

in

COLLABORATORS

	<i>TITLE :</i> in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 14, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	in	1
1.1	main	1
1.2	cannon nest	2
1.3	refinery	2
1.4	technicians	3
1.5	jeep	3
1.6	bazooker	3
1.7	upgrade	3
1.8	ws02	3
1.9	plasmer	4
1.10	mission guides	4
1.11	humans	4
1.12	robots	5
1.13	hummission 5	5
1.14	robmission 1	6
1.15	robmission 5	6
1.16	robmission 6	7
1.17	bugs	8
1.18	worth it?	8
1.19	tips	8
1.20	oil towers	9
1.21	oilweak	9
1.22	silos	9
1.23	radar	9
1.24	defence	9
1.25	launchers	9
1.26	predator	9
1.27	bram	10
1.28	supply ship	10
1.29	bastard	10

1.30 cheyenne	10
1.31 groups	11
1.32 laser tank	11
1.33 hummission 1	11
1.34 hummission 2	11
1.35 hummission 3	12
1.36 hummission 6	12
1.37 tunnels	12
1.38 camouflage	13
1.39 hummission 7	13
1.40 hummission 8	13
1.41 hummission 9	13
1.42 hummission 10	13
1.43 This	14
1.44 marco saupe	14
1.45 fluffy lemon	14
1.46 sean musson	15
1.47 hummission 12	16
1.48 hummission 13	17
1.49 hummission 14	17
1.50 infantry	18
1.51 npalmlaunch	18
1.52 sioux	18
1.53 ws01	18
1.54 capture	19
1.55 automan	19
1.56 hummission 4	19

Chapter 1

in

1.1 main

NAPALM HINTS

Updated When i can
AKA Spide on #Amiga

Sean Musson
email:seanmusson@cableinet.co.uk
15/04/99

<http://wkweb5.cableinet.co.uk/seanmusson/index.html>

Please mail me any comments,suggestions,corrections and tips
so i can put together a small collection of hints to this superbly
difficult game.Go on! i won't bite:)

- 1:Cannon nest
 - 2:Oil towers
 - 3:Refinery
 - 4:Technicians
 - 5:Jeep
 - 6:Bazooker
 - 7:Barracks/Factory upgrades
 - 8:Capture or not?
 - 9:Defense ws02
 - 10:Missions
 - 11:POSSIBLE BUG
-

- 12.General tips
- 13.Robots' Achilles heal
- 14.Silos
- 15.Radar
- 16.Protect defences
- 17.Rocket Launchers
- 18.Tunnels
- 19.Camouflage
- 20.Infantry
- 21.Napalm launcher
- 22.Sioux Helicopters
- 23.Defense WS01
- 24.How do i capture enemy buildings?
- 25.Can I automatically produce units?
- 26.Plasmer
- 27.Predator
- 29.How to take out BRAM
- 30.What's supply ship?
- 31.Bastard tanks
- 32.Cheyenne
- 33.tackling groups

1.2 cannon nest

- 1)If you capture enemy buildings which are within range of enemy Cannon Nests ,the Nests will fire upon them *ouch* and this applies to other defences
- 2)Cannon Nests and better defences explode quickly and violently after being destroyed so keep your soldiers clear of them!You have been warned ;/
cannon nest pic

1.3 refinery

Capture an enemy Refinery or Factory and you can build new buildings next to it, Unlike an oil tower which you cannot build next to

1.4 technicians

Technicians can heavily damage or capture enemy buildings.They are also vulnerable to attack so keep them behind a main group or hiding in trees

1.5 jeep

Use as Scouting vehicle to sniff out enemy oil towers etc.Useful because it is fast

1.6 bazooker

Bazookers are useful for destroying buildings and light tanks but are easy prey when approached keep them protected by light tanks or armoured vehicles and behind them if possible.In this formation they can protect the vehicles shielding them.

1.7 upgrade

To upgrade a Light Factory and construct more oil drillers,first you need to build a research centre.Then depress the RMB twice over the factory and a blue arrow appears then left click to start upgrading a progress bar shows the extent of upgrading and you should hear"UPGRADE INITIATED"This works the same way with the Barracks and can be done more than once! but only when you are on higher tech.levels.YOU ONLY NEED ONE OF THE SAME TYPE OF FACTORY

1.8 ws02

to neutralize these mothers destroy the buildings next to them,as the shrapnel will weaken them so that you can attack with about 9 light tanks:) When you have rocket launchers approach them from the South East so that you can fire rockets at them to weaken them b4 attacking with heavy guns.Protect your lone launcher though.So far up to and including Mission 8 for the Humans the Robot defences aren't replaced so once destroyed you can wade in.Some news just in these defences can fire at airborne units as well!!!!

