

Starship Troopers: Terran Ascendancy

Walkthrough

1. INTRODUCTION















Starship Troopers is a 3D Role-Playing Strategy game published by Microprose. The game draws its content and inspiration from the 1959 Robert Heinlein novel and the 1997 Paul Verhoeven movie of the same name. Cautions : This walkthrough will actually spoil the fun of playing this game, so if you are planning on playing it all out yourself please close this walkthrough and continue with your game.

For those who want to continue reading this walkthrough, please take some time first to read the FAQ, from the Official STTA FAQ at <http://www.stta.com>. The site is currently down, so I've updated a few things and made it available at <http://www.nightsolo.net/stta/>

2. NOTES

- STTA is now abandonware. It's free. Download it from <http://www.the-underdogs.org/>
- Read the FAQ first, as this walkthrough assumes you know how to do stuff.
- Also read the Tips page.
- The manual is also sort of helpful.
- While I don't cover the tutorial missions, they show you how to play, so definitely go through those.

3. MAP KEY

 = Landing Zone	 = Company J
 = Retrieval Zone	 = Ensign DeSilva
 = Waypoint	 = Trapped Scientists
 = Ammo Dump	 = Colonel Holland
 = Twin 50 Guntower	 = Teleport Stone
 = Bughole	
 = Hopper's Nest	
 = Egg Cluster	
 = Brain Bug	 = Tanker Bug
 = Chameleon Bugs	 = Plasma Bug

Mission 1 - Bughouse I

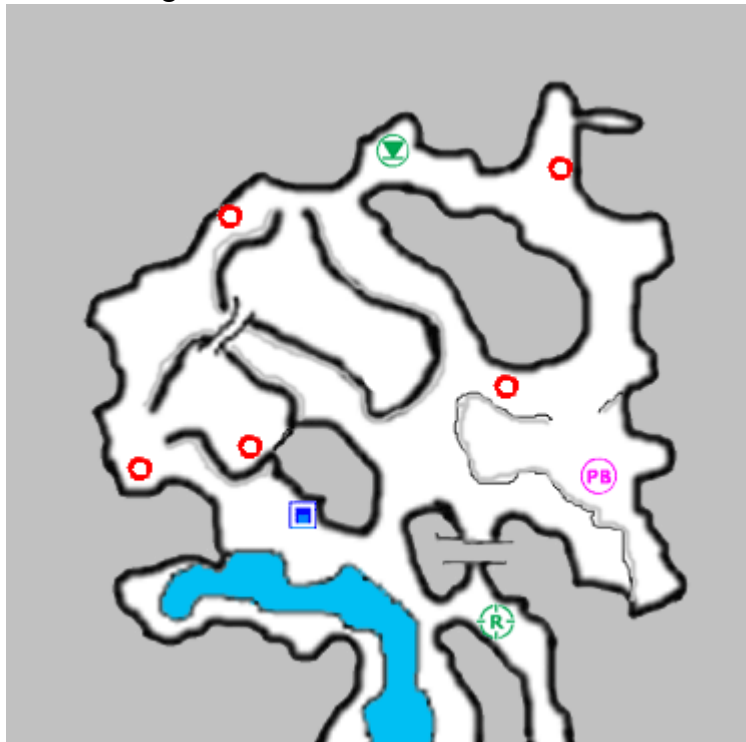
Strike Team Assembly:

- Put everybody in Power Armor who can wear one.
- Have two of your Cap Troopers with Missile Launchers.
- Have one Cap Trooper with a Grenade Launcher.
- Make sure everybody has a Health Booster.
- For those Cap Troopers without Artillery, give them Harnesses so they can carry a second weapon.

This mission should be a milk run. That's if you have already gone through the training school scenario. What you need to do is just walk around the map and kill every bug and bughole that you can find. There are five bugholes that you need to destroy. There's also a Plasma bug that you're told to ignore, But go ahead and kill it with your Artillery.

Once you have destroyed all the holes, the Fleet Liaison, Ensign DeSilva will inform you that there is a general retreat issued, and ask you to go the the retrieval point. First, make sure the whole map is clear of bugs, as this will maximize your experience. In the southwest corner there are some bugs across a river. Position your troops along the edge and you can have your Artillery group kill them from a distance.

Once you're sure the area is clear, head for the Retrieval Zone (a big green R in a circle on the ground) or hit R and you'll head there automatically. Don't stand in the RZ or the ship won't be able to land. Call for a retrieval ship (ALT + R or blue icon in the HUD). When it arrives, hit R to board, or put your pointer over the ship and click when it turns into a green hand.



Mission 2 - Bughouse II

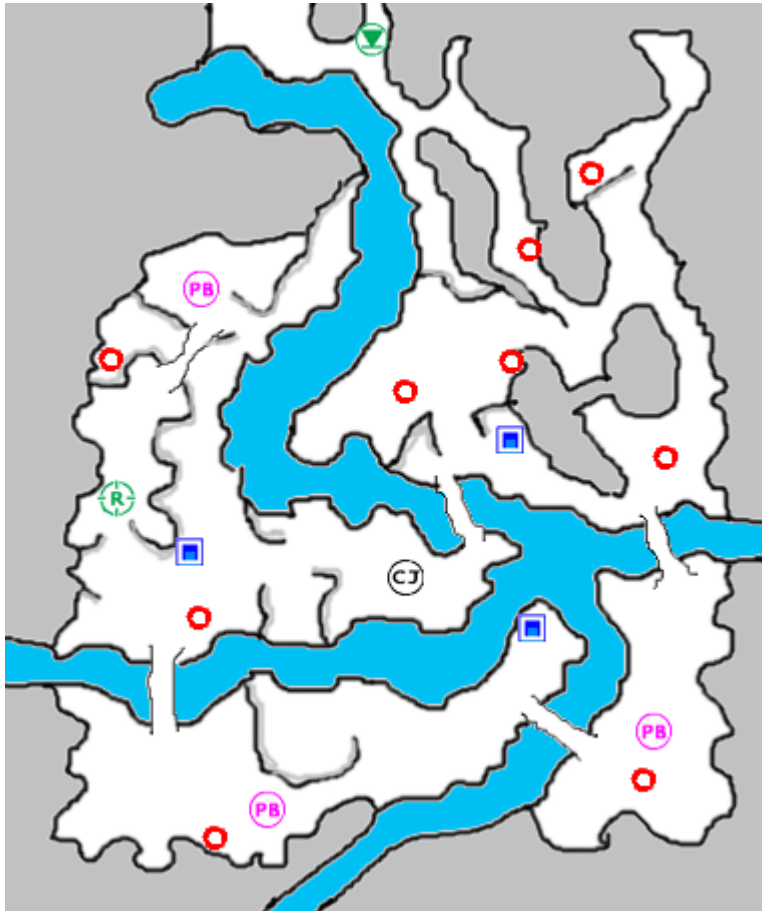
Strike Team Assembly:

- You don't get to change it from the last mission.

Make sure you save before this mission. If the game quits (either unexpectedly or you ALT+F4 it) before assigning the 1st 6 troopers their Experience, you won't be able to start this mission, as you'll have too many troopers for it, and the game won't let you get rid of them, or even deploy.

I recommend taking out all the bugs first, save for one Plasma bug. The reason being that when you've met up with Company J, you have 3.5 minutes to clear the remaining Plasma bugs and get to the Retrieval Zone. I recommend leaving the one in the west-north-west, just north of the RZ, for last.

Use your Artillery to take out the Plasma bugs. The best way to sweep the area is clockwise from where you start. One of the Company J troopers is a medic. Put your team in formation, select the Medic, hit H or click the heal button in the HUD, and box-select the whole team. He'll start healing everybody who needs healing.



Mission 3 - Paradise Lost

Strike Team Assembly:

- You can take along a Nuke or two instead of Missile Launchers, but when a new bughole is sighted, you'll have to move your team a lot further back so they don't die in the blast. Also, only fire one Nuke at a time. It's overkill to fire all that artillery at once, so assign your "Nuke-Troopers" to separate selection numbers.
- Don't forget you now have a Medic.

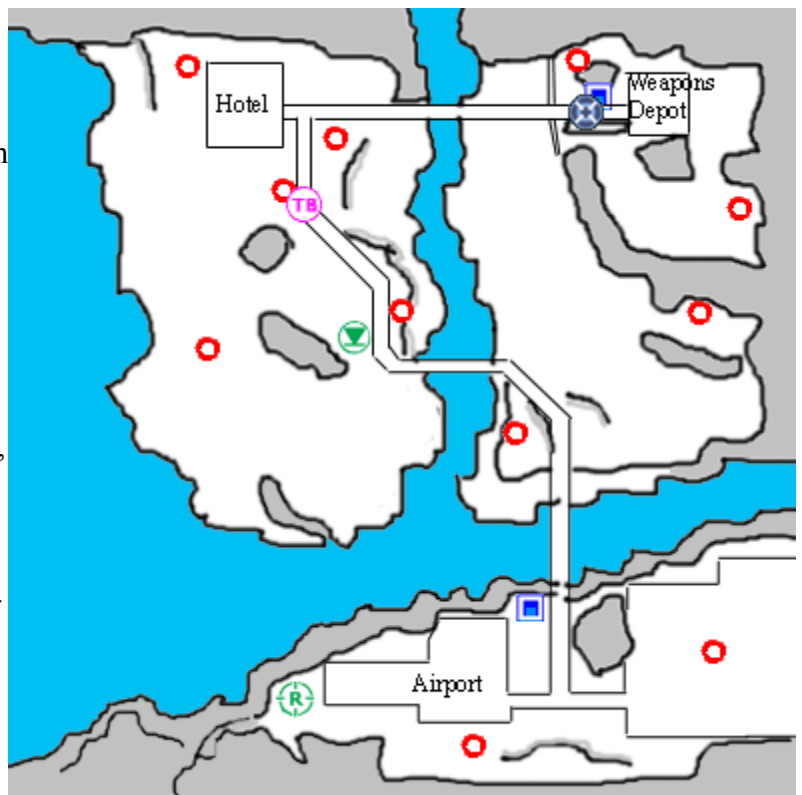
The goal is to meet up with some trucks and escort them to the airport in the South. Before meeting up, I recommend first performing a sweep of the entire map to make the escort as easy as possible. Start on the island you're on, and go counter-clockwise, taking out all bugs and bugholes you find. Next head towards the southern-most island. Take out the bughole in the southwest corner of the middle island on your way. On the south island, there's only the one bughole in the middle of the square to the east, at least for now...

