



Introduction

Why hello there, Commander. It hasn't been all that long since you've seen action, but we know you could probably use a hand here and there with the new battles which lie ahead for you in Command & Conquer: Red Alert 3. The Soviets got a little carried away with their time machine and eliminated Hitler and Einstein, making the Nazis non-existent, but their alterations to the space-time continuum resulted in an entirely new faction: The Empire of the Rising Sun. With three factions (The Empire of the Rising Sun, the Allies, and the Soviets), you have many options and a whole lot of opportunities to wage war.

Within this guide, we'll teach you the basics and give you battle-tested strategies to get you past those pesky War Bears and Rocket Angels and help you shoot down those devastating Kirov Airships and Century Bombers.

In this Command & Conquer: Red Alert 3 strategy guide, you'll find:

- **BASICS** // A few basic battlefield strategies to help the uninitiated.
- **STRATEGIC WALKTHROUGH** // We take you through the best tactics for every mission in all three campaigns to help you dominate your enemy.

Guide by: Jim Chamberlin

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Command & Conquer: Red Alert 3 Basics

Welcome to Basic Training. Those of you who are new to the Command & Conquer series will find detailed information covering several topics of the game such as energy, ore, and special unit abilities. If you happen to be a veteran of the series, consider this a refresher course.

Unit Veterancy

As you destroy your opponent's units and structures, your units will progress through the stages of Veterancy. The further along you are (the more you destroy), the more of an impact a veteran unit will have during combat. If multiple units are firing at the same target, the Veterancy points will be awarded to the unit which fired the "kill shot." So shoot those tanks and raze a few buildings and you will have a battlefield full of very powerful units.



One other way of gaining Veterancy points is from the Veterancy Crates which are located on several of the maps.

Energy

Before you can build a barracks or war factory, you're going to need a source of power. To the left of your radar, you will find a vertical bar indicating the level of power you are producing and consuming. If the meter is green, you are producing a sufficient amount of power to operate all of the presently-constructed buildings. If, however, that meter is in the red, your buildings will not function properly and you'll have to build a power plant of some sort.

As your base expands, you'll need more power, so look into building numerous power plants to anticipate your eventual needs. In the case of the Soviets, they have more than the basic power plant to build. In addition to the Reactor, the Soviets can construct the Super-Reactor, which is capable of producing five times as much power as the standard Reactor, though they are usually one of the first buildings targeted by an army because the loss of a power plant can be devastating.

Spies can also be problematic for your power stations. Spies are capable of disguising themselves as a local and can briefly shut down a power station, disrupting your ability to produce power and therefore other units.

Ore

The only currency used in Command & Conquer: Red Alert 3 comes from ore. Ore is dug up and turned into credits which can be used to construct new units, buildings, etc. So along with needing power to build up your base, you'll need a pile of cash too.

You will find ore mines scattered across the many maps in the game, but you'll be limited to constructing ore refineries to just the local area. As your base expands, you'll be able to build those ore refineries in the distant lands.

You can sell structures you no longer want or need in order to gain some credits, but don't sell too many. You never know if/when you'll miss having those buildings.

Threat Meter

At the bottom of your screen, you'll find a little meter called the Threat Meter. This is an indication as to how much combat is taking place in the field. As both sides kill one another's units, the Threat Meter will gradually fill up. As it does this, it will become easier for your units to earn Veterancy and to score Security Points. If you keep the action up, you could have quite an exciting war on your hands.

Super Weapons

Next to the Threat Meter is your Security Points button. In the middle of it, you will find a number telling you how many Security Points you have earned. A player can earn Security Points by destroying their enemies. As the Security Points are scored, you can gain access to your faction's list of super powers. These vary from faction to faction but include a long list of powers such as big bombs to unit upgrades. These super weapons can make a big impact on the battlefield!

Unit Combat

Combat within Red Alert 3 is relatively straight forward and familiar to those commanders who have played other RTS games.



Nearly every unit within the game not only has a Special Ability but is trained with a specific purpose in mind. For example, not all infantry will be able to destroy vehicles or small structures as quickly as some others may be. The Soviet Flak Trooper, for instance, is better equipped at shooting down aircraft and blowing up armored tanks than say the basic Soviet Conscript. It is imperative that you familiarize yourself with your faction's units. A commander who knows what his/her soldiers are capable of will be at an advantage over those who are new to the battlefield.

Special Abilities

Mentioned earlier, Special Abilities are given to every unit in Red Alert 3. These abilities vary from unit to unit, from faction to faction, but will often give the selected unit an advantage over the competition. It's often the ability to kill something in a unique way or in the case of the Empire's Mecha Tengu/Jet Tengu, that unit can transform from a naval craft to an aircraft.

Command & Conquer: Red Alert 3 Walkthrough

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MISSION 01 // Leningrad - The Strike and the Thorn

Leningrad is in tough shape when you get control in the very first scenario. It is under heavy attack and it is up to you to secure the city with the help of Natasha, the Soviet's sexy, deadly sniper. Natasha can kill more than one soldier with a single rifle shot, so Attack Move her towards the big city gate. She'll take out the Empire's infantry in short order. Next, right-click on the city gate with Natasha selected and she'll call in a bomber to take out the gate.



Move on into the heart of the city and kill as many of the Empire's forces as you can. You'll quickly be joined by a co-commander who will help you in the fight to save Leningrad. Train a half-dozen or more Flak Troopers at the Barracks to help defend the city.



Hold off the Imperial force and wait for the ability to train Soviet Conscripts. These units are much better equipped for fighting against other infantry. Your Flak Troopers are really more suited for combating aircraft and vehicles.

The Imperial force will soon move its units to a nearby museum and attack it. Order a few Conscripts and Natasha into the Bullfrog provided to you and use the Bullfrog's Special Ability to fire the soldiers over to the museum area. Isn't that cool?!



After getting rid of those forces, hop back into the Bullfrog and make your way back to the center of the city, near your Barracks. Call on Natasha to destroy the big Imperial Battleships just like she did the city gate. Bombers will swoop in and blow 'em to bits. Repeat this until all of the Battleships are destroyed.

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MISSION 02 // Krasna-45 - Circus of Treachery									
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You will control three Sickles at the start of this mission. These robotic walkers are great at infantry combat thanks to their multiple machine gun setup. Escort Natasha around the map, taking out the pesky hostiles you encounter. The Sickle's Flea Jump ability will come in very handy on this map thanks to the rocky terrain. The Flea Jump allows you to jump on top of cliffs and hills and even on top of enemy units. Make sure you grab the health crates along the way. Losing the precious Sickles would be a big problem.



Along the way, you will encounter multiple enemies and will be able to free some prisoners of war. They will join your little group. They include Tesla Troopers and War Bears. Your newly-acquired Tesla Troopers are of great help due to their ability to deal out the pain to the armored vehicles which your Sickles are ill-equipped for.



