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|Introduction
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Welcome to my walkthrough of Colony Wars Vengeance, one question you may be wondering is why write an FAQ on a game that is released way back in 1997, is because this remains as one of the best sci-fi space shooter I had ever played. The guide will cover the basics of the controls, the weapons, some strategy and of course a full walkthrough highlighting what is needed in order to complete a mission.

This walkthrough may incorporate an in-depth explanation of the storyline in future should I find some free time amongst other guides I will be writing. Also, don't smash my door down if I got the navigating within the guide a small bit wrong, I had to re-do it 3 times since is quite confusing. Having said all this, this guide is complete and it will be more than sufficient to help you play through Colony Wars Vengeance. Happy gaming.

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|Controls (1.1)
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Before you go diving into the battle scene, here are your controls.

D-Pad: Change direction of
X : Fire primary weapon, hold down for rapid firing.
[]: Change primary weapons
O : Fire secondary weapon, press once to ready/lock-on, again to fire
/\: Change secondary weapons, abort armed secondary weapon
L1: Increase reverse thrust
R1: Increase thrust
L2: Roll left
R2: Roll right
Select: Change Views
Hold R1 + L1: After Burners
Hold L2 + R2: Reverse View
O during reverse view: Fire Missile Diverter.

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HUD
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The basics of what each of the objects in screen means.

On the left at the top, it shows the thrust. Green is for forward whilst red means you are using reverse.

Underneath it, it shows weapon conditons - every time you fire the bar fills red, when it reaches to maximum, the weapon's rate of fire will decrease. However, this is in terms of heat, some primary weapons requires it to heat up before firing, whatever it is, the ideal firing condition when the bar is absolutely stationary. If you use after burners, the bar will temporarily switch to blue, as it fills up it it shows how much of it it have left. You can use it again if it cools right down again

Go across to the other side, the yellow and red bar. It is the health of the ship. Yellow represents shield and red represents hull. Shield decreases before hull and once the red bar is gone you are gone.

The bar with red dots is the number of missiles/pods you have left. One bright red dot for every one you have.

Below the bars on the left, it shows the primary weapon equipped, on the right is the secondary weapon you have equipped.

If you look at the screen or on the radar you will see different colours. Blue is the Navy(you) and Green(League) is the enemy as well as Purple which will appear in the latter parts of the game. Small dots represent small ships and bigger squares represent Large fleet on the radar.

There is a bar on top of the screen. The function of it differs between

missions, sometimes it shows distance between you and the target in front of you, others it is a timer. Is quite important to pay attention to it at times.

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| Weaponary (1.2)
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Below is description for each type of weapon you will come across, I have included some small diagram on the approx. style of each weapon.

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Primary Weapons: (1.2.1)  
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These are dependant on the specific craft and is available in all missions provided the ship you have has it

////////|\\\\\\\\ - - - - -
Anti-Shield Laser
\\\\\\\\|//////// - - - - -

Almost all enemy ships including yours are equipped with shields, this laser is adept at draining the energy of shields exposing the hull of the ship for the final damage. However, this laser do no damage against physical hull of the ship at all making so once the shield is down you have to switch weaponary. It is a double firing laser firing one after the other with low overheat. The colour is purple. Personally, I will not use this against normal ships as you have switch weapon too often and will distract you from your flying. But against Command ships it is an ideal type of weapon. Reason why I do not recommend this on normal ships is when the shield is gone it gives virtaully no indication except a few sparks which one might mistaken for a missed shot.

This appears in Hex, Wraith, Spook and Diablo.

//|\\ - - - - -
Laser
\\|// - - - - -

The basic laser that is red orange in colour. It deals damage to shield but also deal low damage to hull. The damage that it gives out is quite weak against sheilds, the laser may have reached overheat point and still the basic enemy ship's shield isn't down yet. It fires in 2 blasts in unison, it is quite an accurate weaponary in comparison to Anti-Shield Laser as is easier to hit due to higher rate of fire.

This appears in Hex, Wraith, Spook, and Diablo.

////////|\\\\\\\\
Scatter Gun o o o o o o o o o o o o o o o o
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o o o o o o o o o o o o o o o o

This weapon is deadly. Extreme high rate of fire of single red circular laser that curls around as it goes in the distance so high density of ship can be damaged. However this weapon is at deadliest in close range, once you get the tail of a ship it stands no chance as the fire rate annihilate any craft you come across. It is primarily a hull hull based weapon but

depletes shields fast as Anti-Shield Laser due to rate of fire. Individual damage is not too great though and accuracy over distance is horrfically poor(due to scatter).

