ for the arrival of the rest of the force.

Soften up the northern LZ with Helidyne and Dropship attacks and gather troops around the base to begin your assault.

Flood troops up both paths to the LZ and eviscerate any surviving Virons. Take command of the LZ and bring in the first load of reinforcements.

Use the high ground and narrow avenues of approach to defend your new LZ. The Virons don't employ Helidynes in this mission, so the only nonground threat is from Mortar Centruroids.

Leave a strong defensive force covering the LZ's eastern approach and send a strong assault force west to the next Viron LZ.

Put the pincer on the northwestern LZ to strike the second blow against the Virons.

Attack the northwestern LZ simultaneously from the southeast and northeast, converging to contest the LZ and cut off any reinforcements. Leave a token force behind to act as a warning system if the Virons try to retake the LZ. Regroup and march east to take the northeastern LZ.

TIP

If the southern LZ is still yours, drop some troops there and bring them toward the northeastern LZ from the south.

It's more of the same for the eastern base.

When the third of the northern LZs is in your hands, there's only the matter of retaking the southern LZ (if it was ever lost). If it never fell, the mission is done.

If, on the other hand, you must reacquire it, march toward it from two directions and converge for the final battle.

When all four LZs are in your undisputed possession, the mission is complete.

Objective Complete!

SNOW DRIFT

OBJECTIVES

PRIMARY

✦ Stop the Recovery Force (briefing)
✦ Secure the Ground Convoy (in-game)
✦ Evacuate the Cargo (in-game)

SECONDARY

✦ Meet Up with LaCroix (in-game)

WEATHER REPORT

Constant Blizzard Conditions

STARTING UNITS

✦ 1 NSA Light APC
✦ 2 NSA Liberator Terradynes
✦ 4 NSA Siege Soldiers
✦ 4 NSA Raptor Snipers
✦ 2 NSA Mobile Artillery

ENEMY UNITS

✦ Terran Howitzer Hoverdyne
✦ Terran Attack Helidyne
✦ Terran Command Hoverdyne
✦ Terran Main Battle Terradyne
✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran Light Hoverdyne
✦ Terran APC Hoverdyne
✦ Terran Legionnaire

MISSION OVERVIEW

L = LZ
V = VL

Stop Recovery Force (P) La Criox's LZ Terran LZ START Ground Convoy
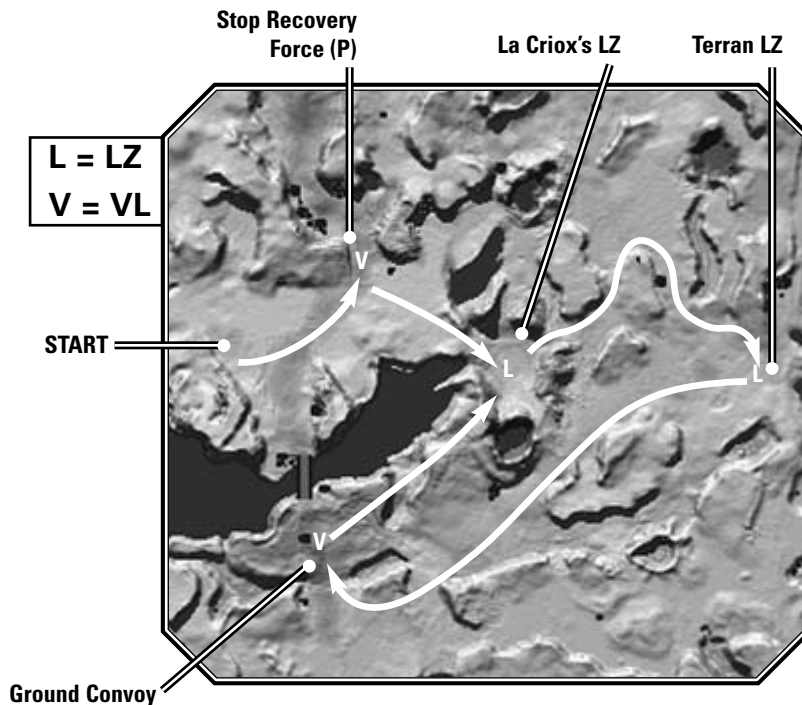
Not everything on this map is mandatory, but it never hurts to touch all the bases.

The most urgent job is cutting off the Terran reinforcements marching into the northwest valley. This battle is won with speed and proper unit deployment. Array around the VL to prevent any Terran units from passing.

Move next to the LZ in the middle of the map and build a force.

The Terrans have an LZ in the map's east. It's not required to conquer it, but it provides valuable extra AP income.

While LaCroix handles most of the invaders from the east, send a force to the southwest VL where the Terran convoy has broken down. Decimate its defenders.

Clear the central LZ of invaders, and airlift the Prison Transports to it when the skies are clear.

WALKTHROUGH

Time is short (three minutes) for the first objective, so get organized, pack the infantry into the APC, and make tracks to the northern VL. Any hesitation squanders the crucial setup time this objective requires.

Falling artillery shells in these two chokepoints are like a curtain of damage that, while not fatal, will weaken most vehicles that pass through it.

At the VL, dig in the Mobile Artillery on the hill west of the chokepoint and set them to target the ground at the two narrow passes farther north up the valley. This will shave some health off anything that passes through.

Because there is no infantry in this Terran assault, the Raptors aren't much use. Keep them out of harm's way. Don't, however, leave them in the APC; if it's destroyed the Raptors go with it.

Array stronger troops to block the pass from the valley, and put weaker ones (Artillery) high and out of reach of the oncoming enemies.

Set up the Liberators and Siege Soldiers on the VL to block the passage.

As long as you keep the Terrans in the valley, they have nowhere to go but through you. And that's not going to happen.

When the Terrans arrive, open fire with all guns. They must not pass the VL. When the entire convoy is decimated, the first objective is complete, and word comes from LaCroix that the LZ is ready.

When the LZ comes online, requisition any needed troops and initiate any upgrades. Do it quickly, and the reinforcements and the Dropship will meet you at the LZ.

What you order first depends on what you intend to do. If a preemptive strike to the Terran LZ is to your taste, bulk up on Liberators and infantry. If, however, you want to head right for the broken-down convoy and let LaCroix deal with the waves of Terran attackers, requisition a mess of Missile Terradynes and a few Helidynes.

Striders guard the convoy. Their reinforced vehicular armor is susceptible to antiair damage. Use more Missile Terradynes because their armor (vehicular) is more resilient than the Helidynes' against the Missile Striders' antiair weaponry.

Arrive in the LZ and build an army.

Drive to the LZ and build up an attack force while LaCroix defends the new base against several waves of Terrans.

Objective Complete!

The LZ is under attack, but LaCroix can handle it for the most part. A few enemies, however, might slip by.

Stay alert, however, as a few Terrans get by the defenses and penetrate to the LZ. As long as your troops are on the scene, they're the last line of defense.

There's a choice to be made. The source of the current attackers is an LZ to the east. It's not well defended, but the road to get there isn't easy. On the plus side, claiming the LZ provides extra AP income and eliminates the risk that reinforcements will be cut off if LaCroix fails.

Push north of the advancing Terran line.

If you decide to take the LZ, head east, swinging north to avoid the Terrans advancing in a long line from their LZ toward yours. Pound any lingering forces and contest the LZ. After it changes hands to your side, the Terrans are cut off. Return to the main LZ, destroying any isolated Terrans along the road.

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Pummel whatever forces are hanging about the LZ and take it as your own.

NOTE

It's unlikely that there are any Terrans left to reclaim this LZ, but it's possible. The most cost-effective way to stop them is to change this to the default LZ for a single delivery of Sentry Guns. These fire on any approaching enemies and serve as an alarm system.

With the blizzard raging and everyone's vision reduced, staging the attack from right down the hill is safe.

Set a course southwest from the central LZ and gather all forces amidst the hills to the convoy's east. The weather has halved all units' (yours and the Terrans') view range, so lurking here poses no risk of discovery.

During this setup time, send the Dropship to the convoy's VL regularly to devastate the four Imperial antitank cannons defending the bridge.

"Previewing" the site in this way exposes the location's heavier defenders earlier than the walkthrough suggests. The Destroyer Terradynes should be the priority target among the defending units.

The Raptors begin the attack by taking the air out of the Legionnaires. Move heavier guns in front of them when the big enemies advance.

When all units are prepared, run the Raptors gradually up the hill until the Legionnaires guarding the convoy come into view.

NOTE

The proximity required for the Raptors to spy the Legionnaires is closer than usual due to the weather. The Raptors view range is still longer than the Legionnaires, enabling them to see without being seen.

As the fight begins, descend with the Missile Terradynes and Light Helidynes.

As the snipers perforate this paltry defense, the real defenders emerge: a gang of A10 Missile Striders and Destroyer Hoverdynes. Advance all other units, especially those with antiair weaponry.

After the VL is secure, the true contents of the Prison Transports are revealed.

Objective Complete!

The Transport Helidynes can pick up any vehicle and put it down where you command. Use two of the Transport Helidynes to pick up the Virons and place them in the central LZ.

Warhurst sends in a trio of Transport Helidynes that arrive moments later north of the nearby bridge. These units can pick up vehicles (like the Prison Transports), carry them, and deliver them anyplace they can land.

To pick up the Prison Transports, select a Transport Helidyne and right-click on the vehicle. After it's attached to the Helidyne, you can drop it by pressing the Unload Unit button ([U] by default).

Beat back the Terrans' final attack by preceding the Transport Helidynes with the missile units.

Before flying them back, however, you must ground a squadron of Attack Helidynes headed for the central LZ. Send the Missile Terradynes and your own Helidynes to defend.

Another method is to bring the Dropship in with a small load; it will have no trouble with the Terran Helidynes.

When the skies are clear, fly the Prison Transports to the central LZ.

When both Prison Transports are in the airspace above the LZ, the objective and mission are complete.

Objective Complete!

CHAPTER 19

ERRAND BOY

OBJECTIVES

PRIMARY

* Escort Drahk'Mar to his Base (briefing)

SECONDARY

* Protect SK-7 (briefing)

WEATHER REPORT

Intermittent Rain

STARTING UNITS

- ✦ 3 NSA Liberator Terradynes
- ✦ 1 NSA Mobile Artillery
- ✦ 2 NSA Recon Terradynes
- ✦ 1 NSA Engineer
- ✦ 4 NSA Light Assault Infantry
- ✦ 2 NSA Rocket Terradynes
- ✦ 1 VIP Transport

ENEMY UNITS

- ✦ Terran A10 Missile Strider
- ✦ Terran A4 Combat Strider
- ✦ Terran APC Hoverdyne
- ✦ Terran Attack Helidyne
- ✦ Terran Command Hoverdyne
- ✦ Terran Engineer Hoverdyne
- ✦ Terran Howitzer Hoverdyne
- ✦ Terran Howitzer Hoverdyne
- ✦ Terran Imperial Class Hoverdyne
- ✦ Terran Legionnaire
- ✦ Terran Light Hoverdyne
- ✦ Terran Main Battle Terradyne

MISSION OVERVIEW

Terran Base

Viron Base (P)

L = LZ
V = VL

Defend SK-7 Here

Radar Station

SK-7 (S)

START

This mission is a bruiser. It requires tons of reinforcements and lots of punishing head-to-head battles.

Move troops from their southeastern starting position to the first of many bridges and defeat the enemies on the opposite ridge. Advance toward and take the northwest LZ.

If you choose to do the secondary objective (optional), leave the LZ undefended and surge down the southwest road to save SK-7 before it falls. Meanwhile, continue bringing troops into the LZ to build a defensive force and provide reinforcements for the secondary objective. Defend SK-7 until LaCroix's troops are safely away.

Merge troops south of the bridge in the map's center. Cross the northeast bridge to take the next Terran LZ.

Push forces eastward toward the Viron base. When the VIP Transport arrives at the base, the mission is done.

WALKTHROUGH

The secondary objective (saving SK-7) is optional. It doesn't gain any profound tactical advantage, and what extra AP income it generates is eaten up by the cost of defending it. Still, it's an intense challenge and one any commander would relish.

If you are going to try to save SK-7, get a move on. Time is short, and the objective will fail if you don't arrive in time.

This walkthrough covers both objectives, but those not wishing to try both can skip the marked sections dealing with the secondary.

The Mobile Artillery unit can fire farther and for more damage in its immobile secondary mode. Here it should be enough to reach the first tower along the northwestern road.

While organizing troops, switch the Mobile Artillery into secondary mode and target the tower next to the western bridge. The Legionnaires inside will be but a vague memory when your troops arrive at the bridge.

TIP

If the VIP Transport is destroyed, the mission fails. Have an Engineer ordered to follow the VIP Transport as a safety measure.

Set up forces to pound whatever comes across the bridge, and use the Mobile Artillery in secondary mode again to eradicate the tower dwellers on the bridge's far side. This bombardment will attract the nearby Terran vehicles.

Get the enemies to come to you by sending a Recon decoy down the bridge and retreating it (in reverse) behind the Liberators.

Lure the enemy across the bridge by running a Recon down the bridge and reversing to the main group as the Terrans advance. Hit them with everything.

The Missile Terradynes' antimissile system is a shield against the Howitzer Hoverdyne's artillery fire. Put one in secondary mode and gather troops under its protective cover.

A danger in this phase is distant-firing Howitzer Hoverdynes. To counter them, tightly bunch units and commit one Missile Terradyne to projecting its antimissile field (secondary mode). Any units inside the field are protected from the falling artillery shells. The other Missile Terradyne can spend its time as an offensive weapon.

No Terran units are equipped with an antimissile system, so they can't counter your Mobile Artillery fire. Virons, however, do have such a unit.

The Howitzer is not lured across the bridge, so run it down to prevent further damage.

Run troops across the bridge to shatter the Howitzer Hoverdyne before it rains any more shells on your tender army. Gather troops at the bend in the road and prepare to take the LZ.

TIP

Station Recons in stealth mode at the turn in the road to spy on the LZ. When a Terran Dropship lands, most of its passengers take off west toward SK-7. After they're out of sight, swoop in against whatever units stay behind. This timing allows you to gain control of the LZ before another Dropship can arrive.

Load reinforcements in your Dropship and make any necessary upgrades to it before taking this LZ. The instant it becomes yours, deploy the Dropship.

Muster forces behind the cover of this hill and wait for the right moment to take the LZ. Don't wait too long, however, or SK-7 will be history.

Advance on the LZ and claim it. Call in the first batch of reinforcements; there's only time for one if you're planning on saving the troops at SK-7.

Call in another load of reinforcements as troops head to SK-7; send them over when they arrive.

As the defense of SK-7 continues, bring in further reinforcements and either leave them at the LZ or dispatch them to SK-7 as needed.

Leave the LZ undefended and drive troops toward SK-7 (the VL in the southwest corner).

At SK-7, there's no time to celebrate, only to defend.

If you arrive in time, claim the VL and move into defensive positions at the northern bridge. The objective requires that all of LaCroix's troops evacuate, so you're obliged to stay until informed that the objective's complete.

North of SK-7, create a defensive wall with lots of high ground units and infantry manning the turrets.

Repair the turrets and assign an infantry unit to each.

Tuck the VIP Transport safely near the VL and leave a few infantry units to defend it just in case. A few Hoverdynes might sneak through.

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There's a stationary radar station beyond the trees south of the bridge. Send a Light Infantry unit to man it and switch the building to secondary mode. With the radar activated, you can see most of the middle of the map, where all the action takes place from here to the end.

The radar station is so valuable that you should keep a defensive force tucked around it even after LaCroix's force has departed.

The stationary radar building is a major asset, so get a unit in there and switch to secondary mode.

The hill to the bridgehead's west is perfect high ground, a fantastic place to line up Liberator Terradynes, Recon Terradynes, Missile Terradynes, and any infantry. Array other units at the road intersection to block and slow any Terrans approaching from the eastern bridge or the northwestern road.

TIP

For some extra AP while defending this base, push another bunch of units northwest up the road to the nearby VL. The chokepoint northwest of the VL is easy to defend, but requires splitting the defensive force.

Word comes that LaCroix's embattled troops are clear of the area, so you may go about your business.

NOTE

Those who passed on the secondary objective can resume the walkthrough here.

Unify all forces south of this bridge. Beyond it is the next LZ that must be yours.

Move the western forces eastward across the nearby bridge and the southeast LZ defenders northward to meet at the bridge in the map's center.

It's also possible to approach the northern LZ simultaneously from both the bridge south of it (the previous LZ-defending force) and the road leading north from SK-7.

It's difficult, though. Try it for an additional challenge.

Take the VL south of the northward bridge and dig into position to prevent anything from crossing.

You must deactivate all the turrets before a single vehicle crosses the bridge. Infantry is the tool for this project.

The Dropship can help too, but it will take considerable damage. That's OK, because it's so resilient to begin with, especially if its armor has been upgraded.

Before crossing with the vehicles, however, use long-range artillery and large bunches of infantry to knock out the Imperial antitank turrets and SAM sites.

NOTE

The Dropship can help here, too, but will take considerable damage from the SAMs.

Swarm into the LZ after the guns are offline. Take the LZ and guard against attack from the west.

With the stationary defenses down and all enemy units cleared from the defense towers, push the force northward across the bridge and take the Terran LZ by extreme force.

Use the turrets around this LZ to waylay any Terrans that try to follow you to the Viron base. A large defensive force at the LZ can help, too.

Get the Engineers repairing the various turrets around the LZ and station Light Infantry inside each.

TIP

The last Terran LZ to the northwest is their primary base; do not approach it. It is too heavily fortified for you to attack it. Stick to your mission and get the VIP Transport to the Viron base.

Order reinforcements to man this LZ and cover the otherwise safe drive eastward to the Viron base.

TIP

There won't be many (if any) Terrans along the road to the Viron base, so the final push is likely to be uneventful. Just in case, however, send a few Helidynes forward to scout for enemies. If any units are about, destroy them with the Helidynes or beef up the escort force.

Cruise eastward down the road to the Viron base.

When the VIP Transport arrives, you've done your job.

Send the VIP Transport with a reasonably sized escort to the Viron base at the northeastern VL. When it arrives, the mission is complete.

Objective Complete!

STEALING BEAUTY

OBJECTIVES

PRIMARY

✦ Reinforce the MSD-12 Research Facility (briefing)
✦ Defend MSD-12 (in-game)

SECONDARY

✦ None

WEATHER REPORT

Clear

STARTING UNITS

✦ 4 NSA Liberator Terradynes
✦ 2 NSA Mobile Artillery
✦ 2 NSA Light APCs
✦ 2 NSA Recon Terradynes
✦ 8 NSA Light Assault Infantry
✦ 8 NSA Siege Soldiers
✦ 2 NSA Rocket Terradynes

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran APC Hoverdyne
✦ Terran Attack Helidyne
✦ Terran Chemical Legionnaire
✦ Terran Command Hoverdyne
✦ Terran Deployable Sentry Gun
✦ Terran Engineer Hoverdyne
✦ Terran Howitzer Hoverdyne
✦ Terran Imperial Class Hoverdyne
✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Main Battle Terradyne

MISSION OVERVIEW

L = LZ
V = VL

START | Research Facility (P) | Radar

Ravagers Arrive

Terran LZs

Pure defense is not always a beautiful thing. In fact, it can sometimes be downright ugly, especially when time is a factor. In this mission, time is a factor, and things are going to turn nasty. Get all units to the base pronto.
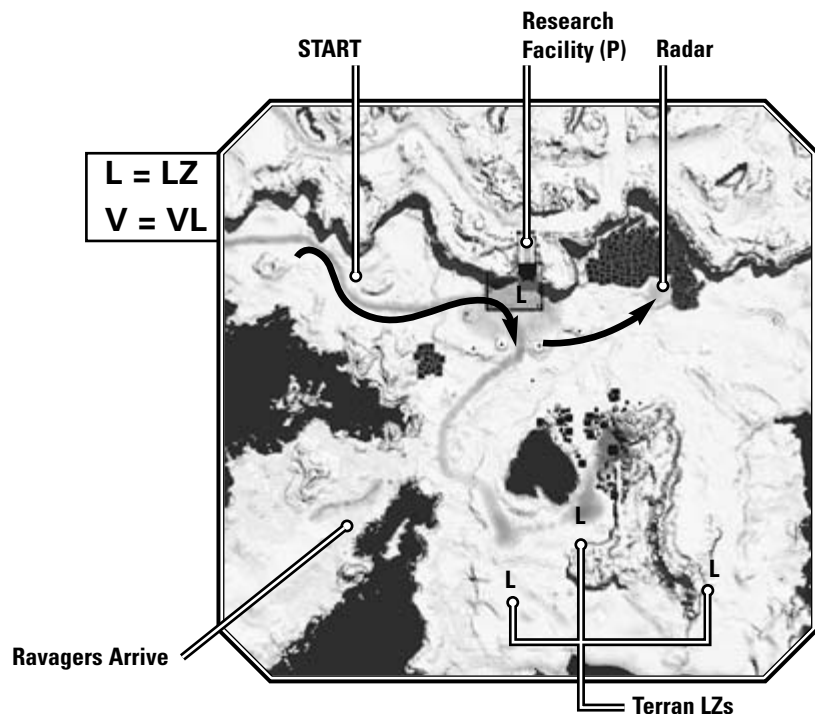
Weather several waves of Terran attack, and defend the LZ. If the Terrans capture it, the mission is over.

For an advantage, send a force to capture and hold the stationary radar in the woods to the base's southeast.

Eventually, the defense begins to look hopeless, and the mission threatens to become an evacuation. Keep the LZ out of enemy hands until that time, and the mission is over, if not what you'd call "successful."

WALKTHROUGH

Group the starting forces and send them en masse to the eastern base's front.

While they're en route, order any desired upgrades for the Dropship and requisition reinforcements. Stick mostly to vehicular units but order enough infantry to keep the buildings and towers full of guns.

The initial troops may be enough to get through the first wave, but they won't last long without considerable and constant reinforcements. Good unit positioning is the key to surviving this first phase.
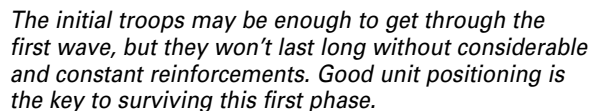
When the troops arrive at the base, deploy them across the base's front and wipe out the initial assault.

Populate the buildings with Light Infantry (in secondary fire mode) and Siege Soldiers.
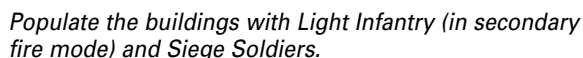
TIP

Place Light Infantry and Siege Soldiers in the buildings around the base's perimeter and in the turrets near the gate. If the turrets have been disabled, use an Engineer to repair them.

Objective Complete!

The Dropship is one of the best weapons against Howitzer Hoverdynes because they operate out of sight and while standing still.
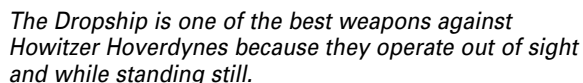
From this point onward, the clock is running. You must hold the base for 23 minutes—3 minutes after you defeat the first wave and 20 more after Angelus tells Alice to hurry—so Alice can finish downloading her research. It's crucial that the base's LZ remain uncontested. If it falls into Terran hands, the mission terminates in failure.

To prevent capture of the LZ, there should be one unit with thick armor and high hit points atop the LZ at all times. That way, if invaders arrive, they must pause before gaining uncontested possession of the LZ.

The Ravagers appear in the southwest, but don't approach the base unless ordered to. Take command of them quickly; it takes them a while to reach the base.

