

UNITED CIVILILED STATES (UCS)

Remember that the maps here can vary in up to 3 details – so you won't find exact directions in the mission walkthroughs.

CENTRAL AMERICA

Mission 1:

The first UCS mission won't provide you with much of a challenge. The only difficulty is finding all the units that have to be eliminated. So...select all your available units and search around for the enemy. As soon as you find them all, that's it.

Mission 2:

The second mission is maybe even easier than the first one. Select all your available units and send them to the building located on your top left screen. Now send a Silver One unit into the building – and the second mission is history!

Mission 3:

In level 3 you have to withstand the initial ED attack. Here it's vital to ensure that your Power Station remains in good condition. So position nearly all your forces next to this building and defend it. If your research has reached the stage (roughly 1 minute after the level starts) where your vehicle factory can manufacture Tiger Hellmakers – do it – start producing them until you run out of credits.

In the meantime, you can destroy the Base in the top right corner with 10 to 15 Hellmakers and occupy the Bio Center with Silver One units.

As soon as your Hellmakers are ready, find and destroy the next building and all the enemy units you can find. Now for the Base! Destroy it all and get that Bio Center! If you don't have Silver One units or money available, take some Silver units out of your own buildings and have them occupy the enemy buildings. Do that and the mission's yours.

Mission 4:

Your secondary objective in Mission 4 is to protect the prototype of the Tiger Assault. To do that, pull back to your Main Base and construct a Vehicle Production Center (VPC) for equipping battle vehicles to repel the enemy's initial attack. Now place a Refinery and 3 Banthas (increase that to 5 later). When you've done that, it's time to construct a Research Center - you're going to need Tiger Hellmakers. Start turning out Hellmakers on continuous production, plus 5 Hellbikes, which you can use as scouts. Use 3 to 5 Hellbikes for scouting the map - and before you go on the offensive, remember you'll need a lot of Tiger Hellmakers. Send these to the enemy Base and destroy all buildings. Attack the bunker last, because it'll be tough to take. After that, if the mission is still not accomplished, you probably forgot some MG towers. Take some Tiger Assaults and sock it to 'em!

Mission 5:

Mission 5 is a true challenge. Take all of your units except the Tiger Assaults and position them to the lower right of your Base. Expand your Base...start with a second Power Station, then 3 to 5 Banthas, one Mine, one Refinery, one VPC and one Robot Construction Center. You should place the Mine below the Base, in a "dead-end road" – and place it up above too, otherwise you'll get a Bantha "traffic jam" at the

map border. Place the Refinery nearby. Activate Tiger Hellmaker production again and construct about 10 Silver One's. Order all Hellmakers down to the right. When you've got enough support, destroy the enemy Base, which is mostly situated in the middle of the map – but just occupy the Mine using some Silver One robots – you'll need the mine to bolster your dwindling resources. Now start constructing Tiger Hellmakers until your money runs out. Send all your units (except the Silver One's) through the narrow pass to the second ED Base. When you've razed everything to the ground, take 10 robots and occupy the Harbor and the Laboratory. If the mission isn't completed yet, search out any remaining gun turrets with a Tiger Assault.

BRITAIN

Mission 1:

After starting Level 1, immediately activate all MCU's except the Mine and the Refinery. Send these 2 down south with an escort of 3 Banthas and 3 Tiger Assaults. To increase productivity, place the Refinery as close as possible to the Mine. Do the same in the north to get the mineral resources there. Later, reinforce your 3 fronts (north, center and south). Produce 5 Tiger Assaults and 5 Spiders in each Base alternately. When your defenses are strong enough, assemble an army and attack the first Base of the enemy. March along the lower end of the map past the mine to the right – there's your target, the Base. When you've destroyed the hostile units, remember to occupy the Refinery and the Mine. Protect the area here with 3 or 4 Banthas. Strengthen your Power Plants (your resources are slipping away again) and start producing an army of Spiders to destroy the second ED Base. Now blow away the heavily-defended Power Plant.