Appears in Diablo and Voodoo.

/////\\ \\ \\ \\ ---() ---() ---() ---()
Plasma Cannon
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Powerful laser cannon. Requires charge time, unlike the other weapons, when the Overheat gauge is full it is ready, from then you can unleash 2 powerful dose of this baby. A single hit can cripple most ships, if 2 of them hit, most lower level ships will explode instantly while the others will be down to the last part of hull health. The down side of course is the rate of fire, a blast every 5 seconds round about and also the speed is extremely low, it crawls to the enemy ship but if you can hit, it is amazing. Best used against relatively slow opponents, or even better, stationary ships such as turrets. But if you have the tail of a ship firmly in your sight, fire at will. My personal recommendation is that when you got a ship firmly within your view and is spamming laser at it so it overheated, quickly switch to this and fire. It finishes it off quicker and is a better trade off than waiting for the laser to cool down.

The damage is stronger than a missile, high damage overall and inaccurate at best.

Appears in Wraith, Spook, Diablo and Voodoo.

/////\\ \\ \\ \\ -
Alien Laser
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Alien's intelligence is far superior than us it seems, they combine the characteristics of Laser and Anti-Shield laser together with no drawbacks. Still, the rate of fire is same as the laser so scatter gun is still superior. Low damage on normal crafts but accurate. In short, it is laser combine with Anti-Shield, personally stick with scatter gun but this does pack a stronger punch. If you got a few ships that is far away this is quite a good laser to use.

Appears in Voodoo only.

~~~~~  
Special Primary (1.2.2)  
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Available in specific mission, often these are important in the mission or will help you significantly.

/////\\ \\ \\ \\
Sesmic Lance -----
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Also the mining laser. Shoots a single beam that has a certain lenth, think lightsaber. Unfortunately is not as agile, but the beam follows the craft's nose. It is relatively weak, but you can very easily target enemy ships provided the distance is close enough. Extremely useful against the Unshielded Unknown Ship. Equal damage for shield and hull. This appears the

most frequently out of all the Special Primary, but generally you should not use it much anyway. Short range and weak as well as overheat easily so there is much better choices.

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/////\\ \\ \\ . .  
Leech Beam . . .  
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This is not really a weapon on technical terms, the most often usage for this is for collecting data or sending data during missions. But apart from that, this can also replenish your shield and deplete shield of enemy craft at the same time (transferal of shield). Although it may sound like a lifesaver, the transferral rate is a crawl and the range is extremely limited, but if you are really desperate this can save you. At least any missile that will your way is Anti-Shield so it won't kill you if one hit you instead of the Plasma Missile they will go for if there is no shield on your ship. Personally though, you stand a better chance destroying any threats available than try and leech a single ship when there might be a dozen of other ships still firing at you which may just negate all the hard work. Also, like Anti-Shield weapons, it do nothing once the shield is gone. However the bonus is that you can use it on friendly forces without consequences.

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/////\\ \\ \\ \\ _____ \\  
Ion Cannon _____ -  
\\ \\ \\ \\ \\ \\ \\ \\ _____ /
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Very destructive, a direct hit on most ships is enough to destroy it. This shoots 4 white beams which meet at a distance in front of the ship, even more powerful than the plasma cannon. The problem with this weapon is, the range is shot, barely longer than the seismic lance and there is a charge up time and a cool off time with it shooting in small bursts. Like the Plasma Cannon best to use it when you got the tail of enemy ship. Damage of each beam is moderate, high damage on direct hit.

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/////\\ \\ \\ \\ \\ \\ \\ \\ --\ _ \  
Particle Gun (_ ) -----)  
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Ignore what I said about powerful above, all those pales in comparison to this. The Particle Gun can instantly destroy any small ship in one hit. It charges up then fires and you can control the flight of the blast, it gets harder to control as you go further and eventually it just melts. When firing, the ship cannot move, it has to be still and also if you fail to charge it up fully it reverts itself and you are left with nothing. While charging if there is a ship in front of you it will destroy it as well. Also, if you hit during the course of the charge up, the momentum of the ship or some unfortunate enemy ships flew straight into it also can be destroyed. Only ground missions can use this gun so only the Spook can use it. Nonetheless, high damage but inaccurate.

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/////|\\ \\ \\ \\ \\ \\ \\ \\  
Grapple Gun -----) (  
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Is not really a weapon truly, it is nothing more than a magnetic hook that latches itself on ships and objects alike. By holding the fire primary button longer it reaches further while once you latch it on an object, by holding it you will make a bigger throw. The uses for these are always

mission related though you can attach it to enemy ships.

