

TOTAL ANNIHILATION MISSION SPOILERS

By Jarrod Hampton

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CHAPTER 1

ARM MISSION SPOILERS

MISSION 1- A Hero Returns

This is a very easy mission, as all you have to do is get one of your units to the base of the galactic gate (the structure that is visible to the north). Simply group all of your units together and click on the patch of ground just below the gate. As your units move up they will be engaged by CORE troops, but ignore them. If one or more of your units get stopped by an enemy unit, click again just below the gate and they will start moving again.

Most likely it will be a peewee that gets to the gate first, simply because they are the fastest.

MISSION 2- CORE Kbot Base, Destroy It!

There are three paths across the water into the section of the map that you start off in (although the southern two are so close together that they can be considered to be one), and placing two light laser towers at each of these is a good way to stop most of the CORE attacks. However, you may need to attack some Storm kbots as their missiles can hit the laser towers without needing to get into the lasers' firing range.

Build your defenses and build up your units for the assault.

Alternately, for a quicker game, build one or two solar collectors, take your commander south and D-gun your way into the base and D-gun the kbot lab as soon as you spot it. The AK's you'll encounter can either be D-gunned or shot with the laser.

MISSION 3-Spider Technology

It may be a good idea to move the spider bots back from the edge slightly and put them on 'Hold Position'. Moving them back makes them that much more difficult to hit. Try and keep an eye on the minimap at all times in case the spider bots get attacked and make sure they are firing their paralysers at their attackers.

There are three ways across the river that the computer uses, so protect them with light laser towers, again watching out for any Storms.

Try and clear the right side of the map of all CORE units before attempting to bring the spiders south. There is a way across the river just below the mountain they are on, so the spiders never need to travel along the left side of the map.

You need to get at least one spider bot into your base. This means below the line of the dragon's teeth. If you don't get the victory notice, move them around a bit until you get it.

MISSION 4-CORE Contamination Spreads...

Always keep your base well defended by light laser towers as this is the first mission that you will face some tough opposition. Back this up with appropriate units and kbots. As you expand your base, build additional radar towers for extended spotting range. Use your Samsons and Rockos (the Samsons are probably slightly better) to target enemy buildings (use the minimap to target them while outside of their visual range). Using this method you should be able to destroy most of the CORE laser towers without losing too many units.

Depending on the level of difficulty you are playing, you may come across some Reapers which can cause some serious trouble (try and D-gun them if possible). If you decide to build some Zippers, remember to keep them constantly on the move, as their speed makes them very difficult for the CORE units to track. A group of Zippers makes a nice strategic strike force as they can get anywhere very quickly.

When attacking the CORE base, try and take out their construction labs as a first priority so they don't keep making new bots.

MISSION 5- The Gate to Thalassean

The key to this mission is to take and hold the choke point located south of your position by the ocean side. You will know this choke point by the classic two hills with a narrow pass in between them. You will need to especially hold the left hill. The computer loves that hill and will take it if he can since it is a direct route from his base and offers him a great firing position. Also there is a small opening on the left side of this hill. It is like a small sea shore where there is enough room for a big tank to pass through. Blast a few that try to pass through and that will plug up the gap. There are some low hills in front of the larger 2 hills. Use these to help you gain cover and ground as you move forward. The gate is located to the southwest corner of the map on an island. You can take your squad of aqua tanks there but there are a few turrets and thuds that will be waiting for you. You will need your commander to capture the gate himself. I found that 6 tanks + the commander works pretty well. The walls are too steep for good fire support from your subs. But on the other main land mass, you can harass the enemy by using the skeeter's radar to spot. Once spotted, use the sub to shoot the units standing on the shore. It is a real rush shooting away at the enemy when he has no idea where you are underwater. Subs work great on land units on the shoreline and ships that can't shoot into the water. Every so often I find a stray unit too close to the shore and I happily tell the sub to target that radar blip. There will be some small forces and emplacements to the east of you. A squad of 8 - 10 peewees will be able to take them out. You might consider some rockos added to the squad to give them some fire support if you wish to minimize your losses.

MISSION 6-Beachhead on Thalassean

Even though you start with just the Commander, he shouldn't have any trouble dispatching the Core welcoming committee. Save energy by not using your Disintegrator Gun.

Collect the metal wreckage before building three Metal Extractors and Wind Generators. All the time, keep an eye out for Core scout ships in the harbor area. Once you have your generators, build a shipyard in the harbor, then construct two Lurker submarines, a Construction Ship, two Crusader destroyers, and several more submarines. There are still a few more Core AKs on the island which need taking care of, but build the ships as fast as you can.

