

Earth Defense Force 2017

Walkthrough

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Mission Descriptions

Mission 1

This mission starts with a group of black ants directly ahead of the player. Take out as many as possible using a long ranged weapon, then move in with an assault rifle. Take out this group, and another wave will spawn to the west, near the park area. Take these ones out, and another group will appear, rampaging down the street towards the park. Blast them with a ranged weapon till they get close, and then finish them off with a rifle to complete the level.

Mission 2

This is a simpler mission, with only one group of ants to defeat. It's another case of using a rocket launcher or other ranged weapon from afar, then cleaning up with an assault rifle or shotgun when they get close to defeat them.

Mission 3

This mission starts with a small group of black ants harassing a team of soldiers. Kill off the ants to save the soldiers, then go hunting for ants throughout the city. As you make your sweep, you'll run into many of the ants up on buildings, so make sure to look up often so that you don't get ambushed.

Mission 4

Start heading towards the needle to the northwest of the mission start, taking out a group of black ants along the way. Another group will be busy ambushing a group of EDF soldiers on a grassy hill near the needle, and if you approach quickly enough, you may be able to save a few of them to help you out on the rest of the mission. Make it to the needle and take out the enemies there. Turn around and watch the carriers descend from the skies and disgorge dozens of ants. Kill these sudden swarms of enemies to complete the mission.

Mission 5

This is another sweep mission, where you are tasked with taking out a large number of black ants. After taking them all down, you will receive word that enemy gunships are incoming. A huge number of gunships will descend and head towards your position. Use your remaining friendly troopers and a handy missile launcher or sniper rifle to make quick work of these enemies.

Mission 6

This mission is fairly straightforward. The mothership floats in the air, spewing out wave after wave of gunships which will then attempt to take you down. More use of the sniper rifle or missile launcher will serve you well here, as the homing capability of the missile or accurate fire from the sniper rifle will counter their speed.

Mission 7

This mission can be either incredibly easy, or extremely hard depending on how it is played. Carriers will drop endless supplies of black ants to assault you, and you must defeat all these ants and the carriers to finish the level. When the carriers open their hatch doors, fire up into the red area on the underside of the ship with a rocket or sniper rifle in order to damage and finally shoot down the carrier. A missile launcher will also work very well for this, as long as you make sure that the missiles don't lock on to falling ants. Once the carriers are finally down, you can clear out the remaining ants and complete the stage.

Mission 8

If you thought the last mission was difficult, this will be much the same. This mission begins with a small group of black ants, followed by another slightly larger group. After defeating these two groups, two carriers will fly into the city and start dropping black ants in multitudes. Destroy the carriers with your heavy weapons and mop up the remaining ants.

Mission 9

This mission introduces you to the powerful bipedal Walking Arms (also called Hectors). These enemies have various weapons attached to their arms, such as plasma launchers and machine guns with which to rain down destruction on any resistance. Along with these Walking Arms, there will be a small swarm of gunships attacking, which must be taken down as well. Use heavy weapons from up on the hill to take down the Walking Arms as quickly as possible, and move down to support the troops after the Arms are downed. Speed is of the essence here, as the Walking Arms will quickly take down your troops if they get near enough, and the mass of gunships will quickly overwhelm you without support.

Mission 10

Remember those Walking Arms you took down from the safety of the hill at long range last mission? Try that again, only minus the hill and the range. This is a sweep and clear mission, but instead of ants, you fight an army of Walking Arms. Fire at them with heavy weapons until they get in range, then switch to your assault rifle. While you won't be doing as much damage as quickly, each hit with the rifle will make them flinch, which will throw off their aim and keep you and your men a little bit safer until you can destroy any Arms nearby.

Mission 11

This is the first of the many cave missions you will face in the game. This mission takes place in a relatively enclosed space of a cave made into a bug nest. After a small group of black ants, you will walk into a large cave opening and face the largest single group of black ants yet. This fight is difficult with so many ants spitting acid your way. Make sure to dodge and take up defensive positions, falling back when you need to so as not to get surrounded. Keep firing at the oncoming horde and eventually you will thin their numbers enough for a victory.

Mission 12

Another new type of enemy will be encountered here, as you meet giant spiders for the first time. These enemies don't run as quickly as ants, but they can bound and leap through the air to cover ground more quickly. Their webs will do massive damage if they hit you, so you need to take these guys out quickly, and preferably from long range. If you are faced with a short range encounter with them, pump them full of assault rifle or shotgun ammo while rolling to the side to try and avoid as much web as possible.

Mission 13

This mission tosses you into the world of giant spiders in a big way. After defeating a small group of spiders at the start, a carrier will come down and drop a few dozen more for you to defeat. The carrier in this mission is invincible, so you'll just have to take care of the spiders as quickly as you can. The carrier will make a drop of enemies two more times, culminating in a battle in front of the needle with a massive horde of spiders from the carrier. This is the first mission with a vehicle available, in the form of a Gigantus Battle Tank. Its cannon is extremely powerful, but it sacrifices some of this firepower in armor, so watch out for incoming webs while driving it.

Mission 14

Its back to the beach on this one, although there's a large four legged visitor you probably don't want around. This mission introduces the Quadruped Fortress, a carrier / battle fortress hybrid that will be plaguing you for quite a few missions. After admiring it for a moment, you'll watch as it spits out a wing of Gunships that you will have to destroy. Once this is completed, it will start firing its underside laser turrets, blasting away at your friendly EDF troops. These can be taken out with heavy weapons fire, but are difficult to hit, as the walker keeps moving and covering its vital positions with its legs. After a moment, it will begin to launch out six Walking Arms that you will need to take out. Take these out quickly, as six Walking Arms will tear through your troops, and you will need some covering fire for the last wave of gunships. Weather this and the mission will be complete as you pull back and regroup.

Mission 15

In for another mission against the Quadruped Fortress, your job begins with a plasma cannon on the base of the beast opening up on you and your troops. Take this out with a heavy weapon and the fortress will respond by letting loose Hectors to attack you. You must defeat these quickly, as the fortress will start dropping out gunships, and it won't wait for you to finish with the Hectors before it does so. After finishing off these enemies the fortress will let loose with its laser cannons, which will probably decimate any troops you have left at this point. A bit of weathered fire later, you'll be treated to another wave of gunships, with a wave of Walking Arms following it shortly thereafter. Live through the hail of fire and destroy this set of enemies and you'll complete this mission.

Mission 16

Mission 16 will get you used to the idea of nest holes in missions. Some missions, such as this one, will have grey and red nest holes that will be sitting above the ground, from which ants and spiders will constantly crawl. The only way to stop these holes from spewing more aliens is to hit it with as much firepower as possible to collapse it in on itself in a huge fountain of dirt. This mission throws you through three of these nest holes that have hordes of black ants coming from and surrounding them, then finishes it off with a huge nest of spiders. The best tactic is to take out the nest hole as quickly as you can target it, in order to cut off enemy reinforcements, while keeping your self as far from the action as possible.

