



Introduction

The Quake franchise is getting a kick in the ass thanks to Splash Damage and id. Turning back the clock to the early days of the Strogg invasion, *Enemy Territory: Quake Wars* is an exceptionally deep team-based affair that takes everything that was good about *Wolfenstein: Enemy Territory*, and cranks it up.

This is a more strategic affair than your typical team-based shooter. Your entire team must be a well-oiled machine, and victory is more a result of organization and preparation as it is skillful fragging. It's one of the most daunting online shooters to approach as a newbie, and that's why IGN is here to give you a leg up on the winning strategies.

*In this **Enemy Territory: Quake Wars** strategy guide, you'll find:*

- **GENERAL STRATEGIES** // An overview of how the game is played and basic techniques for all 10 classes.
- **WEAPONS** // Familiarize yourself with the tools of destruction.
- **VEHICLES** // All the vehicles, big and small, and the most effective ways to use them.
- **CAMPAIGNS** // All 12 campaigns and strategies for both sides.

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The promotional box has a blue and white border. At the top left is the IGN logo (a red play button icon) followed by the text 'IGN INSIDER EXTRAS' in bold, blue, sans-serif font. Below the text is a small image showing a character in a futuristic, metallic suit standing on a map of a game level. The map is a top-down view with various terrain features and red and green lines indicating paths or objectives. At the bottom right of the box is a red button with the text 'JOIN TODAY' in white, bold, sans-serif font.

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Quake Wars General Strategies

General Strategies	GDF Classes	Strogg Classes
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General Strategies

Ordinarily we call this section "The Basics," but there really isn't anything basic about Quake Wars. It can be a bit intimidating at first, but don't let that scare you. The important thing is that you find a role to help your team. As your skill level increases, you'll be able to get more ambitious with your goals.

Level Progress Each map is set up so that one side is on defense, and the other side is on offense. Which team does which is predetermined for each map.

The team on offense has a series of objectives to accomplish before the time runs out. Completing one of these main objectives will open up the next one, so they cannot be done out of order.

The defending team has to stall the aggressing team by disrupting them as they attempt to achieve their goals. They do not have specific goals beyond this. If the timer runs down to zero, the defense wins.

Teamwork As you'd expect, working as a team is critical to your success, and for this reason, having a group of regulars can make the experience more rewarding. Constant communication is not as vital to teamwork in Quake Wars as it is in the likes of CounterStrike or Shadowrun, nor is it as important to stay in small groups like in Team Fortress.

Instead you want to stay aware of the team's progress as a whole, and find out what role that is most neglected. This might mean switching classes, or focusing on a different objective. Is your team struggling with the opposition's defense? Maybe it's time to go distract them and lure them away. Are your teammates being ambushed? Try switching to Field Ops/Infiltrator and establish some radar.



Similarly, try to be aware of your enemy's progress. Find out what they're doing right and respond to it, and find out what they're doing wrong and exploit it. This is one area where reconnaissance can be very valuable. Simply observing your opponent and letting your teammates know how they're progressing can help your team get organized and focus their priorities. A good player will be able to determine his team's needs without being told, but it never hurts to communicate, especially if you are playing on a public server with a new group.

Remember, this isn't a death match. Trying to rack up a lot of kills certainly won't hurt your team, but it's not as important as racking up the right kills. Sometimes your enemy will knowingly make themselves a target to lure you away from the objectives you should be guarding. The important thing is to shut them down, not wipe them out.

Also, remember it's more helpful to kill enemies that have wandered father away from the spawn points. Fragging a player will take him out of commission until the next wave (up to 25 seconds), but if he has a long difficult trek to get back to where he was, you've dealt a more damaging blow.

Classes

Keep tabs on what's being done and select your class carefully. There are five basic classes on each side. Each GDF class has a basic equivalent on the Strogg side, but there are differences that should be appreciated, as well as different armaments that will change up your strategy a bit. Learning to play different classes can make you a more valuable asset to your team, so don't just pick your favorite. You don't need to do it all, but find a few classes you're good at so you can mix it up. If you're feeling uncomfortable with a certain class, remember, you can always play against the computer to get some practice before hopping into a live game. The bots aren't that smart, but you'll still get a feel for how each class can help out.

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GDF Classes



Soldier

The Soldier is the basic strongman of the GDF crew. He can move more freely with heavy weapons, and he has 20% more health than the other classes. Soldiers have a diverse assortment of weaponry to choose from with a Rocket Launcher, GPMG, and Shotgun all available as alternatives to the basic Assault Rifle, and the secondary Machine Pistol.

This gives them some versatility in the kind of combat they can succeed in. They're good for anti-vehicle fire, thanks to their speed with the Rocket Launcher, and they can be handy in close-range combat as well. However, they lack sniping capabilities, nor are they useful in supporting other players.

Soldiers aren't just good aggressors, they're vital for completing certain missions, because only they possess High Explosive charges needed to detonate certain targets. These charges are placed on a target, and then detonated from a safe distance (50 meters). If you don't have soldiers on your team, you won't be able to succeed.



Medic

The medic is good for players who might not be crack shots, but like to stay moving, and respond quickly. They are, of course, primarily a support class, and they're not especially useful at completing goals themselves. Still, a well-played Medic supporting an offensive push can really make your squad tough to stop.

The defibrillators that Medics possess have a double use, too. Not only can they revive fallen comrades, but they can be used to destroy Strogg spawn points and push the enemy further back. They also have some passive bonuses too. Each Medic on the team will mean a 5-point health boost for all players, as well as larger MedPacks.

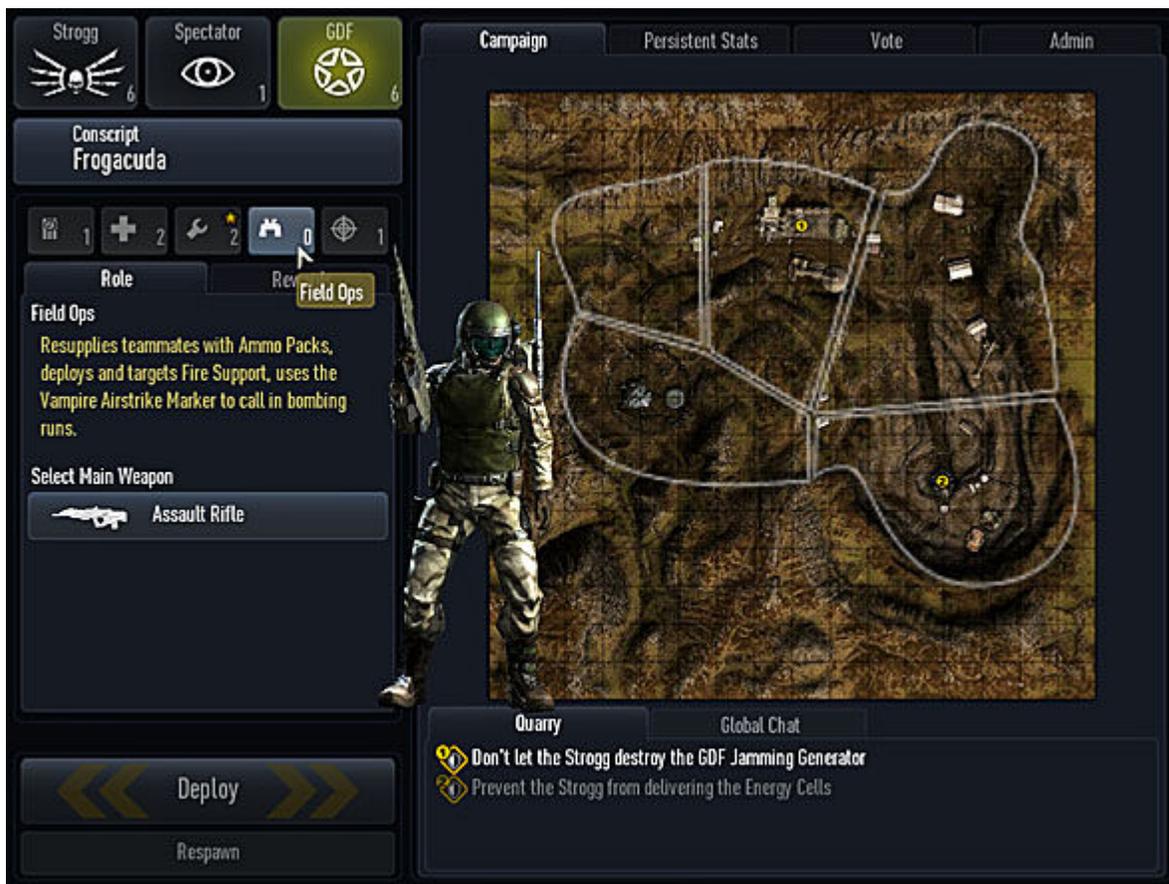


Engineers

These guys are your defensive line. Engineers are perfect for players that prefer to focus on strategy. Their most important skill is their ability to construct turrets of different kinds to guard key areas. The key to being a successful engineer is staying aware of potential holes in your team's defense and filling them as quickly as possible. Engineers have mines that can be used for strategic defense as well. Although they are quite limited, coordinating with other Engineers on the team will make it possible to place them effectively.

They're also useful as a support class, repairing vehicles, turrets, and other equipment with their pliers. Vehicle spawns can be slow, so this can make a big difference.

While they're still effective in combat, Engineers can be quite vulnerable while constructing or repairing. Because of this, they're perfect targets for snipers. Engineers should learn to keep moving, even when they're repairing or constructing. Jump around and keep your movements unpredictable. Using vehicles for cover can be an effective defense, but be aware that some vehicles are easier to blow up than others.



Field Ops

These guys are for strategic players interested in offense. Instead of placing automated units like the Engineer, the Field Ops class can call in support from non-player-controlled strikes. They're not well armed, and thus not very effective in combat, so it's important to stay focused on your objectives.

Most teams aren't going to need a lot of people playing Field Ops, but they should still be a part of the team. They're invaluable for penetrating heavily defended areas, and the perfect answer to the defenses of opposing Constructors. Effective Engineers will also make equally effective Field Ops.

Field Ops are also able to drop ammunition packs to help out players, which can be handy. Of course ammo conservation is not a big deal for players that are decent shots, so this isn't as important as having a medic, but it can certainly be helpful.



Covert Ops

Sharpshooters and snipers, this is the class for you. Covert Ops have two main roles: Long range offense, and reconnaissance.

The Covert Ops class is the only class with access to the Sniper Rifle, which is a great tool for scoring quick, efficient kills. Enemy Territory has a lot of open space, so sniping is often one of the most effective means of fragging enemies. You can rack up a huge kill count if you have a clear, well-guarded nest with a clear view of a high-traffic area.

They also have the ability to hack enemy devices, and carry EMP grenades that are handy for taking equipment offline for 30 seconds, as well as temporarily disabling vehicles. Smoke Grenades can also be useful, especially in closed areas.

As we mentioned, reconnaissance is the other important role of this class. Covert Ops can take disguises from fallen foes and use them to appear as a Strogg soldier. You are unable to use any weapons but the knife while disguised, but you will still appear to be holding a weapon, so this will not be a giveaway.

This makes them invaluable for infiltrating enemy territory, observing the enemy, and reporting to your team. This will allow them to know who to send and what they're up against. Covert Ops can also deploy Radar that will allow all GDF players to better see their opponent on the map.

Strogg Classes

The Strogg classes are similar to GDF, so we won't re-explain all of the strategies, but we will explain their differences from their GDF counterparts.