Core naval units approach from several directions, but primarily east and west.

Position two subs by the eastern islands until you can build a couple of Torpedo

Launchers. Use the Construction Ship to reclaim sunken metal. Build a small fleet

of Lurkers and Crusaders, and a couple of Skeeters as counterattacks against Core ships.

Core Snake subs and Enforcer destroyers patrol aggressively just outside the harbor.

Make sure you have at least two submarines at the mouth of the harbor at all times to prevent

The Core forces from reclaiming it.

Move the Commander to the western side of the island to build a Kbot Lab.

Build six to eight

Hammer artillery units to take out the Core surface ships that soon appear.

Create a Construction

Kbot to build Guardian stationary plasma cannons along the western coast.

Move your subs and destroyers to the western side of your island, and as your navy expands,

send out a small force of subs and destroyers to the north side and patrol the area.

Build an Advanced Shipyard and then two Piranha attack subs (to take out Core submarines)

and two Conqueror cruisers, whose long range guns should take care of the surface ships.

Keep your ships mobile. Core naval units are limited, and you may need to mop up the last one or two.

Rather than sacrifice your Hammers, repair them when their health drops below 50 percent.

MISSION 7- The Defense of Larab Harbor

The key to winning this mission is to look after your Moho Mine, repairing it after

each Core attack from the air.

As the mission begins, you are seconds away from an initial attack. An

Enforcer

and Hydra arrive almost immediately at the center of the world, followed by

Searchers. A squadron of Shadow bombers will dump its load in the north-west.

To combat this, move your Ranger ship south, and use your Skeeters and

Crusader for a full-on attack. Move two Jethros and a Samson to the west of your base as anti-aircraft defense.

Use the shipyard to produce a Construction Ship and several Lurkers. Get the subs to the south-east edge of the harbor to protect against the Core ships. Use the Construction Ship to build an Advanced Shipyard immediately so that you can produce Piranhas, Rangers and Conquerors. Use the Commander to repair the Mine, collect metal and build a Vehicle Plant. The latter should first create Samsons as air defense, and then a Construction Vehicle to build Defender missile towers against air attack and plasma cannons against sea-based offensives. Use the Construction Ship to reclaim metal from the sea before building several Torpedo Launchers at the harbor opening, while being protected by submarines. Use the Commander to build more Solar Collectors (or Wind Generators) and reclaim metal. The Construction Vehicle should now take over the task of repairing the Mine between attacks. Build two more Construction Ships to reclaim sunken ships, while maintaining energy and metal levels so that you can continue to build the expensive naval units in the Advanced Shipyard. Bear in mind that your task is to protect the Mine. Don't try to attack The Core, whose force is enormous. If you are in danger of being overrun, build extra Torpedo Launchers to protect the gaps between the harbor and the small island in the mouth. Group land-based defenders near the Mine, ready to repel any amphibious tanks that might get past your subs. The Dragons Teeth slow any amphibious tanks, and you can concentrate your firepower, including the Disintegrator Gun. When the attacks begin to trail off, it's probably safe to seek out the remaining forces to end the mission.

MISSION 8-The Gate to Tergiverse IV

This mission is best described as a cow. Set aside a couple of hours to finish it. And save regularly, because all your hard work will be in vain if you accidentally destroy the Galactic Gate on the northern island. Build a Construction Ship immediately, followed by several Lurker submarines. You also need to construct a radar tower as soon as possible; the tiny island immediately to the north-west is an ideal location - the Commander can even walk to it. Energy and metal are scarce, and sources are scarce, so collect any wrecks you find. While building the Construction Ship, get the Lurkers, Skeeters, Crusader and Ranger to patrol around your base. Get the Construction Ship to build at least three Torpedo Launchers around the top of your island, while your Commander builds a Vehicle Plant to construct Samsons. Also create a Construction Vehicle to make Guardians and Defender missile towers.

The purpose of the mission is to gradually expand onto the four islands to your north (you can ignore the larger one immediately to the north-east). Use the smaller islands to protect against naval attacks. Concentrate defenses around the channels between each of the islands. Get the Construction Ship to build an Advanced Shipyard to the south of the existing shipyard after creating the Torpedo Launchers. Keep building naval units in both yards. Build a Guardian on the north-east edge of the second island you occupy. Once you have created Level-2 Piranhas, Rangers, and Conquerors, you can begin your attempt at occupying the third island in the center of the map. Build eight to ten Flash and Stumpy tanks and Samsons as a base defense force, assisted by the Dragons Teeth you were supplied with at the start. Your initial assault on the center island can involve a destroyer shelling Core Torpedo Launchers out of their range. A long-range plasma cannon will help too. Finally, go for all out attack with several Conquerors, two Millennium battleships, several Rangers, and a few Lurkers, Crusaders, and Skeeters. Your Hulks can bring over a bunch of anti-air units - Jethros and Samsons - to take out The Core air force. Use the new island as a staging area before going for the final island, but be ready for shelling from that one and a second to the north-east. Consider building an Advanced Vehicle Plant to chuck out Amphibious Tanks, transported to the island by Hulks. Be aware that the Galactic Gate is likely to get pulverized if you leave your force to its own devices. Control the attack carefully. When it looks as if victory is in the bag, walk your Commander across to capture the Gate.

