

Walkthrough-BZ2-US

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The Resource Model

At first look the Resource Model used in Battlezone 2 looks as if it makes sense. Each Extractor takes scrap from the planet that you are on, and you can collect spare scrap lyying around.

What doesn't make sense is that only ONE Extractor is ever active at a time. Even in a fantasy realm as Battlezone 2, this does not make sense and is counter-intuitive. This does, however, make for a different strategy than most games, which is slightly refreshing.

Your Recycler or Matriarch will store 40 scrap. Standard Extractors or Upgraded Extractors will store 20. Matriarchs or Recyclers gain scrap at 1 scrap for every 3 seconds, Extractors gain scrap at 1 scrap per second, and Upgraded Extractors gain scrap at 2 scrap per second. There is also a slight pause in scrap collection each time you deploy or upgrade an Extractor.

Only one of these is ever active at any given time. Upgraded Extractors fill up first, then Extractors, then your Recycler. As you can see, it will be far more productive if you keep within the range of the Upgraded Extractors. Because of this, it is also absolutely essential to upgrade Extractors as early as possible. It is also necessary that you guard Upgraded Extractors well, because otherwise you will lose precious time and scrap income recovering from their loss.

As a result of this resource model, destroying the enemy's Upgraded Extractor will be FAR more beneficial than destroying a simple Extractor. When going for the enemy base, when you find it impossible to take out the enemy Recycler or Matriarch, try taking out their Extractor.

Mission List

Mission #	Title	World
1	This is Not a Drill	Pluto
2	A Simple S & R	Pluto
3	We Have Hostiles	Pluto
4	Too Hot	Pluto
5	The Dark Planet	Dark Planet
6	The Worm Hole	Dark Planet
7	Through the Looking Glass	Mire
8	Get Help	Mire
9	Rumble in the Jungle	Mire
10	Snow Blind	Bane

11	On Thin Ice	Bane
12	Counter Attack	Bane
13	Payback	Rend
14	Fanning the Fire	Rend

Scion Missions			ISDF Missions		
#	Title	World	#	Title	World
15	Transformation	Mire	15	A Traitor's Fate	Rend
16	Ambush	Mire	16	Hole in One	Core
17	Crystals	Mire	17	Core	Core
18	Escort	Rend			
19	An Unlikely Rescue	Bane			
20	The AAN	Bane			
21	Braddock	Rend			

Walkthrough

The Introductory Missions

Pluto

Mission 1 - This is Not a Drill

You will begin Mission 1 inside of a Dropship. Once the doors open Commander Shabayev will race forward a little bit and order you, as well as Lt. Simms to follow her. Follow after Shabayev ASAP whenever she asks you to follow her because she does not like to wait for you.

At the first stop Shabayev will express a need to stay in tight formation and mention that there is an outpost nearby that you need to get to. She will then proceed to take off suddenly without any warning. Follow Shabayev as closely as possible.

A little further she'll stop to speak with Red 1. After a short discourse she will take off in a Northwesterly direction. Following after her, she will eventually order Simms to take an Eastern route and order you to follow her further.

Simms will discover a “strange” radar contact. Shabayev will try to cut it off ‘at the pass’. This is your first Scion encounter. The contact is a Scion Guardian. Take it out with your minigun as soon as it fires at Shabayev and then wait for your next order. The pilot might drop on the ground nearby and fire at you. If it does, take it out.

Shabayev will attempt to contact Sky-Eye. She will be unsuccessful, however, and will take off to the Northeast. After a little way she will bank hard toward the West and head in that direction for a while.

A little while later you will come to the outpost. The outpost will be, for the most part, destroyed. You will stop momentarily at a destroyed ship, and then Shabayev will head into the outpost.

Shabayev will order Simms to make a 200 meter sweep of the area. After Simms is gone she will ask you to find the Communications Station. This should be the nearest building so hit the "I" key to identify the building and Shabayev will come back to you.

Shabayev will then request you to enter the Communications Station. Hop out of your Scout and run into the building. Once inside you will find Major Manson, who has been beaten up pretty badly. He will then request to speak with General Braddock, but after he is informed that you are unable to communicate with him Manson will alert you that the Scion have already found you. Shabayev will then ask you to follow her so after you are done talking with Major Manson run back to your ship. Once again, keep close to her because she will leave you behind.

You will then face two sentries. Kill them, and then follow commander Shabayev back to the outpost. When you approach the outpost you will face two more Sentries. Pick up some of the ammo or armor as you need and meet up with commander Shabayev.

Shabayev will then dismiss Lt. Simms and ask you to follow her. After a little bit Shabayev will ask you to head toward Red 1, telling you that she will stay behind.

Hover straight at Red 1. When you reach Red 1 you will find that they are under attack by several Sentries. Destroy the sentries and Red 1 will inform you that their service truck is some distance off. Follow toward the Service Truck.

Once you reach the Service Truck have it repair you and then follow it toward Commander Shabayev. You will have to defeat 3 Scion Sentries, but you may receive help with one of them from Shabayev.

Once the Scions have been destroyed let the service truck rearm and repair you then follow Commander Shabayev back to the outpost and the mission will end.

Mission 2 – A Simple S & R

You now know what you are fighting… Monsters.

The first thing that you need to do is get to a vehicle, as you start Mission 2 without one. Commander Shabayev orders you to follow her and then takes off running, literally. Eventually you will see Shabayev hop into one of 4 ISDF Scouts. Get in one of the remaining 3 and Shabayev will begin to teach you a little menu navigation.

The first thing that Shabayev will ask you to do is have the Service Truck follow you. Once the Service Truck is following you follow Shabayev. This is actually pretty funny, as Shabayev will, after a little bit, stop and tell you that it is important to occasionally wait for slower vehicles, and so you wait for the Service Truck – this is the only time that Shabayev ever waits for anything. Once the truck has arrived she takes off like the wind and never waits again.

After a little bit you finally see a new Scion unit – a Scion Builder. DO NOT ATTACK THE SCION BUILDER. Instead watch the Builder as it builds a Jammer. Once the Jammer has been destroyed, along with several Scion Sentries that show up, Shabayev will then become obsessed with following the Builder to see where it goes. If you destroy the Builder before this the mission will end.

Yes, it is possible to go after the Scion Builder, and yes, it is possible to destroy it, but don't. If the Builder is destroyed Shabayev is not able to follow it so she sits around for hours practically. She simply does not do anything and the mission might as well be over. Why is this? It appears as if the scripting on this level was FUBAR in some way or another.

Once you are close enough to Shabayev she will have the Service Truck repair her. Before meeting up with her it is a good idea to have the Service Truck repair you. Once the Service Truck has repaired Shabayev she will take off after the Builder.

Along the way attack the Builder so it is practically dead, but once again, DO NOT KILL IT. After a little way you will come across 3 Scion Sentries and another Jammer. Once the Jammer has been destroyed you are finally able to kill the Builder.

Once everything has been destroyed Shabayev will once again leave without waiting for you. She will head into the main base. Along the way you will find several Scavengers, she will pause here for a bit then continue into the base.

The main base has been beat to Hell and back. Once you are inside you will find two Scion Guardians. Fortunately they have not planted themselves yet so you should be able to destroy them without any resistance.

Shabayev will then return to where you saw the Scavengers and will jump inside a Constructor. Cover Shabayev as she returns to the base to construct a Power Plant. You will face two Scion Sentries right off and then another Sentry inside the base.

Eventually Shabayev will be able to construct the Power Plant. At this point she says something else which is funny. "Power's back online boys." Now… who exactly the boys are I do not know since you are the only one with her at this point, but oh well. This will end Mission 2.

Mission 3 – We Have Hostiles

Mission 3 is rather fun. When you begin Mission 3 Shabayev will ask you to check out the underground. Enter the hatch right in front of you and follow forward until you come to a T. There is nothing to the right, however to the left you will find a Scion Hauler trying to steal a piece of ISDF machinery. Blow up the Hauler. At the exit of the caverns you will find two powerups. On your left will be a Pummel and on your right you will find a laser. Do not get either of these now.

As soon as the Hauler has been killed, exit the caverns and head to your right. On your right you will find an ISDF Tank. Jump out of your Scout and head into the Tank.

Once you are into the Tank grab the Lasers but do not get the Pummel. The Pummel is very useless but the Laser is capable of taking out most Scion units in one or two shots.

It is VERY important that you do NOT destroy what the Hauler was taking away or the other artifact nearby. If you do then the mission will freeze because Shabayev will stop in her tracks and not meet up with you if either of the artifacts is destroyed.

Shabayev will indeed meet up with you, however, providing that you have not destroyed either artifact. Once Shabayev reaches you she will enter the tunnels and race for the other side, where you started this Mission.

Once you have arrived near the Power Relay Shabayev will ask that you hop inside of it and access the control panel to drop a navigation beacon near Red 1. Ignore Shabayev telling you that they are to the West. If you head to the Northeast on the map you will see Red 1. Drop the Navigation Beacon next to them here and then log out.