There is, however, good news. A new kind of unit, the Ravager Terradyne, comes to the rescue. Four of them arrive on the map in the southwest corner; locate and select them and direct them to the front of the base.

This is a spectacularly effective arrangement along the base's front. The Ravagers stay in place, and the other units can swing east if needed. All are under the protective cover of the antimissile domes.

Order new units to reinforce the base. A very effective defensive setup consists of the Ravagers backed by a line of Liberators, backed by a line of Missile Terradynes (two of them widely spaced and in secondary antimissile mode). Add two or three Engineers to provide spot and undirected repairs. Make sure, however, that all units are covered by an antimissile dome.

Line the Ravagers facing south in the gap between the two buildings at the base's south. Activate their secondary mode, and they extend their side armor to the front to form an impassable wall. The Liberators and the primary mode Missile Terradynes can be swung around to face northwest and fire on enemies approaching from that side or face south to back up the Ravagers. If set up correctly, this arrangement requires infrequent reinforcement and only occasional micromanagement.

The Terrans are advancing from three well-defended LZs in the map's south. There isn't time, however, to attempt conquering them in lieu of defense. Sometimes the best defense is actually a good defense.

Cover the last weak point on the base by placing units in this gap and the tower above it.

Keep the gun emplacements in front of the main gate in working order and staffed.

Place another, smaller line of Liberators and Missile Terradynes along the base's eastern gate and station as many Light Infantry units as will fit in the tower.

Keep infantry in the buildings and towers. They provide inexpensive and hands-off defense.

Slip a large contingent of troops eastward during a lull to take the stationary radar building.

To make this undertaking easier, you have the option to employ a stationary radar east of the base (marked by a VL). It's lightly defended, but taking it attracts the Terrans' attention. You must heavily defend it.

After there's a man inside, you can activate the stationary radar. As long as the site is well defended, you have a bird's eye view of the battlefield.

Get control of the stationary radar's VL and send an infantry unit inside the building. Activate the radar by selecting the building and putting it into secondary mode. All Terran units in the field south of the base become visible.

Use the added surveillance of the radar to direct more effective Mobile Artillery attacks and air strike secondary weapon attacks.

TIP

Illuminating the southern field enables greater use of Mobile Artillery and use of the air strike secondary weapons. Whenever there's a large cluster of enemies standing in one place (often the case with Howitzer Hoverdynes), use an air strike. See chapter 7 for full details.

When time expires, Angelus calls off the defense and orders Alice out of the base. Hold the base's LZ to this point, and the mission is complete.

Objective Complete!

SHE SELLS SANCTUARY

OBJECTIVES

PRIMARY

✦ Rescue Alice McNeal (briefing)
✦ Escort Alice to the LZ (in-game)

SECONDARY

✦ Take over Prison Island Air Defense (in-game)

WEATHER REPORT

Intermittent Snow

STARTING UNITS

✦ 4 NSA Assault APCs
✦ 32 NSA Light Assault Infantry
✦ 1 NSA Engineer
✦ 1 NSA Deployable KZ Sensor
✦ 1 NSA Deployable Sentry Cannon

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran APC Hoverdyne
✦ Terran Attack Helidyne
✦ Terran Chemical Legionnaire
✦ Terran Command Hoverdyne
✦ Terran Deployable Sentry Gun
✦ Terran Engineer Hoverdyne
✦ Terran Howitzer Hoverdyne
✦ Terran Imperial Class Hoverdyne
✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Main Battle Terradyne
✦ Viron Assault Clanguard
✦ Viron Corruptor Centruroid
✦ Viron Engineer Centruroid

✦ Viron Fighter Helidyne
✦ Viron Gun Centruroid
✦ Viron Infector Clanguard
✦ Viron Missile Centruroid
✦ Viron Missile Clanguard
✦ Viron Mortar Centruroid
✦ Viron Mortar Clanguard
✦ Viron Penetrator Centruroid
✦ Viron Thumper Centruroid

MISSION OVERVIEW

Terran LZ   LaCriox's LZ (P)

L = LZ
V = VL
S = SAM Site

Viron LZ   START   Prison (P)
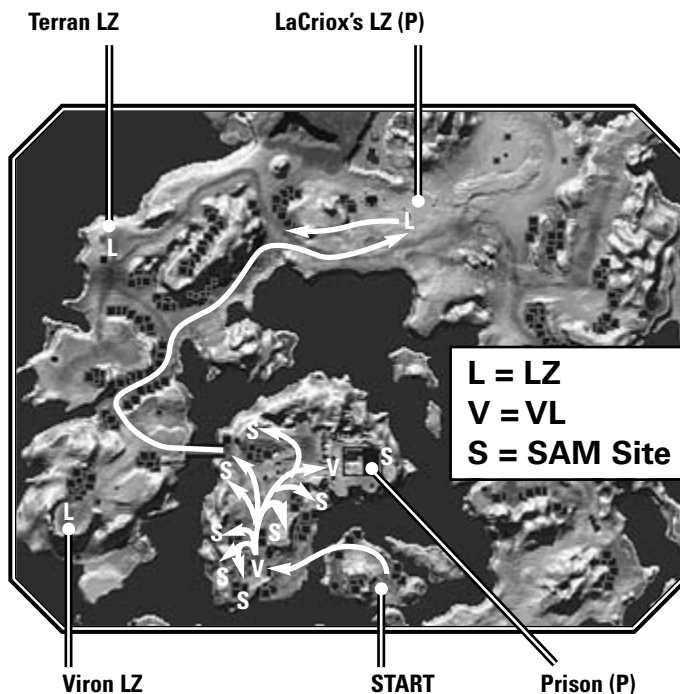
Because you're going rogue on this mission, your team is small but effective.

Cross the river where it's shallow and reach the prison's island. Disable, repair, and take over the SAM sites on the island to defend against air assaults (one site isn't attainable until the prison break).

When the island around the prison is secure, march on the prison gate to liberate Alice.

Pack Alice in an APC (if she perishes, the mission fails) and head across the western bridge.

Fight off enemies beyond the bridge and begin the slow march northeast to rendezvous with LaCroix at the makeshift LZ she's established. When Alice reaches the LZ, the mission is complete.

WALKTHROUGH

Divide the gaggle of Light Infantry into four groups of eight and pack each inside an Assault APC.

Stow the Sensor and Sentry Gun in the Engineer and move all five vehicles north and west to the riverbank.

NOTE

Hoverdynes (used extensively by the Terrans) are the only units that can move over deeper water. Wheeled, tracked, and infantry units can only move over shallow water.

Unload the APCs before going up the hill to the LZs. Trying to offload and position troops in combat with these fire-belching APCs is hazardous to your units.

Cross the river northwest toward the first VL and unload the infantry to puncture the defending Hoverdynes. Let the APCs handle the Legionnaires.

TIP

Fire doesn't care who it burns, so make sure your Light Infantry units are well behind the APCs when they attack.

Place the Sensor near the approach from the bridge so you can see what's coming.

Deploy the Sensor by unloading it from the Engineer. Putting it in a central, but easily protected, place will reveal every Terran unit on the prison island. When it's time to move on, pack it into the Engineer and place it somewhere else.

When things settle down, advance north to gain control of the island.

CAUTION

Don't approach the bridge or take the SAM site on the hill overlooking it until you spring Alice from the prison. Doing so triggers more attacks from beyond the bridge.

To achieve the secondary objective and protect units from air attack, overtake the island's SAM sites by attacking them until they're abandoned, repairing them, and putting your own units inside.
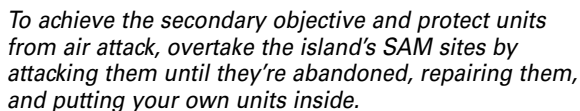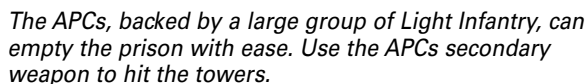
Destroy any hostilely held SAM sites with roving squads of Light Infantry. Gradually repair them with the Engineer and man them with Light Infantry units.

NOTE

Taking the SAM sites fulfills a secondary objective, but it also serves two other purposes. Offensively, it protects against incursions by Attack Hoverdynes. Defensively, it permits summoning the Dropship (after the distant LZ is operational) as a weapon without fear of it being shot out of the sky.

TIP

There's one SAM site on the prison's eastern wall. It's unreachable until after you spring Alice. After units can move freely about the prison, send in an Assault APC to take it down.

Leave some Light Infantry in the building in the island's center to cover the rear flank as the other units gather in front of the prison (out of view range of the prison-defending troops).

TIP

Arrayed in front of the prison is a large contingent of Legionnaires. Thin them out by calling in a secondary weapon large air strike.

The APCs, backed by a large group of Light Infantry, can empty the prison with ease. Use the APCs secondary weapon to hit the towers.

Swoop east to the VL in the prison, leading with the APCs to scorch the Legionnaire mass. Let the Light Infantry in secondary mode cope with the Striders.

TIP

To snuff the Legionnaires in the towers, fire at them with the APCs in secondary mode.

After the rescue, Alice appears as a unit (with some new Light Assault Infantry) you must protect. Get her in an APC.

Touch the VL in the prison to liberate Alice.

Objective Complete!

Reinforcements!

> **After the northern LZ is ready, you can requisition reinforcements. Unfortunately, they have a long and dangerous trip to rendezvous with the original forces.**
>
> **So long as this initial force is well-preserved, you can complete the mission without reinforcements.**

> **Put Alice into one of the Assault APCs and remove it from any collective APC squads. Put it instead in its own squad with a few Light Infantry and an Engineer. Keep this group well-protected and away from any combat.**
>
> **If it ever appears that the APC is about to expire, get Alice out and into a different APC. She can survive for a while in the open (100 health) but will be killed in an exploding APC.**

Circumstances short-circuit any hope of a quick extraction. There's no choice but to navigate to the map's north to LaCroix's makeshift LZ.

Before attacking the bridge defenders, finish taking the remaining SAM sites.

Objective Complete!

After the SAM site secondary objective is done, you may begin to abandon these sites and regain control of the Light Infantry units stationed inside. Keep the two near the bridge, however, until the opposite side of the bridge is secure.

Take the remaining SAM sites to complete the secondary mission.

You must knock out the bridge Incinerator Turret before bringing in the infantry. Tend to the Legionnaires in the building, too, and take their positions.

Approach the northwest bridge with the APCs and neutralize the Incinerator Turret.

Do not approach the bridge with Light Infantry until you defeat the Incinerator Turret.

Roll troops across the bridge to secure the other side.

If a Light Infantry unit isn't in the SAM site on the hill above the bridge, get one in now to cover the crossing. Push across the bridge to the next VL and fight off attacks from the west and northwest.

There's an LZ near here, but you shouldn't approach it, let alone try to take it. Stick to the mission.
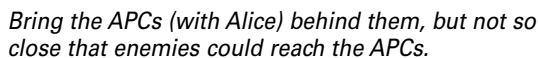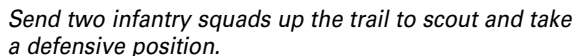
You can take these LZs with enough work and reinforcements from the northern LZ, but there are easier ways to get Alice where she needs to be.

Consolidate the position here until it's safe to move troops down the northwest trail.
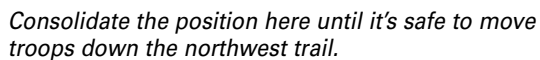
Slide troops down the northwest hill and direct them up the trail as it winds northeast and, eventually, due east to LaCroix's LZ.

The northern LZ is under constant attack. Reinforce it with your own troops to back up LaCroix's army.

Send two infantry squads up the trail to scout and take a defensive position.

Bring the APCs (with Alice) behind them, but not so close that enemies could reach the APCs.

Position more infantry behind the APCs (at a safe distance), facing to the rear.

To manage this advance, use the Light Infantry squads in gradual forward and rear deployments. Each time you want to move the force, advance two Light Infantry squads to the next bunch of trees ahead, positioned to see and defend against Terran approaches from the western gaps. Bring the APCs (including Alice's) to a safe distance behind the advance troops. Bring the other two Light Infantry squads to a bunch of trees behind the APCs to cover approaches from the rear. Continue this pattern until you reach the LZ. There should be one squad watching the rear and any openings to the west and north; leapfrogging squads in this manner assures that.

Near the trail leading to the northwestern enemy LZ, have a large contingent of troops waiting to escort Alice to her destination.

As this team nears the LZ, move forces from the LZ to cover their advance.

Roll Alice's APC into the LZ to save the day.

When Alice (either on foot or in an APC) reaches the northern LZ, the mission is complete.

Objective Complete!

CHAPTER 22

PUSH

OBJECTIVES

PRIMARY

✦ Defend the Main Island (briefing)
✦ Recapture the Entire Base (in-game)
✦ Assault the Enemy Bases (in-game)
✦ Kill G'hall Vi'cath (in-game)

SECONDARY

✦ Destroy the Terran Artillery (briefing)

WEATHER REPORT

Clear

STARTING UNITS

✦ 3 NSA Light Assault Infantry
✦ 4 NSA Assault APCs
✦ 1 NSA Engineer
✦ 2 NSA Recon Terradynes
✦ 1 NSA Raptor
✦ 4 NSA Siege Soldiers
✦ 1 NSA Rocket Terradyne
✦ 3 NSA Liberator Terradynes
✦ 1 NSA Ravager Terradyne
✦ 1 NSA Assault APC
✦ 2 NSA Deployable Sentry Guns

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran APC Hoverdyne
✦ Terran Attack Helidyne
✦ Terran Chemical Legionnaire
✦ Terran Command Hoverdyne

✦ Terran Deployable Sentry Gun
✦ Terran Engineer Hoverdyne
✦ Terran Howitzer Hoverdyne
✦ Terran Imperial Class Hoverdyne
✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Main Battle Terradyne
✦ Viron Vi'cath Centruroid

MISSION OVERVIEW

Terran LZ (P)   G'hall Vi'cath (P)   Terran LZ (P)

L = LZ
V = VL

START   Recapture Base (P)   Terran Sensors (P)   Viron Base (P)
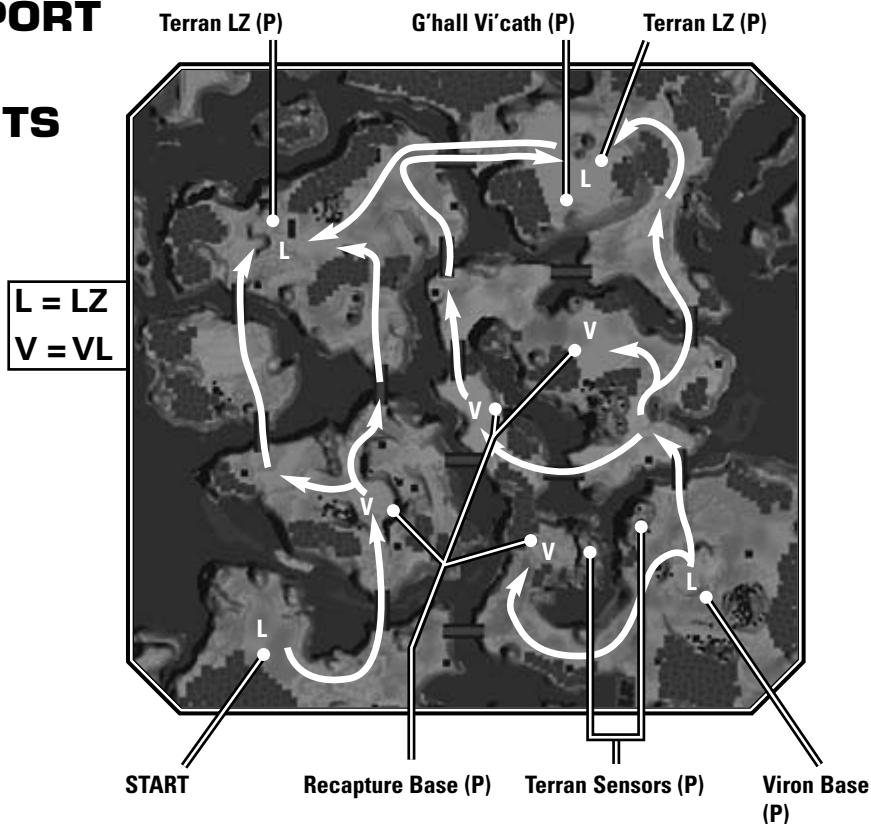
The NSA campaign comes down to this final confrontation. The prizes at stake are the seemingly final defeat of the Terrans and the skin of the rogue Viron, G'hall Vi'cath.

Begin in an isolated LZ in this map's southwest. Protect the LZ and build up forces there.

Meanwhile, drop units at the southwestern Viron LZ to protect the base and put an end to the Terran Howitzer attack. Hint: Discover how the Terrans can see their targets without having any units in the area.

Defend the southeastern Viron base. The LZ must not fall uncontested into enemy hands or the mission fails. Build forces at both LZs.

Advance northward and take control of all four central VLs. You must hold these along with the southern and northern LZs for the mission to be successful.

Build up forces at the various bridges leading from the two northern Terran bases. This seals the enemy and protects the central VLs without having to individually defend each.

The next task is to conquer both Terran bases in the northwest and northeast. Start with the northeastern base. Run forces up both sides of the base and converge to take the LZ and destroy the command ship of G'hall Vi'cath (see "Special Units" in chapter 9).

Descend on the Terran base in the northwest corner. When you and your Viron allies hold all four VLs and all four LZs simultaneously and uncontested, the mission and the campaign are complete.

WALKTHROUGH

Line up quickly, as some serious Terran power is coming your way fast.

The battle begins with a modest but varied force at an LZ in the map's southwestern corner. Organize forces and advance them slightly to create a defensive line against an initial probing Terran attack.

> **There's considerable missile bombardment, so be diligent about keeping a Missile Terradyne in secondary antimissile mode covering every cluster of units.**
>
> **Also, if leaving an LZ otherwise undefended, keep an antimissile cover over it, too. You'll see why later.**

Protect the Viron base by dropping troops there rather than at the initial LZ.

Rather than moving this force to come to the aid of the friendly Virons in their southeastern base, switch the default LZ to the one in their base and bring in several loads of units.

TIP

Legionnaires are scarce, so choose units based on their likely targets. Combinations of Liberators, Missile Terradynes, a few Helidynes, lots of Light Assault Infantry, some Siege Soldiers, and an occasional Ravager are good uses of funds.

Use the newly arrived forces to eliminate all Terrans near the Viron LZ, then array forces defensively around the bridge north of the base to prevent further invasions.

NOTE

The objective to protect the main Viron base is ongoing. If its LZ falls into enemy hands at any point, the mission fails. Only the completion of all other objectives completes this one.

To end the Terrans' missile attack, it's not necessary (or possible) to eliminate every Howitzer Hoverdyne. Instead, discern how the Terrans are spotting their targets and eliminating the "spies."

The first Sensor is on the hill above the Viron LZ.

The second Sensor is on the hill above the southern VL.

The culprits are a pair of Deployable KZ Sensors, hidden from the view of ground units, near the Viron base. Airborne units can find them on the following hills.

✦ Northwest of the Viron LZ

✦ East of the southernmost VL (west of the Viron LZ)

Destroy them both (the Dropship handles them easily) to complete the secondary objective and make life easier for the Virons.

Objective Complete!

If an Assault Pod falls, exterminate its inhabitants. Otherwise, an abandoned LZ will be turned to enemy use, and you'll have to deal with another source of hostile units.

Warning comes of an incoming Viron Assault pod attack on the southwestern LZ. The group of pods lands on the LZ, and several Assault Clanguards emerge. Slaughter them in short order before they take over the LZ and bring in their own reinforcements.

An antimissile field destroys any Assault Pod that touches it. Keep one over the southwestern LZ at all times.

The VLs are under constant attack. The mission doesn't fail if you temporarily lose control of any or all of them, but you don't get the primary objectives to attack the northern LZ until you hold all four at once.

After you diffuse the missile threat, time comes to claim the Viron base's outer boundaries: the four VLs in the map's center. Advance forces simultaneously from both LZs to capture all four locations.

NOTE

Thanks to the Viron allies, there's plenty of help taking and holding the VLs. In fact, you may only have to personally take and defend the one farthest from their base.

NOTE

You must hold the four VLs to complete this mission. If any are contested or in Terran hands when all other objectives are complete, the mission won't be over until they're recaptured. It doesn't matter if they're lost during the mission, but they must be held at the end.

Objective Complete!

When you hold all four VLs, the orders come to assault the two Terran LZs in the northwest and northeast corners. It takes buildup to undertake these missions, so lock down the map's central and southern parts.

NOTE

The Virons won't assist in the attacks on the Terran LZs, so you're on your own.

Forces blocking and defending each bridge keep the Terrans from retaking the VLs or bothering the LZs.

Advance forces to control the five bridges that connect the north to the rest of the map. To do this, concentrate troops at each bridge's end and repel anything that comes across it. If you can seal all five bridges, there's no need to guard the individual VLs.

This position is hard to hold, but it covers two bridges with one group.

You don't have to defend the two bridges in the northeast separately if you can take command of the chokepoint north of the easternmost bridge (the road leading up to the northeastern Terran base). Because this point leads to both bridges, taking it cuts off access to both.

Taking this position, however, puts forces in easy firing range of the base's numerous Howitzer Hoverdynes. To counter this, place several Missile Terradynes in antimissile mode to protect all units and defend the Terradynes from frontal and rear attacks. If too much infantry fire deactivates the Missile Terradynes, the strike force is a sitting duck.

Sealing the bridges doesn't guarantee safety. First, the Terrans try to break through these blockades, so you must constantly replace and reinforce these forces. Second, they're frequently hit by Attack Helidynes, so make sure each group has several primary mode Missile Terradynes and/or secondary mode Light Assault Infantry and/or Light Helidynes.

Also, keep secondary mode Missile Terradynes in the two LZs to prevent Viron Assault pod attacks.

G'hall's vehicle is the biggest thing in the northeastern Terran base. Drop a battle scanner to get a sneak preview.

During this buildup period, Rho reports that the enemy Viron commander, G'hall Vi'cath, is in his special large Centuroid in the northeastern base. As an extra primary objective, you must destroy him.

Destroying G'hall is no easy feat. His ride is similar to a Hellfire Centuroid with the same damage (antitank) and armor (armored) types, the same damage inflicted per shot, and the same armor facings. G'hall's unit, however, has more health, a faster rate of fire, and the ability to target airborne units.

The good news is that, like the Hellfire, it's vulnerable to attack from the rear and top with 0 armor ratings on those facings. Full stats are in Chapter 9.

TIP

The northeastern base is heavily defended by SAM sites. Attacking, therefore, with any airborne units (Helidynes or the Dropship) is impossible.

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Take the first LZ by amassing troops here...

...and here.

Muster forces on the northeastern Terran base's western and eastern approaches. Populate the western team with plenty of Light Assault Infantry and some Recon Terradynes; heavy antitank firepower at his rear will bring G'hall to his knees.

TIP

Drop a battle scanner on the LZ to peek at the types and placement of G'hall's forces. Pause the game when it activates and take all the time you need to see what's what.

Converge on G'hall and company and fire on the Viron command from behind to take his life and his LZ.

Simultaneously advance both forces toward the northeastern base. The eastern force should arrive first and attract G'hall's attention. From behind, bring in the western team and put all Light Infantry in secondary antitank mode. A few dozen missiles up the rear exhaust port will be the end of the rogue Viron.

Objective Complete!

Polish off the rest of the forces and take the LZ as your own.

Reinforce as needed for the final assault and bring the bridge forces toward the northwestern Terran base.

Send everything toward the other Terran LZ and converge from multiple directions to seal the victory.

