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For details on using Windows Help, open the Windows Program Manager [Help](#) menu and choose [How to Use Help](#).



Metal Marine

Function: Attack your enemy's island.
 Defend your island against attacking Metal Marines.
 Perform reconnaissance of enemy's island.

Metal Marines are the backbone of your army. They can be used to attack any structure on your enemy's island by dragging them from their launch unit and dropping them on your enemy's island. Once you have placed a Metal Marine on your enemy's island, you can guide his attack by clicking a place on the island and he will walk in that direction.

When your island is attacked by your enemy's Metal Marines, any of your Metal Marines within range of the attackers will automatically counter-attack. You can control your Metal Marine's movement the same way as if he were attacking an enemy island.

Your Metal Marines also perform reconnaissance. After your attack, your view of your enemy's island will be updated to show what the Metal Marine transport flew over.

Metal Marine's can be armed with three possible weapons packages: General purpose, anti-Metal Marine, and anti-gun pod. When your Metal Marine goes up against another Metal Marine, it will deliver all of its hit points only if is armed anti-Metal Marine. When your Metal Marine goes up against an armored gun pod, it will deliver all of its hit points only if is armed anti-gun pod.

To arm a Metal Marine...

Cost to build	\$20
Cost to build up	\$45
Energy units to launch	20k
Built up	20k
Attack points	8
Built up	20
Hit points	40
Built up	80
0 factory time to build	21 seconds
time to build up	13 seconds

See also: [attack points](#), [hit points](#), [money](#), [energy units](#), [factory](#), [build up](#)



Missile

Function: Attack your enemy's island.
 Perform reconnaissance of enemy's island.

To use, drag a missile from its launch pad and drop it on your enemy's island at the location you wish to attack. You will see the missile launch toward your enemy's island. If the attack is successful it will deliver its attack points to all enemy units within a 3 by 3 square location of its impact.

Your missile also performs reconnaissance. After your missile attack, your view of your enemy's island will be updated to show what your missile flew over.

You may only launch one missile at a time - your prior missile must finish its attack before you can launch another. Each missile launch unit must reload before it can launch again. The time required to reload depends on whether you have built a factory. A missile reload without a factory requires about 20 seconds - with 1 factory built is requires about 15 seconds. The reload time reduces as you build more factories.

Cost to build	\$10
Cost to build up	\$40
Energy units to launch	4K
Built up	8K
Attack points	35
Built up	70
Hit points	20
0 factory time to build	13 seconds
time to build up	13 seconds
time to reload	20 seconds

See also: [attack points](#), [hit points](#), [money](#), [energy units](#), [factory](#), [build up](#), [interceptor missile](#)



Interceptor Missile

Function: Attack incoming missiles and Metal Marines.

Interceptor (or AA) missiles automatically attack any incoming missiles or Metal Marine transports. Their probability of a hit depends on how many interceptor radars you have. A built up interceptor missile has the same accuracy, but with two missiles.

For instance, a single interceptor missile fired at an incoming target has a 25% chance of hitting the target if no interceptor radars are built, a 35% chance with one, 45% with two, etc.

Interceptor missiles do not require energy to launch.

Cost to build	\$15
Cost to build up	\$50
Attack points	20
Built up	20 each
Hit points	20
0 factory time to build	27 seconds
time to build up	13 seconds
time to reload	0 seconds

See also: [attack points](#), [hit points](#), [money](#), [energy units](#), [factory](#), [build up](#), [missile](#), [Metal Marine](#)



Armored Gun Pod

Function: Defend your island against attacking Metal Marines.

Gun pods automatically fire at attacking Metal Marines when they get within range.

Cost to build	\$10
Attack points	8
Hit points	70
0 Factory time to build	16 seconds

See also: [attack points](#), [hit points](#), [money](#), [factory](#), [Metal Marine](#)



Interceptor Radar

Function: Increase the accuracy of you interceptor missiles.

Each interceptor radar that you build increases the chances that an interceptor missile will hit an incoming missile or Metal Marine. For instance, a single interceptor missile fired at an incoming target has a 25% chance of hitting the target if no interceptor radars are built, a 35% chance with one, 45% with two, etc.

Cost to build	\$50
Hit points	20
0 Factory time to build	26 seconds

See also: [hit points](#), [money](#), [factory](#), [interceptor missile](#), [missile](#), [Metal Marine](#)



Active Mine Field

Function: Defend your island against attacking Metal Marines.

When a Metal Marine walks into an active mine field, it may step on one or more mines. Each mine will inflict damage on the Metal Marine.

Cost to build	\$10
Attack points	8 per mine
Hit points	20
0 Factory time to build	3 seconds

See also: [attack points](#), [hit points](#), [money](#), [factory](#), [Metal Marine](#)



Antimatter Missile (ICBM)

Function: Attack your enemy's island.

ICBM's destroy everything they hit, and they hit a large area. Bases are built with special doors that protect them from antimatter missiles, so they are not effected by them, but nothing else will withstand.

Since ICBM's are launched into Earth orbit and descend vertically, they are not attacked by interceptor missiles. The only defense against an ICBM is to destroy it before your enemy has a chance to launch it.

To build an ICBM you will need a clear, level building area larger than any other unit.

Cost to build	\$225
Energy units to launch	950K
Attack points	*
Hit points	20
0 Factory time to build	225 seconds
time to reload	0 seconds

See also: [attack points](#), [hit points](#), [money](#), [energy units](#), [factory](#).



War Administration Headquarters

Function: Increase funding.

The Empire can provide you with \$1 in additional war funds each second. You may accumulate this money to use for building more war assets. If you need your money to accumulate faster, build a war administration headquarters.

Each war administration headquarters increases the efficiency of your island's supply and administrative systems, lowering your general operating costs. Thus, each additional war administration allows you to accumulate an additional \$1 per second.

Cost to build	\$75
Hit points	40
0 Factory time to build	26 seconds

See also: [hit points](#), [money](#), [factory](#)



Energy Production Plant

Function: Increase energy.

The Empire can provide your army with 1k of measurable energy each second. You may accumulate this energy to use to launch attacks on your enemy. If you need your energy to accumulate faster, build an energy production plant.

Energy production plants produce the rocket fuel required to fire missiles, antimatter missiles, and drive Metal Marine transports. Each energy production plant that you build will provide an additional 1k of energy per second.

Cost to build	\$50
Hit points	40
0 Factory time to build	26 seconds

See also: [hit points](#), [energy units](#), [money](#), [factory](#), [Metal Marines](#), [missiles](#), [antimatter missiles](#)



Factory

Function: Reduce time to build, build up, or reload.

Every item that you build on your island takes a certain amount of time to construct. It takes a certain amount of construction time to build up Metal Marines, missiles, and interceptor missiles. It also takes time to reload missiles before they can attack again.

The equipment and material necessary to perform all of this building has to be shipped in from secure islands. Each factory that you build on your island reduces the time necessary to procure materials for construction, and therefore reduces the total construction time.

Cost to build	\$100
Hit points	40
0 Factory time to build	26 seconds

See also: [hit points](#), [money](#), [build up](#), [Metal Marines](#), [missiles](#), [interceptor missiles](#)



Decoy Base

Function: Side track your enemy.

A decoy base looks just like a real base to reconnaissance. Since your enemy's objective is to destroy your bases, they will spend valuable time and resources attacking decoy bases.

Cost to build	\$30
Hit points	40
0 Factory time to build	15 seconds

See also: [hit points](#), [money](#), [base](#)



Camouflage Structure

Function: Hide your base.

A camouflage structure may be placed on any buildable surface or on a base or decoy base. It is indistinguishable from other trees or houses to reconnaissance. If you place a camouflage structure on a base your enemy will have a much tougher time finding it.

Cost to build	\$10
Hit points	20
0 Factory time to build	15 seconds

See also: [hit points](#), [money](#), [base](#), [decoy base](#)



Base

Function: Main operation center.