Once you reach the launch facility and witness the new satellite launch, you will obtain access to the new Orbital Dump power. This will come in handy when the enemy reveals itself in a minute. They have been hiding in the tents. Use your forces and mop up the carnival grounds of any remaining hostiles. Again, don't be afraid to use the Orbital Dump power if you have a Security Point. This power can be very handy.

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MISSION 03 // Vladivostok - Taking Back the Ice Harbor

The harbor mission will be your first actual base-building test. Move your naval units up to the shore of the small island and eject the passengers from your Bullfrogs. Bring your amphibious units ashore and use them along with your infantry to wipe out the soldiers on that island. You will be helped by a co-commander, who will concentrate on the south end of the island, so focus your fire on the northern half.



Before too long, an MCV will come ashore. Build a Construction Yard in the middle of the base you just destroyed. Build a Barracks and a Reactor or two outside the chain-link fencing. Queue up a small force of Flak Troopers to defend the island because it'll be hit sooner or later by hostiles.



You're going to need money, so construct two Ore Refineries near the ore deposits and watch the money roll in. You will be sharing your funds with your co-commander, by the way.

Construct a Flak Cannon and Sentry Gun to help with base defense and then get your navy going. You're going to need a lot of Stingrays on this mission. They're a nice little unit. They are amphibious which makes them handy for land and sea battles.



Wipe out the enemy's base to the East. It's well defended so use a squad of Stingrays and some of your co-commander's units. You'll soon get a new toy to play with, the Dreadnought. Keep the two Dreadnoughts near the shore and have them fire on anything within sight, whether it be infantry or structures.

You can advance to the middle of the map if you so wish. You will likely encounter a lot of infantry here and some of them will barricade themselves in the buildings. Use a Bullfrog to transport Conscripts over to the area and have them throw Molotov Cocktails at the buildings. This will clear the buildings in short order. Have an Engineer take over the hospital.



Move your units to the west, taking out everything in sight, especially the Imperial's naval base on the western edge of the map. We highly recommend hitting that base with the Dreadnoughts first since they can deal out some serious punishment from a distance.

In the Northeast corner, you will find the last base to attack. This one is a little tricky to get to thanks to a mound of snow at one of the entrances. You can fire infantry over the mound with the help of a Bullfrog or you can just use the western entrance. There are a few buildings the enemy can take cover in, so blast them with one of your super powers. You should have a Security Point or two by now.

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MISSION 04 // Geneva - March of the Red Army

Geneva will offer up a good fight as you need to destroy the several small bases and take as many of the Swiss banks as you can. Capturing the banks can be done with Combat Engineers and a tank or two as patrol.



But first, crank out some Stingrays at your naval base and ashore, begin setting up a Barracks and War Factory. Create a combination of Sickles and Hammer Tanks. The Hammer Tanks are great for combat with structures and the many vehicles which the hostiles will come at you with. The Sickles are necessary because of the infantry units which will be deployed. Tanks aren't very good at taking out infantry aside from running them over. The Sickles will cut them down in short order thanks to their multiple machine gun setup.



Join your co-commander in attacking the areas near the banks, clearing out anything in your way. Use Engineers to capture the banks. This will help bankroll your war effort.

When possible, capture the Observation Post along the shore while sending a fleet of naval units along the shore to take out their navy. You'll gain access to the Akula Sub in this mission. Subs are a nice weapon since not every unit can fire on it.



Continue eastward until you come up against more large bases and even the Allied HQ. A combination of V4 Rockets and any super weapons you have access to can be used to take out their Reactors and anything else in your way.

As a bonus mission, you could get the other bank, an Observation Post, and a Hospital in the upper left corner of the map. They're all handy to have. Getting the Hospital early in the fight can be good since it'll help heal your units and the bank will further bankroll your cause.

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MISSION 05 // **Mykonos - The Science of War**

An Allied research facility is present on this map and it is up to you and your co-commander to capture the darn thing before the science is used against the Soviets.



You and your co-commander begin on the western side of the map with a few islands to the east. Since the types of units at your disposal are limited here, concentrate on building up a decent navy accompanied by a large air force. A new unit, the Twinblade is a fine attack helicopter which is capable of transporting infantry. They're going to be needed in big numbers on this map.

Capture the islands and then take out the few enemies you find there. Let your co-commander handle the northern island, just get the one straight across from your base. Set up some defense structures there because it will be frequently invaded by the Allies.



Your Akula Subs are an important naval unit to have because they can take out the Allied Hydrofoils. They are an impressive unit, those Hydrofoils, capable of shooting just about everything, including your precious Twinblades, so keep them away.



Construct a Battle Lab back at your main base as this will enable you to construct Dreadnoughts. Protect them with your

Akula Subs and take them to the frontlines for some target practice. Elsewhere, begin setting up a base near the Allied naval base. Rolling in with Sickles and Hammer Tanks will surprise them.



Continue the fight east, eventually capturing the science facility. But only capture it if you're ready to defend it. The Allies will bring in everything from infantry and tanks to planes. Sure, you get to build MiGs, but let's be honest, they aren't suited for all facets of combat. You'll need a combination of forces to defend the facility. Be sure to take the fight to the Allied base in the upper-right corner. Use your super powers to take out buildings and units when they're available.

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MISSION 06 // Von Esling Airbase - No Traitors Tomorrow

Pay close attention to that word "traitor" in the title. We're going to give you a heads up now because your "trusted" General will betray you. He was the one who ordered the assassination and here, works with the Allies to take out you and your co-commander.



We can't stress enough how important it is to build quickly early on. General Kravok doesn't initially start out on the map but shows up within a few minutes. As soon as you begin, start constructing a Crusher Crane, Naval Yard, Barracks, and an Airport or two. As these get constructed, crank out units as quickly as possible because that huge bankroll you have will be taken away by that greedy little bastard, General Kravok.



Since you know he's going to turn on you, get a dozen or so Twinblades and transport twenty or thirty Flak Troopers over to Krukov's base. Set one group next to the Bunker and the other group next to the Construction Yard. When you're given the task to bring down Krukov, unleash hell on those two structures. Once these buildings are blown to smithereens, Krukov will be defeated and all of his military will fall under your command. This will be a huge help because the Allies have an impressive military to combat.

Try to get Engineers to take over any oil derricks so that you can bring in as much income as possible. Focus your combat at the left Allied airfield. Chances are, you're co-commander will already be there. Use a navy of submarines and take out the Allied navy to the west of the map.



Advance your other units towards that airfield and pummel it. The Kirov Airships you gain access to here are excellent at destroying buildings. Be sure to protect them with MiGs and Twinblades whenever possible because the airships can't shoot back. They do have a Special Ability which allows them to move faster for a brief period of time, but it inflicts damage upon itself, so use that Special Ability sparingly.