Reload your troops at the ammo box and sweep the rest of the northeast island. Gather your wits before heading into the fenced-off area. Stick close to the fence so as not to trigger the trucks, and take out the bughole to the north. Then head towards the back of the trucks, take out the Warrior bugs and two bugholes back there. If you haven't already, you can now say hello to Depot Manager Jon Roscoe. Just position your team over the indicated spot.

There are two ways to make the trucks start and stop. 1) put your pointer over them and click when the cursor turns into a hand. 2) click the red icon in your HUD.

Assuming you successfully swept the whole map, you can safely keep the trucks way behind you. There are now a whole new set of triggers. Start the trucks moving, and lead them across the first bridge. Stop the trucks on the bridge, and inch your strike team along, following the road. A huge Tanker bug will crawl out of the ground. Tankers are always accompanied by a new bughole. Use your Artillery to take out the Tanker, but wait until he's fully out of the ground, as he's not vulnerable until then. Once he's gone, clean up any other bugs that came with him, and the new bughole.

Continue to inch along and keep the trucks moving, but well behind you. Stop the trucks whenever a new bughole pops up, or new bugs appear. When the trucks get near the airport, a set of drop ships will fly in and pick them up. Position your team south of the green circled R's, and a new bughole will appear. Hold back and pick off the Warriors until no more come out, then seal the hole. You're now cleared for retrieval, and you can just high-tail it to your RZ.



Mission 4 - Restore Hope

Strike Team Assembly:

- 3 Missile Launchers
- Make sure you have one trooper with the Bug Specimen-Capture Weapon as his primary. You can switch to his secondary until it comes time to capture a bug.

This time, I recommend making sure your objectives are met successfully before sweeping the map. Reason being that it can be tricky, and you don't want one of your troopers to die in the harder parts of the mission, after having wasted all that time, and then having to restart to ensure his experience. Start by assigning the trooper with the SCW to his own selection number, to make him easier to select later

From your LZ, follow along the southern edge of the map, taking out nearby Warrior bugs and bugholes. Fort Joe Smith is on a plateau, and there's a natural ramp on the eastern side of it. As you come up the ramp, reload your ammo, and go around the Hopper's Nest to the south. Stay outside the fort for now, and take out the bughole in the west side of that mound.

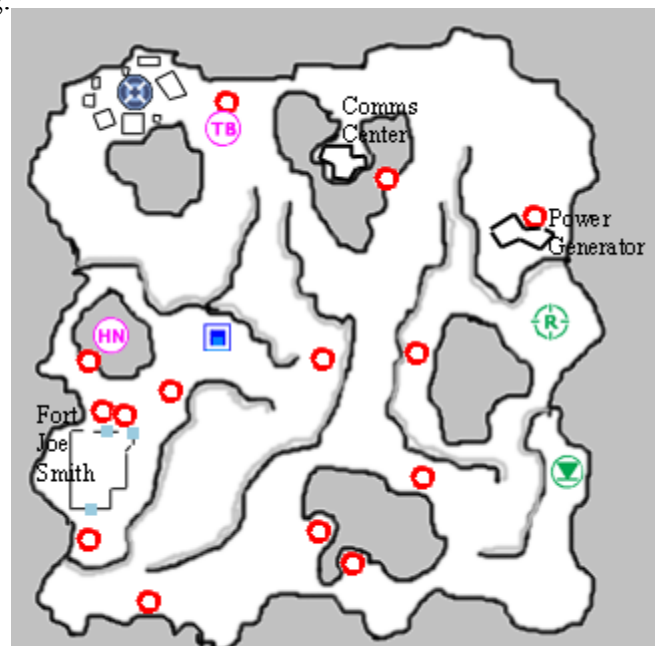
Now enter the fort and position your troopers just inside the eastern entrance. Don't trigger the green arrow yet. First, put Cap troopers on the gun in the northeast corner next to your strike team, and another on the gun in the middle partition. To do this, select a Cap trooper, put your pointer over the gun, and click when it turns into a green hand. Now select a third Cap trooper and send him to the gun way in the rear center of the fort. He will pass through the green arrow and trigger a bunch of bugholes. The trooper in the back can take care of the bughole there. Three bugholes will appear in front of the fort. Your Cap troopers on the guns will take care of the bugholes on the ends, but you'll need to select the rest of your team to take out the one in the middle, just in front of the entrance where they're standing.

You'll be informed of a new distress signal coming from the north. Assemble and heal your strike team in front of the fort, and head in that direction. When you can see a group of containers from a distance, stop and approach slowly. A tanker will appear. Kill it and its bughole, then continue towards the center of the crate formation.

Zach O'Neill and two other dudes in Combat Engineer suits will come out of one of the crates and ask you to rescue their family. This is easy. Just head to the Comms Center on your TAC map, and you'll trigger a couple of cut-scenes. When the family is reunited, a drop ship will be called for, and Colonel Holland will ask you to ignore other mission objectives and capture a bug.

The civilians are safe, so go ahead. Take your strike team back towards the crates. Select the trooper with the Specimen-Capture device. To use it, make sure it's selected (you can't Mistake it when he's got it in his hands), and box-attack one of the flying green bugs. The targeted bug will become surrounded by a green sphere. Hit ALT + R or click the Capture Specimen icon in your HUD, and then click the bug when your pointer turns into a green double-down arrow. A ship will come down and pick up the bug.

Once that's done, you'll be cleared for retrieval. Now's a good time to sweep the rest of the map. The hoppers will attack if you move one of your troopers away from the rest of the team. The Hopper's Nest is invulnerable in this mission. Once the map is clear, head home.



Mission 5 - Royalty I

Strike Team Assembly:

- At least one Nuke Launcher, and your choice on the Missile Launchers.
- Again, make sure you've got a Specimen Capture Weapon.
- You now have a Combat Engineer in your strike team.

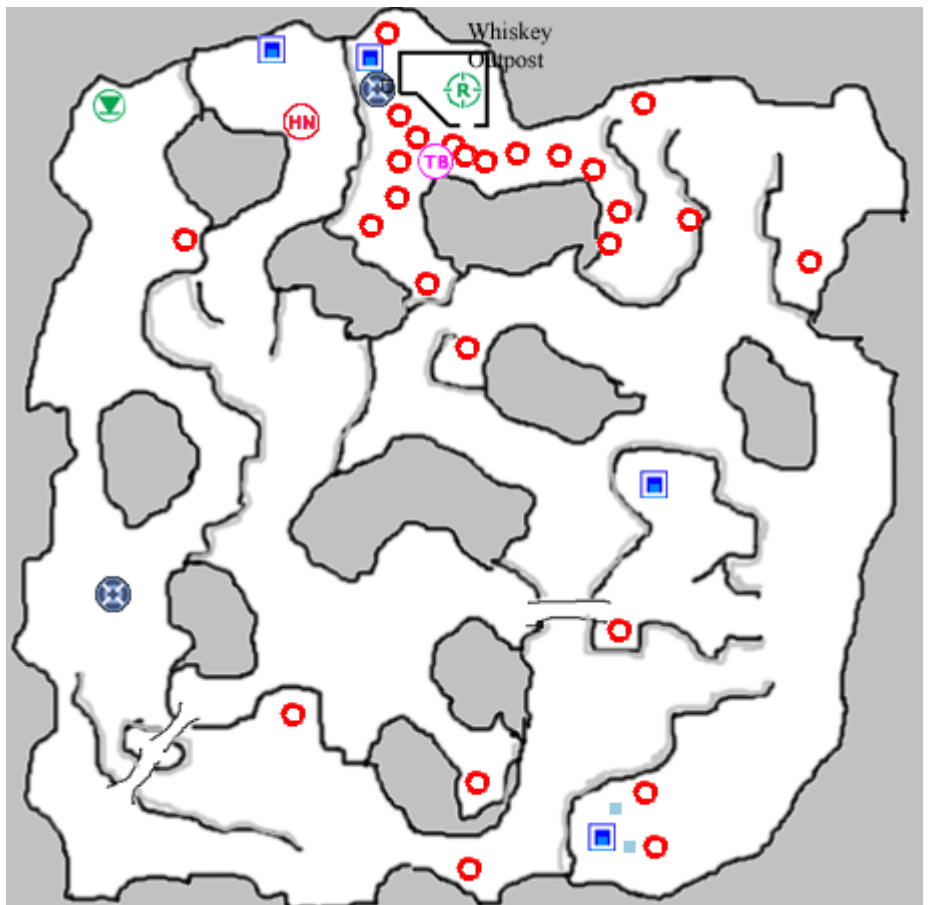
You'll be dropped near a couple of Warrior bugs, and a nearby bughole. A well-placed Nuke will take out the hole and most of the bugs around it. Keep your team together as you pass by some circling Hopper bugs. Take the team in formation near the fast-moving Chariot bugs, but not so close that they open fire on them. Select the trooper with the Specimen Capture Weapon, and box-attack one or more bugs. You should know how to do this from your last mission.

Once the Chariot bug is captured, you'll be asked to head to Whiskey Outpost to find Colonel Owen. Before you head there, take out as many bugs as you can. As you approach the ammo depot in the southeast corner, a pair of bugholes will appear and block your path to it. The Twin-50 Guns don't make much sense here. Take out the Hopper's nest with a Nuke, or an Air Strike.

Once you enter the Outpost, you'll hear a thumping. It's Colonel Owen, and he's in the crate next to the west end of the Outpost. You can either head to the middle of the outpost, or just skip straight to the crate next to the Outpost first. Either way, you'll trigger a whole bunch of bugholes and bugs when you meet up with the Colonel. There's a couple different ways you can handle this.

Take your whole strike team into the space between the two buildings in the Outpost. Don't forget to close the door! For some reason, the bugs come in very slowly and only a few at a time.

- 1) Immediately send Colonel Owen into the fort, close the door, and move your team back to the beginning of the canyon where you came in, near the Gray Whiskey Outpost Sign to the east. Use any remaining air strikes and Nukes to take out the masses of Warriors, the Tanker, and the sixteen or so new bugholes.
- 2) Place Cap Troopers on the guns along the walls of the Outpost. Have your Combat Engineer lay mines in front of the Outpost. Put the rest of your troopers along the walls to protect the gunners from behind. Send your fastest trooper to get Colonel Owen, and escort him back in. Close the Outpost door once you're inside. Take out the Tanker with an Air Strike, Nuke, or Missiles. Detonate mines as the Warriors close in.



Whatever way you chose to do it, when the Retrieval Ship lands, it will wait for you, so take your time. Also note that if you leave the Colonel alone in the Outpost, he may die. It's ok, just use your Medic's Medevac skill and box-select the area around the timer above the Colonel's body. You don't have to be close for this to work.