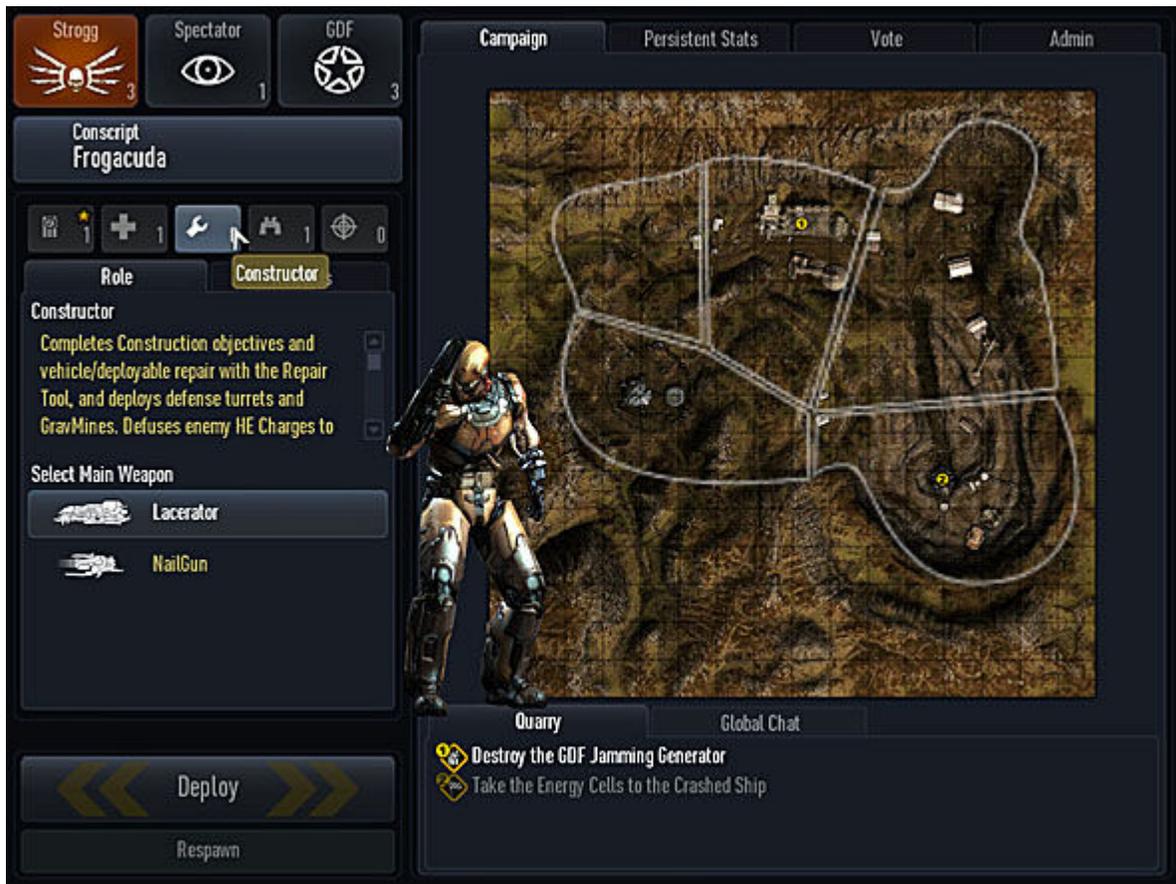
Aggressor

The Aggressor is very, very similar to the Soldier. Again, these units are great for anti-vehicle attacks, they have a wide range of weaponry, and a larger pool of health. Their main distinction comes from their armament, which includes the Lightning Pistol, one of the more interesting secondary weapons in the game. Sharp Grenades, which can stick to enemy targets, are another nice perk of all Strogg classes.



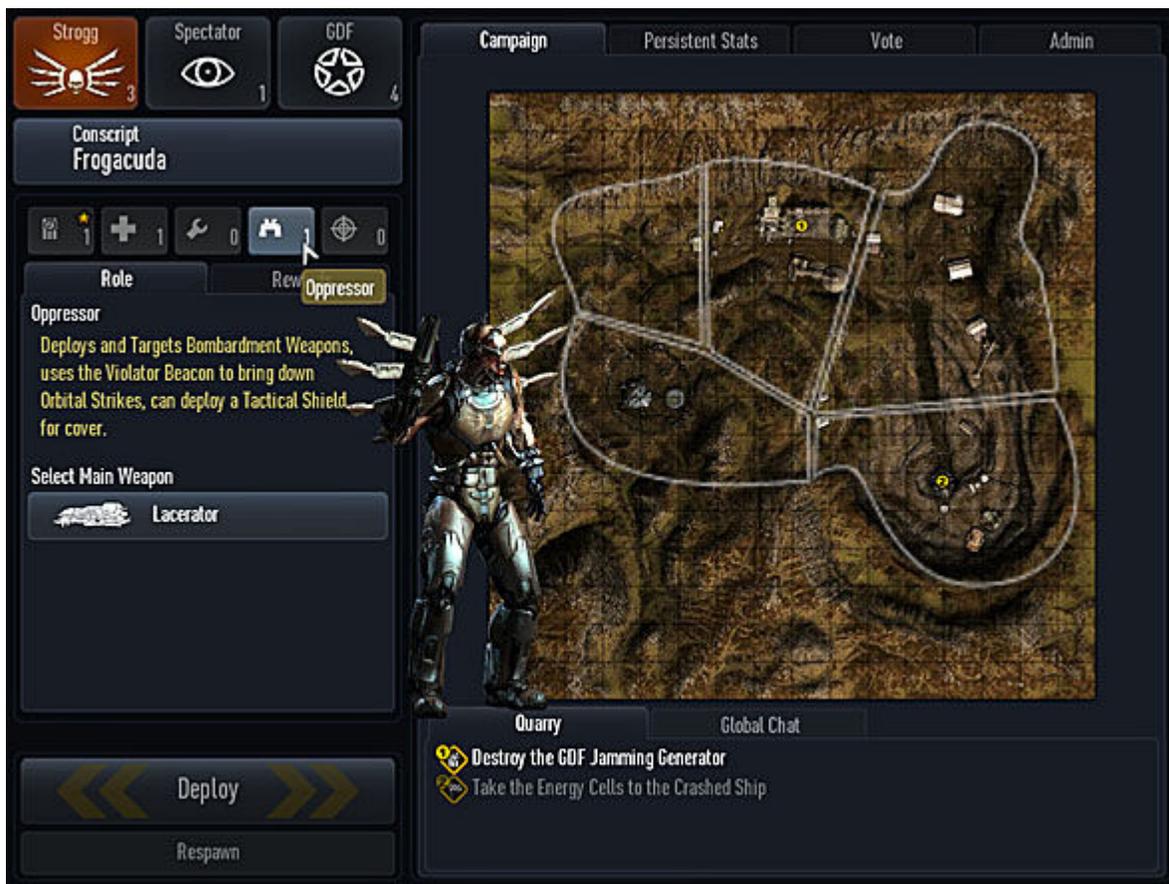
Technician This support class is the counterpart to the GDF's Medic. They can revive fallen allies on the battlefield, making them an important aid to Aggressors. This is a slower process than the Medic's defibrillators, though, which can leave the Technician very vulnerable. Distributing Stroyent Packs to help fend off death before it occurs will save the Technician much trouble.

But where GDF Medics can destroy Spawn Hosts, Technicians actually have the ability to create them, using fallen GDF corpses. This can be a great aid to the offensive push, taking much of the sting out of death.



Constructor

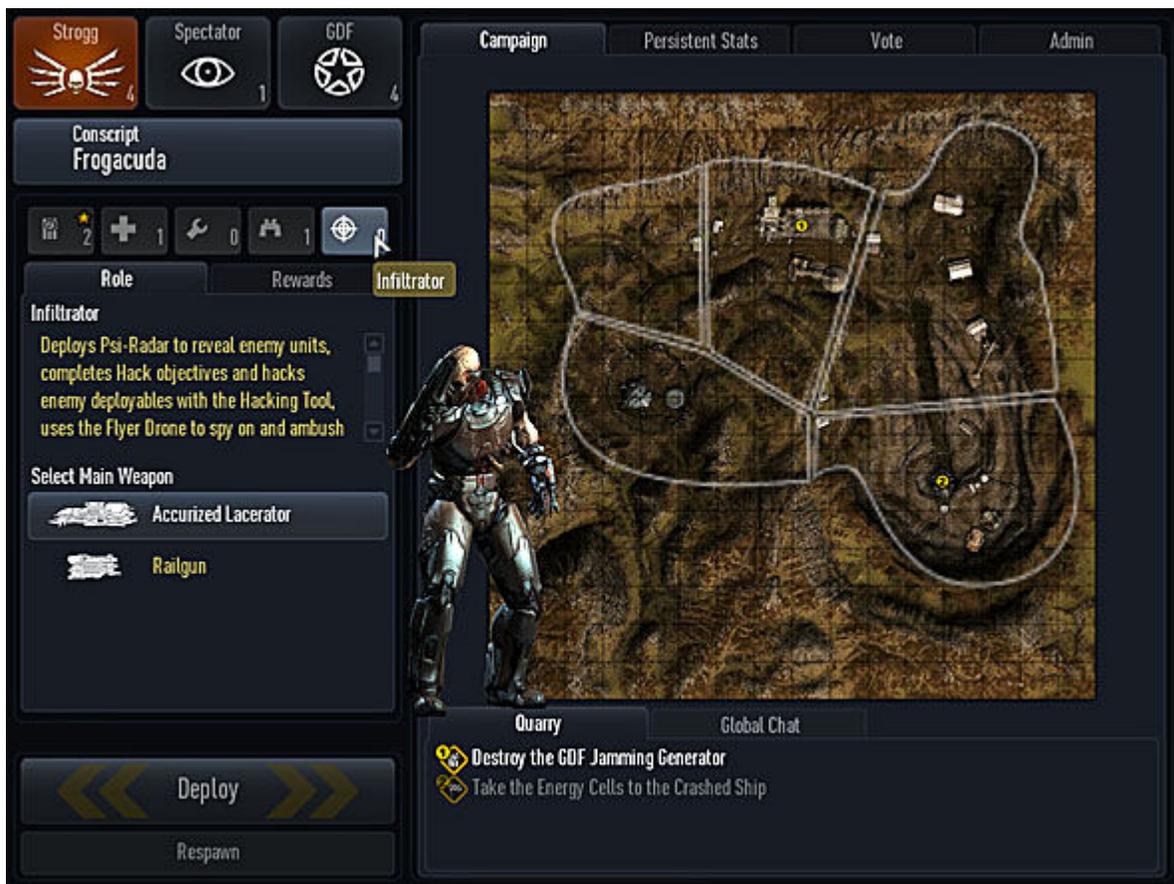
These are the main defensive class for the Strogg. They are ostensibly very similar to the GDF Engineers, but an upgraded Constructor can repair units from a distance, making them less vulnerable, and even capable of offense at the same time as utility.



Oppressor

To aid the offense, the Oppressor is able to call in deadly strikes from Strogg satellites. These devastating, fiery blasts are able to tear through vehicles and troops alike.

They also have access to tactical shields, a handy ability well worth the tradeoff of not being able to drop ammo packs. These shields can be dropped at a strategic location and will reflect incoming fire. Handy cover for snipers, and handier for those working on construction or hacking objectives.



Infiltrator

This is the counterpart to GDF's Covert Ops. They have access to the Railgun, the Strogg tool of choice for sniping. This one is a little different than the GDF's sniper rifle. The glowing trail of its projectile can be a giveaway, so it might behoove you to move

around more between shots.

This is made easier by the Teleporter that Infiltrators carry. This is handy for escape, but also reaching otherwise inaccessible locations that could make great sniper's nests. The Flyer Drone is another handy tool. It can be controlled remotely and guided to targets where it will erupt in a powerful blast. Infiltrators also have the same ability to disguise themselves as Covert Ops.