After you are back in your tank Shabayev will head off for Red 1 and will tell you to guard the base. At this time switch to lasers and be prepared. General Braddock will then cut in and inform you that there are two items that CANNOT fall into enemy hands. The two items are the ones that you stopped the Hauler from getting away with earlier.

From this point you will have Scions coming at you from two directions: the entrance to the base and toward the artifacts.

The first wave of attack will be two Scion Sentries and two Haulers coming for the artifacts. After this encounter have the Service Truck position itself between the two sections of the base. Have the Service Truck rearm you after each wave of attack.

The second wave will also be heading for the artifacts. There will be two Haulers and two Scion Sentries. After you take these out Shabayev will contact you to let you know that the Armory is at your disposal. Unfortunately there is NO item worth getting from the Armory as you are not capable of using Missiles and you are already using the best of every other option.

While the Shallower Missile can be used in the Scout, do not use the Scout, as the Tank is far more effective against the Scions.

The Third wave will come at the main base and will consist of two Scion Sentries. Once these have been removed you will face a Scion Scout, a Sentry, and two Haulers coming for the Artifacts. Take these out as fast as possible as they come on the heels of the third wave.

The Fifth wave will consist of two Scion Sentries gunning for the Power Relay. The Service truck will be able to service the Power Relay if it has been damaged heavily at this point.

The Sixth wave will be heading for the artifacts and will consist of two Scion Haulers and two Sentries. Once these have been taken out Shabayev will return and ask you to meet up with her at the Armory.

After a word from General Braddock the mission will end.

Mission 4 – Too Hot

Major Manson will head off and then Shabayev will have a Recycler come forth from a drop ship. Shabayev will have the Recycler build a Scavenger. Once the Scavenger has been built have it follow you to the Scrap Pool.

After the Scavenger has reached the Scrap Pool have it deployed. Once the Scavenger has been deployed 'Hell' begins. You will come under constant attack, but will be able to build turrets.

A Scion Sentry and a Scion Scout will attack the deployed Scavenger. Once these have been destroyed Shabayev will produce a Turret for you. Place this turret between the Scavenger and the direction that the Scions were coming from.

After the turret is deployed a Sentry and a Scout will attack you again. Take them out and then Braddock will order you to head toward your Recycler.

Braddock then orders Shabayev to meet up with Blue Squad and assist them. Shabayev objects, but then heads toward Blue Squad under Braddock's orders.

After Shabayev leaves, Braddock places the Recycler into a production loop, so that it is constantly producing turrets. Place the second Turret next to the first one so that it can assist your Scavenger.

Two more Sentries will come for your Scavenger; take them out. Once they have been destroyed wait for the second turret to deploy, and then head back to your Recycler.

A third Turret should be built by now. Place this turret next to your Armory, behind your Recycler. The reason for this is because later on, if you do not have one here, I have seen the Scions come up from behind. With a Turret here they tend not to attack here, but will attack your Scavenger instead where you have the Turrets.

Place the fourth Turret on the side of your Scavenger that is away from your Recycler and head back to your Recycler to defend it. At this point two Scion Sentries will head for your Scavenger. Let the Turrets get them and attack the one Sentry that comes for your Recycler.

The fifth Turret should be placed in front of your Recycler. After this Turret is placed you will have one Sentry going for your Scavenger. Ignore it and let the Turrets take it out, but head to your Scavenger and you will have a Warrior and a Sentry attacking your Scavenger from behind. This is the squad that I'd noticed sometimes attacks your Recycler from behind.

Braddock will then order you to head back to your Recycler and pick up a special powerup. This powerup is something that you need to pick up in person, so hop out of your Tank once you are close. Get back into your Tank and Braddock will order you to go toward a Communications Bunker.

Once you have reached the Communications Bunker get out of your Tank and head inside the Bunker. Once you are inside of the bunker wait for 5 Scion Sentries to arrive. When they get there switch to your Sniper Rifle and tag one of the Sentries. After you have hit one of the Scions go back into your Tank and move a little distance off, taking out any that attack you, however DO NOT kill the tagged Sentry. Several ISDF units should meet up with you soon.

After a little bit the Sentries will flee, follow them and you will watch them head to a Scion Dropship. Once they are in the Dropship the mission will end.

Dark Planet

Mission 5 – The Dark Planet

After being dropped off head toward Commander Shabayev. Shabayev will ask you to take her wing; follow her.

Shabayev will head toward the outskirts of the base. You will have one Scion Scout attack you; destroy it. Once the Scout is out of commission Shabayev will ask you to defend the parameter.

A Scion Sentry and a Scion Warrior will attack you right away. Remember that you are the only thing keeping the enemies away from the base. Shabayev will help out to a certain extent when they get close to the base, but she can only do so much.

Take the Sentry out right away, and then let the Warrior get close to the base. Once you see it start to morph, attack it. This way it has to morph back before it can attack you.

Two Warriors will then make a run at your base. Take both of these out and then Commander Shabayev will put you in charge of scrap collection. She will mark a scrap pool with a navigation beacon, and then she will have a Scavenger built.

Have the Scavenger deploy on the scrap pool. You are now pretty much free to explore for a bit. Also make use of the Recycler. You can have it build as many Scouts as you need, and I recommend building as many as possible.

Shabayev will then explain that she's found yet another scrap pool. Head toward the scrap pool. Be careful now because you will have a Sentry on your left in a dark corner. Do not have a Scavenger just head for the scrap pool.

Once you get close to the scrap pool you will notice 6 Guardians. Shabayev will suggest making Mortar Bikes to handle the Guardians, however it is far easier at this point to jump out of your tank and snipe the Guardians.

Because it is rather easy to get killed here it is important to save before you begin. Once you are experienced with sniping, however, it will be rather easy. Simply walk within range of one of the Guardians and switch to Sniper Rifle. Snipe the Guardian and MOVE out of the way to make sure that the others do not attack you. Strafe to avoid attack.

Do this until 3 or 4 of the Guardians have been sniped then make a jumping run toward one of the sniped Guardians and you should be able to enter it. Turn around and start firing at one of the remaining Guardians. After a little bit you should be destroyed. DO NOT FIRE when you are out of the Guardian, because the others will attack you. Now fall into one of the other sniped Guardians and continue like this until they are all gone.

After you have taken out all of the Guardians, Manson will tell you that he needs you to come to him. Walk toward Major Manson and he will tell you that there is a Scion Relic that needs to be taken out right away. Follow Manson for a while until you see several Scion Gun Spires. Manson will tell you not to engage these, but to run straight past them. Follow Manson past them and you will find a gully with an alien artifact. Jump out of your tank and plant a satchel charge as close to the center of the artifact as possible.

After placing the charge, run back into your tank and flee past the Scion Gun Spires. When you are past them the satchel charge will blow and the mission should end. If the mission does not end here then the satchel charge might not have been enough to blow the artifact. If this is the case then go back to the artifact and place another satchel charge to blow it.

Mission 6 – The Wormhole

At the start of this mission you are ordered to take the defensive. Grab your Scavengers on F4, F5, and F6 and have them deploy on the three scrap pools. After they are deployed have your F1 and F2 squadrons guard them. Ignore the Scions that keep attacking the front of the base; the Gun Towers will take them out.

You now have a choice of whether or not to continue in your Missile Scout or to use a Scion Lancer. I recommend the Lancer, but if it won't work out then just destroy the three Scions that will hit you from the back.

If you wish to use the lancer then move your Missile Scout out of the way, near the lower left corner of your base if you're looking at the overhead map. Once your missile scout is in a safe place jump out and wait in the very lower right corner for the three Scions to approach. Two are Scion Lancers and then there is a third Scion Sentry.

One of the lancers is marked; do not try to snipe this one. Snipe the lancer that isn't marked once it approaches. After you have sniped it, run back into the water and hide here until it is safe and your F1 and F2 squads have taken out the remaining Scions.

Next, run into the Lancer and wait for Manson's orders. Eventually Manson will order you to head for the Scion Scavenger, and will drop a navigation beacon near it. This might take a while, however. If it is taking too long then jump out of the lancer and head back into it.

When Manson finally marks the Scavenger with a navigation beacon head toward it and have your F1 and F2 squadrons follow. When you get close enough you will find several Scion Guardians. Use the Stinger Missiles to take them out, as you should have a longer range than the Guardians. After they are gone destroy the Scavenger.

Manson will then have a Constructor head for you. Have it construct a Communications Bunker and two Gun Towers. Also watch out because the moment you have taken this area it will come under heavy fire. Have your F1 and F2 squadrons guard here.

After you have the two Gun Towers in working order Manson will put a Bomber under your charge and order an attack on the Scion base. Have your F1 and F2 squadrons attack one of the Scion Gun Spires. When they have engaged it head for it and engage it yourself.

While you are taking out the first Gun Spire have the bomber take out the second. Once both have been destroyed take out the Kiln so that the Scions cannot build any more Warriors. After these have been removed destroy the rest of the base.

After the base has been destroyed the mission will end with the ISDF forces heading through a wormhole after the Scions.

Mire

Mission 7 – Through the Looking Glass

This will be the first base building mission that you've had yet, however your choices will be very limited. In the beginning Shabayev heads out a bit and begins to assist you in defending the Recycler. Do not depend on Shabayev, as MANY Scion units will slip by her.