1.9 plasmer

vicious aren't they but if you notice the barrel turn away from you it is retreating so if you have the time pursue it! Plasmer and other slow moving vehicles can be slowed by sticking a Cheyenne in their path this gives your defences time to recover and allows you to send reinforcements more quickly to eliminate them

1.10 mission guides

For now I will exclude the guides to the first four missions for both Humans and Robots as the fun really begins at level 5. I promise to add the guides to the other missions when I can. I have incidentally already completed the first four levels with the robots and humans

Humans

Robots

1.11 humans

Mission 1

Mission 2

Mission 3

Mission 4

Mission 5

Mission 6

Mission 7

Mission 8

Mission 9

Mission 10

Mission 11

Mission 12

Mission 13

Mission 14

1.12 robots

Mission 1

Mission 5

RobMission 6

1.13 hummission 5

This is a HARD mission (as reported by Simon on #Amiga) and I agree. Firstly the oil driller will only arrive in ten minutes from NE. just South of the Command base down a slope is an oil deposit but don't send the oil driller there just yet. Build a solar powerplant and Refinery and send the oil tanker past an oil deposit to the East of your base and slightly N out of harms way. If you do not drill this site first the Robots will claim it first. Back at base make some preparations for defence by building two cannon nests. If in general you try and spread your base SE. down the slope towards the oil deposit nearby. At about the five minute interval you will be attacked but don't be tempted to build, build, build just yet! save your credits to repair your cannons. Position your light tank and armoured vehicles in front of your cannons but not out of their firing range. this will give them some protection. position your bazookers so that they can protect close quarter combat with your cannons. However be aware that the robots will destroy your soldiers if they break through. Watch out for sneak attacks and repel them by using your light tank (it's faster!) By now you would have realised that the enemy has some mean heavy vehicles and in fact it has a medium factory which can be upgraded to a heavy factory. This means that they will throw Medium tanks, Rocket launchers, Tiger tanks and laser tanks

When your oil driller arrives save the game and send it to the oil next to its entrance. Do not forget to send the oil tanker to the oil tower as soon as it's built ;-/ . When your first shipment of oil nears your base protect it with any vehicle which isn't heavily damaged (common sense i know but save your damaged vehicles by putting them towards the N of your base. Start building a repair centre to get them repaired. Next try and build a Barracks and light factory before you add any more cannon nests to protect them. otherwise you will have nests not being used effectively. keep an eye on that oil tanker if you lose it you'llll have to wait until you build a research centre and upgrade your factory to replace it.

when you there is "no more oil available" manufacture another oil driller and erect your tower, you've guessed it, near your base. Make sure you send the oil tanker to the new tower asap. Build cannon defenses next to your Oil tower and near to prevent incursions and sneak attacks. Everything goes along swimmingly until you run out of oil again. if a rocket launcher or laser tank singles out a light tank it is doomed so as soon as its armour is red lined select it and press "R" to send it to be repaired.

By now the Robots will be fully charged and seething with rage and want that oil tower. This is where i am up to now but wait they have Mobile Bomber (capable of really having your eye out!) now then if only they'd stop shooting me... Right I have played this level several times nearly completing it only the once. For me the best way to win seems to be patience Try and build up defences of cannon nests with a couple of rows of light tanks surrounding them and any soldiers behind them. If you attack any enemy oil tower the Robots retaliate in FORCE and you will have to retreat. It's best to sit back and absorb any punishment they can dish out at your base. At all costs watch your

oil tanker if it gets damaged you may be hindered so repair it when it smokes.

They keep on coming for your oil but if defended well enough you will almost wipe out their heavy units. After an hour and twenty minutes or so (depending how quick you are) You will be tempted to approach the enemy base to the South. Attack the defense en masse. Make sure you have made them form a group so you can send them back for repair if need be quickly. Next attempt to acquire their refinery for if you do so you can build cannon nests next to it (he says... as if it's easy :-)) and this is as far as i've got to date... Until now:))) I have to say on and off this has taken me 2 weeks but i have completed this mission. When time=roughly 1hr 20min you should be in a position to pester the enemy. Its base is South of a large spaceship wreck and you will encounter resistance near oil towers (empty aren't they) but ignore them for now. Attack their defences and regroup and or repair before advancing some more. Your next target should be the Command base, but the Robots still have full silos and several oil towers so it takes time but destroy it. Next target the medium factory (there is a light one also). Be aware of rocket launchers and mob them if they attack. The refinery and silos should be captured for the booty. All should be plane sailing until the Barracks which has a sting in it's tail. If attacked or approached in the wrong way it unleashes a stream of foot soldiers who advance on your base (oh are my defences ok?)

1.14 robmision 1

Missions 1-4 on the Robots' side are completed and will be added soon...

1.15 robmision 5

You need to capture an informant and destroy the enemy base for this one. Your base is located to the south of the map and the humans' to the far NE. To the West of your base is a Ramp down which the humans constantly attack. Firstly send your oil driller East to find oil. Then build a solar plant and refinery. So far so good. This oil tower to the east is the only one that is freely available so you need to go hunting asap.