Mission 17

This is another nest mission, and will put your skills at winding your way through tunnels and aiming at enemies coming in at different angles to the test. From the start, you will have a group of spiders to the north, and a group of black ants to the south. Quickly run towards the group you want to kill off first, and defeat them as quickly as possible. If you can't do it quickly enough, you'll start to be flanked by the enemies coming from behind. If this starts to happen, quickly find a corridor that is relatively empty and back down it to take on the mixed group of enemies. Once you finally destroy both groups, another wave of enemies will appear in either direction, except that this time it will be mixed with black ants and spiders from the outset. Keep on fighting and taking different hallways to keep the enemy guessing, and you should be able to keep the enemy from gathering in enough numbers to swarm you.

Mission 18

Ahh, the Dino-mech. 120 feet of cyborg dinosaur destruction. To start this mission, you'll have a large contingent of the EDF in the front lines ready to do battle with the monstrosity. It will pound away at some civilians to start, then charge after the EDF troopers that have been pelting it with shots. Once it gets within range, it may continue rushing you and stomp on your compatriots, or it will stop to breathe fire. This flame breath will make short work of you, so make sure that you get out of the way when you see that it is about to breathe. If you get too close to it, it will attempt to stomp on you or crush you with one of its huge clawed hands. Both of these can be avoided by continually moving and dodging, never giving the Dino-mech a chance to get a good aim at you. Keep pounding on the monster and eventually, if it hasn't flattened you or burned you to a crisp, it will fall. If you need a bit more help, there is a Bazelato Attack Helicopter behind you at the start. Climb in and stay at about head height on the monster, hitting it with rockets and bullets. This will let you take off a nice chunk of his life while being able to avoid most of his charging and flame breath attacks. Eventually though, especially on the higher difficulties, you'll run out of ammo and have to jump out and close in to finish the job on foot.

Mission 19

This mission is another carrier mission, but this time instead of ants, the carriers drop spiders. Take out the carriers as quickly as possible to take down the number of incoming enemies. Try to stay within shooting range of the carriers while remaining as far from the spiders as you can. There are around 30 dropped each time that a carrier opens its hatches, so it is imperative that the carriers are taken down, or you will be quickly swarmed and webbed.

Mission 20

The Hectors have gained a new weapon, a huge plasma cannon that will lift you from your feet and send you flying, along with dealing a huge amount of damage. The best strategy here is to use a Sniper Rifle or a missile or rocket with a scope and take them out from as long of range as possible. This gives a greater chance to dodge the incoming plasma bolts and save yourself from being overwhelmed. If the robots get too close, switch to your close combat weapon (a rifle or shotgun works well) and shoot it as rapidly as possible to take it down. After two small waves of these, a huge wave of gunships will approach from two directions. Keep concentrating on the Hectors until the gunships close, then take them out as quickly as possible. While the gunships may be numerous, the Hectors will knock you off your feet, which will spell doom for you if too many come close, so they are your first priority. Keep hacking at the robots, and take out the remaining gunships until they are all finally defeated to finish the mission.

Mission 21

If you thought you had a handle on ants, this mission will make you think again. The black ants may have acid spitting on their side, but their big brothers the red ants have massively thick armor and jaws of doom. Not to mention numbers that dwarf anything you've seen so far. This mission can be played in one of two ways, each of which caters to a different style. The first is the run and gun style, where you sit back, hammer on the ants as they come in from across the beach, then switch to a close range weapon to take them out as they close. With this method, make sure that you keep your other troopers alive. You'll need them as meat shields for the three huge waves that will assault you. The second method is a bit more crafty. There is a tank at the far side of the beach, behind the first wave. Break through the ants, taking out most of them, and make a beeline for the tank. When you get to it, get in and rev that thing up to top speed. It's slightly faster than the ants, so some quick maneuvering will keep you ahead of them, where you can pound on them till they go down. You can keep this up through all three waves, and even if your allies go down, the horde won't be able to close in and finish the job as long as you keep on driving and staying out of their grasp.

Mission 22

A fairly simple mission on the surface, but it is made more difficult by the fact that you are surrounded from the outset. Up on the ridges of either side of the valley is an army of black ants and a scattering of Walking Arms. Staying in the valley is suicide, as the Hectors will bomb you in safety from the opposite side of the ridges. The only real way out is to head either north or south and climb up onto a ridge-line. From here you can more easily take out the opposing side. As with the last mission, take out the Hectors as quickly as possible, as their Plasma Cannons will knock you around, leaving the black ants with a golden opportunity to bathe you in their acid.

Mission 23

The stage is relatively simple, with nests in a fairly linear formation. It's a simple matter of keeping the numbers of aliens at each nest down while making an attack on the nest whenever you can. There is one point where you will have two nests nearby to one another, and keeping these hordes down will be a bit of a challenge. But, if you can take one nest down, there will be that many less enemies to try and overwhelm you.

Mission 24

This is another beach-side mission, which means very little cover from the advancing enemies. The mission will start with four Walking Arms up on the ridge behind you, and a swarm of gunships coming at you from the ocean. It's time trust in the ability of your troops as you take out the Walking Arms as quickly as possible, letting them deal with the gunships. If the Walking Arms get into range, they'll decimate your troopers, so it's important to take them out quickly. Once they are down, help mop up the remaining gunships and prepare for a second wave. This time, the gunships will come over the ridge with the Walking Arms out at sea, firing plasma cannons. Same strategy here, and once the Walking Arms are down, you should be easily able to take out the rest of the gunships and complete the mission.

Mission 25

In this mission, you'll begin at the top of a huge pit, with ants crawling around all over the place. Two strategies here, the first is to take your assault rifle, fall to the bottom, and set up in a defensible position. From an alcove or a covered area, you can keep a lookout for any nearby ants and hit them when they appear, darting out from time to time to pick up power ups. The other method is less direct. Equip a close ranged weapon for one choice, and the best ZE style weapon you have for the other. Throw the ZE turrets down into the pit as far as possible (they can shoot upwards easily, but they have a difficult time aiming down) and watch the carnage. Take out any ants that come up to your level and wait for the gunfire to die down, then repeat the process.

Mission 26

This mission is going to be a proverbial meat grinder. Start out by shooting some rockets or missiles straight ahead to help out the Ranger Team that is being attacked. Move in and help finish off this group, salvaging as many troopers from the battle as possible. Go through the hole that the ants came through and go straight through the chamber to a tunnel area. Here you will face a huge swarm of ants and spiders, although you'll receive some backup from another Ranger Team. There are three waves of black ants and spiders here, and they will appear after a certain amount of time has passed. This means that if you kill off one wave extremely quickly, you'll get a breather before the next to pick up items, but if you're too slow, you could be assaulted by all three waves at once, which may very well be too much to fight against.

