

# Warfare Incorporated

## FAQ/Walkthrough

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Warfare Inc

Unit guide and walkthrough version 0.9

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Warfare tells the story of two feuding mining corporations as they fight over a super resource rich planet called Icarus. The fight is for more than just money however, as there are strange artefacts on the planet as well.

This is a very good iPhone game. The controls are very slick for the platform, the game has a traditional "rock-paper-scissors" system like most RTS games and it's nicely complex and interesting. It's also only \$1.19 in Australia so it's absolutely worth having.

This guide will tell you everything you need to know about Warfare Inc., including how to beat every single player mission, the strengths and weaknesses of every unit and give you a good grounding in strategy.

### Version history

0.0: April 19th 2010: started FAQ.

0.7: 2 June 2010: Unit guide, tactics and most of campaign done. Just need the last few missions.

0.7.1 19 September 2010: Fixed typos and changed wording in many places to make the FAQ read better.za

0.9 31 May 2013: Wow that was a long time wasn't it? Had so many guides on the boil! Fixed loads of typos as well as a fair bit of incorrect terminology (calling the VTS VITS argh!). Added two missing units and refined some level strategies. Still need to finish Leak Prevention but expect another update very soon.

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# General Advice

Unlike most RTS games infantry CANNOT be crushed in Warfare Inc. This makes them more useful, as they can block unit movements and lets you form walls of infantry that must be killed with weapons.

This game lacks rally points. Make sure you move units away from their training building often to avoid bunching them up.

Miners are cheap, so don't be so worried about protecting them.

Base defences are strong at attacking, but have low health. Without support basedefences have a hard time staying alive long enough to do any real damage, so support your base defences with mobile units stationed at the entrances to your bases, as even a modest attack will shoot its way past turrets. Support units will help draw fire so the turrets aren't focused on, allowing the turret to do more damage.

The AI in Warfare Inc doesn't seem to cheat with funds. If you keep destroying it's miners it will eventually run out of money. Do this whenever you can. The Ai is often not very careful about defending its miners and sometimes they can travel far away from the enemy base in search of resouces. A few Troopers can easily destroy a miner before the AI can do anything.

Use the terrain. Arrange your base defences to take advantage of naturel barriers in the level. If for example your bas is in a valley with cliffs put your turrets alongside the cliffs and place your troops between them using the cliffs as "walls"

You can see enemy indicators on their buildings. A blue dollar sign means the faction lacks the money to perform an action, such as repairing or training

troops, a lightning bolt means the structure is unpowered and a spanner icon means the structure is being repaired. You can also see a yellow progress bar for building structures or units on enemy buildings. Watching these symbols can be very useful to know if the enemy is creating reinforcements and when you have powered down an enemy base. Just watch for flashing bolts on their turrets and you know it's safe to just roll in past them or pick them off while they are helpless.

## INFANTRY

Infantry are pretty good in Warfare Inc, as they are very cheap and can't be crushed as stated before. A large group of infantry can take down any unit or building very quickly and they move quite fast for footsoldiers. Infantry's main weakness is they are quite fragile and it doesn't take much to kill them.

Infantry should always be used in groups of at least 5 men, as they die quickly if they don't kill enemies before they take much damage.

### Security Guard

Appearance: Basic uniformed soldier

Cost: 150

Strong against: Infantry, in large numbers they destroy just about anything.

Weak against: Mass Eagles or Liberators.

Security Guards are the basic grunts common in most RTS games. They are just basic guys with rifles and very cheap to create. They are effective against other infantry and can quickly kill buildings in a large group. Since infantry cannot be crushed in this game you can use large groups of Security guards to create "walls" to block choke points. This is only effective early

in a battle however when there are fewer vehicles, as some vehicles like the Liberator can kill them very quickly. They are best kept far away from turrets, especially Gatling Turrets. Their best use is countering Rocket Soldiers as they take little damage from their rockets and can kill them very quickly. It's worth sending a small squad of 6 or so guards with any vehicles force to take out Rocket Soldiers and draw their fire. It's a good idea to keep a few of them around your base to dispose of any sneaky Corporate Raiders as well since they can kill them very effectively.

## Rocket Troopers

Appearance: Slightly larger, darker coloured soldier with helmet and backpack

Cost: 300

Strong against: Vehicles, turrets

Weak against: Infantry

Rocket Troopers are rocket launcher armed infantry. They do good damage to vehicles and buildings and are very useful against Missile Turrets as they resist the turret's anti-vehicle missiles. Troopers will get completely wiped out by opposing Security Guards since the Trooper's rockets barely hurt infantry. Troopers should always be used alongside an equal group of Security Guards, as the Guards can kill opposing infantry, while the rocket troops wipe out tanks. They are quite expensive so use them carefully and never send them out alone.