Mission 6 - Royalty II

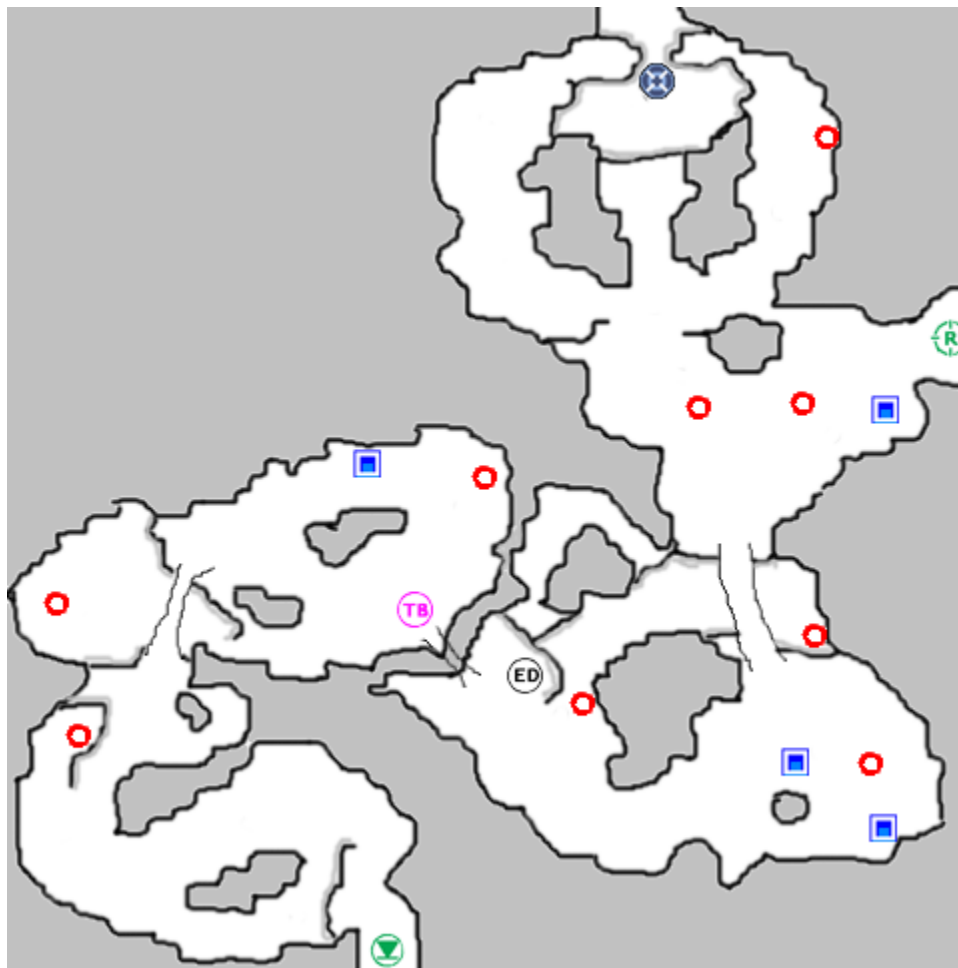
Team Assembly:

- Nukes are not allowed in tunnels, so take three Missile Launchers instead.
- This mission is dark, so equip a couple of Scout Armors.

Make your way around the tunnel to the Ammo Dump, hugging the left (west) wall. At some point, ensign DeSilva will contact you with a rescue request. You'll note that you can't get through the wall to her, but as you approach, a Tanker will burst through and attack. Take it out and head through the tunnel.

On the other side you'll link up with DeSilva. Take out the bughole nearby while she's talking. Mission success depends on her survival, so make sure she's selected as part of your strike team. At this point Private Zim will contact you asking for help. The only way to get to him is to head first for the Ammo Dump to the south, as the shorter way is impassable. On the other hand, you can head around to the north to clear some bugs and get more experience.

As you head north from the last Ammo Dump, you'll see there's three ways to go. Take the right/east path first, and you'll come across a Spitter bughole. Take it out and continue, where you'll see a group of Spitters spitting at Strike Team Sigma Five below. Take them out, then go up the left/west path to get to the other side, and more Spitters. Private Zim will thank you and leave with the captured Brain bug. You're now cleared for retrieval. On your way out, Kitten Smith chastises you for taking so long.



Mission 7 - Black Ice

Strike Team Assembly:

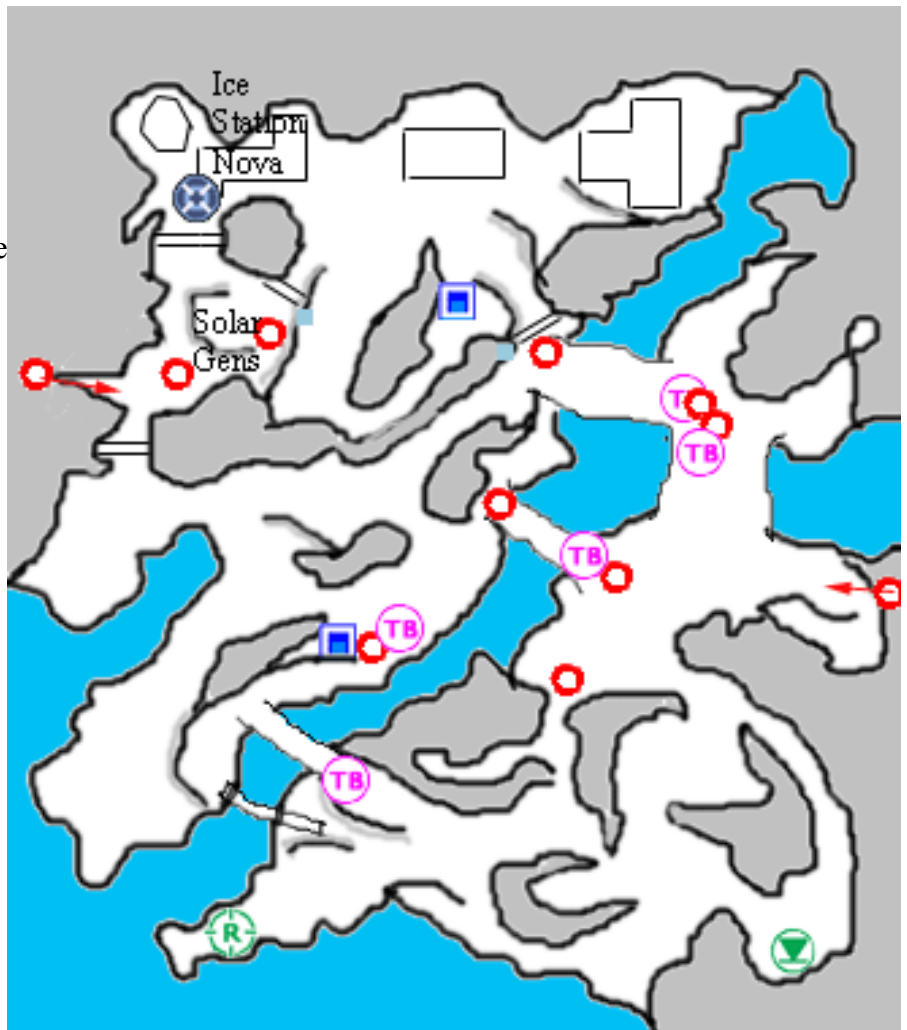
- Have at least two Cap Troopers
- Equip one Flame Thrower.
- Two Nukes or three Missile Launchers.

Take out the few Warrior bugs near your LZ, and head west, taking out some Bomber bugs from a safe distance (they explode randomly a few seconds after they die). Continue across the ice bridge towards the Ammo Dump, and a Tanker will appear. Kill it and its bughole, then backtrack south across the bridge. Head east, and go across the wider ice bridge there. You'll trigger another tanker.

Now head for the waypoint on your map. Major Bishop will tell you to melt the three Solar Generators with your flamethrower. When that's done, the doors will be operational. Head through the right-hand (middle) door, and close it behind you. You'll see some frozen gun emplacements, so melt them. Reload your ammo at the nearby Ammo Dump. Head towards the waypoint, but stay away from it for a second, while you assign your Cap Troopers to the guns: one above the middle door, one next to the eastern door. (see map)

Now move the rest of your strike team to the base entrance, and the Major will go inside. Stay in front and take out any bugs that approach. When Major Bishop comes out, you'll need to get outside the gate before the base explodes. Your Cap Troopers should be safe on their guns. Take the rest of your strike team through the door and close it behind you. Take out the Tanker bug and the bugholes around the Solar Generators.

Once the base explodes, a seemingly endless stream of Warriors will come down from the hills to the west of the Solar Generators, and from the east, as indicated on the map. Take your team back inside the base, while the Cap Troopers cover them. Now you can take your entire strike team to the Ammo Dump to reload. Head out the eastern-most gate. Regroup your strike team and head south. There are three new tankers with bugholes, one at each of the ice bridges. The two west-most bridges collapse from the tanker's fire breath. Once they're all gone, you can go home.