Your goal is to destroy your enemy's bases before they destroy yours. Bases can be attacked with Metal Marines or missiles.

You must place your bases on your island before you can begin building other units or attack with existing units.

Hit points 180

See also: [Metal Marine](#), [missile](#), [hit points](#)

Attack Points

Attack points are the amount of damage that one weapon does to its target. The target measures its damage in hit points. An item is destroyed when it has received its maximum hit points.

Missiles, antimatter missiles, and armored gun pods deliver their entire attack points at the moment they attack. Metal Marines and armored gun pods deliver their attack points each time they fire. Active mine fields deliver their attack points each time a Metal Marine steps on a mine inside the field.

ITEM	ATTACK POINTS
<u>Metal Marine</u>	8
<u>Missile</u>	35
<u>Antimatter Missile</u>	*
<u>Interceptor Missile</u>	10
<u>Armored Gun Pod</u>	8
<u>Active Land Mine</u>	8

BUILT UP ITEM	ATTACK POINTS
Metal Marine	20
Missile	35 each
Interceptor Missile	10 each

* Antimatter missiles destroy anything they hit.

See also: [hit points](#)

Hit Points

Hit points are the amount a damage that a unit can take before being destroyed. Metal Marines have four values: Regular Metal Marines, built up Metal Marines, Metal Marines in transit (technically, this value is the amount of damage that the transport can take), and the value for a pad after its Metal Marine has been destroyed on a mission. Missiles in transit have a different value than their launch pads.

ITEM	HIT POINTS
<u>Metal Marine</u>	40
Metal Marine, built up	80
Metal Marine, in transit	75
Metal Marine, empty pad	40
<u>Missile, launch pad</u>	20
Missile, in transit	5
<u>Antimatter Missile, launch pad</u>	20
<u>Interceptor Missile, launch pad</u>	20
<u>Armored Gun Pod</u>	70
<u>Active Land Mine</u>	20
<u>Interceptor Radar</u>	20
<u>War Administration Headquarters</u>	40
<u>Energy Production Plant</u>	40
<u>Factory</u>	40
<u>Decoy Base</u>	40
<u>Camouflage Structure</u>	20

See also: [attack points](#)

Money

You must have sufficient money available before you can build any asset, or before you can build up Metal Marines, missiles, or interceptor missiles. You receive money automatically at \$1 per second. To increase this flow, you may build war administration headquarters.

ITEM	COST TO BUILD
<u>Metal Marine</u>	\$10
<u>Missile</u>	15
<u>Antimatter Missile</u>	225
<u>Interceptor Missile</u>	15
<u>Armored Gun Pod</u>	10
<u>Active Land Mine</u>	10
<u>Interceptor Radar</u>	50
<u>War Administration Headquarters</u>	75
<u>Energy Production Plant</u>	50
<u>Factory</u>	100
<u>Decoy Base</u>	30
<u>Camouflage Structure</u>	10

ITEM	COST TO BUILD UP
Metal Marine	\$45
Missile	40
Interceptor Missile	50

ITEM	COST TO PERFORM
Leveling	\$5

See also: war administration headquarters, build up

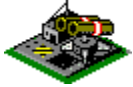
Energy Units

Attacking weapons require energy to launch. You may not attack with Metal Marines, missiles, or antimatter missiles until you have enough energy.

You receive energy automatically at 1k per second. To increase this flow, you may build energy production plants.

ITEM	ENERGY TO LAUNCH
<u>Metal Marine</u>	20k
<u>Missile</u>	4
Missile, built up	8
<u>Antimatter Missile</u>	950

See also: energy production plant, build up



Build Up

You may build up, or add additional features to some items.

Metal Marine: Cost \$45. A "Gold Marine" has over twice the attack points and four times the hit points.

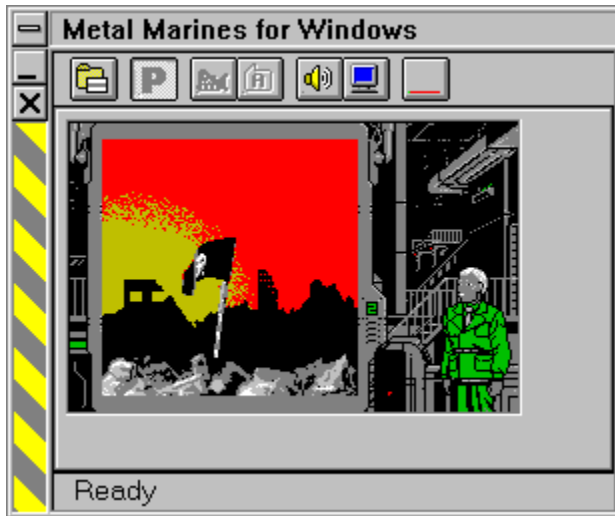
Missile: Cost \$40. A "Double Missile" has the same attack and hit points, but for each missile. It is twice as likely to make it past interceptor missiles.

Interceptor missile: Cost \$50. A "Double AA" has the same attack and hit points, but for each interceptor missile. It is twice as likely to hit an incoming Metal Marine or missile.

To build up a unit...

See also: [attack points](#), [hit points](#), [money](#)

Tactical Window

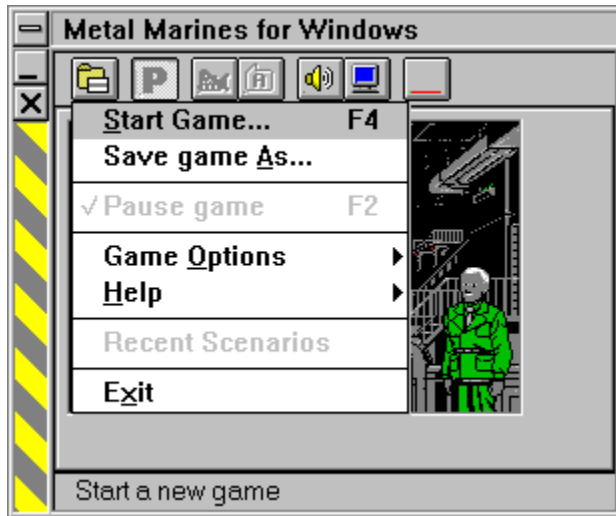



The Tactical Window is where you control your game play. You will also receive instructions from your crew and messages from your allies and enemy's about how well you are doing.

Note the toolbar across the top of the window.