Quake Wars Weapons

GDF Weapons

Strogg Weapons

GDF Weapons



Combat Knife

This is pretty much your last resort. The Combat Knife is not really an effective means of offense for most classes. Covert Ops should familiarize themselves with this weapon, however, as it's the only one you'll be able to use while disguised as Strogg.

Covert Ops can also deal a blow from behind with the knife to score a one-hit kill.



Pistol

This is the common secondary weapon available to most classes. It is a weak weapon, with poor accuracy (20 degrees while standing). It can be handy to use in certain situations because it allows for speedy movement, but generally it should be avoided in most combat situations. The Covert Ops has a silenced version which may be slightly more useful, but since it will take several headshots to finish a healthy target, the element of stealth is only so useful.



Machine Pistol

Available as a secondary weapon to Soldiers, the Machine Pistol is still not better than the Assault Rifle, but a nice step up from the regular pistol. It's a little weaker per-round than the pistol, but the high firing rate and somewhat better accuracy make up for that. It's still best used at close range, but it can be an effective weapon in a pinch.



Assault Rifle

This is the standard issue primary weapon available to all classes. It's reasonably versatile, has a standing inaccuracy of 8 degrees, and deals roughly the same damage per round as the pistol, but does so at double the range. It has a scoped mode for greater long range accuracy, and the Covert Ops can use a modified version with an improved scope for even better sharp-shooting. In general it's best not to attempt to use it for very long range shooting, nor is it perfect for close encounters, but it's generally one of the more versatile weapons you'll have available to you.

The Grenade Launcher attachment can make this weapon even deadlier. Grenades don't go far, but they can take out infantry in one hit, and have great anti-vehicle potential. The scoped version not only has better accuracy, but 50% better range, with less damage fall-off over distance.



The Shotgun is deadly at close range, but Enemy Territory doesn't have as much close combat as most shooters. It shoots nine pellets in a scatter shot, each of which deals 10 damage to enemies regardless of where the hits land. There is no reward for head shots or any damage zones with the shotgun, so shoot as clumsily as you like. Unfortunately, the shotgun is pretty impotent once you get 20 or 30 meters away, so it has limited usefulness. Still, up close it can deal up to 90 damage, which makes it worth considering.



GPMG

The GPMG is a powerful rapid-fire weapon available only to soldiers. It's got considerably better range than the pistol variants, and shoots rapidly, but the low accuracy makes it difficult to use at long range. It deals more damage per round than the Assault Rifle, too, which means it can be quite deadly in the right situations.

This weapon is heavy and will slow players down while moving. This is also why it's difficult to shoot accurately while moving. However, when crouching or prone, the GPMG becomes startlingly accurate, behind only the sniper rifle. This makes the GPMG an effective tool on defense.



Rocket Launcher

This weapon is probably the most important anti-vehicle device you'll have on your team. It's only available to soldiers, so make sure at least one soldier on your team has one. In scoped mode it can be used to lock onto targets. It can also be dumbfired, which is faster and can be more effective if you're confident you can land the hit.

It's a heavy weapon, so it'll greatly reduce your mobility. It's absolutely deadly against infantry as well, but the ammo is so limited, it's best spared for situations where it can be used against multiple opponents or against vehicles and deployables that really need it.

Players carrying Rocket Launchers are very vulnerable. This weapon is useless as a means of defense, and coupled with the slow use of the weapon itself, and the slow movement of its carrier, it's best to exercise much caution and stay very aware of your situation while using it.

GDF Weapons

Strogg Weapons

Strogg Weapons



Spikes

Slightly stronger than the GDF's Combat Knife, but still not an effective weapon in most situations. Disguised Infiltrators are limited to this weapon, and can use it to score a one-hit kill with a blow to the back.



Blaster

The basic secondary firearm of the Strogg, the Blaster has a 20 degree range of inaccuracy, but packs some pretty decent power when it lands a hit, considerably more than the GDF pistol. An upgraded Blaster (Level 4 Promotion) also has a charge shot.



Aggressors will have access to this secondary weapon. The Lighting Pistol is unique in that it has 100% accuracy. Unfortunately the steep damage fall off over distance (half the range of a standard Pistol) means this isn't a good long range weapon despite the pinpoint precision. It does deal regional damage, though, so go for head shots. Unlike other weapons the Lighting Pistol does not use its own ammunition, and drains Stroyent instead.



Lacerator

This is the standard-issue primary weapon available to all Strogg classes. It's much like the Assault Rifle, but it packs a bit more punch per round (45 damage for a head-shot). The ammo system is based on Stroyent (which the Strogg also use for health) so this

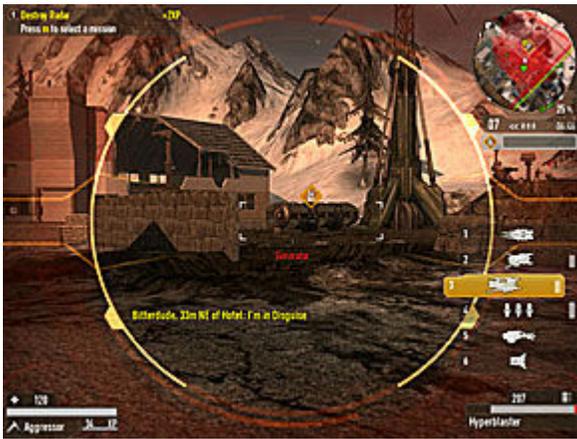
is also a notable difference.

Like the Assault Rifle, there are three different flavors of the Lacerator. Infiltrators and Oppressors will have access to a more accurate scoped version for more effective long-range combat, and Level 1 (and up) Constructors will have one that can shoot plasma grenades. These grenades also use up Stroyent, and quite a bit of it, so use them sparingly.



Nailgun

The Nailgun is useful at close range, much the same way the Shotgun is. It's a scatter shot, good for clumsy, effective kills. It doesn't have the reload pains that the shotgun does, which is a nice perk, but strategically, it's not that different.

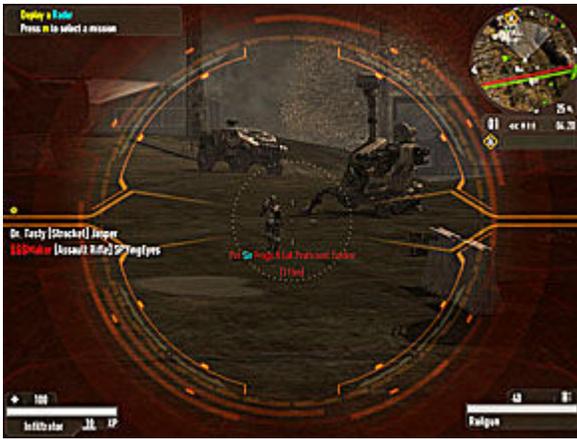


Hyperblaster

The Hyperblaster is a minigun with a spinning barrel. It takes a second to warm up before it will begin to fire, which can make it a handicap when used defensively. It's more effective when crouching or prone, not just for the accuracy bonus this always affords, but a much quicker settle time. The hyperblaster slows your movement and leaves you somewhat vulnerable, but it's a great weapon when you're supported by other teammates.

Obliterator

This is basically the Strogg's Rocket Launcher. Those familiar with operating the GDF version will feel right at home. Again, this is a weapon that is useless for personal defense, but powerful for anti-vehicle and anti-deployable attacks, and an important part of your team's arsenal.



RailGun

This is the tool for Strogg snipers. It handles similarly to the Sniper Rifle, with an unmatched range and pinpoint accuracy, but its projectiles leave a telltale glow that can give you away. For more info see the Classes section.

Quake Wars Vehicles

GDF Vehicles	Strogg Vehicles
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GDF Vehicles



Husky

This Quad ATV is a speedy, versatile transport for one person. It provides very little protection, and packs no offensive capabilities, so it's primarily just a means to quickly rush an objective. That said, there are plenty of times when you'll need to do just that, and for those moments, you'll be glad to have the Husky. They can also be useful for carry objectives where you just need speed.



Armadillo

This is a good transport with some light offensive capability. Four can ride in the cab (including driver) and one can man the minigun in the back. The two rear passengers can also fire their weapons while riding, making the Armadillo less than a sitting duck in combat. It's armor is still relatively light though, so it's best not to take the Husky up against any heavy fire.



Trojan APC

The Trojan is a great heavily armored transport that can pack 6 men, and travel at a good clip (though not as fast as the Armadillo). The Trojan also has a SAM turret that makes it the ready answer to the Strogg Tormentors. It's also amphibious, and can be used to cross some watery areas with a great deal more protection than the Platypus.



Titan Tank

This is the best GDF vehicle for ground offense. It's a bit slower than the Trojan, but runs circles around the Strogg Cyclops. It's the perfect answer to the Cyclops, Desecrator, and enemy deployables, and it can take a lot of abuse. They take a while to respawn and there aren't generally many in each mission so don't waste them frivolously.

MCP

The MCP is a slow, clumsy, but well armored vehicle mostly relevant because of its importance to certain missions. It does not pack much in the way of offensive capability and must usually be escorted by other vehicles and/or infantry support.

Anansi Attack Copter

The Anansi is fast, maneuverable and capable of devastating offense. It will become vital to supporting your men on the ground, capable of chewing through enemy turrets, and many vehicles. Be wary that the Anansi packs very light armor, however. While it is a very agile vehicle, it controls quite different, and can be awkward at first. We highly recommend practicing your piloting skills in an offline bot match to avoid hurting your team in a real game while you learn the ropes.

Bumblebee Assault Coptor

The Bumblebee is a solid, heavily armored aerial transport, capable of carrying five men. Its offensive capabilities leave something to be desired, but its passengers can attack while riding. Still we don't recommend using the Bumblebee for any heavy duty offense. Instead consider it a great way to move units around safely.

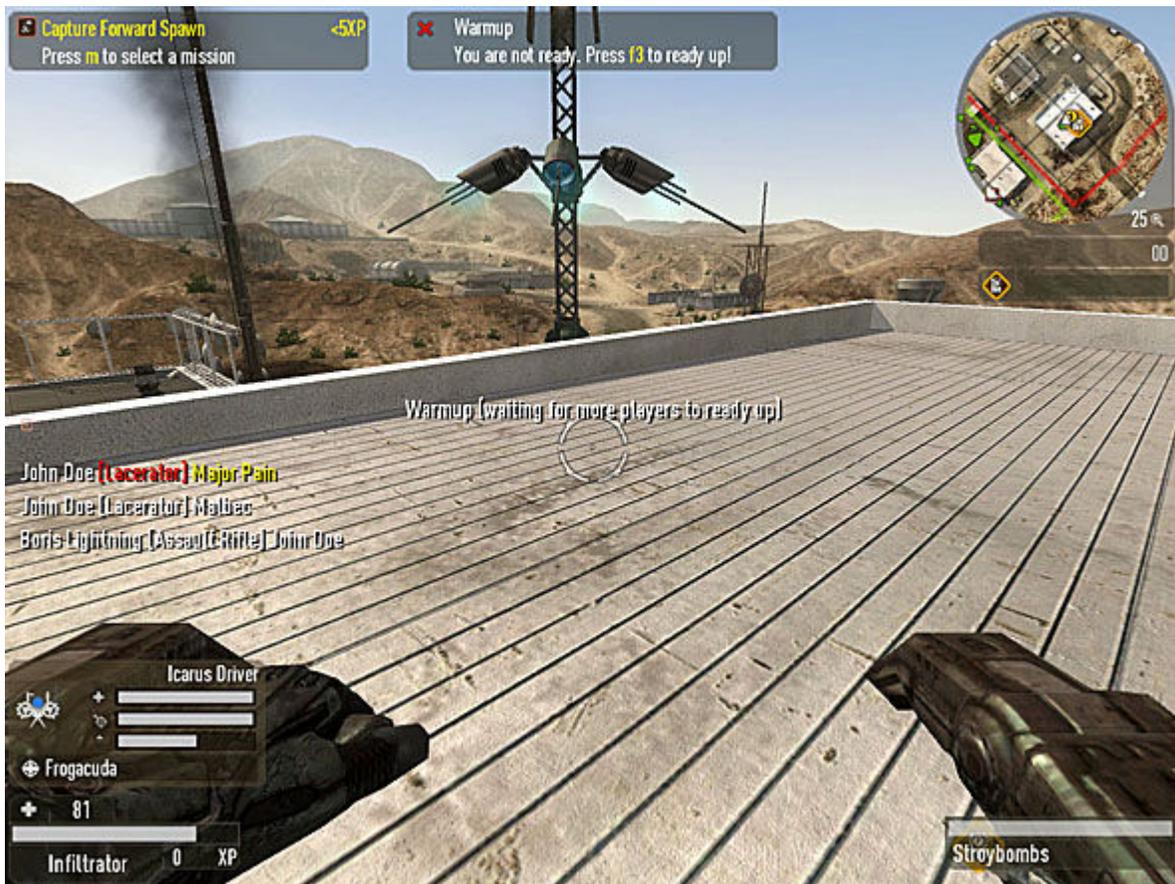
Platypus

These little boats are amazingly fast and can be a great way to sneak up on certain objectives. They provide very little protection, however, and the mounted minigun can deal some solid damage to infantry, but hardly holds up against vehicles or deployables.