Converge simultaneously from the east and south to put the pincer on the Terrans' last hope for victory. Annihilate the remaining troops and assume control of their LZ.

Objective Complete!

If the VLs and all four LZs are under your control, you win the mission and the campaign.

Objective Complete!

VIRON CAMPAIGN

The second 12 missions comprise the Viron campaign. Each mission features several objectives, but only some ("Primary") are required to complete the mission. Others ("Secondary") are optional, but completing them facilitates the mission and nets additional Victory Locations and, therefore, more Acquisition Points.

While many important objectives are assigned in the prelevel briefing, others only appear in-game as you reach locations, achieve activities, or complete other objectives. Each objective origin is noted parenthetically in the following sections.

NOTE

This book presumes you're going through these campaigns in the intended order and have already completed the NSA campaign. This walkthrough, therefore, assumes familiarity with the game's basic function, controls, and techniques and focuses instead on the unique Viron strategies, tactics, and features.

GROUND CONTROL
OPERATION EXODUS
II

CHAPTER 23

INVERTED MOMENTUM

OBJECTIVES

PRIMARY

✦ Investigate the Distortion Field (briefing)
✦ Engineer Centruroid Must Survive (briefing)
✦ Place Mobile Radars (in-game)
✦ Sear the Central Island (in-game)

SECONDARY

✦ None

WEATHER REPORT

Clear

STARTING UNITS

✦ 12 Viron Assault Clanguards
✦ 1 Viron Engineer Centruroid

ENEMY UNITS

✦ Terran Legionnaires
✦ Terran Light Hoverdyne

MISSION OVERVIEW

Base (P)   START   Xenofact (P)

L = LZ
V = VL

Radar Sites (P)

Cruise southeast to locate the interference source. It's undefended, so it's a little jaunt.

Proceed south, then west to a defended VL pair and mark it with radar stations.
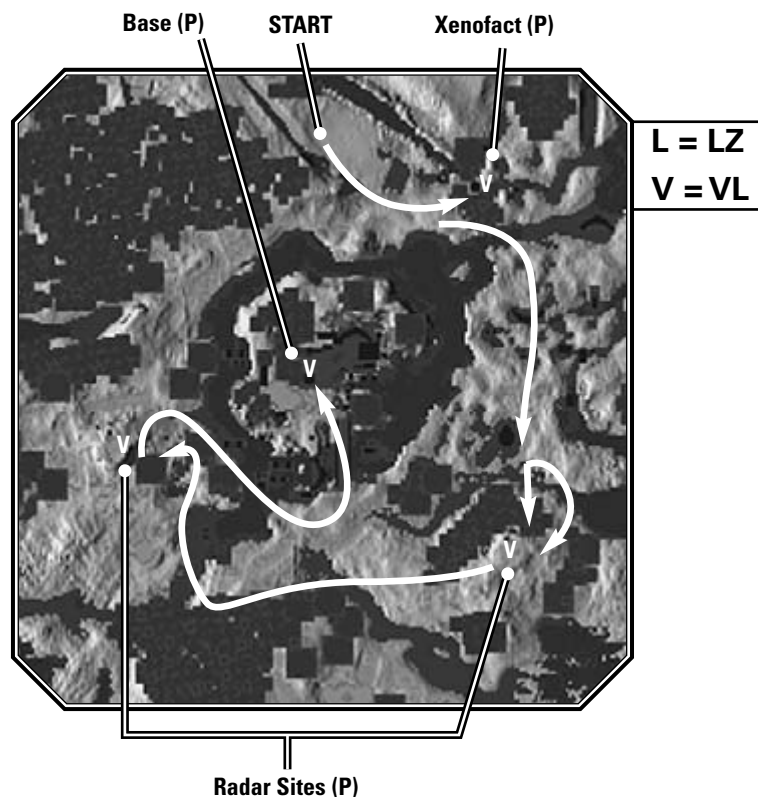
Inch toward the VL in the middle of the map and liquidate the Terran forces within. Claim the VL to end the objective and, if the other VLs are under control, the mission.

WALKTHROUGH

NOTE

There is no Dropship for this mission and, therefore, no reinforcements-on-demand.

Do strategic melding before moving out.

Meld eight of the Assault Clanguards to make four Infector Clanguards. These units are well-suited to fighting Legionnaires. Plus, melding this many units means everyone can ride in the Engineer (only eight seats).

TIP

Meld multiple units at once by selecting an even number of units and pressing the Meld button (E by default).

Set a southeast course to the first VL to find out what's causing interference on the Clanship.
Objective Complete!

After you're at the first VL, the next objective arises.

On arrival, a new objective appears. Send the fully loaded Engineer south toward the next VL, a perfect location for a radar station to partially overcome the interference.

Having 12 Assault Clanguards also means that you potentially have 6 Infector Clanguards, thanks to the miracle of melding.

Because Assault Clanguards are best against armored units, and Infectors are equipped with chemical (anti-infantry) damage, you have a force that can, on the fly, morph to counter enemy units.

Do all melding before a battle when no enemies are about because it takes time and creates an opportunity for the enemy. The Viron Meld Egg is destructible (200 health), so it makes a juicy target for any nearby enemy.

For the Virons, therefore, scouting is important. If you know what units you'll be facing, you can meld your forces into a perfect counter.

Leave the Engineer out of sight and out of the line of fire, and send the Clanguards the rest of the way on foot.

Pause out of sight of the VL, however, and unload the Clanguard units. Leaving the Engineer out of harm's way, march the infantry toward the VL, where a small force of Legionnaires and a Light Hoverdyne are waiting.

TIP

Because you need the Engineer to place the radars and inspect the enemy base, it must not be destroyed, or the mission fails. Keep it out of combat; Legionnaires' machine gun fire is just the thing to puncture its armor.

Use the appropriate weapons for the appropriate targets and split the units to do the most damage. Assault Clanguards firing antitank weapons at body armor–wearing Legionnaires is not smart use of forces.

Sick the Infectors on the Legionnaires and the Assault Clanguards on the Hoverdyne to claim the hill.

Position the Engineer on the VL to satisfy part of the objective.

When you have killed the enemies, call the Engineer to the VL. He automatically does the rest.

TIP

Assault Clanguards can, during moments of quiet, switch to secondary mode and more rapidly self-heal. When in this mode, however, they're without their extra armor and unable to attack, so don't use it in combat.

Meld all but two of the Clanguards into Infectors because the next batch of Terrans is all infantry.

Melding units when one or both is damaged yields a melded unit with the original units' averaged damage.

Leave two Assault Clanguards in the tower to guard the VL, and stab westward to repeat the process at the second VL. For safety's sake, however, swing south of the central VL for now.

This VL is all Legionnaires, so a force of nothing but Infectors is the way to go.

After defeating the Terrans on the western VL, summon the Engineer from its hiding place and direct it to the VL to complete the objective.

Objective Complete!

NOTE

The keyboard shortcut for unmelding is E.

Unmeld four of the Infectors to make a primarily Assault Clanguard force this time, then march it near the base's front in the map's center. Get close enough, and a new objective appears.

Flood troops into the base, but stick to the eastern side, away from the Legionnaires in the western building.

Attack the base and detonate the Hoverdynes, keeping troops clear of the Legionnaires stationed in the building near the LZ.

When the heavy machinery is in parts on the ground, meld into Infectors and eliminate the snipers.

When the Hoverdynes are gone, move the Clanguards out of the Legionnaires' view range, meld them into Infectors, and attack the Legionnaires. Touch the VL with any unit, and the mission is complete.

Objective Complete!

ASPHYXIATION

OBJECTIVES

PRIMARY

✦ Collect 10 Barrels of Zethane (briefing)

SECONDARY

✦ None

WEATHER REPORT

Clear

STARTING UNITS

✦ 13 Viron Assault Clanguards
✦ 1 Viron Engineer Centruroid
✦ 1 Viron Corruptor Centruroid
✦ 4 Viron Deployable Sentry Guns

ENEMY UNITS

✦ Terran Legionnaires
✦ Terran Light Hoverdyne
✦ Terran A4 Combat Strider
✦ Terran A10 Missile Strider
✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

Terran LZ

**L = LZ
V = VL**

(A) V

V (E)

V (C) V (D)

(B) V

V (F)

V (I)

V (H)

L V (G)

START
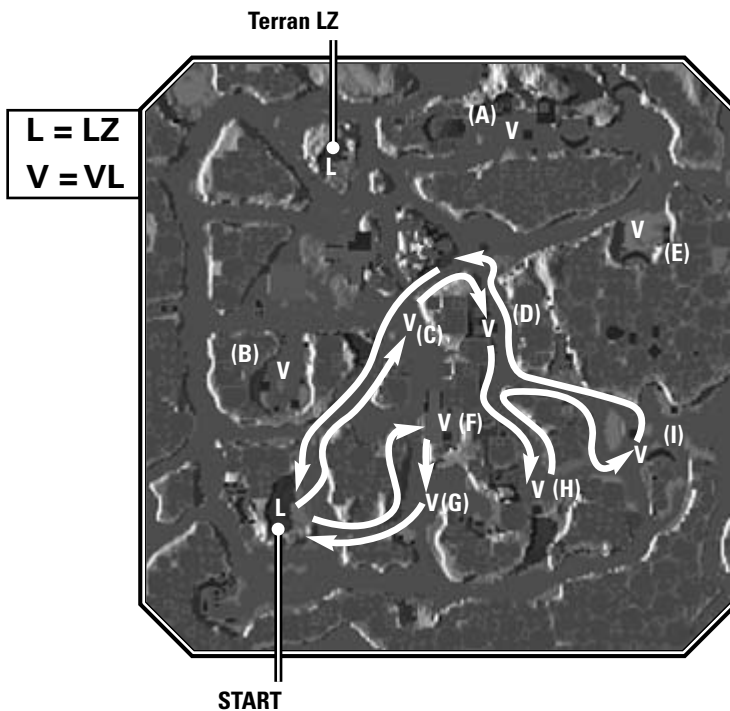
This mission requires speed, agility, and tactical map reading.

The Terrans are flooding out of a well-defended LZ in the northwest with the goal of destroying the Zethane barrels around the map (two at each of nine VLs).

Meanwhile, you must collect 10 of these barrels and get them to the LZ. This means getting Engineers to the VLs unharmed, collecting 10 barrels before the Terrans destroy them, and getting your Engineers to the LZs.

Analyze the map to figure out which VLs you can reach without difficulty and which are too easy for the Terrans to attack or are too far away. The Engineers can't travel through the woods, and there are few straight routes between any two of the VLs.

When 10 barrels enter the LZ, the mission is complete.

WALKTHROUGH

Speed is paramount, so have an idea what needs to be done before beginning.

Look at the map, examine the routes to each VL, and establish what kind of defense is needed to escort the barrels.

Determine which locations you can reach and which you can write off as too dangerous, too distant, or too much of a detour.

TIP

Forget about VLs A, B, and E. You can't save them.

Analyze how the Virons will exit their base and where their troops can go. Also note intersections at which you can defend several routes at once.

These troops are defending an important location. You can, however, move them atop the northeast structure for better firing positions.

Of the starting troops, several of the Assault Clanguards and the Sentry Guns are away from the LZ. You can leave them to their own devices because they're at strategic locations.

TIP

Peek at the location of each of the remotely placed Clanguards. If there's somewhere nearby that'll give them an advantage (like in tree cover or on high ground), move them there. Otherwise, focus on more important tasks.

Get more troops en route before sending the original troops to battle.

The first task is to order up a pair of Engineers and a full load of Assault Clanguards, and deploy the Dropship.

TIP

Set the Dropship to "Stay" and send it into battle each time it lands.

With the LZ-based troops, group the Corruptor and the Clanguards, and send them to the VL marked "C" on the map.

NOTE

Don't try to take the Terran LZ. There isn't time, and it's well defended.

At VL C, the Engineer picks up the barrels, and the other units open fire on the first Terran wave.

Using stacked orders, set a course for the Engineer to the next VL.

Send the Engineer to VL C, as well. When it arrives, have it pick up both barrels. Order the Engineer to drive north and east, then south to VL D.

The first load of reinforcements arrives. Send the Dropship into the fighting to the north and order the Clanguards to VL C to guard the intersection.

The second Engineer team handles the four barrels closest to the LZ. Because these are far way from the Terrans, there's plenty of time to take them.

Group the two new Engineers and rush them to VLs F and G, picking up two barrels at each. Return them to the LZ and unload ([U] by default) the barrels.

TIP

Meld the two extra Engineers to make a Mortar Centruroid, and send it toward the front around VL C. You can also keep the Engineers intact and set them up to heal troops defending VL C.

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After each trip, order a hold full of Assault Clanguards when the Dropship reaches base. Every few loads, order a pair of Engineers you can meld for more Mortar Centruroids.

Meld some of the Assault Clanguards into Infectors too, but keep most in their original state to deal with the copious Hoverdynes and to have more bodies on the ground to block waterways.

Nab the barrels here and move on.
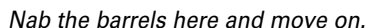
When the first Engineer arrives at VL D, pick up the two barrels and send it down to VL H.

Ditto here. This should be enough, but go one more place to be sure.

Last one—time to go home.
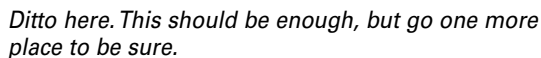
Pick up the barrels there and proceed to the nearby VL I. Prepare to return to base by moving slowly north up the river, toward VL D. Look out for Terran units scanning the waterway.

TIP

Get the barrels at VL I. This gives you 12, which provides some insurance if the Terrans get a potshot at any barrels offloaded at the LZ or plug one of the other Engineers before it can get back.

Shift troops from VL C to this intersection to cover the Engineer's return to the LZ.
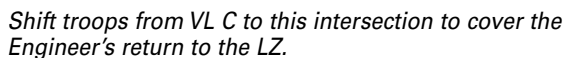
As the Engineer begins its return, move several Clanguards from VL C to D to secure the intersection north of VL D and to clear the waterway ahead of the Engineer.

Send some troops south toward the Engineer to ensure that the way is clear of enemies.

When the Engineer and its escort meet, group them together and advance them slowly toward VL C.

Keeping the Engineer to the rear, clear the enemies out of VL C so the Engineer can pass unscathed into the well-defended southern waterways.

At VL C, wait for a break in the action and move the Engineer with its escorts south of VL C and toward the LZ.

Get the Engineer into the LZ, and the deed is done.

When the Engineer reaches the LZ with its eight barrels, the mission is complete.

Objective Complete!

TIP

Without a plan of attack, this mission is impossible. Even with a solid plan like the one shown here, it still needs to be properly executed. The timing is tight and the combat difficult, so keep trying if this plan fails for you.

CHAPTER 25

AIMING FOR THE TEETH

OBJECTIVES

PRIMARY

✦ Secure the Landing Zone (briefing)
✦ Take out the Power Stations (in-game)
✦ Destroy the Antiorbital Cannon (in-game)

SECONDARY

✦ Destroy the Command Center (in-game)

WEATHER REPORT

Clear

STARTING UNITS

✦ 4 Viron Assault Clanguards
✦ 6 Viron Missile Clanguards
✦ 4 Viron Infector Clanguards
✦ 2 Viron Engineer Centruroids

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran APC Hoverdyne
✦ Terran Attack Helidyne
✦ Terran Chemical Legionnaires

✦ Terran Command Hoverdyne
✦ Terran Engineer Hoverdyne
✦ Terran Howitzer Hoverdyne
✦ Terran Legionnaires
✦ Terran Light Hoverdyne
✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

START   Initial LZ (P)

L = LZ
V = VL

2d LZ

Power
Station
(P)

Power
Station (P)   Command
Center (S)   Antiorbital
Cannon (P)
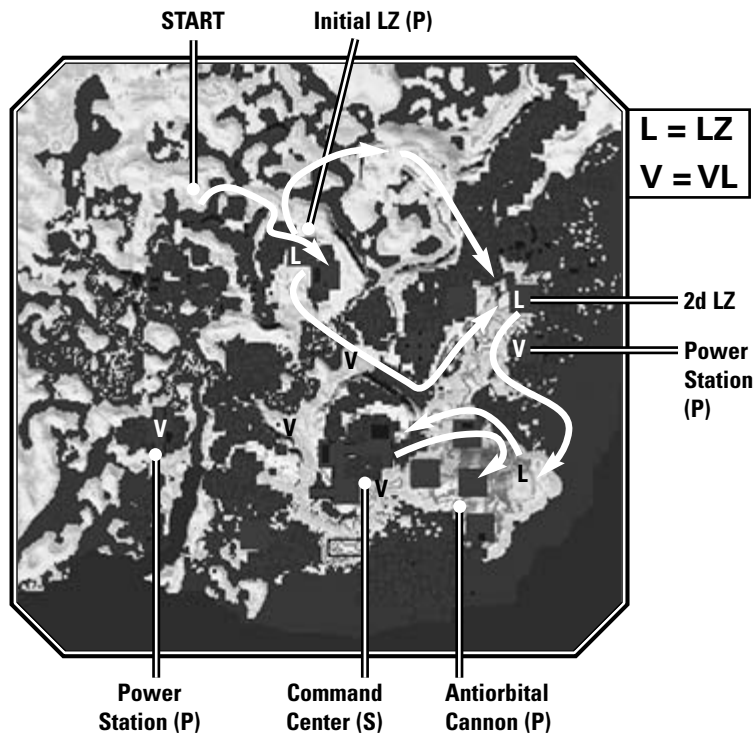
There's a lot to do here and a massive map on which to do it. Choosing the proper home base makes it seem smaller, but first you must settle for the easiest option. Any LZ in a storm.

Take control of the nearest LZ and defend it from incursion. Bring in additional forces if necessary, but be conservative for now.

Drop Assault Pods (secondary weapons) on the two indicated locations on the map and instruct the resulting Clanguards to destroy the generators. Destroying both brings down the base defenses.

Near one of the Assault Pod landing sites is another LZ. After the base defenses are down, destroy its remaining defenses with the Dropship and take the LZ with the Assault Pod troops. Call in troops from the other LZ to make the long hard march.

Put troops in the surrounding towers and bulk up the force. Take the Terrans' main LZ to the south.

Leave the big gun alone for the moment and circle troops around it to destroy the command center building. It doesn't get you anything, but it's fun.

Bring down the Incinerator Turrets surrounding the antiorbital cannon and annihilate it.

WALKTHROUGH

Use the tree cover to take this base, but get someone into the LZ before the next Dropship arrives.

March troops southeast into the woods north of the LZ and mow down as many Terran units as possible from its cover.

Get the SAM out of enemy hands before calling the Dropship. Then take it over to defend against Attack Helidynes.

Enter and take the LZ, and send Assault Clanguards up the hill to decimate the SAM site. Repair it and put your own man inside.

TIP

Destroy that SAM site before calling in the Dropship, or it'll tear your precious troop transport to pieces.

Commit troops to this watchtower and the anti-infantry cannon next to it.

Array troops around the LZ to fend off attacks from the south and north. Put a pair of Assault Clanguards into the tower southwest of the LZ. Instruct the Engineer to repair the anti-infantry cannon next to the tower and man it, too.

TIP

When calling initial reinforcements, keep at least 5,000 AP in the bank until you complete the Assault Pod objective.

Defense of this base is difficult because there are so many approaches and so much flat ground on all sides. Don't get too comfortable. You'll be leaving soon.

Bring in another shipload of Assault Clanguards at the first opportunity and get them on the ridge for base defense.

TIP

Don't move off this spot yet, and don't send the Dropship around until the base defenses are offline.

Objective Complete!

After the LZ is under control, a new objective appears. Click on the Support Weapons button to reveal the Assault Pod attack icon.

The Assault Pod attack takes several minutes to "charge." If you captured the LZ quickly, it may not be ready yet. If it's grayed-out, wait a moment until it fully charges.

After dropping the first pod, it takes several minutes to recharge the weapon before you may drop the second. Make sure you have the 2,500 AP needed for each drop, or you'll have to wait for that to rebuild, too, before launching the attack.

Drop the first Assault Pod on the northeastern power station and open fire.

After their job is done, send the troops from the Assault Pods into the woods near the northeastern LZ, out of view range of the Incinerator Turret.

Click on the minimap to look at the power station platform in the east—you can't see the power station until you have troops on the scene. Left-click on the Support Weapons button, left-click on the Assault Pod icon, and left-click on the platform. About 10 seconds later, the pod drops and the emerging Assault Clanguards attack and demolish the power station. Send them into the safety of the northeastern woods and assign them a squad number.

The second Assault Pod drop is successful, but the Clanguards won't make it out alive with these enemies around.

Wait for the Assault Pod weapon to recharge. Repeat the procedure to drop a pod on the indicated southwestern platform. Unlike the first one, this platform is well defended. Instruct the Assault Clanguards to attack the generator so they don't target enemy units first. It's unlikely, however, that they'll survive long after this.

Objective Complete!

Order the Dropship to clean out the turrets and any ground units around the northeastern LZ to clear the way for the invasion.

Now that both power stations are down, it's safe for the Dropship to move about the map. Call in as many reinforcements as are necessary and direct the Dropship to attack any defenses on the northeastern LZ.

TIP

Keep the Assault Pod Clanguards in the woods around the northeastern LZ until the coast is clear.

When it's safe, call in the Clanguards from the woods to take the eastern LZ. Mark it as the default LZ and bring in more troops.
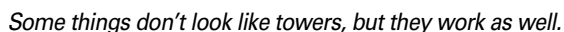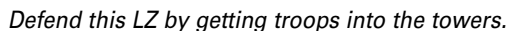

Depart the base to the north.

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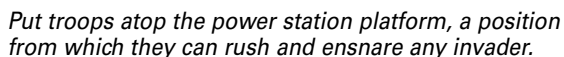*Go to this northeastern hill. The woods lead to the northeastern LZ.*
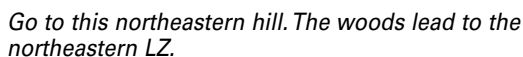
It's time to abandon the first LZ and make the exodus to the new, more defensible one. March all units northeast to an incline that leads to a watchtower, and direct the units to the LZ through the safety of the woods.

TIP

Control this retreat tightly, setting up lines of troops to cover the other troops as they depart. Vehicles that can't move through the woods must travel around the southern ridge–dangerous but necessary.

Defend this LZ by getting troops into the towers.

Some things don't look like towers, but they work as well.

When all troops are into the LZ, fully populate the watchtowers around and south of the base with Assault Clanguards.

TIP

Some of the crashed ship debris around the area can be manned as buildings, so point to anything to see if the "Enter" icon appears.

Put troops atop the power station platform, a position from which they can rush and ensnare any invader.

The base needs more defense than that, however. Repair and man the turrets around the LZ. Place a variety of units atop the former power station platform as a mobile force to attack intruders before they reach the LZ.

Attack the southeastern LZ as soon as possible.

When the force is large and varied enough, advance along the waterline to the main southern Terran LZ.

Gain control of the LZ and put a unit inside the stationary radar.

Overrun the LZ, designate it as default, and repair and man the various stationary weapons.

TIP

Put a unit inside the stationary radar and activate it by putting it in secondary mode. Every enemy unit in the base becomes visible.

NOTE

The secondary objective to destroy the command center only appears if forces have been in view range of the building. If they haven't before this point, the objective arises as they approach.

Navigate forces to the command center's base and neutralize its remaining defenses.

Climb the ramp and open fire on the building with chemical weapons.

Build up forces further if necessary and march them around the antiorbital cannon to the western command center, avoiding the Incinerator Turrets surrounding the cannon. Disable the Incinerator Turret at the ramp's bottom and place troops on the first landing. Open fire (particularly with Infectors) on the structure to bring it crashing down.