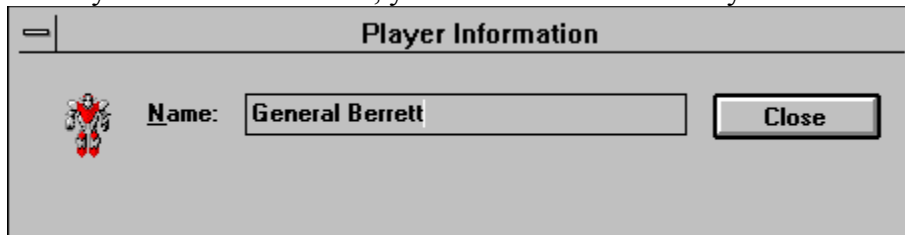
Game Menu



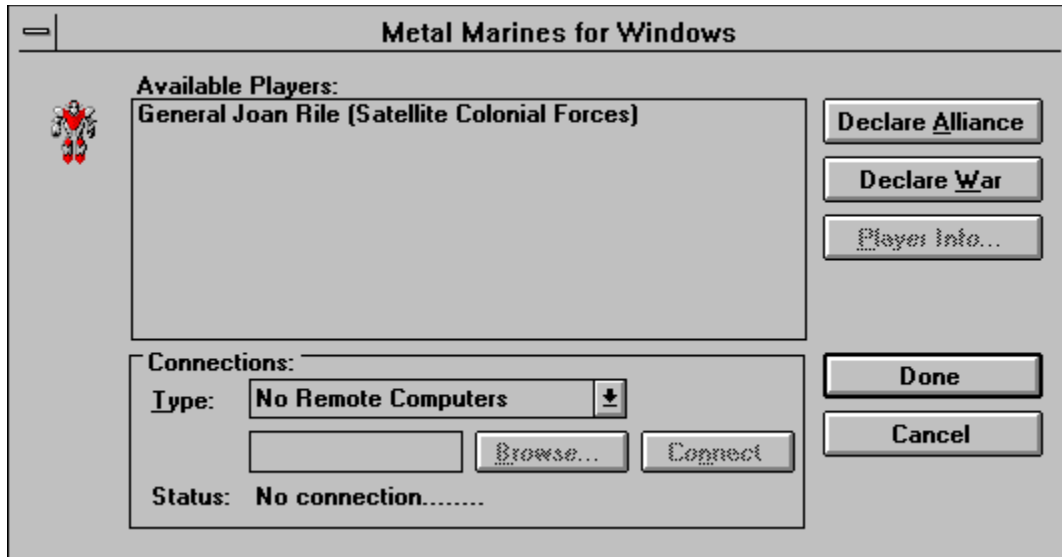
Clicking  in the tool bar opens the game menu. Here you set up and start new games.

Start Game... F4

When you select Start Game, you will be asked to enter your name...



and then you move to the Alliance window.



Here you can select your enemy, level of play, and set up games with other players (See [Enemy Profiles](#), [Game Levels](#), and [Head-to-head Play](#), for more information).

When you are ready to start, click Done.

[Save game As...](#)

Selecting Save game As will write your current game to disk, so that you can play from this point again later.

[Load game...](#)

Use this to load a previously saved game.

[Pause game](#) F2

Selecting Pause Game will place everything on hold. Remember, Metal Marines keeps playing even if you are working in another window, so don't be surprised if Commander Schwartz annihilates your island while you're writing a letter home.

[Game Options](#)


[Help](#)

[Recent Scenarios](#)

[Exit](#)

You may exit Metal Marines by:



- Clicking the  on the left side of the Tactical Window.
- Clicking the Game button in the Tactical Window and selecting Exit.



- Clicking the  on the Tactical Window and selecting Close.

Enemy Profiles



Commander Bill Garland

Bill Garland was born on Earth in the old North American Protectorate. He was educated in public schools and attended the General H. Norman Schwarzkopf Academy of Military Sciences. As a junior officer he was assigned to Embassy duty at the Io Colony. We believe that this experience is what drove him to become alienated with the Colonial Rebellion Legions and desert the United Allied Earth Forces (UAE Forces) just before the Anti-matter War.

He attained the rank of Commander under Zorgeuf the Great after leading several gorilla raids on the moons of Mars. Our profile of his tactics is based largely on information gained during these raids.

Commander Garland has little experience leading a highly mechanized army or defending a standing base. I don't believe Zorgeuf the Great has high hopes for his success. In fact, Zorgeuf the Great probably has us facing Commander Garland and his minimum assets first in the hope that he will either accidentally defeat us or we will get discouraged and go away.

Commander Garland is not a very aggressive opponent, he tends to be somewhat defensive in his tactics, and will use his assets to build defenses. His professional military training prevents him from making mistakes when he gets upset. His attack strategies are poor and he does not use his reconnaissance information to his advantage.



Commander Joan Rile

Joan Rile was born somewhere off planet either shortly before, or after the anti-matter war. Her education and general background are unknown, but it is clear that she has had a rapidly ascending career. She is definitely a product of the new generation of warriors.

We believe she is responsible for the asteroid belt mine fields that cut the Earth Empire off from its outer planet resources. She is also credited with leading the devastatingly successful war of attrition on Venus. Our information on Commander Rile comes from the tactics she used during this battle.

Commander Rile is incredibly ambitious, and tends to make irrational military decisions. This is not an entirely defacive attribute, as witnessed by her smashing defeat of the Venus forces. This does, however, give her a tendency to make mistakes when the pressure is on.

She likes to attack as often as she can and spends little on defensive tactics. She is somewhat smarter than Commander Garland about planning her tactics and building new assets accordingly. For some reason, however, she seems to feel that any attack is a good attack and fails to use information gained from previous attacks to her advantage. She has even abandoned attacking a base that was about to fall in favor of a less fruitful target.



[High Commander Liften Schwartz](#)

Liften Schwartz was born on Earth in Berlin shortly after World War III united Europe for the last time. He was a student of Obenfurur Heickel and soldiered as a mercenary for the oil producing countries. Many believe that his terrorist tactics are solely responsible for continued dependence on oil decades after cheaper energy sources became readily available. Some also blame him for starting the Anti-matter War.

He has been closely associated with Zorgeuf the Great for several years now and was recently named High Commander and first in line to succeed after the defection of the previous High Commander. Much of our information about High Commander Schwartz comes to us from first-hand accounts of his exploits.

High Commander Schwartz has a great deal of military experience and can read a situation very well. You will see that he keeps a good balance between attacking and defensive tactics, carefully building his assets accordingly. At times he may appear to be upset but his actions will show that he is surpassingly cool under fire.

He does not often make mistakes with his attack strategies, but his one weakness is long term planning. I believe that he starts each battle with a specific plan in mind and then is incapable of making mid-course corrections. You may also notice that if he discovers assets where he did not expect them, he may ignore them or forget that they were there.



[Zorgeuf the Great](#)

The early history of Nicolei I. Zorgeuf, Commander of the Colonial Forces, is unknown. It is rumored that he may have worked his way up the ranks of the old Romanian Army as a strategic advisor or possibly a member of the Secret Police. His first confirmed appearance was during the workers rebellion at the oar processing plant on Galaleo. Since then, he has left a bloody trail of conquest across the entire solar system.

He has managed to convert, bribe, or intimidate a huge army with vast resources. There is no

doubt that his ultimate goal is complete dictatorial control of the entire human race.

If you have to eventually face Zorgeuf, he will be a tough opponent indeed. By then he will have used up his lesser commanders and taken control of his army personally. You will see that he is an incredibly aggressive leader, with no regards for the well-being of his personnel. He will tenaciously destroy any of your assets that he discovers. If he is given enough time before a battle starts, he will be well dug into a defensive position, but those forces will pretty much be on their own, and will receive little or no reinforcements.

He is obsessed with the power of the anti-matter missile, and his tactical goals orbit around building and using one. You must not let this happen. His greatest weakness is that he is easily upset by setbacks, especially setbacks in building an anti-matter missile, and tends to make tactical mistakes when he is pressured.

See also: [Strategy and Tips](#)

Missions

Head-to-Head Play

How to Play

Select

To Learn About

Getting Started



Learn how to begin your missions using the menu.

Missions

Get information on how to move between individual missions.

Head-to-head Play

Instructions on how to play another [Metal Marine Commander](#) through your modem or network.

Strategies and Tips

Choose this Topic

For Tips on

Defensive Tips

How to work your assets for the best possible defense against enemy attacks.

Offensive Tips

How to work your assets for the best possible attacks.

Know Your Enemies

Here is information on the styles and tactics of the Colonial Commanders.

Mission Tips

Some startup hints for each individual mission - how to work it, what to look for, etc.

Defensive Tips

Commanders throughout history have learned that without an effective defense, they are wide open to even the most meager attack by a prepared enemy. *The Colonial Forces are very prepared.*

Island defenses fall into two categories: Active and passive. Active defenses include the use of defensive weapon systems such as [interceptor missiles](#) and [gun pods](#). Passive defenses involve judicious use of terrain and asset placement to make an effective attack by your enemy much more difficult.

Active Defense Tactics

For more information about specific active defense systems, select from the following list.