Mission 27

Move, move, and keep moving. You'll start this mission surrounded by enemies, and more will be coming down the warren of passageways that make up this area. Break out through one passage and keep going. The soldiers you start with are goners, but you can use them as distractions to get set up a little bit further from the action. If you can find an alcove with two entrances, and think you can hold it, that's one valid option, as you can hop out of cover to grab items then hide again and wait for more enemies to find their way to you. If you don't think you can hold out, just keep running and watching your six. Take out anything in sight and use the different passageways to throw off pursuit while you reload.

Mission 28

You've infiltrated the nest, and now its time to take out the Queens at the bottom. Head forward quickly at the start of the level to meet up with a Ranger Team for some extra firepower. Ants will come pouring out of the tunnel ahead of you, and you'll need to take them out to continue. Move along after this group and meet up with another team, and then fight off the second wave. This will test your ability to keep an eye out above you, as many of the black ants here will be crawling on the walls and ceiling. Killing these will give you a bit of breathing space, but you'll have to continue on to the next group of aliens waiting to ambush you. This group is a large number of spiders. You have two choices here; Either you can run forward and save the troops being attacked, and fight in the more open area, or let them die, and fight in the tunnels leading up to this area. Depending on your play-style, either one is a valid choice. Continue on after killing off the spiders to a long tunnel system that will lead to another open area, and, incidentally, another swarm of ants. If you have explosives, you can make use of the long tunnels you just came down to take these out without much problem. Go uphill from the end of these tunnels, and you'll be led to another stretch of tunnel system. In this final stretch of tunnels, you'll meet up with a large contingent of EDF troopers, and continue on to the main hive area. In this area there are two Queen Ants that will spit massive amounts of acid and can breathe flames, along with a boatload of red and black ants. Stay down the tunnel and handle all the minions, then move in to take out the Queens when they are all destroyed for the safest course. Running directly in would be suicide.

Mission 29

This mission will introduce you to Assault Hectors. These Walking Arms are smaller than the ones you've dealt with before, and can't take quite the beating, but have exactly the same firepower as their larger brethren. The most important thing to do in this mission is to take out the carriers. With the carriers in the air, you'll be facing off against a limitless amount of these robots, so its important to take them out quickly. The mission isn't complex, but it is a good introduction to these new assault-type robots.

Mission 30

The mothership has landed, and it is vulnerable, but it is being guarded by five carriers and their attendant gunships and insects. Approach each carrier separately, where you'll fight a dozen gunships at once and the small number of spiders, black ants, or red ants that gather beneath them. Start your attack by hitting the carrier, hopefully knocking it out of the air, and your mission will be that much easier. When you make it to the mothership, it will take off and leave the field of battle, leaving you to mop of the remaining carriers and insects.

Mission 31

A small army of both small and large Hectors is moving in on the city, and its your job to stop them. The best thing to do in this mission is to pick a direction and run with it. Literally. Pick a flank and run to it, so you have range on the rest of the Walking Arms. This will let you take on only a few at a time without getting mobbed so quickly by the rest. Move quickly though, since they will all be moving in on your position. Take out the small Walking Arms first, so that there is less incoming firepower. Then pick off the large ones one by one.

Mission 32

This mission is a fairly straightforward affair, complicated by the sheer number of spiders that are incoming on your position. The only real strategy is to take as many out at range as possible, joining your sniper team in its action, then protect them with a close combat weapon from any that get through the sniper screen. There are three waves in total, so make sure you get through each wave with your team relatively intact, or you could very easily find yourself facing overwhelming numbers.

Mission 33

At the start of this mission, one of the other captains may say to move in closer. If you value your life, don't follow that order. Stay back and provide fire support for the advancing EDF troops, and move forward only as needed to destroy the carriers and get better firing lines. Once the first bunch of enemies are down, the Quadruped Fortress will start moving, and you'll have to try and take down the enemies that fall from it while avoiding the fortress' fire. Staying far from the fortress lets you take out the lasers guns on its underside a bit easier, and makes sure you don't get stomped on by the fortress itself. Three waves will arrive: one of black ants, one of gunships, and a last wave of black ants. Take these down as quickly as possible, since each wave will come out on a timer, and won't wait for you to finish off the previous one first.

Mission 34

This mission is a race against time. The Quadruped Fortress will continually drop waves of black ants and large Hectors, and it's your job to take the thing down. Destroy most of a wave, then attack the fortress the same way you would a carrier, in its drop hatch. Destroy any turrets that become active on it immediately, as these things will get more and more accurate as the fight goes on, and will kill off any friendly troopers with ease. When the fortress drops large Walking Arms, take them down before anything else, even turrets. Keeping them alive will let them concentrate fire on you, and the Hector's weaponry will knock you off your feet, where you will be an easy target for the fortress. Keep firing at the fortress' hatch every time you can manage it. Try to keep some range on the fortress, and eventually it will fall under your onslaught.

Mission 35

In this mountain mission you'll find three separate groups of insects, one of each type. While you'll end up fighting them all at once, you can start taking down one group before the advancing EDF troops make them angry and cause them to attack in force. The best of the three to pick would be the spiders, as they have powerful attacks and not much in the way of hit points. Hit them hard so that when they come, there won't be so many of them. Take out the rest of the ants and spiders, and another wave will be spawned out in the hills. This wave, unfortunately, is a mixed group, and it'll be hard to take them all out before they reach you. Keep range on them as much as possible, taking out targets of opportunity, then close in to finish them off when you have no other choice.

Mission 36

This mission is going to put all the skills that you've learned so far about picking targets and keeping range. The mission will start with a large number of black ants, large Hectors, and gunships out and around the mothership. Take out the large Hectors first, since their plasma cannons will devastate your troops, who you need in order to provide distractions for the gunships. Red ants and more gunships will join the battle as you fight, so make sure to keep an eye out for the heavily armored red ant reinforcements. Just when you start to take out a good number of enemies, the mothership will reveal its ace in the hole, the Genocide Cannon. This huge gun will obliterate everything in a wide arc when it powers up and fires. Try hitting it with everything you have when it arrives, but it is likely it will get at least one shot off. Make sure you've got distance on it at that point, because a direct hit will probably leave you dead. Once the cannon is destroyed, the mothership will launch another wave of gunships, which are easily taken down, and this will end the mission.

Mission 37

Another nest mission, this one takes place on the riverbank area of the city. It may seem counter-productive, but your best bet is to hang back a bit and advance slowly towards the nests, which are straight ahead of you. The first can be taken out easily, being directly in sight when using a scope at the start, so take this one down to rid the aliens of a quarter of their respawning ability. Once you make it to the river, take out the nest in front of you in the river to cut them down more. Even though you can see the third nest to the right, ignore it for now and head left. The nest to the right only produces ants, but the nest on the left is a spider nest, which, if left alone, will make for a ton of spiders that will be at too close a range to stop. Take down this nest, clear out the opposition, and destroy the last nest at your leisure.