To start you need to deploy your Recycler. Instead of deploying the Recycler in the narrow area that you start out in, deploy it a bit off where you have more flat ground to build on.

After the Recycler has been deployed, build two Scavengers. Have the first Scavenger deploy at the scrap pool, which is near the back of your base, and have the second deploy at the further scrap pool. You might be ordered to build a Constructor before you build the second Scavenger, but ignore this and build the second Scavenger first.

Once both Scavengers have been deployed you need to build a Constructor. Have the Constructor build a Power Generator near your Recycler. Once the Power Generator has been built then walk out and build a Relay Bunker near your second deployed Scavenger.

By now you should have seen MANY Sentries attacking you. Do not be afraid of letting them hammer on your Recycler for a little bit while you power up when you need to. After all, it is more important that you repair yourself so that you can fight with them than getting blown up and being defenseless.

Once you have built the Relay Bunker the Scions might start attacking you with a Seeker. Run out and destroy it so that you can stop their bombardments. Also, Shabayev might find some ruins about now, which she radios you about. When she does it is important that you rearm your Tank.

As soon as the Relay Bunker is done you want to build two Gun Towers and then construct another Power Generator and build a third and final Gun Tower by the second Scavenger. You do not have to worry about having a Gun Tower by your Recycler as the first three should take out any Scions that attack.

Finally, once the Gun Towers are done Shabayev will request your assistance. Keep against the wall on your right and head toward her. You will be attacked by several Scions, but ignore them and continue toward Shabayev.

Eventually you will come to a ruin, and Shabayev will request that you meet her inside; jump out of your Tank and meet her inside and the mission will end.

Mission 8 – Get Help

There will be two walkthroughs for this level simply because there are two ways to finish this level. Both are equally as difficult, however if you are not very good at sniping then the easiest and quickest way to beat this level will be impossible for you.

Method 1 - The Sniper

If you are able to snipe then this is the way for you.

At the beginning of this mission you will see three red radar contacts swarming the ruins. These are Scions: two Warriors and one Sentry. If you do not shoot one fast enough they will leave, however do not waste a sniper bullet; just tag one so that they stay around long enough to snipe one.

After having tagged one, run back into the ruins and wait for the Scions to start to swarm you. Face the front of the ruins and switch to the Sniper Rifle and attempt to snipe one of them before they leave. You will have roughly 60 seconds to snipe one before they leave so it might be wise to save the game and reload as needed. It usually takes me 2-3 tries.

Once you have finally been able to snipe one of the Scions, preferably a Warrior, run back into Shelter and hide in a corner until the rest have left. The reason for this is because once you have finally sniped one the others will shoot at the Shelter, so it is wise to give them time to leave you.

It is also important to note that the Shelter CAN be destroyed. Also, for each shot you shoot the Scions tend to fire aimlessly at the Shelter. Therefore watch out and be careful with your shots or they'll destroy the Shelter and you will have to reload again.

While this is not the easiest thing to do, mostly because they rarely face you long enough for you to get a clear shot, this *IS* possible, and it is much faster.

After you have sniped one of the Scions and they have left, get into the Scion vehicle and head toward the base FAST. You will pass several Scion Gun Spires and several other Scion units. IGNORE them! Run past them and you should be able to make it back to base in one piece.

It is rather funny here, however, because the scripting isn't geared for you being in a vehicle. You will have to wait around for quite a while for several time- queued things to happen before the mission will end. Just wait around and you should be fine.

Method 2 – The Long Mile

If you attempt to beat the mission this way then good luck, as it takes AGES.

You can either go along the ground or along the mountains. As going along the ground is absolute suicide we will go along the mountains.

First wait for the Scions to leave and then look out of the Shelter. Turn to your right and head up to the top of the mountains. Walk along the tops of them, heading toward the West. There will be miscellaneous powerups along the ground; ignore them because the Scions on the ground will most likely get you.

There will be enemies along the top of the mountains. There are three Guardians.

The first Guardian will show up pretty soon. Simply get into sniper range and take him out in one hit. Do the same for the next Guardian as well.

After you have taken out both Guardians you will find a special powerup along the ground down below. This one is fairly safe to get, as the Scions will not be swarming here too much. This powerup gives you a Rocket Launcher or a Bazooka. Both do heavy damage and can inflict damage upon you as well.

There is a problem with this powerup, however. You will be unable to snipe, which is the biggest advantage to being on foot. If you have this powerup you also risk shooting close to you and getting splash damage. It is easier then to avoid this powerup and simply continue to snipe the next Guardian.

Once all the Guardians have been sniped you should be fairly close to Manson's base. Simply walk the rest of the way along the mountains until you feel it is close enough to make a jumping run for. I say this because you want to KEEP JUMPING when you head for it, as this makes you harder to hit. After you are in the base the mission will end.

Mission 9 – Rumble in the Jungle

Want to rescue Shabayev? Here's your chance. It is actually rather funny that you rescue her, however, as she is captured soon, but for now you will need to rescue her. It's also silly that you need to rescue her simply because if you were able to snipe a tank last time you should have been able to take her with you… but oh well.

The first thing to do is have your Recycler build a Constructor, and move your forces into the center of your base.

As soon as the Constructor is able to, have it build a Gun Tower at the lower section of your base. (That is, if you hit R and are looking at the overhead map.)

Once the extra Gun Tower has been constructed have the Constructor upgrade the Extractor. After the Extractor is upgraded recycle the Constructor and start building extra Tanks. Build as many as possible, incase you need them later on.

Next head up toward the top area of your base. You will see two Guardians right away here, hop out of your tank and snipe each of them. After they have been sniped move your forces to their location.

Next move forward and take out a third Guardian. Once again, sniping is probably the easiest way to do this.

At this point you want to have the newly built Tanks join up with your forces. Do not stop building new Tanks, however, and whenever they are built have them join up with your current forces.

Now have your forces move forward and take out the Scion units that were close to the third Guardian. Assist them with destroying any remaining Scions and then leave your forces and move forward. You should see a Scion Gun Spire. Run up to it and take it out. If you face it while circling it and firing you should be capable of destroying it on one tank. If you are not, however, and your tank is nearly destroyed let it kill you and DO NOT FIRE so that you can make sure that it won't find your person and take you out. Then land and hop into one of your extra Tanks and use that tank to take it out.

Once you have destroyed the Scion Gun Spire you should see two Scion Guardians in front of the Scion base. You should be able to snipe the Guardian on the left, however I have not been able to snipe the one on the right, as it appears to not have a snipeable area. (Not sure why, but there was not any red area on it any time I've tried.)

Once the Scion Guardian on the left has been taken out have your forces (with the exception of the APCs) attack the other Guardian and the then the rest of the Scion forces.

Have the APCs take out the Scion Kiln and then the Matriarch, and assist your forces with defeating the Scion forces. Once they have been wiped out Shabayev will request your assistance.

Once you are ready to look for Shabayev you will find a stretch of mountains that you are able to climb *in* your tank, along the upper wall of the map. If you can't find it then simply jump out of your tank and run for Shabayev. Be cautious and watch for any Scions or Jak Killers however.

After you finally get close to Shabayev you will find a Guardian. Snipe it and then ride in it the rest of the way toward Shabayev and after a little while the mission will end.

Bane

Mission 10 – Snow Blind

This mission is super cool because you are able to center more upon building up a decent base, and prepare yourself.

You will start with a Recycler and two turrets. Have your Recycler deploy and build 3 Scavengers. The two Turrets should deploy near your Recycler.

Then have the first Scavenger deploy at the scrap pool that is near your Recycler. We will call this Extractor 1 from now on. You want your second Scavenger to deploy to the South over a hill; we will call this Extractor 2. Have your two Turrets move to guard Extractor 2.

Have the third Scavenger deploy to the Southeast, on the third scrap pool. We will call this Extractor 3. You will want to build another Turret and have it deploy to guard Extractor 3.

The next thing to do is build a Constructor. Have your Constructor first upgrade Extractor 1, and then build 3 Power Generators near your Recycler.

About this time Braddock will break in warning you that there is a Convoy coming through the pass. You want to be prepared to face many Scions by yourself here. Head for the Convoy and take out the main ship, ignoring the Scions firing at you. Just keep moving so that they don't destroy you. Next flee this area, first heading away from your base, and then banking back up toward your base to so that you may lose the Scion Warriors and Sentries.

It is critical that you take out this convoy, as it is the Scion Matriarch. If you are able to take this out the rest of the mission becomes a cakewalk, however if you are unable to then you will face constant resistance throughout the mission.

Next you want to have your Constructor head out to upgrade Extractor 2. Once Extractor 2 is upgraded, build a Relay Bunker near it and then two Gun Towers. You will probably really have to squeeze these Gun Towers in here, but you will need both.

You might also want to build another Scavenger to collect any scrap around the base, but you will be recycling him soon simply because his usefulness will be limited.

The next thing to do is have your Constructor upgrade Extractor 3. Once Extractor 3 has been upgraded build a Relay Bunker and then two Towers.