Take out buildings from left to right, particularly Construction Yards and any other critical structures such as Airfields. Again, the Kirov Airships are very useful for this, along with the occasional use of the Orbital Dump weapon.



Keep this up until you've crushed the Allied forces. This is a fairly challenging mission compared to the previous ones. You're going to sustain a lot of casualties, so keep at it and don't give up if the Allied anti-aircraft infantry and defense structures shoot down too many of your MiGs and Twinblades.

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MISSION 07 // Mt. Fuji - To Tame a Living God									

After a lot of combat with the Allies, it's time to take it to the Japanese. The Premier has ordered an assassination of the Emperor and you must carry it out. The forces you are given here are pretty meager. It's just a Conscript and the co-commander's War Bear. It's hardly the sort of thing you're used to, but you won't be able to pull off a stealthy assassination with Hammer Tanks rolling through the Japanese towns.



Order your Conscript to hold his fire (it's a special unit stance) because this mission will end if he's spotted and killed. He should only fire on targets you specify. Take this nice and slow. There's nothing wrong with being patient here. Head south towards the steps, but don't descend them. You should head west, staying tight to the wall and keeping your distance from any enemies.



Continue walking west until you reach another set of steps. Wait until the guards at the bottom to leave for patrol duty in another location. Descend the steps and head northeast. Remember to cling to that wall and stay away from the hostiles. Stop when you reach a very short wooden fence. It's near a marked pathway.

You'll now be tasked with creating a diversion to get some of the nearby guards out of your way. Head south and order your Conscript to shoot at the oil drum. As soon as it explodes, get yourself and the War Bear back up to the wooden fence and then enter the Emperor's private garden through the hole in the wall. Assassinate the Emperor and you're in for a surprise.



Haha. It was a body double. D'Oh! Now you must get ready for war because the Emperor doesn't approve of the attempt on his life. You must still take the Emperor's life, but it's going to be more challenging.

You'll be given a sweet new weapon called the Apocalypse Tank. But don't get too giddy about your new toy. You have a base to build. Construct a Reactor and Crusher Crane as soon as you can. Remember that the Construction Crane is helpful since it gives you multiple production queues.



Next, get up a Barracks, a Super-Reactor, an Airport, and some defensive structures like Flak Cannons since your base will come under attack by a decent air force. Continue constructing a decent base with a Battle Lab and War Factory. Expand your base to get additional income from other Ore Reserves and Oil Derricks. You're going to need a lot of money to fund the war because the co-commander seems more interested in building a big navy than an air force or army.

You will have multiple bases to attack. Take them one at a time. We recommend using tanks and Flak Troopers to take out the anti-air turrets as they can do a lot of damage on your Twinblades and Kirov Airships. V4 Rocket Launchers are another very capable unit, able to shoot rockets from a fair distance away.

Before you take down the last base, use all of your resources on Twinblades, Natasha, and a Kirov Airship or two. Go ahead and finish off the last base and get ready for a final showdown. The Emperor puts on his battle armor and tries to run away. Hit the [Q] key on your keyboard to select all of your military units and attack the Emperor. Natasha's very handy because she can call in an air strike. Don't forget about her ability to do this. Don't simply overlook Natasha for your more conventional weaponry.

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MISSION 08 // Easter Island - The Stone-Faced Witnesses

Here's another double-cross, General. Actually, there are two of them. First, you're sent to double-cross the Allies and then you end up being double-crossed by our Premier.



You only have a few minutes to get things in order before the Allies arrive for the meeting, so begin building up your fleet. You'll need to start virtually from scratch. Build a Reactor, a Crusher Crane, two Ore Refineries, a Super Reactor, a Naval Yard or two, and an Airfield.



You'll need a three or four Twinblades to take out the aircraft carrier and a sizable force of Akula Subs to take out the Allies' other forces which move in and attack your co-commander. Help repel them because you're going to need your co-commander in this mission. Next, get them back west and cover that island the Allies have taken over.

Your co-commander will help attack. Get your Akulas on those Hydrofoils because they're deadly to Twinblades. Send the subs around the island and take out their Naval Yards and Airfields. Destroy the most of the base but don't finish everything off just yet. Back off and regroup. Build up your forces and defense. Keep the co-commander off that island as well, by the way. As soon as that western Allied base falls, the Premier will announce his double-cross and come at you. It is wise to take this time and strengthen up your forces before this happens.



Send a group of Akula Subs, Kirov Airships, MiGs, and Twinblades to the east, staying above water. Use whatever other forces you may have and finish off that Allied outpost and bring in a Sputnik and set down an outpost here. Create two Ore Refineries and a small defensive structure or two. If you haven't captured the few Oil Derricks to the north of your original base, send out some Engineers to take care of that (one per Oil Derrick). Move your Akulas, Kirovs, MiGs, and Twinblades further up the coast and take out the Premier's Naval Yard and anything there. Keep your Twinblades back until your Kirovs have had time to come in and take out the anti-air turrets. The Kirovs are slow, but they can take much more damage than the Twinblades can.



With their Navy done with, head up to that interesting Vacuum Imploder weapon. Make sure your co-commander is getting involved too. Those Kirovs will take out that weapon in short order, but it is well defended with anti-air turrets and a half-dozen or so jets. Your MiGs are needed for shooting them down. If you have any Support Powers, use one to get rid of one or two jets. After this, slowly make your way towards the Premier's volcano hideout. It is well defended by anti-air turrets, so while you bring in some fresh Kirovs, spend some money on Twinblades if you can manage. Twinblades, Kirovs, and Support Powers can do a real number on the fortress and it'll go even stronger if you order your co-commander to attack.



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MISSION 09 // **New York City - Blight on the Big Apple**

For a final mission, your task of taking out the Statue of Liberty is surprisingly easy compared to the last few missions. You are dropped into New York City with a small group of Terror Drones. They're a very capable amphibious robot which specializes in destroying vehicles like tanks. They get in the vehicle and destroy it from the inside out, so it usually takes a few seconds for the affected vehicle to be put out of commission. Use your group of Terror Drones and take out the Allied tanks and ore collectors. This will cut off some of the money the Allies are getting.



Twinblades, Kirov Airships, and Tesla Tanks will come in next. This is your new military. Take out Ft. Bradley now. They'll still have tanks and infantry to defend with, but you can use your Kirovs on the Boot Camps and other structures. Take out the anti-air defense with your Tesla Tanks before they destroy your Kirovs and Twinblades.



With Fort Bradley taken out, it's time to get your base going. You'll be stationed in the southeast corner of the map while your co-commander is in the northwest corner. Your forces near Fort Bradley will get some company soon. Take out the Allied forces with your remaining units. Use a support power if necessary to take out the Allied jets which can do a number on your aircraft.