[Interceptor missile](#)

[Interceptor radar](#)

[Metal Marine](#)

[Armored Gun Pod](#)

[Active Mine Field](#)

Passive Defense Tactics

For more information about specific passive defense techniques, select from the following list.

[Base placement](#)

[Decoy base](#)

[Camouflage structure](#)

[Antimatter missile attacks](#)

Defensive Tips - Interceptor Missile / Interceptor Radar

Interceptor missiles remain the only active defense system against incoming missile attacks. No missile built today can withstand a single hit from an interceptor missile. I strongly suggest that you use a liberal number of these systems. Their crews are well trained, eager to join the fight, and require no orders from you to attack once they are in place.

Remember, interceptor missiles will only destroy a missile if they hit it. There are three ways that you can improve your intercept rate: Build more, build up, or build interceptor radars. Building more has the obvious effect of having a greater number of interceptor missiles fire at the attacker. Building up has the same increased accuracy as building two interceptor missiles but they are fired from the same launcher and therefore allow a greater concentration of active defense in critical areas. Every interceptor radar that you build increases the accuracy of all of your interceptor missiles a certain percentage regardless of their location on your island.

Interceptor missile crews also fire at incoming Metal Marine transports. If a transport is hit enough times, it will be destroyed. It is possible to make your island almost attack proof from Metal Marines and missiles if you have enough interceptor missiles and the necessary interceptor radars to improve their accuracy.

Defensive Tips - Metal Marine

Metal Marines also play a defensive role when standing down. When Colonial Metal Marines attack an area within range, your Metal Marine pilots will sortie to counter-attack. They will accept your movement and position orders just as when they are attacking an enemy island, but remember, these pilots are real hot-shots and if there is a fight to be had, they'll join in.

It's a good idea to build your marine pads near sensitive equipment, so that while they are standing down they can help defend against enemy Metal marine attacks.

Always arm your Metal Marines in the anti-marine configuration when they are standing down. Anti-gun weapons look impressive, but they are largely ineffective against attacking Metal marines.

Defensive Tips - Armored Gun Pod

Armored gun pod crews will fire at every enemy Metal Marine that wanders within range. If the attacker is not armed anti-gun its an easy target. Even if its firing back, it will do little damage to the titanium alloy encasing of your armored gun pods. If, however, the attacking Metal Marine is armed anti-gun, it can destroy an armored gun pod in a one-on-one attack. If you group armored gun pod emplacements, they will share cross-file and help protect each other.

One of the most effective front line defenses is to scatter armored gun pods among interceptor missiles along the forward edge of your island - the armored gun pods protect the interceptor missiles from Metal Marine attacks and the interceptor missiles protect the entire island from missile attacks.

Defensive Tips - Active Mine Field

Active mine fields are a cheap way to protect likely pathways. Enemy reconnaissance will not detect their locations so enemy Metal Marine pilots cannot be directed to walk around them like they would armored gun pods.

A good example of how to use an active mine field is when you place a couple of missiles near the rear of your island don't place them right next to each other, build an active mine field between them. An attacking Metal Marine pilot will think he has a pair of easy targets. He may get the first missile, but it's unlikely that he'll make it to the second one.

Defensive Tips - Base Placement

Base placement is extremely important. We only have a limited amount of resources that can be used to build bases, and they cannot be replaced. Once an enemy commander finds one of our bases they will pound it mercilessly until it is destroyed. There are three "nevers" in base placement:

- Never bunch bases together. Attackers will find bases. You don't want them to find all of them at the same time. Also, never place two bases close enough that a single Metal Marine could attack them both within the same area of operation. Make them work for it.
- Never place them in the very forward area of your island. Routine enemy reconnaissance will find bases early on if they are too far forward. Make them work for it.
- Never place them in an obvious spot. Again, obvious spots such as a far back corner will be looked at first. Make them work for it.

After a base has been discovered, you may have enough time to build up active defenses around it before the enemy can launch another attack. In many cases, however, your efforts (read money and energy) are better spent elsewhere.

Defensive Tips - Decoy Base

A decoy base is a wonderful way to get the enemy to waste time and resources. Since reconnaissance can't tell the difference between a real base and a decoy base, Colonial Forces will spend just as much effort destroying a decoy.

It's a good idea to place decoy bases in the obvious spots that will be checked first, or even up front so that they are spotted early. An enemy Commander may find one and think that he has found a real base, remember where it is at, and decide to get back to it later. This will buy you precious time.

See also: [Base placement](#)

Defensive Tips - Camouflage Structure

Build a camouflage structure on top of a base and it will take nothing less than luck for your enemy forces to find the base. They will have to cover your island with missile attacks or attack every inch with Metal Marines until one of them stumbles onto a base.

Better yet, build a decoy base and when it is finished build a camouflage structure on top of it. This will double the misdirection.

You can build a camouflage structure on a regular flat patch of ground, but I don't see much point in this.

Defensive Tips - Antimatter Missile Attacks

I know you're hoping for good news here, but there isn't any. Since antimatter missiles are carried by ICBM's, our interceptor missiles are completely ineffective against them. I'm afraid the only way to defend against an attack is to re-capture Colonial occupied islands before they get the chance to build one.

Offensive Tips

The best defense is a good offense. Defending Earth against the Colonial Forces is no exception.

We've provided you with three primary weapons systems to use for attacking enemy held islands: Metal Marines, missiles, and anti-matter missiles. You should use these in combination - it will be a rare mission indeed that you can complete using only one of these three.

I've taken the time to prepare a little table for you on the effectiveness of each weapon against what you'll find on the ground. Please take the time to look at it. Keep in mind that defensive systems are used in combination, and Colonial Commanders are no dummies. They know the same defensive techniques that you do.

Enemy Asset	Metal Marine	Missile	Antimatter Missile
<u>Metal Marine</u>	poor	fair	good
<u>Missile</u>	good	good	good
<u>Antimatter</u>	good	good	good
<u>Missile (ICBM)</u>			
<u>Interceptor</u>	good	poor	good
<u>Missile</u>			
<u>Armored Gun Pod</u>	poor	fair	good
<u>Interceptor Radar</u>	good	good	good
<u>Active Mine Field</u>	poor	good	good
<u>War</u>	good	fair	good
<u>Administration</u>			
<u>Headquarters</u>			
<u>Energy Plant</u>	good	fair	good
<u>Factory</u>	good	fair	good
<u>Decoy Base</u>	good	fair	good
<u>Camouflage</u>	good	good	good
<u>Structure</u>			
<u>Base</u>	good	poor	ineffective

Using weapons in combination is the best way to defeat dug-in defenses. For instance, you will often find groups of interceptor missiles protected with armored gun pods. Depending on how they are laid out, you may either have to send in a Metal Marine to destroy one or more of the interceptor missiles so that you can destroy the rest with missiles, or you may have to destroy an armored gun pod with missiles so that you can send in Metal Marines to destroy the rest.

After you eliminate the Colonial front line defenses, you can penetrate deeper into their island. Remember that your primary mission is to find and destroy their bases. I suggest, however, that you give high priority to eliminating any of their attack units that you find. If you eliminate all of the enemy missiles, for instance, this will give you valuable breathing room to push your attack

until they are rebuilt.

Give priority also to interceptor radars that improve their interceptor missile accuracy. War administration headquarters, energy plants, and factories help them build and wage attacks. Eliminate these as you find them.

You do not need to waste your efforts destroying orphaned armored gun pods (armored gun pods that are by themselves, protecting nothing). Also, you only need to destroy a single piece of an antimatter missile pad and the entire unit is useless. Don't waste time destroying all of it.

Remember also that in addition to attacking, each of these weapons performs reconnaissance. It would be a good idea for you to occasionally send a Metal Marine or a missile over an unexplored part of an enemy island just to see what's there even though you may lose the asset.