While the Constructor is heading for Extractor 3 build another Constructor; we will call this Constructor 2. Then jump into the Relay Bunker that Constructor 1 builds and have Constructor 2 build some things around your base.

The first thing for Constructor 2 to build is a Factory. Once the Factory is built build a 4th Power Generator and then an Armory. After you have all of these built leave the Relay Bunker and get back into your Tank.

Once you are in your Tank order all of your turrets and your spare Scavenger to recycle themselves. Also have Constructor 2 recycle itself at this point.

Guard Constructor 1 as you have Constructor 1 move toward the tunnel between the two sections of this level that the convoy went through. Build a Relay Bunker here and two Gun Towers, one on either side of the Relay Bunker, both facing toward the tunnel. This will guard you from Scion units coming through this choke point. If this area becomes an area of major traffic you may need to build more in the future.

Return to your base and move into your Factory. You might want to modify your Tanks so that they are produced with Splinter Mortars and M-Curtains. These will not benefit your troops in the field overly much as they do not know how to use them, but you should be able to use them very well. You might also want to upgrade your cannon and your guns.

The next step involves guarding your base for a while as you build 9-10 Tanks. Once they have been constructed group them into formations and have them follow you as you do a sweep of the ½ of the map that you start out on. If you were unable to stop the convoy you should encounter major resistance through this area, otherwise you might find that there is no significant Scion presence here.

Once you have verified that this side of the map is clean of Scions head for the tunnel between the two sides. If any of your Tanks were destroyed during your sweep of your ½ of the field then you may wish to replace them, however 9-10 Tanks fully armed should be enough to continue with the rest of this level.

Move through the tunnel and head for the signal. You may find the Scion base before you find the source of the signal. If you do then don't worry; simply have your Tanks attack and take out the Scion Gun Spires. They should be able to destroy them, as well as the rest of the base, without too much trouble.

If you were able to avoid the Scions then do not worry about them, as they are not your objective. (It is rather fun to take them out, however) When you reach the signal take out the antenna and Braddock will suggest that you get out of the area and head back to base. It is important that you do this, as he has a bomber heading for the area and you will be bombed as well if you stay.

As you approach the tunnel on your way back to base the tunnel will collapse. Do not fret, as you are not cut off. Once you do not have a way to return Braddock will order a Dropship for you; simply head for the dust off site and the mission will end.

Mission 11 – On Thin Ice

This is another one of those wonderful missions that you start in a Dropship. Missions that start like this rarely go as planned, so ignore everything that they tell you about the mission. It is also important to save OFTEN on this mission, and to watch your objectives to make sure that NONE of them are red. If one ever turns red then load a previous game, because chances are the scripting of the mission screwed up.

After the Dropship crashes get out and you will find a Missile Scout. He will join up with you, and when you tell him to follow you he will mention that the crashed Dropship might give you away. It will. It is very important that at this point you jump out of your Tank and blow up your crashed Dropship with a satchel charge. Once the Dropship has been destroyed, head back into your Tank and have the Missile Scout follow you.

Head for the drop zone. After a while your buddy will get a big radar hit. This is your Recycler. Your Recycler is surrounded by thin ice, however, so he will not be able to deploy for a while.

You will notice a color change on the ground. You'll need to direct your Recycler through the thin ice, toward the drop zone, so that he will be clear. A Warrior and a Sentry will attack you three individual times, however that should be all if you destroyed the Dropship. Otherwise you will have a constant bombardment of Sentries attacking you from the rear as well.

While you are directing the Recycler you will notice a scrap pool a little bit away from the area that you direct the Recycler to. It is important to remember that it exists.

Once the Recycler has reached the drop zone you will be able to order its deployment. The Recycler must reach the navigation point before ordering the deployment, however, because otherwise the Recycler will not deploy.

After the Recycler has deployed build three Scavengers. Have the first one deploy on the scrap pool that is closed to your Recycler, and have the second deploy on the scrap pool which is the second closest to the drop zone. The third should head all the way back to the Scrap Pool that you passed while directing the Recycler to the drop zone.

When the three Scavengers have been deployed order the Recycler to build a Constructor. The first thing that the Constructor needs to do is upgrade the two closest Extractors. After they have been upgraded build 3 Power Generators.

Once you have enough power build a Power Relay close to the pass to the South. You will see a scrap pool in the field in front of it, but do not have a Scavenger deploy on this as I have had several instances where building anything here screwed up the scripting for this level. The Scions also become FAR more aggressive once you move into this field. You will also see a Warrior and two Sentries waiting in the field, DO NOT attack them until you are ready to have the Scions attack you back, in force.

When the Power Relay has been constructed, build 3 Towers in front of it facing toward the pass. This way you will be able to take out any Scion units that come for you.

Next build another Relay Bunker near the pass to the Southwest. Build two towers near this, as this will ensure that your Extractor here will be defended. You will now be able to continue to build your base and prepare without having to worry overly much about any Scion units getting through.

The first thing for your Constructor to build is a Factory. After the Factory is constructed put up a Service Bay, and then an Armory. You will need to build another Power Generator before building the Armory, however.

Once the Armory is up you are pretty much set to go. Hop out of your Tank and go into your Factory and tune your Tanks. Once you have your Tanks set up the way you want them to be go back to your Tank and start to build a small army. Recycle your Missile Scout, and then proceed to buy tons of Tanks; fill up three hotkeys with them.

Once you feel ready there is one quick mission that you need to make first.
Head to the Southwest and you will see a crashed Dropship. This is Shabayev's Dropship. It is VITAL that you stop here before continuing with the mission because otherwise the scripting tends to die and you have to load a previous game.

After you have stopped by Shabayev's Dropship, head back to your base and go into a Relay Bunker. Drop a navigation beacon at a right angle from your base and the dust off site. This will make it easier to navigate your Transport and other Tanks from a distance.

When you are finally ready, have all but one squad of Tanks follow you. Head, hopefully for the first time, into the field in front of your Turrets in the direction of the drop zone and take out any Scion that attacks you. On your way you will see three Scion Guardians right away. Once you destroy the Guardians they will be

replaced with other Guardians, so it is important to leave at lEast one squad of Tanks here to keep them from deploying.

When you are ready continue to head for the dust off site. When you finally reach the area of the dust off site you will have five Guardians to destroy that are guarding the site. Use Splinter Mortars shot as close to each as possible and they should take each Guardian out in one shot. If you need practice with using a Splinter Mortar here is a good place, especially since you will not be able to easily see all of the Guardians.

As soon as the dust off site is clear you will be ready to bring over the Transport. Have one squad of Tanks guard it as it travels, and then have the Tanks that have been guarding the field hold that area tight so that no Scions can get past them. When the transport finally reaches the dust off site the mission will end.

Mission 12 – Counter Attack

This mission starts with you being dropped from the air. As soon as you land you will see a tank in front of you that you can access; get into it. Once you are into the tank take out as many Scion units as you can. Your tank will be rather thrashed, but you will be a huge help to your forces.

Once most of the Scion units have been taken out head for the West and you will find several unmanned Scavengers. Have the Tug pick one up, and while the Tug is carrying out its orders head for the East. When you get close to the Eastern scrap pool you will see three Guardians. Hop out of your tank and snipe each of them. Once the Guardians have been taken out order your F7 Scavenger deploy on the scrap pool.

Head back to base now and have the Tug drop the Scavenger it has off at the Training Facility. Once the Scavenger has been dropped off you will have another Scavenger. Have your Tug take over the next Scavenger and then drop it off at the Training Facility as well so that you can have another Scavenger.

Have each of your Scavengers deploy on the scrap pools to the West. Once you are able, have one of your Constructors start building power generators behind your base. You can fit quite a lot here, and you will need them.

While this is being done start having your second Constructor build Gun Towers in front of your base. You will need to make sure that your base can take quite a pounding without getting destroyed, so you will need MANY Gun Towers here. I went a bit overboard here and lined the coast with them. While this is not necessary, it does help. You will be attacked by Maulers, which are very nasty

and pop up out of the water onto shore for surprise attacks, so it is, once again, very important to guard your base well even when you are not there.

Once you have defended your base well enough it is time to start to prepare for the offensive. To do this it is finally time to upgrade your Extractors. Once they have been upgraded you will find that you will be able to build a rather large force very quickly.

I have found destroying all of your units with the exception of your Constructors and your Tug to be very helpful here only because Tanks, Mortar Bikes, and APCs will be the most effective means of attack on this level. First build 8 Tanks then assemble them into a squad, and do the same to get another squad of 7 Tanks. Once you have the Tanks assemble 6 Mortar Bikes, then 5 APCs.

When you have finally assembled a sizeable force head around the water to the West. Once the far Scion Gun Spire comes into view have your Mortar bikes swarm in to attack it, then order the two squads of Tanks in to mix it up with the Scion Units. While everyone is being distracted have the APCs go in and attack the Scion Matriarch. Once the Matriarch is taken out you will have a much easier time with the rest of the troops, as they appear to just stop in their tracks and only defend.