Send your armour to the base of the slope and file your soldiers behind them as soon as you can build a barracks and a technician and assign him to the group by the slope. Now advance North until you come across an enemy oil tower to the East. This is your target!

If you managed to secure this tower build another oil tanker and send them both to this tower to suck it dry. Send your group back to guard the base. When it is half empty the humans decide they want it back and attack. Now send your group to the tower and fend them off. By this time you will need a repair centre and to build more units.

If you're like me one of your oil tankers would of been destroyed by now but there is a safer passage for them..

you can either a) build two tunnels and send your tankers through them
or b) watch the tankers like a hawk and if they get caught then move them off to the west (in the trees) or down a twisting back way to your base to the east. If the humans overwhelm you by the captured tower then retreat and repair as they do not try to claim this oil very quickly. You may have noticed another well NW of the one you captured but don't touch it ???!

As at 16/03/99 i have 14000 credits and have retreated to my base. I have laid structures to the slope by my base and put three defences there. South of

them is a platoon of light tanks which, as a group, i play hit and run with the oncoming Marauder tanks. When a marauder attacks my nests and starts to smoke i close the door with my light tanks and pick them off one by one. If you spot a rocket launcher attack it like a wolf pack b4 it can fire on your nest.

Now here's the sly part;-/ You know that original oil tower you had well build up towards it and put a defense ws02 there to partially protect it. When the oil in the second tower is exhausted DO NOT destroy it yet if you do the humans will flatten you to try and get it. instead empty your original tower, destroy it and send a new oil driller to build a new tower there. after it is empty destroy it again and wait... Soon enough the humans send an advanced party and one of their oil drillers, but let them build uninterruptedly. Assuming your defense is in range of the tower it will automatically fire thereby draining the humans credits be aware that this is a lengthy process i am talking 2 and a half hours, but to attack their base now is mass suicide.

To the west of your base build three defenses by that slope. Try and put a group of 9 light tanks in the gaps of the trees and use the techniques mentioned above. REPAIR any damaged units or they'll be singled out. Gradually their attacks subside but watch for sneak attacks. the computer will let you know if the energy is low on any structure as an insurance. When you need more oil attack that second tower and carefully shepherd your oil tankers to and fro. If you then destroy the tower you will bait them out so that some of their units will then move on and throw themselves at your defenses.

To attack their base approach and destroy a rocket nest and head north around the base but don't consider this until the coast is clear. Firstly take their refinery louverly 6000 credits for me:) then build a new barracks next to it for more technicians. then take the three silos it took me up to 24k from 2k credits. By now the humans should be penniless so take out the command base etc...

1.16 robbmission 6

You have to send a spy to the enemy base. In actual fact it is a technician you need to send into the enemy command base. This is proving to be a taxing mission as you only have thirty minutes to complete this task and it just doesn't seem long enough for me. When you start the Mission there is no near oil patch the nearest one is around the coast to the NE so immediately send your oil driller and rocket launchers north as they are slow moving vehicles. When you hear "new buildings available" start the usual routine of building ie Solar pwer plant the Refinery at the same time send a buggy ahead to scout for that oil patch.

My tactics are that you send all initial units to the SE of the oil well you will notice that the enemy attack you from the south so try and form a two rows of units to block their exit. If you do not they will sweep around and attack your unguarded base. send the bugees East of this oil to find another patch. The Humans are trying to gain possession of it and may have already done so. if they haven't you will need to keep sending units South of the second patch to guard it until it is needed. Incidentally this is the only other exit the Humans have from their base. Eventually you can build a medium factory which will allow you to build medium tanks and rocket launchers. Remember to dismantle units which are weaker and replace them with harder options. Build two more oil tankers to speed up the production rate. When you hear "no more oil available from the first tower send your tankers to the location of the second. ENSURE that your line of defence SE of that first tower is forcing your tankers to pass behind it ie send it south a bit if it is not.

Now you need to keep amassing forces south of the second tower and advance South eventually your forces will come into range of the human cannon

nests.there are three of them just west of them is the Radar and command base the command base is guarded by another cannon and lots of heavier units swarm at you I am sure someone has finished this level if they have any better tactics please feel free to spill the beans.If you manage to weaken the command base enough send in a technician (good luck)

1.17 bugs

I may have found a bug on Mission 4 of the Robots.I cannot finish This level and it is not through bad Strategy.In this mission you are to protect a convoy which arrives in twenty minutes.Despite playing the game several times and,protecting the convoy trucks and jeep without damage or loss,the jeep will not leave the screen so that the Mission is complete.I will keep you informed of my progress on this one

*CORRECTION*Apparently the Human's base needs to be destroyed as well but it doesn't say so in the mission briefing and it doesn't matter if the jeep is destroyed

1.18 worth it?

If you are deciding to capture an enemy Refinery or Oil tower for example,check how full it is first.It is a senseless waste of human or robot lives to attack if they are empty you may as well capture a full one.As you may have realised by now you can tell by the row of dots below the building's energy bar.