~~~~~  
Secondary (1.2.3)  
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////////|\\\\\\\\\\
Anti-shield Missile
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Basic Anti-Shield Missile. Like the laser counter part, it damages shields and deal no damage at all against the hull. It can lock on to targets and weaker ship's shield would be destroyed, it is best not to use the missile twice on a single ship, use Primary weapons for the rest of the shield unless it is against Boss fighters. Deals moderate damage to shield. Best not use these too early in the mission, you may need it to quickly destroy ships. Available in Hex (2), Wraith (3), Spook (3) and Diablo (4).

////////|\\\\\\\\\\
Plasma Missile
\\\\\\\\\\|////////

This is the missile of the normal Laser. Again, it has the ability to lock on, use it on targets that already had their shields destroyed. Basically, anything that applies for the Anti-shield missile applies here as well. Moderate damage to hull, low damage to shield. Available in Hex (2), Wraith (3), Spook (3) and Diablo (4).

////////|\\\\\\\\\\
Anti-Shield Torpedo -----()
\\\\\\\\\\|////////

Your most dealy anti-shield arsenal. Fires straight on, no lock on and using it on anything that large Battleships is overkill. It does not damage hull but it is devastating on the shield. Available in Wraith (1), Spook (1) and Diablo (2)

////////|\\\\\\\\\\ \\
Plasma Torpedo -----()
\\\\\\\\\\|//////// /

Powerful hull damaging torpedo. This is so powerful that even shields would be destroyed fully let alone a hull. Because it fires straight, unless you have a sure aim save it up for larger ships if there is any. Strong damage to hull moderate damage to shields. Available in Diablo (2)

////////|\\\\\\\\\\
Alien Missile
\\\\\\\\\\|////////

Just like other missiles, it has lock on, and just like Alien Laser, it damages both hull and shield, has strong possibility of instantly destroy small ships Moderate damage on both shield and hull. Again use it when you need it to destroy or at least damage ships quickly, don't gp wasting on lone ships. Available on Voodoo (3)

////////|\\\\\\\\\\

Alien Torpedo ----->

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You will not use more powerful weapon on standard ships. Fires straight up as all torpedo does, high damage to hull and shields. Much more powerful than any other weapon and the usefulness is greater than you will ever get from the Particle gun. Any Boss ships can be instantly destroyed, even the final boss. Severe damage on normal Battle Ships
Available on Voodoo (3)

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Special Secondary (1.2.4)

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Offense Pod

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Basically an additional ship, armed with Anti-Shield laser and Laser it can help turn the tides of battle a little. If anything it helps you to distract a ship. But the attacking prowess of this is so low, you can destroy all other ships in the vicinity it still haven't destroy the ship it was assigned to. Once designated target has destroyed or left area it will come speeding back towards you and you could assign it to another ship.

/////|\\\\\\

Defense Pod

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Same level of attacking weapon as the Offense Pod, it functions exactly the same as the Offense pod except you assigning it to a friendly ship. Once the assigned ship is destroyed or had left it returns to you.

/////|\\\\\\

Probe Pod

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Important pod for various missions, fires just like the other pods and missiles, lock on then wait till spinning reticule turns colour then fire. Often, you need it to comeback quickly, in those cases don't fly towards fly straight and steady if you try to find it too much you will end up evading it rather than catching it.

/////|\\\\\\

Repair Pod

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A rarely used pod, used to repair friendly ships to their full health. Could be useful but is rarely used on missions, would have been interesting.

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Large Battleship Weaponary (1.2.5)

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Battleship Laser Beam ()

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The name is of course made up, it has never been mentioned in game and you have no access to it. It is devastating on the individual small ship, one blast by it can take off the shield and have the hull strength. By observing it, it has gigantic charge up and cooling time and like the Sismic Lance it can move or change direction of the beam. Generally, it only attacks slower targets so it should not be a concern long as you keep moving. It has short range but it never misses.