After the Matriarch has been removed, have the APCs take out the Kiln, while you order the Mortar Bikes onto the next Gun Spire, and continue to have the Tanks take out any Scion units that are around. You may find your forces insufficient, and if this is the case then continue to bring in more Tanks. When you finally have destroyed the Scion base build 4 Tanks and have the escort your Tug over toward the power source, and once the Tug picks it up the Mission will end.

Rend

Mission 13 – Payback

You start this mission in the Scion base. DO NOT fire your cannons, guns, or anything. Instead wait while the Scion Leader moves into the Dropship. Once the Scion Leader has moved into the Dropship locate the Scion Matriarch and point your tank at it. Watch the Scion Matriarch closely.

Once the Dropship takes off you will be brought to a cut scene where the Dropship blows up, taking out a Carrier in orbit. When the Carrier is blown up you will be brought back to your standard HUD view.

The moment you are back start firing at the Scion Matriarch. You will have about ten seconds of delay time wherein the Scions do not attack you, and you get free

shots. It is absolutely vital that you destroy the Matriarch. Once you have control over the Walkers order them to take out the Matriarch too.

When the Matriarch has been destroyed GET OUT of the Scion Base. Head behind the Matriarch-- it is the fastest way out-- while encountering the feWest Scions. Once you are clear bank back around, keeping out of distance of their Base, and head for your Recycler.

Once you are near your Recycler have him follow toward the Scrap Field. Once your Recycler reaches the Scrap Field have it deploy, and then build 5 Scavengers. The first two Scavengers should deploy on the two scrap pools to the Northwest. The other three should follow you into the field beyond the two scrap pools. You will need to destroy a Warrior and two Sentries to secure the area however. Also be careful now, as one Scout will attack you.

Since the three Scion units do not pose much of a problem they should be destroyed easily, and then it will be safe for you to bring in your three Scavengers and have them deploy on the three scrap pools here. This will bring you dangerously close to the Scion base. You don't have to worry, however, since with their Matriarch destroyed the Scions do not advance.

After all of your Scavengers have deployed build a Constructor and have the Constructor upgrade the two Scavengers nearest your Recycler. After they have been upgraded have your Constructor build two Power Generators, a Relay Bunker, a Factory, and an Armory. Once you have the Armory, configure the weapons on your Tanks to your liking and you will be ready to go.

Send the Constructor off toward the three non-upgraded Scavengers and have it upgrade the Scavengers. While you are waiting for them to be upgraded start to build about 10 Tanks. When you have the Tanks you will be ready to attack the Scions.

I realize that we have not taken any time to build any defenses, however they are quite unnecessary on this level. Once the Scion Matriarch has been destroyed the Scions simply do not attack you, and you pretty much have free reign to do away with them. If this is ever corrected in a patch then the strategies used in much of this guide will need to be modified, however for now they will work just fine.

Once you have approximately 10 Tanks, head for the Scion base with them following you. When you reach the base order them to attack the Scion Gun Spire, and assist. When the Gun Spires have been destroyed simply mop up the rest of the Scion forces.

When the entire Scion base has been neutralized have your Recycler build a Tug and order it to pick up the Power Source and the Mission will end.

Mission 14 – Fanning the Fire

This mission starts out in a Dropship, and like many other Dropship levels this mission is rather difficult. The goal here is to construct the necessary forces and retrieve the Scion Commander from the crashed cruiser from the last mission. The problem is that the Scions are trying to do the same thing, and they already have a base and several units constructed when you are first starting.

To begin, have your Tank and Missile Scout head for the Crash Site at navigation beacon 1. Once you have ordered them away have your Recycler deploy between the two scrap pools to the North. Do not wait for the Recycler to deploy, but instead head for the rock wall on your right and follow close along it, keeping it to your right.

This rock wall is the outer wall of the Scion base. You will pass a Scion Gun Spire along the way; do not turn to engage it. Once you have rounded the corner a Scion Guardian will fire upon you. Do not attack this either, but instead keep the rock wall as close to you on your right as possible still, heading in a Southerly direction, and you will climb a ledge. This ledge will drop off a little bit ahead, but there is a jump that you can make which will put you on another ledge behind the Scion Matriarch.

It is VERY difficult to accomplish this on the first run, unless you've seen it already, so you might want to save right before making this run. Once you are behind the Scion Matriarch open fire on it. Stay on the ledge, however, as it makes it hard for the Scion forces to attack you. You should be able to take out the Matriarch while you are here. Once the Matriarch has been destroyed return the way you came. Do not attack anything else and you should survive with your Tank intact.

Once you return to your Recycler have it construct the two necessary Scavengers and order them to deploy. You then might want to have the Recycler build enough service pods for you to rearm and repair yourself.

The reason you just did this, before constructing your base, is because as I said before, once the Matriarch is gone, the Scion threat is drastically reduced; they cease to construct new vehicles even. It is important to note that once again, this strategy will only work until it is patched, however until it is patched this should work well enough for you.

After you have rearmed and repaired yourself go toward the North and attack the first Scion Gun Spire that you encounter. You should be able to take it out without getting destroyed. After you have taken it out return to rearm and repair yourself. It is also important to build two ISDF Missile Scouts while you are taking out the Scion Gun Spires.

Once you have repaired and rearmed yourself repeat the same action to take out the Scion Tower further to the North, then return to your Recycler and repair and rearm again.

Order any forces that you have not already sent out to join your forces at nav point 1, and follow them along the Southern route across the lava. Once you have reached nav 1 you might see a Scion Hauler making an attempt to pick up their Leader. Destroy the Hauler and have your forces post guard around the creature.

After it is under enough guard take out the Scion Gun Spire to the North on this side. Then return to your Recycler for repairing and rearming, and then repeat the same procedure to take out the Gun Spire that is further to the North of the last one that you have taken out.

Once you have taken out these 4 key Scion Gun Spires stake out any other Gun Spires that are on the field, with the exception of the one in front of the Scion base, as it tends to get defended by the Scion units that are in the Scion base.

You will now be ready to bring over the alien creature, the Scion Leader. Order the production of a Tug and have it head for nav point 1. After it reaches nav 1 order it to pick up the Scion Leader and have your forces guard the Tug, then have the Tug follow you and take it the long way, up around the Scion base in a Northerly direction, back to your Recycler. Do not head across the lava as the Scion Leader will die, and the mission will end.

After you get close to your Recycler a Scion claiming to be Shabayev will confront you. It is important that you decide which force you want to be on before acting, as you will now make the most important decision in the game.

Decision 1: Fight for the Scions. If you wish to fight for the Scions order the Tug to follow Shabayev. She will then lead you past the Scion base and after following her for a while the mission will end.

Decision 2: Destroy Shabayev and have the Tug continue toward the Recycler and you will continue fighting for the corrupt Braddock.

It is fun to go both of these routes; so after you beat the game you might want to go through it again, taking the other path.

The Scion Missions

Mire

Mission 15 – Transformation

You have been transformed into a Scion, your body fused with biometal. Sure, it sounds good, but the greatest asset is being able to construct the Scion units now.

This level starts out much like the first few ISDF Missions, with Shabayev teaching you the basics of how to use the Scion units, however the process is set to go much faster. You will start in front of a Sentry; get into the Sentry and follow Shabayev's orders. You might first want to build a Scavenger, however, as there is a scrap pool to the West. You will be attacked regularly during this mission, so always be prepared.

Once the Scavenger has been deployed you should have enough biometal for when Shabayev orders you to have your Builder produce a lung on your Kiln. After this has been accomplished Shabayev will have you upgrade your Kiln into a Forge.

When you have a Forge you will want to produce as many Warriors as you are able to. You will need about 4 to guard you when Shabayev asks you to guard a Hauler. When Shabayev finally does give the order have the Warriors follow you, but continue to build more to assist Shabayev in base defense. You will meet the Hauler at nav point 1.

The Hauler will come under attack; defend it. Once the attackers have been warded off, the Hauler will begin to head for nav point 2. Guard the Hauler as it heads for nav point 2, however along the way the side walls of a pass will collapse and you will need to protect the Hauler from the ambush that takes place.

Once the ambush has been successfully thwarted you will need to get out of your Sentry and inspect the rubble in the pass. After the inspection, take control of the Hauler, and have it follow you and order the Warriors to guard it. Then head for nav point 2. You will need to go to the West, and then bank to the North, keeping against the cliff face on your right. Eventually you will near nav point 2 and the mission will end.

Mission 16 - Ambush

The first thing to do is have your Scavenger deploy on the closer scrap pool and have your Matriarch deploy on the open ground. Once they have deployed, head out the Southeast exit of your base. On your right, before the ambush spot, you will see an opening. Have your second Scavenger deploy here.

Order your Matriarch to build another Scavenger and continue to, and past, the ambush spot. On your left you will see another opening. Instead of going into this opening have your Guardians deploy a little past it, as well as your two Warriors. Then go into the opening and have your third Scavenger from your Matriarch deploy here.

Once you have set up the Southern area head back to your base and defend your Matriarch in case anything attacks it. When you have enough scrap have your Builder construct two Gun Spires near the Northeast entrance to your base. Once these have been constructed, build a Jammer behind them so that you will not have to worry about any ISDF forces spotting you and running back to base. You might also consider having a Scout built and deployed here just to make sure that the ISDF won't flee, but will instead engage your forces.