1.19 tips

RUN AWAY AS FAST AS YOU CAN!!... oh hang on,that's not it.

- 1)Watch your back.When you are busy pummelling the stuffing out of the enemy they will sneak up to any vulnerable structure and attack.
 - 2)Try not to let your oil tankers be destroyed stop them if you need to and move them to a refinery later.
 - 3)The robots are oil crazy so let them come to you unless you have a mobile cv and can build defences around an isolated oil tower.
 - 4)The computer AI is high not only do individual units defend themselves when ordered to attack,but the enemy knows how to find weaknesses.It will attack weakened units to destroy them and concentrate fire on an annoying structure
 - 5)The Robots will not build on top of you to replace a destroyed building so you can occupy it's space
 - 6)When you want to attack a building with several units make sure you give them a group number so that you can quickly press a function key to send them away from the building when it is destroyed.Do not approach the smouldering heaps in a hurry(especially oil towers and defences)
 - 7)factories produce vehicles which are specific ie you cannot build a medium factory and produce all the units you can in a light factory you have to upgrade each type of factory.eg oil tankers can only be built in upgraded light factories.
 - 8)When the enemy singles out one of your units in front of your main wall of defence move your unit back this makes the enemy advance and easy pickings for bazookers.
-

9) Only order your units to destroy a structure once as the second time takes the time to get within point blank range of explosion when the building blows.

1.20 oil towers

Oil towers: Try building a replacement oil tower on an oil patch you previously exhausted this seems to dredge more oil from them. (about three tankers)

1.21 oilweak

Up until (3/3/99) I have been trying several strategies to complete mission 5 on the side of the Humans and I have noticed a weakness of the Robots. They apparently like oil a bit and go mad when they don't get a fix. So you can rely on them coming to you and plan defences. When you have "no more oil available" from a tower destroy it by forcing your units to attack it. If you replace the tower with a new one you can get about 3 tankers of oil out of it you may only get about one tanker full if you repeat this process.

1.22 silos

captured enemy silos contain about 8000 credits sometimes so capture them

1.23 radar

EXTREMELY Important!!! without this you are Carbon. Allows you to monitor enemy movements at a glance and look out for sneak attacks on your oil towers

1.24 defence

protect your defence by putting forces a couple of rows in front of them. Now rocket launchers cannot take them out easily

1.25 launchers

Rocket Launchers are capable of firing upon defences and units on higher ground than themselves.

1.26 predator

these are dangerous because of their rapid firing so don't allow them to single out and destroy units or structures

1.27 bram

These are devastating air defence systems which are also mean opponents to ground forces. Any fast moving vehicle can handle them. On Human mission 12 tackle them with Cheyenne. If you get the Cheyenne within its firing range of the BRAM you should be able to release 5 rockets before it reacts. As soon as the fourth or fifth rocket leaves your 'copter back away at an angle NOT at 180 degrees. Approach again, this time the bram may be ready for you. DO NOT approach the barrels if they are pointing at you make sure they are pointed slightly away from you as it gives you time to retreat. don't worry if you get caught once or twice. After a couple of attacks like this the BRAM will explode

1.28 supply ship

these can be ordered in an Aerospace centre and when complete will land there. Before they land save your game as they contain different vehicles and soldiers each time. They range from Commandos to artillery, rocket launchers, bazookers, armoured vehicles and light tanks so far as i have seen as yet.

1.29 bastard

These tanks are really impressive. They have four revolving gattling gun type barrels only bigger! It's not too expensive to build. when you start running out of oil these babys will destroy or severely deplete the energy from oil towers and other buildings. They are AFAIK vulnerable to Plasmer and Predator tanks so if one of these approaches make it retreat and it will do so whilst firing repeatedly. If the tank fires only one explosive it is in dire need of repair

1.30 cheyenne

As you may have guessed this is my favourite unit. You need a ↔
Special factory

which is upgraded to produce these. They have powerful rockets and are fast moving they are extremely useful for picking off say antigrav which are out of range of your defences but are happily firing upon your base. also they can be used in hunter/killer raids tackling predator, plasmer and other annoying units before they have any chance to fire a shot on your expensive defences. They are vulnerable to

laser tanks
, rocket launchers, Bram and

antigrav so they must be watched frequently incase a unit attacks your Cheyenne when your not looking. Another use for these helicopters is to "close the door on groups of units" which attack en masse. If say a Bram, rocket launcher, laser tank and a couple of antigrav decide to pummel a rapid fire nest let them but attack their rearmost unit once they have selected their targets, obvious may be but can help if you are limited to surviving on low funds. this way you should be able to pick off dangerous units more quickly. Sometimes the group will realise what you're up to and turn on you so it's not 100% foolproof.