## Corporate Raiders

Cost: 500

Strong against: Buildings

Weak against: Everything else

Raiders are unarmed, slow infantry with low health who can capture buildings if they make it inside. Simply select the building as a target and the Raider will enter it and it will instantly become yours. Captured buildings can be used for any purpose that buildings can normally be used for, i.e. creating units with a VITS.

This is a very powerful ability, but Warfare Inc has no APC type units that can carry infantry, so it can be very hard to get them into an enemy base in one piece. Raiders are best used during an attack. Just move them along with a large amount of infantry to make them a less obvious target and try to send them in from a diffraction direction to your main attack so the enemy may not notice them. This doesn't always work however as Raiders wear distinct clothing and are easily recognized alongside other troops.

## Andy

Cost: He's provided to you when you need him in campaigns

Strong against: Infantry, anything that can't kill infantry fast.

Weak against: Infantry killers, especially gattling turrets.

Andy is the commander you play as during the campaign. In a few missions Andy is deployed to the battlefield as a commando type unit. He is armed with a plasma rifle that kills any infantry in one hit and vehicles in several. He moves very quickly for infantry and his health regenerates even while under fire, although not fast enough to save him if he is constantly being shot. Andy is a one man killing machine as long as you use him right. The best way to use Andy is to shoot a few enemies from long range and then send him running away from the enemies, using his superior speed and then, when they are far enough away shoot a bit more and so on. If Andy gets to 50% health or so run him far away from the enemies and give him about half a minute to regenerate his health As long as Andy isn't rushed with a lot of fast units,



like Eagles you should be able to kill many enemies with little danger. Andy is always very important in the missions you get him and using him correctly is critical to success.

## VEHICLES

Vehicles in Warfare Inc are quite different from more traditional RTS games, as even the heaviest armoured ones die quickly to sustained attack and the game lacks true "tanks" that you just wade in and crush the enemy with. Each vehicle in WI has a counter and you must always build a varied force.

Most of the time you should group vehicles with a few infantry as well. Send the infantry in with the vehicles and they will take the hits so your vehicles don't have to and having a few footsoldiers around helps immensely if you should run into Rocket Soldiers as Security Guards can kill them more effectively than any vehicle. Corporate Raiders can be a good investment as well as if your vehicles break into an enemy base it's a good bet the enemy will be distracted and the raiders have a good chance to make it into a building

### G-4 Bullpup

Cost: 600

Armour: Heavy

Strong against: Nothing, no weapons.

Weak against: Everything

Bullpups are vehicles that collect Galaxite from Galaxite fields that is then converted into cash. Thus they are extremely important, as without funds you cannot create an army. Protect them very well. Bullpups are quite weak and will be easily destroyed, even by a few rifle infantry, despite their

apparent heavy armour. Luckily they are quite cheap so they are easy to replace. Station guards near Galaxite fields and watch you minimap for attackers, as there is no better way to lose a mission than to lose your miners.

### Sr-98 Eagle

Armour: Light

Cost: 350

Strong against: Infantry

Weak against: Everything else

Eagles are the fastest units in the game and excel at scouting because of their speed. Their guns are effective against infantry, killing them quickly, but they are easily killed by a few rocket soldiers and are almost helpless against other vehicles. It's worth having a few in an attack force to clean up the many enemy infantry you'll usually find and they are very useful early on to find the enemy base and target his Bullpups, but don't build many of them.

### H-7 Dominion

Cost: 1200

Armour: Heavy

Strong against: Nothing, no weapons

Weak against: Everything

The Dominion is the vehicle that deploys into your HQ and thus enables you to build bases. It is heavily armoured, but slow, expensive and has no weapons, so don't even think about moving it without an escort.

## T-29 Broadsword

Cost: 400

Armour: Medium

Strong against: Buildings

Weak vs.: Rocket Soldiers

Broadswords are medium vehicles with mortars. They are very effective when attacking structures, so use them to wipe out enemy buildings while your other forces keep the enemies busy.

They are also somewhat effective against non-rocket infantry as they can hit multiple soldiers at once.