When you have properly defended both entrances to your base have your Builder upgrade the first Scavenger, which is close to your Matriarch. Once this has been upgraded, order the Builder to head toward the second Scavenger and upgrade it. Since the Builder takes forever to reach this Scavenger have your Matriarch build another Builder to take care of constructing your base.

After the second Scavenger has been upgraded, have your first Builder upgrade the final Scavenger. By this time your scrap income should be high enough that you can have your second Builder construct a Kiln, upgrade it to a forge, and then install a Stronghold, a Dower, and an Antenna. Once the Antenna has been constructed, upgrade it. When all of this has been completed begin to produce as many Warriors as you can, and order all of them to follow you.

Once the third Scavenger has finally been upgraded, have your first Builder construct two Towers slightly in front of the Ambush spot, then a Jammer behind them. Move all of your Warriors behind your Jammer once the construction has been finished. At this time recycle your Guardians and any offensive troops that you have constructed that are not Warriors.

When the Jammer has been constructed, Shabayev will let you know that everything is in place, and will order you to get close to the Scion base. Follow along the Southeast path toward the Scion base and, when you get close enough, they will spot you and follow you. When the ISDF starts to follow you, head back to the ambush site and watch as your Gun Spires pick off the ISDF forces.

After the ISDF guard has been taken out, Shabayev will put down an Artillery navigation beacon. Head for this and have your Forge construct an Archer. When

the Archer has been finished, order it to head for the Artillery nav point and order your Warriors there as well, to defend it.

Once the Archer has reached the nav point, you will be able to have it target the power generators within the base. Order it to take out one of the generators, and when one of them is destroyed order your Warriors to follow you into the ISDF base and the mission will end.

Mission 17 – Crystals

When this mission first starts have your Matriarch deploy and build 3 Scavengers. The first one should deploy on the pool to the Southeast, which is very close to your Matriarch, and the second should deploy on the pool to the Northwest. The third Scavenger's purpose is to collect scrap from destroyed ISDF vehicles that attack you.

The next course of action is to construct a Builder. Once the Builder has been finished have it build a Gun Spire next to the Southeast Extractor; that way it can defend both the Extractor and the Matriarch. Once that has been finished build two Gun Spires near the Extractor to the Northwest. You will not be able to build them too close to it, however, due to a hill. It is easier, because of this, to build them a bit in front of it on the clear areas.

Once the Northwest Extractor has constructed the second Gun Spire have it upgrade the Extractor here. After this is done have the Builder go back to the Southeast Extractor and have it upgrade this Extractor as well. At this point you may be hurting for some Warriors as backup, so build a Kiln. Once the Kiln has been constructed upgrade it to a Forge.

When you have the Forge have it build 3 Warriors. Wait until you have enough scrap to build a Gun Spire then have the 3 Warriors and the Builder follow you to the North. You will see an ISDF Extractor here, guarded by an ISDF Rocket Tank. Attack the Rocket Tank, and then fall behind the Extractor. This way the Rocket Tank will be trained on you instead of your Warriors. While the Rocket Tank is busy with you have your Warriors attack it. The reason you want to hide behind the Extractor is because any time the Rocket Tank fires, it hits the Extractor.

When the Extractor and Rocket Tank have been destroyed you will want to have your third Scavenger deploy here. If it has been destroyed, build another. While you are waiting for the Scavenger to arrive, order your Builder to build a Gun Spire on either side of this Extractor. Then, after the Scavenger has deployed itself, have the Builder upgrade it.

Then next course of action is to build 2 more Gun Spires at each of the 3 positions where you already have Gun Spires. Do this because these are the 3 areas that the ISDF centers its attack on, and once you have 4 Gun Spires at each location it will become MUCH easier to defend, and you will, for the most part, be able to ignore your base.

Once all of the Gun Spires have been constructed build an Antenna, a Stronghold, and a Dower, and then upgrade the Antenna. After all of this has been completed simply recycle the Builder and any other units you have that are not Warriors. Once this has been done build 9 Warriors, then group them together. Repeat this process so that you have 2 groups of 9 Warriors, and then construct a group of 8 Lancers. After you have completed this process build another Builder.

When you are finally ready to attack the ISDF, have all of your troops follow you. Have your Warrior and Lancer groups attack the Gun Tower that is in the ISDF base, and wait for them to destroy it. Once it has been taken down rush into their base and, while they are causing havoc with the ISDF forces, attack their Constructor. The reason to do this is because otherwise the Constructor will immediately build another Gun Tower. After the Constructor has been taken out destroy the ISDF Recycler so that they cannot build another Constructor. Even if you are unable to take out their base, you will ensure that they will not grow any more.

While the ISDF base is being torn to shreds have your Builder come in and build 2-3 Gun Spires. The reason for this is because after you capture the power source, several ISDF Rocket Tanks will attack you here. When the ISDF base has been destroyed simply build a Tug and have it come over to pick up the power source.

Once the power source has been picked up, have all remaining forces guard the Tug, while you order the Tug to follow you. You will probably need to wait while your forces take out the occasional ISDF Rocket Tank, and while they are doing this continue to lead the Tug out of the area. When the Tug has returned to base the mission will end.

Rend

Mission 18 – Escort

This mission begins and ends with only the forces you have. You will not receive any backup, so be very careful with your forces, and remember that time is on your side-- whenever you need to, rearm and repair.

At the beginning of this mission order all of your forces to follow you and destroy the ISDF Missile Scout that attacks you. Then head toward the Southeast, keeping against the wall on your right.

Eventually you will come upon an ISDF Tank and Missile Scout. Order your units to destroy these, then regroup, rearm, and repair your units. Remember, it is essential that you keep your forces at full strength whenever possible.

Head forward when you are ready, and have your forces follow you. Eventually you will encounter three green Scion Scouts. Remember that the Rebel forces are green? You should. Destroy these three Scouts and they will start screaming how you are onto them. If you do not destroy them they will ask you to follow them into an ISDF trap, so it is important that you do take them out.

Once they have been destroyed turn to the Southwest and follow through the canyon between the rock walls. After a little bit you will come upon two ISDF Turrets. Order your Lancers to take them out, and then rearm your forces again. From this point on you will encounter Tanks at random; remember to guard your Hauler as they come from behind.

Order your Lancers to take out the third ISDF Turret, and then continue forward a little way, until you see two more Turrets. Have your Lancers dispatch these as well. After these have been destroyed watch out for two Missile Scouts and a Tank.

After these have been taken out you will want to proceed with caution. You will now encounter another ISDF Turret, a Rocket Tank, and several Tanks. It is essential to guard your Hauler here, as the Tanks appear to concentrate heavily on it. Once they have been destroyed have your Healer heal you, and send the Hauler toward the Alchemator.

Once the Hauler reaches the Alchemator you will see a whole bunch of Rebel Scion forces guard the Alchemator. The moment that you have control returned to you, head for the Southwest, and go into the canyons and head for the Dropship. It is vitally important that you do not slow down and that you do not look back as many Rebel Scions will follow you. Once you reach the Dropship fly up inside of it and the mission will end.

Bane

Mission 19 – An Unlikely Rescue

While your orders on this mission are to protect the ISDF forces, it is important that you DO NOT go toward their base until you are ordered to. If you do the AAN Recycler will recycle itself and you will lose.

The first thing to do in this mission is to order your Matriarch to deploy right where it is. Then have your two Guardians deploy to the Northeast. Once you are set up build two Scavengers. The first should deploy to the Southwest, on the pool that is right next to your base, and order the second to deploy on a pool that is some distance to the Southeast.

When you have enough scrap, build a third Scavenger and have it deploy to your Northeast. While the Scavenger is moving to deploy move both of your Guardians, and your Builder to the Northeast scrap pool so that it will be well guarded, and you can focus on your base. About this time your Southeast Extractor might come under fire, don't worry about defending it after this, but you will need to destroy the Missile Scout that is attacking it.

After you accumulate 60 scrap order your Builder to upgrade the Northeast Extractor, then order it to move toward your Southwest Extractor, and upgrade that. Do not worry about the third Extractor for now.

When both of these Extractors have been upgraded build a Gun Spire a few paces to the North of your Matriarch. Once this Gun Spire has been constructed build a second a few paces to the Northwest of your Matriarch. If you have hurried all through now you should be able to construct these before several Tanks and Missile Scouts attack you all at once.

The third Gun Spire should be built to the Northwest of your Northwest Extractor. Build a second Gun Spire to cover this one as well. Now pull back and construct a Kiln next to your Matriarch, under the protection of the Gun Spires.

Once the Kiln has been built you will probably receive a message from Shabayev about a bridge; before you head off upgrade the Kiln to a Forge and build another Gun Spire a few paces to the West of your Matriarch, as sometimes your Extractor here will come under fire. While you head for the bridge you will want to constantly be queuing Warrior Tanks.