1.31 groups

Another use for these helicopters is to "close the door on groups of units" which attack en masse. If say a Bram, rocket launcher, laser tank and a couple of antigrav decide to pummel a rapid fire nest let them but attack their rearmost unit once they have selected their targets, obvious may be but can help if you are limited to surviving on low funds. this way you should be able to pick off dangerous units more quickly. Sometimes the group will realise what you're up to and turn on you so it's not 100% foolproof.

1.32 laser tank

a rapid firing unit which is also quite durable and medium speed it can take down Sioux and Cheyenne helicopters quite easily.

1.33 hummission 1

Nothing too taxing to begin with.

Destroy enemy defence then take over the base. Head NE and you should see a large rock formation jutting out of the sand. Behind this to the left and right are two minigunners. just approach them one at a time carefully with a bazooker. after your first shot advance one position to finish him off.

Send the jeep NE to scout for the enemy base and pull it back to the trees west of the base. Now send the rest of your group to the jeeps location. Form a group out of your infantry and jeep as this will be your main force. Send a bazooker to the NW and SW of the enemy base and gradually send each closer. soon they will spot flamers if you are lucky you can take them out without loss if not send the main force to finish them off. make sure you don't leave the force next to the base as the robots will now advance. now pull those bazookers back to protect your main force.

Attack, not destroy, the base now when its energy is in the red send in an engineer. Job's a good 'un

1.34 hummission 2

Survive enemy attack. Position that armoured vehicle and the two jeeps in "L" formation to the NE corner of your Command base. Do not build any other buildings until you lose nearly all your forces as you need the credits to repair your base all the time. form two more groups of infantry and bazookers. position the bazookers behind the "L" formation but not too close. Position your infantry S>SW of your base out of harms way for now. You should be able to cope with most attacks but if attacked from NW you will need to use the infantry and others to repel it. Re-position afterwards or you'll lose the bazookers. Eventually their attacks cease and you win

1.35 hummission 3

Ah well now i've just retried this mission and not completed it. This i think is because i tried to capture some enemy buildings and not simply destroy them. But i may be wrong :(

Here are some tips to get you going on this mission anyway...

Build a solar power plant, then a refinery, barracks and light factory. Also build more power plants and a RADAR! The Radar is essential for picking out enemy sneak attacks, without it you will be taken by surprise. Leave about 3 armoured vehicles and protect them with Bazookers behind them at your base. At this level you cannot upgrade your barracks or light factory as you cannot build a research centre.

The main object (as in all missions) is to starve the enemy of oil. The simplest way would seem to be to attack and destroy its oil towers, but as you will have noticed it will send oil drillers etc to get this back. On this level you are in luck because the Robot's only have one Refinery. This is situated to the SE. If you can mass vehicles and bazookers near the entrance to the Refinery you can prevent any oil tankers from unloading. This is not easy as the Robots have a significant amount of credits already and send tanks at you. Keep pummeling the refinery replacing and reinforcing your forces. Eventually with enough bazookers the refinery will blow. Now attack the command base and or silos. The rest is history. Above all persevere it will take time to deplete its reserves

1.36 hummission 6

"Destroy all oil towers"

You start this mission off with 3000 credits and you can find oil to the SW.

Your Medium factory cannot be upgraded on this mission. Oil can be observed SW and East of your base, but the oil to the East is already occupied by enemy forces so it needs to be attacked first. Blockade your SE. entrance.

It appears that some of the oil towers are fake. If your Technicians cannot seem to capture oil towers send them as close to the Northern most point of them and then send them into the structure to capture it.

The oil towers which must be destroyed are North, East and North East. Once these are destroyed then you win!.

1.37 tunnels

Have you noticed that when you move your cursor over the Tunnels that they are all "Tunnel entrances"?. The reason for this is to be able to select the exit you need. Once you have sent a Tunnel CV unit to the required entrance/exit and deployed it you need to LMB twice to hear "Primary set". This means that the Primary exit has been set. If you want to send vehicles back for repair then set the Tunnel entrance near your base as "Primary". You can have many entrances/exits

In addition to this you don't have to wait for the ability to build a tunnel via the command base options. all you need to do is build two tunnel cv's send one to your required exit and one to the entrance you want. Obviously there is a catch and that is the cost. A tunnel costs 480 credits and a tunnel cv costs 720

1.38 camouflage

Camouflage is useful to hide your units and buildings from the enemy but if your unit fires it is no longer hidden. Also if a building is attacked it loses its camouflage. Build camouflage in the normal way you would a building and when it is completed select it and left click on the object to be camouflaged

1.39 hummission 7

The enemy base is to the SE. There is a lot of oil scattered about but you should try to claim it quickly before it's pinched by the robots. The oil can be found SW, S and Far South. You can upgrade your medium factory to produce Pyro tanks.

When you approach the defences with two defenses close to each other don't just wade in and hope for the best. Keep to the diagonal approach ie approach from SW, NW, NE, SE and you can launch rockets at it to destroy it.