At base, build the typical stuff... Crusher Crane, Naval Yard, Sentry Guns (towards the north), and make sure you have enough power. Build a Reactor or Super-Reactor when needed. Get a Barracks up early if you can. You'll need an Engineer to capture Wall Street. Transport him to the area with one of your Twinblades. Yes, the Engineers are amphibious, but there's no way to swim to that island. Airdrops only.

Get a few Sputniks over to that island soon and have them set up Outposts near the ore deposits. Construct Ore Refineries and small defensive structures to help contend with the occasional Allied attack. If you can capture Wall Street and get Ore Refineries built at all of the marked locations, you're in great shape. Continue building an army and take it to the Allies. They have a very good defense, so expect to lose a lot of units. Support Powers will come in handy.



Your Naval Yards and Airfields will get a workout. Dreadnoughts are great here since they can fire from a good distance. Just remember to keep them safe with a group of Akula Subs and Bullfrogs. The Bullfrogs, again, are a good anti-air unit. The Allies have a few Airfields which continuously pump out aircraft. Use MiGs and Twinblades near your base while also sending a bunch over to the Allied-controlled island. You can construct another Airfield on the island which holds Fort Bradley for a forward base.



The Allies have several Anti-air defensive vehicles and stations, but your Kirovs can take them out if you have a nice fleet of them. Really, Kirovs can be a great unit on this once you've knocked out their Airfields. Don't forget your Tesla Tanks. Airdrop them on the island with your Twinblades. Use Support Powers and Dreadnoughts on the remaining builds and then focus on the Statue of Liberty. Hit the [Q] key on your keyboard and focus everything you've got on that building and order your co-commander to attack the statue as well.

Congratulations, Premier. Yes, you've gone from Commander to General to Premier. It wasn't easy, especially with the traitors within the Soviet government. Nice work.

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MISSION 01 // Brighton Beach - Ride of the Red Menace

Welcome to Brighton Beach, Commander. Here, you will need to clear the area of the Soviets who have taken a number of Allied soldiers hostage. Take your small group of Peacekeepers and Attack Dogs to wipe out the Soviet Conscripts and War Bears. All of the Soviets will be marked on the map. As you kill them, you will get a new group of Allied Peacekeepers to help you out.



Once the Soviets have been exterminated, it's base-building time. Most of this is already done for you, actually. The only thing you'll need to construct is an Armor Facility and that isn't until late in the mission.

Crank out a dozen or more additional Peacekeepers and three engineers. Garrison your Peacekeepers in the marked buildings to complete a bonus objective. Garrisoning your Peacekeepers gives them a lot of defense and still allows them to shoot at the incoming waves of Soviets.



Send an Engineer down to the Hospital to capture it. It will allow all of your soldiers to regenerate health over time. Also, send your other two Engineers down to the beach and have them take the beach guns. They'll repair them and get them ready for the Soviet Naval invasion. Tell your co-commander to capture the two guns near him.



After a few waves of Soviet infantry, they'll bring in the big guns. The Kirov Airships can do a lot of damage on anything in sight. Get your Boot Camp to train Javelin Soldiers and your Armor Facility to build five or more Multigunner IFVs. Throw a Javelin Soldier into each of the IFVs for added firepower.



When the Kirovs get close, unleash your IFVs and take them out. Keep your distance, however. They can drop a lot of bombs on you. Also, when the Kirovs are killed and fall to the ground, stay away. They blow up once they hit the ground and often kill units in the vicinity. It won't be long until the Soviets leave and take their military elsewhere.

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MISSION 02 // Cannes - The Shark and the Lure

You and your co-commander are outnumbered in Cannes, so you will have to use Tanya and a few spies to get the job done with a more stealthy approach to things. Get Tanya and the spies down to the island which is south of your base. Keep them away from the shore. Click on one of your spies and right-click on one of the Soviet Conscripts. The spy will now appear to be a Soviet Conscript. Have him go up to the Reactor on the western side of the island and have him disable it. Immediately bring in Tanya using an Attack Move command. Have her take out the Conscripts and blow up the Tesla Tower before the Reactor comes back on and the Tesla Tower is charged again. The Tesla Towers are very powerful weapons and can easily kill Tanya.



Clean up the island of any remaining enemies and bring two spies onto the island. Have them infiltrate the two marked buildings on your radar.

Create a few more spies back at your base and send them over to the northern part of the island. Have Tanya meet them there. Use Tanya to escort the spies to the next island because there are War Bears which patrol the waters and the spies aren't armed to defend themselves.



Head down to the island to the east and do the same thing you did before. Have a spy don the Soviet Conscript outfit and disable one of the Reactors. Bring Tanya in to kill the Conscripts and to blow up the two Tesla Towers. You may have to bring in another spy to disable another Reactor to give Tanya enough time to blow up both Tesla Towers.

Tip: Both of the islands have health and Veterancy crates. Pick them up when necessary.



Clean up the island of all enemies. Have two spies infiltrate the two marked buildings on this island like before and then have Tanya take over the command post on the island which will be marked. This will allow Tanya to blow up some of the Soviet naval ships.

Ask Tanya to blow up the Soviet Dreadnoughts and then send her to the southeastern island. At the southern-most part of it, you will find Reactors. Detonate them and you'll get access to the Vindicators, a group of stolen bombers.



Back at base, you will have new opportunities to spend some of that money you've been making thanks to the Ore

Refineries. Spend the money on the Guardian Tanks and Javelin Soldiers.



Chances are, your Co-Commander has already rescued the folks at the Convention Center, so bring in your units and mop up what is left of the Soviet base. Your Vindicators should be used on any defensive supports like Tesla Towers to give your ground troops a better chance of survival.

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MISSION 03 // Heidelberg - The Famous Liberation									

Escort the Allied MCVs down the waterway with the Hydrofoils. They're an excellent weapon against the Soviet Twinblades. One MCV will head to land shortly after the encounter. Continue forward and use the Hydrofoil's Special Ability to jam the weaponry on the two Tesla Towers. Then order your co-commander to attack each of them with her dolphins. The second MCV will make landfall and it'll now be your job to get a base up and running. You're going to need a few power plants during this mission, but build them as you need them. You'll need Ore Refineries, a few Multigunner Turrets, a Boot Camp, an Armor Facility, and a few Airfields. Again, build them as you need like the power plants.



Purchase a heightened clearance for you Construction Yard after a while, but concentrate on getting a bunch of units to help defend your base. Then get four Vindicators up and going at the Airfield. Send these on bombing runs. Tanya will need some help, so blow up all of the buildings in her area.



Once you have a second (and money-willing, a third) airbase, give each squadron of Vindicators an assigned number on your keyboard so that you can quickly switch back and forth. Continuously bomb Soviet targets, especially their Reactors and Super-Reactors as they will help make everything fall.