When you are finally ready to head for the bridge be prepared to encounter 3 ISDF Assault Tanks. Don't worry; you should be able to take them out here. When you approach the bridge, approach from the river and hide under the bridge. The Assault Tanks will help you destroy the Bridge, surprisingly enough.

Assault Tanks have a slight problem, when being controlled by the AI, with firing downwards. So if you are very careful, and stick close to the bridge, you should be able to move into a position where you can pound on one of the Assault Tanks, without it being able to hit you. If you move out too far from the bridge, however, they will be able to hit you, so be careful.

After you have destroyed the Assault Tanks, destroy the bridge and return to your Matriarch. You should receive an order from Shabayev to assist the AAN base. Before you leave you will want to upgrade the third Extractor as you will have a little bit of time before you are actually needed at the AAN base.

When you are finally ready to take off for the AAN base, have all of your Warriors, and your Builder follow you. You won't need to worry much about your base at this point, but be constantly building more Warriors so that they can assist you at the AAN base.

Once your Builder reaches the AAN base have it build a Gun Spire near the choke point beacon that Shabayev dropped. Build a whole row across the choke point here. It sounds excessive, however the last wave of ISDF troops to attack you consists of several walkers and Assault Tanks, the wall of Gun Spires will help tremendously.

During this whole process you will also want to mass about 9-18 Warriors here. Let them take 2nd priority to the Gun Spires, but make sure that you are able to get them here, because they will help a lot.

A little time will pass, and then the final ISDF push will come. Fight it out and protect the AAN base, once their forces have been destroyed the mission will end.

Mission 20 – The AAN

Compared to the rest this mission is VERY difficult. This is because Shabayev only gives you a little time to repair the base. If you did not need to than it would be rather easy, however you are timed on setting up the base, so move fast, very fast.

The first thing to do is build 2 Scavengers and have them deploy on the two scrap pools to the North, then have your Constructor upgrade the Southern Extractor. Once you have upgraded the Southern Extractor have your Constructor move to the North and upgrade the next two Extractors.

When you have all 3 Extractors upgraded, a little bit further to the North you will see a plane that you can build a Relay Bunker on. Construct the Relay bunker

then put down one Gun Tower. While you will later need to return and construct a second Gun Tower, there is not enough time for now.

Return to the base and build a Relay Bunker near the choke point of your previous mission, then construct two Gun Towers, so that they are facing the canyon in front of you.

After you have the three initial Gun Towers constructed build a Power Generator, then a Service Bay. Once the Service Bay has been constructed build 3-4 Service Trucks. You will need your Service Trucks to repair the first two Power Generators and your Factory.

The next step is to build Gun Towers everywhere you feel necessary. While you are attacking Braddock's base you will still be under fire. You will want some near the Extractor that is close to your base in the Northern direction, and one or two near your Southern Extractor. You will also want to fit a Relay Bunker and a Gun Tower to the side of your Matriarch so that it is defended from APCs.

You will probably also want to line up Gun Towers in front of the choke point from the previous game. While this may sound a bit unnecessary, multiple Assault Tanks will attack you at times.

When you finally feel well defended, recycle your Service Trucks so that you can create large enough groups. You will probably want a group of 9 Walkers and a group of 8 Assault Tanks. Once these have been finished build 5 more Service Trucks. Leave one Service Truck to repair the Gun Towers at the far Northern Extractor, and one to repair the Gun Towers at the Choke Point.

Have the remaining 3 Service Trucks, the 9 Walkers, and the 8 Assault Tanks follow you toward Braddock's base. Destroy the Gun Towers with the Assault Tanks, and take out any Constructors so that Braddock doesn't make any more Gun Towers. Then have your Walkers come in and take out any resistance and the Recycler.

Once the Recycler has been destroyed the convoy will come through. You will want to destroy the Convoy, and then the mission will end with Burns directing Shabayev to bring over a Tug.

Rend

Mission 21 - Braddock

This is the final Scion mission. Surprisingly, you would think that this level would be difficult, however it is one of the easier Scion missions in the game.

You will start this mission with only your Matriarch. Order it to deploy where it is, then build a Scavenger and have it deploy on the scrap pool that is right next to your Matriarch.

Shabayev will mention that there are several scrap pools that you need to control. When she mentions this have your Matriarch build about 5 Guardians. The first one will need to defend your Matriarch.

While your Matriarch is building the Guardians head over to the first scrap pool, and take out the units that are guarding it. Then destroy the ISDF Extractor and order your second and third Guardians to guard this, and order your Matriarch to build a Scavenger. Have this Scavenger deploy on this scrap pool.

Shabayev will now show you the location of the second scrap pool. Before taking off for it, have the fourth and fifth Guardians guard your Matriarch. You will then want to construct a Builder. Order the Builder to upgrade your two Extractors.

Head toward the second scrap pool and take out the units that are guarding it. You may need to make several trips here, only inflicting a little bit of damage on the defending units, and repairing yourself after each, but do not worry because you have all the time you want on this level.

After you have destroyed the units guarding the second scrap pool, have your Matriarch synthesize a Scavenger. You will then want to order your Builder to head for the second scrap pool, as well as the Scavenger. When your Scavenger arrives have it deploy on the scrap pool. Shabayev will mention a third scrap pool that you need to take, but ignore it for a while.

Scan the area. To the East and West, in a slightly Southern direction, you will notice two choke points. Order your Builder to construct about 5 Gun Spires in a straight line across the Eastern choke point. You may, however, wish to interrupt this process after 3 of them have been constructed to upgrade your Extractor here, but after it has been upgraded you will want to build the other two Gun Spires.

Next build a Gun Spire in-between the Eastern and Western choke points, and then put up two Gun Spires in front of the Western choke point. You will not have to worry about the Western point overly much.

Now that you have made this area impassable for the ISDF forces your base should be pretty much secure. If you were playing against someone who knew what they were doing you would of course want to guard your Matriarch and Extractor 2 with a few Gun Spires, but in this case you should not have to worry.

It is now time to build up your base a bit. Order all of your Guardians to recycle themselves. Once they have been removed you will want to build a Kiln, an

Antenna, a Stronghold, and a Dower. Once these have been built upgrade the Kiln to a Forge, and upgrade the Antenna. You will probably want to synthesize another Builder to do this so that you do not need to wait for your current Builder to get here, however afterwards you will want to recycle this second Builder.

After your base has been built up it will be time to capture the third scrap pool that Shabayev mentions. The reason that your Builder is the only remaining unit in your forces is because you will want to create several large groups, however you will need to take the third scrap pool first.

Queue the production of 6 Warriors. Once the 6 Warriors have been produced have them head for the 3rd scrap pool. When they reach the scrap pool they should be able to destroy the defending forces. You will want to follow them with a Builder.

You will notice that there is one canyon in particular that the ISDF forces come through. This canyon is to the East of the scrap pool; have your Builder construct 5 Gun Spires around the opening of this canyon as you do not want to be interrupted for a while.

When the area is secure order your Matriarch to construct a Scavenger. Once the Scavenger is deployed you will want to upgrade it. You should now be able to mass scrap quite rapidly, so we will now begin to build your forces. If any of the 6 Warriors that you sent to this scrap pool are still alive send them at the ISDF base and let them be destroyed. You will not want them since it will make it hard to create the larger unit groups.

Head back to your base and queue up the construction of 9 Warriors, then group them together. Do the same to create groups of 8 Maulers, 7 Warriors, 6 Titans, 5 Archers, 5 Warriors, and another of 5 Warriors. While this is rather excessive it is fun to watch them all flood an ISDF base. Beyond this, once you take the ISDF base you will have a secondary outpost that Braddock is defending himself to take out.

Get into your Antenna and use the overhead view. You will notice a large ridge some distance in front of the ISDF base. Order your Archers to deploy here.

After you are finally prepared for the assault order all of your forces, with the exception of the Archers, toward the ISDF base. You will need to move slowly as you have an absolute fleet behind you.

When you reach the ISDF base order all of your troops, except your Archers, inside. When your forces have entered the base have your Archers get closer, and then proceed to bomb the ISDF base.

The ISDF base will be surprisingly easy to take out, but once it has been destroyed you will be ordered to proceed and take out Braddock. Have your forces converge

on him and enjoy watching the firefight. If you desire you can have your Archers move in a bit closer to his position and bomb him too.

After Braddock has been destroyed the mission will end and you will be able to watch the endgame sequences. The quality is poor, but the ending is rather fun to watch. The only thing that really happens is that the Alchemators fire into the air, their beams join together, and they strike the Dark Planet, however nothing more than this really happens.

It would be nice if you could watch the full transformation of the Dark Planet, or maybe the AAN welcoming the Scions, but this is not included in the end sequence.

The ISDF Missions

Rend

Mission 15 – A Traitor's Fate

You will start this mission with an Assault Tank, a Rocket Tank, and a Service Truck. You may wish to hop out of your Walker and get into the Assault Tank, as it makes the mission somewhat easier, but that is completely up to you. It is also important to remember that you have as much time as you need on this mission. Take your time and make prolific use of your Service Truck.

Once the mission actually starts you will be attacked by two Attack Fighters. Take them out and proceed forward. After a little distance has been spanned you will see two Missile Scouts. Destroy these as well and proceed until Braddock warns you of a Gun Tower being ahead of you. Use your Assault Tank to take out the Gun Tower then proceed forward.

