

# HINT GUIDE- Dominion Beta Demo

- *Learn the building dependencies. Destroying the enemy's Colonies will effectively muzzle him.*
- *Don't overlook your soldiers. They may not be as glamorous, but when used with a Commander they can be deadly and highly efficient.*
- *Use the Breachmakers as artillery units by first engaging the enemy with more heavily armored units, then pounding the enemy from long distance while it's attention is elsewhere.*

## **MISSION: DEMO- 1**

First build a Main Plant, Power Plant, Colony, and then Refinery to bring your base online. Upgrade the Colony so you can produce Xeno Bazookamen en masse. Clear the fog on the map by double clicking on the Recon unit (puts the Recon in auto mode). Stay to the north edge of the map with the rest of your team and head east until you get to the Enemy Refinery. You may want to group all of your units, except the Recon and the Engineer, with the Commander to make use of his healing capabilities. Do this by selecting the desired units then pressing Ctrl + 1-9. Keep the Commander back a ways to protect him from the fighting, your mission will fail if he is killed. Destroy the Refinery or the umbilical to drop the Enemy energy wall on the north side of their base. Try to keep the Commander back behind your other units, as the Enemy defenders will try to target him first. Kill all the Enemy soldiers that attack when you destroy the Refinery. If your soldiers are hurt in the fight, let them do calisthenics with the Commander for awhile to heal themselves. Move to the south keeping as far to the eastern edge as possible in order to stay out of the range of the Enemy Rocket Tower (present in medium and hard settings). Continue to build additional soldiers while advancing through the Enemy base. Take out the Power Plants you see to power down the Rocket Tower. Next take out the Colony and then the Rocket Tower. The Main Plant produces a small amount of extra power on its own so be careful not to remove the power load on it by destroying all the other structures first. Doing so would allow the Rocket Tower to come back online. Then proceed to destroy any remaining enemy units.

### **UNDER THE COVERS:**

This is a pretty laid back scenario for the AI. The enemy is in a passive posture, which means you can march around more or less unmolested unless you get too close to its outlying patrols, or you attack or enter the base. Of course, you'll need to do just that, and that's when things can get hairy if you're not careful. Once your men compromise the base, the AI will react by initializing a search and destroy of your highest threats, which, in this case, will be your commander. Luckily, in a passive posture, the AI won't recall its outlying defense parties, so you'll only have to deal with the troops within the base, and those that it creates for defense. Be sure you have your commander well in the rear of your force before you enter the base because the defenses will come after him with a vengeance. Also, don't take on the enemy tower until you've disabled the power. You won't stand a chance. Finally, you can clean up the outlying defense forces one at a time. In a passive posture, they won't communicate with one another for help.

## **MISSION: DEMO- 2**

Quickly build the basic structures; Main, Power, Colony, and Refinery. Recon around your starting point while the structures are building. Try to get your base surrounded by energy walls as soon as possible and fend off enemy attacks. Watch your power level, try to keep it high by building extra Power Plants. As soon as your base is secure, build a few Bazookamen and take over another Matter well. Build umbilicals out to the well and build a Refinery on it. Build as many Bazookamen as you can to fend off the attacks while you bring extra refineries online. Then clear the Enemy from the remaining wells on the map.

### **UNDER THE COVERS:**

The AI has no base to build or defend in this mission, but it continues to receive reinforcements throughout most of the mission. As with all reinforcements, these are placed in the AI's reserves corps, and are used as the shock forces for a series of stronger and stronger search and destroy missions. The AI will target your colony or your main plant early on, but will soon switch to attacking your energy beacons once you start building them. It will come at you with tanks, so get your Bazookamen ready. Once you start expanding out towards the energy wells, the AI will identify and target your umbilicals, too, so you'll have your hands full. The good news is that the enemy's posture

is passive, so his attack groups will not be reinforced by the defensive patrols you'll find scattered around the map. Try to keep from wandering into their defensive zone at the same time you are fending off a focused attack, or you'll have two fronts at once to worry about. The key here is to build refineries as fast as you can while fending off the AI strike forces.

### **MISSION: DEMO- 3**

Group your soldiers with the Commander and move a little to the north. Send your Recon unit north until you find the Cannon Tower. By this time some reinforcements should arrive, including one or two Hunter vehicles. Do not engage the two towers to the west with the energy wall. Move the Hunter unit to the northern tower, as the tower will target the first unit it sees. Since the tower cannot damage the Hunter vehicle's armor, move your remaining forces in behind and take out the tower. Take out the umbilical in the way and repeat the same procedure with the next tower to the north. Then move your units to the west along the cliff face in small groups, keeping them out of range of the towers behind the trees to the north. Follow the road as it turns to the south and reinforcements will then arrive at your original starting point. Near the branch of the road that turns west, there is an umbilical that you should destroy to power down a tower that is further down the branch of the road that turns to the southeast. After destroying the umbilical, continue down the southeast branch and destroy enemy units as you come across them. Leave the tower alone as it is no threat to you in its powerless state. Continue down the road until you receive a message stating that the convoy is approaching. Keep moving and you will once again be supplied with reinforcements. When you see the Dreadnought you have found the convoy. Destroy its escorts as quickly as possible so you can start chipping away at the Goliath. You must destroy it before it gets to its Telepad. It is best to split your forces in two and use the Breach-makers to hammer at the Goliath while using the Hunters and remaining units to destroy the escort.