They are quite weak vs. other vehicles and get absolutely destroyed by Rocket Troopers. Their armour isn't strong enough to take much punishment and they just don't do that much damage to armoured units. They are best used as an indirect fire force: sit them behind other units and have them shell enemies who can't fire back.

## T-33 Liberator

Cost: 600

Armour: Heavy

Strong against: infantry, pretty good against any target really

Weak against: Rather weak vs. vehicles

The T-33 is a heavy anti infantry tank. It fires area effect grenades at a very fast rate that can injure several infantry at once and kills them in 2-3 hits.

The grenades are drastically less effective against armour but they will still destroy vehicles if you have a group of Liberators and it does reasonably well against buildings too. Liberators are good filler units, as they are good against everything and well armoured, making them a good core for your army.

## M-18 Hydra

Armour: medium

Cost: 350

Strong against: Vehicles

Weak against: Infantry, especially Rocket Troopers

Hydras are your anti-armour vehicles They do a lot of damage to armour and pretty good damage to buildings as well, but they can barely hurt infantry and have less armour than either Broadswords or liberators. They work great for destroying opposing liberators and shred vehicles if they can stay alive but at the same time they are rather fragile You shouldn't use too many Hydras, about one quarter of an attack force should be them or a bit less, as other units are often more versatile than Hydras.

## A-3 Cyclops

Armour: Next to none

Cost: 500

Strong against: Base defences, anything at a distance

Weak against: anything that gets close enough to fire back

The Cyclops is a very long range artillery unit. It does massive damage to buildings and a lot of damage to other types of units and has the longest range of any unit or base defences in the game allowing it to shell turrets and other units with impunity. Cyclopes are capable of some uber destruction able to destroy any unit in 1-3 shots and turrets in a matter of seconds. When you're trying to break into an enemy base nothing works as well as a few Cyclopes to blast their turrets to smithereens so you can attack without being shredded.

They also work great for picking off vulnerable buildings and a few of them take out any armoured enemy units very quickly.

They are however incredibly fragile. A few Security Guards will destroy one very quickly and any enemy unit that gets close will tea them up in a second or two.

They are also extremely slow, slower than any other unit so if a battle goes badly don't expect to be able to withdraw them easily. Always use Cyclopes with a large group of other units and only use 3 or 4 of them at the most; a few of them goes a long way and more just makes them unwieldy to move.

## STRUCTURES

### H.Q

Cost: The Dominion, the vehicle that deploys into the H.Q. costs 1200

Armour: Heavy

Power use: None, as it creates its own power

Needed buildings: none

The Con Yard. The Town Centre. Like most RTS games this is your central building you need to construct other buildings. Lose this and your base is very vulnerable and replacing it isn't cheap. Protect it well. Luckily it's the toughest building in the game and can take a lot of punishment. Just watch out for artillery as they will raze it in a matter of seconds.

## Power Generator

Cost: 750

Armour: Light

Power use: Gives you 40 power

Needed building: H.Q.

Power Generators are your source of vital power. Without power, base defences shut down and training units is much slower. They can't take much punishment, so protect them very well. It's best to build them behind your other structures against the corner or side of the map if possible so your less vital buildings get hit first. Never build Power Generators at the front of your base. Also avoid building them at poorly defended expansion bases, as you don't want to risk that base being wiped out and powering down your main base. It's best to keep them all at your main base behind a nice wall of defensive turrets.

## Galaxite Processor

Cost: 1500

Armour: Heavy

Power use: 10

Your Galaxite processor is where Bullpups return with harvested Galaxite to create cash. Thus your entire economy hinges on this building and it is absolutely vital you protect it. It has heavy armour but it will still fall quickly to a serious assault. Each Galaxite Processor comes with a Bullpup miner, but each processor can support as many miners as you like, although only one can unload at a time. It is rarely a good idea to have more than one Bullpup assigned to a processor however as the AI is often stupid and one Bullpup will often just sit around and never unload if another Bullpup is using the processor. The building can hold 3000 Galaxite which you will fill quickly, so you should build Galaxite Storage Warehouses right after building your first processor.

## Galaxite Storage Warehouse

Cost: 750

Armour: Light

Power use: 7

You Galaxite storage warehouses are where harvested Galaxite is stored as raw ore waiting to be used. As you buy things and use you Galaxite, the warehouses empty and as you harvest they fill with the new Galaxite. Each warehouse can hold 5000 credits worth of Galaxite. If you have no storage for Galaxite when it is dropped off at the processor it is lost and you have harvested it for nothing. Make sure to build warehouses, 2 for each processor you have is a good number. Selecting the warehouse will display a purple bar indicating how full it is. Note that the Galaxite in the Storage is just that; the raw stuff that hasn't been turned into money yet. This means that if you lose a Warehouse by having it destroyed you instantly lose the value of that Galaxite. Like power plants you should build your warehouses behind your other building and all at your main base to ensure you don't lose any funds. If a Corporate Raider takes over a warehouse that faction also gains access to all Galaxite inside as well.