GDF Vehicles

Strogg Vehicles

Strogg Vehicles



Icarus

These gravpacks are one of the nice perks of being a Strogg soldier. They don't allow you to fly exactly, but you can leap great distances and travel very fast. They allow you to drop bombs on enemies below, but they're mostly a great way to get to your goal quickly, or to plant yourself on advantageous high ground to get the drop on your foes. They provide very little armor and should generally be abandoned once you reach your destination. They only take 10 seconds to respawn, anyway.



Hog

The Hog is a speedy light vehicle that holds a driver and a gunner. It travels even faster than the GDF Armadillo, and, while it isn't much of an offensive force, it can ram opposition at high speeds and deal some serious damage to enemy units. Just don't

stop for long, because its armor leaves much to be desired.



Desecrator

These tanks hover a few feet of the ground and are good medium-strength attack vehicles. They're not as powerful as Predators, and they're quite slow, but very maneuverable, and the Plasma Cannon packs a good wallop. Pressing the crouch button will settle the Desecrator into Siege Mode which allows for a hire firing rate (and can help the tank lower its profile to take advantage of cover).



Cyclops

These towering mechs are a heavy-duty offensive force. Like the Desecrator it is very slow. It's also a bit clumsy and hard to maneuver. But it's heavily armored and its offensive capabilities are devastating. It also has the ability to enter Siege Mode for faster fire, and pressing jump will unleash a ground stomp to damage nearby pedestrians.



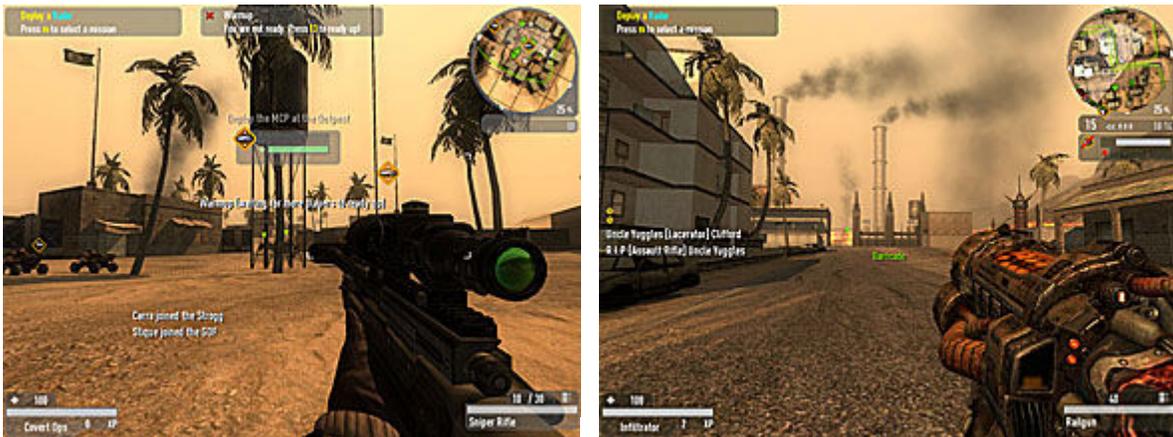
Tormentor

This is the Strogg's only aerial attack craft. It's only lightly armored and not much good for transport (seats two), but its homing rockets can give those on the ground a hard time. It isn't as fast as the Anansi, but it's very easy to maneuver. It'll need it, too, since it can be very vulnerable to rocket fire from the ground.

Quake Wars Campaigns

Africa	North America	Northern Europe	Pacific		
01	02	03	04	05	06

Refinery: GDF



This mission places the Strogg on Defense in the Northwest, and GDF approaching from the south. They must penetrate the refinery and stop the Strogg's Stroyent manufacturing.

Deploy the MCP at the Outpost

You must first deploy the MCP due north of the GDF base. It takes a little longer, but taking the right fork when leaving the base and following the easternmost road north is generally the safer way to go. Support your push with some offensive vehicles like Titans to clear the way. Trojans can be handy as well, and are also a good means to carry Engineers that can repair the MCP, should it be necessary.

If you act quickly, you may be able to complete this objective quickly, but if not, a well rounded push will be prepared for anything. EMPs are handy for getting the drop on deployables. Have Soldiers armed with Rocket Launchers ready to finish them off. Keep your strongest vehicular units guarding the front of the MCP, but have some support at the rear, too.

Hack the Shield Generator

Just northeast of the Shield Generator is a spawn point that will be crucial to your success in this mission. You might need to reinforce this area with the usual deployables to secure continued access.

The Shield Generator close to Strogg home turf, so it won't be an easy target. It may be a good time to have some Field Ops come in and call strikes on the area. Anti-vehicle support is also crucial.

If the Strogg's defenses are too much you might want to try taking the northern route by having a soldier blow open the barricade, or constructing a bridge to the south. If you're not able to get the drop on the Strogg, you may want to use all of these routes. They will allow you to bring in vehicles which might be necessary to help defend the hacker tasked with completing this objective.

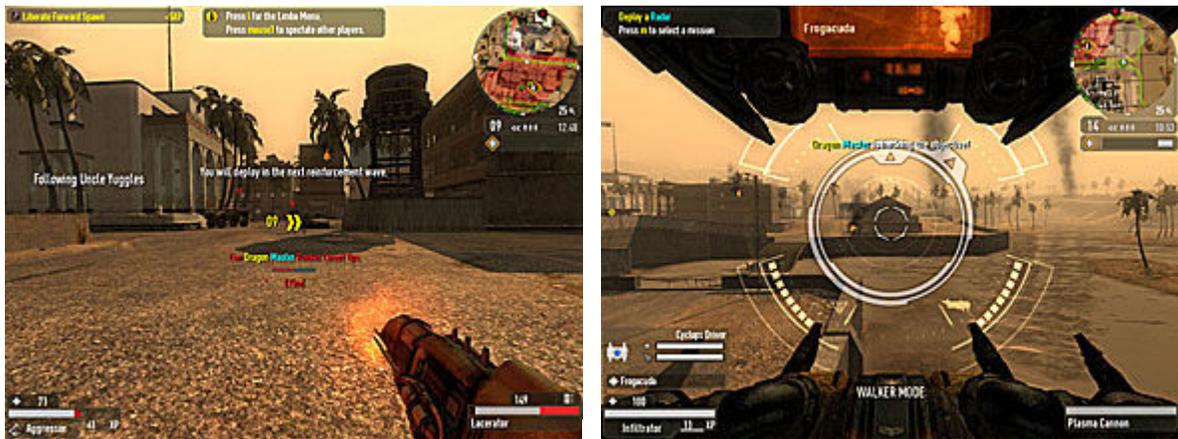
Destroy the Stroyent Filters

The SSM will clear the way to the Strogg's operation, but it won't actually damage it. You'll still have to get in there and finish it off. This is mostly a job for Soldiers, so rally them together and support them with Medics. You may want to set up some defenses outside, but if it isn't necessary, don't waste the time.

There are two front entrances to the Refinery, and one around the back. The back way is further away and closer to the Strogg base, so it's not an ideal route unless you get into trouble on the front side.

Africa	North America	Northern Europe	Pacific
01	02	03	04
			05
			06

Refinery: Strogg



Stop the MCP from Deploying

Constructors are vital to shutting down the GDF. A strong line of anti-vehicle and anti-personnel turrets will help hold the GDF off until more reinforcements arrive. The Icarus packs can help you get there speedily before they arrive and get established. An active Tormentor will help as well, but be cautious of GDF's Anansi.

Make sure to bring the Cyclops in as quickly as possible and keep it protected. It'll be a great asset to help shut down the MCP's approach, but it is a slow, lumbering behemoth, so the front lines will be established by the time it gets there. Since there will be a large vehicular caravan most likely, have some units with Obliterators there to thin their forces, as well.

Defend the Shield Generator

Regroup in the center of the map where the Shield Generator is. You're going to want to defend the generators with Anti-Personnel Turrets, and mine the surrounding area. If the opposing team is inexperienced, they will be gunning directly for you and they should be fairly easy to control and shut down.

However there are other routes to the Generator, and the GDF team will likely be exploiting them. Mine these areas and keep an eye on them, but also make sure to focus your efforts on recapturing the nearby spawn point. This will push GDF way back and really run down the clock. Bring in your Cyclops if you have to.

Protect the Stroyent Filters

This can be very difficult if you're forced to scramble and establish your defenses after the Shield Generator falls. Keep an eye on the Generator's situation, and if you anticipate its destruction, start reinforcing the Refinery with APTs and mines. Establish spawn points in key locations inside as well.

Aggressors will be the bread and butter of your defense, and they should be supported by Technicians capable of keeping them alive. Doing some sniping outside can help as well, but remember there are three entrances. Odds are you won't be able to hold this objective indefinitely, but by this point you shouldn't need to last too long.

Africa	North America	Northern Europe	Pacific
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01	02	03	04	05	06
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Slipgate: GDF



This is an interesting campaign. The Slipgate is a portal between two completely different maps, and will allow the GDF to strike a damaging blow against the Strogg.

Hack the Slipgate

The Slipgate is to the north, a bit east of the Strogg outpost. It's very easy for the Strogg to reach and defend this area, and a bit of a hit for the GDF, so expect heavy resistance.

About halfway up the map along the main road is a spawn point. This is a capturable spawn so make sure to defend it with some reinforcements. Shortly before this spawn is a barricade along the main road. Use a soldier to detonate it. To the northwest of that there is another barricade along a smaller back road, and then a third just northwest of that. Destroying these will allow you better access to the north when you wage your strike.

These western routes can prove useful in attacking the Strogg outpost in the northwest. An organized vehicular strike against their spawn point using the Titan and Anansi is a good way to create a diversion while you hack the Slipgate. Once it has been hacked, you'll be able to use it to access the second map.

Drive the MCP through the Slipgate and deploy it at the Antarctic outpost

An MCP will deploy at the spawn point south of the Slipgate. You'll want to escort it to the gate immediately. Send someone ahead to capture the spawn point when the MCP arrives, and concentrate the rest of your force on making sure it reaches the gate safely.

You'll have access to more vehicles at this point as well, so take advantage of them and use them to support the slow-moving MCP. If you have the momentum in this match, it will be difficult for the Strogg to organize the resistance they need.

In the Antarctica, guide the MCP northward toward the Strogg base, eventually deploying it a little south of their base. Make sure to have an answer to any AATs the Strogg may have erected, and consider using the westernmost route as it takes you a bit farther away from the Strogg base making it harder for them to assault.