1.40 hummission 8

Survive for ten minutes then destroy the base. You start off with 5800 credits find oil to the north. To the south is a bottleneck to send your first wave of units to stop enemy entering your base. Below and right of the bottleneck is an oil tower. Napalm launchers would be useful for this but you will need to upgrade your medium factory to be able to do so. The Robots have a refinery and lots of silos separated from their main base and are the obvious first target. However they are defended by Nests which respawn (the first time I have noticed this)

1.41 hummission 9

You can build a "Special factory" which at this level enables you to produce Sioux helicopters. Protect the South and West of your base with Rocket launchers. These are required to down antigrav craft whose laser can be very destructive. Antigravs are fast and are best attacked whilst hovering. Three Sioux helicopters make short work of them. Don't forget you have oil to the North.

The enemy base is split into two sections to the West and South west and most of its oil is pumped from the far SW, so attack the oil first then the Command base etc. Take the refinery near the base and build new oil towers over the enemys so your oil tankers can ship oil to this refinery.

At the junction where you can head towards the oil or enemy base build a tunnel entrance so you can send units quickly to the front.

1.42 hummission 10

This is the Robot's second line of defence. Just before 3min antigrav attack from the South as well as Threelers so put a couple of Rocket nests to the South of your base. Watch out for Plasmer as they are very destructive. Take the oil to the NW first and the oil to the South second. The robot's have an oil tower further south than that patch to the S but protects it with antigrav so send rocket

launchers to neutralize them. The heavy factory can produce triple tanks and artillery. Towards the end of the mission try to capture the silos one after another until your credits stop increasing then destroy the rest.

1.43 This

Strategy 1

Strategy 2

My Strategy

1.44 marco saupe

- build the oil tower (o)
- build a solar powerplant (s)
- build a refinery (r)
- build cannon nests until you have no money left (t)

The my base looked as this: Command Centre (c)

```
o  rr s
   rr ccc
      ccc t
      t ccc t
      t t t t t
      t t t t
```

I sent the bazookers to defend the oil tower until it's dry.
I placed the other units in the gaps between the cannons.
Place them wisely, i.e. make sure you have a rocket or ion launcher on each side to defend against air units. When you finished placing all the units and cannons then always have the Cheyenne selected and use it to attack all Antigravs and all heavy units that can't attack an air unit (like Predator).
I finished the mission with still 7 cannons, 5 vehicles and the Cheyenne left.

--

```
- Marco Saupe - Team *AMIGA* - http://www.saale-net.de/homepages/m.saupe -
----- msaupe@saale-net.de --- Marco.Saupe@in.stud.tu-ilmenau.de -----
--- AMIGA 1200T PPC 603/200 BVISION ----- Amiga Zentrum Thueringen ----
```

1.45 fluffy lemon

Yes ll is a toughie. The secret i found was to try to protect your oil well as much as possible with a few units on the left while fending off the attacks from the right. The most important thing is to build the radar outpost as you can then build a couple of rocket nests and a rapid fire nest to protect your buildings. stay with it and leave a

little money to keep up the strength of the nests. After a while the robots run out of money and the attacks become less frequent then you can wander off and go for the kill.

good luck!
kill
fluffylem@yahoo.com(Fluffy Lemon)

1.46 sean musson

Without labouring the point without the other two preceding ↔ strategies i would not have defeated this level on my own.The other two are indeed good strategy gameplayers.

From the word go send the oil driller to the North West to build an Oil tower.Also send the two bazookers and the infantryman north of this tower just b4 the trees.Immediately build a Solar plant and refinery as quick as they are available.At the same time organise your forces like so...

```

b b i

O O  XR R R R          l
                        f
O O  R R R R  S S      l
                        m
      R R R R  S S
XR R R R  S S

          n      r
      D D D  C C C C X
      D D D  C C C C
          r      r
      D D D  C C C C
      D D D  i C C C C i

          X t t X

```

Where O=oil tower;R=Refinery;S=Solar Plant;D=Radars;C=Command base;X=Rapid fire nest

The units are represented as...

b=bazooker;i=infantry;n=Napalm launcher;l=light tanks;f=pyro tank;m=marauder;r=rocket launcher;i=ion launcher;

Whilst all this is going on send the Cheyenne West until it tracks a Mobile bomber.Destroy the bomber as we don't want any nasty suprises.At this time you may also see a Robot oil driller so destroy it if you have the time Set the 'copter to a group and withdraw it immediately the bomber explodes.

When the Refinery is built start building a radar outpost.When built start building a rapid fire nest.I found that these nests are tough and can take a good pounding from the enemy

Plasmer

as well as being able to take down Antigrav. The Rocket Nests seem to be singled out and won't last long. The Cannon nests cannot defend themselves against antigrav.