Get your Guardian Tanks ready and head towards the Soviets. If their power is about out, they can't use all of their defensive towers and will find it hard to produce new units. This mission is very dependent on your aircraft, so keep them replenished. If one dies, replace it and add it to the numbered hotkey. Just keep up the bombing runs until the Soviets crumble.

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MISSION 04 // Gibraltar - Enemy of Our Enemy

Wow, the Allies and Soviets are working together to defeat the Imperial forces. You will start out this mission with Tanya and your co-commander will keep Natasha near you at all times. Attack Move Tanya along the boardwalk, dispatching everyone who comes in sight. Natasha will help you with this, frequently calling in airstrikes on the buildings. Pick up any health crates along the way. It's impossible to move this way without being shot a few times. Continue to the Airfield and blow them up. It'll start a lovely chain-reaction. Order your co-commander to take out the King Oni on top of the mountain. Natasha will kill him with an air-strike. Proceed to the hangars and have Tanya use her C4 to blow all of them up.



This will trigger a new base-build. You'll get some nifty new Cryocopters to help defend your base. They freeze hostiles with their beam and make it possible for another unit to come for a quick kill. They're quite handy this way.



You're going to need to get a few Reactors up as well as two Ore Refineries, a Boot Camp, a few Multigunner Turrets (to the northwest of your base), and a few Airports. Once you've got this, garrison a few Peacekeepers in a few of the local buildings to help defeat some of the incoming Imperial forces.

Get two fleets of Vindicators up as soon as you can and take it to the Imperials. You need to free those Assault Destroyers which can then go on land and clear out the enemy structures.



Also use the Vindicators to take out the two King Onis in the southern portion of the map. You will need to expand your base here with one of your Ore Collectors and the King Onis will make short work of those Ore Collectors. Bomb the two King Onis and then focus your efforts on the Empire's main base. Disrupt their ability to crank out new units by bombing their power plants.



At some point, the Empire will try to set up an outpost behind the Soviets. Bring in your Vindicators to help kill them. It'll likely take numerous bombing runs, but the fight will be made all the harder should you lose your ally here. Just keep up with the bombing runs and base expansion until you've cobbled up a lot of ore and have destroyed the Imperial forces.

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MISSION 05 // North Sea - The Unfathomable Fortress

Ah, the North Sea. It's now home to a massive Imperial fortress and boy is it well defended. But before you start blowing it to bits, we need to protect a salvage effort. Your job is to use a group of Dolphins and Hydrofoils to fend off any assaults. Don't give chase to attackers who are far away. Stay close to the vessel and protect it. Let your co-commander deal with those other hostiles.



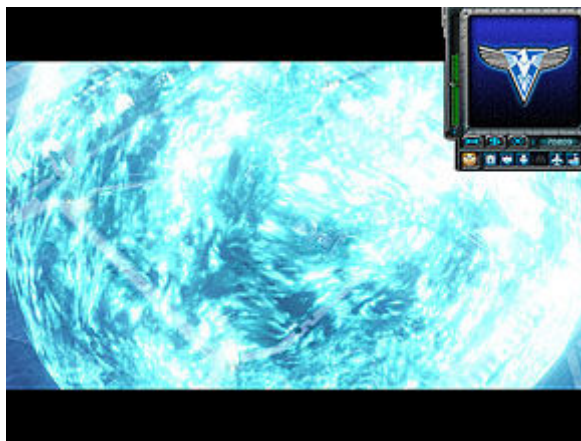
Once new intelligence comes in, you'll need to take out the radar ships which are providing the Empire with a lot of intelligence regarding targets for their big guns. The first ship is docked near a small island. Use your spies to disguise themselves and infiltrate the Imperial power stations. Natasha will call in an airstrike to destroy them and the defense turrets. Continue this until everything is clean from the map and Natasha will then call in an airstrike for the radar ship.



Sinking the second radar ship will require you to do the violent work. Advance Tanya onto the island and have her kill the infantry while staying away from the active turrets. Left-click on the power station and a prompt will give you an option to tell the co-commander's spies to infiltrate the power station. Continue this all around the island, but make sure you don't get Tanya too close to an active turret. It's obvious which ones are on. Also, pick up any health and money crates nearby. And finally, have Tanya blow up the remaining radar ship.

Now, it's base-building time. You and the Soviets are situated right next to one another so it can be a little confusing at times, but build up your base like you would ordinarily. Ore Refineries are automatically constructed for you, but you will need multiple Reactors and Airfields, as well as a Naval Yard. Once again, your Airforce will come in handy. You'll need some Vindicators and Cryocopters for defense. Eventually, build up a group of four Century Bombers when you are permitted. They're excellent heavy bombers.

Along with the new Century Bombers, you are given two other new units: the Apollo Fighter and Aircraft Carrier. A fleet of Aircraft Carriers can do an incredible amount of damage thanks to the slew of jets they carry. Pound the heck out of the Imperial fortress, especially the many, many power stations and defense turrets. It's a mop up job from here.



Start your expansion to the eastern island which has Oil Derricks to capture and a spot for an Ore Refinery. Get a Boot Camp up and going and train several Engineers. Use them to capture those Oil Derricks and then send two of them to the Airfield which is home to your Century Bombers.

Once those Century Bombers are in their base, have the two Engineers get inside two of the Bombers (yes, just one per plane). Fly them over to the Power Cores and airdrop them. Within seconds of one another, order the Engineers to infiltrate the Power Cores and end the mission. Nice job! The Soviets and Allies did it again.

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MISSION 06 // Mount Rushmore - A Monument to Madness

If you've played all of the Soviet missions already, then you're used to being involved in missions involving betrayal, but this is a new type. The President of the United States has taken it upon himself to destroy the Soviets. He's gone rogue, if you will. He's the only one who sees them as the threat and that in turn makes him a threat to all Americans.



You start this mission with Tanya and a few Engineers from your co-commander. Stay away from the dogs initially. Head northwest, staying off the road, keeping to the south of it. Stay away from the fenced area and when the dogs get to the corner there, shoot them. Then make your way north, running down the middle of the street until you are past the parking lot. Circle around the parking lot and advance on the power plant. Blow it up and shoot any hostiles and then blow up the multigunner turret. Have your co-commander send up an Engineer to capture the Boot Camp. This will give you an additional group of infantry which could come in handy. Have Tanya pick up the health crate and then move your units on that Communications Tower. The turrets are powered down due to the power plant explosion. Wipe everything out, including the Communications Tower. The President is undeterred. He's still planning on launching his secret weapon.