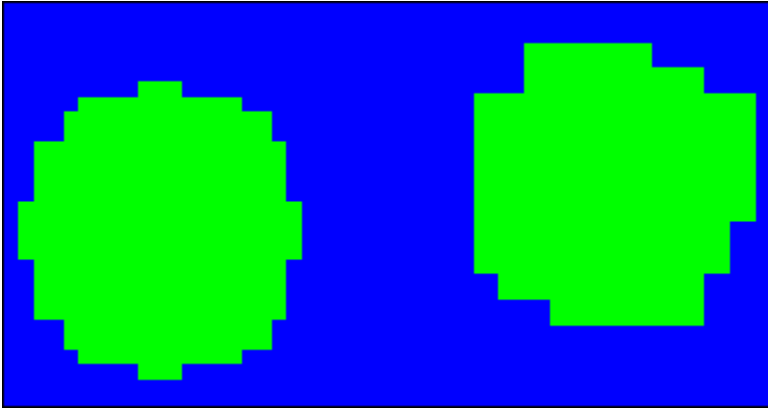
There is no defense against an attacking antimatter missile, so when you launch one, you will hit what you aim at, and you will destroy what you hit. If you can afford one of these, and can secure your island long enough to build it, you'll discover the definition of *irresistible force*.

Advise on Missions

Use the following topics to get some tips about how you should plan you next mission.

Number	Name
01	<u>Gaea</u>
02	<u>Cougar</u>
03	<u>Eagle</u>
04	<u>Bison</u>
05	<u>Grampus</u>
06	<u>Iceberg</u>
07	<u>Eurostorm I</u>
08	<u>Eurostorm II</u>
09	<u>Eurostorm III</u>
10	<u>Artemis</u>
11	<u>Poseidon</u>
12	<u>Kingdom</u>
13	<u>Sandstorm</u>
14	<u>Zihard</u>
15	<u>Kiwi</u>
16	<u>Snarlshark</u>
17	<u>Marlion</u>
18	<u>Chinglong</u>
19	<u>Sakura</u>
20	<u>Sunrise</u>

Mission # 01 - Gaea



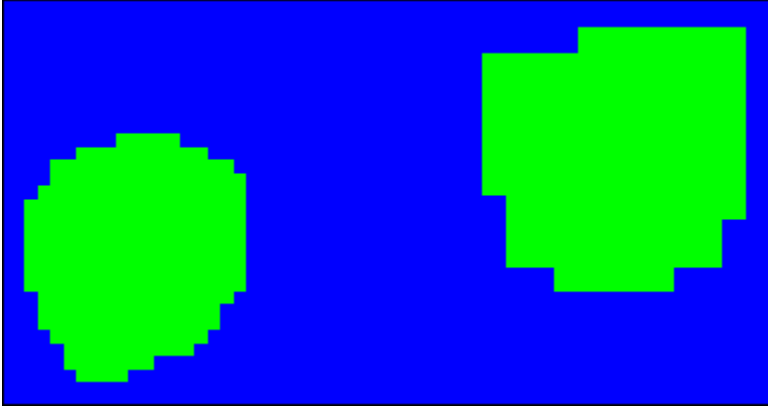
Knock knock. Anybody home?

They aren't expecting us. This island is poorly defended and not set up for much of an attack. Commander Garland is no pushover, however, so you will get much needed command practice here.

I suggest you use this mission to practice your attack techniques and learn how effective your defenses are. This will be a good shake-down mission for your troops

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 02 - Cougar

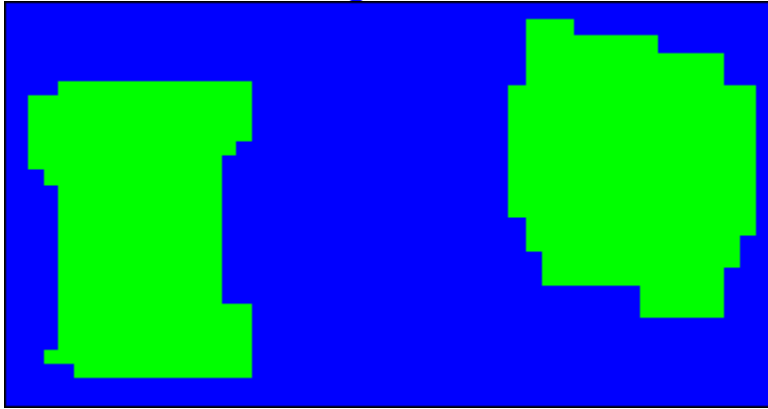


Commander Garland is a little better prepared this time. His defensive forces are better placed. He has some interceptor missiles that will give you trouble if you're not careful.

Remember, if you can take out his interceptor radar, his interceptor missiles lose a great deal of their effectiveness.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 03 - Eagle



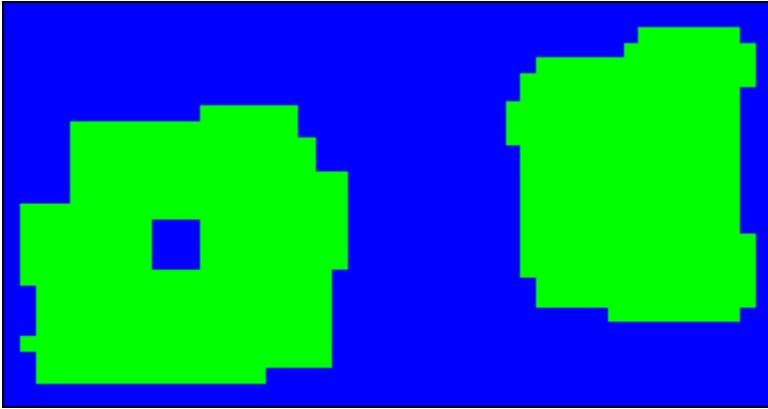
Welcome to what's left of Canada. I'm sure you'll notice that Commander Rile has been here a while. She is inexperienced, but aggressive. Watch out for her.

She has some very effective interceptor missile coverage over the entire island backed by several interceptor radars. I'm sure you'll be frustrated in any attempts to penetrate with missiles while these are still in full service.

I suggest you attack hard and often will Metal Marines to neutralize her defenses.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 04 - Bison



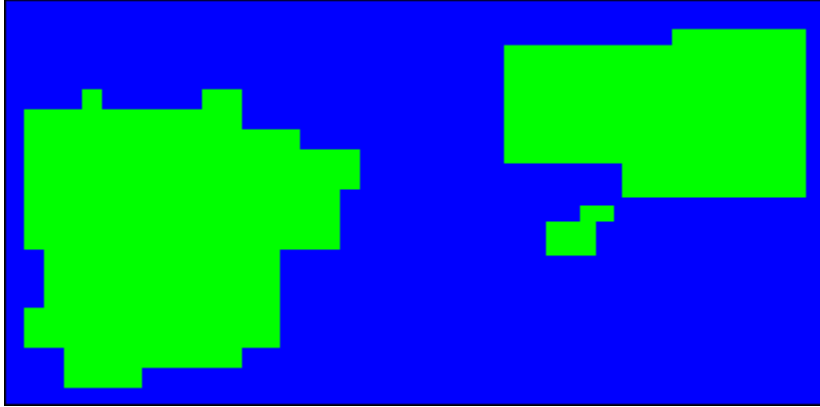
Commander Garland has dug in at Edmonton. That means that this is going to be a long battle.

I suggest you build a war administration headquarters right away so that you'll have the money to build the assets that you will need to press the attack. You might also consider an energy plant.