Mission 38

This mission is another that works best as a run and gun style combat. You'll start by being surrounded by carriers, and each of them will drop out various insects. Take out one of the carriers and run towards the hole that it creates in the enemy's line. From under the hole, begin taking out the adjacent carriers, while watching the ground troops and taking them out when they get close. By staying under the widening hole, you'll create a buffer space which will let you take out the enemies that get replaced by the carriers at range, instead of being right up next to them and getting mobbed.

Mission 39

Remember that Vallak Dino-mech you took out? Well... It's back, and it brought a friend. This mission is much like the first, but now you have to contend with two of the monsters. The tactics are also generally the same, although you should concentrate on one before the other, that way you can cut down the incoming fir by half once one is defeated. Keep range, use the Helicopter for some extra help, and keep pounding away at the pair. Eventually, they'll go down.

Mission 40

Think Mission 18, but place it in a mountain valley. As if the battle against hundreds of red ants wasn't hard enough, you now have absolutely no range with which to put between you and your enemies. The best way to handle this mission is to fire at as many incoming enemies as you can to cut down their numbers, then switch to a guard position, shooting the ants off your troops before they can be killed. Every now and then an ant will target you individually, but for the most part you can rely on your troops to take the hits while you gun down every red ant that shows its face in the valley. As a last ditch effort if your troops are about to be overwhelmed, head to the far edge of the valley in either direction. You'll find a place to climb up onto one of the ridges here. While it won't keep the ants very long, it will give you more area to roll and dodge while you keep on firing at them.

Mission 41

Even though you have a carrier sitting right in front of you with its doors open, ignore it. Turn to the right and you'll see one that's even closer. Take this one out, or you will be swarmed with not only black ants, but the spiders that are taunting you from the carrier in front. After hitting this carrier and taking out the gunships and aliens, work on the one in front of you. Eventually, you'll have to get off the building, which you can do when Ranger 6 calls for help. Head to their location and use it as a starting point in a sweep to take out the remaining carriers.

Mission 42

You've met the Queen, now it's time to meet the King of the Ravager's insect forces. Giant spiders may be large, but these are huge versions of the normally vicious eight legged enemy. Their webs can reach across the entire city, and the number of threads they produce is astounding. Range is the only relatively sure way to handle them, as they can kill you instantly if they strike a direct hit when they are in close. Hit the one that you can see from the start with everything you have, and only switch to taking out the smaller spiders when you have to. After killing the first King spider and killing some of the little ones, another wave of spiders and a King spider will appear to the northeast. Ignore these for now, since they won't attack till you get closer or accidentally hit one of them. Take out the other King spider and its minions the same way as the first, and then finish up with the reinforcement wave.

Mission 43

From the start, head towards the red ants and over the hill that they are coming from. Take them out as you go, but ignore the large Hector. If you stop to attack it, you give the other bugs a chance to group up and swarm you, which you can't afford quite yet. Once you're over the hill, you'll see the nest the red ants are coming from, which you need to destroy. Do this and take out the large Walking Arms also by that nest. From here, keep heading in the same direction and a nest of spiders will spawn dead ahead. Approach this one more cautiously and use the same tactics as Mission 37 of closing but keeping distance as needed to make your way to the gully. Look down and hit the nest while taking out the spiders that spawn. From here, it is a simple matter to sweep to the other nests in the area and take them out one by one.

Mission 44

Much like the last mission that you had where you started above the majority of the bugs, this pit mission works the same as before. Take grenades, bombs, or ZE turrets with you and throw them in while remaining out of direct sight of the dozens of spiders in the pit. Keep reloading and taking out those that come up to your level, and eventually you'll wear down their numbers enough that you can drop down, collect the enemy's power ups, and finish off the last few remaining spiders.

Mission 45

This mission is deceptively simple, and consists of two mad dashes and a lot of firing. You start on a bridge, and just ahead are three nests, a bunch of black ants and a large number of spiders. Run forward and make it to the platform in front of you, shooting anything you can while you move. *Don't* fall, as if you do, you'll have to climb back up to where you were, while battling more bugs the entire time. Once on the first platform, you can hit two of the three nests with a ranged weapon from where you are. Take them both out and rush to the next platform across the bridge. From here you can see the spider's nest, which can be taken out with a few more well placed shots. After this, it's a mop-up.

Mission 46

This mission is you and three men with flame throwers against about 50 giant spiders. In a departure from your normal old close combat/sniper rifle or missile set up, take a ZE turret as your main weapon and an area of effect weapon as your secondary (rocket launcher or missile launcher preferred). From the start, fire off a rocket or two to clear out a bit of space in the area ahead. Quickly switch to the ZE and drop one (or two, if you're using one that has a large turret capacity). Now, quickly turn and run the other way down the corridor. At the Y junction, place another ZE turret so that it can fire down both the areas in the Y junction. From here, switch to your rockets and continually fire down each hallway as spiders appear. Every time your ZE turrets die out, lay down another to replace it, and hold that Y junction. Soon, you'll be able to venture out and collect power ups, killing off the last few of the spiders that were more cautious than their brothers.

Mission 47

Mission 28 introduced you to the Queens, and Mission 42 brought you the Kings. Now its time to face both of them at once, along with dozens of black ants and spiders around to defend them. From the start you can see a Queen Ant up on the needle, but ignore it and head west. It is important to go far west and make a sweep of the area, otherwise you'll have to face at least a pair of Kings and Queens at once, which will likely be fatal. Take out the King of each group first, as the spider has a far more powerful attack than the Queen, and make sure not to use any long ranged weapons where they could pass by and get the attention of another group. Keep up the sweep and replenish your life from health kits in between. After clearing out four of these groups, you'll be in the clear.

Mission 48

The biggest horde of insects that you've ever fought will be coming at you in this mission. Pound on the incoming group and stay with your troops as much as possible for a bit of cover, and when the first group of enemies is almost defeated, get back to the area that you started the mission in. This may not seem like it helps, but it is equidistant from the next two waves that will come at you from either side. You'll get some reinforcements here as well, just behind where you started, so this is another reason to return to the start. Clean out most of one side of the ambush and then turn to help with the rest, so that you only have to worry about one half of the battle at a time. Once this group is cleaned up, return to the center and destroy the last enemies of the second wave, spawning three groups in the third wave. This wave will be separated by enemy type, with a group of spiders in one direction, red ants in another, and black ants in the third. Take out a large portion of the spiders, then focus on the red ants before they arrive at your position. Once you have them down, get rid of the rest of the black ants and surviving other two types to clear the mission.

Mission 49

Four men against 12 Elite red gunships. These gunships not only have more firepower, but are MUCH faster than the silvers and have more than 5 times the armor. The best method for taking these down is to use a sniper rifle to get the attention of one, then shooting it and the friends it brings till they go down, without attacking any of the additional ones flying in the distance. This will net you a battle of three Gunships to your four men each time you grab a group, which will greatly increase your chances of taking them down. These enemies move too fast for effective assault rifle fire, but every now and then one will swoop in close enough for you to tag it with a few rounds for some quick damage. So watch out for those opportunities.