Mission 8 - Desert Swarm

Strike Team Assembly:

- No Nukes are allowed, so use 3 Missile Launchers.
- Don't forget to put everybody in Power Suits.
- Must take a Combat Engineer

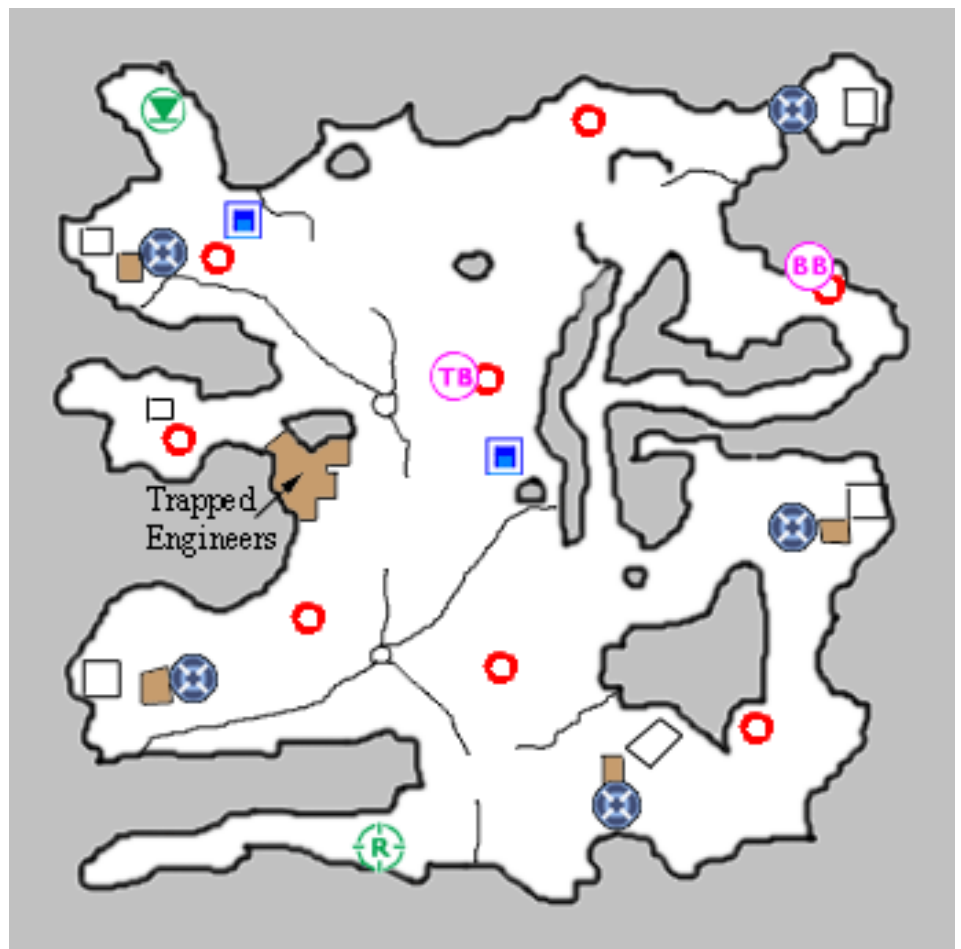
As soon as you land, take out the nearby bughole and Warriors. Send your Engineer to the indicated spot, and he'll turn off the nearby fire. As you approach the burnt area, you'll see some Rhino bugs. They like to charge, so stay a certain distance from them, and when you trigger their charge, you'll have plenty of time to kill them before they even touch your strike team.


Head out to the wide-open area in the center of the map. As you approach the Ammo Dump there, a Tanker will appear. Kill it, its bughole, and the other bugs in the area. Reload your ammo and head for the visible Oil Field to the southwest. Turn off that fire. On your way there, you should have noticed a structure. Head around that and take out the Warriors and bughole back there. Ensign Barrie will ask you to help the engineers trapped inside. Find your way up on top of the structure, and escort them back into the canyon to the landing pad there.

Now head northeast to the next burning oil field. Set your strike team to guard the entrance to the box canyon, and send your Engineer in to turn off the nearby fire. When that's out, cautiously head through the burnt area, and into the hills. Hiding in there is a Brain bug. Keep your distance, as your troopers will take damage just being near it. Any artillery sent at it will be deflected up into the air, so call an Air Strike on its location, and take cover.


Continue through the hills, taking out bugs as you go. At the next Oil Field, your Engineer may have to stand in the fire to repair the station. When he's done. Sargent Nixon will illegally set off a Nuke, and be reprimanded. This actually opens up your way to the last Oil Field. Take out bugholes and bugs on your way to it. Shut off the last fire, and you'll be cleared for retrieval.

Waypoints on this map indicate the oil rigs that need to be repaired.





Mission 9 - Hydra



Strike Team Assembly:

- A pair of Nukes or three Missiles
- Don't forget to put everybody in Power Suits.

Destroy the bugs and bughole near your LZ. You've got some long canyons to walk through to get anywhere. From your LZ, take the right-most path, as there's nothing the other way. At one point, you'll see a tube structure crossing above the canyon. Before you get to it, you'll be ambushed by a bunch of Chameleon bugs.

As you come out of the canyon, there is a group of Bomber bugs and a couple of Warriors. You can use your Lieutenant's Bounce ability to fly into them, then activate his shield, and he'll take them out, no problem. Rejoin your team, and take out the bughole that the Warriors just ran to for reinforcements.

Now head to the way point on your TAC map, and Major Bishop will tell you you need to get to the Collection Depot to get into the base. Before you go there, there's a Spitter bughole in the northwest corner of the map. Approach it fast, or use an Air Strike on it, as the nearby Spitters will call for reinforcements, and they come out fast and in great numbers. Whatever you do, do it before you're overwhelmed. Once that's clear, go back to the cul-de-sac you just passed and reload your ammo.

Continue south, taking out bugs and bugholes on your way to the indicated spot on your TAC map. Watch out for a tanker that appears on the way. When you come to a wide-open area, you'll be attacked by Warriors from both sides. Concentrate on the direction you want to go: west. As you come around the corner to the right, you'll see a bughole in the side of the far wall. Take it out quick, as lots of Warriors stream out of it. Clear out the remaining bugs in the area. Major Bishop will tell you that the Collection Duct needs power.

The Power Generator is located north of the base, on a plateau. There's two ways to get to it.

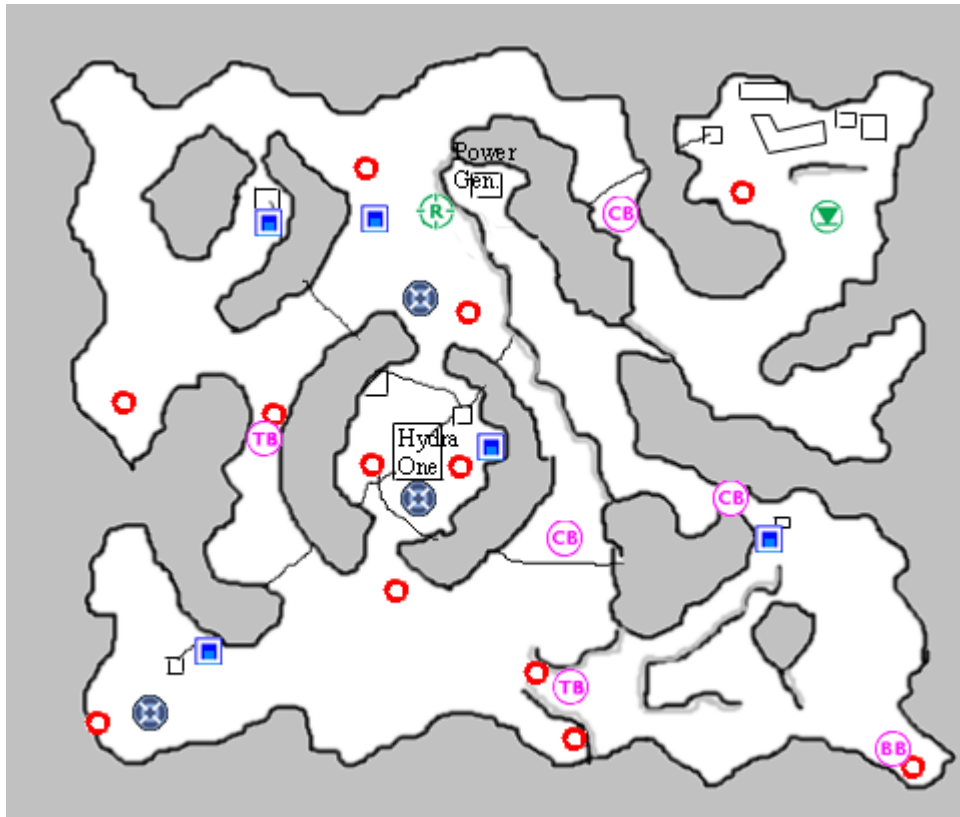
- 1) The short way. Position your team next to the Generator and below it. Use your Lieutenant's Bounce ability to fly up to it, and turn on the juice.
- 2) The long and windy way. Head back out into the open area, and kill the Tanker that appears. There's another bughole towards the south that you should take out as well. The path splits. Take the left path, towards the Ammo Dump. Follow the path all the way north and up to the Power Generator and turn it on. Watch for Chameleon bugs on the way.

Head to the southeast corner, and you'll see a Brain bug. Use an Air Strike to take it out, and proceed to the nearby Ammo Dump to reload.

With the power back on, Major Bishop asks you to select a volunteer to go through the Collection Duct. So take your entire strike team all the way back to the now working duct in the southwest corner of the map. Leave one trooper there, and take the rest of the strike team to the north entrance to the base.

Now send your volunteer through. The camera will follow him through the pipe and the walls. Once inside, send him to the indicated spot to turn off the shield. Regroup your strike team and take out any bugs in the area. Major Bishop will want to go into the base, but there's some setup you need to worry about first. Have your Combat Engineer lay a bunch of mines in the northern area of the base, especially at the choke points at the east and west sides. Also put a few to the south. Reload your strike team's ammo, then position them south of the base entrance.

Send Major Bishop inside, and a bunch of bugholes appear. Have your Engineer detonate the mines. Use your Artillery to take out any remaining bugholes. When Major Bishop is done, he'll come outside and announce that he's set the self-destruct. Get him grouped with your strike team and run to the south. Wait for the base to explode, and you can go home.



Mission 10 - Young Pioneers

Team Assembly:

- Two Nukes or three Missile Launchers
- Note: no Air Strikes are available in this mission
- Must take one Combat Engineer

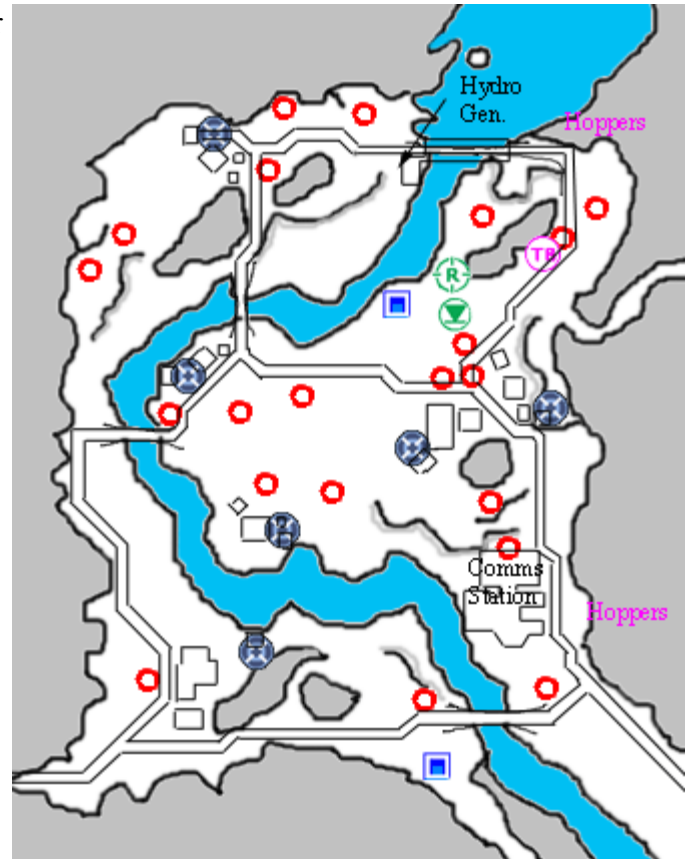
As soon as you land, get to clearing out the bugs and bugholes around the LZ. Major Donald Munroe drops in ahead of schedule. You can leave him there for now, or take him with you as you sweep as much of the map as you can. If you choose to meet up with him, he'll start giving you tasks. Either way, start sweeping the map.