Destroy the Strogg Nexus

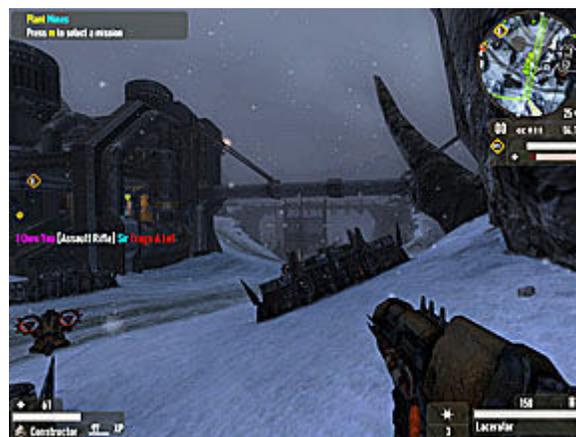
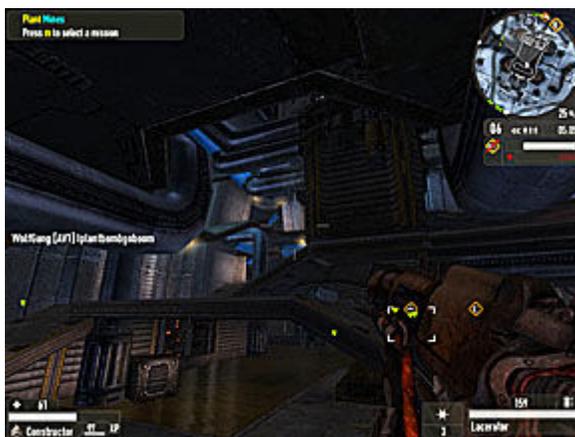
You'll want to have plenty of Soldiers for this part. You'll need to place a High Explosive charge on the Nexus and detonate it. The Nexus is housed centrally and there are two entrances on the north face and two on the south, making it relatively difficult for the Strogg to defend effectively.

The area will likely be mined, and most combat will be close range, so grenades are a must and Shotguns are a good idea. Don't count on any one soldier being the hero and planting the charge. All of them should be trying to plant charges. All it takes is one successful one, and the mission is all yours.

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Slipgate: Strogg



Defend the Slipgate

This is the part of the campaign that the Strogg have the strongest advantage on, so make sure to be on your game from the very start. If the GDF capture the gate quickly, you may have a very difficult time stalling their momentum for the remaining objectives.

Have some Constructors place turrets around the Slipgate, and mine the control panels that GDF will need to use to hack the gate. Keep the pressure on this area constantly, but don't let your guard down.

You'll want to make sure that you have a bit of an offensive push to capture the Garrison spawn point south of the slipgate. This is not usually well defended, and can mark a serious weakness in the GDF's plan. After you make it a target and capture it, GDF will likely stage greater resistance here, but it's a good chance to run down the clock.

You should also not let your guard down at your initial spawn point either. If GDF goes on the offensive against you here it can make defending the slipgate very difficult. Establish some APTs here, and keep some Aggressors armed with Obliterators at the ready should they send in their Anansi.

Stop the MCP

On the other side of the Slipgate you'll have access to a Tormentor, which can be very helpful. You'll also want to establish AVTs along both paths to the MCP's destination on the Antarctic side. Have Aggressors ready with Obliterators to disable the MCP as quickly as possible. Once it's down, it should be easier to keep it that way, and you may be free to attempt to capture the GDF's spawn point.

Defend the Nexus

This can be a difficult objective. You'll want to have Constructors available to mine the area around the core itself, as well as to disarm any HE Charges planted by GDF Soldiers. Technicians will be helpful as well to keep the interior defenses running. Patrolling on high ground will give an advantage so make sure to exploit this.

Outside, you may want to put heat on the GDF's spawn point to slow down their approach. Since your vehicles are not going to be helpful to the battle inside, this is a perfect excuse to send in the Cyclops and Tormentor to give them hell. Don't waste too many units on this, though, as the battle inside is far more vital.

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Island: GDF



Construct the Generator

The generator is north of the GDF base on the west side of the big island. There's a spawn point just south of it that should be captured and secured post-haste.

If you want to get the jump on this objective and are pushing to complete it in a hurry, the Platypus boats are the fastest way to get your engineers to their destination. If you're experiencing greater resistance, a fully loaded Trojan APC should get the job done.

It's easiest to approach the generator from the south, but there is a direct route to the generator room that can be accessed by sending a soldier in to detonate an HE Charge. This can be a major vulnerability if you act quickly. If you're experiencing heavy resistance, there are three other routes, however, so don't be afraid to change your strategy if it isn't working.

With some medics handy to keep Engineers on their feet, an organized GDF force should be able to repair the generator quickly.

Destroy the Vault Doors

To the east is your next objective, another indoor area. This one is a demolition objective, so you'll need Soldiers and their explosives.

First, secure the spawn point en route to the vault and then proceed east to focus on your objective. There are two entrances by the garage, and these will be the easiest to use, but also the most heavily guarded. There's another entrance that is accessible from the water. This entrance will take longer, of course, but it's usually not defended as well.

Concentrate your force on Soldiers and Medics and press on in the Vault itself. Grenades are very useful here. Once you manage to reach the vault doors, plant your charges. As usual, remember it may be useful for multiple players to plant charges, as it will make them much harder for Strogg Constructors to disarm, and increase your odds of success.

Deliver and Transmit the Data Disc

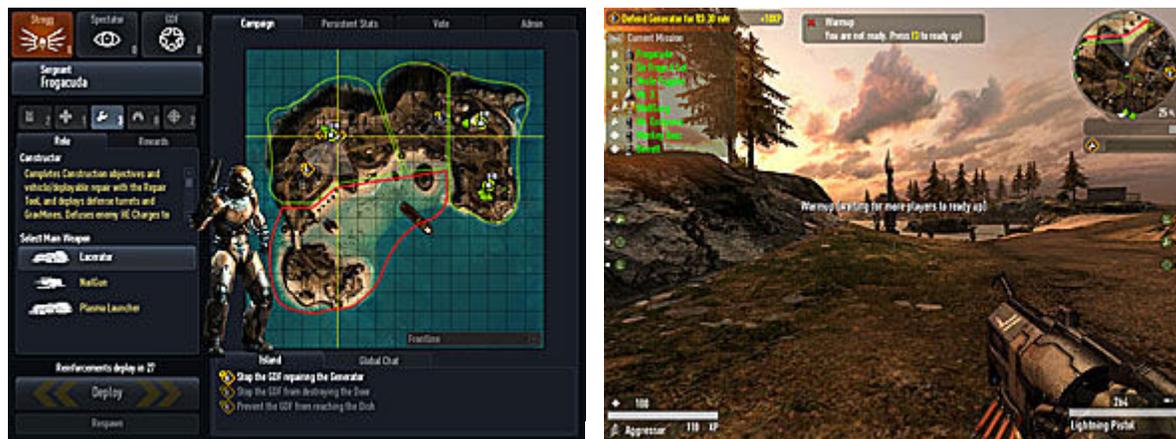
This mission requires you to pick up the disc in the vault (by touching it) and bring it to the Comm Center in the northeast. If you're killed, you'll drop the disc. One of your teammates can then pick it up to recover it. If a Strogg soldier touches it or enough time goes by, it will return to the vault.

Have your runner travel with others, and at least one Medic to make sure you don't lose control of the disc. Those vehicles which haven't been that useful thus far in the mission can prove very handy now to escort the runners to the Comm Center.

Inside the Comm Center you still want to make sure your runner is supported, and have a scout clear the way first. When the coast is clear, begin the transmission. Once it completes, the mission will end.

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Island: Strogg



Defend the Generator

You'll need to reach the generator very fast, so waste no time rushing for the goal. If they arrive before your show up, this mission is done almost as soon as it begun.

It's a difficult objective to hold down. If you can get the upper hand for long enough, capturing the GDF spawn point will give you the momentum you need to protract this stage of the campaign. If you accomplish that you should have a much easier time reinforcing the interior with mines and defending the exterior.

Defend the Vault Door

Focus much of your efforts on defending the front entrances to the Vault. You'll want to keep an eye on the canal entrance as well, but this is less important. If you can get there quickly enough, APTs will be a big asset, and mining the interior is a must. Obliterators are useful for the interior and sniping can help guard the exterior.

Any way you go about it, this will be a difficult objective, but make the most of it and tie them up for as long as you can.

Defend the Data Disc

This is the most important mission to focus on in this campaign. Stage a siege on the vault with your vehicles and try to keep the GDF from even capturing the disc. Meanwhile send Constructors and Technicians to reinforce the Comm Center itself. Having some radar available to track runners can help as well.

Having a Tormentor take on some reconnaissance duties can be helpful in this mission. See if the disc runners are using vehicles, and communicate back to the team where they're going. This can help prevent letting the disc slip by. AVTs along the main roads will also be a great asset to keeping the disc runners out of vehicles and making the trek on foot and vulnerable.

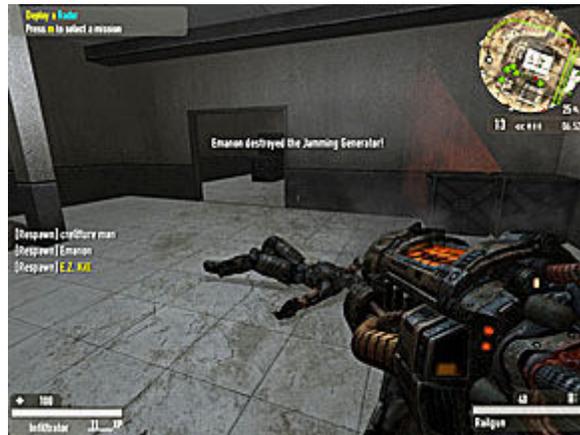
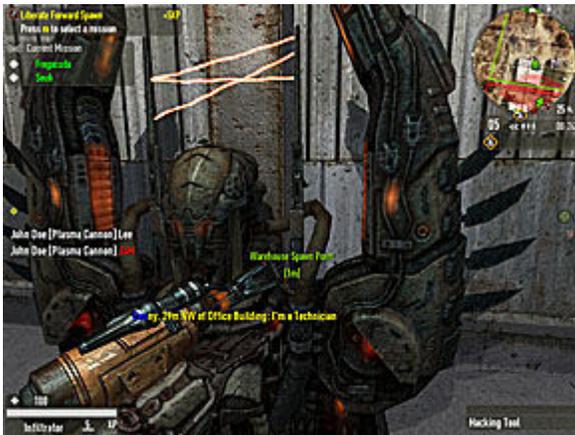
When you've liberated the disc from the carrier, it may be in your interest to set a trap instead of returning it, depending

on the situation. If you find the disc awaiting a GDF presence that has yet to arrive, and you have adequate forces available to you, make GDF come to you and then destroy them as they come. This will keep them less organized and possibly unsure of the disc's location.

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Area 22: Strogg



Destroy the Jamming Generator

The Strogg are on the offensive in this mission. Their target is due south of the main base. There are actually two spawn points nearby, one of which is a GDF forward spawn, so capturing both of these is in your best interest. With the GDF's spawn gone, they'll have a difficult time mounting further resistance. Reinforce these areas with APTs.

Use artillery strikes to cope with any APTs you come across. You have a Cyclops and Tormentor at your disposal to help clear the way, as well. Once you reach the generator building there are a few ways to attack. The most difficult for your opponent to cope with will be dropping down on top of the generator to place the explosive charge out of reach. This will make disarming it a much more cumbersome task.

Construct the Mining Laser

The second objective is to the east, just off the main road. While the southern route, traveling east along from the generator objective is most direct, it takes you deep into GDF territory and isn't wise.