Mission 2:

To start with, place your Mine on the hill and commence production as fast as you can. Then send the Refinery to start work up there too, with 3 Tiger Assaults and 3 Banthas as escorts. Also position 3 Tiger Assaults to protect your lower Power Plants (the ED will try and destroy these using their Helitrans units). Start producing 5 Tiger Assaults, 5 Spiders and 3 to 5 Spider 2's alternately. To defend your own Base more effectively, order about 20 units to the canyon and block it. Don't forget to place some units above the Base to catch disoriented enemy tin cans! Now build a Flight Control Center to explore the map with Gargoils and use it to produce Heavy Lifters (transporting Banthas is easy and fast with these – no more traffic congestion!) Destroy the hostile Flight Control Center in the center of the map and don't forget to order your troops back after your successful attack. It's time for the main ED Base now. Take 2 or 3 Spider 2's and some Tiger Assaults and march along the edge of the map until you reach a position from which you can bombard the Main Building and the Power Plant from a distance. Your escorting force can take care of the attackers from the Base. Now destroy the outer wall with a Spider 2 and sneak along the cliffs at the bottom into the "Green" Base. Don't destroy the VPC, the Mine or the Refinery, just make 'em yours! Now produce 3 to 5 HT 33 R's in the VPC – and with some skill (and luck), you could destroy not only the enemies' Base but the Atomic Rocket Silos as well - now you can harvest the second Ore Field with Heavy Lifters. What about the last ED Base, you ask? Just try using 15 HT 33 R's and watch it disintegrate!

Mission 3:

At the beginning of Level 3, you have to build a Bantha and a Refinery immediately - but no Mine – not yet, anyway. Also start producing Tiger Assaults as soon as possible, together with some Silver One's. All available units have to be placed at the exit of your Base to repel the heavy ED initial attack – and if at first you don't succeed...keep trying! Now take 75% of your units and march along the lower screen edge until you see the ED Mine. Occupy and guard it, then place a Refinery next to it – now the Bantha can make some money. When your finances are in the black again, your next move is to construct a Flight Control Center. Construct 2 or 3 Heavy Lifters to support the Banthas. The next units to be constructed are now 1 Shadow and 3 to 4 Spiders. Use the Shadow to camouflage the Spiders and sneak them along to the next ED Base, which is usually situated in the eastern part of the map. Destroy all units apart from the Refinery, the Main Building, the Mine and the VPC. Occupy these and take along almost all of your fighting units to attack the main ED Base (in the central part of the map) in exactly the same way. You should take a Miner BT along to defuse your own mines in front of the Base. Use the same procedure to eliminate the last ED Base (mines might be a problem here too). When you've taken over the Production Plant and completed the mission, start producing 10 to 15 Hell Winds and eliminate the rest of the hostile units.

Mission 4:

Start Level 4 by manufacturing a Refinery, a Bantha and (later) 2 Heavy Lifters. You won't need a Mine this time. Distribute all units around the borders of the Base. Start producing Tiger Assaults and defend the Base against the first hostile attack. The rest is routine: take one Shadow and 3 to 4 Tiger Assaults and eliminate the ED units. Then take on the ED buildings and the camouflaged laboratories (you can see them on your radar).

Mission 5:

In Level 5 you have to first of all repel a massive ED attack. To do this, produce 5 to 10 Tiger Assaults and position them together with the rest of your available units at the exit of your Base. Manufacture 5 Big Eyes to protect your Base and reinforce the existing Defense Tower. Place the available Defense Towers at the most important strategic points along the hill (reinforce just a few of these, not all of them). When you've beaten back the enemy, produce one Shadow, one HCU-M and 3 to 4 Spiders - order them to the enemy Base where you can wreak havoc again (but don't destroy the Refinery, the Mine, the Main Building or the VPC). To protect your new Base, position 5 Spiders and 5 HT 33 R's at the location where hostile units will normally have to come through. Camouflage these units with a Shadow. Take another Shadow, attack further ED Bases and take over the important buildings. The last ED Base is located on an island. For this attack you'll need 4 Spiders, one WTP 100, one Miner BT, one HCU-M and 2 Shadows. For the crossing, (a good location would be the north of the island) put the first Shadow in the WTP 100, get across and set it down on the shore - this will provide camouflage for your units. Since the Hovercraft is camouflaged on both sides of the water by your 2 Shadows, you can get the rest of your force across with no problem, with the HCU-M and the second Shadow as last to go. Now you have to organize one attack troop (Spiders, HCU-M and one Shadow) and one force for defusing mines - (a Miner BT and the second Shadow). After defusing the mines, your attacking units can now destroy enemy units and buildings. To gain possession of the Main Building you'll need 2 HAT's, each equipped with six Silver One's. The hostile ships can be sunk using 10 WTP 100's