## Human Resource Centre (HRC)

Cost: 1000

Armour: Medium

Power use: 10

Needed building: Power Generator

This building trains your ever useful infantry so it will get a lot of use. It trains Security Guards at first and then after the upgrade it also can train Rocket Troopers and Cooperate Raiders. It has decent armour, so feel free to put it on the front lines to pump out troops directly into the battle. It's often worth building two of these, as it takes time to train soldiers and with two you can recruit a nice group quickly.

## Vehicle Transport Station (VTS)

Cost: 1250

Armour: Heavy

Power use: 10

Needed building: HRC

This structure creates your armoured units. It can take a pounding, so deploy it at the front of your base. It constructs Eagles, Broadsword and Bullpups at first. After the upgrade it also constructs Liberators, Hydras, Dominions and Cyclopes. As with the HRC it is worth building a second VTS if you have money to burn.

## *Surveillance Centre*

Cost: 750



Armour: Light

Power use: 15

The Surveillance centre's sole use is to allow you to build turrets. You do not need a Surveillance centre to use the minimap or any other reason, so build it only when you need defences. If the centre is destroyed turrets you already built will continue to function but you must reconstruct it to build more.

## Research & Development Centre

Cost: 750

Armour: Medium

Power use: 15

The R&D centre allows you to research building upgrades:

VITS: Allows construct of Liberators. Cost = 1150

HRC: Rocket soldiers and Corporate raiders Cost: 750

This building must exist to have access to the upgrades, so don't sell it or let it be destroyed. It's best to put it towards the rear of you base where it will be safe.

## BASE DEFENCE

Note that you can manually select base defence targets by selecting the tower and then a target. The tower will change targets to attack the one you select.

This is very useful for ensuring towers are attacking opponents they are strong against.

## Gatling Tower

Cost: 750

Armour: light

Power use: 10

Strong against: Infantry

Weak against Vehicles

The Gatling tower is an anti infantry base defence. It will chew through any infantry quickly, but its health is quite low, so it will be easily destroyed by a mass of infantry and its quite weak against vehicles, although it will do some damage. A few Gatling Towers should be standard at every base, as the AI love to use a lot of infantry and also Corporate Raiders, so a gatling or two will really help you out. It is a very good idea to build your Rocket and Gatling towers next to each other so they can support each other's weaknesses.

## Rocket Tower

Cost: 850

Armour: light

Power use: 10

Strong against: Vehicles

Weak against Infantry, especially Rocket Troopers

The Rocket tower is the opposite of the Gatling tower as it shreds vehicles and is weak against footsoldiers. As with the Gatling tower it is not that well armoured and must be supported with other units. The missile tower is a real glass cannon; if it isn't being shot it will destroy enemy tanks in short order.

Build it next to gattling towers so it can focus on the infantry .

# WALKTHROUGH

## Mission 1: Core Competencies

This mission is very easy and simply serves as a tutorial. Deploy your Dominion and then construct a power generator. Place your Galaxite Processor to the north of your H.Q. so you gather resources faster. Construct a Galaxite Warehouse, as you'll need one to store your quota of resources. When you get the alert about incoming hostiles build a Human Resources Centre (HTC) and queue up ten Security Guards (even though the game tells you to build 5. Build another ten Guards to ensure you have enough. You might want to build another HTC to train your grunts faster. Watch out for a small enemy attack from the south east. Their Eagle is effective against your infantry, so kill it fast and massacre their other troops.

Once this is done, start advancing your army through the area the enemy attack came from and just past the Galaxite field in the southeast you'll see a small force of enemy. Destroy them to win the mission.

## Mission 2: Touching Base

This mission is very easy if you know what to do. From the start don't deploy your Dominion. Instead send your units including the Dominion to the bottom centre of the map and through the small choke point to the east. You'll see an Eagle and an enemy soldier, so kill them and then head north east from their location and you'll find a small area with three power generators. Blow all of them up with your Eagles. This powers down all the enemy turrets! Send your units north from the power plants, following the road. Kill the infantry you'll run into and head northeast onto the road, past the deactivated turrets to finish the mission without even deploying!