It's base-building time again, commander. Get up the usual structures, but get two Airfields up as soon as you have the power and defense up and going. Upgrade your clearance level at your Construction Yard a few levels so that you can build Century Bombers. Build up two squadrons of four and airdrop Engineers at the locations of the individual Mount Rushmore head control centers. Order your Engineers to take over the control centers and then order everything you've got (including your co-commander's forces) on the Rushmore Firebase. It won't be pretty, but if you've got lots of Bombers (and it may take a few waves of them), the Firebase will fall. Just be sure to do it before the President gets to it and enters the launch code.



If you succeed, the President will board a chopper and try to get the heck out of Dodge. Because of this, make sure you have a few Apollo Fighters at the ready. Shoot down the chopper, killing the President. Hey, we told you it wouldn't be pretty, but the President put you and every other American in danger.

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MISSION 07 // Tokyo Harbor - Forever Sets the Sun									
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Welcome to Tokyo, Commander. You now have the opportunity to really take it to the Japanese now. You're set up with a pretty good base, but it won't be there for very long. The Imperials have an extraordinarily powerful weapon which will wipe it out. We're just giving you a heads up about it now so that you prepare for an onslaught.



Immediately increase your clearance level at your Construction Yard. This will allow you to build the lovely Century Bombers. Get some Javelin Soldiers, Cryocopters, and tanks built up for several assaults from the sea. Once you're able to build the Century Bombers, get a squadron of them up and fly them over the blockade. Focus your attacks on their docks. It'll slow down the assaults on the island but won't really encourage the Soviets to join you. Yeah, the Soviets don't come even if you destroy everything in the area, so don't get too worried.



After it's officially announced that the Soviets aren't coming, get all of your units away from your base and near that of your allies'. That's because a massive weapon is coming and it'll wipe out most of your base, leaving just your Construction Yard and Chronosphere facility. Pack up your Construction Yard into an MCV and then use the Chronosphere ability to instantly move your MCV over to the base located on the northern portion of the map. Unpack and set up a base.

Do the typical stuff, but get an Airfield up ASAP and crank out some Century Bombers. You need to focus your Century Bombers on the Decimators and nearby structures. It's well defended, so use Cryocopters to disable some of their weapons while the bombers decimate the place. It's important to get this accomplished before the clock ticks down because you don't want those things firing again, trust us.



Your base should be defended while you're busy with the bombing runs. You've been provided with some new weapons to keep the enemy at bay. Prince Tatsu's naval fleet will be incoming shortly hereafter so prepare for this if you wish, or you can order your co-commander to take care of this while you concentrate on expanding your base and crushing the Imperial's other forces. It'll require a lot of time and units, but it will happen. Pump out more aircraft as you lose them. A mixture of Century Bombers, Cryocopters, and Apollo Fighters will make for a formidable airforce.

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MISSION 08 // Havana - The Great Bear Trap

We may have gotten some intelligence from the good doctor, but he wasn't able to give us much. Your mission here is more of a scouting mission which turns into a full-on war. Keep your Attack Dogs and Spies within the protection radius of the co-commander's Mirage Tank. As you proceed forward, get close to the enemies while still remaining inside the radius and try to bribe ten people to come to your side. It's a lot of micromanagement as you need to get close to the enemies but also stay within the protection radius of the tank. Be sure to get a Tesla Trooper or two as they can be used

shortly in blowing up a base but can also jam a unit's weaponry. Keep going and blow up the base.



It's now your turn to build up another base. Along with a few Power Plants, build a Defense Bureau and a few Spectrum Towers. These Spectrum Towers are important because your base will come under multiple waves of infantry and light vehicles. Build them to the north and south of your base as the Soviets will come from both the land and sea.



The Kirovs Airships are slow, but can get away from you if you aren't focused. Order your co-commander to take out some of them as they get away from the inner-part of Havana. Your co-commander will build a lot of anti-air naval units and will make short work of the Kirovs with them.



You should have multiple Airfields for this mission, cranking out Century Bombers and Apollo Fighters. Like the previous missions, just pound everything with your Century Bombers with special attention paid to the sports stadiums. Destroying them will limit the number of Kirovs which are released. Make use of your Support Powers as they can not only drop tactical strikes, but your aircraft can receive a helpful upgrade.

Keep it up until Havana has lost all of the sports stadiums and the Kirovs are shot down.

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MISSION 09 // Leningrad - The Moon Shall Never Have Them

It's now time to take it to the evil Commies, Commander. They feel safe in Leningrad and for a good reason, it's very well defended. We won't lie; this is a pretty difficult mission, but we know you can handle it.



Move your miniaturized MCV to the eastern spot which is marked on the map. Unpack to set up a Construction Yard and you'll get a group of Mirage Tanks. Take them around the area and destroy all of the enemies while taking on the Apocalypse Tanks last. They're in the southwestern corner of the map.



Now, it's time to build your base. You're going to keep this place well defended, much more so than in previous missions. It'll take a lot of defense structures and units to do this, but it's critical not to be overrun.



You should know by now which structures to build up: Power Stations, Ore Refineries, Airfields, etc. You'll need to bomb the heck out of those Iron Curtains if you're ever going to get to that Space Rocket the Premier is intending to use. It's going to take a considerable amount of units and money to pull this off, so keep your base defended and continuously pump out bombers and build new Power Stations and Airfields.



Use the Proton Collider to help destroy the Iron Curtains. Use it as early as you can so that you can use it again "soon." This weapon takes a very long time to recharge, so don't expect to be able to use it very often. As for the Space Shuttle, you can either blow it up with bombers and such or you can even airdrop Tanya in and have her take it out. Just be sure not to let her get shot down or you'll have to train a new bomber and Tanya. You can send a fleet of empty bombers in and hope that they get shot down while the occupied one makes it through.

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MISSION 01 // Vorkuta - The Death of Father Frost

Welcome, Commander. The Soviets are celebrating their winter season, making for an opportune time to attack. It's the last thing they're expecting. Control a Sudden Transport vehicle and have him disguise himself as one of the Soviet's Bullfrogs by clicking on your Sudden Transport and right-clicking on the Bullfrog. Now, go ashore and unpack your group of Imperial Warriors.



Attack Move your squad of Imperial Warriors around the island, dispatching of the Soviet Conscripts. Blow up the Reactor on the west side of the inlet and you will gain a support power. This support power will call for a fleet of small fighter jets to come in and shoot at ground units/buildings. In this case, use it on that Reactor to the northeast of where you came ashore.



Tankbusters will be given to you. They're a great light infantry which specializes in firing at armored vehicles and buildings. Round up all of your Imperial Warriors and bring them over to your new Tankbuster core. Advance them to the Soviet Barracks and blow it up. Destroy both Barracks and all of the statues with this method. Just Attack Move your squad around the town, killing enemy units. You'll gain a new unit, the Shinobi along the way.