Mission 50

Like the Vallak Dino-mech, this unknown monster is a large vaguely reptilian cyborg beast. Unlike the Vallak, it carries two huge plasma cannons on its back which will either kill you if they hit you, or make you wish you were dead if they don't kill you. It also has ports in its body which fire purple plasma grenades, which will explode and deal massive damage to anything near it. Luckily, it doesn't breathe fire, and the grenades can be watched for and avoided, so you can get up somewhat close to this one so that the cannons can be largely avoided. The main thing to watch out for as you're at a close range to it is its feet, as it will stomp you into the ground easily, which will set it up for firing off some grenades, hitting you while you are trying to rise. The battle itself is fairly simple, with you keeping a short to mid-range attack pattern on it, and it attempting to close or run to hit you more effectively with various attacks. Keep pounding on it and you'll succeed in killing this new alien menace.

Mission 51

Here's another mission that will taunt you with a carrier right at the start that you should not shoot. Instead, look to your right and fire at that one instead. Moving over towards this position will allow you to start a sweep of the carriers, where the middle position would have gotten the attention of 6 Walking Arms, about 30 gunships, and all the bugs that each carrier dropped, which is probably not what you want. After destroying this first carrier and moving a bit to the east, you can attack any of the Walking Arms that have activated during your fighting, and then return to picking off the carriers one by one. Each carrier will be guarded by some gunships, bugs, and Hector Walking Arms that are standing nearby each of them in order to provide a safety area for the next assault. Take it slow, don't attack more than you can handle, and you'll make it through this mission.

Mission 52

The aliens are done playing around, and are about to hit you with everything they have left. This mission starts with more ants than have been in any other level so far, and over 100 gunships converging on your position. Not only that, but there are four large Walking Arms in the back firing plasma cannons that will knock you from your feet. Start by hitting as many of the incoming ants as you can, then switch to an assault rifle or shotgun and start firing and dodging for your life. You'll be hitting something with every shot you fire, and it is almost impossible to get to a safe place for even a half second. Keep firing to thin out their numbers enough that you can somewhat safely ignore the gunships and ants, and take out the Walking Arms to get rid of that artillery fire. Once you are about to finish off the last of the enemies, return to your starting position. Killing the last enemy here will cause two carriers to drop in, along with a small contingent of Elite red gunships. Ignore the Elites, as your infantry backup will be toting Zero Laser Rifles that are extremely effective against them. Instead, fire on one of the two carriers until it goes down, then taking on the approaching ant horde and the two Queens leading it. You can't do this one piecemeal like the previous levels, so you will have to take down both to keep going. Concentrate on one, then the other, and keep on hitting the carriers when you can. Doing this will complete the mission and lead you to the mothership's doorstep.

Mission 53

The final battle. This mission will start with you and Omega Team taking on large Hectors and silver gunships, and culminate with you most likely single-handedly taking on the mothership and its awesome power. Start by clearing away any of the buildings in the way between you and the Walking Arms. Don't worry, they will be destroyed in any case, and none of the civilians are expecting their house to be there after a mothership crashes on top of it. Hit the carriers that the Walking Arms dropped from, unless you enjoy fighting an endless supply of them. After that, take down the Walking Arms, with your troops supporting, and you'll be able to easily take down any gunships that come in, with the troops picking off the majority of them before you can even react. Killing this wave will cause the mothership to lower its Genocide Cannon, repaired from the last time you faced it. Destroy it quickly or it will fire and wipe out any remaining troops you may have left. Destroying the cannon will reveal its weak point, a red underbelly from where the cannon came. Whenever you see this area, fire at it with whatever heavy weapon you are using to deal the ship damage. Beware though, it will slide a protective plate over this port to keep it from being hit, so you won't always have a clear shot. Making this even harder is the fact that the mothership will launch a series of cannons from all around it that act just like the plasma launchers the Walking Arms carried. These cannons can be destroyed, but there are over 200 of them, so it probably isn't worth the time required to snipe each one. After a while, the mothership will launch its third attack form, a ring of plasma cannons that fire off huge green beams of plasma energy that will sweep you off your feet if they hit. Keep up the pressure on the weak spot, and destroy the cannons whenever you don't have a clean shot, and eventually the mothership will come down, saving the Earth from the Ravagers.

Weapon Descriptions

Assault Rifle

This weapon has a fast firing rate with a relatively low damage per shot, made up for by the fact that it is relatively accurate. It may not matter that you're doing only a small amount of damage with a single bullet when you're hitting with dozens each second. Used mostly for closer ranged battles, some of the scope equipped varieties can also be used for some mid-ranged sniping. There is also a special version of some assault rifle models called Bound Guns, which use special bullets that rebound off walls while retaining their full effectiveness.

Shotgun

Used for close combat, this gun works much like the assault rifle, but fires off a huge burst of bullets all at once. Inaccurate, due to its bullet spread, but when an enemy is close by, it can deal devastating amounts of damage. Bound Gun versions of some shotguns are also available, allowing you to ricochet bullets off buildings and walls to take down enemies around corners.

Sniper Rifle

Sniper rifles excel in long range combat, where their slow firing speeds and long recharge times aren't an issue. These generally have a long range scope and are incredibly accurate, allowing you to place a bullet precisely as desired hundreds of meters away.

Rocket Launcher

Rocket launchers are used for long ranged combat, and especially excel at taking out groups of enemies at once. These rockets don't home in on enemies, so they have to be fired somewhat accurately, but their blast radius allows them to damage or kill multiple bugs at once with a well placed rocket.

Missile Launcher

Used for taking down single targets, and are especially useful for flying enemies. Missiles home in on nearby enemies after a short flight time, allowing for precise strikes on fast moving enemies like gunships. They can also be used on the undersides of carriers, as long as you watch out not to hit the hatch armor plating when firing.

Grenade

Grenades are close to mid-range hand-held weapons that are lobbed in an arc at opponents. While these weapons seem to be rather weak at first, their utility comes into play in missions that take place in ravines and other areas with multiple levels. In these areas, you can lob grenades at opponents without worrying about counter-attacks due to the height difference between you and the enemy. There is also a special variety of grenade, called firecrackers, which do less damage per explosion, but split into dozens of smaller explosives to do damage over a larger radius.

Grenade Launcher

This weapon allows you to launch grenades a much further distance than they could normally be thrown, making the grenade a much more useful weapon in more generalized situations. This does sacrifice some of the ability to accurately place the grenade when it lands, however.

Acid Gun

These special weapons fire of sprays or spreads of acid, burning away at the alien's armor. They act much like an equivalent assault rifle or shotgun, although they tend to have much less range, and their projectiles arc while flying through the air.