each equipped with a Spider. Now all the ED forces have been purged from the country.

NORTH AFRICA

Mission 1:

You start the first mission here with a Refinery, a Mine, a Power Station, a Research Center and a Main Building. Finish the construction of the Power Station, the Research Center and the Main Building – now start constructing a Production Center and a Bantha.

Produce 2 Tiger Hellmakers and place the other units at the south-east entrance of your Base. Start the production of 10 Tiger Assaults and wait until your units have repelled the first ED attack.

Now send all your Mechs to the entrance to your Base and construct one or 2 Mines, 3 more Banthas and 1 Refinery - position these next to the resources.

When you have enough credits, produce more Tiger Assaults and some Spiders. You'll soon have a force of 20-30 units. Send this force to the canyon and through the pass. Commence destroying the ED Base. If you don't have enough credits, start harvesting the second resource field. Construct 20 to 30 units more and eliminate the last ED Base.

Mission 2:

In Level 2, the ED will initially attack you in stages from 3 different Bases. For the best defense, order all of your big units to the northern end of your Base and produce 10 to 15 Tiger Assaults. After the first attack wave, send your Refinery and your Mine to the east and protect them with 2 new Banthas. Build a new Refinery, a Mine and 2 more Banthas when you've found the new Ore Field. Start producing lots of Tiger Assaults and 5 to 10 Spiders. Order about 50 units to a kind of "exit" and leave them there under the command of an Attack General. Start producing more Tiger Assaults back at your Base and combine them with the first division. Attack the first ED Base, replenish your troop numbers and attack the second ED Base in the lower part of the map. You can either do this yourself or leave it in the hands of an Attack General. If required, take over the 2 Ore Fields. Replenish your troops again, occupy the Main Building and destroy all hostile units.

Mission 3:

The 3rd level seems easy. You only have to destroy all enemy units. Lots of luck! Start initially with the elimination of all enemy helicopters. Then create groups of different units and attack the ED troops from behind.

Now destroy all the enemy units and you'll be given the next task.

Mission 4:

At the beginning of Mission 4, please press the "R" key to get immediate support. You'll be provided with Tiger Assaults and Spiders. Then construct a Base containing HQ, Power Station, Research Center and Production Center. In the meantime, see to your Base fortifications. As quickly as possible, produce ten Tiger Assaults, 4 or 5 Spiders and a lot of Shadow generators. Place the Tiger Assaults on the western side of your Base and defend your Base from enemy attack.

Now construct a Flight Control Center, a Mine and a Refinery. Place the Refinery next to the Mine in the lower right corner. Now produce 8 Hellwind Bombers and use them to attack the ED's Ballistic Control Center and Research Center.

Mission 5:

To save the Main Building, you must send your combat units to the MCUs as fast as possible at the beginning of level 5. You'll find a plateau on your map where further units are waiting. Lead your MCUs to this location and camouflage all the units with Shadows. Order up support – there's a superior force of ED tanks near your position. Don't forget to send some units back to your Base for defense – and also start Base expansion. Send some robots into the buildings for protection. Secure the entrances to your Base with Spider 1's and 2's and Tiger Assaults. Assemble a suicide division with 5 Spiders and one Shadow and send it to the northeast of the map. Destroy everything in your path apart from Mines and Power Plants. Afterwards you have to produce 2 or 3 Refineries as well as a Flight Control Center. Manufacture some Heavy Lifters and use them for transporting your combat units to the south-western part of the map. Don't forget Shadows! Destroy the ED Base you discover and build heavy tanks in the VPC (which you occupy) for building protection. Use the same strategy for attacking the ED Bases in the southeast, northwest and northeast.