## Mission 3: Action Learning

The game starts to ramp the difficulty up now, as you're up against more advanced units that you can't build yourself and the enemy is aggressive. Build a power generator, HRC, VTS and train 10 security guards and a few Broadswords to hold the line. Keep them to the east and south of your base as enemy attacks will come from there. Make another generator and then build a R&D Centre and research the HRC upgrade so you can train rocket soldiers. Hold off enemy attacks and once the upgrade is done crank out 5 or so Troopers and 10 Broadswords as well as about 15 Security Guards. These will be your base guards.

The enemy is very aggressive in this mission and will eventually assault you with Broadswords, Liberators and infantry. Watch out for enemies attacking your miner as well; enemies coming from the south will often target it.

Once you have a large force of 10-15 Broadswords a few Eagles and a mass of 20 or so infantry both rocket and Guard, attack the enemy base in the south east corner. Make sure to leave some troops to the east of your base in case the enemy tries to attack you. Attack the base from the east and focus all fire on killing the turrets. Once the turrets are down, kill off any Liberators you see, as they will slaughter your units. Also take out the large amount of enemy infantry that will have arrived using your Guards and Eagles. As soon as they are dead, target the Galaxite Processor to stop the enemy's flow of resources and then their HRC as they will spam Troopers constantly. The enemy base is pretty tough and you will probably need a second force to wipe it out but as long as you manage to take out their VTS or HRC they should be little threat as they won't create more Liberators/Troopers. Just train up another force and finish annihilating them. Note that the enemy won't rebuild buildings they lose, even if they still have a HQ, so don't worry about trying to destroy it first.

## Mission 4 Point of Contact

This mission is actually quite a bit easier than the last one. Proceed north until you see the turrets. Use your troops to blast the turret, using infantry on the left rocket one and vehicles on the right Gatling one. After they are destroyed roll on through the gap to Jana's base. Deploy your dominion in the southern part of the base and build a HRC, 2 Galaxite processors and a VTS.

Send your escort up north with the other infantry to hold the north of the base and crank out some more infantry and send them out near the southern Galaxite field to protect your miner or just warn you enemies are after it as you'll hear the units shooting.

Send some troops just north of the hill with your Power Generators on it, as these generators are in range of enemy Eagles and they will attack them often, so use these troops to kill them quickly when this happens. Make sure to keep some troops near the east exit of your base, as enemies will attack often though there. They hardly ever come through the south gate, so don't worry about stationing troops there.

Build a force of 10 Broadswords and 10-15 Guards and send them to the north of your base and to the northwest. You'll see a chokepoint with a Rocket Tower, so send in the infantry to destroy it. There are a lot of Troopers in here, so try to keep your infantry in front at all times so your vehicles aren't focused on and destroyed, the infantry will be able to cut down the rocket troops quickly.

If you're wiped out, make another force as soon as possible, with even more infantry and destroy the rest of their rocket soldiers and then the small base up there.

Right after you finish with that base, replace any Broadswords and infantry as fast as possible and then send the reinforced group east from the destroyed base. You'll find another small enemy base just to the north of yours, where they will be producing vehicles. Crush them and destroy the buildings and you'll drastically slow down the flow of attacks on your base.

Send you force back to the east gate of your base after this.

Replace any losses and head to the southeast comer of the map where you'll find yet another enemy base. If you're destroyed all buildings at the previous two bases the turrets at the front will be powered down, so destroy them.

After this there is one final base southwest of your base. It is only a resource base with few guards, so simply roll over there and crush them to complete this surprisingly easy mission!

## Mission 5: Personal Goals

This one is fun; it's just you as Andy on a solo mission to save Jana! Andy will do most of this mission alone. He is armed with a plasma rifle that kills any infantry in one hit and vehicles in a few. He is well armoured for infantry and his health will also regenerate, although not really fast enough to save him if he's under fire. He is also the fastest infantry in the game. The way to do this mission is to shoot a few enemies and then run away to allow your health to regenerate, which it does even while moving and then start shooting again. Focus on infantry first as you'll kill them with one hit. Andy is fast enough to pull back faster than most enemies can follow him and as long as you play keep away with the enemy as much as possible while slaughtering them this mission is simple.