We don't have any Metal Marines built for you yet, either. You'll get nowhere without them.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 05 - Grampus

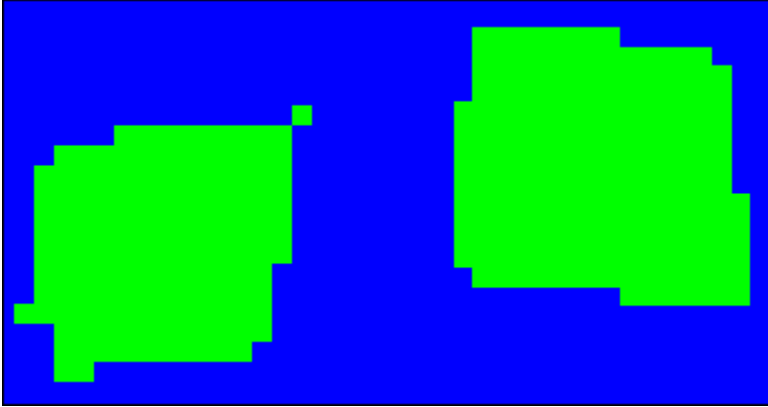


We've got some defenses started for you here, but they're not going to hold for long. I suggest you finish them right away. You'll need more interceptor missiles and some armored gun pods mixed in to protect them from ground attack.

By the way, the enemy island is actually two islands this time. Don't forget the smaller one to the south. Commander Garland could be hiding all sorts of nasty things there.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 06 - Iceberg



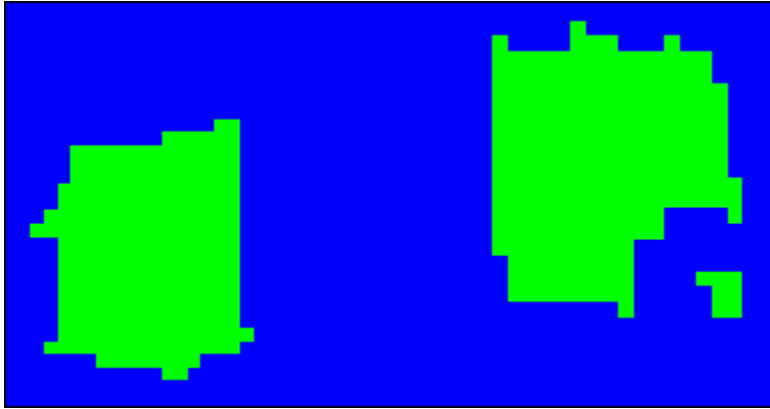
Commander Rile has set up shop on Godhord, Iceland. We think she is taking a primarily defensive stance, so I suggest being more aggressive this time.

Doing a full reconnaissance of the enemy island before you get started will help you figure where to attack. Remember to destroy any enemy missiles as soon as you find them.

Oh, and watch out for land mines.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 07 - Eurostorm I



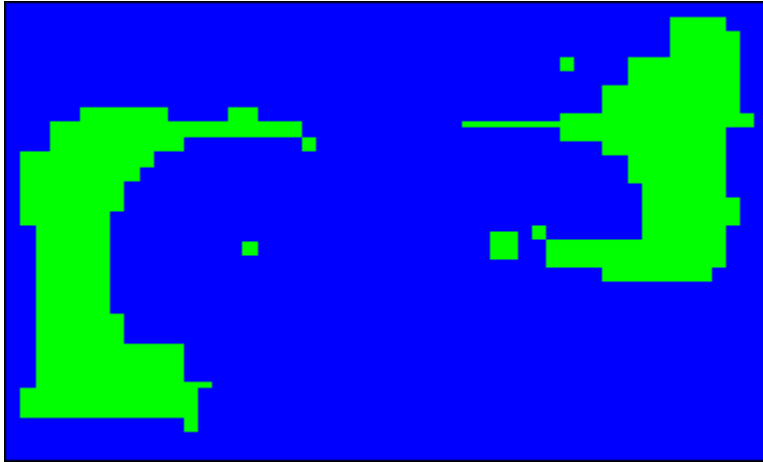
You're about to meet High Commander Schwartz. He's a tough old bird and will give you a great deal of trouble.

Because of our hasty move into Europe, there was no advance team available to set up the island for you. You'll have to start from scratch. I guess the good news is that High Commander Schwartz's first attack is unlikely to hit anything important.

For defense against ground attacks, you can take advantage of the uneven terrain and build armored gun pods on the tops of hills. That way, the enemy Metal Marines must fight uphill, and our gun crews can get in several shots before the Marine pilots can open fire.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 08 - Eurostorm II



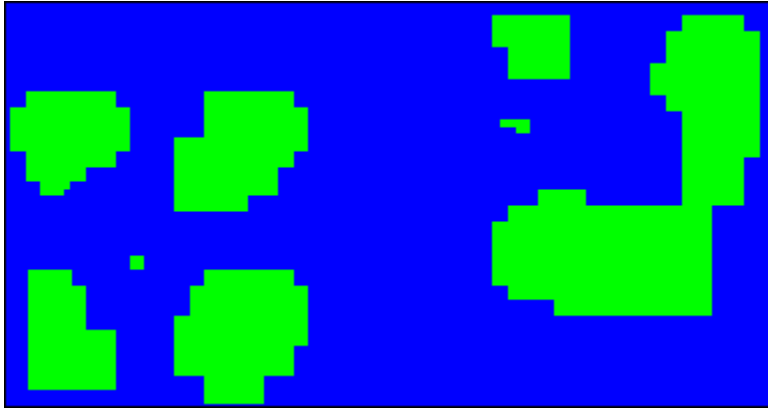
I'm sure you'll notice the London base is an odd shape. This makes defending the middle almost impossible. I think you'll do best to put heavy defenses out on the north and south points and place sensitive assets behind them.

You'll also notice that High Commander Schwartz's island has a long finger stretching toward you. It's a safe bet it's covered with interceptor missiles. There may even be enough of them to keep you from getting past with a Metal Marine transport. If the area is completely covered, there'll be no place for you to land a Metal Marine to clear a path - you'll have to destroy the first interceptor missile with a missile.

The only way to do this is to attack (preferably with a built up missile) just short and off to one side of the leading interceptor missile. Once it is destroyed, land with a Metal Marine and clear out the rest of the line.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 09 - Eurostorm III

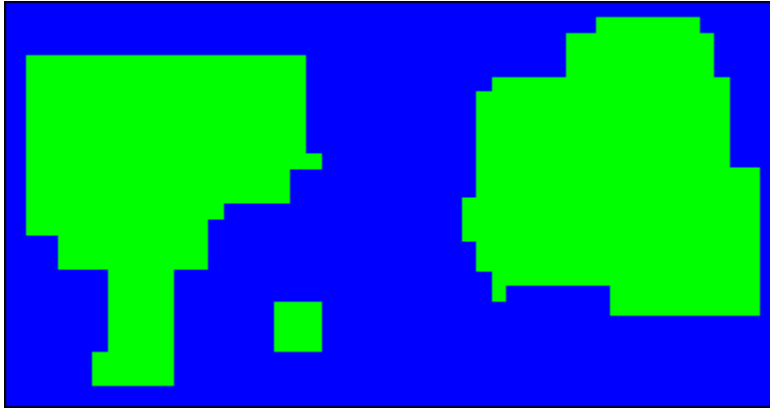


Central Europe is in pretty bad shape from the anti-matter war. Most of what's left is a series of small islands. The Colonial Forces under High Commander Schwartz have taken up a defensive position on three small islands. Our attack position is spread across four islands to the west.