TIP

Snuffing the Incinerator Turret near the command center is a great job for Mortar Clanguards. Get them by melding two Missile Clanguards.

Objective Complete!

Return all troops to the LZ, avoiding the Incinerator Turrets around the cannon.

An antimissile system protects the Incinerator Turrets around the antiorbital cannon , so a mortar attack won't do much good. You must attack them and the cannon with a frontal assault.

Engineers in primary mode lead the assault, showering the Incinerator Turrets with their chemical weapons.

Because chemical damage is the most effective against things with building armor (like the cannon and its various defenses), assemble a force of Engineers (in primary mode) and Infector Clanguards at the LZ.

TIP

Meld most, if not all, of the Assault Clanguards into Infectors for this final assault. Feel free to blow all AP on more Assault Clanguards, if necessary.

Meld all Assault Clanguards into Infectors and attack the antiorbital cannon.

March the Engineers first, followed by the Infectors, and attack one of the Incinerator Turrets. When it falls, order the Engineers to attack the next closest turret while the Infectors open fire on the antiorbital cannon. When it topples, the mission is complete.

Objective Complete!

CHAPTER 26

IT CAME FROM THE SWAMPS

OBJECTIVES

PRIMARY

- ✦ Secure the Drilling Towers (briefing)
- ✦ Liberate Clan Haxduum (briefing)
- ✦ Free Khau'Nir Vicath (in-game)
- ✦ Rho Must Survive (in-game)
- ✦ Kill Cezarus (in-game)

SECONDARY

- ✦ Hold the Prison (in-game)

WEATHER REPORT

Intermittent Heavy Rain

STARTING UNITS

- ✦ 6 Viron Assault Clanguards
- ✦ 2 Viron Engineer Centruroids
- ✦ 2 Viron Gun Centruroids
- ✦ 2 Viron Screamer Helidynes

ENEMY UNITS

- ✦ Terran A10 Missile Strider
- ✦ Terran A4 Combat Strider
- ✦ Terran APC Hoverdyne
- ✦ Terran Command Hoverdyne
- ✦ Terran Engineer Hoverdyne
- ✦ Terran Howitzer Hoverdyne
- ✦ Terran Legionnaires
- ✦ Terran Light Hoverdyne
- ✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

Main Terran Base

Free Khau'Nir Vicath (P)

Drilling Towers (P)

Cezarus (P)

Prison (P) (S)

L = LZ
V = VL

START
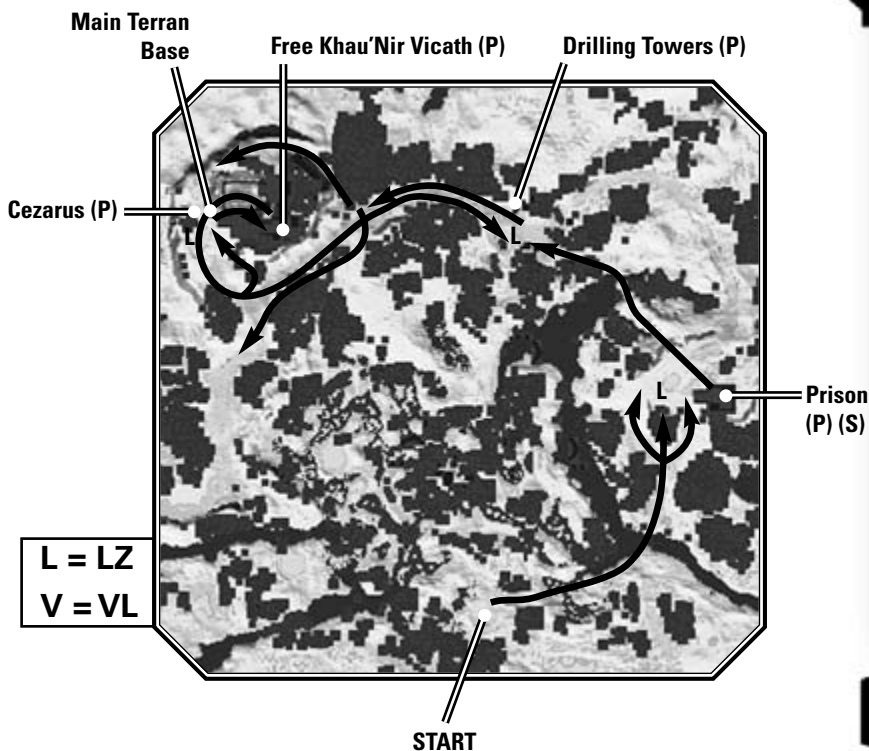
There are many parts to this mission, and they can conflict if not properly balanced. You're forced, if you undertake all the objectives, to manage three geographically distant forces, some on defense and some on strenuous offense.

Venture forth with the starting force (and a few reinforcements) northeast to the prison in the map's east, abandoning the starting LZ.

Take the prison by claiming its LZ. Sergeant Rho appears atop the prison with a Terran APC Hoverdyne, ready to undertake a rescue mission. Get him away from the prison with a sizeable escort and move them northwest.

For a secondary objective, leave behind and buttress a force to stay at the prison and keep it out of Terran hands. To get credit for this objective, you must hold the prison at the mission's end.

Send a force with Rho to the LZ in the northwest. Secure the drilling towers by wresting the LZ away from the Terrans.

Leave a sizeable force at this LZ (you must return here after the rescue) to defend and hold it while another large strike force scales the western hill to reach the main Terran base.

Overrun the hill, disable the stationary defenses, destroy the APC Hoverdyne containing Cezarus (a secondary objective), and send Rho up to the base's main platform to spring the imprisoned Khau'Nir Vicath.

Get Rho's APC to the northern LZ, and the mission is complete.

WALKTHROUGH

Follow the clearing and cross the river northward to reach the prison.

Organize forces and shore them up with one infusion of reinforcements before venturing northeast toward the prison complex. Follow the clearing along the river as it rolls east, crosses the river, and turns north.

TIP

Send the Dropship to the prison to scout and tenderize it.

Amass forces in and south of this clump of trees for an overwhelming invasion.

Assemble troops southwest of the prison and its LZ.

The bulk of enemies here are Striders and vehicular ground units. As such, there isn't much need for Infectors. Populate this initial force with Missile and Assault Clanguards; they'll do most of the heavy lifting. Supplementing the Screamers with the more offensive Fighter Helidynes (and unmelding the Screamers) provides good air support.

Get units onto the LZ early in the fight to cut off reinforcements.

Rush up the hill and take the LZ to save the Viron prisoners. Unfortunately, the most important prisoner, Khau'Nir Vicath, is not here.

Objective Complete!

Don't shoot! Rho's lassoed a Terran APC Hoverdyne to fetch Khau'Nir Vicath. Get him clear of the base, or protect him.

Rho appears atop the prison in a Terran APC. It's his job to spring Khau'Nir Vicath from his prison cell in the northwestern base. Get Rho away from this base with a large escort.

From this point forward, the APC carrying Rho must survive, or the mission fails.

Accompany him with a pair of Engineers in secondary healing mode. This will keep his APC at peak health unless under serious fire.

A secondary objective tasks you with holding this prison for the mission's duration. To be successful, you must have the base in your uncontested possession when the mission ends. Losing it in the interim is OK so long as you're holding it when you complete the final primary objective.

If you choose to undertake this mission, move Rho deep into the base and protect him while building up a defensive force at the prison. At the earliest opportunity, get him and a large strike force out of the base and toward the next northwestern LZ. The force left behind should be large and well-positioned enough to hold the LZ with only occasional supervision and reinforcement.

March a large force through the woods to the northwest toward the drilling towers.

Whether or not you intend to defend this base, advance on the LZ to the northwest (the location of the drilling towers).

Dropship away! A few visits from the big bird, and there'll be hardly any trouble waiting at the northern LZ.

Send the Dropship ahead to thin the enemies lurking at the LZ. Using the copious wooded areas for cover, bring in the force's balance to flood into the LZ.

Objective Complete!

Place a mixed force of Clanguards in the woods to protect this LZ while attention focuses on the final LZ.

Switch the default LZ to this position and bring in as many reinforcements as necessary to both defend this LZ and stage an assault on the Terran base to the west.

> You can defend this LZ with a modest contingent of Missile and Assault Clanguards hiding amongst the trees north of the LZ. If the LZ is contested, wait until the defenders waste the invaders and inch them forward to reclaim it before sending them into the woods.
>
> This force of a dozen troops may need reinforcement, but will be able to do the job until Rho and company return.

That gun must be destroyed before Rho arrives.

Group Rho with a protective escort of Gun Centruroids and a pair of Engineers in secondary healing mode. Send him and a large group of Missile and Assault Clanguards up the road toward the western Terran base. Repeatedly dispatch the Dropship to venture to the base to peck away at a troublesome Pulverizer Cannon (northeast of the LZ) guarding the base.

TIP

The Pulverizer Cannon is the only weapon that does equal damage to all armor types. There's no unit that's safe against it, so pound the life out of it from the air or flood it with chemical damage (to which it is vulnerable).

TIP

Rho will never make it to the prison block here if the Pulverizer Cannon is operational. Get it offline before he arrives.

Cezarus is waiting for his ride out, so get in there and cut him off.

During the approach to this base, Rho reports that Vlaana's second in command, Cezarus, is in an APC at the LZ, preparing to flee. Kill him to prevent his reporting to Vlaana (a new secondary objective).

There's a back way into the base, but only the infantry units can use it.

Place Rho out of sight of the main trail so he isn't discovered.

Send the Clanguards through the woods and up the ridge to the base's north (the vehicles can't take this route) and position Rho and his escort off the trail to the base's south.

Move the Clanguards to the platform's high ground and rain death upon Cezarus and his dwindling minions.

When the Clanguards reach the top, wait until the Pulverizer Cannon is destroyed and advance them toward the LZ. Decimate Cezarus's APC Hoverdyne and any other units protecting the base, and take the LZ before the next Dropship can arrive with reinforcements.

Objective Complete!

NOTE

If you succeed in offing Cezarus, there'll be credit in store for you in Mission 18.

Dispatch Rho to the base's upper level to release Khau'Nir Vicath.

Rush Rho to the base's upper platform to rescue Khau'Nir Vicath from his cell. When Rho returns with the Viron leader, reassemble the troops and prepare to head to the drill tower LZ (in the map's north).

Objective Complete!

Bring the force to the northern LZ, with Rho and his Engineer escort trailing behind for safekeeping.

As Rho approaches, remove any lingering enemies from the LZ.

Clear the LZ of any enemy invaders and get Rho onto the LZ to end the mission.

Objective Complete!

TIP

If the prison base (east) is in your possession, that objective is complete when the mission ends. If it's in Terran hands, recapture it before Rho touches the northern LZ to make this mission a clean sweep.

Objective Complete!

CHAPTER 27

LONG DISTANCE CALL

OBJECTIVES

PRIMARY

✦ Rho Must Survive (briefing)
✦ Scout the Bunker (briefing)
✦ Have Rho Enter the Bunker (in-game)
✦ Hack into the Central Node (in-game)
✦ Reestablish Power to the Scanner (in-game)
✦ Capture a Landing Zone (in-game)

SECONDARY

✦ None

WEATHER REPORT

Intermittent Rain

STARTING UNITS

✦ Sergeant Rho
✦ 8 Viron Assault Clanguards
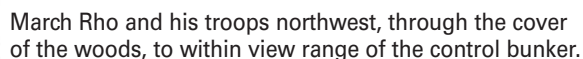✦ 2 Viron Surveillance Helidynes

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran Command Hoverdyne
✦ Terran Legionnaires
✦ Terran Chemical Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Attack Helidyne

MISSION OVERVIEW

L = LZ
V = VL

Install Battery (P)   Radar   Install Battery (P)   Install Battery (P)

START   Control Bunker (P)   Central Node (P)   Install Battery (P)

What begins as a stealth op becomes an all-out strike in this multilayered mission.

Lead a small Viron squad and Sergeant Rho to the bunker northwest of their starting position.

After you're there, it becomes obvious that Rho must go deeper into the installation, to the central node of the deep space scanner in the map's center.

Foiled again by the Terrans who've cut the power to the scanner, Rho needs some Engineers to help install batteries at four locations around it. That means taking one of the three LZs to call in the Engineers.

Beginning with the southeast LZ, take control and bring down a respectable fighting force and a squad of Engineers.

Circle the map counterclockwise, taking VLs. Bring the Engineers to each captured VL to work on its battery.

Capture each LZ as the forces circle the map, and leave troops to defend each. After you take all three, the Terran opposition dries up.

Revisit any lost VLs and gain control of them. When all four VLs are held and an Engineer has visited each, the mission is a success.

WALKTHROUGH

Use the cover of the woods to get close to the bunker.

March Rho and his troops northwest, through the cover of the woods, to within view range of the control bunker.

Objective Complete!

When Rho arrives, a patrol exits the bunker and leaves the door ajar.

TIP

Fly the Surveillance Helidyne ahead of the strike team and put it into its secondary radar mode. Though it's immobile and unable to attack in this state, it provides vast views of enemy positions.

Rush Rho inside the bunker for his first crack at the Terran's long-range scanner.

Wait for the patrol to move out of sight and order Rho to enter the bunker.
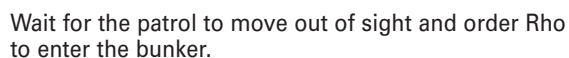
Objective Complete!

Remote access to the deep space scanner is cut off. Rho must get to the scanner's central node to get the job done.

The Legionnaires near the ramp to the central node don't patrol, so you must eliminate them the old-fashioned way–in sniper mode.

Get Rho out of the building and trudge northeast into the woods south of the central node.

Though stealth is swell, sometimes bloodshed is necessary. Use Rho's secondary sniper mode to puncture the immobile Legionnaire guards near the ramp to the node.

The rain and the hilly ground may make it difficult to get clear shots from Rho's maximum range. Moving in closer, out of the ground's many furrows, and out from cover, is OK thanks to the Legionnaires' short view range.

Send Rho into the middle of the node. You lose control of him for a moment.

When the way is clear, get a good look around the node with the Surveillance Helidyne and advance Rho to the node at the scanner's center.

Objective Complete!

Rho goes about his business, during which you can't move him. He's interrupted, and you're forced to go with plan B–getting Engineers to place batteries on the four scanner arms. That requires an LZ.

Approach the southeastern LZ via the southern woods.

Bring Rho and the Virons south into the large forest along the map's bottom. Command them east to the woods south of the southeastern LZ.

Attack the LZ from the tree cover and advance to claim it.

From the cover of the trees, eliminate all Terrans at the LZ and take it for your own.

Objective Complete!

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> **NOTE**
>
> **Dropping a Graser strike and/or a viral spore cloud clears out the Legionnaires around this LZ.**

A strong line of Infector, Assault, and Missile Clanguards firing from the trees can hold this LZ for the duration of the mission.

Defend the LZ with a long line of Assault, Infector, and Missile Clanguards nestled in the trees. Rho should be behind them in the woods for protection and in secondary mode to plug Legionnaires.

> **NOTE**
>
> **If Rho is killed, the mission fails.**

When there are enough troops to hold the LZ, assemble a mixed strike force with two Engineers (both in secondary healing mode) and several Assault, Missile, and Infector Clanguards.

Topple the defenders at the first VL and touch the VL ground symbol with an Engineer.

Punch toward the first northern VL and take it by storm.

> **NOTE**
>
> **After a VL is captured and visited by an Engineer, you can let the Terrans retake it. If they take all the LZs, you can recapture them when the Terran opposition is all but spent.**

With troops coming in and going right out to fight, there aren't many forces waiting around this LZ.

Continue north to the next LZ and overrun its meager defenses. Make this the default LZ and bring in troops to guard it and replenish the strike force.

Take the northern VL and get the Engineer in close.

Venture west to the next VL, control it, and bring in an Engineer to install the battery unit.

Continue counterclockwise around the orbital scanner to the next VL.

Between the north and west VLs, you can attack, repair, and use a stationary radar building. You must leave behind a unit to hold the building in its secondary long-range scan mode, but it makes the Surveillance Helidyne less necessary.

Here's one more piece to the puzzle.

Capture the western VL and call in the Engineer.

With the third LZ, the Terrans are cut off. Victory is at hand.

Invade the final Terran LZ. Holding all three LZs cuts off Terran reinforcements, so you will see nothing but straggling enemies for the duration. Keep the LZs defended, however, or the reinforcements will begin anew.

Head to the southern VL to plug in the last battery and get Rho what he needs.

Swing south with an Engineer in tow to fix up the final VL.

Retake any VLs that were lost. When all four are in your control, Rho does his magic, and the mission is complete.

Objective Complete!
Objective Complete!

CHAPTER 28

ENDING PURSUIT

OBJECTIVES

PRIMARY

✦ Secure a Landing Zone (briefing)
✦ Recover the Activation Key (in-game)
✦ Meet the Stranger (in-game)

SECONDARY

✦ None

WEATHER REPORT

Intermittent Sandstorms

STARTING UNITS

✦ 1 Viron Engineer Centruroid
✦ 2 Viron Penetrator Centruroids
✦ 4 Viron Infector Clanguards
✦ 4 Viron Mortar Clanguards

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran Chemical Legionnaire
✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

Dropship Crash Site (P)

Stranger (P)

L = LZ
V = VL

Main Terran LZ

LZ (P)
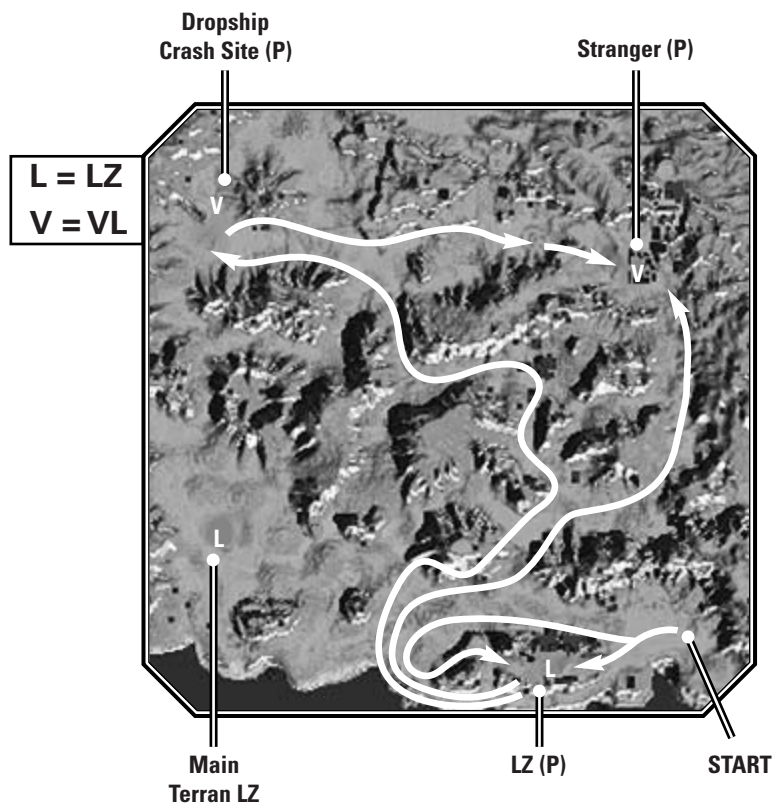
START

Starting from the southeast corner, take command of a lightly defended (but defensible) LZ to the west.

No sooner does the LZ come on line than the Viron Dropship, carrying a special item, crashes in the map's northwest corner. Fetch the item.

Somehow the Terrans get there first, but hope comes from a mysterious source. The stranger instructs you to clear the northeast VL of Terrans before he meets you there and tells all.

Advance troops from the crash site and the LZ simultaneously, battling troops streaming out of the well-defended southwestern Terran LZ in the southwest (don't even think about taking it).

Take over the northeastern VL, and the mysterious informant shows himself. After he says his peace, the mission is complete.

WALKTHROUGH

Load the Clanguards into the Engineer and move out for the LZ.

TIP

Anti-infantry cannons guard both approaches (east and west) to the LZ, so don't send the Clanguards into their firing range until the you debilitate the cannons. The Penetrators and the Mortar Clanguards do a handy job of this.

Get some units close enough to the turret that it comes into view, then rain mortar fire until it's inactive.

Send the Penetrators and the Engineer up the western approach and the Clanguards simultaneously up the eastern. When they meet in the middle, pause and assume control of the LZ.

Objective Complete!

Reinforce the base and call in as many Gun Centruroids as you can afford.

After gaining the LZ and receiving word of the Dropship crash, call for a Dropship load of six or more Gun Centruroids, in addition to several Assault and Missile Clanguards.

TIP

Load up on Missile Clanguards during the next part of this mission; they're valuable in the final stage.

The Dropship can make the trip easier by destroying the enemies closest to the base.

Working quickly (before Terran troops have a chance to accumulate in the northern canyons), gather the Gun Centruroid team and send the Dropship ahead to clear out enemies.

Do you really want to open this hornets' nest? Better to just do the job and ignore this LZ.

TIP

There's a Terran VL in the map's southwest corner, but ignore it. Four huge AND-1 Pulverizer Cannons and a sea of Terran units defend it. It's not meant to be conquered.

Chart a course through the canyon to the crash site in the northwest so the Gun Centruroids don't stop for any nonsense.

Set the Gun Centruroids' Unit Behavior to "Hold" (so they don't stop to return fire en route to the site). Using stacked orders, chart a course through the canyons to the northwestern VL.

TIP

Don't let the Gun Centruroids stop for anything. The faster they get into the canyons and get to the VL, the less resistance they'll encounter.

Use the Gun Centruroids to create a defensive line against the superior firepower of the Hoverdynes at the crash site.

When they arrive, arrange them in Line formation facing the VL and place them in their secondary mode. This mode shifts their side shields to the front, permitting them to fire on an enemy from behind hard armor.

They will, deployed this way, have little trouble defeating the Hoverdynes that have arrived at the crash site.

No matter when you get to the crash site, it's too late.

After they overcome all resistance at the crash site, move the units into primary mode and onto the VL. Unfortunately, the key has been taken. You're too late.

Objective Complete!

Set the trap by shifting the Gun Centruroids west of the northeastern VL. They can wait there until the time is right.

After the transmission from the mysterious informant, drive the Gun Centruroids east toward the northeastern VL, but don't get too close. Stop them, in Line formation and in secondary fire mode, west of the VL but tucked away east enough that they're not discovered by roaming patrols (see the map for the precise position).

Moving through the canyons with this large force isn't easy; stop and fight whenever circumstances demand.

Meanwhile, move a large contingent of Missile Clanguards into the canyons to the north, accompanied by a mixed group of Penetrators and Assault Clanguards, with a smattering of Mortar Clanguards.

Turn north as the canyon ends in the east.

As they enter the canyons, take the first right (east). They have to stand and fight at least once during this trip, but get them moving again after each skirmish.

At the eastern edge of the canyons, turn the troops north toward the VL.

Muster this strike force south of the VL before moving in.

Amass troops over the ridge south of the VL and, when everyone's in position, move in with the Missile Clanguards (in a line) with the other units behind them.

Spring the trap–Missile Clanguards from the south and a solid line of Gun Centruroids from the west.

Simultaneously, bring in the Gun Centruroids from the west, set them up in a line, and reactivate their secondary mode. This heavy-duty pincer move will do the trick.

When you have disassembled all Terrans, move units into the VL. When it comes into your possession, the informant emerges.

Objective Complete!