Begin by running south and shooting the infantry there. Andy has a long range and if you tell him to shoot one and then just wait he will shoot each of

them as they come into range and he won't even be touched. Continue south and you'll see a round plateau. Take the southwest path here and you'll see an enemy patrol move to where you previously were. Continue running around the south side of the plateau onto the Galaxite field. The patrol will slowly circle the plateau along the same path, but as long as you don't let them get close they won't attack.

Keep on heading east, past the turrets to the north and you'll encounter two Broadsword units. Stand there and shoot one and you should be able to destroy it just after you hit yellow health from the other Broadsword's attacks. Run away to the east and let your health regenerate and then turn around and blast the remaining Broadsword. Now head north up the path that's to the east of the Galaxite field and kill the infantry there. Ignore the base and continue north to reach the crashed shuttle.

Now you must hold off the enemy for ten minutes while data is decrypted. Make sure not to let enemy units near the shuttle or Jana will be captured and the mission will fail. Obviously getting Andy killed also fails the mission. Command will send you a small advance force of a Liberator, two Rocket troops and a Security Guard. Put Andy in front of the infantry along with the Liberator and wipe out the first enemy attack, getting Andy to target the Infantry.

Next two Eagles and some infantry show up if you just have Andy and infantry left have Andy shoot one Eagle and then run away to the north east and when the rest of your troops die a few more friendly units will arrive. Use them to destroy the Eagles. If your Liberator is still around it's easier.

After this a big wave of infantry will attack in two groups, the first with two Broadswords, the next with a single Eagle in the rear, the first is easily polished off by moving Andy to the front alone and then using your rocket troops to kill the tanks and the next can be softened up by running Andy down into the wider open part of the map, near the enemy base and shooting a few soldiers then running back just before they get in range and shooting a few more. Use your units to kill the rest when they reach them.



The next will be a larger force of 6 or so infantry and some vehicles. This will most likely kill most of your troops, but shoot the infantry with Andy and run him back towards the space shuttle and more reinforcements should arrive, so use them to help destroy the attack.

Next are Broadswords and a Liberator, then another two Broadswords, which are easily crushed. If you're curious I had Andy and a Liberator left by now, the last rocket soldier died from the Broadswords. Next is a group of rocket soldiers and an Eagle. This will probably wipe out what you have left again, but reinforcements should arrive. Use Andy to kill all the rocket guys.

The last attack is a group of infantry and a few other vehicles, so send Andy ahead again to kill the soldiers and then clean house with what you have left.

Whew!

## Mission 6: Embrace and Extend

Start by moving your Dominion against the top edge and deploying it to make sure you have enough room for your base. Build up your base and upgrade you HRC and VTS. Upgrading the VTS gives you access to Liberators, anti-infantry vehicles.

Build a Surveillance Centre and put a gatling and missile tower at each of the choke points formed by the cliffs you base is on to the west and south. Soon afterwards you'll get the message about some mysterious triangles and the Replicator mentioned in the story. Just to the south of you base is two triangles, so put a Guard on one but leave the other empty for now.

Build up a force of Guards and maybe a few Eagles and have them scout around your base to the west and south, killing off the infantry you'll find and

then send some infantry south of the replicator, which is in the middle of the map to find the next triangle. Put another Guard on it.

In the centre south of the map is a huge field of Galaxite. You should expand here by building a Dominion from you upgraded VTS and sending it here along with a small escort, as there is probably infantry milling about. Build a Galaxite processor and start mining as fast as possible. Note that this is right next to the enemy base, so build defences and keep it stocked with units.

Note that the enemy will often mine the south Galaxite field, so hunt down and destroy their miners whenever possible. This will eventually bankrupt them if you are on the ball about intercepting their Bullpups

The enemy base is surrounded by turrets which are going to make an assault costly, but the enemy seems to be scripted that they won't act until you attack their base. They often send out small groups of easily destroyed units but they won't ever launch a major attack, so feel free to build up a huge force. If you attack and get repulsed they will start sending out attackers, but almost all of these will be infantry, probably to give you a chance to test out your new Liberators, so build a lot of Liberators and Guards with a few Troopers and Broadswords thrown in and you'll easily slaughter whatever it sends at you.

Meanwhile, build up a huge force of Broadswords, Liberators and Troopers. You should have truckloads of money from all your mining, so spare no expense and make 20 Broadswords/Liberators or 30 or however many you can afford. You need Broadswords to kill the many enemy turrets and Liberators to kill the masses of rocket soldiers you'll find in the OMNI base, so make plenty of each. When you have a huge force and still have about \$4000 left send all your vehicles near the replicator and order a Guard onto the last triangle.