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////////\\\\\\\\\\ --- ---- ---- ----  
Anti-Ship Laser ---- ---- ---- ----  
\\\\\\\\\//////// ---- ---- ---- ----
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The above type is extremely accurate, deadly, fast and short range, this is exactly the reverse. Getting hit more than once by these from long distance is disgrace really and you should switch off the console the next second if so. Large battle ships use it all the time, they are long, yellow in colour and deal not a lot of damage. But if you are getting hit by dozens when you are close to one, it generally is quite dangerous.

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////\\\\\\  
Super-Gun ()-----()  
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You will never actually get hit by one of these even if you fly right by the cannon's chamber. They are devastating to the large ships though, decimating them with one shot most of the time. You do get to fire one of these in one of the missions as well. It is slow at cooling and needs a charging up similar to the Ion Cannon, so therefore the rate of fire is low.

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|Ships (1.3)  
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Ships of the Navy that Mertens will operate.

Hex - As the name suggests, it the engine is hexagon. The standard Navy ship it is equipped with the basic weaponry and 2 of the basic missiles.

Wraith - An upgraded version of the Hex, it it sleeker though larger. The ship is equipped with the basic weaponry of Laser and Anti-Shield laser as well as the Plasma Cannon, there are 3 of the two basic missiles type as well as a Anti-Shield Torpedo.

Spook - Any mission that is on the Planet will be using this ship. It is almost an carbon copy to the Wraith with the same weaponry and performance. It ressembles a hover craft and will have forces to prevent you to crash into the ground but yet it will not do much if you use afterburner to the ground. This hover may cause problems during fighting as it flips you back up right.

Diablo - Top spaceship of the Navy, is far superior to the above ships and has an outrageous body design. Has all the weaponry of the Spook/Wraith as well as an additional basic missile making it 4 in total, there are 2 Anti-Shield and Plasma Torpedo. Along with that, there is the deadly scatter gun.

Voodoo - A space craft equipped with the technology of the Alien race. Only obtained after capturing space craft of the Alien race. It combines the technology of Navy and Alien to create this ultimate spaceship. Uses the Alien Laser, Scatter Gun and Plasma Cannon together with 3 doeses of Alien Missile and Alien Torpedo.

Navy Supergun - Used briefly in a massacre of battleships. Has huge momentum when turning so it react earlier. Have no thrust so it remains stationary except the firing chamber. There is only one weapon, the super gun, requires charge time and huge cooling times.

Shielded Alien - Again, briefly used. Have Alien Laser, Missile and Torpedo as its weapons. Pitifully weak shield and hull but is fast as the Voodoo.

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|Characters (1.4)
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Mertens - That is you. A pilot of the Navy is determined to fight the League of Free Worlds. He is loyal to the cause of the Navy but will fight anyone he was asked to, even one of his own. Throughout the battle, we hear what is going through his mind as the battle rages on. Quite an exceptional pilot as well unmatched than any of the other pilots. However, it took quite a few battles before Mertens is properly recognised or noticed by Kron.

Klein - Another pilot of the Navy and a close companion of Mertens. A much more of a veteran, he in some ways is an mentor giving advice to Mertens in early parts of the campaign. A decent pilot and certainly can hold his own amongst the normal League fighters.

Becks - Another companion of Mertens, a female pilot she also is quite good as well. One may say she is the more ambitious and is quite cool with her words and emotions. Her loyalty however can be questioned but is very charasmatic, being selected to the Watch and shooting up in ranks rapidly.

Kron - Leader of the Navy, he brought the forces together to fight the league. His personal ambition was to destroy the league at all costs, nothing will stand in his way as if is revenge. A great leader with unmatched persuasive skills as well a great prowess in combat. Executes anyone that displeases him and will not accept defeat. Almost everybody in the Navy throws their support to him as if they are worshipping him. His influence still only stretches far if his followers still have the will to fight the League however.

Ops - The female operator of action, she commands Mertens and gives objectives as well as give the briefing and the result of the missions. Extremely loyal to the Navy.

Drake - A man with deep voice, he has vast knowledge of ships and technologies that Mertens faces in battle.

Widowmaker - A top pilot of the League, using his very unqiue ship he battles the Navy. An extremely dangerous pilot which matches up with Mertens on many occasions.

The Watch - Organization that watches over the Navy to search for traitors. Their interrogation techniques brutal and have lots of authority as well. Perhaps too much one may say. Sort of like the type that polices the police.

Navy - Crushed by the League a Century ago, they return with a vengeance to battle the League. They need to eliminate league prescence in Sol to get out of Sol then battle until they are at the heart of the League. They support their leader, Kron, immensely and their member's only purpose is to seek vengeance against the League.