Listen to him and the mission is complete.

CHAPTER 29

CARVED IN SAND
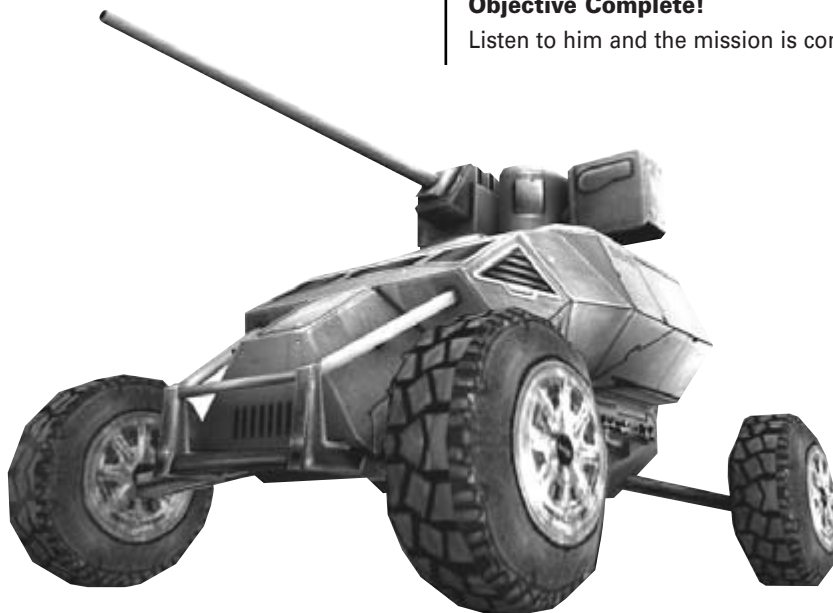
OBJECTIVES

PRIMARY

✦ Rho Must Survive (briefing)

✦ Destroy the Hanger (briefing)

✦ Storm Base (in-game)

✦ Rescue Sergeant Rho (in-game)

✦ Defend the Xenofacts (in-game)

SECONDARY

✦ Destroy the Power Station (briefing)

✦ Destroy Air Forces (briefing)

WEATHER REPORT

Intermittent Sandstorms

STARTING UNITS

✦ 2 Viron Engineer Centruroids

✦ 2 Viron Penetrator Centruroids

✦ 4 Viron Missile Clanguards

✦ Sergeant Rho

ENEMY UNITS

✦ Terran A10 Missile Strider

✦ Terran A4 Combat Strider

✦ Terran APC Hoverdyne

✦ Terran Attack Helidyne

✦ Terran Chemical Legionnaire

✦ Terran Command Hoverdyne

✦ Terran Engineer Hoverdyne

✦ Terran Howitzer Hoverdyne

✦ Terran Imperial Class Hoverdyne

✦ Terran Legionnaire

✦ Terran Light Hoverdyne

✦ Terran Light Hoverdyne

✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

Terran LZ (P)　Hangar (P)　Terran LZ (P)　Power Station (S)

L = LZ
V = VL

Xenofacts (P)　START
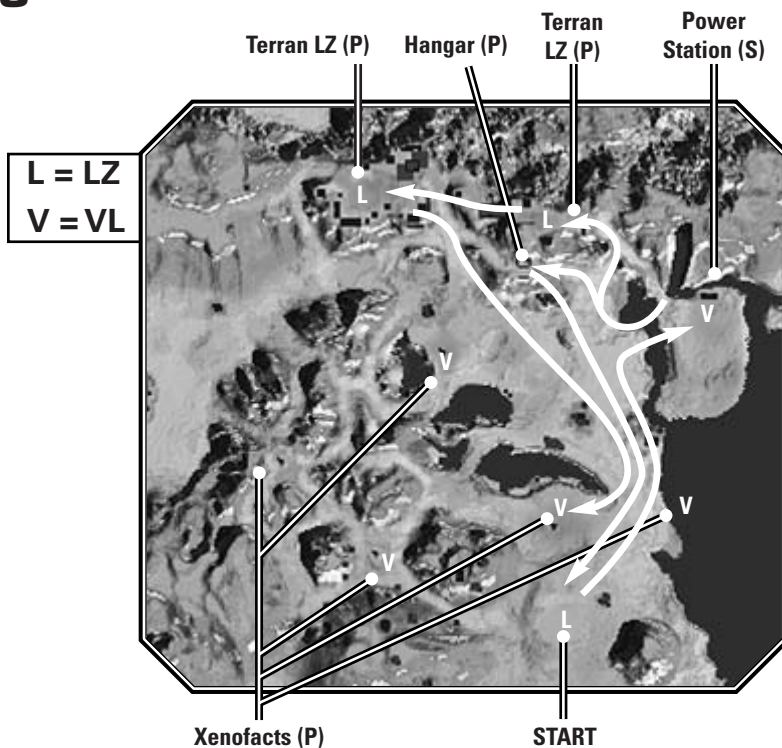
This desert fight is a massive affair with secondary and primary objectives aplenty. The trick is knowing in what order you should do them and how to minimize the most glaring dangers.

Shut down the power stations to the northeast (east of the path leading to the base).

Get Rho close to the hangar, and he slips inside to complete his part of the mission. When he fails, there's no choice but to take the two Terran LZs on the cliffs.

Assume control of the eastern then the western LZs and, in the process, ground the massive air force lurking (until called into action) in the map's northwest corner.

When both LZs are controlled, Rho reemerges from the hangar. Send an Engineer to pick him up, and direct it to drive straight to the southern LZ.

Meanwhile, move every other unit to defend the Xenofact (the large white tower) closest to the southern LZ.

When Rho's Engineer arrives at the southern LZ, the mission is done.

WALKTHROUGH

Advance the starting force toward the northern base. Meanwhile, upgrade the Dropship as needed (weapons and maybe armor) and requisition more troops.

NOTE

There are few Legionnaires in this mission, so the need for units to fight them is small. Large companies of Infectors are, therefore, not called for. A couple of Contaminator Helidynes (made by melding two Surveillance Helidynes), Gun Centruroids, or several Engineers is sufficient.

It's easy to miss these two power stations east of the river. Unless facing showers of enemy turret fire is your thing, blow these now.

Nearing the cliffs below the base, scan the eastern area to locate the two power station buildings and the units defending them. Soften up the enemies with the Dropship and open fire with other units, mostly from afar (such as Penetrators in their long-distance secondary mode). To destroy the power stations, units must pull in close because the stations are sheltered behind other structures.

NOTE

Only vehicles can cross the water separating the power stations from the mainland. Infantry can go up and around the path, but this takes them too close to the base for now.

When the power stations go boom, the base's turrets are inactive.

Objective Complete!

Amass and organize troops here, out of the sight of the Terrans on the cliffs above.

Muster troops along the path leading to the eastern LZ. Ferry in troops to the southern LZ and send them to join the rest at this staging area.

TIP

Each time the Dropship brings a load of troops, send it to the northeastern LZ to pound the opposition.

This assault requires large amounts of antitank weaponry and more antiair. Anti-infantry (chemical or machine gun damage) units aren't as important, but don't neglect them.

Keep a bunch of Gun Centruroids around. They can serve as anti-infantry weapons and you can meld them into Missile Centruroids for both offense (firing at Helidynes) and defense (projecting an antimissile field that can protect infantry from falling Howitzer shots).

Direct Rho to the hangar before beginning the invasion.

While amassing forces, send Rho toward the Hangar below the cliff's northeastern LZ. When he gets close enough, he ducks inside. Unfortunately, he succeeds but doesn't make it out.

Objective Complete!

Because Rho's entrance to the hangar is a major trigger for this mission, holding him back gives you control over how the mission goes. Because, however, it breaks up the logical flow of the mission, the walkthrough goes the more conventional route.

If you wait to put Rho in the hanger until after you take both enemy LZs, you can hold off the Xenofact attack until your troops are in position. The danger in this strategy is that Rho could be killed while waiting for his opportunity, ending the mission.

Plant Rho inside an Engineer Centruroid near the destroyed power stations during the assault on the LZs. When the smoke clears, move all forces except Rho and his Engineer down to the Xenofact near the southern LZ. When every unit's in position, send Rho into the hangar.

He reemerges (detecting that the base has been overrun). By the time the Terrans arrive at the southern Xenofact, they find your forces perfectly situated and Rho near the extraction point.

Rho's apparent demise is your signal to start the attack on the northeastern LZ.

Rho's loss gives you no choice but to take over the base. March troops up the eastern approach and overrun the LZ. Make it the default LZ and call in more reinforcements, including a squadron of Fighter Helidynes.

NOTE

Unlike their NSA counterpart, Fighter Helidynes can only hit air units. There are other Viron Helidynes that can attack ground troops, but none of them have the antiair weapons that so effectively bring down enemy aircraft.

Activate this station to see the Terran force.

Taking the northeastern LZ provides easy access to a radar station. Get a unit inside and put the station in secondary long-range mode. The map's north is exposed, including the air forces camped in the northwest corner.

Cross the bridge and get forces into the northwestern LZ.

Advance west toward the other LZ. This offensive move will trigger both the troops from the western LZ and the air forces in the extreme northwest to attack. Mostly, they bypass the frontal assault and instead opt for attacking from the rear, via the northeastern LZ's eastern approach.

The attack comes from behind, so leave a substantial antiair and antitank force behind for defense.

TIP

If completing the "Destroy Air Forces" secondary objective is important to you, don't claim the northwestern LZ until you destroy all other enemy forces.

The Dropship is a big help here too, so call in reinforcements before the Terran end around arrives.

Leave enough units in the rear to counter this attack. Include in this defensive force enough antiair units to bring down the squadron of enemy Helidynes.

Claim the northwestern LZ to end this phase of the mission.

When both LZs are controlled, the base is officially "stormed." If the air units have been grounded in the process, that objective is complete, too.

Objective Complete!

Objective Complete!

After you acquire both LZs, Rho miraculously emerges from the hangar, bruised but otherwise unscathed. Send an Engineer to pick him up.

Pull all troops out of the north and order them to surround the Xenofact near the southern LZ.

At the same moment, a massive and inexhaustible Terran force arrives through a pass in the northwest. There's no LZ for them on the map; they arrive in droves and keep coming. They mean to destroy all four Xenofacts in the map's center and southern regions.

You needn't (and can't) protect all or even most of the Xenofacts; only one need survive to complete the objective. Don't, therefore, split troops, but instead focus on the most tactically advantageous Xenofact and defend it. The one north of the southern LZ makes the most sense.

The Xenofact defense only needs to last as long as it takes to get Rho to the southern LZ for extraction. The faster he gets there, the less defense is necessary.

Amass troops on all sides of the southernmost Xenofact, facing outward and west to repel all attackers. If any get near the obelisk, it'll fall.

Move all troops out of the Terran LZs and to the Xenofact north of the southern LZ (where you began the mission). Designate that LZ as default and call in as many units as possible; they can get to the Xenofact before the units from the base can arrive.

Order antitank and antiair units because the Terran invasion consists of vehicles and Striders.

The instant the Dropship reports for duty, send it to the Xenofact to guard it until the other troops arrive.

Evacuate Rho and get him to the extraction point.

When the Engineer arrives at the hangar, get Rho inside. Clicking on the minimap to save time, send the Engineer carrying Rho to the southern LZ. The sooner he gets there, the faster the mission ends and the shorter the time you must protect the Xenofact.

Rho rolls in—mission over.

When Rho is safely to the southern LZ, the mission is complete.

Objective Complete!

Objective Complete!

Objective Complete!

DEAD BUT DREAMING

OBJECTIVES

PRIMARY

✦ Secure the Region (briefing)
✦ Defend the Xenofacts (briefing)

SECONDARY

✦ None

WEATHER REPORT

Intermittent Sandstorms

STARTING UNITS

✦ 4 Viron Engineer Centruroids
✦ 4 Viron Thumper Centruroids
✦ 8 Viron Missile Clanguards
✦ 8 Viron Assault Clanguards
✦ 1 Fighter Helidyne

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran APC Hoverdyne
✦ Terran Attack Helidyne
✦ Terran Chemical Legionnaire
✦ Terran Command Hoverdyne
✦ Terran Engineer Hoverdyne
✦ Terran Howitzer Hoverdyne
✦ Terran Imperial Class Hoverdyne
✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

L = LZ
V = VL

Astrid

Terran Western LZ (P)

Surveillance Helidyne Hiding Place

Terran Eastern LZ (P)

Xenofacts (P)
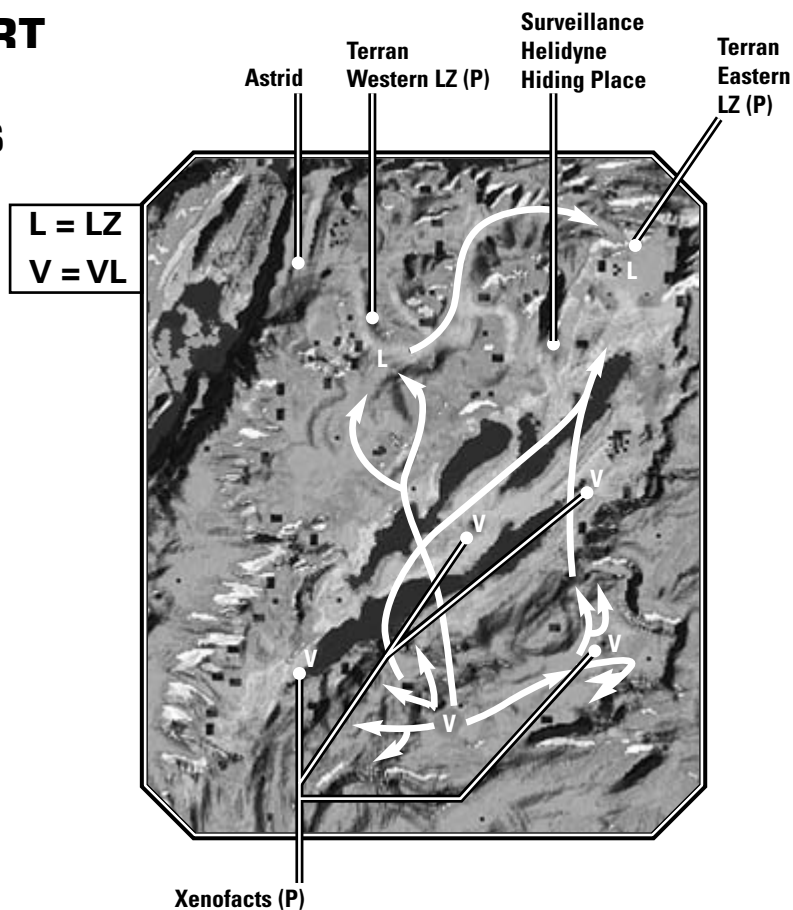
Although this mission has only two objectives, it's not simple. Vlaana's troops are dug in deep, and they're heavy on high-end units. Your forces, on the other hand, must defend several locations at once while staging a challenging assault.

From the LZ in the map's south, protect the eastern Xenofact. As long as one of these structures stands, the objective is satisfied. If it falls along with the others, the day is lost.

Bring in reinforcements to guard the LZ. When you've enough forces to defend both locations, build a force capable of marching on the northwestern Terran base (near the Astrid crash site).

Disable the various stationary defenses in the base and march across the river to assault the northwestern Terran base.

When that's secure, consolidate the two forces guarding the southern LZ and the Xenofact and move them into the canyon. March toward the Terrans' northeastern base.

Meanwhile, man the stationary defenses around the northwestern Terran base and move all forces east.

Disable the base's defenses and descend upon it from multiple directions.

When the two LZs are under your control, both objectives and the mission are complete.

WALKTHROUGH

Split this initial force in two. Send one half to defend the eastern Xenofact, and leave the other to hold the LZ against invaders.

NOTE

Though it gives you a bigger AP income to have more than one Xenofact (they're both VLs), getting to them in time and defending them is not easy. You may be able to snare two before the Terrans reach them. The extra income will help, but you'll spend a lot replacing lost defenders, too.

Half the starting troops must surround this Xenofact, control the LZ, and prevent the Terrans from taking it.

Arrange troops around the Xenofact facing down the northern pass. Facing west toward the LZ isn't necessary if the LZ is properly covered.

NOTE

There should always be a unit on the VL next to the Xenofact to prevent loss or any incursion that contests the LZ and cuts off the income stream.

You must defend the LZ strenuously. Cover it both to the northern and the less-obvious western approach.

Establish units around the LZ facing down the northern and western hills.

Forces must be strong enough to weather these attacks until you're manned for an offensive.

Several waves of Terrans crash upon these positions while you request reinforcements and mold a force capable of taking the northwestern Terran base.

The enemies this strike force faces dictate its makeup. The force guarding the northwestern LZ is made up of Striders and heavily armored Hoverdynes with few Legionnaires (other than those in buildings).

As such, units with strong antitank and antiair damage should dominate your forces. Chemical damage units could be helpful in bringing down the many SAM sites in the base, but you can do that with other means. Bring along a few airborne units to chase down Howitzers, but keep them clear until the SAM sites are offline.

When the time comes to invade the northwest base, there are several things to do in preparation. Get troops across the river and in position to invade from two directions; the Hoverdynes guarding the LZ are vulnerable to rear fire.

TIP

Do this turret-clearing process while building up and advancing forces toward the base.

A well-positioned Surveillance Helidyne can see what's going on in the base and act as a spotter for mortar or Support Weapons targeting.

Position a Surveillance Helidyne close enough to spy on the base, but not so close as to draw fire. This reveals most, if not all, of the stationary turrets; you must disable these before you can invade.

The best weapon for eliminating these guns is the Dropship, except that the base is surrounded by SAM sites that could rip it to pieces in seconds. The first task is, therefore, to find another way to eliminate the SAM sites.

This marked image highlights the outer defenses on the northwestern base.

The Support Weapons attacks are a brutally effective, if pricey, method of demolishing turrets.

Target first the SAM site at the base's southern edge. Use either several volleys from Mortar Centruroids (effective but not efficient) or drop a Graser strike or viral spore cloud (very effective against building armor) on it.

NOTE

The two chemical damage Support Weapons are effective solutions to most of these sticky turret problems. They're expensive, however, so only use them when there's no other way.

The Legionnaires in the building aren't as deadly as the turrets, but they cause problems.

Rain mortar fire on the Legionnaires in the southern building to clear the approach to the base.

The second outer SAM site to the southwest is the next target.

Drop another Graser strike/viral spore cloud on the SAM site southwest of the LZ.
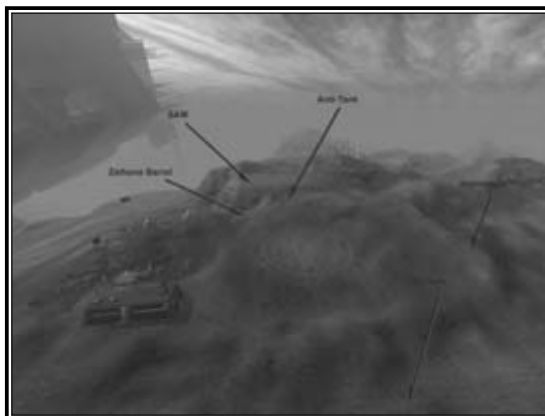
Here are the northwest base's inner defenses.

From the now defenseless southwest, the Dropship can peck away at the other turrets.

With these two sites offline, the Dropship can (if navigated) approach from the southwest and take down the antitank cannon south of the LZ and the anti-infantry cannon atop the hill east of the LZ.

Rather than wasting time and resources eliminating these turrets, target the Zethane barrel near them with the Dropship or whatever means suits you.

Let the Dropship go home for rest and bring it back later, approaching from the southwest. Aim for the back of the base and target a Zethane barrel north of the LZ. The explosion rips open both the SAM site there and the antitank cannon nearby. Before departing, peck at the Incinerator Turret northeast of the LZ.

The guns on the hill are the final task.

Either by Dropship or by Support Weapons attack, knock out the anti-infantry cannon on the hill east of the LZ

and, if you can take damage, one or both of the last two SAM sites. The Dropship, especially if its armor's been upgraded, can outlast one or two SAMs if you correctly position it.

Surround the Hoverdynes to take advantage of their armor vulnerabilities.

The LZ is primed for takeover. Invade the base from two directions (southwest and southeast), arranging troops on either side of the base. This forces the Hoverdynes to turn their backs to at least one set of guns and show their vulnerable side.

Get on the LZ and contest it to prevent emergency reinforcements. Exterminate any remaining units to claim the LZ as your own.

Get Engineers repairing the stationary turrets.

Repair the stationary guns and put Assault Clanguards in each one.

With all those weapons operational, the base only requires a few active units to defend itself–to reclaim the LZ if it's contested before the guns wipe out the invaders.

Now that the first base is taken, the possible avenues of approach to your southern positions are narrowed. It's possible to consolidate forces in the canyon.

This narrow path leads to the northeastern LZ. Block it off and use it for your own attack.

Block off the back route from the northeastern LZ to the northwestern LZ with a combination of heavy antitank and antimissile units, enough to block the passage.

TIP

Import reinforcements to the northwestern LZ for an invasion via the narrow northern pass between the two LZs.

This is a perfect spot for spying.

Move the Surveillance Helidyne close enough to the northeastern base to see what's afoot. Fortunately, there's a fantastic spot. Southwest of the Terran LZ is a C-shaped indentation in the canyon wall centered on a small lake and adorned on its high cliffs with a pair of gigantic Viron statues. Plant the Surveillance Helidyne in this pocket and it'll see everything and be invisible to the Terrans.

Hold troops here while the turrets are dismantled.

Move forces in long lines from their southern positions toward, but not in view range of, the northeastern LZ. Before moving in, you must knock out the turrets.
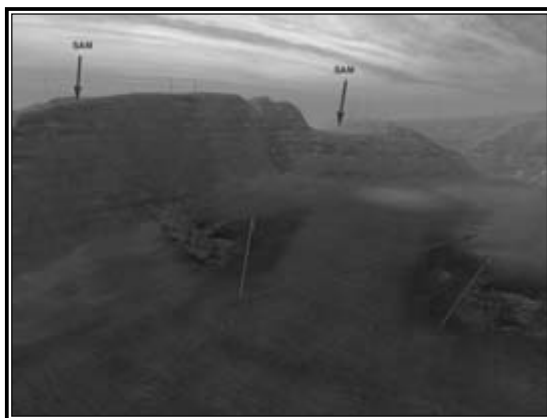
Here are the northeastern LZ's defenses.

You can boot both of the SAMs the old-fashioned way, with heavy guns wheeled in via the northern passage.

Drive a strike force east down the narrow route from the northwestern LZ to the northeastern LZ. From here, a few ground units can easily destroy both of the base's hazardously located SAM sites. Recall troops to the northwestern LZ.

With the SAMs gone, the guns in the front are no problem for the Dropship.

Bring in the Dropship, Support Weapon attacks, mortar units, or Contaminator Helidynes to eradicate the two anti-infantry cannons and the pair of Pulverizer Cannons flanking the base's southern approach.

The Pulverizers can't target air units. The anti-infantry Cannons can, but their shots have little effect on the Dropship's armor.

Flood the LZ from the northern pass and the canyon to eradicate the Terran presence.

Attack the LZ simultaneously from the back route between the LZs and from the southern canyon. Get into the LZ to contest it and mop up the stragglers.

When both LZs are yours, both objectives and the mission are at an end.

Objective Complete!
Objective Complete!