Directly after you do this you'll get a message from HQ about a massive OMNI assault. And they aren't kidding; units will start FLOODING out of the enemy base and attack your miners and bases, probably wiping out the one closest to their base. Now is the time to send your forces through the replicator!

Select all your Broadswords and send them through and you'll end up with a huge horde. Send them immediately to your forward base which is probably being decimated by enemies and wipe out everything. Right after you do this, send your Liberators through and then send them south as well. Make sure you have guards at your original base in the north as the enemy will throw repeated mass infantry assaults against its west side, including Corporate Raiders, so build a few more Gatling turrets and train more Security Guards.

Once you are ready to attack scout just to the south of the east entrance to the OMNI base and you'll find the enemy's Power Generators, as well as a nigh unguarded way into their base. Send a few Broadswords down and wipe out the defenseless generators. This will shut down their defences and will let you enter their base much easier. Use your units to blast your way past their turrets and you'll come face to face with hordes of Rocket Troopers. Micromanage your Liberators to make sure they are shooting the rocket soldiers, who they will kill in 2-3 hits and have the Broadswords target the armoured enemies. This is a fierce battle and the enemy has a lot of troops, but as long as you replicated a large number of units you should have enough to sweep into their base.

While the enemy army looks infinite it isn't. After a few big assaults they will stop coming. If you did a good job taking out their miners the enemy will have run out of money. The best way to tell if they have or not is to look at their unit production factories. If there is a blue flashing dollar sign (\$) they have run out of money and you needn't fear any more attacks. After you see this, simply eradicate their helpless base.

Note that it's quite possible to finish the mission without using the replicators. Just build up a huge force of Liberators and Troopers and blast the Power Plants in the pass as described above. Now just walk into their base use your Liberators to destroy all their infantry and start destroying their buildings as quickly as possible using your Troopers as much as possible and they should quickly crumble as long as you keep the pressure on. This avoids the massive scripted attacks.

## Mission 7 Due Diligence

This mission is an annoying one and introduces a new enemy: the Free Radicals.

They are much like OMNI, with the same units, except yellow. They tend to use a lot of infantry and attack in small groups. Your goal is to harvest 20,000 Galaxite. You start with a partly constructed base. Start by constructing a HRC and training six Guards and sending them down to the choke point bridge to the south of your base. Send your starting units here too. Meanwhile build a VTS, another miner and a R&D station and research both upgrades. This allows you to create Corporate Raiders at the HRC and Dominions at the VTS which you will need. Around this time the first few Free Radical infantry will arrive and make a beeline for your miner, but your units will stop them. You'll get a message from Command introducing you to the Free Radicals, and they want you off "their" land.

Make a few Broadwords, some more infantry and a Dominion and escort it down to the small clearing in the centre of the Galaxite fields across the river. Set up shop there, with a processor and a HRC and keep pumping out more infantry to defend against the constant small scale attack the radicals will throw against you.

The Radicals like to attack you with small forces from several different directions and super frustratingly always go after your miners, so keep you

forces close to the miners, but not on the Galaxite, this ensures the miner can harvest freely without being slowed down.

After your base is set up, make a decent force of Hydras, 4 Cyclopes, 5 Broadswords and 10-15 infantry and send them to the plateau to the south west of your expansion base, almost at the bottom centre of the map. Near the resource field there you'll see a bunch of towers on up on the ledge above you. Use your Cyclopes to take them out, using your other forces to defend them as enemies will almost certainly come to take out your artillery. Once you've destroyed everything your artillery can reach, approach the plateau from the east side.

Send your forces in, kill any guards and destroy the HRC ASAP. Destroy the Surveillance Centre and turrets, but leave the processor and warehouse intact.

Train a few Corporate Raiders and send them to capture these buildings for an extra processor and more storage for cheap! After you destroy this base things will quieten down a little, as you'll have removed part of the Radical's unit training facilities. Next build a few more of the new artillery units and shell the Gatling towers along the cliffs that are southwest of your new base. Note that you can't reach the missile turret for some reason, but you can hit their HRC, so do so and then advance south and then west, wiping out any infantry in your way. Use artillery to crush the turrets/infantry and then destroy the VTS, but leave the rest. Build Corporate Raiders and send them to capture the other structures here, then sell them to earn more cash. Create miners to replace your lost ones and just mine until you reach your quota. After this you'll be told to finish off the Radicals, so track down whatever's left and grind it into dust.

Mission done!