#### **UNDER THE COVERS:**

The AI has a simple job to do in this mission, and that is to kill your measly force. Easier said than done if you follow the instructions above. As in the earlier missions, the enemy is in a passive posture, so you'll only have to engage the enemy groups as you come across them; they won't call for reinforcements. However, if you are playing this mission on the difficult setting, be prepared to handle an onslaught of the AI's reserves corps from all over the map when you get too close to the convoy. If you've left too many living enemy units in your wake they'll come back to haunt you in this mission, so be aggressive.

### **MISSION: DEMO- 4**

The absolute first thing you should do is right click on the refinery that's under attack and select repair. This is the only way you will be able to save it, and although you can build another one, it will help to save the initial one. Next, take your drop team and attack the enemy Breachmakers from the north, and take the three PHVs next to the damaged Main plant and attack them from the south. Once the attacking enemy is killed you must act quickly. Send your Engineer down into your Main plant to repair it. Since it's the most expensive structure, you'll get more bang for the buck using it here. Then repair your three Power plants and the two Colonies, and upgrade the Colonies. By this point, with your refinery producing and colonies at full steam, you can start to erect your base defenses and upgrade your remaining structures. Remember all the tricks you've learned in previous missions, you'll need them here. The most important structure you can build in this mission is the Rocket Tower. USE AUTO-REPAIR!! Coupled with a mobile force to advance and draw enemy Breachmakers into range, it will be the only thing you can build to withstand the waves of enemy that will assault your lines. You'll need at least two Rocket Towers and an Auto-Cannon Tower, along with a mobile force of one or two Medium Tanks, several Bazookamen, and a few PHVs, to defend your base before you can even think about expansion. Once your defenses are in place, build umbilicals towards the northeast. You'll have to protect them with an occasional tower and a few mobile units as you build outwards. Claim the Matter Well in the northeast corner for own, but you may have to fight for it. In the higher difficulty levels you may even have to destroy a refinery the enemy has built on the well before you got there. Once you have your second well you should be ok, but watch out for a surprise! Proceed to steal the enemy's matter wells as you find them. This not only adds to your own production, but takes away from his. Destroy anything that is enemy to complete the mission.

### **UNDER THE COVERS:**

The AI can start to flex its muscles in this mission. Rather than being passive, its posture is defensive. This has a number of ramifications, the most noticeable of which is the ferocity with which it defends its base. Not only will the AI draw from its reserves corps to defend the base, but also it will recall nearby defense patrols if it deems necessary. There are two sizeable defense groups near the base, so expect them to engage in the defense of its base even if you have not passed near enough to trigger their standard patrol radius.

In this mission, the AI maintains a steady assault on your forces. Since enemy units are inside your base at the start of the mission, the AI knows where you are from the beginning, and immediately creates a number of attack missions targeted at your towers, your umbilicals, and anything else it deems as a high threat. It builds a steady stream of units to populate these attack groups, and you will see wave after wave of units attack your base or extended line of umbilicals. It will utilize a two-front attack strategy once it builds a bridge into your base's back door, and reserve units positioned north of the lake will target your refinery and pour across the bridge while strong artillery platoons will assault your main line of towers from the east.

The key is to reach the energy well sites, destroy the AI refineries, and build your own. The AI will attempt to rebuild its refineries, of course, but if you keep it busy enough, its priorities will be adjusted to handle your offensive threats before using resources to build new structures.

### **MISSION: DEMO- 5**

Quickly build your basic structures in between the two cliffs. As the base is building, also build some umbilicals a little towards the north and erect an Energy wall between the cliffs. It is imperative to keep the enemy Recons out of your base until you get the walls up. Then close off the back pass into your base with an Energy wall. On the plateau to east is another Matter well, as well as in the northwest corner, but go for the eastern one first. There are some enemy forces on the plateau, but you shouldn't have too much trouble with them. Once again use the tactics you've learned in previous missions to get you through the battles. When your base is well defended and you've built up a good-sized expeditionary force, build umbilicals towards the north and grab the Matter well that's in the corner. Build a couple of Rocket towers near there and you should be ready to assault the enemy's base. Once you've destroyed the Main base on the hill, move to the east and locate the prisoners. Be very careful to clear a path for them before you attempt to move them. If the enemy sees them trying to escape they will do everything they can to kill them. Carefully move the prisoners down to the Telepad and direct them on to it so they can warp to safety. Mission accomplished when at least five of the six prisoners are rescued.

### **UNDER THE COVERS:**

In this mission, the AI starts out with a huge extended base, and you have squat. Fortunately, it doesn't see you right away so you have some time to get your base started. The AI is searching diligently for you, however, and once it locates you, it'll start to build a force to hit your refinery. If you build towers for defending your base (hint: you will), it will build another attack group to hit your towers. Since the enemy starts with such a large base in place, we've set the AI posture to passive. This is good fortune for you because this gives you time to establish a north-facing perimeter defense and to build a line of umbilicals north to the open energy well. Get ready, though, for once your base is discovered, the AI will hit hard. Given its passive posture, the enemy base defense is not as sensitive as in mission 4, so you can establish a tower defense around your newly acquired energy well. But then the fireworks will start as the AI begins to beef up strike forces to hit your towers. From here on it is a slugfest as you work your way into the enemy base, and it builds up reserve units to man its defenses.