Backspawn to the main base and travel east, taking the more roundabout route as it veers south. Not far from where this path meets the paved road is a spawn point that will be crucial for you to capture. After this you can push south to the mining laser, but before you do, capture the spawn point southwest of that, as it puts you in a favorable position relative to the laser compared to GDF.

After this you need to bring Constructors in and have them approach the laser from the west, while being savvy of any mines in the area. Support them with Technicians, as well as strikes by Oppressors. If you keep the heat on you should succeed.

Destroy the Slipgate

Northeast of the spawn point is your final goal. This is a demolition mission, so having some of your Constructors and Oppressors switch to Aggressors might be smart.

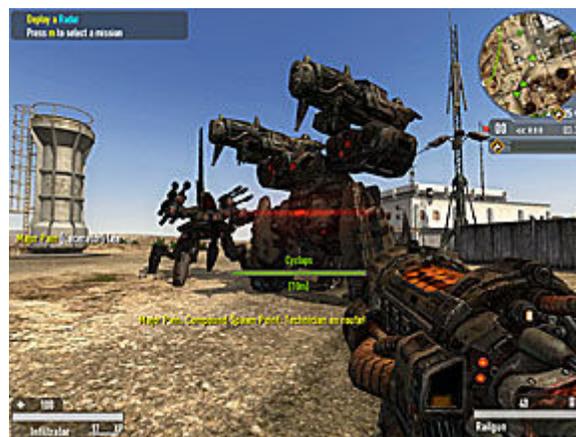
The main tunnel of the bunker is actually traversable by vehicles. You should have access to a few Hogs by now, so use that to your advantage. Inside there are two routes to the Slipgate Chamber. The upper level route can only be opened by and Aggressor's explosive charges, but you should have plenty of those handy for this mission.

Any Technicians supporting this mission should focus on creating spawn hosts, as the slow revival process makes them two vulnerable to be valuable in that capacity. This assault is very difficult if the GDF guard their target well so it can be very helpful to try to lure them away from the Slippgate.

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Area 22: GDF



Protect the Jamming Generator

Defending the Comm Center spawn point can put you at an advantage early on. Engineers are helpful here, and both APT at the entrances as well as AVTs along the roads from the north will help tie up Strogg resources during their initial aggression.

You'll also want to focus a strong defense inside the Generator building itself, of course. Engineers are the usual staple of defense, and having some Medics on hand to keep them going could be helpful as well.

If you can hold down these points securely, you may want to consider focusing some forces on capturing the other nearby spawn point at the warehouse. This will slow up the Strogg and waste more time running down the clock.

Prevent the Mining Laser from being constructed

This is usually the most difficult stage of the mission, so don't expect to run down the whole clock on it, and be prepared for the next mission as you're doing what you can to stall Strogg aggression.

Your strongest advantage will be the vehicles you have access to. The Strogg base is quite far away, and a Titan and Anansi will get there far sooner than a lumbering Cyclops. Establish the usual APTs and mines in the surrounding area.

Focus some of your resources on capturing the nearby spawn point, as this will help stall the Strogg approach and run down the clock. Inside have infantry supported by Medics as usual. When you sense defeat is immanent, start rallying your forces together at the Slippgate.

Protect the Slippgate

Set up some vehicular resistance (we recommend a Titan) inside the large main tunnel of the building that houses the Slippgate. You should do this before this mission even begins to get the jump on the Strogg.

The chamber where the Slippgate rests is easily defended, and you will have the upper hand thanks to the scaffolding that offers a clear shot at the slippgate itself. Have the usual defense team of Engineers (to disarm any charges) and Medics occupy this area and give the Strogg hell. The Strogg will likely attempt to lure you out of this area, but stay

vigilant. If what you're doing is working, don't get suckered into a pointless battle and let your guard down where it counts.

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Outskirts: GDF



Destroy the barricade

The GDF have much better access to this objective right from the beginning, so the most effective strategy is to ready up with a bunch of soldiers and make a quick rush to the easy and plant as many explosive charges as you can before lighting them up. There's not much the Strogg can do to defend against this if you act quickly enough.

Should you fail to accomplish your goal before the Strogg heat arrives, bring in the vehicles from the rear, and have some medics ready to keep you going.

Deploy the MCP

The MCP will be dropped near the barricade you just destroyed and you must take it southeast and deploy it. You'll need a crew of Engineers on hand to keep the MCP in good repair, and it helps to have the Anansi and the Titan as escorts on this mission.

AVTs and APTs can be a menace during this objective, so Field Ops, or Soldiers armed with Rocket Launchers can be helpful. Also learn to cut corners on your route, taking short off-road detours if you can to save time. The longer you take, the easier it will be for the Strogg to gain momentum.

Hack the Shield Generator

South of where the MCP deploys is a spawn point you'll want to capture. Once that's under your control and adequately defended, set your sights on the shield generator just to the west.

Covert Ops are important for the hacking objective itself, and also deadly in the urban environments of this level, able to take advantage of high, concealed vantage points. The hacking objective itself is quite slow, but it won't reset quickly, so as long as you keep the heat on, you'll be able to finish it off. Having Medics around is a good way to keep things rolling and focus on the objective. Engineers and Field Ops have their role in this push as well.

Deliver the Databrain to the console

This is another delivery mission. You must get the Databrain, and carry it to the Console just to the northwest without dying. It will be dropped when a player is killed and recovered by another GDF or returned by the Strogg.

The usual strategy for these missions works here as well. You want runners to be well supported by medics. Soldiers make the best runners as they're a little more durable. Field Ops can be handy in clearing the space between the buildings, but it is a very short distance, so this objective is usually very easy.

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Outskirts: Strogg

Defend the Barricade

This is a tough objective, and GDF has a strong upper hand thanks to their proximity to the barricade. You're going to have to *book* if you want to stop the GDF push. Concentrate your efforts on offense once you get there, and try to shut GDF's Soldiers down.

If you can fend off the first wave, things get a little easier. You can bring in Constructors and establish AVTs and APTs. Eventually you might even be able to drag some vehicular support over. GDF is still going to have an advantage here and the objective will fall if they're at all competent, but if you blitz hard you can hold them off for a while.

Stop the MCP from deploying

Constructors are the key to your success. Build AVTs along the winding central road that leads the MCP to its destination. Aggressors with Obliterators are handy offense, as always, and you shouldn't have too much trouble bringing in the vehicles from your base.

This is the part of the campaign you'll be able to run down the most time on. Once you've stalled the MCP and you feel like you're holding it reasonably well (including taking down the Engineers escorting it), focus some attention on the nearby spawn points to further slow GDF's progress.

Protect the Shield Generator

Another difficult task. You'll need to have an answer to the GDF's artillery strikes, so have some AATs ready, and place them strategically in an area out of the line of sight of the main road. You'll also want to have strategically placed AVTs and a solid vehicular force of your own to slow progress.

You will need to fight the battle for the Generator itself with infantry, however. Technicians are handy to create Spawn Hosts. This is going to be an intense fight, and it's difficult to support directly with vehicles, so it may come down to whose fragging chops are best.

Prevent Delivery of the Databrain to the console

If GDF has reached this point, your life is going to be difficult. It's a carry mission, which is usually a great opportunity to shut the opposition down, but the carry distance is very short. Focus your attention the console where GDF will be carrying to, rather than where they're picking up the Databrain.

If you can fend off a couple attempts, you should have time to set up some turrets at the entrances to make your life easier. An AAT could prove valuable as well. Rally your vehicles in case the GDF does the same. You should also make sure you have radar set up as being able to track your foe is extremely important at this stage.

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Valley: GDF



Construct the Bridge

The bridge is just north of the GDF's starting point, and can be reached in just seconds. The bridge is an important strategic location; while it's possible to cross the chasm on foot, it leaves you very vulnerable.

The construction point is somewhat vulnerable as well. Placing a vehicle in front of it may shield it from some of the nastiness coming from the other side. Medics should be present to aid the Engineers as they carry out their task. Snipers are fantastic for picking off daring Strogg infantry that attempt to cross the gap. You may wish to bring in some soldiers with Rocket Launchers as well in case the Tormentor shows up.

Deploy the MCP at the Outpost

The MCP has to travel through the tunnel and continue along the path north. On the other side of the tunnel expect to meet heavy resistance in the form of AVTs, Obliterators, and vehicles.

Scouting up ahead is very important for this stage. Field Ops can be very handy for running up ahead and clearing out some of the area. Disguised Covert Ops are always good for reconnaissance as well, but they have little power to get anything done.

You'll also want to have some units with Rocket Launchers to take on the likely threat of vehicles. And of course, don't forget to have Engineers on duty to make repairs on the MCP as it needs it.

Hack the Shield Generator

The main artery to your goal is the bridge leading southwest. This is easily secured by Strogg forces and can be a major sticking point. You'll have a good assortment of vehicles available to you, so don't be afraid to use the Bumblebee, Anansi, Trojan, or even Platypus to bring your Covert Ops to their destination.

The hacking itself will be quite difficult without support from a well rounded force. Soldiers are valuable for clearing out interiors, Medics should be on hand to care for fallen Covert Ops as they work on their hacking goal, and Field Ops can be used to clear out turrets.

Destroy the Contaminator

The final objective is one for the Soldiers. Keep a few of your soldiers armed with Rocket Launchers to take on any vehicular resistance, and keep constant heat on the exterior with artillery strikes. You'll want to rally your vehicles

outside as well, as the Strogg will likely do the same.

Once you get inside you shouldn't have as much trouble, but it helps to have medics handy all the same. If you can break in you shouldn't have too much trouble planting the HE Charge.

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Valley: Strogg



Prevent Construction of the Bridge

Your approach to this goal should be to just waste as much of the GDF's time and energy as possible. They will build this bridge before long no matter what you do, barring complete incompetence on their part.

Infiltrators are great for this objective. Their sniping abilities and flyer drones making them perfect for giving GDF a hard time from a distance. It's a good idea to have some Aggressors armed with Obliterators as well, as the GDF has a Titan in its stable and some other handy vehicles.

Opressors are another handy means of crowd control. Constructors can be helpful as well, but we recommend having them pull back a little early and begin establishing defenses on the other side of the tunnel in anticipation of the next goal.

Stop Deployment of the MCP

This is the biggest opportunity to run down the clock in this mission. The key is being prepared early, and setting up your turrets on the far side of the tunnel before GDF gets there. You'll also want to have someone bring the Cyclops into position early, since it's such a slow beast, and it has far to travel.

Aggressors armed with Obliterators should be the mainstay of your offense, of course, but it can also help to have some Infiltrators, as their Flyer Drones and Scrambler Grenades are a good fit for this mission. Putting heat on the tunnel spawn point is another good way to buy time.

Protect the Shield Generator

This is another good opportunity to buy some time. Constructors are very important to this goal, and you should make sure to have both AVTs and APTs guarding the area, as well as mines to choke GDF's access.

The bridge is the main route for the GDF approach. This gives the Strogg an upper hand, and assembling a vehicular force here will make the bridge a death trap. This will force the GDF to use slower, more roundabout routes. Keep your eyes peeled for GDF vehicles attempting to cut across the water by other means.

This is a good opportunity for Infiltrator snipers to show their value on defense, and Aggressors packing heavy weaponry can also be valuable to menace the opposition. Oppressors have their role as well, but they're more useful in capturing the spawn point than defending the Generator itself.

Protect the Contaminator

You'll want to set up the basic mines to make the inside of the building unwelcoming, but you should concentrate much of your attention on guarding the entrance so that GDF won't even make it inside. AVTs and APTs are a must, and an AAT to protect them from strikes would be a smart decision.

Once again, rally your vehicles to defend the exterior. Infiltrators can also show their defensive chops here again. By this point in the match the clock should be running down pretty low, so you shouldn't need to hold out for long. Give them as much hell as you can outside the building, have a decent control of your better close combat fighters inside, and you should be good to go.