League of Free Worlds - Crushed the Navy a century ago, they were portrayed as a force of great evil. They are the clear opposition but also a far bigger

force than that of the Navy. They are said to be evil, but their but throughout they did not show any seriously evil intents except to keep the Navy within Sol and away from their systems.

Unknown/Alien - Mysterious race that dwell in the region of Boreas, stirred up by the battles between the Navy and the League. Their technological advancements are greater than either forces making them a force to be reckoned with.

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|Battle Basics (1.5)
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I will go through some tips you should take up as you progress in the game. Some may apply only at the end of the game but be sure to keep these basics in your head when battling the league.

-Aim at the moving reticule when fighting a small ship, it shows where you need to aim in order to hit as the ship is moving and it takes time for the laser to travel.

-Save up missiles for a rainy day. Although they are restocked after each mission, if you haven't played the game before, you won't know what the level have installed for you, having said that, when you know you are near the end of the mission, there is nothing against firing them all out since it doesn't cost you anything.

-Use your pod where possible. They may be utter rubbish at shooting, but always help to have additional allies when fighting the forces of the League. Sometimes is this extra distraction that provides the difference between whether a Navy Battleship gets destroyed or survives.

-Catch the tail of the small ships, you can hit them while they can't. The ideal situation.

-It is better to let your weapons cool down than try and fire when the heat is at max, the fire rate is down by to a quarter, and well it only takes 2 seconds to cool down your guns. Or better yet, switch weapons.

-Do not try stay stationary next to an enemy Battleship, you see those giant laser they fire at each other? Well they can use them on you and you will get a taste on how deadly they are. When attacking them, look for spots that have names to it such as Bridge, Engine, Reactor etc as they can make your job of destroying them that much easier.

-When destroying any ships with the Laser Beam quickly, best strategy is to fly close to it then use your reverse thrust as when you get too close, then fly towards it again using little thrust while firing at the same time and repeating the process of flying in and out. It ensures you fire and damage the vessel as well as hopefully avoiding the laser beam. If you get hit too often, you are not backing off enough.

-Check the notes that pops up in the left side of the screen. They provide valuable information of the happenings around you. Watch out if it states the shield of the target you are defending is down as well as the arrival of enemy fleets.

-When you get the message "Incoming" along with the side effects, there are trouble. Missiles are deadly and can easily damage half of your shield. Ways to avoiding it includes flying in odd shape with afterburners which may cause

the missile to miss. Simply avoiding it for a length of time is enough but you will need the Voodoo or Diablo to pull this off. But best method is by looking backwards and fire a missile diverter Which will make the missile lose its tracking on you, but it travels straight. So if is on a direct course for your backside you still need to manouvere as it might also hit you. You have 7 of these missile diverters, you shouldn't need all of them in any missions so be wasteful if you must. Personally avoiding them is much more enjoyable. If you got a battle ship next to you can go around it in circles and the missile may hit it.

-Remember, enemy ships will also possess these missile diverters so not all of your missiles will hit. If you fire at them when it is flying towards you, they have a high chance of avoiding it as well. So fire missiles when you are not too far away from them and when the engine is facing you.

-You cannot target Navy forces. You will given a warning every time there is shots at Navy and a final warning. If you shot the Navy as afterwards you will be destroyed. This in a way is worse than "mission failed" as you will not have second chance but rather either load the game or start from the beginning. What I'm getting here is that do not worry when you might hit the Navy forces when trying to destroy a league ship, but rather settle for a mission failure than being seen as a traitor.

-Mission failure does not mean the end of the game, some missions do not need to be passed, but you must pass the following one most of the time. So don't reset too often. There is no save between each Act either, so if there is 3 missions and you are at the third, if you reset you will have to start over.

-Health vs Mission. You die, you fail. You did not complete objectives, you fail. Most of the time, completing objectives is more difficult than staying alive, if it means taking a few extra hits by the Battleship Laser Beam to do the job, go for it.

-One way to see if a ship has the shield intact still or not is see whether fellow Navy ships is firing Anti-Shield or Laser at it. This is only good for the start as they switch to Scatter Gun but it does save a split second or two.