You'll find a Brain bug in the western part of the map. You can ignore him, or you can take out the nearby bughole, and have your troopers attack him all at once, stopping to take out the Warriors who come out of the bughole behind the Brian. Once the Brain is dead, destroy the bughole, and continue on your way.

Scattered around the map are green icons of cameras. Try to walk over those as you explore, as it's part of your objectives to take Major Munroe to them. He'll thank you at each one.

Once power is back up, you need to head to the comm center for Major Munroe. Do so, and take out a new bughole or two along the way. Once the transmission is completed, a few more bugholes will appear, one near the Comm station. Also, settlers will begin to arrive. There are six farms around the map, and you must visit each one to activate a beacon. This lets settlers know it's safe to come down. After the last family is down, you'll be informed that the bugs are attacking again, and to get out of there.

As you head to your RZ, you'll hear the settlers asking for help. It's optional to go back to all the farms and re-activate the beacons for them. No big deal if you leave them to your fate, but you can kill some more bugs if you stay and sweep the map again.



Mission 11 - Hell's Razor

Strike Team Assembly:

- Two Nukes or three Missile Launchers
- One Medic
- One Engineer

From your LZ, the only way to go is east, then north. Take out bugs on the way, but steer clear of the valley to the east. There are a bunch of bugholes in the walls down there, and you can't get to them, but the Warrior bugs can climb up the walls. As you approach the bridge in the middle of the map, it collapses. Once at the far north, you'll go across a bridge (this one stays up), and you'll meet up with Major Bishop, Sargent Nixon, and four more Cap Troopers. The Hoppers that have been pestering you will finally attack here, so put two of the Cap troopers on the Guns nearby and they'll help. Once they're dead, heal, reload, and regroup your strike team.

Your new task is to get to the Nine Cloud Mountain Base (waypoint on the map). You'll see some Warrior and Plasma bugs as you go, but ignore them for now. Continue east, and around to the right/south. Warriors will attack from a bughole in the canyon below, so try to get across the bridge in the distance as fast as you can.

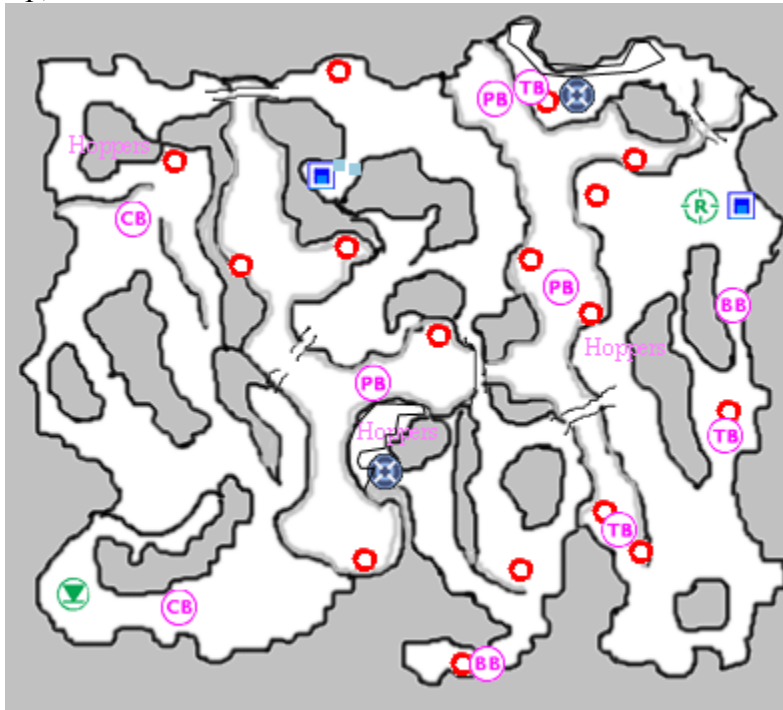
On the other side, in the distance is a Brain bug. Use an Air Strike on it. Head up the ramp and through a narrow passage. You can take out some Hoppers on the ground from a distance with your Artillery. Lots of Bomber bugs attack you through this narrow passage, so keep a close eye on your strike team's health bars. You'll be attacked again by Warriors streaming out of a bughole in the valley below, so run past them to meet up with Colonel Schmidt, of Company J.

The Colonel tells you you need to head to the Bio Weapons Lab in the north. Now's a good time to sweep the map of bugs. There's very little ammo on this map, so take your time and be careful. From Nine Cloud Mountain Base, head back the way you came, and cross the bridge to the east.

On the other side, head right/south, and down into the valley. Now head north through the valley, then go west, under a bridge, and into the valley you avoided at the start of the mission. Take out Warriors, Plasmas, and bugholes along the way. When you clear up that portion, you'll probably be very low on ammo. If you're out of Artillery, head all the way back around to where you met up with Major Bishop and the Cap troopers.

Whatever you decide, get to the southeast corner of the map, and head north, taking the east-most path. Watch out for a Tanker that appears on your way. Use your last Air Strike on the Brain Bug ahead, then reload at the Ammo Dump. Go across the bridge to the north, then right/east and down into the valley. Finish off any bugs and bugholes that you left in this portion of the valley, then go back up the bridge to the Bio Weapons Lab.

You'll be attacked by Hoppers near the Bio Lab. Heal up while Major Bishop goes inside. When he comes out, he'll ask for a volunteer to meet him at the base entrance for a suicide mission. Choose one of the new Cap Troopers. Read the Objective Text in the upper left of your screen if you need help. Then head for the RZ. After you're picked up, Boom!



Mission 12 - Invisible Fist

Strike Team Assembly:

- Three Nukes
- One Medic
- One Combat Engineer

Your first task is to kill all the Plasma Bugs. From your LZ, follow the road, as that's the only way you can go. As you approach the Ammo Dump, some Chameleons will attack you. Kill them and reload. You'll see the first Plasma bug. Destroy it, then go down towards the carcass and take out the bugs and bugholes down there. Turn around before you come to the Brain bug.

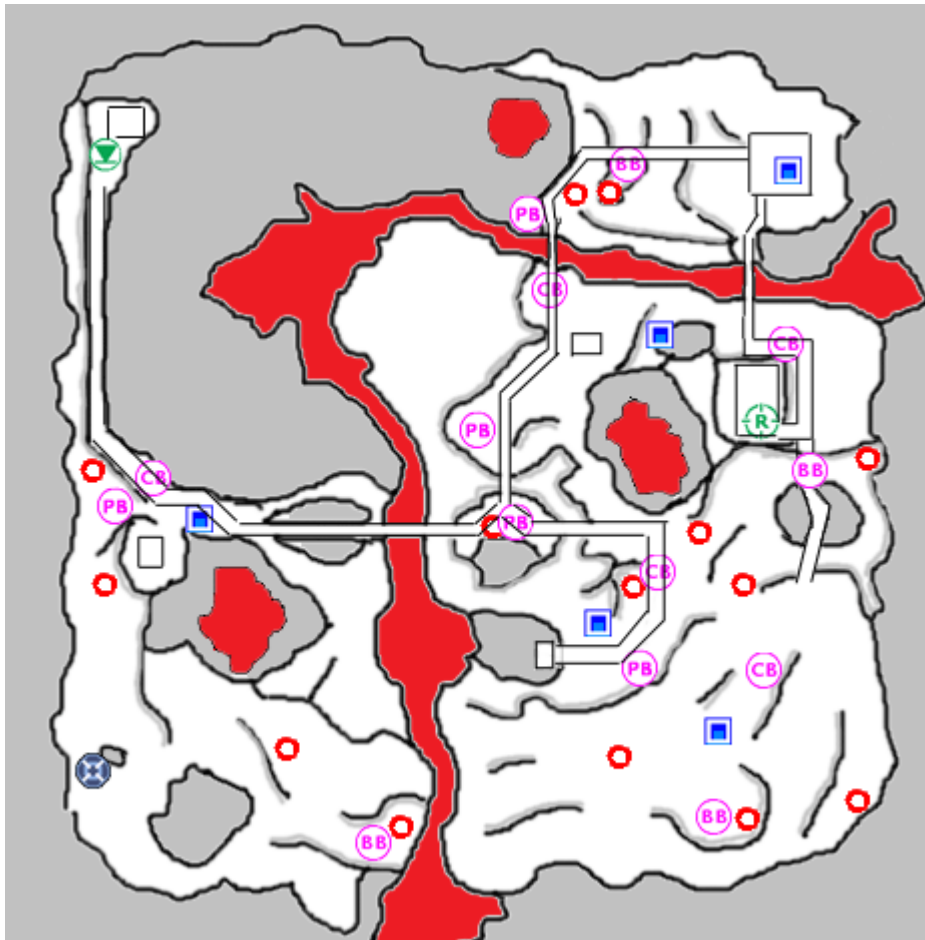
Go back up the hill the way you came, and you'll see some more Plasma bugs in the distance. Take them out. At the intersection, go left/north, and take out the two Plasma bugs there, along with all the bugs and bugholes in the area. Watch for Spitters and Chameleons.

Before heading into the Outpost, backtrack to the intersection, and follow the road east then south for the last Plasma bug. Reload at the nearby Ammo Dump. Colonel Juanita Chaplin asks you to pick up a MIST suit. Head back to where you killed the first Plasma bug, and continue south down the canyon to some wreckage, as indicated by the Waypoint in the map. A dude is already wearing the MIST, and will join your team. Major Bishop insists on rescuing the Colonel. The volcano then explodes. Despite any warnings, you can take your time with the rest of the mission, and clear out the remaining bugs.

From here, go west towards the river of lava, and take out the Brain bug with your MIST's Snipe ability. When you hit N or click the icon, it switches to a 1st person view with a cross hair. It takes some getting used to, but you can kill any smaller bug with one shot, and at any distance as long as you can see it.