High Commander Schwartz is actually in a hard to defend position. I recommend that you press a hard attack, primarily with Metal Marines, to find and destroy his bases quickly. Plan on making separate attacks on each island.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 10 - Artemis



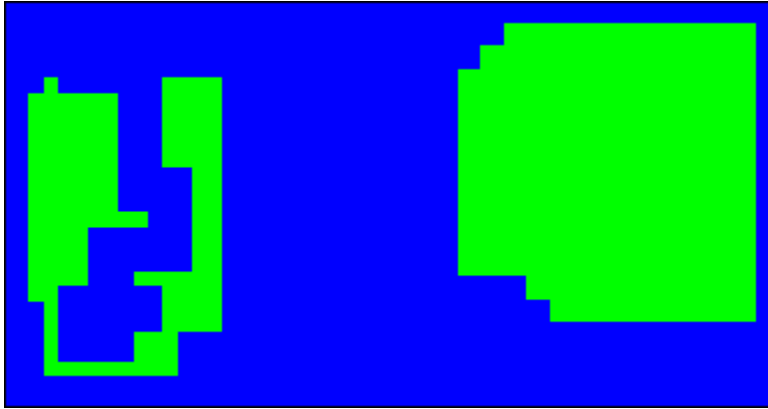
High Commander Schwartz has fallen back to Southern Europe and the large island of Athens. There's no doubt he anticipated his defeat to the north and started digging in before Eurostorm III was completed. He has heavy defenses and several built up Metal Marines.

Plan on a long battle. Build an energy plant early so that you can keep up the attack. You'll have to start by beating up the front-line defenses and work your way back to his bases. Meanwhile, he's going to be pounding you hard.

This is your toughest mission yet. Good luck.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 11 - Poseidon

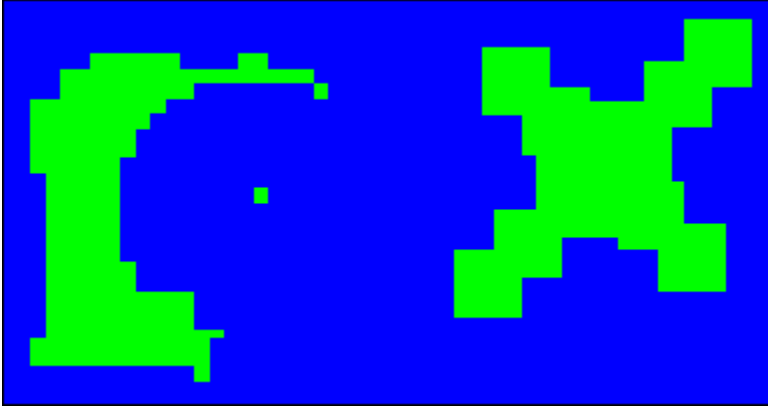


While you were fighting High Commander Schwartz, Commander Rile has managed to do a rather complete job of setting up your next challenge. You'll recognize her island as the mouth of an old volcano, and you'll be tempted to attack right up the middle. I caution you against this.

Our advanced forces have set up some front-line defenses. This should buy you time to do a complete island reconnaissance. You're going to need several Metal Marines to remove the ground defenses before you can hit the bases.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 12 - Kingdom

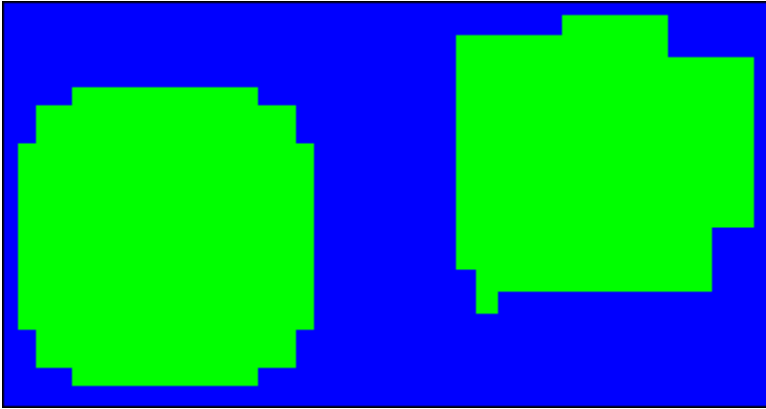


The London supply base has been clobbered. It's in pretty bad shape. There is very little clear space to build, so you'll have to spend a considerable amount of resources clearing. You may just want to set your crews to automatically clear when building.

Apparently Commander Rile has been sent to distract us for a while. Her island is in the shape of a large X. I'd bet my next paycheck that the goodies are right in the center and that she has interceptor missiles all over the place.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 13 - Sandstorm



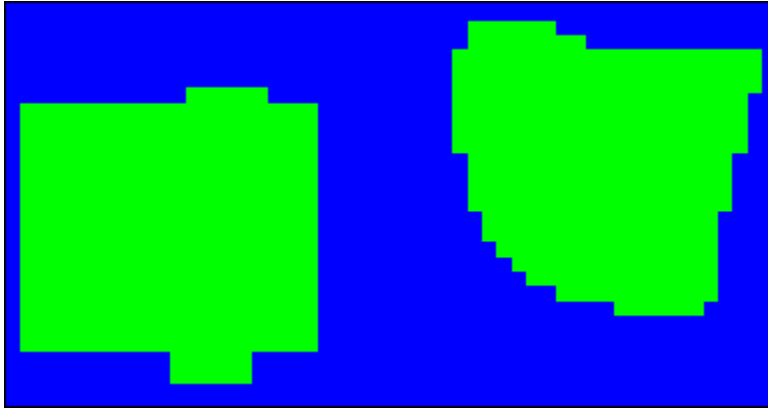
High Commander Schwartz has regrouped north of Syria. It's time to learn dessert warfare.

Your island is round and there is almost no place to hide. I suggest that you place your more important assets behind the interceptor missiles that the advance troops have set up. You may wish to strengthen them with some armored gun pods to defend against ground attacks.

This will be a difficult island to defend, especially against High Commander Schwartz, so spend your resources on attack assets.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 14 - Zihard

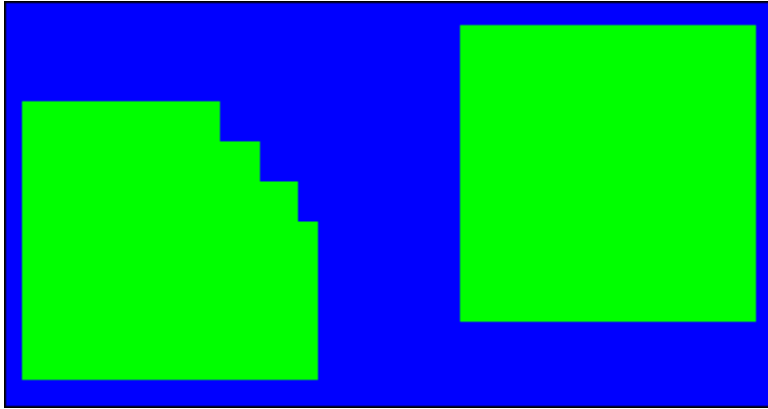


The old walled city of Baghdad is High Commander Schwartz's new island fortress. He has set up interceptor missiles all along the leading edge. They will make missile penetration impossible until you clear them with Metal Marines.

We have had a long string of victories. By now the Colonial Forces should be getting desperate. You should start watching out that you don't spend too much time trying to destroy decoy bases or fighting ground forces when you should be looking for enemy bases.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 15 - Kiwi



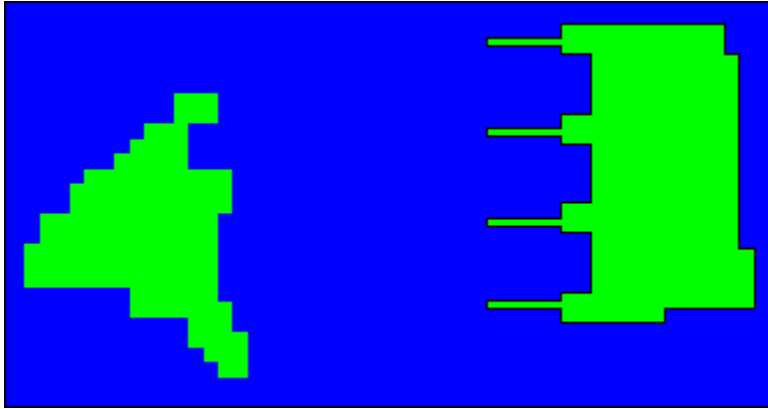
We finally get to meet Zorgeuf the Great. If he is true to form, he will have a large number of missiles and built up Metal Marines ready to attack. Defending against them will be very difficult.