MISSION 9-The Hydration Plant

You get to play with air units for the first time in this scenario. As the mission begins, two Pyros are attacking your Commander. Dispatch them and capture the Core Radar Tower and Metal Extractor. Construct your own Radar Tower and Aircraft Plant immediately, followed by two Light Laser Towers to the north and south. Core fighters will attack, but should be fought off by the towers, at least until you can get some air defenses going. With your first Freedom Fighter, patrol around the top of your base. Repair the Laser Towers and Metal Extractor as

necessary.

With several Freedom Fighters and Thunder Bombers, patrol your base to gradually disable the Core air force.

You'll need plenty of aircraft to wipe them out completely, though, sending them to

the northern edge. While they

work the enemy, continue to build aircraft, including Atlas transports.

Although you

are thinning the Core's force, it's still safer to fly the Commander to the second hillock

to your north. Unless you have destroyed it already, you will find a Light Laser Tower here.

Capture the Solar Collectors. To the north of this second hillock is the Hydration Plant,

surrounded by Dragon's Teeth. Either fly or walk the Commander to it, taking out any

remaining Core troops. Once the Plant is captured, the mission is a success - you don't need to wipe out The

Core to succeed.

MISSION 10-The Bromid Maze

Leave the Zippers in the upper left corner as moving them out of that area seems to trigger an airstrike. This map is excellent to establish kill zones for your defensive structures. You should focus on Defenders as they will provide you with excellent air defense as well as good ground defenses. If you look at the map, you should only need to build two sets of defenses as you can build your base so that there are only two entrances.

You want to build an advanced plant to get an advanced construction unit so that you can build mohole mines to replace your metal extractors. Just grab those mines that are in the southern section of the map. Don't try and expand too far north, as when you have converted to all mohole mines, you will have an ample metal income. You will need to build a lot of solar collectors as you cannot build a fusion reactor or geothermal plant. Use construction aircraft to build Defenders on top of the ridges your other construction bots can't reach.

You will get your first chance to see a Brawler pack in action on this map. Build up 7 or 8 Brawlers and start targetting red dots on the map.

For an even better coverage, set a patrol point in the midst of a collection of red blips. The Brawlers will make short work of most things. If you come across a defensive structure (the CORE has a Punisher and a number of Gaat Guns), target it immediately. Send the Brawlers home is they get damaged - it is best to have one or more construction aircraft on patrol in a section of your base as you can then land the Brawlers there and they will get automatically repaired.

Your defenses and Brawler pack will mean that you shouldn't have any trouble with CORE forces. If you see a column on the move towards your base, intercept them with the Brawlers and see how effective they are

against ground forces.

MISSION 11-The Gate to Barathrum

The canyon in which the Galactic Gate is situated is heavily guarded by CORE Gaat Guns and Pulverizers, the later of which will cause your aircraft serious problems in that area until you destroy these defences. Try and get another construction craft built as soon as you can and start building your own missile towers in strategic points. You will face some CORE aircraft, but building enough Defenders should leave you safe. Build up your metal extractors around the site where you started, and continue expanding your mining operation to the right of the map, building defenses as you go.

When you have your force of Brawlers established, have then take out the defenses in the canyon, and then all of the canyon's defending units. Put the Brawlers onto 'Return Fire' rather than 'Fire at Will' because you don't want them to attack the Galactic Gate by mistake. Destroy everything on the map and walk your Commander to the Gate and have him capture it (remember to put him on 'Hold Fire' so that he doesn't attack the Gate with his laser).

MISSION 12-Barathrum!

The moho mine that you need to capture is in the upper right hand corner, so when you send your units there, be careful what you destroy. Also in this section are a number of windmills and metal extractors. Instead of getting rid of the computer's production capabilities piecemeal, you should wait until you have a squad of about 7 Brawlers and then raid the upper right hand corner and destroy everything (except the moho mine!), and then head directly south into the lower right hand corner. This corner holds nearly all of the other metal extractors that the computer owns - destroying these will halt the computer in its tracks. There are a couple of Gaat guns and Pulverizers and Crusher Kbots in this area, so you should target them as a priority, but your Brawlers should make short work of them.