Flame Thrower

These weapons have extremely short ranges, but deal out massive amounts of damage to anything they touch with their flames. These weapons are dangerous to use, since getting close enough to use them means that the enemy can deal damage back easily, but a short burst from a flame thrower can put out more damage than almost any weapon in the game.

Bomb

Bombs are an interesting weapon, favoring a more hit and run style of combat than the other weapons in the game. These weapons are placed around the level, with the activation button exploding them when you finally decide to blow the charges. This lets you set up ambushes for groups of aliens, enveloping them in huge explosions while you are at a safe distance, placing more surprises for the survivors.

Mine

Mines act much like bombs, except that they spread a large number of flechette rounds across an area when activated. These are more useful for taking down groups of ants or spiders, while bombs are more useful for taking down Walking Arms or Dino-mechs.

Turret

These weapons provide another interesting variation in play style. Rather than directly attacking the enemy, you can place these guns on the ground, then activate them at will, starting them tracking enemies and firing. They have a limited ammo supply, and will explode when they run out, allowing you to place more of them. This is another ambush style weapon, letting you kill from afar with your own weapon while letting these do the grunt work.

Weapons Charts

Weapon Name	Category	Attack Information								Drop Info	
		Ammo	Damage	Reload	Projectiles Per Shot	Fire Rate	Burst Fire	Blast Radius	Secondary Mode	Difficulty	Stage
AF14	Assault Rifle	120	10	1.5	1	12	1	0	None	Normal	1
AF14RA	Assault Rifle	200	6	2.5	1	30	1	0	None	Normal	3
AF14ST	Assault Rifle	10	70	1.5	1	3	1	0	None	Normal	6
AF14RAR	Assault Rifle	150	5.4	2	1	60	1	0	None	Normal	10
AF14-B3	Assault Rifle	30	40	1.5	3	2	3	0	Zoom 2	Normal	12
AF15	Assault Rifle	120	17	1.5	1	12	1	0	None	Normal	16
AF15ST	Assault Rifle	8	105	1.5	1	3	1	0	None	Normal	21
AF16	Assault Rifle	100	23	1.5	1	12	1	0	None	Normal	27
AF-V	Assault Rifle	105	12	1.5	2	12	1	0	None	Normal	29
AF16RA	Assault Rifle	200	12	2.5	1	30	1	0	None	Normal	34
AF17	Assault Rifle	120	26	1.5	1	12	1	0	None	Normal	40
AF18	Assault Rifle	120	30	2	1	15	1	0	None	Normal	49
AF18RA	Assault Rifle	250	18	2.5	1	30	1	0	None	Hard	8
AF18X	Assault Rifle	140	50	2	1	12	1	0	None	Hard	10
AF19	Assault Rifle	10	230	1.5	1	15	1	0	None	Hard	14
AF19ST	Assault Rifle	120	44	1.5	1	4	1	0	Zoom 2	Hard	21
AF19RA	Assault Rifle	250	33	5	1	30	1	0	None	Hard	31
AF19X-B3	Assault Rifle	120	150	1.5	3	2	3	0	Zoom 2	Hard	41
AF20	Assault Rifle	140	92	2	1	12	1	0	None	Hard	46
AF20ST	Assault Rifle	5	1200	5	1	4	1	0	None	Hardest	12
AF20RAR	Assault Rifle	999	26	3	1	60	1	0	None	Hardest	21
AF21-B4	Assault Rifle	140	210	3	4	2	4	0	None	Hardest	28
AF99	Assault Rifle	160	140	2	1	15	1	0	Zoom 2	Hardest	34
AF99ST	Assault Rifle	20	700	3	1	4	1	0	None	Hardest	39
AF100	Assault Rifle	180	160	2	1	15	1	0	Zoom 2	Inferno	27
Buffalo G1	Shotgun	8	19	4	10	1	1	0	None	Normal	1
Buffalo G2	Shotgun	8	15	4	20	1	1	0	None	Normal	8
Governor 25	Shotgun	8	18	4	25	1	1	0	None	Normal	19
Wideshot	Shotgun	8	22	4	20	1	1	0	None	Normal	24
Wideshot VR	Shotgun	8	26	4	20	1	1	0	None	Normal	30
Sparrow Shot	Shotgun	10	21	3	10	4	1	0	None	Normal	32
Buffalo G3 Burst	Shotgun	8	40	4	30	0.6	2	0	None	Normal	37
Buffalo G3	Shotgun	8	40	4	15	1	1	0	None	Normal	42
Sparrow Shot M2	Shotgun	10	29	5	15	5	1	0	None	Hard	12
Governor 50	Shotgun	8	40	4	50	1	1	0	None	Hard	16
Wideshot A1	Shotgun	10	60	5.3	25	0.92	1	0	None	Hard	26
Buffalo G4	Shotgun	15	90	8	15	1	1	0	None	Hard	37
Wideshot A1VR	Shotgun	10	72	5.3	25	1	1	0	None	Hard	43
Buffalo G9	Shotgun	13	110	8	15	1	1	0	None	Hardest	11
Sparrow Shot M3	Shotgun	15	45	5	15	6	1	0	None	Hardest	19
Governor 100	Shotgun	6	60	4	100	0.66	1	0	None	Hardest	37
Buffalo GSS	Shotgun	15	170	8	15	1	1	0	None	Hardest	42
Sparrow Shot MX	Shotgun	16	80	4	15	4	1	0	None	Hardest	48
Buffalo Wide	Shotgun	15	220	6.7	15	1	1	0	None	Inferno	37