-Tokens. After each successful mission, you are awarded token(s). The latter part of the game rewards you with more while the first few missions only 1. What you upgrade depends on your liking, personally, I will choose Shields first as long as you survive, you have a chance. Afterburner length is next while I would only add it to the other 2 Engine(Normal Speed) and Gyro (ship's manouvrebility and agility) on a ship when the others are full. Hex can have 2 upgrades, Wraith 3, Diablo 4, and Voodoo 5 on each type. The Spook cannot be upgraded in any way.

-Radar, check it. Blue is always Navy objects. Green is always League. Red dot means jumpgate. White dot means important items, crystals is one such example. Purple can represent Watch, Unknown and allies of the Final Boss. For fighters, it will be a dot while Frigate, Vessels, Dreadnought, Cargo, Installaion etc will always be square.

-When jumpgates appear, and you know is going to be of the oppositin force, the best thing you could do is fly staight there, hammer down right at that moment when they fly out in a straight course. Take this few seconds window and make it worthwhile, especially important in defending missions.

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Colony Wars has 41 Missions in total. Thankfully, you need not beat all of them to reach the final ending, but if you are not that adept in the game yet, you may have to play large chunks of it. The game also have 6 endings, but 5 of them are effectively bad endings while the last one is the good one. Some missions you can fail and take alternate paths while others you have to beat in order to advance. Each mission is divided into Acts. If you fail in one Act, you will have to start over from the beginning of each Act. If you reach a bad ending, you could restart from after the last Act you have completed. All upgrades on your ships will be carried over should you reach an ending as well as any tokens you have earned, so it should be easier if you keep failing.

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| A New Beginning (2.1)
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Escort Duty (2.1.1)  
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Special Primary: Sismic Lance
Special Secondary: Defense Pod
MFD: Distance to Object

Objective:

- Escort Convoy
- Destroy all Tribe Presence

First mission, but this is extremely simple that chances of failure is improbable even if for someone new to gaming. This is more of a training mission more than anything. You will have to destroy the Tribal Gunship, they pose no threat whatsoever except the battleship laser beam. Long as you don't sit there completely still you will not get hit.

The first Gunship is right in front of you as you start the mission, it will remain stationary. Thump it with anti shield laser until shield is gone and then thump it with laser. Like Mertens said, this is an easy ride. There is no need to fly away when it explodes, it won't hurt at all really if you get too close.

Depending on how long it took you to destroy it, you have a little breather. The Navy Leisure bridge will start appearing in jumpgates, look at the radar for a red dot and it will appear from there. Continue to look at radar, when it "expands" (as oppose to contract) that means the next Tribal Gunship will be coming in and look aim the red dot so is on the centre line of the radar and fly towards it. You should see it appearing and coming in full speed. It will now destroy one of the Navy Leisure Bridge and there is nothing you can stop it(at least in the Hex you are flying), but no worries, long as you do not let them destroy 3 more you are sweet. The rest have better resistance to damage but if left alone they still can be easily destroyed. If you managed to let another to destroy another one, you are still doing fine.

When that Tribal Gunship is pieces, turn around to 6 O'Clock from original direction and you should see another coming in and should be coming at the side assuming you didn't roll at all. This is a good time to practice rolling using the R2/L2 buttons so you are facing the flat area where is much more easy to hit. Or practice aiming sideways. Always remember to aim at the head of large ships when they are moving, guranteed hits.

Afterwards, you should read Stormlords appearing, they are small ships and not of any concern to you. There is also the Navy Frigate, they will help you do battle and a Woman will give you advice I already told you. Another Tribal Gunship will appear and attack it, assist the Frigate in fighting it by give it a good beating like the other Gunships. It will be destroyed by the Frigate but better be safe. If you destroyed it fast, you can have a go at the Stormlord hanging around the Frigate. The last Gunship will be coming and the Man of the Frigate says is his and let him in one shot send it down to earth below.

Summary:

5 Tribal Gunship - 1 optional

1 Stormlord - Optional, sometimes destroyed before having a chance to shoot it.

If Success, scroll down to resource collation

If failure, Ending One

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Resource Collation (2.1.2)

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Special Primary: Grapple Gun

Special Secondary: Defens Pod

MFD: Distance to Object

Objectives:

-Use Lance to mine asteroids

-Reveal contained crystals

-Ensure safety of Navy craft

You need to go mining in asteroid field to withdraw crystal as ships is running shortage of power cells. Easy and simple.

First and foremost fly towards the crystal right in front of you and mine it using the Sismic Lance, remember that when it overheats it refuse to fire unlike conventional laser so let it cool down. There are 5 Crystals in total and appear as large white dots on radar. Line up with central lines and fly there. They appear in zigzag formation so you won't get to one you already mined. When mining them, fly close as possible, there are no definitely indication like hull and shield when hit other than sparks which is hard to see.