You can claim all of the upper left hand side as your own, as you can establish four small packets of defensive structures that will cover all the four land paths into that section of the map. Again, Defenders are a good choice here, but always back them up with at least 1 Sentinel laser as a rush of fast units may get past the Defenders (they have a long range but don't do a great deal of damage). Set up patrol paths for multiple scout planes so that the Defenders have a chance of firing at their extended range. Putting a construction plane on patrol in each of these four areas will reduce the chance of you losing a defensive structure.

Any air assaults the computer makes will be dealt with by the Defenders. When you have the opportunity, upgrade some of your metal extractors to moho mines. Don't bother trying to establish a geothermal powerplant, as you will have to do that outside of your fortified area. It is much easier to build a vast array of solar collectors - the upper left hand corner makes a good place.

When you start, build metal extractors and solar collectors as your

Commander makes his way down the pathway in the lava. D-gun the laser tower that will attack him. Once out of the lava, you should have him build a light laser tower and then an aircraft plant. From there it is just a matter of following the advice above.

MISSION 13- Landown's Interface

You will only be attacked by CORE air troops in this mission, but there will be a lot of them (This may differ in your experience but this happened to me).

Defenses will be a heavy line of Defenders at the top of your base, with a few more scattered throughout your base (as it is likely that a few planes will make it through your first line of defense).

You should build your Defenders close enough to the cliff face (scout it with the Zippers you start out with) so that they can just reach the units on top of the cliff, but are out of range of units on the cliff, and are far enough away so they aren't continually attacked by aircraft. CORE will build a huge number of ground units and pile them against the cliff edge. You can forget about them for the most part, but be aware that they contain a number of missile-firing troops, so your aerial forays to the top of the cliff should avoid the group of units.

Build at least 2 advanced aircraft plants and have them constantly churn out Brawlers and Hawks. You will need the Hawks to take out the CORE fighters, as they are a serious problem to your Brawlers. Assign numerous construction units to each advanced aircraft plant to speed up production (through the Guard function).

When attacking the cliff top, you should have your aircraft move up from the far left or far right, and then sweep along the top. Your priority targets should be the aircraft plants, then the other plants. If you see a construction unit, destroy it! You don't want the CORE base being rebuilt.

Metal and energy should not be a problem in this mission after you establish two or three moho mines and two geothermal plants. Wherever you build one of these advanced structures, you should protect it with a ring of about four Defenders.

MISSION 14-The Heat Increases

The Roach bombs come fast and frequently on this level, so you will need to establish a fairly large visual range around your base so that you can pick them off before they get close enough to do you any damage. You should aim to get another construction unit built as fast as you can so that you can start setting up Defenders. At the start of the mission, use the Zippers you are given to patrol the outskirts of your base, giving your other troops a chance to target the Roaches from a distance. There aren't many large hills or lava lakes in the area of the map where you start, which means that you will have to establish a large perimeter rather than concentrating on a few spots. Your static defenses should focus on Defenders because you will be hit with a lot of air attacks. However, you shouldn't rely on these for all of your anti-air capabilities, as the CORE force will attack with Rapiers, which can cause

your base serious damage if they get past your initial row of defenses. Some Jethros or Samsons scattered throughout your base (usually in groups of 2 or 3) should be able to destroy any aircraft that make it through the screen of Defenders.

When building the Defenders, you should build them in groups of 3 or 4 to make them that much more effective.

The CORE base is defended with a lot of Gaat guns and is staffed by many Can Kbots, so expect heavy laser resistance. There is a fusion plant in the base which makes an excellent target for your Brawlers.

The large number of thermal vents in the area where you start means that power is never going to be a problem, and you will have such a huge power surplus that you should build 7 or 8 metal makers. You should be able to get a metal income of 30 after upgrading one or two metal extractors to moho mines.

Have an advanced aircraft plant build a Brawler swarm and start taking apart the CORE base. If they are engaged by enemy planes, return them to base and hopefully the CORE planes will follow and be destroyed by your defenses. Once you have eliminated all of the CORE forces, capture the Galactic Gate.

MISSION 15-Rougpelt

It is probably easiest to not attempt to capture any enemy units with the Commander, although it is possible to do so. Having additional units on this map means that you have to micromanage them to some extent to stop them from blowing up the advanced radar tower when they come across it. The Commander is able to destroy any CORE forces on the map with his D-gun.