Weapon Name	Category	Attack Information								Drop Info	
		Ammo	Damage	Reload	Projectiles Per Shot	Fire Rate	Burst Fire	Blast Radius	Secondary Mode	Difficulty	Stage
MMF40	Sniper Rifle	5	110	2	1	0.5	1	0	Zoom 4	Normal	1
MMF40RA	Sniper Rifle	5	65	2	1	2	1	0	Zoom 4	Normal	5
Stringer	Sniper Rifle	1	500	5	1	1	1	0	Zoom 8	Normal	9
MMF41	Sniper Rifle	7	200	2	1	0.5	1	0	Zoom 6	Normal	13
MMF41-B3	Sniper Rifle	7	110	2	3	0.5	3	0	Zoom 4	Normal	19
Lysander	Sniper Rifle	7	550	4	1	0.33	1	0	Zoom 8	Normal	28
MMF42	Sniper Rifle	5	270	2	1	0.5	1	0	Zoom 4	Normal	36
MMF42RA	Sniper Rifle	20	50	2	1	10	1	0	Zoom 6	Normal	45
Zero Laser Rifle	Sniper Rifle	180	100	None	1	60	1	0	Zoom 4	Bonus 1	
MMF43	Sniper Rifle	8	440	3.3	1	0.5	1	0	Zoom 4	Hard	13
MMF43-B2	Sniper Rifle	10	300	3.3	2	0.5	2	0	Zoom 4	Hard	21
Stringer J2	Sniper Rifle	1	2000	3.5	1	1	1	0	Zoom 4	Hard	28
MMF50	Sniper Rifle	20	660	5	1	1	1	0	Zoom 12	Hard	33
Five Card XA	Sniper Rifle	8	120	3	5	0.5	1	0	Zoom 4	Hard	37
Lysander 2	Sniper Rifle	7	2700	4	1	0.33	1	0	Zoom 8	Hard	43
MMF100	Sniper Rifle	10	820	3.3	1	0.9	1	0	Zoom 4	Hard	48
Five Card XB	Sniper Rifle	8	240	3	5	0.5	1	0	Zoom 6	Hardest	11
MMF200	Sniper Rifle	11	990	3.3	1	1	1	0	Zoom 4	Hardest	27
Lysander F	Sniper Rifle	7	3800	4	1	0.33	1	0	Zoom 10	Hardest	44
Lysander Z	Sniper Rifle	8	5500	4	1	0.33	1	0	Zoom 10	Inferno	42
Stingray M1	Rocket Launcher	2	100	1.8	1	1	1	5	None	Normal	1
Stingray ST	Rocket Launcher	2	130	1.8	1	1	1	7	None	Normal	2
Volcano 3A	Rocket Launcher	2	100	1.5	3	1	1	6	None	Normal	10
Stingray ST2	Rocket Launcher	2	180	1.5	1	1	1	10	None	Normal	15
Volcano 3W-Burst	Rocket Launcher	4	65	1.5	12	1	4	6	None	Normal	19
Cascade 1	Rocket Launcher	20	120	5	1	6	1	2	None	Normal	21
A1 Plasma Launcher	Rocket Launcher	4	200	None	1	2	1	40	None	Normal	24
Goliath D1	Rocket Launcher	1	600	3	1	1	1	12	Zoom 3	Normal	36
Stingray M2	Rocket Launcher	3	230	1.5	1	1	1	8	None	Normal	42
Stingray M3	Rocket Launcher	5	280	1.5	1	1	1	9	None	Hard	9
A2 Plasma Launcher	Rocket Launcher	20	150	None	10	1.5	1	6	None	Hard	15
Cascade 2	Rocket Launcher	10	200	1.5	1	6	1	6	None	Hard	19
Goliath D2	Rocket Launcher	1	1200	4	1	1	1	15	Zoom 7	Hard	25
Stingray M4	Rocket Launcher	4	500	1.5	1	1	1	10	None	Hard	34
Volcano B10	Rocket Launcher	10	400	3	10	0.75	10	10	None	Hard	41
Goliath Z	Rocket Launcher	1	2500	4	1	1	1	20	Zoom 7	Hardest	11
Volcano 6W	Rocket Launcher	2	300	3	6	1	1	10	None	Hardest	17
A3 Plasma Launcher	Rocket Launcher	20	1000	None	1	2	1	30	None	Hardest	23
Stingray M99	Rocket Launcher	5	1200	2	1	1	1	15	None	Hardest	32
Stingray MF	Rocket Launcher	5	1500	2	1	1	1	15	Zoom 4	Inferno	30
Genocide Gun	Rocket Launcher	1	1000000	3.3	1	1	1	75	Zoom 6	Bonus 5	

1

Weapon Name	Category	Attack Information								Drop Info	
		Ammo	Damage	Reload	Projectiles Per Shot	Fire Rate	Burst Fire	Blast Radius	Secondary Mode	Difficulty	Stage
Air Tortoise 01	Missile Launcher	1	400	10	1	1	1	10	None	Normal	1
ME1 Emerald	Missile Launcher	2	150	1.5	1	1	1	5	None	Normal	2
MLRA	Missile Launcher	10	32	3	1	6	1	1	None	Normal	4
Air Tortoise 02	Missile Launcher	1	800	10	1	1	1	20	None	Normal	7
ME2 Emerald	Missile Launcher	2	150	1.5	1	1	1	5	None	Normal	10
MLRA-2	Missile Launcher	10	32	3	1	6	1	1	None	Normal	21
ME3 Emerald	Missile Launcher	2	200	1.5	1	1	1	5	None	Normal	32
MLRA-3	Missile Launcher	30	50	5	1	10	1	1	None	Normal	45
Prominence M1	Missile Launcher	1	1500	5	1	1	1	15	Zoom 6	Hard	11
Fork-A20	Missile Launcher	1	50	3	20	1	1	1	None	Hard	15
MLRA-TW	Missile Launcher	20	100	5	2	10	1	1	None	Hard	25
MEX Emerald	Missile Launcher	4	400	1.5	1	1	1	7	None	Hard	40
Air Tortoise ME	Missile Launcher	1	4000	10	1	1	1	30	None	Hard	48
Prominence M2	Missile Launcher	1	4000	5	1	1	1	20	Zoom 6	Hardest	31
Fork-X20	Missile Launcher	1	90	3	20	1	1	2	None	Hardest	40
Prominence MA	Missile Launcher	1	15000	20	1	1	1	40	Zoom 6	Inferno	29
MG10	Grenade	1	200	0	1	1	1	5	None	Normal	1
MG10J	Grenade	1	600	0	1	0.5	1	5	None	Normal	1
MG11	Grenade	1	300	0	1	1	1	10	None	Normal	5
MG12	Grenade	1	500	0	1	1	1	10	None	Normal	12
MG13	Grenade	1	2500	0	1	1	1	20	None	Normal	18
MG13J	Grenade	1	2500	0	1	0.5	1	20	None	Normal	25
MG14	Grenade	1	1400	0	1	1	1	11	None	Normal	30
MG14J	Grenade	1	2000	0	1	0.5	1	12	None	Normal	33
MG20	Grenade	1	2500	0	1	1	1	13	None	Hard	12
MG21J	Grenade	1	4000	0	1	0.5	1	17	None	Hard	32
MG29SJ	Grenade	1	7000	0	1	0.5	1	20	None	Hardest	15
MG30	Grenade	1	3500	0	1	1	1	25	None	Hardest	48
UM1 Grenade Launcher	Grenade	4	110	2	1	2	1	7	None	Normal	1
UM1-J Grenade Launcher	Grenade	4	180	2	1	2	1	11	None	Normal	6
Stampede M1	Grenade	1	100	5	10	1	1	5	None	Normal	12
UM2 Grenade Launcher	Grenade	4	200	2	1	2	1	8	None	Normal	16
UM2-J Grenade Launcher	Grenade	4	280	2	1	2	1	12	None	Normal	27
UMRA Grenade Launcher	Grenade	12	100	3	1	7.5	1	5	None	Normal	37
UM3-J Grenade Launcher	Grenade	4	400	2.7	1	2	1	13	None	Normal	41
Splash Grenade	Grenade	1	200	6	20	1	1	8	None	Normal	47
Sticky Grenade Prototype	Grenade	1	150	6	20	1	1	8	None	Hard	8
UM4 Grenade Launcher	Grenade	5	450	3	1	2	1	9	None	Hard	14
BRUTE-J Triple Grenade Launcher	Grenade	2	600	2.7	3	2	1	15	None	Hard	19
Splash Grenade α	Grenade	1	1000	6	20	1	1	10	None	Hard	30
BRUTE Triple Grenade Launcher	Grenade	2	600	4	3	2	1	9	None	Hard	39
Sticky Grenade	Grenade	1	400	6	20	1	1	10	None	Hard	45
Stampede M2	Grenade	1	400	6	25	1	1	7	None	Hard	46
CRUMBLE Twin Grenade Launcher	Grenade	2	1100	3	2	1	1	16	None	Hardest	15
Sticky Grenade α	Grenade	1	5000	3	1	1	1	20	None	Hardest	31
UMAX Grenade Launcher	Grenade	4	2000	6	1	1	1	20	None	Hardest	40
Stampede XM	Grenade	1	1000	6	30	1	1	12	None	Hardest	46