Since he seems to be taking over the campaign from his subordinates at this point, he has probably not had enough time to fortify this island. In fact, I think Operation Kiwi is just a stalling tactic to keep us in the South Pacific while he prepares his bases to the north.

From what I know about Zorgeuf the Great, I'd suggest a frontal attack, right up the center, for a quick end to this battle.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 16 - Snarlshark

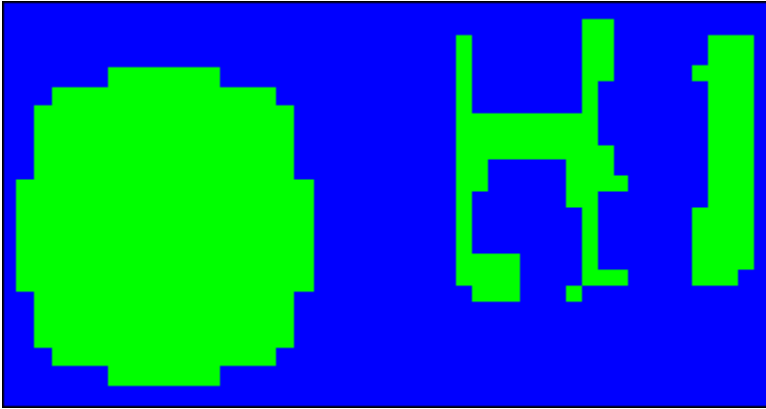


Commander Rile is back, and she seems to have garnered the favor of some very inventive construction crews. They have built four huge piers on their Sydney base that stretch way into the ocean. These piers are undoubtedly covered with interceptor missiles. Not only will you have no luck getting past them with missiles, but I'll bet you won't be able to penetrate with a Metal marine transport either.

You'll have to work this one much like the attack on Paris in Eurostorm II. Fire a missile just short and off to one side of each of the piers to destroy the leading interceptor missile. Once it is gone, you can clean the pier using a Metal Marine. You'll have to do this with all four piers in order to penetrate to the bases. Good luck.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 17 - Marlion

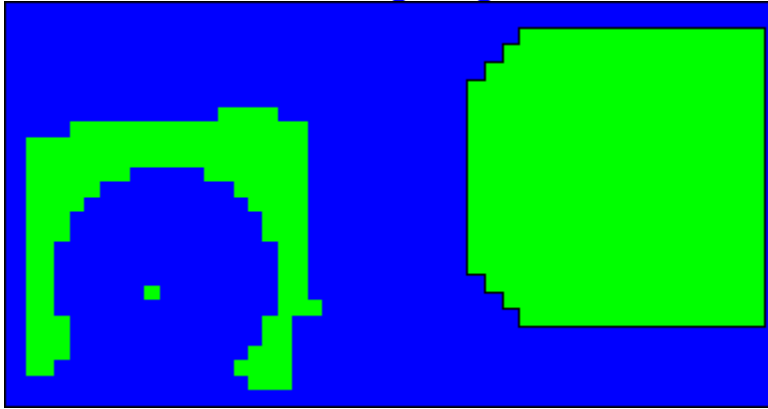


Zorgeuf the Great has managed to place some very effective defenses on this pair of South Pacific islands. The shape of the islands lend themselves well to defense, since they have several leading edges and I'm sure each of them is heavily fortified with interceptor missiles.

Forget trying to get any missiles through until you clear out those interceptor missiles. I think your best bet is to do as much reconnaissance as possible with Metal Marine transports and then start clearing a path.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 18 - Chinglong



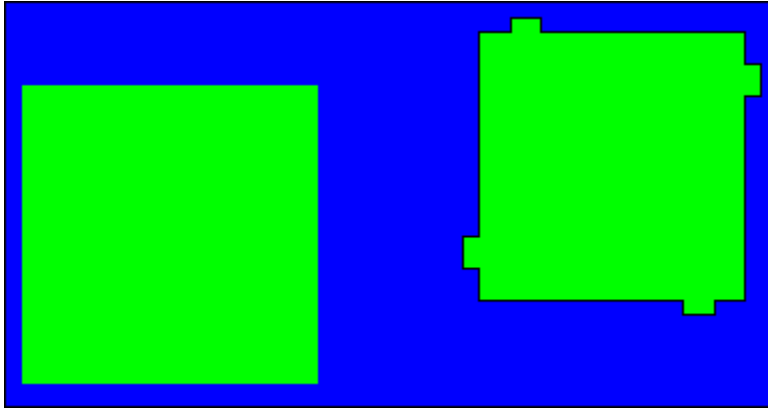
We're up against the incredibly well defended island of Hong Kong. Your going to have to find a way to penetrate literally miles of interceptor missiles fortified with armored gun pods and Metal Marines. Missiles will be useless until you break through. Plan on losing a lot of Metal Marines with a full frontal assault.

As if that wasn't enough bad news, we are fighting from a sliver of an island to the west that has very little buildable space and is almost impossible to defend.

I suggest you immediately use what resources we can get you to start building Metal Marines right away. Your going to need them all.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 19 - Sakura



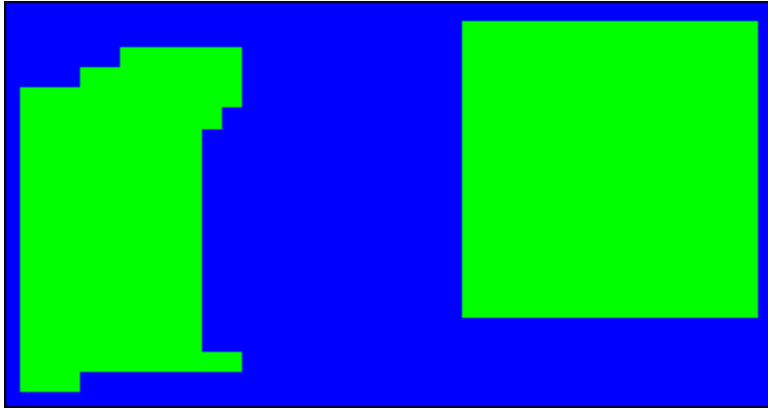
It appears that High Commander Schwartz is back for one last battle. We haven't seen him for a while. He's been busy. I suspect that he has over a dozen built up Metal Marines and a dozen or so missiles ready to go. His Fuji island setup looks fairly easy to defend, also.

I'll bet his bases are set way back in the rear. As soon as you can get Metal Marines built you should transport them all the way to the back. This will give you good reconnaissance of what he has and you might get lucky and land on a base. If you wait too long he'll have enough interceptor radars that his interceptor missiles will become effective against Metal Marine transports.

You need to defeat High Commander Schwartz as quickly as possible. He'll have an anti-matter missile built in no time and then we are completely out of luck.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

Mission # 20 - Sunrise



Here it is. Every last piece of equipment that the Colonial Forces have is deployed on their Tokyo island. This is Zorgeuf the Great's last stand. I'm afraid we have cornered a tiger. He has successfully built an anti-matter missile, and I'm sure that he'll use it as soon as he can.

As I'm sure you've already been told, we have no way to defend against an incoming anti-matter missile. The only way to survive is to destroy it before it is launched. Against such a heavily defended island this is going to be quite a task.

You will have to get a Metal Marine on top of the anti-matter missile silo as quickly as possible. Since you cannot hope to fly through the scores of interceptor missiles in the way, you are going to have to hop your way back. Take out several of the front line defenses in your first hop, then work your way back.

Good luck. We're all counting on you.

See also: [Enemy Profiles](#), [Defensive tips](#), [Offensive tips](#)