Once the 5 crystals are mined, the Navy Frigate will decloak and start collecting crystals. By now your wingmate Klein will dock leaving you to do all the dirty work of clearing of destroying the Stormlords. 2 Appear after every crystals is taken in, look for green blinking stars in screen or radar or just look at where the lasers of the Navy Frigate is shooting at.

Summary:

Stormlord - 12 - 4 in mining parts and 2 at a time after each crystal.

First 4 can be destroyed by Klein.

If Success, scroll down to Bring Battle Platform Online

If failure, Ending One

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Bring Battle Platform Online (2.1.3)

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Special Primary: Sesimic Lance
Special Secondary: Defense Pod
MFD: Distance to Object

Objectives:

- Repel attacking Tribe Craft
- Tractor unlcloaked cargo pods
- Transfer Pods to Platform

Get ready to defend to Death Star, which is called the Battle Platform.
But is currently offline so you have to do short courier missions to take them
to the platform.

Destroy the 3 Stormlords first then fly towards the Power Cell which is marked
with a bright white spot on the radar fly towards it. Switch ti Grapple Gun and
then fly towards the Battle Platform. You can either taxi it to battle platform
or when you grabbed it, face the Platform, make sure the cell is behind you and
hold down the fire primary button and it will fly their itself. Escort it
slightly destroy any Stormlords attacking it. Another 2 power cells and it will
be done. Very simple as well. The Stormlords don't pose a threat.

Watch the Worm hold behind the platform, and for once you will dock at the
Platform rather than flying away in a jumpgate. The Worm hold enable the Navy
to get out of Sol to Gallonigher.

Summary

Stormlords - 13 - 3 at start before Power Cells uncloak. Appearing 2 after Cell
is grabbed on by Grapple then another 2 appear after Cell is docked to
platform.

If Success, scroll down to "Emerging from the Warphole"
If failure, Ending One

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| Silencing Enemies (2.2)  
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Emmerging from the Warphole (2.2.1)  
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Special Primary: Leech Beam
Special Secondary: Probe Pod
MFD: Distance to Object-(is actually time till Rig is finished)

Objectives:

- Destroy early warning comms rig
- Destroy construction sentinel

First real missions and the Leagues are no pushover unlike the Tribal units
you have faced so far. There are 3 Arrows to take care of before the Rig will
appear. They are sleeker and more blending to the background than Stormlords
as well as more agile which means they are hard to destroy. Attack one at a
time, just laser is fine, Anti-Shield Laser is a pain really as you can't keep
track of their shields. Leech shield if hit. They only take a few more beatings
than the Stormlords, but this give no indication to the difficulty of the next
task.

When they are finished. Look away from the Warp Hole and when you get a
message you look for a large satellite thing decloaking and you fly towards it

already firing your laser, 30 seconds time to destroy it, missiles is a must and do not worry about damage, this thing is one big thing to destroy but target the dish part, this thing have virtually no shields so the laser is fine. Learn this skill, firing laser while fire missiles, is one important thing and fly as well, do not let it be stationary(your ship), fire missiles when your laser needs a short break. You should finish this with barely seconds to spare.

Then when is destroyed, you are being grabbed by a grapple and there is no way to break lose. You see those mechanical arms? Destroy them first as they can be a serious pain in the back side. If you hit they should blink white, these arms do hurt if it hits you. Now you can leech back your shield if you want but there is no point really. Pound any part of Mech with Anti-Shield Laser, takes quite a while mind you then switch to laser and it bounces off like it is nothing. There is a weak spot like Ops tells you, look for the Bridge which is triangular in Info-lock, like the arms, if it blinks it means a direct hit. Take quite a beating as well. It will eventually be destroyed and you can fly away and Mertens give an appropriate "Get Outta Here" in the midst of the explosion.

Common failure of this mission is not destroying the rig in time, finding it soon as it decloaks is key, you can't wait for radar as it won't spot it during decloak. It is also very easy to be destroyed in this mission as well, the rig have the laser beam so is vital you do not let it attack you with it. The most unfortunate way of being destroyed is by the arms afterwards, do not leech energy even if health is at critical, as you can too easily drift in path of the arms. This is one of the more difficult missions after all, so you are not terrible if you fail it, in fact if you pass it first time you are very good.