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Ark: Strogg



Destroy the Jamming Generator

You'll begin this mission with an armada of vehicles that can be used to stage the offensive and reach the generator. Have Aggressors take the Icarus packs and the hog and rush the goal quickly. If you act with haste, you should be able to reach the goal before the GDF arrive.

If not, the slower part of the vehicular armada should arrive soon. Have them supported by Aggressors with Obliterators to take down the GDF's Titans and any other resistance. Having a few snipers on nearby rooftops can be handy for taking down GDF infantry as well.

This mission is usually cleared pretty quickly, but often under a lot of fire, so, as usual, it helps to have plenty of Aggressors attempting to make the plant. One of them will succeed, and you'll move on to the next goal.

Construct the Mining Laser

The laser is on the small island to the west of the Generator. You'll have to cross a narrow bridge to get there. The island itself is small, and once cleared, isn't hard to hold long enough to complete the objective.

Bring a well-rounded offensive force of vehicles, Aggressors with Obliterators, and Oppressors westward. When you clear the island, quickly stake your claim and don't allow the GDF back on. Move your Constructors in and have them work on the objective as well as establishing turrets to hold the area.

It really helps to have a good deal of momentum going into this objective. If GDF isn't well prepared, the forces you rallied at the first objective will be enough to push them back before they even get their roots down. Use this to your advantage.

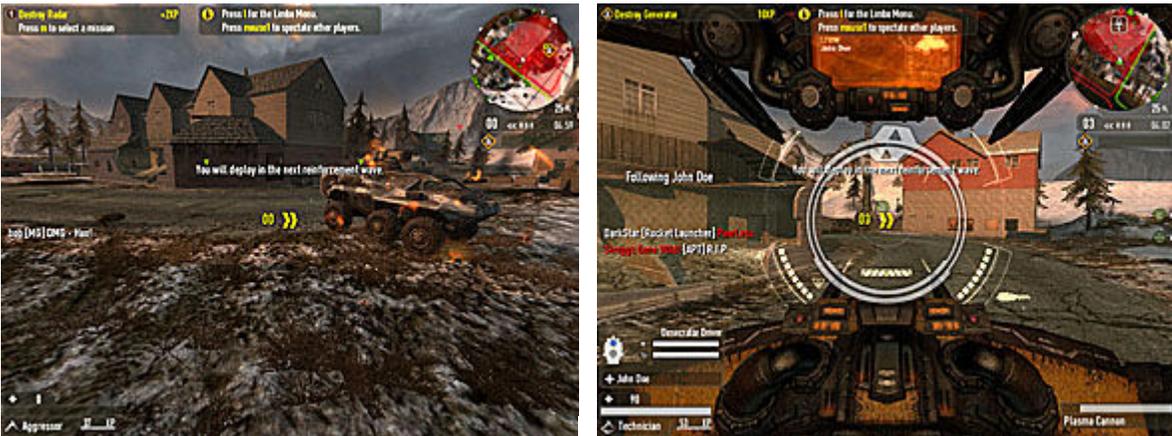
Destroy the BioScanner

The area is likely to be well defended by GDF thanks to their nearby Spawn Point, so make it a priority to claim that before attempting a full assault on the BioScanner. Having your Tormentors take care of the threat outside can help make this easier.

Inside the Ark expect to find GDF embedded all over, and be savvy of mines. Having radar deployed will be vital, and be armed for close combat. Technicians are a must for accompanying the Aggressors. Spread out; There are many routes to the BioScanner, and only one Aggressor needs to slip through. It will be difficult for GDF to cover the entire area.

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Ark: GDF



Defend the Jamming Generator

Time is of the essence here, and GDF is at a disadvantage. You'll need to get some Engineers to the Generator ASAP. The Huskies are the quickest means. When they get there, they should establish AVTs, APTs, and mine the surrounding area as quickly as possible.

It is likely that there will already be resistance there by the time you arrive. Because of this you may want to escort your Engineers with a Soldier equipped with a Rocket Launcher, and you should make sure the rest of your force does not hesitate to get to the front line as quickly as possible.

Make it a priority to take down the Strogg Tormentor, as it will be one of their greatest assets in responding to your vehicular force. Don't get too aggressive during this mission, as the Strogg are well armed. The important thing is that you create a strong defensive line that will take them time to penetrate.

Prevent the construction of the Mining Laser

If the Strogg team play well this objective can fall quickly, so get organized as soon as you can. Establish plenty of AVTs on the island, and assemble a group of Soldiers supported by Medics to handle the Strogg infantry. This is a wide open area, so Snipers are great defenders as well.

Your vehicles will probably be busy dealing with the Strogg's sizable armada, which will include two Tormentors by now. Your Soldiers will be helpful in aiding them, but don't let them lose site of their main goal of stopping the Strogg Constructors.

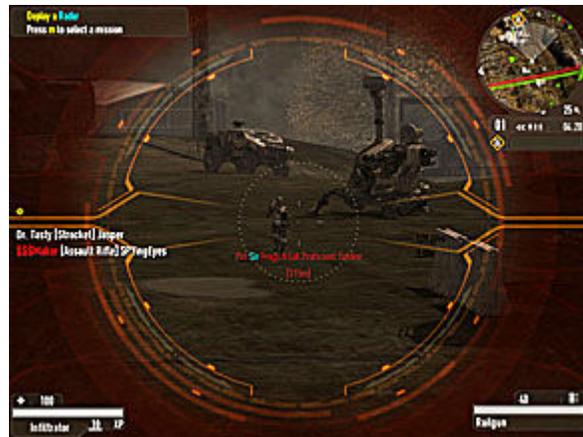
Defend the BioScanner

Setting up some AVTs outside is a good way to keep the Strogg from rushing this objective too quickly, and it will buy you time to set up your defenses inside. Set up mines not only around the objective, but all over the many hallways of the interior.

The rest of your force should be concentrated on Soldiers and Medics. Field Ops are less useful in this objective, as are Covert Ops, though you will need at least one CO to establish Radar. This will aid your Soldiers greatly in effectively patrolling the area. You don't want to concentrate your force in any one area. Have your men patrol around the hallways, keeping a close eye on the enemy's position on your radar.

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Quarry: Strogg



Destroy the Jamming Generator

Once again, this is an opportunity to rush the objective. Use the Hog and make a bee line northeast for the objective. Try to plant multiple charges as usual to foil any attempts to disarm the charge.

Should you fail, you'll have to capture the nearby spawn point and make a more organized offensive push using the rest of your forces. The Tormentors will be your best tool to thin the deployable defenses the GDF may have established. Concentrate most of your force on Aggressors, though a Technician may be handy, as well.

Take the Energy Cells to the crashed ship

There are three cells that need to be delivered to the ship in the southeast. One is south of the Generator, one is east, and one is a bit south of that. Like all carry missions you just need to touch the cell and reach the goal without dying.

Get into position before these cells even drop, and assemble your available ground vehicles to assault the ship by the GDF base. Take one of your Tormentors around to pick up the carriers and then do a drop by the ship. Using available Hogs can be a winning strategy too, as these are less useful for the actual assault. Oppressors may be handy in clearing out the area by the ship, as well.

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Quarry: GDF



Defend the Jamming Generator

You need to start this mission with plenty of Engineers and Medics. Waste no time taking them to the site of the first objective, and don't dawdle establishing an AAT and AVTs. You might have to duke it out with the personnel, which is why the Medics are going to be crucial to your success. And, of course, be vigilant in policing any charges planted by the Strogg.

If you can get your momentum up, you might have a chance to bring in your Anansi and Titan, which will help you hold out longer and run down the clock. Once your defensive deployables are up and running, you might want to have some of your Engineers respawn as Soldiers with Rocket Launchers.

Defend the Crashed Ship

If you have the time and men to spare, mining the sites of the cells can be a good way to stall the Strogg and they aren't usually expecting it. A well placed sniper or soldier with a Rocket Launcher policing these locations can be a menace as well.

Most of your heavy vehicles should be concentrated on defending the actual ship that will be the Strogg's goal. There is plenty of work to be done for any available Engineers as well. Ample APTs and AVTs will make the area inhospitable and one AAT can make good insurance as well.

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Salvage: Strogg



Destroy the Jamming Generator

Once you capture the Research Hut just down the hill from your starting point, you can commence your assault. This is a job for Aggressors, of course, and Infiltrators doing some sniping can help provide good cover.

Opressors are great for clearing out any defenses around generator. Radar can be an asset when trying to clear the buildings of any GDF forces. Disable any GDF radar you come across to make sure this advantage is yours alone. As per usual, the more Aggressors planting charges, the better, and they're handy for clearing GDF from the area, as well.

Construct the Mining Laser

Constructors and Opressors are the heroes of this mission. Violator strikes can quickly clear out much of opposition established at the site of the Mining Laser, a bit to the south. Opressors are also useful on defense, using their tactical shields to defend the vulnerable south side of the laser where the Constructors will be working.

Act quickly and this objective will be done in no time. If you take too long, you'll need to rally an offense against the nearby GDF spawn to hold them back long enough for your Constructors to do their thing.

Destroy the Salvage

To gain access to the front gate you can use an Infiltrator's hacking abilities. This will also activate a checkpoint spawn that will keep you inside the facility's walls. If you act quickly with your Infiltrators you can do this before the GDF has the chance to stage a proper defense.

The final leg of the mission is an interior confrontation, so take along the usual Aggressors coupled with Technicians to supply Stroyent and Spawn Hosts. The GDF spawn very close so expect it to be difficult to plant charges as well as to prevent them from being disarmed. Try to overwhelm them with as much force as possible and plant more charges than they'll have time to disarm.

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Salvage: GDF

Defend the Jamming Generator

Engineers supported my Medics are the usual mainstay of the first defensive movement. When you reach the complex, build a discreetly located AAT, as well as APTs positioned near the entrances. Mine the inside around the generator.

Your Soldiers will be useful for interior patrol, and Covert Ops can be handy in recapturing the Strogg's nearby spawn point. Keeping some heat on this spawn point is a good way to stall the Strogg and distract them from their goal.

Prevent the construction of the Mining Laser

This objective is your best opportunity to hold the Strogg off and run down the clock. Engineers should build APTs on top of the hill placed to cover the various approaches. An AAT is a must as well, and should be placed a bit further from the action, as usual.

Mine the approaches to the laser, and the area immediately surrounding it. The rest of the battle will be fought by infantry, so really your soldiers. It will likely help to have Radar deployed to support their efforts. Covert Ops is less useful here, but having one or two snipers will be helpful.

Defend the Salvage

Proximity to the spawn point gives GDF a bit of an edge in the final objective. Mining the breaches in the wall as well as the main gate will help slow the Strogg's approach, but don't expect to hold them off outside for too long, as they can hack the main gate.

The interior battle is pretty straightforward, and the usual technique work well. Strategically placed mines will help upset Strogg movement, and patrols of Soldiers and less visible medics make up the bread and butter of your defense. You shouldn't have much trouble flooding the area when the time comes, but holding it down will ultimately come down to skillful combat.

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Canyon: GDF



Construct the bridge

This map begins much like Valley, but in this case the bridge is much further away. Hop in your transports of choice with some Engineers and any Medics you have handy and book for the spawn point to the east. Have one Engineer stop and capture (and defend) the spawn point and then get to work on the bridge.

You're going to take casualties at the construction site. It's an exposed area, and there's not much you can do about that. The key is to have Medics nearby out of the line of fire to support the effort. The tunnel nearby is a good spot for this.

Bring your vehicles forward for some offensive support. It might take a while for them to get there, and you shouldn't wait for them to get to work, but once they arrive your job will get a lot easier. Sniper cover can be very effective in defending your engineers, as well.