Now head back around to where you killed the *last* Plasma bug. Go south from there and take out a Brain. Go north from there and you'll come across another road. Steer below and to the left/west of it, and you'll find another Brain on the east side of the bridge.

When that Brain is done for, go back up and onto the road, and cross the bridge, heading north. Watch for some Chameleon bugs as you pass the airport. Continue north into the Outpost and rendezvous with Colonel Chaplin. Before you head for retrieval, go west a short ways, where you'll find a Brain in a gully. Move around to the north of it, and use your MIST to Snipe it. Now you can go home.



Mission 13 - CLASSIFIED

Strike Team Assembly:

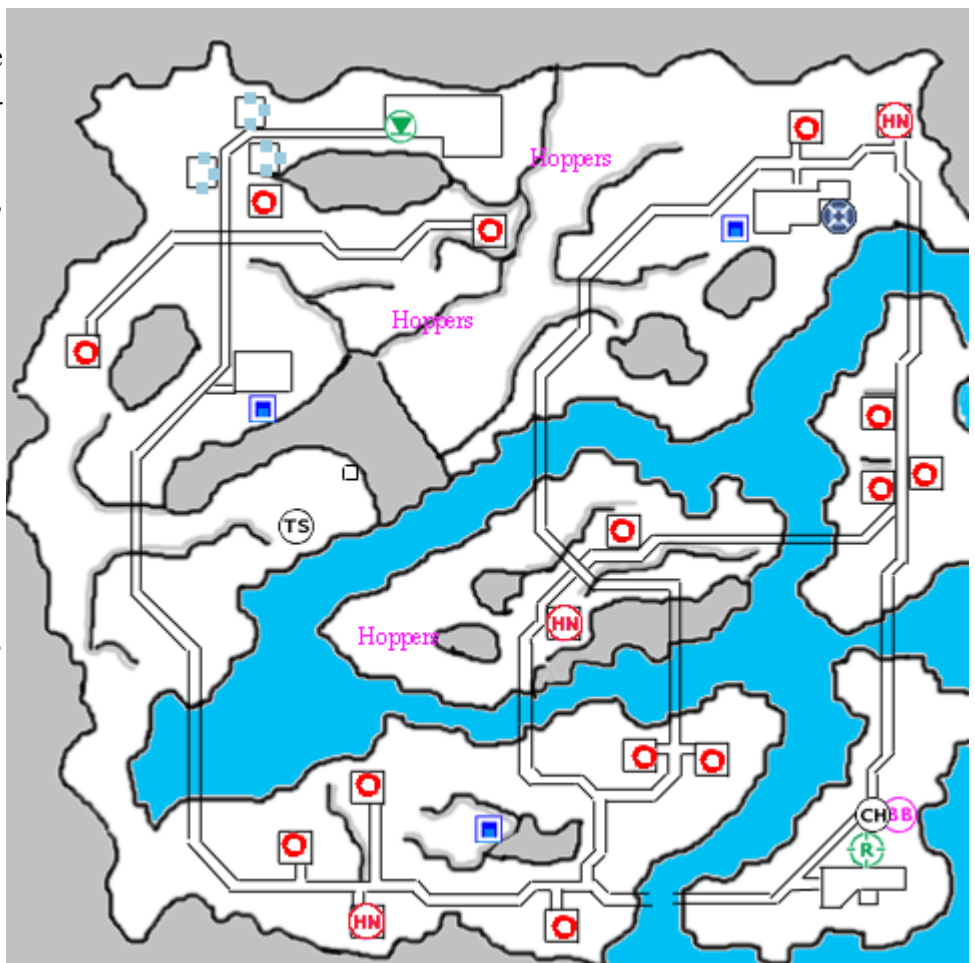
- Have one MIST
- I recommend a Medic in the other specialist slot, as Combat Engineers can't heal troopers after their suits are bypassed.
- Two Nukes or three Missile Launchers

As soon as you deploy, some possessed troopers will tell you to come no further. Use your MIST's Snipe ability to take out a few, but save at least one shot for the Brain bug you'll encounter later. Use a Command-Suited Trooper to Bounce into one pillbox at a time. As soon as he lands, activate his Shield, and watch him kill everybody who's left. Be sure to reactivate the Shield as necessary, as it has a time limit. Repeat this for each pillbox.

On this map, there are no surprise bugholes. The only place bugs come from are large pillboxes. So wander around the map and destroy them. Follow the road to the south, and as you start across the first bridge, you'll hear about some trapped scientists. Backtrack a little ways and head down the valley to the east. You'll see the scientists on your right, and a bunch of larvae in a pit next to them. Take out all the spitting larvae, and escort the scientists to the nearby landing platform.

You can cross the bridge, or you can go around on the land, and take out a couple of Warriors over there. Take out the pillboxes, and watch for bugs as you reload from the Ammo Dump in the depression. As you approach the bridge leading east, the Bomber bugs on it explode, taking the bridge with it. So, from here, go north and take the west bridge. Destroy the two bug pillboxes on this island, and leave it via the bridge to the north.

As you get back on the mainland a little ways, the hoppers overhead will attack you. Approach the buildings slowly, and take out bugs and a pillbox here. Colonel Holland's dog tags are behind the building. Pick those up, and you'll be told about a dropship to the south. Reload at the nearby ammo dump, and take the next bridge southwards. You'll end up on an island with three bug pillboxes. Take them out and continue south.



Upon reaching the last island, you'll get a cut-scene with a close-up on the Colonel. Take out the Brain next to him with your MIST, and bring the rest of your strike team in for the kill. You'll then be cleared for retrieval. If you don't get to the Colonel in time, his shuttle takes off and is destroyed by the Xenophon anyway.

Mission 14 - Recovery

Strike Team Assembly:

- At least one Nova Bomb
- Three Missile Launchers (No Nukes are allowed in tunnels)
- You now get 17 troopers to take along, so equip your new Cap Troopers accordingly
- Bring a MIST for the Brain bugs
- Consider a few Scout Suits to increase your sight distance

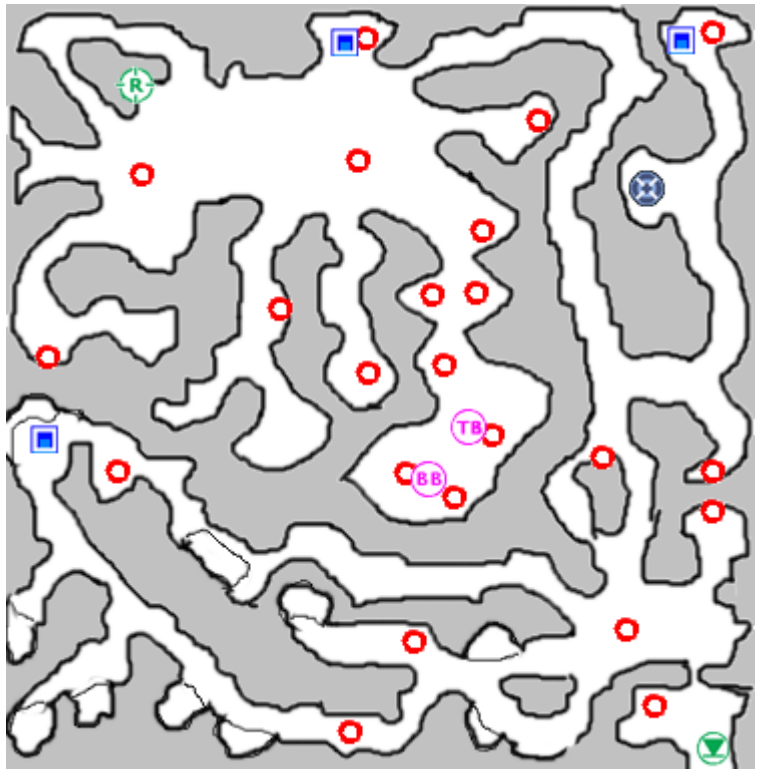
Your strike team deploys in the southeast corner, in a dead-end. Leave them where they enter the map, and select the trooper with the Nova Bomb. Take him near the indicated point, click the Nova Bomb icon, which is next to his face in the upper left of your HUD, then click near the green icon. Once the cursor changes back to its usual, and the bomb disappears from the trooper's inventory, high-tail it back to the rest of the strike team, as the blast is huge.

As soon as the Nova bomb goes off, a bughole will appear nearby. Kill it and all the bugs in the area. The tunnels are narrow, so keep your strike team tight. I recommend the F6 formation. You now have five paths to choose from. Check your TAC map and take the tunnel that leads to an Ammo Dump in the north. Kill bugs and bugholes along the way, and you'll meet up with Sergeant Peatree. He'll tell you that you need to kill twenty other zombie troopers. Your TAC map will now display 20 flashing green squares, representing the soldiers' dog tags. They move, so you'll be running around a lot trying to catch them. For now, continue on to the Ammo Dump to reload, then backtrack towards the LZ.

The map is split between three major branches. The one east area, where you were in, a northern area, and a southern area. Head now towards the southern area. Take out bugholes and bugs as you go, and make sure you take out the zombie troopers. A count will be displayed in the Objective Text in the upper left of your HUD. Don't forget to pick up their dog tags after they die. Sweep around the southern tunnels, reloading at the Ammo Dump at the western end of it.

Now head for the northern area. Make sure no zombie troopers are behind you, otherwise you'll have to run all the way back there. You'll come around a corner to a wide-open area. In the cul-de-sac to your left is a bughole and a bunch of Warriors. To your right is an Ammo Dump. Head south down into the first tunnel off the wide-open area, and snipe the Brain bug at the end with your M1St. Continue working your way around, killing zombies and bugs and bugholes.

When all the zombie troopers are dead, you'll be cleared for retrieval by Ensign Barrie. You'll see a pair of troopers next to torches. Hit R or move your cursor past them, and click when it turns into a hand. It's kind of like boarding a retrieval ship, except there's no ship.



Mission 15 - Heaven's Gate

Strike Team Assembly:

- one MIST
- Two Nukes or three Missile Launchers

Some explanation on this map first. The only bughole is the Egg Cluster. You've got four islands: center, north, south, and east. Each island has three Transport Stones, except the center island, which only has one. Each stone goes to only one place: the island closest to the stone. To turn on the center stones on each island, and the stones leading you to the next island, you have to visit every Ancient Temple to turn them on. You trigger teleportation by clicking on the column with the flame coming out its top.