If you arrange your units like so you will survive but only just. Be prepared to break formation to gang up on a Bram vehicle or dodge the dangerous

Predator

tanks. Before you can place your first Rapid fire nest Two Bram, a Plasmer and a ←

Predator or two show you what kinds of forces you will encounter during the 15 minutes, thankfully the Brams will not appear in such forces again, however one will attack from the West later. Your Cheyenne crew is going to need eyes in the back of its head. This sole unit will mean the difference between success or failure. The most important fact is if you lose both oil tankers b4 the well is empty you are napalmed (couldn't say doomed in this game:)) so you basically need to keep an eye on the West first and foremost to protect your tankers then the South of your base, followed by the East

Keep that Cheyenne busy and learn when you can disengage it to select another target. You need to do this to conserve every morsel of credits you have by stopping your reserves being wasted on repairs. If you attack slightly above the horizon at your maximum range you will find that the Cheyenne delivers 5 quick firing rockets but basically keep it at the limit of its firing range. If the Cheyenne is singled out then retreat it for later! You may notice lone antigravs penetrating your perimeter without being harmed and this is the job for your 'copter. Remember to keep your 'copter busy all the time

@6 mins to go i lost my Cheyenne put its downhill from there and if you managed to conserve some credits then you are laughing. the enemy's intensity of attack will diminish now until you win

1.47 hummission 12

Wait ten minutes for a secret agent to be airlifted in then send ←
him into enemy

base in twenty minutes. This first time limit of ten minutes was just about right for me :). At the start you only have access to one oil patch and this is SE of base

immediately send the oil driller, the two triple tanks and ion launcher to the trees and when you spot the oil order driller to build there. In the meantime build a Solar power plant east of your base followed by a refinery east of that. Send the two bazookers to the northern edge of your base by the cliff as if any antigrav sneak through you can bring them down. You may want to build a nuclear power plant at this time and then a barracks east of the refinery. If you build a radar outpost stick a rocket nest by it and a rapid fire nest or two south of it. Remember the first part of the mission you need to build an Aerospace centre to receive your agent. You need to build a light factory, medium factory and special factory first. If you feel the need to order a supply ship make sure its arrival does not coincide with your agents' ship or it will not land!

When you upgrade that special factory it allows Cheyenne to be built. Sioux 'copters are useless at this level. Build one and send it NE across the water, Hmmm a lovely Tropical island, not swarming with tinheads. Heavily guarded but beatable! this is where the Command base is located. You may need to destroy your barracks and replace it with a research centre and also i recommend replacing the light factory with a repair facility (once you have built an extra oil driller). Send that Cheyenne to the west Coast of the Island and attack the

nearest Silo to the shore. Build more Cheyenne, 4 will do, to help you to do this. Once accomplished there is a defense with a couple of brams behind it. This is how to take out the

bram

Basically try to clear away as

many defenses as possible to the West, North and South of the base.

To get your agent to this enemy base you will need a Transporter helicopter. This can be built if you upgrade that Special factory twice. Just send your agent into it after the copter has landed and to send him out wait until the 'copter has landed and left click on it. Keep pounding the base and its defenses with your Cheyenne but don't destroy the base of course. Position your transporter near to the shore but beware of brams and rocket launchers approaching the shoreline to attack your Cheyenne. When time is almost up send your transporter to the western edge of the base and wait for it to land as you drop off the agent use the 'copters as decoys constantly flying them over any defenses which could harm your agent. He should with any luck enter the base into the NE corner. The base stayed brown but the glorious "mission completed" will be heard

1.48 hummission 13

Much like Robots level 4 where you need to protect the convoy. You don't need to destroy the base though; Your first oil can be found far to the north. Send an oil driller an ion launcher and bazooker to guard the oil tower you are going to build. Notice that to the West is a clearing in the Jungle and the nearby enemy base. Build towards this clearing and when you can build defenses eg, three rapid fire nests and a rocket nest. It's up to you which defenses you prefer, but I think the rapid fire ones are best. Very near to your new oil tower to the North are the two robot oil towers. Send your ion launcher to attack this as well as a triple tank and artillery when you have built your defenses near that clearing to the west. If your sneaky you can stick a rapid fire nest in range of the Robots' heavy factory so it will constantly deplete their energy as will the units attacking the towers to the north in order to get Bastard tanks you will need to upgrade your heavy factory twice IIRC. After twenty minutes the convoy arrives from the SE corner of the battlefield. Move each convoy truck to the East side of your base and make them stop! If you just move them they will default to their destination and roll towards the enemy guns.