Deploy the MCP at the outpost

The MCP doesn't have far to go. Just follow the main road to reach the deployment area near a Strogg outpost.

The usual methods of supporting the MCP apply here. Engineers are a must to repair any damage inflicted, and a solid escort of both vehicles and Soldiers with Rocket Launchers are important to handle any Strogg vehicular attacks. Field Ops get their chance to run ahead and clear any turrets that might threaten the caravan. Covert Ops can be handy, too, for their EMP Grenades.

Unfortunately we don't know any handy tricks afforded by the terrain in this mission, but it's a little easier to get your momentum going than other MCP missions, so stick with the time tested formula and you should be able to push through.

Hack the Shield Generator

Down an unpaved road leading northeast from where the MCP is deployed is the next objective.

Covert Ops supported by Medics will carry out this task, so support them as they travel the winding canyon road. Use the Trojan to cope with the Tormentor, and your Anansi will own the skies. Field Ops and Soldiers can be useful scouting the area up ahead, with the Covert Ops in tow.

Try to approach the generator itself from the west. This will keep you better covered from the Strogg forces to the east. Turrets shouldn't be a problem, since your Covert Ops have EMP Grenades handy, but your Soldiers should keep busy patrolling the area for infantry.

Destroy the Stroggifier

Make sure you capture the spawn point nearby before you attempt to take on the Stroggifier. It's a long hike back from the outpost. You'll want to have Engineers to defend it vigilantly, as losing this will be a major liability and cost you much precious time.

Inside, Soldiers and Medics are once again your usual interior assault force. Be savvy of mines using grenades to clear them as necessary. The layout of this mission makes it advantageous to stick in groups, also, so try to overwhelm the opposition as you push your way to the back to plant the charge and end this mission.

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Canyon: Strogg



Defend the Bridge

There's a spawn point a little north of the bridge, so have a Constructor hop in an Icarus and capture this with haste. It will help you keep the heat on in this mission. Pack up your vehicles in a Caravan and set out for the bridge. You should have time to make it there before GDF becomes a real problem as long as you don't waste time. Hogs will get you there quickly, and the rest of your vehicles should arrive in time to cope with GDF's heavier vehicles.

You have some really nasty sniper potential thanks to the high ground and the availability of Icarus packs. If you can hold GDF at a stalemate and the situation seems relatively stable, send in some forces to capture the GDF's spawn point and push them back further, this will give you're the momentum to hold them back for much longer.

Stop the MCP from deploying

Your Constructors need to get busy immediately setting up AVTs along the path to the outpost, and the Tormentor should join any Aggressors carrying Obliterators an all out assault to stall the MCP. If you can shut down the MCP early, even for a short time, it can by your defensive line the time they need to make the road ahead very unwelcoming.

The nice thing about these missions is that they don't end suddenly. You should be able to anticipate when the MCP will reach its goal a little before it does. Take advantage of this and turn your attention to building a strong defense around the shield generator early so you have an advantage on the next objective.

Protect the Shield Generator

Before this mission even begins you should begin setting up APTs and AVTs strategically around the Generator area. You'll also want to ready your vehicles along the approach to meet the GDF as they come.

The idea is to have your vehicles push the GDF back to where they'll struggle to even get near the generator, and if one or two slip through, the turrets will shut them down. You'll want a strong offensive force, including Aggressors with Oppressors, and Infiltrators to snipe on the hillsides.

As you push back, try to recapture the spawn. If you can do this you may be able to run down the clock entirely during this objective as it can be very difficult for GDF to get their momentum back.

Defend the Stroggier

The final stage of the mission is, once again, and interior defense objective. As always, mine the area inside around the

Stroggier itself and in the hallways that access the area. Technicians are useful in creating Spawn Hosts once the bodies begin to pile up. And, as usual the brute strength of Aggressors will be handy when you start exchanging fire.

Have some of your forces focused on maintaining the spawn point nearby, as losing it will put you at a handicap you can't afford. Also make sure to have some radar deployed as it's always very important in these missions to make sure no one slips by. After all, it only takes one charge to end things.

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Sewer: GDF



Construct the EMP Disruptor

Take your Engineers and Medics north along the main road and make a rush for the objective. If the Strogg are on top of their game you might not succeed, and you should attempt to capture the nearby spawn point.

If you become entrenched in this battle, blow the barrier on the south side with a Soldier's HE Charge, and focus your efforts on attacking from several angles. This will be hard for the defending Strogg to deal with. Artillery strikes by Field Ops can be very helpful in clearing out the area and giving the Engineers a chance to do their thing.

Approaching from higher ground (the roof from the west) puts you at a tactical advantage when clearing the way ahead. Make sure you have some soldiers to back you up, as it won't take long for the Cyclops wreck some havoc.

Destroy the Sewer Gates

This is an indoor demolition mission, so have your Soldiers and Medics ready, and send you engineers to defend the nearby spawn point. There are two gates to blow in the sewer as part of this mission.

Radar can help in this situation. There are several entrances and routes through the sewer, so if you find the Strogg camping a high traffic area, there are ways to go around. And remember, again, there are two options for gates to blow, which makes this mission harder for the Strogg.

Hack the Sewer Controls

Covert Ops is needed to complete this objective. If you have the right classes available and you weathered the last objective without the need to respawn, you can rush right for the objective and likely be met with little resistance.

Should this fail, you should gather your men, and attack as a group. This helps defend against the Stogg using fallen soldiers as Spawn Hosts and it make you more difficult to stop. A methodical push is best, staying organized and systematically clearing the area, before sending in your Covert Ops to finish the task.

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Sewer: Strogg



Defend the EMP Disruptor

As with all such defense missions, arriving early with time to establish deployable defenses is of paramount importance. The area itself is pretty easy to defend. Use APTs to defend the north and east, and Aggressors should patrol the west. There is a south entrance to be aware of as well, but it won't be usable unless GDF blows the barrier.

You'll have access to a lot of heavy vehicles right off the bat, which put you at an advantage when pushing back GDF. Your enemy will likely want to use artillery strikes, and while there is ample cover in the surrounding buildings, you may want to consider an AAT to neutralize the threat. Infiltrators have favorable territory to do their thing, as well, making this a good mission for all classes to shine.

Defend the Sewer Grates

Although the interior defense is most important, begin thinking about the spillway spawn point nearby right away. Being able to hold that spawn point will cost GDF valuable time and make it much easier for you to keep your defense rooted.

The backbone of your defense will be Technicians to create Spawn Hosts, and Constructors to mine the area. You may want to have some Aggressors in there, as their Obliterators can be devastating if they bunch up. Aggressors and Infiltrators will be important to the Spawn Point capture as well, though, so make a decision based on who you have available. Your heavy vehicles will come in handy at the Spawn Point, too.

Defend the Sewer Controls

Odds are that when GDF destroys the Grate, many of them will be taken out in the explosion, so use this time window to fall back at stage a defense in and around the Control Room itself.

Technicians are important here. Constructors are useful as well, as are soldiers. You'll want to be savvy of any disguised Covert Ops that try to sneak in. Covert Ops are the ones that need to complete this hacking objective, so they're a major liability. One of them attempting to hack the controls should be pretty obvious if you're on the lookout, though.

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Volcano: Strogg



Hack the Security Controls

To open the way for a full assault, you'll need Aggressors to place and detonate charges along the seawall. This will allow infantry to move freely.

Infiltrators are necessary for this hacking mission, and their teleport skills can be useful, but as there are no vehicles to use in this level, it is important to have a strong force of Aggressors supporting you. Once some bodies pile up, disguising your Infiltrators may prove to be a successful tactic when going to do the hack.

The GDF have a rare forward spawn here that can be extremely valuable to capture, as it will push them back quite a bit. Consider having your Constructors secure this area if they can, as it will surely turn the tide in your favor.

Destroy the Transformer

You'll want Aggressors supported by Technicians. Guide them through the trenches, using the walls for cover as necessary. Your target is especially vulnerable, so in order to complete this effort successfully, you'll need to invest the energy to weed out GDF before making the plant.

It's also very helpful to have radar deployed, because it can be difficult to know when the threat has truly been reduced enough to safely complete the objective. As you descend to the basement take advantage of moments when you have higher ground to let loose grenades.

Destroy the Geothermal Energy Core

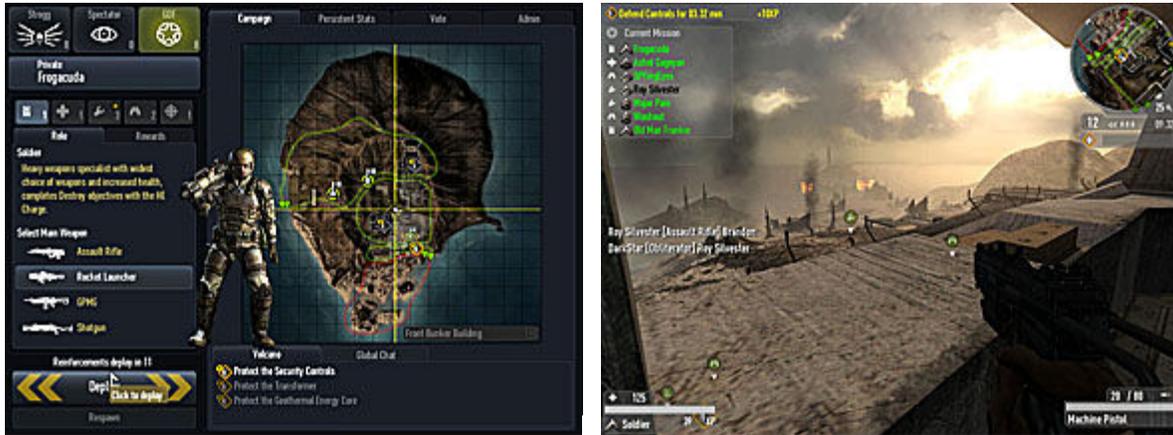
This is a unique mission in Quake Wars. You won't be able to reach the core by conventional means. Instead you'll have to use the Infiltrator's Flyer Drones and guide them to the core. It will take five of these to finish the mission.

Not all of your drones will make it to your target, so it's important to try to have a lot of Infiltrators in this mission to really overwhelm the defense. You may also have to use drones against GDF defenders for the sake of getting the rest through. Infiltrators waiting for their drones to recharge should help to keep the area by the access vents secure so others can safely continue the assault.

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Volcano: GDF



Defend the Security Controls

There are two main areas to defend. You want to protect the Security Room, of course, but you also want to focus some attention on the beach front. Since there are no vehicles, APTs are going to be your focus, which makes things a bit simpler.

You'll have access to a couple Platypus boats, so you can use those to harass the Strogg as they attempt to breach the seawall. Inside, make sure to mine the area appropriately and have your Soldiers and Medics in place. You should have ample time to prepare if you stall them at the seawall.

Defend the Transformer

This is an indoor mission, and once again Soldiers and Medics will be your main defenders, but strategically placed APTs outside the building will help slow the Strogg down, and also give you more time to prepare your defense. Have Covert Ops establish radar, since it is always imperative in indoor defense missions to know your enemy's location.

Camping out of the way in corners waiting for enemies to come down the stairs can be an effective way to mow through a few enemies. Expect them to catch on quickly, but the first couple won't usually see it coming.

Defend the Geothermal Energy Core

This mission involves stopping a barrage of Flyer Drones from reaching the core. It is the closest thing in this game to a shooting gallery objective. Place units armed with shotguns in the cages along the drones approach and pop the drones as they come along.

Also assemble a group of Soldiers (or other available units) to find the Strogg where they are attacking from and give them a hard time. They may be working together closely, or they may be spread out a bit, since the Flyer Drones don't have to be fired from any particular location. Work as a group to prevent any nearby Technicians from creating Spawn Hosts, and clear the Strogg out. If you can defend the vents the drones use as access points you can hold your opponent out for a long time