SCANDINAVIA

Mission 1:

The procedure in Level 1 has the same pattern as in the previous missions. Expand and protect your Base first. Also occupy all buildings with Silver units. Remember to watch your Harbor - protect it with ground troops. Expand the Harbor MCUs at the coast. The best place for a Mine and a Refinery is in the northern part of your Base (after you cut down a few trees). Heavy units must be positioned at all exits of your Base. Start producing submarines as well as a minimum of 7 Spiders and 7 WTP 100's. Use these units to attack the island to the west. When you've eliminated the enemy, you must manufacture another army with roughly 10 Tiger Assaults and 10 Spiders, plus remaining units. Attack the hostile Bases to the southeast and northeast and don't forget to produce further Tiger Assaults and Spiders meantime. If possible, occupy the Harbor in the northeast.

Mission 2:

Protect your Base in Level 2 as quickly as possible and build all necessary buildings which you don't yet have. Get some money by using your Banthas and build a large army with at least 20 Tiger Assaults and 14 Spiders. Explore the map to the west and destroy all enemies. When you've again expanded your army, you should have no problem destroying the ED Base to the northwest.

Mission 3:

Level 3 was created especially for Z strategists. Build up your Base, make sure it's protected and manufacture Tiger Assaults and Spider 2 units. Send your attack troops to the west and destroy all hostile units there. There are also some more ED units to the north which are just beeing to be attacked...

Mission 4:

In Level 4 you'll really need a Research Center, VPC, Robot Production Center (RPC) and a Flight Control Center. When you've constructed these, you should position all of your Silver units in your Base - the ED will pull out all the stops to try and occupy your buildings by force. Send all your other units to the east to defend the Base. Big Eye towers could be helpful here - and don't forget to earn money with

Heavy Lifters. Defense is your most important job at the start of the level. After the first attack waves have been repelled, it's your turn to go on the offensive. Construct some Tiger and Spider units and search for the ED Bases in the south and in the northeast.

Mission 5:

Level 5 requires you to first of all reinforce your base defenses. To defeat air attacks, Big Eyes will prove useful. When you've expanded your Base, you'll need at least 20 heavy units and lots of Tiger Assaults. A Minelayer would also be useful and don't forget to camouflage your army later on. Manufacture 10 Hellwinds and fly to the northeast until you sight land. Destroy the Power Plants on the shore and in the interior. Replenish the Hellwind division and start another offensive. There are some more Bases awaiting your pleasure! The ED army is now weakened – which means you can now start an offensive with your ground forces, supported by Hellwinds. Don't forget to occupy the Harbors and the Control Center.

EURASIAN DYNASTY

Mission 1:

Use the same strategy as in previous missions to protect your Base. When you've weakened the enemy by destroying the Power Plants with Hellwinds start your offensive with at least 5 Spiders, 4 Spider 2's and one Miner. Put 15 Silver units on the vehicles. Now transport your troops to the northern part of the island with a WTP 100. For the following battles, you must either send new troops from your Base or take over the hostile Bio Center to produce new units. Manufacture some more combat units and search for the hostile Control Center to the west.

Mission 2:

Press the "R" key to get immediate support after starting this level. Make sure that your Base is well protected using normal measures. Manufacture Spiders and Tiger-Assaults and camouflage them with a Shadow. Build MCU's and a Refinery and position them in the west. Start producing some more Silver units and Heavy Lifters. Clear the area with your offensive units and protect it. Build up another army which should include at least 5 Spider 2's. Lead this army from the northern exit to the northwest. You'll find the ED Base there. Clear up the rest of the map with Hellwinds after destroying the ED units.

Mission 3:

You'll need good defenses in Level 3. Keep manufacturing units steadily but surely. You also can call for support here. After the first ED attacks, build up your own attack army and search for the ED Base in the northeast. Build a second Base here after your victory and start constructing Mines.