When it comes time for your naval assault, you first need to disable the Tesla Towers guarding the harbor. Do this by using your Support Powers on the three Reactors and then bring in your Yuri Minisubs. Have them destroy the Soviet's navy to complete the mission.

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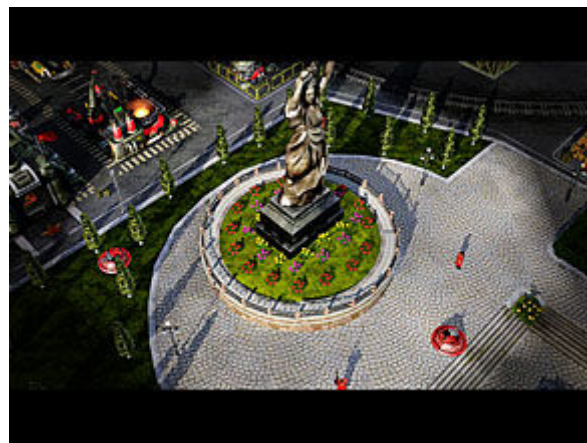
MISSION 02 // **Stalingrad - To Conquer Shattered Spirits**

Stalingrad is home to a few precious statues that the Emperor would like to see razed. It's up to you and your co-commander to bring them down and later ensure the safety of some transports. You start off in the control of an MCV and a few Mecha Tengu/Jet Tengu units. These robots are very cool. They can change from anti-infantry (Mecha Tengu) to anti-aircraft units (Jet Tengu) thanks to their Special Ability.

The first mission didn't involve any real base-building, so we recommend familiarizing yourself with how the Empire does its base construction by playing with the Tutorial. It'll show you just about every building and unit available in the game. It's a great tool.



Escort your MCV towards the beach head, eliminating all enemies along the way. You'll encounter both infantry and Twinblades, so you will need to transform those Tengus in order to take out the Twinblades. Take your MCV onto the shore and set up your base. You're going to need numerous Power Cores, so build them up slowly, adding one every few minutes in between adding an Instant Dojo, two Refinery Cores, and a Mecha Bay.



As you build up, you will need two Mecha Bays. Upgrade one of them and use it to crank out Tsunami Tanks and the other to train more Tengus. Build up an army of Tankbusters and send them into the field. Garrison a few in some of the city buildings and hold down the fort until you can get a big fleet of Tsunami Tanks out there and take the Soviets down.



After taking out all of the statues, you'll be given a new task of making sure a group of transports makes it through the sea-way. Move all of your units to this area, with many of them in the east and west. You'll be up against the massive Apocalypse Tanks, so use everything you have and don't be afraid to order your co-commander around, dealing out punishment to these behemoths.

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MISSION 03 // Odessa - Behold the Mighty Saint of Swords

The Emperor's son has been working on quite a super weapon: a massive robot capable of destroying virtually anything in its path. But before you get to play around with it, you need to escort some transport ships. You will be controlling Striker-VX/Chopper-VX units. They can change from helicopters to anti-air units with their Special Ability. You'll be in chopper mode for most of this run, assaulting numerous Stingrays and Akula Subs. It should keep you busy as the transports have to move a good distance. After all the transports have arrived, get onto the weapon assembly platform and change into Striker-VXs and shoot down the incoming Twinblades.



Now is where the fun starts. Out comes the immense Shogun Executioner. March him through the water and over to the landing spot near your co-commander's base. Head northwest and attacking as you go. Keep in mind that the Executioner shouldn't shy away from Tesla Troopers and Tesla Towers as every time he get shot by their weapons, it gives him a health boost. This is a very important thing to remember. As you get close to the marked area, use the Executioners Special Ability. It'll unleash a massive shockwave, killing everything in the area. Head back towards your co-commander's base and attack the nearby Soviet forces near the mark on your map.



Keep doing this until you've cleaned the map of any exclamation points. Remember not to destroy the Tesla Troopers and Tesla Towers on purpose as they benefit your Shogun Executioner. It'll take a while to clean the map up since the Shogun Executioner is a pretty slow-moving unit, but keep it up, asking your co-commander for help.

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MISSION 04 // Pearl Harbor - Graveyard of a Foolish Fleet

In Red Alert 3, you control Pearl Harbor. And it is the Allies who are the ones who are about to attack it. You don't have long before they show up with naval and air units, so send out the already-created Defender Cores and have them turn into Defender-VX Turrets to repel the attackers.



Send Engineers out to the long-range radar towers and capture them. Send a few Tengus with each of them because they will eventually have to defend the radar towers. Get a bunch of Subs created at your Naval Yard and a massive fleet of Tengus. Put the Subs near the sea opening to defend against naval units.



Your Tengus will play an integral part of succeeding here. Their ability to transform will be important to shoot down aircraft and then morph into their anti-ground version which can help take out infantry and the like.

A shipment of Naginata Cruisers will come in. They are a good naval unit, so keep them near your Subs and you'll have a formidable naval defense. After several minutes go by, the fleet of Shogun Battleships will finally show up. Use them along with everything else that comes in and proceed towards the Allies base. Don't use all of your Tengus. Keep them back to defend against the many Century Bombers, Apollo Fighters, and infantry. With your navy, focus on the defensive structures and then go after the Airfields. If they don't have Airfields, the Allies can't re-arm and get new passengers to fly over to your base.



Keep pounding away at the base until it's all gone. Don't be afraid to use the Special Abilities of some of these new naval units. The Naginata Cruiser can fire multiple torpedoes to do a lot of damage while the Shogun Battleship can get a burst of speed for ramming other vessels.

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MISSION 05 // Pacific Ocean - Assault on the Black Tortoise

Can you believe it? We did all that work to save Pearl Harbor and the bloody Allies decided to send their forces to Tokyo. It's now up to us to take them out before they get there. We must protect a large platform and finish off the Allies.



Destroy the Allies' MCVs as they attempt to get past you. They come in from the north and east, so be prepared to order your units to intercept. Use the Rocket Angels to paralyze them while your naval units come in for the kill.

After these waves of MCVs and a few other vessels, it's time to haul ass back to the platform (fortress) to defend it from the Allies' raiding parties. This is a simple mop up mess. Be sure to get there quickly before they destroy the Power Cores. Capture and repair the Power Cores with the Engineers.



Now, it's time for a base-build. It's a very basic one, really. Unpack your MCV and the other core meant for technology and tell your Ore Cores to set up at the ore deposits on the fortress. It will take them a while to get there, so be a little patient. Find the Instant Dock which is attached to the fortress and have it repaired.

Get a second Instant Dock set up near your base in the water. Immediately upgrade it once and bring out a dozen Sea Wings/Sky Wings. At the Instant Docks near your fortress, queue up an entire fleet of Shogun Battleships. They're going to do the bulk of the work here and they pack some impressive firepower.