The enemy Base is built in a narrow passage from North to South. To the North of this passage are two oil refineries capture one for loads of credits and a nearer place to accommodate oil tankers from the two towers to the NE of it. ←

Now

the Enemy command base is Right/middle of this strip and protected by defense ws01, the beam firing defence. The land juts out. If you take out the defense with a Bastard tank from this place you can then bombard the base without trawling through the whole base—A piece of cake :) Your convoy wants to head NW off the battlefield but its exit is guarded by a lonely turret which needs taking out. Once the path is cleared of defenses you can send your convoy on its merry way by simply moving it anywhere

1.49 hummission 14

You need to survive for one hour*gulp* this time.the clock is counting down You already have an Aerospace center and plenty of power.Send one of your oil drillers East with some protection.Build a refinery as close to the oil tower as possible to enable defences to protect it when built.This oil is about the only oil you have until late in the game!Then build a radar outpost and start putting up rapid fire and rocket nests strategically around your base.At the asame time order a supply ship because initially you will need all the firepower you can muster.do not be tempted to move your forces away from your base and its defences as they will be lost hopelessly.make us of the Cheyenne and make sure they are repaired when heavily damaged.Don't put your Bastard tanks on the front line but a couple of rows back to act as a hammer if enemy forces come too close AntigraV will try to deplete your energy by hiding behind the small clump of trees just south of your base so take them out with a çheyenne.As long as you manage to keep your Cheyenne healthy you should survive.

If you're after points then you can attack the enemy base but leave this until the enemy stop coming.As usual when your oil is depleted build another tower and when that is depleted lleave it.the robots are drawn to it like moths to a lamp.If they manage to build a tower there you can deplete their reserves by puttting a rapid fire nest or two in range of it.SE of your base is a robot tower and you can slow down their onslaught by interrupting their supply of oil taking out as many tankers as you can.The Robots are wise to this sooner or later.just hang in there until the clock turns to zero.Don't be tempted to build,build ,build as you will not have enough energy to keep your defences in healthy state.

1.50 infantry

Infantry are good at close quarter combat in groups of four or more.I tend to use them as a last line of defence guarding my base.They can be squashed by medium and heavy units.Under no circumstances let them attack enemy buildings if it's about to blow as they will be shredded by the shrapnel.

1.51 npalmlaunch

Ha ha this is what we've been playing for.These are awesome but slow and need protection.They can single handedly destroy buildings but there destruction can affect close allies especially soldiers.These launchers are more suited to long range shots and seem to be able to fire as far as rocket launchers

1.52 sioux

Vulnerable towards rocket launchers and defence WS02.They are fairly fast and only safe against antigraV if in groups of 4-6.Their strength lies in speed and destructiveness.

1.53 ws01

These can annihilate your forces. You can attack them from N, E, S, W but not always successfully. It is best that a half dozen helicopters take them out quickly and without damage.

1.54 capture

To capture enemy buildings...

- 1) Send a formidable force including engineers or technicians close to the entrance of the structure (if possible). Flamers/grenadiers/bazookers all cause a lot of damage to buildings but are vulnerable to attack especially when moving to the front line.
- 2) Arrange your force so that the NW in close proximity to the required structure is clear and place a technician or engineer there. Otherwise your units may kill him with friendly fire.
- 3) Attack the structure until its energy bar is in the red then send your man in as close to the structure as possible with the animated cursor.
- 4) If the structure is not repaired send your man into the structure when you have the two green cursor arrows showing over it. "building captured"

1.55 automan

As far as I am aware you cannot automatically produce new units from the barracks or factories, however you can order a certain amount to be built one after the other. For starters make sure you have enough power. Then click on the unit you want to produce, then hit the RMB the number of units less one you want to produce.

1.56 hummission 4

- > Attack from the south with massive forces worked for me. When you exhaust the
- > oil from the wells, destroy them and build new ones to get more oil, then keep
- > building up your forces.
- >
- > If you block the north and south choke points with your forces then you can
- > have your half of the screen peaceful while you build up your forces.
- >
- > >I've tried to attack from the south entrance but get my butt kicked
- > >and since I run out of oil and then money very quickly, this isn't
- > >the best solution.
- >
- > See below, you've missed something really important.
- >
- > >BTW you also get a research centre, I tried it once and got nothing
- > >out of it. Is it a red herring?
- >
- > When you build the research center place it and then left click on your light
- > factory to select it, then right click TWO TIMES on it to get the upgrade
- > icon (upwards pointing arrow) and left click it to start the building upgrade.
- >

> You need to do this TWO TIMES to be able to build oil drillers.
>
> When an oil platform is exhausted left click on it to select it and then hit
> the "K" key to destroy it (make sure that any nearby unit is moved first),
> after it blows up you need to select it again and right click it to bring up
> the repair icon, repairing a destroyed building will destroy the remaining
> building, thus clearing the space for a new oil platform.
>
> You'll only get about 3 tankers full of oil doing this but at least it's more
> oil (which = credits) before you'll need to destroy it again. my usual
> strategy is to build FIRST THING upon getting new oil another oil driller,
> THEN building new units. That way I don't run out of oil drillers when I need
> a new oil platform.
>
> With the research center you can upgrade your barracks, light factory, medium
> factory (level 6 onward), heavy factory (level 9 onward), special factory (level
> 9 onward) and I think the aerospace center (haven't seen that one myself yet).
>
> BTW, you're going to love level 5, where you don't get ANY driller for 10
> minutes. :)
>
> (source:Greg Tallent e-mail=gwt@gte.net sent via e-mail)