Mission 4:

Here you should explore the map with Hellwinds after making sure that your Base is well protected. When you discover the hostile Bases, attack them with plasma blasts. Now you can complete the mission easily, using some Tiger Assaults and Shadows.

Mission 5:

You'll need support in this level again. Don't forget to keep producing units for your defenses. You'll also need Shadows to carry out your attacks. Explore the northeast using a force of at least 5 Spiders and 2 Tiger Assaults. You'll find one of the last ED Bases there. Destroy everything except the Factory, the Refinery, the Mines and the Power Plant. Put some Silver units into the buildings and organize some Heavy Lifters for supplying raw materials. Scout the map with Hellwinds again and bombard the 4 ED Bases with plasma blasts. Destroy the remainder of the hostile units.

EARTH 2140 MISSION PACK 1

FINLAND SOLDIERS

This is a walkthrough for Mission Pack 1 of Earth 2140. We haven't bothered to describe this mission here, because it's really a piece of cake.

Mission 1

Ask for support at the beginning of this level. You'll receive 2 more combat units. Explore the sea and destroy any hostile submarines you encounter. Go to the bay at point A and destroy everything you find there. Then transport your troops to the bay south of the ships. This way you'll lure almost all hostile troops from the northern Base into your ships' crossfire. Sort out all your A02 androids and follow the road, with a tank as escort. Keep away from the heavy Defense Towers, but destroy the smaller ones from a distance. Advance field by field. This will entice enemy soldiers to have a go. When you've destroyed the small Defense Towers at the first wall (point B), continue on to the south. Don't get within firing range of those big towers! When you eliminate the 2 towers in the southeast, it's "Mission complete!"

Mission 2

Lead your troops to point A. Keep out of range of the Defense Towers. Destroy the 2 Power Plants with your 3 A02's to neutralize the 2 towers at point C. You'll be confronted by all the soldiers from the blue camp now. Repel them and return to the north through a forest to point B. Create a break in the forest by firing your A02's. You'll receive 3 Storm helicopters. They will fly into hostile fire but you can save at least 2 of them if you react quickly. Scout the route with one helicopter to point C and destroy all ground troops there. Transport your A03's with the BIO to point C and continue on to the Spiders at point D. Make sure that your units get through the canyon double-quick here – otherwise an active Defense Tower could make things very hot for you! Cripple all 4 hostile Spiders and the 2 WTP 100's with your A03's, then repair them. That's it, you're done!

Mission 3

Load 2 of your 4 Spiders onto the Hovercraft in this mission and drive to the east. Destroy 2 Defense Towers and push on to the east with your Spiders on land. Go through the gap in the the wall and destroy 3 Power Plants and one Mine (point A). Take over the whole Base and start producing heavy weapons and Hovercraft. You don't really need a proper defence here. Take over a Mine in the southeast at point B using some Thunders. Send a Heavy Lifter as well to start earning money. Start the invasion of the south-western Base only if you've put a number of Spider 2's on your hovercraft. Annihilate the Defense Towers at point C with combat robots before landing your troops. Then start your main invasion from point D.

Mission 4

Mine the road to the east of your position to destroy hostile Banthas. You'll receive some tanks, a Research Center, a Power Plant and a Main Building one by one. Blast your way through the forest and build a Refinery at point A, right beside a hostile Mine. Build Defense Towers as fast as you can. As soon as you can produce Thunders, destroy all the hostile buildings at points B and C. If your raw materials stocks run low, explore the field at point D. Destroy the Base to the southeast to

complete this mission. But beware of mines and camouflaged troops. So don't forget to take along a Screamer and a Miner.

Mission 5

You have more than enough troops in Mission 5 to take over the hostile Base at point A. Destroy the Banthas with Ion Tanks and then repair them with MCU's. You won't need Defense Towers for this Base. Attack the Mines at A and B. The sooner you kill them off, the less you'll have to fight. Destroy the hostile Power Plants now and it can only be a question of time before you taste victory!