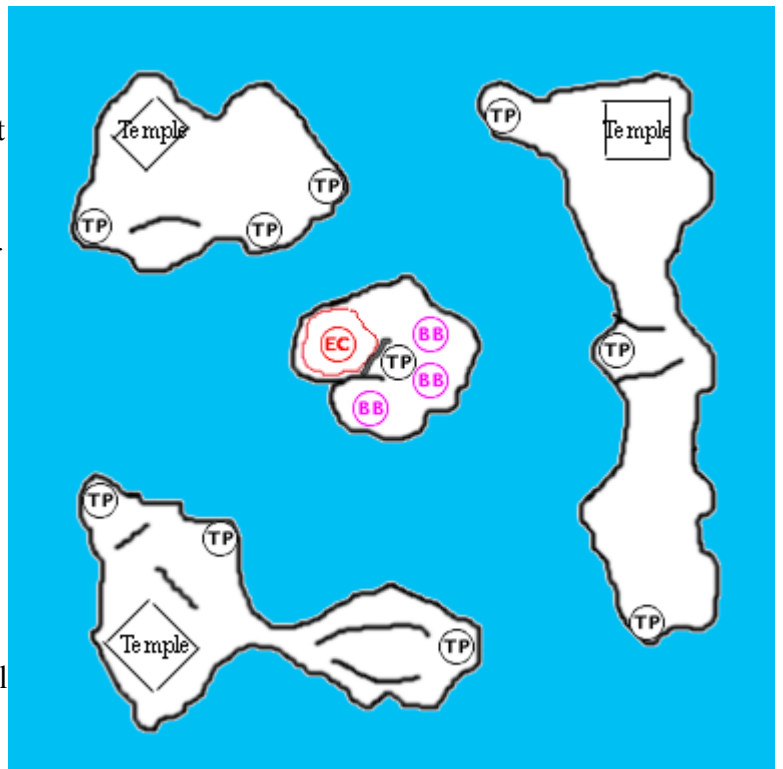
So, from your LZ, take out the bugs on that north island, then go to the temple to activate it. You'll have to go all the way up the steps, until the torches at the top light up. Now go to the east-most stone and assemble your entire team on it. I recommend the F6 formation to make sure they all get teleported. Any trooper not on the disk will be left behind, and bugs come through the middle stone, even though you can't go through it.

You now find your strike team on the east island. Activate the Temple and head back to the north island.

Head then to the east-most stone, and teleport to the south island. Activate the Temple, then return to the north island.

Now's the tricky part. You'll probably have to clear this island of bugs again. When it's clear, position your strike team near the stone, far enough away to take out the bugs as they teleport in. Now select your Lieutenant. You should be able to see the Egg cluster from here. If not, use the Free Camera function to get a good look at it. Call an Air Strike on the Egg Cluster, and watch it go boom.

Select your MIST. Cloak him and send him through the teleport. He'll be on the middle island, where there are three Brains and lots of bugs. Make sure he's still cloaked, and snipe the first Brain. All the bugs will stop for a few seconds, as the death of a Brain disrupts them. Snipe the other two Brains, Cloak, and return through the teleport stone. On the center island, there are three trigger columns, and each one will take you to a different island. Make sure you hit the column to the north so you can rejoin your strike team.



After the Egg Cluster is dead, no more bugs will be spawned, and they'll stop using the stones. Sweep through the south and east islands again, then head to the center island to clear out the remaining bugs. Once all the bugs are dead, you'll be cleared for retrieval, from the center island. For some reason, Hoppers don't count as bugs that you have to kill.

Mission 16 - Mindsnare

Strike Team Assembly:

- At least one Nuke.
- One MIST
- Two Nukes or three Missile Launchers

Colonel Cheng is waiting for you right next to your LZ, so go meet up with him. Follow the road to a bridge, killing bugs as you go. While on the first bridge, the Colonel will speak. Stop there and use his Psychic Ability to detect some Chameleon bugs near the Ammo Dump on the small island ahead of you. Kill them and reload your ammo.

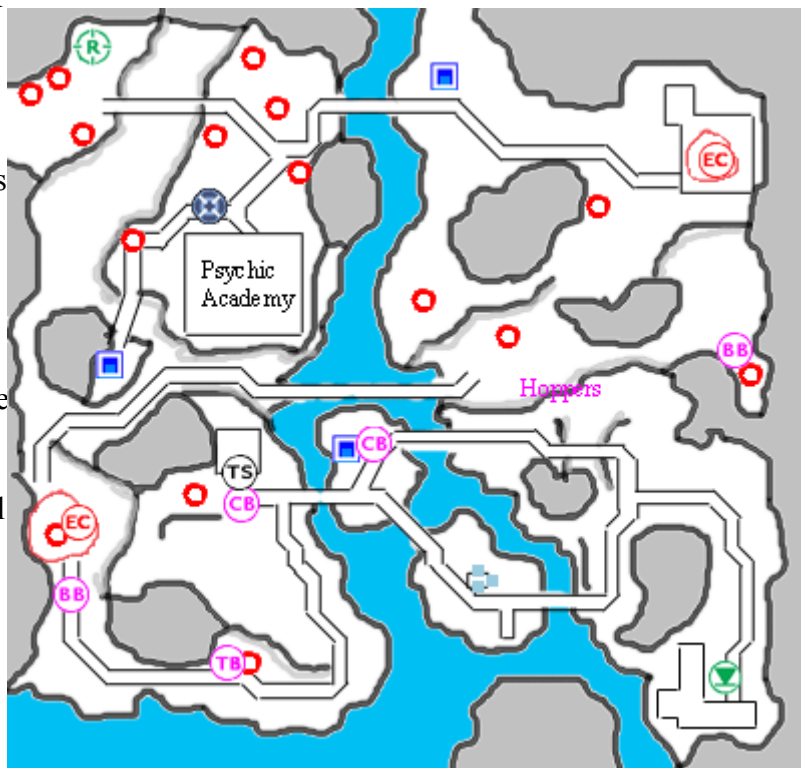
As you reach the mainland, you'll be informed of some Tech Engineers who need rescue. A bughole will appear near their retrieval point, so take it out and protect the engineers as they depart. You'll be up on a mesa, and you should be able to see the egg cluster from here. Unfortunately, your Nuke trooper won't hit it from here, so use an Air Strike on it. This will also take out the Brain bug hiding to the south of the Egg Cluster. Go back to the road and follow it around to the south. When you come around the bend, a Tanker will appear.

As you come to the destroyed Egg Cluster, a bughole will appear inside it. Destroy it and move around to the right and rejoin the road. Soon after, Colonel Cheng will warn of something bad about to happen. Continue on and Ensign Barrie will tell you that another Egg Cluster is on your way. It'll crash into the power generator for the school, and take out the largest cactus in the universe(!). Continue straight west thorough the valley ahead, and take out a Brain bug at the end of the canyon.

Next, go back to the road and follow it, taking out bugs and bugholes as you go. Reload at the Ammo Dump before crossing the bridge, and prepare for a tough fight.

Head for the waypoint on your TAC map. When you get there, follow the road a little way past it to finish reloading your Ammo. As a truck arrives to pick up the students, a lot of bugholes will appear. Take out the one behind the Academy quickly, then move your strike team out in front of the truck. Take out the Tanker, and the nearby bugholes. Once the area is clear, move the trucks the same way you did in the Paradise Lost mission. The trucks don't have very far to go here, just to the northwest corner of the map. Some bugholes will appear in the mean time.

Once the students are safely gone, Fleet will give you a new Retrieval point, right next to the ones the trucks left from. You'll also have a 2 minute time limit until they Nova the whole area, so call for retrieval quick, and don't stray too far. More bugholes will pop up. Do your best to defend your strike team. Take out a bughole or two if you can, but make sure you board the Dropship before time runs out.



Mission 17 - Xenocide I

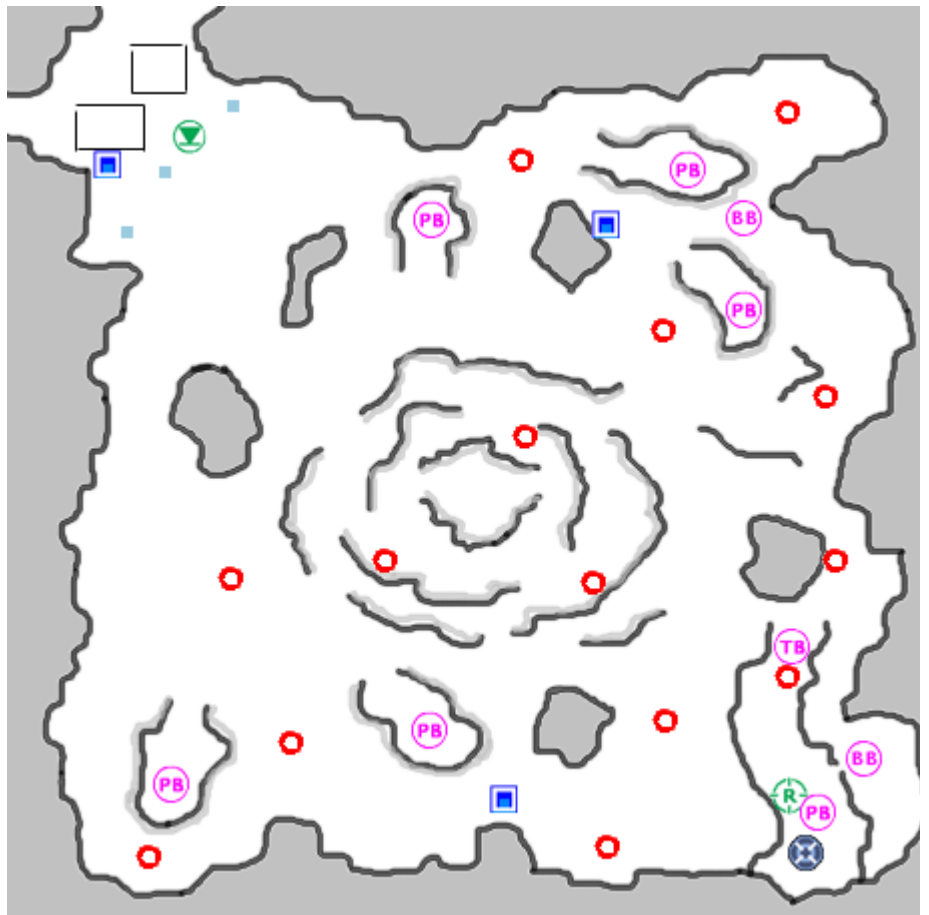
Strike Team Assembly:

- Strike Team Assembly:**
- One MIST
 - three Missile Launchers or two Nukes

You're going to be meeting the new Royal Warrior bugs, which are really tough. One of their attacks involves a full-on flying charge. You'll know it's coming when the bug squats and screams. When you see that, stop your strike team and be ready to have your Medic start healing. You can leave some of your Cap Troopers on the nearby guns, if only to keep them alive.