After a little way you will come in contact with another Gun Tower. This Gun Tower is positioned at the opening of the Rebel base. Destroy the Gun Tower and head into the base. Immediately on your Right you will see another Gun Tower. Take this out as well, and then proceed to destroy the base. You will then see several service pods and armor pods. Have your Service Truck pick these up so that it can repair itself if it has incurred any damage.

Once you are ready for the big fight, proceed out of the base toward the rendezvous point. When you have proceeded just a little way out of the base you will be ambushed by a whole ton of Rebel forces. You will need to fight hard here to take them out.

You may also try having your Walker and Rocket Tank guard the Rebel base entrance, while you run forward to trigger the ambush, then flee back to the Rebel base. This way you will only have to guard one choke point, instead of all around you. You may not be able to take them all out, if this is the case, and you are destroyed, commandeer one of their vehicles with a quick snipe.

Unfortunately once you are ambushed the mission objective is no longer to return to the rendezvous point, so you will need to search and destroy all of the Rebel forces. There will be one Assault Tank near the end that you will need to destroy as well, so be prepared for a fight.

Core

Mission 16 – Hole in One

This mission is nasty. There is no other word for it; it is just nasty. Scion Maulers, Titans, and Warriors, even at the very start of the mission, will constantly assault you. The Scions also have two bases on this level, so you will be attacked by these viscous units twice as often as normal. The only forces that you start out with are two ISDF Rocket Tanks, 3 Scavengers, your Recycler, and yourself. You will need to be on constant guard.

At the very start of the mission save the game, then proceed to explore the room that you start out in. You will need to know it well. Once you have explored a little bit, reload and continue.

Order your Recycler to deploy in the Southeastern corner of the room. After your Recycler has deployed you will want to defend against two Scion Maulers that come in attacking you. After you have fended them off order two of your Scavengers to deploy on the two scrap pools in the Northeastern corner of the room.

Next, have your Rocket Tanks guard the Northern opening in the room while your Recycler builds a Constructor. Have the Constructor upgrade your two Extractors, then order it to construct a Power Generator near your Recycler.

Then order your Constructor to walk to the Western opening in the room. You will want him to construct a Power Relay here, along with two Gun Towers. It is important to note that the Power Relay will need to be placed 3 squares to the East of the wall here. The reason for this is because you will want to put the Gun Towers in front of it, then you will need one empty square between the Gun Towers and the wall, because you are not able to build them next to the wall.

Have your Recycler build another Constructor. This Constructor should continually build Power Generators around your Recycler until you have about 6 or 8 of them.

In the meantime order Constructor 1 to build two more Gun Towers, so that two of them are facing the opening in the Western wall, and one more is on each side of them.

When this is completed have Constructor 1 repeat the same process at the Northern opening. You will first want to build the Relay Bunker 3 spaces away from the wall, and then put up a line of 4 Gun Towers.

By now you should be under constant fire from Scion units, and are probably hanging in by the seat of your pants with only your Rocket Tanks left to guard your base. This is normal.

You will find yourself very fortunate that the Scions occasionally send Warriors at you. You can snipe them on occasion, and get inside them when your Tank gets destroyed, IF it gets destroyed.

Once you finally have 4 Gun Towers guarding each of the two openings build another at each end. While these 4 extra Gun Towers won't be able to fire down the corridor too much, they will be able to help out when the Scions get close.

The next order of business is to construct a Factory and a Service Bay. With these built you will be able to build Assault Tanks. Before you build the Assault Tanks, however, you will want about 4 Gun Towers protecting the inside of your base. The reason for this is because sometimes a Warrior or a Mauler will slip through the outer defenses, but the inner defenses will typically be able to take them apart. You will also want 2 Gun Towers guarding your Scavengers. These help you when the Scion Archers drop down inside your base.

When you are finally ready to mount an assault against the Scions build 15-20 Assault Tanks. You are now ready to leave your base, however before you do you will want to build 4 Service Trucks. Two Service Trucks should deploy at each of the two openings, with one on either side of each opening. This will make it so that your Gun Towers will have a much harder time getting destroyed.

Leave your base, with your Assault Tanks following, to the North. You will need to take out two Scion Guardians, but they fall easily. You will pass several crossroads; do not turn until you are forced to turn to the right because the path does not continue to the North anymore.

When you round the corner you will see two Scion Gun Spires. Destroy these with your Assault Tanks, as they do not need to get close enough to get damaged. Once they have been taken out have your Assault Tanks take out the Scion Matriarch here, then continue to destroy the Scion base.

Once this Scion base has been destroyed head back the way you came, through the Western exit of this room, and continue forward. Eventually the path will bend to the South. After it does, you will see the path shoot off toward the West. Follow in this direction.

At the center of this room that you will find yourself in is the entrance to the center of planet Core. After you see the hole have your Assault Tanks destroy the Scion Gun Spire that is in this room, then assemble them so that they can take out the Convoy once it comes into range. After a little while you will see the Convoy, when you do simply destroy it and the mission will end.

Mission 17 – Core

This is the third and final ISDF mission. During the duration you will be alone; you will not receive any backup. The goal is to destroy Core: to destroy the Scions.

Once this mission begins head toward the North. The path will eventually come to a crossroads. When you reach the crossroads you will have fight two Core Robots. One of them will come at you from the East, and the other from the West.

After you have destroyed the two Core Robots you will notice that the Northern and Western passages have been blocked by an energy barrier, so head to the East.

The Eastern passage leads to a large chamber, guarding this chamber are two Core Robots. You will need to destroy them, and then enter into the chamber. Within the chamber is a large pillar, in the center. Start firing up at this pillar, and once it has been destroyed, head back toward the crossroads.

When you return to the crossroad, head to the West. You will notice that the energy shield here has been removed.

After you reach the next large chamber down the Western path proceed as you did in the previous one, destroying the pillar, and return to the crossroads. When you return to the crossroads you will notice that the Northern path will now be unblocked.

Heading along the Northern passage you will notice a break in the Western wall. You can either turn here or go straight, but either way you will end up fighting a Core Robot and entering a large chamber. I would suggest destroying both Core Robots, but you do not need to.

Once you finally reach the next large chamber a large Turret in the center of the room will attack you. Like everything else on Core, this Turret fires lasers at you.

Destroy this by circling it and keeping your guns aimed on it by firing, you should not get hit.

After the Turret has been destroyed look around the room. The Northern and Western exits have energy shields over them, so head out the Eastern exit. The passage will branch to the North and South, but either way you go you will end up in another chamber with two Core Robots and a pillar. Destroy the Robots and the pillar then return to the main chamber.

When you have returned to the main chamber head to the West, as the Western energy shield has been destroyed. The Western end of this will be much like the Eastern, so once you have destroyed the pillar here you will return to the main chamber. If you really need it, there is a Service Pod in the Eastern chamber.

The Northern exit should now be unshielded; go North. There is an Eastern and a Western passage that heads to the North. Take either route, but you will be faced with a Core Robot no matter which direction you go. When you get through the tunnel you will notice yet another large central chamber with a Turret in the center. Destroy the Turret.

Within this chamber the Northern and Western exits have energy shields over them. You will want to go through the Eastern corridor. You will need to destroy one Core robot, and then you will come to another chamber with two Core Robots and a pillar in it. Destroy the pillar and return to the main chamber, and head through the Western exit.

Going down the Western corridor, you will need to destroy another Core Robot, then you will reach yet another chamber with two core robots guarding an energy pillar. Destroy the robots and the pillar and the Northern exit of the main chamber will finally be open.

Upon returning to the main chamber and heading through the Northern exit, you will come to another large chamber, but this chamber is drastically different than others. Save the game here. Head into the room and you will see 4 beam emitters holding up Core, itself. You will need to destroy the 4 beam emitters, however while you are doing that Core will shoot bombs at you. It is important to note that it is easy to run out of ammo here, so when you do there are two Core Service Pods in the back of the room, and Core will regularly drop one into the center of the room.

To defeat Core I suggest that you leave the Southern Beam Emitter for last, simply because it will be a lot easier to get out of here in time if you do.

After you destroy Core get out of the room and start heading back for where you started, the Dropship. The planet will start to erupt, and it will eventually destroy itself.

You will need to leave through only certain exits, as some of the passages will crumble and cave in. When you enter the first chamber, on the Southern wall, take the Western exit. When you reach the next large chamber, on the Southern wall take the Eastern exit. After you finally arrive at the third large chamber, head out, on the Southern wall, the Western exit and continue forward.

When you arrive at the crossroads that you entered all of this at you will finally be free and clear; go to the Dropship and the mission will end.

You will now be able to watch the ISDF endgame sequences. My comments are pretty close to those of the end of the Scion missions' endgame sequences as far as clarity goes. Other than that the endgame sequence is fun. I wish it explained more about why Braddock did it… I'd have liked his character to have been developed more. I mean, the crazed madman going after goals of world domination is usually something reserved for comic books. Over all, though, the final feeling was positive.