CHAPTER 31

HEAD ON THE DOOR

OBJECTIVES

PRIMARY

✦ Secure the Area (briefing)
✦ Protect the Drilling Rigs (in-game)
✦ Retreat with the Drilling Rigs (in-game)
✦ Wait for Transport (in-game)

SECONDARY

✦ None

WEATHER REPORT

Intermittent Blizzard

STARTING UNITS

✦ 4 Viron Engineer Centruroids
✦ 4 Viron Hellfire Centruroids
✦ 8 Viron Missile Clanguards
✦ 8 Viron Assault Clanguards
✦ 3 Zethane Drill Transporters

ENEMY UNITS

✦ NSA Assault APC
✦ NSA Engineer
✦ NSA Liberator Terradyne
✦ NSA Light Helidyne
✦ NSA Light Infantry
✦ NSA Mobile Artillery
✦ NSA Ravager Terradyne
✦ NSA Recon Terradyne
✦ NSA Rocket Terradyne
✦ NSA Siege Soldier

MISSION OVERVIEW

Radar   NSA LZ   Extraction Point (P)

L = LZ
V = VL

START   Towers (P)

Warhurst is coming to greet your troops as they arrive in a remote but secure outpost. Be ready for a surprise attack.

Put one Assault Clanguard in each of the watchtowers around the base.

The NSA troops arrive and deploy around the base. Things turn ugly.

Fight off the initial wave of attackers and retreat toward the ravine to the base's northwest. Get the Drill Transporters into the ravine, followed by all other units in reversing defensive lines.

Retreat to the first VL, then the LZ to trigger the evacuation transport that'll lift your troops out of this deathtrap.

You must hold the line for two minutes before the transports arrive with all three Drill Transporters intact. When that time expires, the mission is done.

WALKTHROUGH

Follow the Drill Transporters to the base.

When the mission begins, there are three Zethane Drill Transporters among your numbers, though they're out of your control. Advance northwest with them to the base.

Put one unit in each of the towers but, for extra security, put four in the two outer towers.

The NSA escorts won't advance until they're sure there are no enemies in the area. Put one Assault Clanguard in each of the four watchtowers and make sure a unit touches the VL near the base.

Objective Complete!

TIP

Each watchtower can hold four units. Put two of each kind of Clanguard in the two towers north of the base.

Thanks for the welcome wagon.
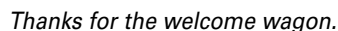
The large NSA contingent arrives from the east and takes positions around the base.

Place a Clanguard line on the hill near the base and move one to man the radar.

While the NSA troops advance, pull units out of the two southern watchtowers and place all but the eight Clanguards in the two northern towers in a line on the hill northeast of the base.

Get one unit into the stationary radar and activate it. Place the Engineers and the Hellfires in Line formation between the base and the Drill Transporters.

What the…?

When the NSA troops come to a rest, be ready for the attack.

Clear the first wave and move the Drill Transporters (you can control them now) toward the ravine northeast of the base.

As the Drill Transporters cross the pass, cover them from northern attacks.

Cover their movement with Line formations facing northwest, but don't let the slow-moving Drill Transporters get too far ahead of your defenders.

TIP

Keep the Missile Clanguards in firing range of the Drill Transporters. If the Drill Transporters get too far ahead, squadrons of Helidynes descend upon them.

NOTE

The enemies are arriving at an LZ in the distance to the northwest, but there's no time or resources available to take control of it.

Keep west-facing lines of troops blocking the ravine and fire on anything that moves.

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Back gradually down the ravine, keeping the Drill Transporters behind your units but close enough to come to their aid. Get them to the first VL. Alice has a plan.

If the Drill Transporters get too far ahead, they can still be attacked.

TIP

When retreating, use the Move Backward button (C by default) when issuing move orders. This keeps your units' front armor facing toward advancing enemies. It's slower, but the odds of survival are higher.

Touch the VL in the middle of the ravine.

When units arrive at the LZ, the evacuation transport begins its descent. Stay alive for two more minutes.

Get the Drill Transporters to the LZ at the ravine's far end to trigger the evacuation transport. It takes two minutes for the transport to arrive; you must hold out until then.

NOTE

On-screen messages update you on the arrival time of the evacuation transport.

If, at the end of two minutes, all three Drill Transporters are alive, the mission is done.

Objective Complete!

Objective Complete!

Objective Complete!

CHAPTER 32

REPTILE HOUSE

OBJECTIVES

PRIMARY

✦ Rho Must Survive (briefing)
✦ Disable the Com-Relay (briefing)
✦ Sneak Past the Guard Posts (in-game)
✦ Evacuate Rho (in-game)

SECONDARY

✦ None

WEATHER REPORT

Intermittent Rain

STARTING UNITS

✦ Sergeant Rho
✦ 2 Viron Missile Clanguards
✦ 2 Viron Assault Clanguards

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran APC Hoverdyne
✦ Terran Chemical Legionnaire
✦ Terran Command Hoverdyne
✦ Terran Engineer Hoverdyne
✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

Rho Trapped (P)   Radar

Evac LZ

L = LZ
G = Guard Post

Docks (P)

START

Fire at Com-
Relay from Here

Com-Relay (P)

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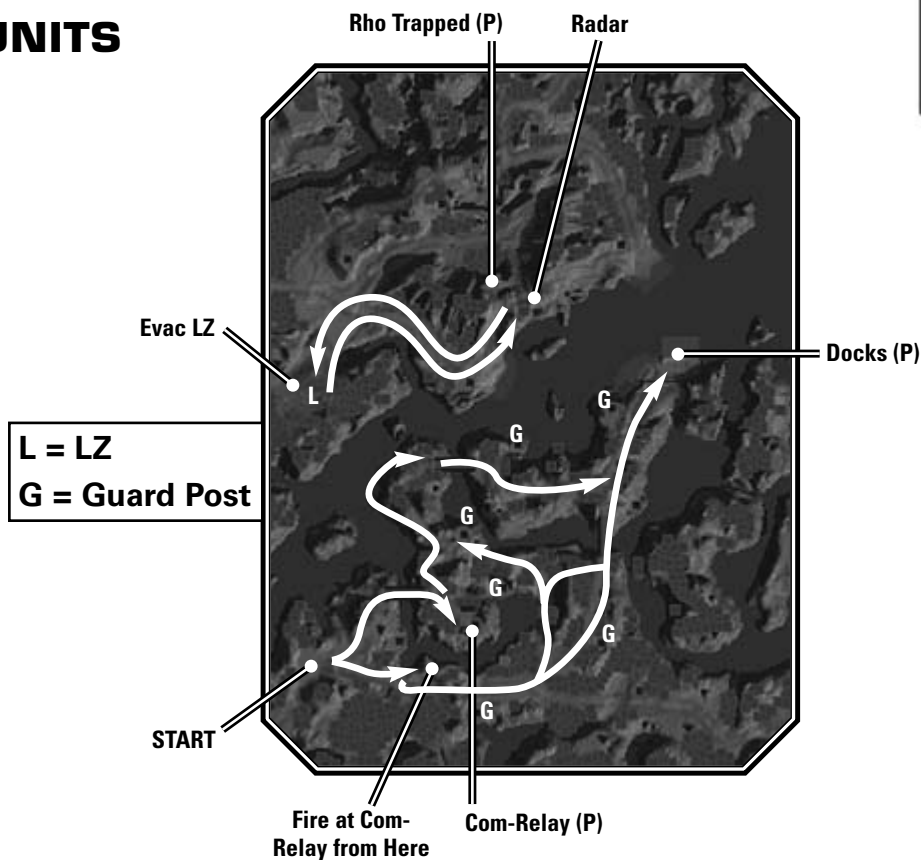
What begins as a stealth mission turns into a rescue operation as Rho goes in search of proof of Warhurst's treachery.

Get within Rho's weapons range of the com-relay tower. Puncture the guards near it and destroy the tower to disable it.

Inch up the path toward the docks in the map's east, taking refuge in trees and any structures along the way. Plug any Terrans from long distance.

If any guard posts spot your troops along the way, chase the Legionnaires and extinguish them before they reach the docks.

When Rho and company reach the docks, they ride across to the meeting place. Unfortunately, the eavesdropping Rho is spotted.

Get Rho and his escort inside the guard tower to defend themselves until help can arrive.

Import a large force that includes passenger transport. Battle and ride up to Rho's location, get him aboard, and get to the LZ to complete the mission.

WALKTHROUGH

Your mission begins with a small band of troops in the map's southwest corner. A river running from the southwest to the northeast splits the map in half. Warhurst's meeting is to take place on the river's northwest side. The map's southeastern part (where Rho and company are now) consists of two landmasses connected by bridges both manmade and natural.

There are two routes leading to the docks on the map's east side. One way begins north of the starting location, and the other starts east. Both routes provide access to the com-relay, both take Rho by several guard stations, and both have lots of tree cover.

Stealth is key, so move in the woods whenever possible.

You may go either way or cut between them so long as you remember the following.

1. Stay in the woods.
2. Use Rho's long view range and stealth for scouting.
3. Move in the open only under cover of rain.
4. Avoid confronting enemies. Instead, wait until a patrol rotates out of sight before moving. It takes patience.
5. When approaching guard towers, presume they will see Rho. Advance, therefore, toward a point where you can intercept any fleeing Legionnaires rather than chasing them down from behind.

There are small differences between the routes. The eastern route is shorter and has fewer guard posts but features more open ground. It also has a tricky bridge crossing after which it's almost impossible to remain unseen. It's also difficult to get positioned to stop the tattling Legionnaires. The north route is longer and has more guard posts to avoid, but provides more cover and a better approach to the tricky bridge.

TIP

Place all troops in the "Return" unit behavior so they only fire when fired upon. This prevents them from revealing their positions to an enemy that hasn't seen them.

Which route you take is up to you. This walkthrough covers the more difficult but shorter eastern route.

Follow the east road, sniping at or avoiding enemies along the way.

Travel east through the trees, following the road's course.

TIP

Terran patrols appear all over these roads, but they never stick around long. It's OK to snuff the Legionnaires if you can get a clear shot from long range (not too hard with Rho), but you could just as easily avoid them with patience. The Striders are a tougher problem. Either wait for them to patrol out of view, or attack them from the tree line with Missile Clanguards.

TIP

When attacking the Striders, how troops are lined up makes a big difference. Move Rho out of the Striders' firing range. Advance (still in tree cover) a line of Assault Clanguards closest to the road and a line of Missile Clanguards right behind them. This way, the Assault Clanguards (with their higher armor ratings and ability to accelerate their healing) draw the Striders' fire rather than the more vulnerable Missile Clanguards. There are no reinforcements on this leg of the journey, and the Missile Clanguards are essential to making it out alive.

This hill offers a clear shot at the com-relay and the Legionnaires guarding it.

When the com-relay comes into view, order Rho across the road and up a small hill with a patch of trees at the top. Nestle him into the trees and face northeast toward the com-relay. In secondary fire mode, he can target the Legionnaires or the explosive barrels next to them. When they're deceased, target the upper portion of the com-relay to knock it out of commission.

Objective Complete!

Continue along the road or down the hill to the water. It turns toward the road or west to the alternate northern route.

Head into the tree line and continue down the road east.

NOTE

Past the sniping hill, a side trail leads toward the water to the left (northwest). This is a land bridge to the northern route; you may switch to it if you want to go the other way. Or you could go down the side path and return to the eastern road, avoiding the hazards of staying too close to the road.

Cross the bridge ahead but hold fast once on the other side.

Advance via the woods to the head of a bridge.

Crossing the bridge is no problem; units can get to the other side without being seen. It's moving on from there that's tough.

The patrols at this intersection are large and the woods too shallow to provide full invisibility. What's more, the Legionnaires in the southeastern guard post have a clear view of the intersection and will spot the units as they go by. The catch is that the direction from which Rho is traveling makes it impossible to stop these Legionnaires from going for help without chasing them into the fire of a dozen or more enemy units.

Rather than avoiding the guard post, therefore, head right for it to cut off the Legionnaires before they can get out of range and into the patrolled areas.

Gather troops here to watch the patrols go by. You may be able to get Rho a clear shot at these patrols from here, but it's hard without exposing him.

Cross the bridge with all units and stop next to the lamppost left of the bridgehead. Wait for the road patrols to pass, and order troops to head for the southeastern guard house.

NOTE

There are two things to remember about the guard posts. First, not every unit run for help if they see you, only the ones in the guard posts. Second, you can't target the units in these buildings until they've spotted Rho and have gone for aid.

Order troops to go right toward the guard post and cut down the Legionnaires as they flee.

Get out of sight by going downhill toward the guard post.

As they approach, the guards (rendered incommunicado when you knocked out the com-relay) rush to the dock to grab a boat and raise the alarm. Form a line in their path, switch Rho to his more deadly secondary mode, and cut down the Terrans before they can get to the road. Retreat down the hill to the guard post to avoid being spotted by the patrols.

NOTE

Though it's not necessary, picking off the Legionnaire patrols and the Strider is easier than avoiding them.

Stay on this side of the road and watch out for the sniper on the hill.

Gradually, inch to the road and enter the trees. Continue along the road to the northeast toward the docks, sticking to the road's right (east) side.

CAUTION

Beware the sniper atop the southern high hill.

Stay far from this last guard post.

At the end of the tree line, swing east to give the guard post a wide berth. If you do it right, the guards won't see the units. If they spot you, your units will be in a position to stop them getting to the docks.

TIP

Because Rho has a higher stealth rating than his Viron compatriots, leave them in the woods for the approach to the dock. They'll automatically rejoin Rho.

When Rho gets close to the docks, he does the next part on his own.

Approach the docks, and Rho hops a boat and crosses.

Objective Complete!

TIP

If Rho gets to the docks damaged, don't worry. The boat ride refreshes him, leaving him in the peak of health.

Put Rho inside the building for protection until the rescue team arrives.

Rho's observation point is spotted, and the Terrans advance. Get him and his troops into the guard post and array them around the windows to defend themselves.

TIP

To get more intel on enemy positions, put one Assault Clanguard in the nearby stationary radar building.

Don't leave the LZ undefended while rescuing Rho.

Call down a Dropship loaded with troops.

Pack the group with antiarmor and antiair damage units and include a pair each of Gun Centruroids and Engineers. These fast units can get to Rho, defend themselves, and carry him back (in the Engineer's passenger compartment).

When the Dropship arrives, send these four units ahead to Rho's position before grouping the other units and sending them behind. When Rho is in the Engineer, group all troops together and get them to the LZ.

Either leave a few units at the LZ or let the Dropship rush home to bring units to guard it. You don't want it retaken while you're rescuing Rho.

The Dropship can do preliminary pruning of the Terrans descending upon Rho.

When the Dropship returns, send it gunning for Terrans to clear the way for the rescue team.

Send a speedy rescue team to pull out Rho alive.

Pick up Rho and any survivors with him and ferry them to the LZ. When they arrive, the mission is complete.

Defend Rho's escape. Getting him to the LZ alive is all that matters.

Objective Complete!
Objective Complete!
Objective Complete!

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CHAPTER 33

UNLOCKING THE SKY

OBJECTIVES

PRIMARY

- ✦ Recapture the Shield Nodes (briefing)
- ✦ Free Major Grant (in-game)
- ✦ Shield Nodes Must Survive (in-game)
- ✦ Stop Warhurst from Escaping (in-game)

SECONDARY

- ✦ None

WEATHER REPORT

Clear

STARTING UNITS

- ✦ 1 Viron Corruptor Centruroid
- ✦ 1 Viron Gun Centruroid
- ✦ 1 Viron Mortar Clanguard
- ✦ 2 Viron Assault Clanguards
- ✦ 2 Viron Hellfire Centruroids
- ✦ 2 Viron Infector Centruroids
- ✦ 2 Viron Missile Centruroids
- ✦ 2 Viron Penetrator Centruroids

ENEMY UNITS

- ✦ NSA Assault APC
- ✦ NSA Engineer
- ✦ NSA Liberator Terradyne
- ✦ NSA Light Helidyne
- ✦ NSA Light Infantry
- ✦ NSA Mobile Artillery
- ✦ NSA Raptor Sniper
- ✦ NSA Ravager Terradyne
- ✦ NSA Recon Terradyne
- ✦ NSA Rocket Terradyne
- ✦ NSA Siege Soldier

MISSION OVERVIEW

Shield Node (P)   Shield Node (P)

Warhurst

Shield Node (P)

Maj. Grant

L = LZ
V = VL
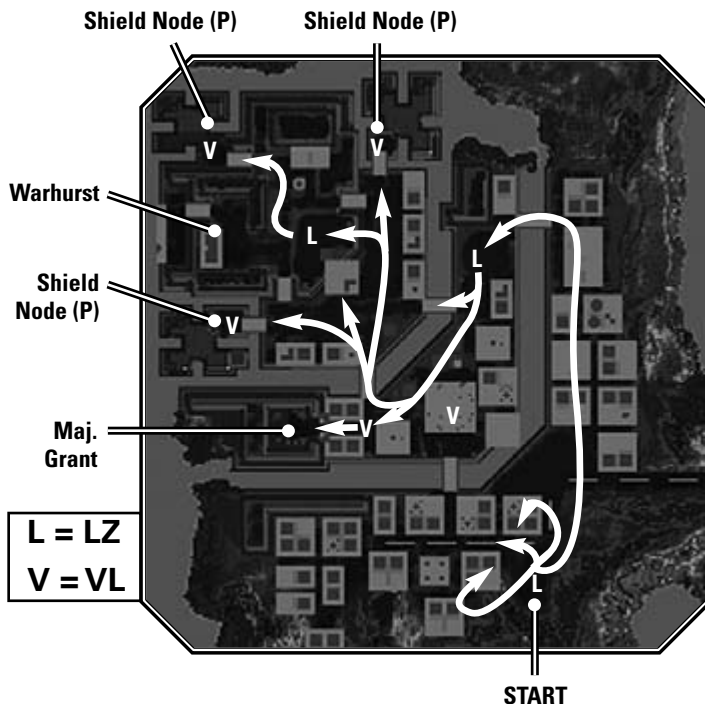
START

This map is constructed as three islands.

✦ Inner: Warhurst's HQ and all three Shield Nodes
✦ Middle: An LZ and the prison in which Major Grant is held (west)
✦ Outer: One LZ, your starting position

Fend off the first attacks and stick around long enough to build up a defense force for the LZ.

Migrate all other units north and cross the bridge to enter the middle island and take the second LZ.

Seal the eastern bridge to the middle island and swing forces south and west to clear the rest of that island.

Disable the turrets in front of the western prison and roll a unit in to free Major Grant.

Storm across the bridges to the middle island. While bringing down its defenses, take the first and second Shield Nodes. Do not attack the Zethane barrels or use weapons that might set them off.

When the second node goes down, Warhurst tries to flee in his APC. If he leaves the map alive, the mission fails.

Visit the third Shield Node (tucked next to Warhurst's HQ). When you have it, the mission is complete.

WALKTHROUGH

Set up a makeshift defense until you can call in reinforcements.

The mission dawns with a hodgepodge of useful units but not many of each. Form them into two groups, one for vehicles and one for infantry. Put the infantry units in the nearby buildings, facing the LZ.

The most important units in this mission are melded units, so order them quickly to have time before the next attack arrives.

After the preliminary LZ defense is organized, order a bunch of reinforcements. Start with, for example, seven Gun Centruroids. These should, upon landing, be melded (along with the one you have) to make a crucial squad of Missile Centruroids. You'll need them soon, so make this the first priority.

The next batch of troops should include a couple of Engineers and several Missile and Assault Clanguards. The Clanguards serve as the LZ defense until the middle island is under control.

When the Clanguards arrive, meld some of the Assault Clanguards into Infectors and array them around the buildings.

Missile Centruroids are the only effective way to counter this fearsome Helidyne attack.

About this time, a huge squadron of Light Helidynes arrives. Have the Rocket Terradynes ready to repel the attack.

TIP

Have at least one, or better two, Surveillance Helidynes. Get them when funds allow.

When Clanguards of all kinds surround the LZ , move the vehicles toward the eastern bridge.

Migrate the vehicles north toward the second LZ on the middle island.

Penetrator Centruroids in their secondary mode can fire at long range. Use them to eliminate every gun emplacement on the map.

Use the Penetrators in long-range mode to take down the gun emplacements on either side of the bridge.

Overtake the middle island LZ to strike a furious blow to the NSA defenses.

Flood across the bridge to take the LZ. Disable the gun emplacement west of the LZ and assign the armored units and Missile Centruroids to guard the northern bridge.

Leave a well-armed and varied guard to cover this bridge while the veteran force circles around to secure the other crossing.

Bring in a load of heavy-armored units and a smaller bunch of Gun Centruroids (to make more Missile Centruroids) and assign them to take over guarding the northern bridge.

Advance forces west toward the western bridge (to the outer island), shattering any turrets on the way with the Penetrators in long-range mode.

This VL takes you into the mission's next phase.

Touch the VL near the western bridge and bring the infantry from the first LZ to the middle island.

Knock out the prison's guns and walk right in the front door.

Assault the prison by knocking out any remaining Terrans and the gun emplacements with the Penetrators.

NOTE

Don't go near the prison with airborne units; four SAM sites surround it.

Rush into the prison's VL to spring Major Grant from his captivity.

Objective Complete!

These Mobile Artillery cause havoc and untold destruction if you don't neutralize them before you approach the Shield Nodes.

Move Surveillance Helidynes forward to look at what awaits on the middle island. The most immediate problem is a gang of Mobile Artillery parked next to the building near the middle island's LZ.

> **The best tool to counter the Mobile Artillery is a large gang of Mortar Clanguards. They can slip unseen into the building below the Mobile Artillery and open fire with a gigantic barrage. The building protects them from the inevitable counterattack. Back up this attack with a hailstorm of mortar fire from the longer-range Mortar Centruroids.**
>
> **Therefore, order a bunch of Missile Clanguards and Engineers and meld them into their respective mortar units.**

A large Mortar Clanguard squad and some distant Mortar Centruroids nicely handle this assignment.

Annihilate the Mobile Artillery and as many other troops near the LZ as you can.

CAUTION

Near each Shield Node is a pair of Zethane barrels. If even one of them is destroyed, it'll bring down the Shield Node and ruin the mission. Don't use fragmentation damage or any weapon with a blast radius anywhere near them.

With the guns disarmed and the artillery shattered, it's no problem getting to the first Shield Node.

Meanwhile, decimate the gun emplacements near the western Shield Node with Penetrator fire. When you have shoved aside the guns and the Mobile Artillery, run a ground unit to the western Shield Node to capture its VL.

NOTE

Don't disable the antimissile generator covering each Shield Node VL. Its only purpose is to keep out Assault Pod attacks, and it has no effect on ground units.

The gun emplacements east of the base are next.

Advance the mobile units east and pound the twin gun emplacements near the central LZ's eastern entrance.

TIP

Before taking the second Shield Node, position troops between the southern and eastern entrances to Warhurst's HQ. When you get the second node VL, Warhurst makes a run for it, and you'll have a leg up if you're positioned to intercept him.

Snatch the second Shield Node with a ground unit.

Motor to the VL near the second Shield Node (in the north) to secure it.

His defeat imminent, Warhurst busts out of his HQ in an Assault APC with an entourage of Assault APCs and Ravager Terradynes. Be ready to stop him.

NOTE

If Warhurst escapes the map, the mission fails.

Warhurst's convoy makes a break for it, but you're waiting to put some Viron antitank fire up his tailpipe.

Surround him with antitank units so at least one group can fire at the APCs' and Ravagers' vulnerable rear armor. When Warhurst's APC is detonated, justice is done.

Objective Complete!

Secure the inner LZ, dismantle the turrets, and swing around for the last Shield Node.