Your first task is to eliminate the six Plasma bugs. Avoid the crater in the center of the map for now. Begin by heading east. Use caution for the Royal Warriors, and take out their bugholes as you go. In the northeast corner of the map is a Brain bug. Use your M1St to Snipe it, then take out the bughole nearby. Reload at the nearby Ammo Dump, and continue south. There are a couple more Plasma bugs as you go. In the southeast corner, you'll find another Brain bug. Snipe this one, and continue west, along the southern edge of the map.

After killing the last Plasma bug, go north, and Colonel Chang will join your strike team. Take him towards the center crater of the map. The Colonel wants you to follow the Consort bug. Knowing it's headed to the south-east corner of the map, where you killed a Plasma bug earlier, you can stick around and kill bugs and seal bugholes. Just make sure you don't kill the Consort. When you're done, head to the southeast corner, and the mission will end.



Mission 18 - Xenocide II

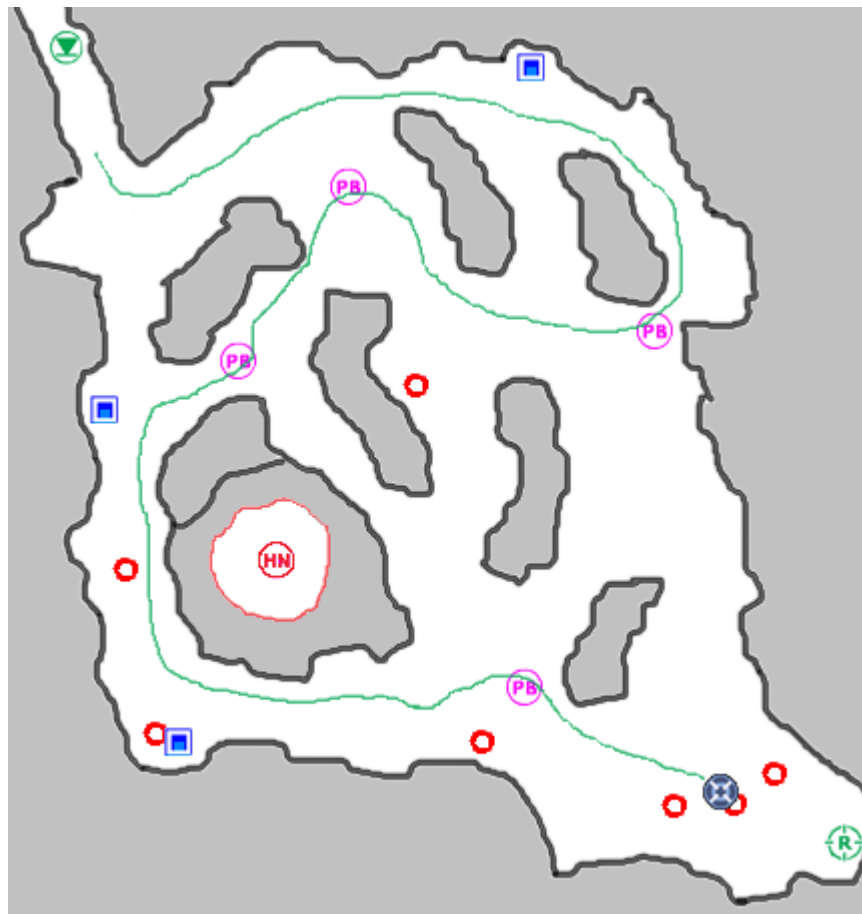
Strike Team Assembly:

- No Nukes, to avoid killing the Consort, just take three Missile Launchers

This is a really straight forward mission. Just follow the Consort bug as it winds its way around the map, killing bugs as you go. The green line on the map is the path it takes, just in case you get lost. Keep your distance from the Consort, as killing it will cause the mission to end.

At the start, bugs are charging from the east. Colonel Cheng warns not to mess with them, but your team should be strong enough to stand in their path and take them as they come. On the east and south edges of the map are areas with a lot of bugs wandering around, but you can't get to them. The Hopper's Nest is too big to destroy, and any Nuke trooper won't be able to get close enough to take it out anyway.

Eventually, the Consort will come to a spot where a huge mound will appear. At this point, Colonel Chang orders you to kill the Consort. Do so, and quickly head for the Retrieval Zone on the far side of the entrance to the Queen's nest, before masses of Royal Warriors pour out.



Mission 19 - Xenocide III

Strike Team Assembly:

- 2 MISTs
- 2 Nukes

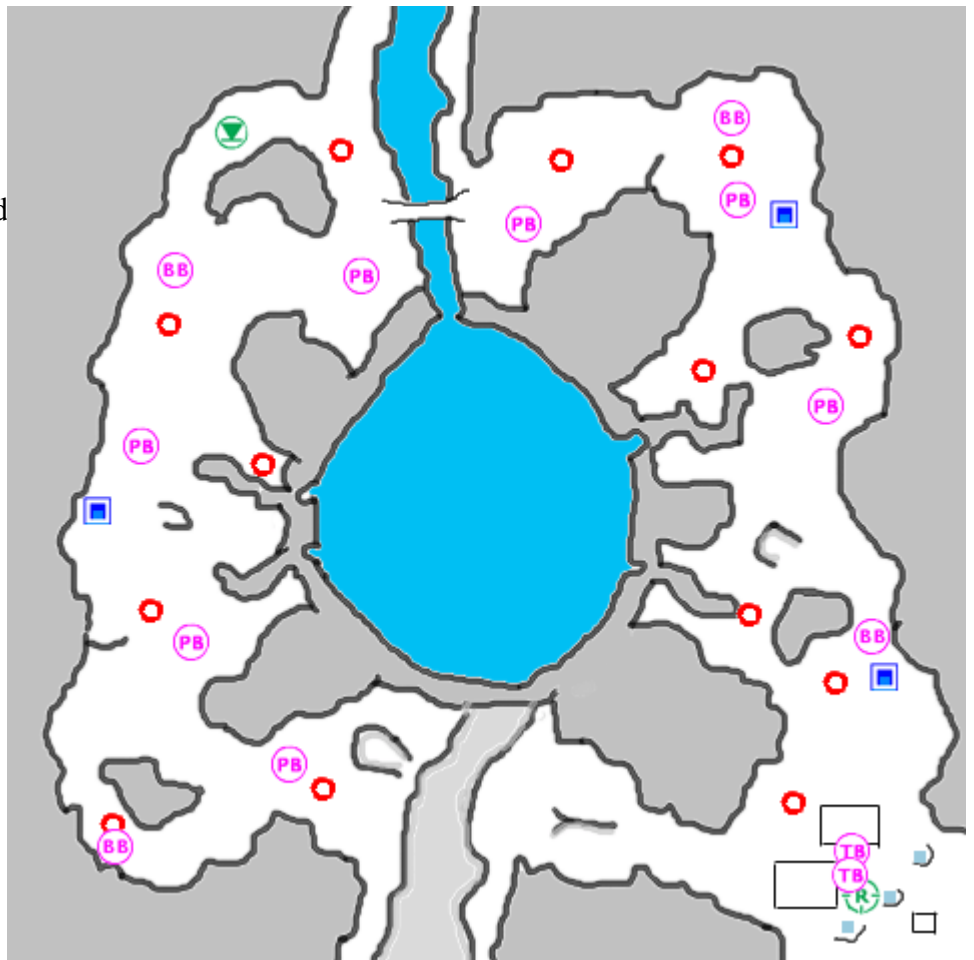
The goal in this mission is to kill all Plasma and Brain bugs on the map. The catch is you only have 10 minutes to do it. You'll have to split your strike team into two squads. Do this during the setup so you can quickly select them, and not waste time at the start. Each team should have one Nuke and one MIST.

Your LZ is in the northwest corner of the map. Kill the nearby Brain bug with a MIST, and take one squad south, killing Brains with the MIST, and Plasma Bugs with the Nuke trooper. Any bugholes on the map will appear as you approach. Go as quickly as you can, ignoring as many bugs as possible. When all the Plasma and Brian bugs to the south are dead, switch to your second team.

Take the second team east, across the bridge. Use the same strategy as before, and you should finish with about 20 seconds left.

Rather than take one path at a time, it may be quicker to switch between the two teams frequently, to avoid wasting time while one team is moving. Here's another trick: When time runs out, use a Retry. Using one gives you 2 more minutes, and only costs you tech upgrade points. At this point in the game, you've probably already upgraded everything you wanted to anyway.

After all the Brains and Plasma Bugs are dead, you'll be cleared for retrieval. You can take your time now, and optionally go back and take out all the bugs you skipped. When you do finally head for Strike Base 16, Major Reid will come outside to thank you, and the mission will end.



Mission 20 - Xenocide IV

Strike Team Assembly:

- One MIST
- One Medic
- One Combat Engineer
- at least 6 Nova Bombs (take all 14 if you have room for them)
- 3 Missile Launchers (Nukes aren't allowed in tunnels)
- A couple Scout Suits to extend your sight distance in the tunnels

This is the final mission, so there's really no reason to spend a lot of time going out of your way to kill bugs. If you do feel up to the challenge, keep in mind you have a 60 minute time limit. Make your way cautiously south, taking out bugholes, Brains, and Royal Warriors along the way. A lot of the bugholes are hard to hit, as they're up a ramp and in the side of the wall, and constantly spew bugs. Do your best.

After a while, Ensign DeSilva will tell you about the missing tech team. Head towards their beacon. When you get there, you discover they're zombies, and you have to kill them. Reload from the nearby Ammo Dump, and continue a short ways until the tunnel opens up into a huge open area on your left. You get a cut-scene of the Queen, and she's huge! Take your team to the indicated spots, and use your Nova Bombs, one at a time, just like you did at the beginning of the Recovery mission (14). You brought extras just in case you felt careless (this *is* the last mission) and let a bunch of troopers die.

Once all the bombs are placed, you can stick around for the rest of the time and kill bugs, or just head to the Ambrose Teleporter and leave. This teleporter stone is different, in that you don't have to place your whole strike team on it, or even activate it. Just put your cursor over the far side of it, and click when it turns in to a green hand. Or just hit R.

Mission Accomplished !!!
Don't forget to watch the End Sequence. It loads like a regular mission.