Weapon Name	Category	Attack Information								Drop Info	
		Ammo	Damage	Reload	Projectiles Per Shot	Fire Rate	Burst Fire	Blast Radius	Secondary Mode	Difficulty	Stage
Acid Shot Prototype	Special	20	10	3	6	2	1	0	None	Normal	16
Acid Gun	Special	300	15	3	1	60	1	0	None	Normal	44
Acid Shot	Special	20	35	5	40	0.5	1	0	None	Hard	30
Wide Acid Gun	Special	20	37	3	20	2	1	0	None	Hardest	15
Super Acid Gun	Special	300	55	3	1	60	1	0	None	Hardest	23
Burner	Special	60	0.1	3	1	4	1	0	None	Normal	1
Flame Thrower	Special	60	0.1	3	1	4	1	0	None	Normal	11
Flame Thrower α	Special	180	0.4	3	1	8.57	1	0	None	Hard	15
Flame Cannon	Special	60	0.9	3	1	8.57	1	0	None	Hardest	20
Magma Cannon	Special	80	1.3	3	1	8.57	1	0	None	Inferno	34
C24 Hand Bomb	Special	5	450	10	1	1.5	1	10	Set	Normal	6
C24 Bomb	Special	5	1000	10	1	1.5	1	20	Set	Normal	35
C25 Special Bomb	Special	20	1500	15	1	3	1	15	Set	Hard	22
C26 Bomb	Special	5	6000	10	1	1.5	1	30	Set	Hard	48
C70 Bomb	Special	10	12000	10	1	1.5	1	40	Set	Hardest	36
Y10 Impulse	Special	15	15	30	1	3	1	1	Set	Normal	16
Y10 Wide Impulse	Special	20	17	30	1	3	1	1	Set	Normal	43
Y11 Impulse	Special	30	20	30	1	3	1	1	Set	Hard	16
Y11 Anti-Aircraft Impulse	Special	30	40	30	1	3	1	1	Set	Hard	43
Y20 Impulse	Special	40	20	30	1	3	1	1	Set	Bonus 3	
Y21 Impulse	Special	20	125	30	1	3	1	1	Set	Inferno	27
ZE-GUN	Special	3	20	20	1	1.5	1	0	Set	Normal	13
ZER-GUN	Special	2	4.5	20	1	1.5	1	0	Set	Normal	26
ZE Sniper	Special	4	50	20	1	1.5	1	0	Set	Normal	41
ZE Launcher	Special	3	200	20	1	1.5	1	5	Set	Bonus 2	
ZERA-GUN	Special	2	40	20	1	1.5	1	0	Set	Hard	43
ZE-GUN10	Special	10	80	20	1	1.5	1	0	Set	Hardest	40
ZEX Launcher	Special	3	900	20	1	1.5	1	15	Set	Hardest	48
ZEXR-GUN	Special	3	70	20	1	1.5	1	0	Set	Inferno	32
Firecracker 1	Special	1	30	0	10	0.5	1	1	None	Normal	11
Firecracker 2	Special	1	50	0	30	0.5	1	1	None	Normal	39
Firecracker 3	Special	1	100	0	30	0.5	1	2	None	Hard	8
Firecracker 4	Special	1	90	0	60	0.5	1	1	None	Hard	39
Burst Firecracker	Special	1	320	0	30	0.5	1	4	None	Hardest	19
P78 Bound Gun	Special	120	12	1.5	1	12	1	0	None	Normal	7
P79 Bound Gun	Special	200	8	2.5	1	30	1	0	None	Normal	23
P80 Bound Gun	Special	120	28	1.5	1	15	1	0	None	Hard	23
P89 Bound Gun	Special	30	200	3	1	12	1	0	None	Hardest	25
PX50 Bound Shot	Special	8	40	6	50	1	1	0	None	Bonus 4	

Frequently Asked Questions

How do I unlock the bonus weapons?

Bonus weapons are unlocked through completing all missions on a single difficulty. The weapons that are unlocked on each difficulty are: Zero Laser Rifle (Easy), ZE Launcher (Normal), Y20 Impulse (Hard), PX50 Bound Shot (Hardest), Genocide Gun (Inferno)

How do I unlock all the weapons?

Unlocking all the weapons takes a combination of perseverance and luck. To unlock a specific weapon, take a look at the chart and see where it starts to drop. From here, find a mission that is at or above that mission on that difficulty that you can easily defeat. If the mission has a lot of enemies, even better. Keep completing that mission and picking up all the weapon drops that appear and hope for the best. One of the best missions that we've found has been Mission 46. This mission has dozens of chances at a weapon drop, and once you have the pattern down, you can deal with the incoming spiders relatively easily.

How do I take down the Dino-mech?

The Vallak Dino-mech can do a ton of damage with its flame breath to anyone in its vicinity. So don't be around it! Use range on the dinosaur, firing rocket after rocket at it, and keeping range by running backwards constantly or using an SDL Jet Bike if its available in that stage. Another trick is to use the helicopter. If you get the helicopter at the right height, you can avoid the flame breath, and only have to really watch out for its flailing arms and surrounding buildings.

I can't beat the mission! I get swarmed, how do I get through it?

For any mission that takes place on the surface, you can usually use a sweeping method by getting to the flank of the enemies on the radar and moving inwards. If you move slowly, you can get to a point where you will only get the attention of the closest group of enemies, without letting the ones further out see you and come swarming in. For cave missions, or other missions that involve swarms of enemies that come in as a part of the mission, use sentry guns or area of effect weapons. Anything that can slow a large group down is incredibly helpful, and sentry guns will definitely do that. Another thing to remember is that you can gain health through getting armor pickups throughout the levels. Each armor you pick up gives you 1.2 health (rounded down), so it may just be a matter of going through some easier levels and amassing more armor.