Pummel any remaining gun emplacements and send a unit into the LZ for the third and final Shield Node (northwest). When you claim the VL, the mission is successful.

Objective Complete!

NOTHING LEFT TO BURN

OBJECTIVES

PRIMARY

✦ Protect the Evacuation Shuttles
✦ Destroy the Antiorbital Cannon
✦ Escort Alice to the Dropship

SECONDARY

✦ None

WEATHER REPORT

Clear

STARTING UNITS

✦ 1 Viron Missile Centruroid
✦ 3 Viron Gun Centruroids
✦ 1 Viron Hellfire Centruroid
✦ 1 Viron Corruptor Centruroid
✦ 1 Viron Engineer Centruroid
✦ 2 Viron Penetrator Centruroids
✦ 1 Viron Mortar Centruroid
✦ 3 Viron Mortar Clanguards
✦ 2 Viron Missile Clanguards
✦ 3 Viron Assault Clanguards

ENEMY UNITS

✦ Terran A10 Missile Strider
✦ Terran A4 Combat Strider
✦ Terran APC Hoverdyne
✦ Terran Attack Helidyne
✦ Terran Chemical Legionnaire
✦ Terran Command Hoverdyne
✦ Terran Engineer Hoverdyne
✦ Terran Howitzer Hoverdyne
✦ Terran Imperial Class Hoverdyne
✦ Terran Jury-Rigged Truck
✦ Terran Legionnaire
✦ Terran Light Hoverdyne
✦ Terran Main Battle Hoverdyne

MISSION OVERVIEW

Antiorbital Cannon **Terran LZ** **Turrets**

L = LZ
V = VL

Terran LZ **Alice** **START** **Evac Point**
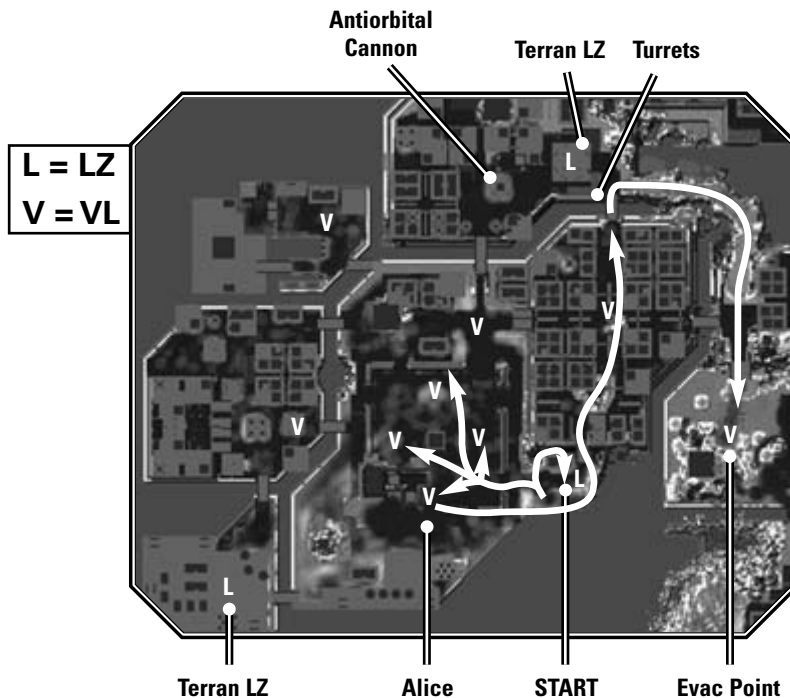
The clock is ticking on the exodus from Morningstar Prime, and your to-do list is jam-packed. Don't expect this mission to reward deft use of advanced troops; this is all about guns on the ground, quick unit control, and raw survival. You must complete all primary objectives within 30 minutes.

The map is large and complex. West of the starting LZ are four VLs near each of the four evacuation shuttles. Get troops to guard all four. When each shuttle takes off (starting with the northern one), merge the troops guarding it with the others. Two of the first three shuttles must take off safely, or the mission fails.

When word comes of a mobile antiorbital cannon parked to the north and firing at the Astrid, find a way to destroy it before the Astrid reaches zero health.

With all troops consolidated around the southern shuttle and the antiorbital cannon destroyed, Alice emerges. Despite your efforts, however, the final shuttle is destroyed from orbit, leaving Alice stranded.

In the time left, get Alice to the VL in the map's southeast corner. When she's aboard, the mission's done.

WALKTHROUGH

This is a timed mission, and things get hectic. You must complete all primary objectives within 30 minutes, or the mission fails. Several major events occur along the way.

✦ **00:00**—Timer begins and Terrans attack in small numbers.

✦ **04:00**—Main Terran armada arrives, attack begins in full scale.

✦ **05:00**—Jury-Rigged Trucks (suicide units) arrive.

✦ **08:30**—Northern shuttle departs.

✦ **09:00**—City's shield generators destroyed.

✦ **12:00**—Eastern shuttle departs.

✦ **13:00**—New Terran LZ established in the southwest corner.

✦ **16:30**—Western shuttle departs.

✦ **17:00**—Mobile antiorbital cannon opens fire on the Astrid.

✦ **23:30**—Astrid destroyed if antiorbital cannon is not disabled.

✦ **00:30 after antiorbital cannon is destroyed**—Alice emerges. Abandon shuttle VLs and escort her APC to southeast corner.

✦ **30:00**—You must complete all objectives, or mission fails.

The crucial strategy is to be ready at each juncture and establish defenses that require as little intervention as possible.

There's a Terran LZ in the northeast, and another appears in the southwest. There isn't enough time or resources even to assault, let alone take, either LZ. Forget it.

You can defend the LZ with a mixture of Assault and Missile Clanguards in the overlooking buildings.

Disperse the starting troops. Place the infantry units inside the building north of the LZ to begin the LZ defense. As the mission wears on, add more troops as necessary.

The first priority is the northern shuttle's LZ.

Race the other vehicles to the northern shuttle's VL and form a northeast line.

TIP

To get more guns on the ground, unmeld the Hellfire into two Penetrators. The extra speed of the Hellfire is irrelevant in this mission, and the Penetrator packs more firepower in the same armor.

Call in a large hold full of Assault Clanguards and Missile Clanguards (two-thirds Assault and one-third Missile). When they arrive, get them to the northern shuttle's VL.

NOTE

You can lose one of the first three (north, west, and east) shuttles and still complete the objective. Lose two and the mission fails. The fourth shuttle (south) is lost in a cutscene later, but only if you keep it alive in the meantime.

TIP

Before the Terrans destroy the city's shield generator, send more Missile Clanguards to the northern shuttle's VL. The vehicles there are sitting ducks for Terran Helidyne attacks, so they need a massive missile contingent to protect them.

Place groups of infantry like this at each of the four shuttle sites. Keep the ratio at two-thirds Assault Clanguards and one-third Missile Clanguards.

Order three more groups of Assault and Missile Clanguards and place them on the other three shuttles' VLs (leave the southern VL for last). After they're in place, regularly add to them whenever the chance arises, tilting increasingly toward Missile Clanguards as the eight-minute mark nears.

TIP

Be careful with the AP count and make certain there's at least 1,000 AP in the bank by the 17-minute mark. Because you're over the maintenance limit of 50 units, there will come a point when there's no AP incoming. If you haven't the funds for a Graser strike attack on the mobile antiorbital cannon, things will be more difficult.

Refresh the shuttle guard units with an Engineer to automatically heal them.

Order one Engineer for each VL. Locate one at the back of each group in secondary mode for automatic healing.

TIP

Use lulls in the action to switch Assault Clanguards into their secondary fast-healing mode. Left in this mode, however, they're defenseless, so you'll need to switch them back.

NOTE

Get all protective squads in place by the time the main Terran armada arrives (about four minutes in).

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The Jury-Rigged Trucks are deadly if they meet their target, but are no problem for the Clanguards.

At the five-minute mark, a group of Jury-Rigged Trucks (suicide truck bombs) advances on the landing pad. If the troops are set up at their respective VLs, they should handle this threat without help. If one gets by, however, it'll explode on impact.

NOTE

Stats on the Jury-Rigged Trucks are in Chapter 10.

After nine minutes, the Terrans destroy the city's shield generator. This permits them to utilize Helidynes and fire with orbital support weapons.

TIP

After the city's shields go down, a gigantic squadron of Terran Attack Helidynes converges on the landing pad. Be sure there are plenty of Missile Clanguards at each site.

When the landing pad to the north is vacant, there's no point in holding the position any longer.

After eight and a half minutes have elapsed, the northern shuttle takes off. Split its defenders between the western and eastern shuttles' VLs.

TIP

During this middle period, upgrade the Dropship's weapons to at least level 2 or, even better, level 3. Gradually destroy the Imperial antitank cannons blocking the bridge southeast of the Terrans' northern LZ. This is part of Alice's escape route, and it's vital that these guns be offline by the time she arrives.

With only two shuttle VLs left, the protection forces are getting large.

After 12 minutes elapse, the eastern shuttle takes off. Move its defenders to the eastern shuttle's VL.

At the 13-minute mark, the Terrans set up a second LZ in the southwest. Expect attacks from that direction to increase in frequency and power.

The shuttle defenders are crowded around the southern shuttle VL. This group will become the escort force for Alice's rescue, so organize them now.

After 16-and-a-half minutes elapse, the western shuttle takes off. Move its defenders down to the southern shuttle's VL. Protect this final shuttle.

To complicate things, the Terrans set up an antiorbital cannon to bring down the Astrid. Fortunately, you can see it even if you don't have a unit in view range.

Just when things seem like they're going your way, a new problem arises (after 17 minutes). The Terrans have rolled in a mobile antiorbital cannon in the square west of their northern LZ, and it's firing at the Astrid in orbit above the city. You have only six-and-a-half minutes before it destroys the Astrid.

TIP

If the Astrid is destroyed, the mission fails.

Cripple the antiorbital cannon with a Graser strike.

There's no time to get to the cannon by ground, and the Dropship can't destroy it in one trip unless you upgraded its fuel tanks or weaponry. The solution is the Graser strike. Because the antiorbital cannon is visible even if you've no troops in the area, you can target it with a Support Weapons attack.

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Finish it off with the Dropship. The more upgraded the Dropship's weapons, the faster the cannon crumbles.

The Graser strike isn't enough to destroy the cannon by itself, so send the Dropship to finish the job.

Objective Complete!

Alice's VIP Transport emerges south of the southern shuttle LZ after the antiorbital cannon is destroyed.

Thirty seconds after the antiorbital cannon is fried, Alice emerges from the underground base, south of the southern shuttle. Alas, the final shuttle is unavoidably detonated from orbit.

NOTE

Stats on the VIP Transport are in Chapter 10.

Objective Complete!

To evacuate Alice, her VIP Transport must arrive at the southeastern VL before time runs out. The course to this VL is indirect, however, requiring her to drive north, nearly to the Terrans' LZ, and south again.

Keep Alice's transport well surrounded by units and protected by a following Engineer.

Move Alice's VIP Transport with a sizeable escort to the LZ and send troops north ahead of her to clear the area of enemies. Move her north from the LZ after some forces have begun to advance ahead of her.

TIP

Order a secondary mode Engineer to follow Alice's APC.

Squeeze through the bridge only after the antitank guns on the other shore are disabled.

Advance Alice across the bridge south of the Terrans' northern LZ and turn east.

NOTE

If the antitank guns at this bridge are active, there will be trouble.

TIP

When Alice nears the bridge, summon the Dropship on a token delivery and have it do a flyover of the area between Grant's southeastern VL and the northern bridge. If the way is clear, order the VIP Transport to make a beeline for the VL. It moves faster when ordered individually rather than in a squad with slower troops.

Once clear of the bridge, check the area for enemies and send Alice's transport on its own to the VL. Time is fleeting, and the transport can move faster without slower escorts.

Order the VIP Transport to the southeastern VL (don't mind the massive orbital attack that destroys most of Major Grant's forces). When Alice arrives, the mission and the campaign are over.

When she arrives, it's all over.

Objective Complete!

▌▌▌ MULTIPLAYER ▌▌▌

Taking on opponents in the *Ground Control II* multiplayer modes is thrilling and challenging, but it's a different experience from that of the Campaign mode.

The differences are many, and they're often contradictory. Playing against a computer is both harder and easier than playing against a real person. A human opponent is more unpredictable, but may be more prone to forming habits and repetitions. A person is more creative and flexible but is also prone to panic and stubborn miscalculation.

This chapter expands on the mechanics of multiplayer *Ground Control II* and dispense some handy tactics and tricks for both factions.

MULTIPLAYER BASICS

MULTIPLAYER MODES

There are several ways to enjoy *Ground Control II* beyond the single-player campaigns.

CO-OP MODE

With Co-Op mode, you and up to three other players can work through any of the Campaign mode levels, either over a local area network or the Internet via Massgate™. How many players can participate depends on the map.

The principles and walkthroughs in the rest of this book guide Co-Op play as well.

SKIRMISH MODE

Multiplayer doesn't require that all the players be people. You can play multiplayer games instead in the game's Skirmish mode against and/or alongside any of nine distinct computer-controlled commanders.

In setting up a Skirmish mode game, you have nine foes/allies from which to choose.

Each commander has a different strategic tendency. They deviate from these based on situations, but these are their default behaviors.

✦ Patton: Prefers tanks, low air presence
✦ Rommel: Prefers infantry
✦ Napoleon: Prefers vehicles, avoids tanks
✦ Wellington: Prefers vehicles and tanks
✦ Genghis Khan: Prefers air units
✦ Nelson: NSA, Balanced/Viron, Infantry high
✦ Alexander: Low air presence

✦ Hannibal: Prefers infantry and vehicles
✦ Major Parker: Perfectly balanced, adapts more readily according to needs

Skirmish mode is a great practice environment. After you finish the campaigns, spend time skirmishing to get the feel for the different pace and tactics of multiplayer.

MULTIPLAYER MAPS

You can play pitched battles against other human players on 10 specially designed multiplayer maps.

You can play the multiplayer maps either via a local area network or over the Internet at Massive Entertainment's Massgate™ system. Each multiplayer map is broken down in detail in Chapter 36.

SYNC-START VS. DROP-IN

There are two kinds of games you can play on a multiplayer map. Which one you choose makes a very important difference.

In sync-start games, all players must start simultaneously, and none can join after the game is underway.

> **NOTE**
>
> **When setting up a game, you can dictate whether it will be sync-start or drop-in by checking or unchecking the "Allow Drop-In" box under the Options menu.**

In drop-in games, there's no need to defend your LZ against invasion.

In drop-in games, players can join the fray any time, even after the battle is raging.

The difference is what can happen to starting LZs. In sync-start games, other players' starting LZs can be captured. In drop-in games, by contrast, starting LZs cannot be captured. This distinction prevents players from swooping in late to capture LZs while players who've been at it for a while are on the attack. It's kind of a cheap thing to do, after all.

The strategic difference is profound. If starting LZs are fair game, they must be defended at all costs. Furthermore, enemy LZs are a high-priority target.

If starting LZs can't be captured, the need to defend is reduced. You should still protect your LZ from assassination squads that lurk nearby and target your units on arrival, but there's no need to defend it as thoroughly as you would if it could be taken away.

> There is an exception to this rule. On map 10, Frontline, there are no VLs, only LZs, and the win condition is to capture all of them. In this case, even drop-in games on Frontline allow LZ capture.
>
> Any map can be switched to this behavior, but most aren't designed for it. Manually checking "Win on LZ Domination" in the Options menu overrides the drop-in vs. sync-start distinction.

MULTIPLAYER MAP GOALS

In most multiplayer games, the goal is to control all the map's VLs at once, but there are other win conditions that can dictate how a game is played.

Each of these options are in the Options menu for each map.

✦ Win on VL Domination: This is the standard victory condition. Winner is the team that owns the map's VLs.

✦ Win on LZ Domination: Winner is the team that holds all the map's LZs. This option overrides the usual prohibition against capturing starting LZs in drop-in games.

✦ Lose if No Presence in Battle: Teams lose if they have no units and no LZs. If this is the only condition checked, the game is a straight-ahead deathmatch, but players have a chance to reinforce after their last unit is killed. Capturing VLs in such games is a way to earn more Acquisition Points.

✦ Lose if No Units in Battle: Teams lose if they have no units on the battlefield. This is the same as the "No Presence" condition but doesn't require that the team lose its LZ. The minute the last unit falls, that team loses.

MULTIPLAYER STRATEGIES

There are many skills and techniques that, while important in the campaigns, are dominant in multiplayer games.

KNOW THE UNITS

Without intuitive knowledge of units of both factions, you won't get far in multiplayer games. Because there isn't time to pause and consult a strategy guide, you must know what each unit's damage and armor are and what that means. There is nothing more important than knowing the units.

Knowing this Liberator Terradyne has an antipersonnel gun means a Light Infantry assault isn't advisable. If you didn't know this, it would seem a logical thing to do.

To become familiar with the units in *Ground Control II*, play and finish both campaigns before embarking on multiplayer matches.

Another way to get to know the units is by playing single-player Skirmish mode matches against the computer artificial intelligence.

NOTE

Each AI behaves differently in battle, with different priorities and tendencies. Though they approximate the ways real people play the game, they are (in the end) predictable after you learn the habits and inclinations of each.

A very important step in knowing your units is consulting Part 2 of this guide. It outlines the features of every enemy, compares them with other units in the same faction, and contrasts them to units in other factions.

It's also important to comprehend the damage calculation mechanics and how various damage types affect various armors. For that information, see chapters 4 and 5.

SCOUTING

Scout or die. It may seem a distraction from all the fighting you want to do, but scouting is imperative in multiplayer combat.

WHAT IS SCOUTING?

Scouting is the ability to see enemy units far from your base. You can do this in several ways.

FORWARD UNITS

You see what your units see. Therefore, a unit placed in a remote location reveals what enemies are within its view range and in its line of sight. Getting units to these locations and enabling them to remain unobserved are the challenges.

Use units with long view range to spy on enemy positions.

A unit's stealth is important. Stealth is the ability to be within an enemy's view range and remain invisible. Some units have stealth, and some do not. Use the stealthy ones for scouting and keep the others for fighting.

Using forests or buildings makes units stealthier. Sneak up with a force of infantry in the woods rather than in an obvious APC.

Infantry units receive an extra amount of stealth when they're lurking in the woods or buildings. Position units in such places for both their added protection and stealth.

Forward units don't need to be invisible to be effective scouts. Just being geographically or functionally inaccessible is enough. If your enemy has no antiair weapons around an LZ, placing a Helidyne in plain view holds no danger–that is, until the foe requests an antiair unit to chase away your scout. Several units make good scouts.

TIP

To prevent scouting units from revealing themselves by attacking, set their Unit Behavior to "Return Fire Only" so they'll only fire if fired upon.

◆ NSA Raptor Snipers: With their long view range in secondary mode, Raptors make good scouts that can also attack from beyond any enemy's view.

◆ NSA Recon Terradyne: This unit is fast and features a secondary stealth mode that makes it invisible deep within most enemies' view range. The Recon can't attack, drive at full speed, or capture VLs or LZs while cloaked. As a vehicle, the Recon can't lurk in trees like an infantry unit.

◆ NSA Light Helidyne: This flying unit has a view range of 250 meters and can move quickly in its secondary turbo thrusters mode.

◆ Viron Gun Centruroid: This unit has the benefit of speed but not nearly the view range of the Recon. This has some scouting benefit, but the unit is easily spotted.

✦ Viron Surveillance Helidyne: As a flying unit, the Surveillance Helidyne can move anywhere on the battlefield and switch into its secondary radar mode. In this state, the unit can't move or attack, but it gets increased armor and can see for 400 meters, regardless of line of sight or stealth. Position it correctly, and your foes will never know you're watching them.

RADAR

Radar is in many ways better than forward observers because it isn't blinded by stealth, smoke screens, or weather.

TIP

If there are lots of trees around an LZ or important VL, deploy radar to preview stealth attacks.

Put deployable radar in off-the-path and inaccessible places.

Radar is deployed in several ways.

✦ Viron Surveillance Helidyne: See previous list.

✦ NSA and Viron Deployable Radar: This unit is immobile, but the infantry transport can move it anywhere on the battlefield. Both factions can place it in high and ground-inaccessible places–NSA with an APC moved by a Transport Helidyne, and Virons with a Contaminator Helidyne.

✦ NSA Battle Scanner Support Weapon: You can drop this radar station anywhere on the map, revealing enemy units for 400 meters.

✦ Stationary Radar: Some maps feature these large buildings. To operate them, you must place an infantry unit inside. Pressing the Change Unit Mode button ($\boxed{X}$ by default) activates the station's long-range scanners. Control of these buildings is

taken as with turrets. The building is attacked and reduced to zero health (killing the operator), repaired with Engineers, and manned after building health is restored.

These radar sources become major targets, so hide them and place them in inaccessible spots or along rarely traveled routes. Dropping a battle scanner over an opponent's base is, for example, not a smart deployment. Dropping it on a high mountain top 300 meters from the base, however, is.

DROPSHIPS

Dropships are valuable scouts, but are only effective with monetary investment.

Dropships can provide intelligence but can do so more discreetly with a sensor upgrade.

Because you can move a Dropship to any spot on the map (so long as its fuel holds out), it can scout locations. It can do so without being detected with upgraded sensors.

A normal Dropship has a view range of 100 meters. A fully upgraded one, on the other hand, can see for 350 meters.

TIP

If using the Dropship as a scout, upgrade fuel, too, so it can stay on the battlefield longer and reach distant locations.

Upgrading the Dropship's sensors, however, takes money and time. To upgrade costs 7,500 AP and 75 seconds.

The Dropship's sensors are not radar, just extended view range. They can't, therefore, see stealth units or through smoke.

WHY SCOUT?

Scouting gives you the drop on an enemy because knowing what units are coming permits you to choose and deploy the best countering units, set up defenses, or stage an effective counterattack.

Being able to see this VL permits effective targeting of Support Weapons.

Scouting enables use of long-range weapons and informs the use of Support Weapons. Though many long-range weapons (NSA Mobile Artillery, Viron Mortar Clanguard, Viron Penetrator Centruroid in secondary) can target places on the ground without being able to see what units are present, this is costly and ineffective. There's no guarantee you're having any impact on your opponent, and firing reveals the position and identity of your unit. If you must reveal such information, get a positive result for your trouble. Firing blindly can mean wasting a good unit.

> **NOTE**

> **An exception to this rule comes when you want to target an actual location (such as a pass from which you wish to divert your enemy). If this is your goal, targeting the ground blindly is OK and worth the risk.**

DROPSHIP USE

Using the Dropship is tactically trickier than employing it in Campaign mode games. Multiplayer games put more of a premium on the Dropship's role as a reinforcement delivery system. Anything that delays the availability of the Dropship is a potential problem; any time the Dropship spends on the battlefield could be time your foe is fortifying troops.

Excessive use of the Dropship is not advised. There are ways to balance the various unit roles in a manner that permits the Dropship to do its thing.

> **NOTE**

> **Learn about the Dropship in Chapter 6.**

DROPSHIP DEFENSE

When surrounded by antiair fire, get the Dropship out.

If your Dropship is attacked, flee to base or a safe location, or counter by focusing fire on antiair damage units. Until the Dropship is upgraded to level 4 or 5 in weapons, it's firing machine gun damage (only effective against body and vehicular armor). Against flying units, the power of the weapon makes it effective enough, but it's not efficient (losing 50 percent of its damage to the Helidynes' reinforced vehicular armor).