Take your Shoguns to the southwestern Allied base and blow it to bits. Keep the Sea Wings nearby, but keep them submerged to prevent them from taking fire. Only get them involved in the fight if you see aircraft come in, typically in the form of Cryocopters and Apollo Fighters. Once that southern-most base is wiped out, bring in two more ore cores and construct Ore Refineries here. There's no point in letting that money go to waste.

Continue to build up your fleet of Shogun Battleships and continue to push them around the map, using the Aggressive stance option, which will encourage them to attack everything in their way. Keep the Sea Wings near them to help with the enemy aircraft.

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MISSION 06 // **Santa Monica - Rage of the Black Tortoise**

Welcome to Santa Monica, Commander. Use the big guns aboard the Black Tortoise to take out the Allied units ashore and you'll then have to get your base going. Once your MCV unpacks, get a Generator Core, Dojo Core, and two Refinery Cores up and set up. As soon as you can, get a Mecha Bay up and train Tengus and Striker-VXs. Put up a few Defender-VX turrets on the north and east perimeter and get a few Engineers trained, along with a Sudden Transport.



Get one of your Engineers over to that nearby Oil Derrick and when you are told about the Allied Airfield to the east, get two Engineers in your Sudden Transport, disguise the Sudden Transport and move it over to the control tower. Get the Engineers out. Have one take to the control tower while the other goes into the Allied Airfield. Now, you've shut down a big part of the Allies forces. You can train Apollo Fighters and Vindicators. Sure, the Vindicators aren't much of a heavy bomber, but a squad of them can do a little damage, especially on those Allied Ore Refineries in the corner of the map. This will slow down their money flow. Have your new Vindicators target other nearby structures like the two towers protecting the southern Media Center. A bombing raid or two will bring about the end of them both.



Continue your expansion north, giving your co-commander orders to take out that big hillside cannon among other things. Since the amusement park isn't so far away, be sure to check that out. It is well defended to the east. Not only are there a lot of units here, but there are also several Multigunner Turrets which can attack against ground and air units.

Use your Support Powers and upgrade your Mecha Bay to bring out the big Wave-Force Artillery units as well as the Striker-VXs. The Strikers can transform themselves from the default anti-air unit to a chopper which can blast ground targets with rockets. These will be especially useful when you're forced to deal with the Allies' Athena Cannons. Move your forces to the northwest, taking out the several Allied outposts.



When the battlefield is clear, train some Engineers and have them take the Media Centers. Mission complete.

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MISSION 07 // Yokohama - Barbarians at the Bay

Yokohama has us going up against both the Allies and the Soviets, but we get to take on the Allies first before the Soviets come in with their naval units. Before we even get to this, you and your co-commander have a Yuriko Omega under control. Order her about the streets, killing the Allies forces and using her Special Ability from time to time to get rid of multiple enemies.



Before long, two King Oni robots come in to help you out. Put them in front of you and have them take most of the firepower. Follow them with Yuriko and blast away when there are multiple enemies in the vicinity. Shinobis will be of some help here as well. They're great at taking out infantry. Put them and Yuriko behind the King Onis and have them capture two of the outposts the Empire lost. Order your co-commander to take the other two.



Hold down the fort with the few weapons you have and create new ones at the buildings you have thanks to the outposts. It varies depending on which outposts you occupied. It's helpful to have an Instant Docks because the Shogun Battleships will be an integral part of defeating the Allies and Soviets. Focus your attacks on the Aircraft Carriers and Century Bombers since these two units alone are capable of putting an end to your day.

When you get an MCV and other cores, put them to use, bring in some cash and blow away at the Soviets and Allies. Again, use your Shogun Battleships when possible. They can get to a lot of the Allies' important structures.

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MISSION 08 // Moscow - Crumble, Kremlin, Crumble									

We may have had to deal with the Soviets last mission and we're not about to let up on those Commie bastards. You will also get to bring out the big guy once again here. Yep, the shogun Executioner will be making a return. The Emperor's son managed to create an incredible weapon, didn't he? He's certainly a lot of fun to watch smash the city, even if he is a little slow.

It's wise to put up a few defense turrets to protect your base while you get your base up and running. Early attacks will be basic, infantry raids, but it'll get worse over time. Tengus and Strikers will come in handy on this mission, as will the Wave-Force Artillery (a bit later). Still, your Shogun will be doing much of the work.



Be sure to prop up an outpost or two by the creation of more Mecha Bays. Constructed away from your main base, the Mecha Bays can be convenient places to not only put forward new units into combat, but can also repair nearby units. This is true of your Shogun Executioner. He can also be repaired by the Soviet's Tesla weapons, so don't fear those.

Use Engineers to grab the two VIP bunkers but be sure to have a decent size fleet of Chopper-VXs and Jet Tengus before you capture that second bunker. Send the Shogun north while you send the Choppers to the south to intercept General Krukov's massive Dreadnoughts. The Shogun should rip apart what is left of the Kremlin and the General will try to escape. Send your Jet Tengus after him as he tries to fly away in his Twinblade. Hah, not so fast, General.

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MISSION 09 // Amsterdam - The Last Red Blossom Trembled

It's all come down to... Amsterdam? Well, it's not our choice for the last major battle of the game, but here we go. Kill the Allies to make way for your base. It won't take but a minute or so to do this. Get your MCV and cores unpacked and begin upgrading your Mecha Bay. Your Nanoswarm Hive will become an integral part of keeping yourself alive when the Allies unleash their Proton Colliders on your ass.



Set up a squad of ground forces to your eastern perimeter to defend your base. Don't stray too far from the Mecha Bay as it can provide repairs. Put up an Instant Dock to the east, over by your co-commander's base. You're going to need Sea Wings and Shogun Battleships in large numbers to win the game. The Sea Wings will protect against aircraft while the Battleships will take out the Allied Airfields, Proton Colliders, and anything else in the way. Really, these are magnificent naval units. To get them, upgrade your Docks, of course.



On land, keep Yuriko handy as she will need to help take out the Soviet V4s and Athena Cannons. Tankbusters can also be of some help. While you're defending your base and sending your fleet of Battleships northwest towards the Allied Airfield, keep an eye on what upgrades you've managed. It really helps to get the Nanotech Mainframe going and having your other structures upgraded.

Your game will come to an end very early, however, if you don't use your Nanoswarm Hive to protect you. When you learn that the Allies are getting ready to use their Proton Collider, save your game. Next, find the target at your base and protect it with your Nanoswarm Hive. If you happen to be off the mark and you get annihilated, you can just re-load your game and hopefully pick the right spot.

Once you've got that Airfield mopped up, bring in some Refinery Cores to set down and bring in some cash. Keep some units here to protect them from raiding parties. After this, you're going to want to continue pushing north, going after that huge FutureTech HQ. It's the end game.