## Mission 8 Hostile Takeover

This is an annoying mission as you cannot create new units and are stuck with just Andy and a group of Corporate Raiders and must make use of what you have.

During this mission watch out for Radical Corporate Raiders trying to retake buildings that you capture. They are easily distinguished as their clothes are bright yellow. They die quickly from pretty much any attack.

To start with send Andy along the north wall and pick off the infantry and Broadswords you see there. Leave the Raiders where they are and continue to pick off any enemies that come after Andy and the raiders south along the base wall.

Leave the raiders outside the walls and send Andy in to kill off enemies. As before, shoot as many as possible then run away when Andy is low on health. Once you clear the area, capture the Power Generator, VTS and warehouse with Raiders.

This will make you a little money, so make two Broadswords from you new VTS. Next advance south outside the walls with Andy and the broadswords and use the Broadswords to kill off the Liberator as it will slaughter Andy. Send a raider into the processor to make more money, then create a Bullpup at the VTS.

Now you can make money and thus an army! Next destroy the Power Generator to the south with Broadswords and use Andy to kill off any infantry counter attack. Now make small group of Broadsword maybe 6 p or 7 of them Next leave the base, heading along the north wall and you'll see a power generator. Blow it up and then the HRC just to the east. Next destroy the VTS to finally stop the flow of vehicles and then the other Power Generator near you. Use Andy to take out the many Troopers in the area and try to keep your broadswords out of their fire.

This will power down the turrets, so bring a Corporate Raider up and along the north side of the base and capture the HQ, clearing out any resistance around it first. Whew that was easier than I thought it would be!

## Mission 9 Limited Partnership

Well this is different! OMNI has accepted your ceasefire offer and you are now allied against the Free Radicals. This mission will take place alongside OMNI forces as you work to eliminate the Radical threat. The OMNI in this mission have a large base and will do a good job of defending themselves. They will also send guards to your base. You should not go out of your way to help them for reasons that will become clear later in the mission.

Start by building the usual Power Generator, Processor, HRC, VTS and another generator and then start training a few Guards and Broadswords to defend against the Radicals that will attack you. Train another Bullpup for more funds and then build a R&D station. Research the VTS upgrade so you can make wonderful artillery.

Crank out a lot of Guards and send them to the Galaxite fields to the south of your base. The Radicals will incessantly send rocket infantry to target your miners and 6 or so infantry stationed in the field should stop them.

Start building an army of Hydras, Broadswords and Cyclopes, with some infantry thrown in until you have about 10 Hydras, 3 Liberators, 5 Broadswords, and 3 Cyclopes. Send this army down to the Radical base directly south of yours and use the Cyclopes to pick off the towers. Charge in and wipe out their VTS and Generators as quickly as possible and then their HRC on the hill. You can also head east along the bottom of the map and you'll find their H.Q.. Destroying this base will stop the Radical attacks on your miners and will make things much less annoying.

NOTE do NOT finish destroying the Radical's base. Leave something non-threatening like an unpowered turret intact. Send your entire army back to base, except for a unit or two to destroy the tower later.

Note that you should capture the Radical warehouses with Raiders rather than destroy them, as they will each contain thousands of Galaxite. With the captured Galaxite you should have loads of money, so train up a huge army of Hydras, Liberators and Cyclopes. When you have an army as big as you can afford, finish off whatever the Radicals have left.

After this you'll get a message from HQ congratulating you and OMNI engineers will appear and capture you HQ. Yes the OMNI have turned on you again! What a surprise huh?

After an abusive message from Gordon Fox, the ACME traitor that was mentioned back at the beginning of the story as MIA, you'll be attacked by OMNI, one of the stupider things they have done.

First take back the captured buildings at you base with Raiders and then simply advance on the OMNI base with you gigantic army of death and bring ruin to every single one of the traitors until there's nothing left but bloody sand and ruins.

Your army should be so huge from all the stolen Galaxite from Radical warehouses that you can just roll in there and crush them without any trouble, especially since they have been weakened by fighting the Free Radicals.

## Mission 10: Leak Prevention

Coming next update, honest!

Contact

I can be contacted at Proudnerd255@gmail.com. Please put "Warfare FAQ" or something like it in the subject so I can find you email easily. Extra



strategies, corrections or just comments about the FAQ are welcome and I will personally respond to every email. I apologize if you have attempted to contact me in the last three years as I changed my email address soon after writing this. Please mail me again!

# Credits

Me for writing this.

My sisters for being awesome.

My awesome girlfriend.

Apple for making an awesome device

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