UPGRADES

If you're committed to using the Dropship for more than deliveries, upgrade it according to its intended role.

✦ Fuel: Stays on battlefield longer, a must for surveillance and offensive use.

✦ Sensors: Extends view range. Upgrade along with any weapons upgrade.

✦ Engines: Faster speed. Brings in reinforcements faster and, in offensive use, can outrun enemy missiles.

✦ Weapons: Increases damage and range and changes damage type from machine gun to antitank. Crucial for offensive use. Upgrade armor, sensors, and fuel for most effective use.

✦ Armor: Increases armor facing on all sides and speeds healing time while at base. Indispensable for offensive or scouting use.

✦ Cargo: Increases number of units you can bring in per trip. Essential for basic Dropship use.

LOSING A DROPSHIP

If a Dropship is shot down, it is unavailable for 180 seconds. This may not sound like much, but it's an eternity in multiplayer. Your replacement Dropship doesn't include any of its predecessor's upgrades, so you must pay for them again.

Losing a Dropship is devastating.

If your Dropship's health dips below 400, get it to base and leave it there until it is healed.

COUNTERING THE DROPSHIP

Dropships are, like all flying units, vulnerable to antiair damage. To keep enemy Dropships away from your base, man any available SAM sites and keep antiair units (NSA Rocket Terradynes, Viron Fighter Helidynes, Viron Missile Clanguards, and Centruroids) guarding the LZ.

Patrol the skies with Helidynes and your Dropship to find sensor-upgraded enemy Dropships lurking in your blind spots.

TIP

If, when playing as the Virons, you locate a Dropship repeatedly taking a position near your base within range of a wooded area, order some Missile Clanguards and send them into the woods below the Dropship. Because the Dropship can't see stealth units, they can get into range without being seen. Have some Fighters waiting out of the Dropship's view range and open fire with the Clanguards. As the Dropship tries to flee, swoop in with the Fighters to finish the job.

COMBAT TIPS AND TACTICS

Several tips and tactics apply to both factions while some pertain only to one or the other.

GENERAL TIPS

✦ Move Constantly: Motionless, grouped units are prime targets for Support Weapon and indirect weapon attacks. When such groupings are necessary, protect them with an antimissile field or two projected by a Rocket Terradyne or Missile Centruroid.

✦ Keep out Assault Pods: Antimissile systems also counter Viron Assault Pods, so cover likely targets. Because many players drop this Support Weapon attack blindly, AMS deployment in predictable places can frustrate their strategy and waste their resources.

✦ Target Antimissile Systems: You can destroy antimissile systems either by attacking them with something other than antiair or fragmentation weapons, or by sending so much indirect fire at once that the AMS can't stop it all. The Dropship is a good anti-AMS weapon, but so is the fast-firing Viron Mortar Clanguard. Virons can drop Assault pods outside the AMS's range and let the emerging Clanguards open fire on the AMS unit.

- Engineers: Keep an Engineer in range of combat troops. Protect your Engineers, as smart foes target them first.
- Target Engineers: Be a smart foe and target enemy Engineers to deprive your opponent of healing power.
- Use Cover: Infantry should always be either under tree cover or in buildings.
- Use Turrets: The stationary weapons are useful tools although they require upkeep with Engineers. Be diligent about maintaining SAM sites, as these can deter Dropship attacks.
- Mix Unit Types: Every strike force should be composed of units that can deal with a variety of threats. Good scouting can inform of pending threats and let you specialize a squad, but otherwise a diverse group is required.
- Use Support Weapons: Use them conservatively. If you're not sure if it's worth the attack cost, it isn't. Fortunately, you can count on most enemies behaving the same way. If you get hit with a Support Weapon attack somewhere other than your LZ, there must be a scout lurking near your position. Find it and disable it fast.
- Use Indirect Weapons (artillery/mortars): The best use of these weapons is not to strike at enemy positions, but to deny the enemy a route or location. By pounding a narrow pass with artillery, you're forcing an enemy to either risk taking damage or find another way. Support such tactics by stationing a strike force at an alternate route.
- Locate Enemy Indirect Fire: Indirect fire from artillery or mortars is easy to spot. Look into the sky and follow the smoke trails. When you find the location, even if you don't have a unit nearby to "see" the source, you can see the blasts from the shots emerging from the unit's location.
- Favor Ground and Force Air: Air units can't capture LZs or VLs. You can use heavy ground troops to force an enemy to counter with air units, rendering him unable to take and reclaim LZs or VLs. You can then outnumber and overrun him on the map as long as there are plenty of antiair units in your squads.

NSA TIPS

- Use Snipers: Raptors are useful against infantry. A group of four to eight can mow down a squad of sixteen enemy infantry before they can reach firing range.
- Siege Soldiers: These are important in support of armored units or in defending against ground attacks when guarding locations.
- Light Assault Infantry: Pack them in APCs and dump them on a VL. Their dual firing modes make them capable against all ground vehicles. Large numbers of these troops are effective.
- Heal the Troops: When holding a location away from the LZ, station at least two Engineers around the defenders in secondary autohealing mode. Their effect is additive, so any unit under the effect of more than one Engineer heals faster.

- Smoke: The smoke Support Weapon is cheap and effective. If a Dropship attacks your location, call in smoke to blind the Dropship and get the troops out of harm's way.
- LZ Defense: Place Raptors in any surrounding buildings and cover the area with Rocket Terradynes in secondary antimissile mode.

VIRON TIPS

- Beware Siege Soldiers: These units are dangerous in large numbers. Counter them with Screamer Helidynes in support of a heavy long-range attack.
- Give Ground: Virons are at a disadvantage in a straight fight against NSA. Give ground by using the "Move Backward" button and bring the Virons' vast long-range capabilities to bear.
- Torment: Make extensive use of Torment weapons (secondary fire from Missile Clanguards, Mortar Centuroids, and Screamer Helidynes). These increase damage to enemy units, so pound them with Torment fire and follow with the full attack.
- Defend the Air: The Virons dominate in the air, especially in antiair defense. Ground your foes by defending with large squads of Fighters.
- Support Weapons: The Viron Support Weapons are precise and deadly to infantry and turrets. Use them well and often.
- Penetrator Range: Make extensive use of the Penetrator's long-range secondary mode. You need scouts, however, to effectively use it.
- Assault Clanguards: Pack them into APCs to assault and take VLs and LZs. For more advanced players, meld sixteen into eight Infectors, load them into an APC, unload at the destination, and unmeld to unleash a force double the size the APC can hold. Use multiple APCs full of Infectors for an even bigger surprise. Also use them to defend locations because they can heal themselves more quickly during lulls in the action.
- Meld: Melding and unmelding are useful, both for flexibility and surprise. Even if your foe sees that only a Hellfire Centuroid (which can't target infantry) is defending your LZ, he may be surprised when the long-range fire of two Penetrators (a Hellfire unmelded) crashes into his invasion force.

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CHAPTER 36

MULTIPLAYER MAPS

Know your maps. Studying each multiplayer map by analyzing it and practicing with it in single-player Skirmish games is the best way to get to know a map. Whoever knows how to use the terrain best wins.

To aid in this learning process, this chapter presents overviews of each of the 10 multiplayer maps, including strategies for domination.

CANYON
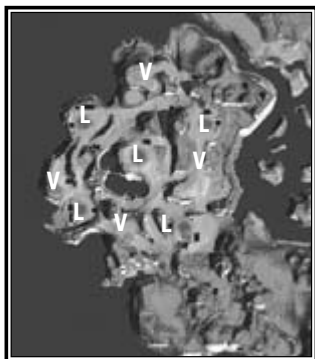
- ✦ Teams: 4
- ✦ Weather: Clear
- ✦ Base Defense: Shrike-5 Gun Emplacement
- ✦ Victory Locations: 400 AP/minute
- ✦ Landing Zones: 1,000 AP/minute
- ✦ Central LZ: 400 AP/minute

The map consists of five LZs, one in each corner and a neutral one in the middle. Near each of the corner LZs is a nearby VL pair. Teams start at one of the four corner LZs and should capture both LZs on either side of their base. Don't worry about holding them, though. Right now, you just need the cash. Get the AP flowing before things get too busy.
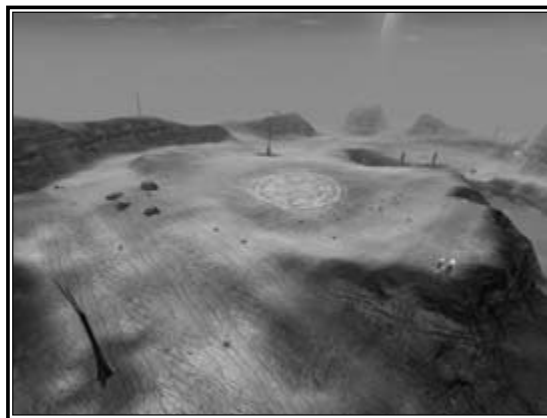
The central LZ permits quick access to the VLs. Holding it isn't easy.

The central LZ is the key to victory. Whoever holds it and keeps it will emerge victorious because it provides extra AP and a shorter trip to each VL.

The map is small but hilly enough to provide dozens of chokepoints to permit sealing off entire map sections. This map encourages lots of Support Weapon and indirect weapon attacks.

CROMWELL STONE
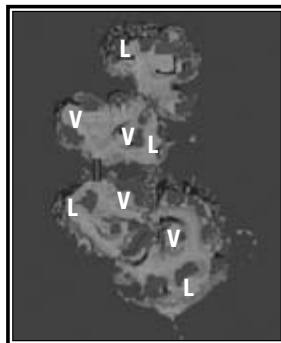
- ✦ Teams: 2
- ✦ Weather: Clear
- ✦ Base Defense: Imperial SAM Site

- ✦ Victory Locations: 400 AP/minute
- ✦ Landing Zones: 4,000 AP/minute
- ✦ Central LZs: 400 AP/minute

The map consists of two linked (via man-made and land bridges) islands. Each island features an LZ at its extreme end (the starting positions), two VLs, and an extra LZ near the middle of the map. Nab all four VLs to win.

The crossings at the middle of the map are active.

Are they active enough to go on a boat ride to your enemy's rear flank?

The first priority is sealing off the two crossing points, especially the one nearest the central LZ. Capture it.

Even if the islands are sealed, both factions can sneak forces behind enemy lines. The Virons can run ground units (which hover over water) around the shallow coastal waters to the enemy's rear while NSA can drop units with the Transport Helidyne.

Therefore, keep your LZ well-protected in sync-start games where starting LZs can be captured.

To combat this tactic, patrol with air units and the Dropship, and drop scanners if necessary.

DUST CITY
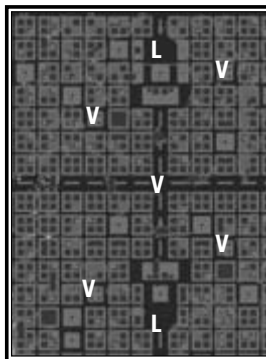
- ✦ Teams: 2
- ✦ Weather: Clear
- ✦ Base Defense: None
- ✦ Victory Locations: 400 AP/minute
- ✦ Landing Zones: 4,000 AP/minute
- ✦ Central VL: 1,000 AP/minute

This map favors infantry and fast units, and the commander who utilizes them to the fullest has the advantage. You can move infantry stealthily from building to building to get intel and take deadly firing positions.

Array snipers around the central VL.

Keep radar around the central VL to spot hidden units.

If an enemy takes the central VL, attack it simultaneously from the flanks.

Failing that, swing around beyond the middle VL and steal the other two VLs near your foe's base. Keep these to starve the enemy of AP. Bombard the central VL with artillery and Support Weapons and cut off the route between the central VL and the enemy's LZ.

Snipers play a big role in this map. Virons can combat them with Screamer Helidynes or secondary mode Penetrators while NSA can counter with their Raptors.

RIVER RATS
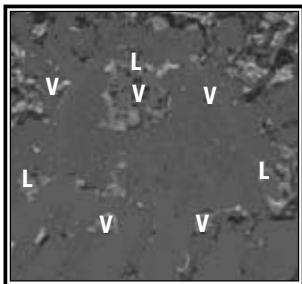
✦ Teams: 2

✦ Weather: Intermittent Rain

✦ Base Defense: 2 Shrike-5 Gun Emplacements

✦ Victory Locations: 400 AP/minute

✦ Zethane Plant VL: 1,000 AP/minute

✦ Landing Zones: 4,000 AP/minute

✦ Zethane Plant LZ: 400 AP/minute

Due to the dense tree cover, this is an infantry-dominated map. Only infantry and air units can move anywhere in a straight line.

Start positions are in the east and west, with two VLs each in the north and south. The south is less wooded, so fighting there should feature more ground units.
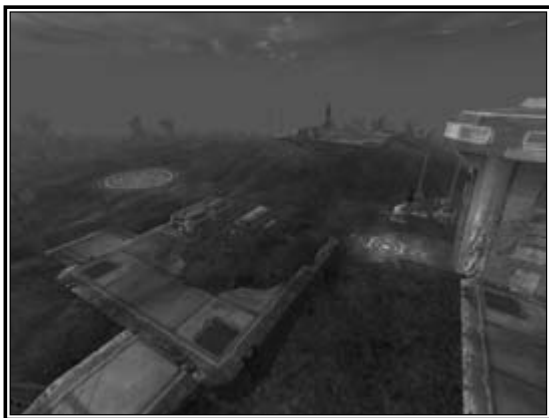
Both teams are vying for this location and its AP-rich zones.

In the north are a valuable VL and a nearby LZ. Get this LZ early in the game to flood the northern region with reinforcements. NSA should defend this area with hidden Raptors to mow down Viron Assault pod landings.

Use radar, as the chances for ambush and surprise are many.

SNOW DRAGON
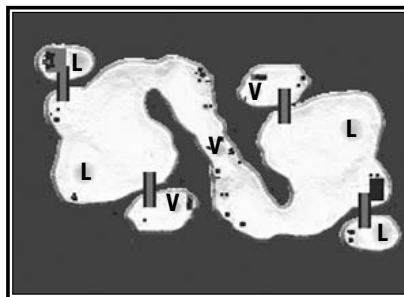
✦ Teams: 2

✦ Weather: Clear

✦ Base Defense: Imperial SAM Site (near secondary LZ)

✦ Victory Locations: 400 AP/minute

✦ Central VL: 1,000 AP/minute

✦ Landing Zones: 4,000 AP/minute

✦ Outer LZs: 400 AP/minute

This is a small map with dangerous opportunities. Each half of the island has two side islands—one behind the starting LZ features another LZ, and the other (closer to the center) holds a VL. On the land bridge connecting the islands is a valuable central VL.

If an enemy can drop in and take your rear LZ, it's going to be a long day—or a really short one.

The secondary LZs aren't as useful, as they are locations you must defend. Were an enemy to claim and defend them, the day would be lost. Viron players attempt to do this with Assault pods while NSA should employ Transport Helidynes (have those missile countermeasures ready). Install a unit in the SAM sites fast to prevent early invasions and (if playing against Virons) fire up an antimissile field over the LZ.

Use the same tactics to snatch the other team's VL. For assaults on both sites, bring along large squads of air units to counter the inevitable antiair defenses. In the case of the secondary LZs, each features a SAM site that makes air assault difficult.

FORT NIMROD
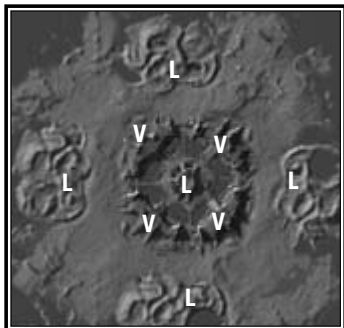
- ✦ Teams: 4
- ✦ Weather: Clear
- ✦ Base Defense: 2 Shrike-5 Gun Emplacements
- ✦ Victory Locations: 400 AP/minute
- ✦ Landing Zones: 1,000 AP/minute
- ✦ Central LZ: 400 AP/minute

There are four starting LZs at this map's compass points, but the one that matters is in the center.
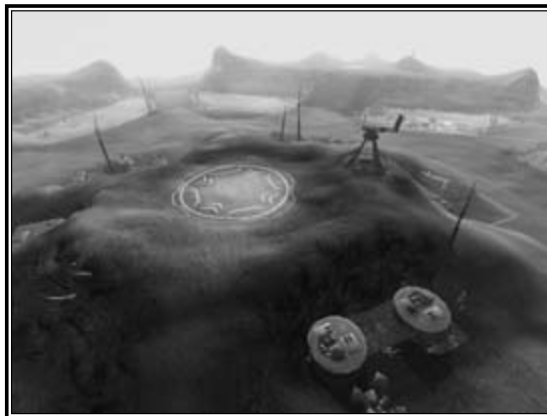

He who controls the base controls the universe.

It's in the heart of a large base with big stationary defenses. The gates are guarded with AND-1 Pulverizer Cannons.

In the corners of the base are the four LZs, only reachable by land by going past the central LZ.

The basic strategy is simple: Don't let anyone else get the central LZ, and do anything to snag it. Also, find alternate ways to claim the VLs (by air). After they are taken, they're easy to hold until the holder of the central LZ attacks regularly from the center.

HUMILIATION BOULEVARD
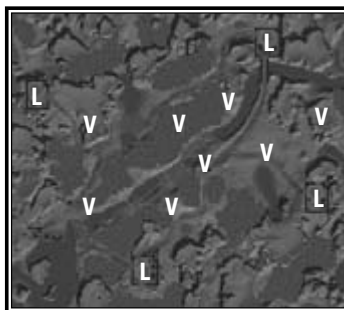
- ✦ Teams: 4
- ✦ Weather: Intermittent Rain
- ✦ Base Defense: Imperial Antitank Turret
- ✦ Victory Locations: 400 AP/minute
- ✦ Landing Zones: 1,000 AP/minute
- ✦ Viron Clan Shrine VL: 1,000 AP/minute

This is a large map with lots of things to capture. It's easy to overextend, so take your time. There are four LZs and six VLs.

You can only reach the Viron Shrine by infantry, Assault pod, or airlift. Most of the action will be here.

Nearby is a site that's almost as crucial. This stationary radar is difficult to defend, but it can save you from sneak attack.

Of these, the two in the middle are the most crucial. One has a useable stationary radar that shows enemy positions if you defend it well. The other is a Viron Shrine surrounded by trees; you can only reach it by infantry or airlifted vehicles.

Because there are no neutral LZs, it's crucial to protect the starting LZ in sync-start games. Lose it, and you'll be forced to capture someone else's to get reinforcements.

Because the LZs are surrounded by walls, defending them from ground invasion is easy. To conquer them, bombard them instead with artillery/mortars.

SILENT HILLS
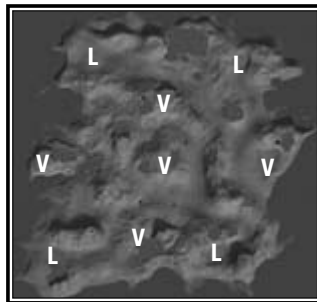
✦ Teams: 4
✦ Weather: Clear
✦ Base Defense: None
✦ Victory Locations: 400 AP/minute
✦ Landing Zones: 1,000 AP/minute
✦ Central VL: 1,000 AP/minute

This is a barren but hilly map. The terrain won't help in defending your LZ or any captured VLs. The player who uses high ground, and the sparse tree cover, and structures the best will win the game.
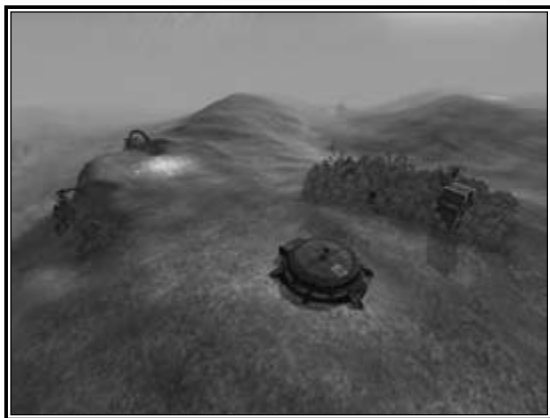
The buildings and trees are the tricks to victory if you can find them in strategic locations.

Tilt toward fast ground units and defend locations with infantry. Beware of artillery attacks, however, and keep defenders as spread out as possible.

SIGNUM VALLEY
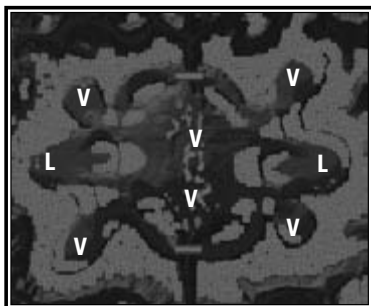
✦ Teams: 2

✦ Weather: Intermittent Rain

✦ Base Defense: AND-1 Pulverizer Cannon

✦ Victory Locations: 100 AP/minute

✦ Landing Zones: 4,000 AP/minute

Dash out with fast scouts and capture the two VLs closest to your base to get the income flowing, and defend against the grab. If facing off against Virons, expect the first Assault pods when they're available.

NSA should defend the VLs with lots of Raptors in the woods above. It is difficult to find the way up to the cliffs, but don't despair.

To win, attack several locations at once. The map is too large to have fully effective defenses simultaneously in all places.

Get snipers up on those hills or surround the hills with Fighter Helidynes.

Dropship attacks are common and effective on this map.

LZ protection is paramount in sync-start games because there are no neutral LZs to switch to if yours is taken. Shore up the LZs with Light Infantry in the woods or Helidynes in the sky.

FRONTLINE
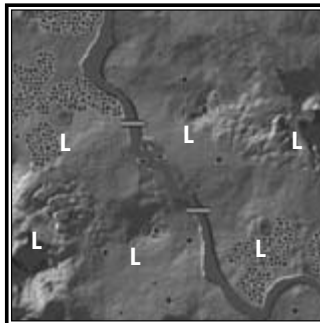
✦ Teams: 2

✦ Weather: Clear

✦ Base Defense: AND-1 Pulverizer Cannon, Shrike-5 Gun Emplacements at Various LZs

✦ Landing Zones: 400 AP/minute

✦ Rear LZs: 4,000 AP/minute

There are no VLs on this map, only LZs. Therefore, even in drop-in games, your starting LZ can be taken.

Bring in reinforcements to defend the starting LZ, but

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switch to the valuable rear LZ in the northeast or southwest corner. The rear LZ is the most turret fortified and the richest in AP income. If you hold no other LZ, keep this one. This is also the LZ your foe wants most.

Defend against Viron Assault pods and NSA airlifts, especially if an LZ is only lightly defended.
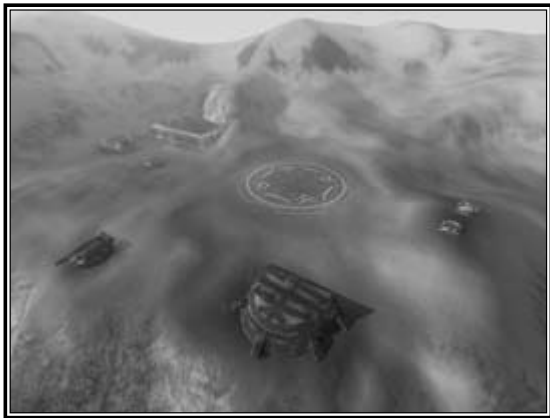
The LZ farthest from the river is the most crucial. Defend it. Also, capture the other team's rear LZ.

Viron ground units can cross the river anywhere while NSA must use the bridges.

Because the LZs are magnets for artillery/mortars and enemy Support Weapons, don't defend them by putting units right on them. Instead, array infantry in the woods surrounding the LZs.