You may feel like building a couple of radar towers of your own as you move down the map, so that you can get some idea of the movements of the CORE troops. Reclaim the plants if your energy gets too low, but this shouldn't really be a problem. Capture the CORE solar collectors that you find, although you should set up a radar tower here so that you can determine whether there are any CORE troops in the area that will come along and destroy them.

The advanced radar tower that you have to capture is defended by laser towers, but you should be able to D-gun them without taking too much damage. Remember to put the Commander on 'Hold Fire' or 'Return Fire' so that he doesn't destroy the advanced radar tower by mistake.

MISSION 16- Stockpile at the Abutment

You will come under air attack very early in this mission, so you should try and build some anti-air capabilities as soon as possible. Your third building (after a metal extractor and solar collector) should be either a vehicle or kbot plant. Build a few Jethros or Samsons, and then a construction vehicle. When this construction vehicle has been finished, have it build a Defender if the CORE planes are still harassing your forces.

There are so many thermal vents on this map that you will be able to get a massive power surplus. Build 10 or 12 metal makers after you have placed the geothermal power plants, as this will give a real boost to

your metal income. You will notice that you can build a fusion power plant in this mission, along with a Big Bertha cannon. The best place on the map to build the Bertha cannon would be on top of the rocky outcrop near the center of the map. This will let the cannon fire onto the top of the Abutment. An advanced radar tower placed near the Abutment will give you radar coverage over most of the top (although some sections will be hidden by radar jammers). Use the Bertha to start shelling any red blips (you don't have to capture anything, so just destroy it all).

You should build some heavy defenses as a few columns of tanks will attack you. Placing a ring of Sentinels and Defenders around the path down the Abutment will be able to stop any ground offensives the CORE launches at you. Place these structures back a bit from the cliff face, to give them the best firing solution. Put some scout planes on patrol over the pathway. You should build a small strikeforce of Brawlers to help defend these defensive structures, as they are likely to come under fire from mobile artillery, and possibly Diplomats.

Don't neglect your anti-air defenses towards the latter stages of the mission, as air strikes will continue throughout the mission, although not on the same scale as what you faced at the beginning.

After your Bertha cannon has taken out all visible targets, use scout planes to search for any other units that were hidden by a radar jammer. Make the radar jammer your priority target as destroying this will then reveal all the previously hidden target.

MISSION 17-Fortress at Brooban's Isle

There are three islands along the bottom of this map, and you should try and expand to all of them as quickly as you can. The leftmost island contains a thermal vent that you should build a geothermal powerplant on. There are only a few metal deposits available to you, so try and upgrade them to moho mines when you have build an advanced construction unit (most likely this will be an advanced construction aircraft).

The starting Jethros will most likely be able to take care of the early air attacks, and your starting ships should be able to dispatch the few Searchers and occasional Enforcer that attack you. You may want to build an early metal storage building as you don't want to waste any salvagable metal early in this mission.

The CORE sea attacks don't hold back in this mission. Expect to face fleets of 4 Warlords attacking you at once, backed up with subs and sub-killers. The heavy lasers of the Warlords can take out a Defender with one hit and outrange Defenders, so they are of no use against these fleets. After this attack, you can expect a fairly large convoy of Crocks to rumble towards your shores. You can actually D-gun Crocks just as they are coming out of the water but before they can fire.

Try and build up a group of torpedo bombers to help destroy the Warlords when they come, or a large force of submarines and sub-killers, although the latter method must first engage the Warlords' submarine defenders before engaging the Warlords themselves. There are a couple of advanced shipyards that will be producing various ships, namely Warlords and Hives. When you locate CORE construction ships, destroy them as they

will repair other CORE ships.

CORE has access to numerous Titan torpedo bombers and Rapiers. If you take an aggressive stance and use a squad of your own torpedo bombers to cause some damage amongst the fleet of Warlords and Hives, expect the Titans to come south and attack you. Use Hawks to destroy Rapiers. In the top left and top right corners are moho mines, which you should try and take out to reduce the computer's metal income.

When attacking the center island, be especially careful as your units will treat the Silencer (the building that you have to capture) as an enemy weapon, and hence attack it automatically if set to 'Fire at Will'. Similarly, you should not let them attack the fusion power plant that is right next to the Silencer, as its explosion may destroy the Silencer. If you build a Bertha cannon on the middle island on the bottom of the map, you will be able to shell the defensive structures on the southern side of the main island without having to worry too much about hitting the Silencer. You will need to build a fusion plant of your own as there is only the single thermal vent, and there isn't enough land available to build lots of solar collectors.

MISSION 18- Vengeance!

A fairly easy and very short mission. Your peewees will be killed fairly quickly, bu