This is the first mission where is optional to pass, neither path is harder or easier as such but succeed requires less missions.

Summary:

- Arrow - 3
- Comms Rig
- Construction Mech

If succeed, go to "Closing League Eyes" at (A1)
If fail proceed below to "Rescue Beseiged Installation".

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| Price of Discovery (2.3)
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Rescue Beseiged Installation (2.3.1)  
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- Special Primary: Grapple Gun
- Special Secondary: Defense Pod
- MFD: MEasurement of radiation from reactors

Objectives:

- Move reactors to jumpgate
- Beware of jumpgate pull effect
- Safeguard Navy Installation

If you have not used the tokens you gained from previous missions, it would be a great time to upgrade the afterburners and engines. This is rather difficult

but thankfully you are allowed to let this mission go just like the previous mission.

The goal is to pull reactors that looked like the power cell in the third mission you have attempted to the green jumpgate. The bar up the top shows the amount of time you have before the time expires, this is not too harsh or generous, you will have time to spare if you know what you are doing and doing it efficiently. The reactors will appear purple in your radar, however, the bright red Mars like planet in the background can be difficult to see so it may help if you just turn back spacewards so you spot the dots properly. There will a total of 8 Swords flying around, a slightly more powerful version of the Arrows, they are not needed and should not be targeted as time is scarce. The worst they are going to do you is cause some minor slowdowns when they are near and firing at you, let Klein do the work.

The best way I found is first of all, find a reactor, use the grapple gun on it and then fly towards the jumpgate for a few seconds, aim towards the middle then use the method of hold release. Now they won't get into the jumpgate but will get closer. Then find the rest of them and do the same. For the 5th one, you can just tractor it to where the rest are and release around there, this will cause the first one to go in and Swords will enter as well. Then do the same for each of the reactors.

This is not such a conventional way, as normally you will take one and then take it through the jumpgate before touching the next one. But the advantage of this method is that it requires less journey time and spend less time having Swords shooting you. But more importantly it saves the time needed to fly back and forth, and in the Hex, the journey will take ages.

Summary

5 Reactors - To jumpgate

10 Swords - Appear in relation to reactor through jumpgate

If Success go to "Disrupt League Supply Network" via (B1)

If fail, scroll down to "Minesweeping"

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Minesweeping (2.3.2)

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Special Primary: Sismic Lance

Special Secondary: Defense Pod

MFD: Distance to Object

Objectives:

-Protect Navy Support Craft

-Ensure all mines deactivate

So, you have suffering a 2 mission losing streak if you are here, but this mission will easily end this. This is a fairly easy mission. All you need to do is destroy all the League Crafts attacking the Navy Frigate.

Initially, there are 3 Ballistas, then packs of 3 Arrows will come in after each pack is destroyed. There is nothing more to say other than this is just destroying any League crafts. You will have to attack continuously though since they only attack the Navy Frigate, so send out the defense pod may be a good idea for some support.

Long as you keep the Navy Frigate alive, it will eventually deactivate all the mines. Done? Simple. This is really a gift mission as there is no way you will

go wrong here provided you know what you are doing. Just remember to leave the mines alone, is the Navy Frigate's job, not our's.

Summary

3 Ballistas

Inifinte Arrows - Probably face at least 9 of these guys.

If Success, scroll down to "Disrupt League Supply Network"

If fail, Ending One

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Disrupt League Supply Network (2.3.3) (B1)  
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Special Primary: Particle Gun

Special Secondary: Offense Pod

MFD: Distance to Object

Objectives:

- Destroy ground defenses
- Prevent fighter transfer

First usage of the Spook Dropship probably, and first time usage of its weaponry and the Particle Gun as well. The 2 New weapons you will be needing to learn how to use is Particle Gun and Plasma Cannon as described in the previous sections, I did not write them for my health after all.

Particle Gun, the closest thing you will ever get to a Sniper rifle in a ship. So use it. Fly forwards a little bit, but stay well away from the hills in front. Charge up the Particle Gun and fire, the charge flies the same way as your ship only is more unstable and less reponsive (as well as the fact that the ship will not melt). Pick off the turrets one by one, get the ones closest to you first though. It does not matter whether you miss so go ahead and scout the area with it. Long as you don't get too close is fine. If you can't hit it fly closer. After 3 Turrets is down the Hamers will launch and thats your cue to attack in full force. Attack the Hammers, do not let it get grapple to the League Frigate on top, use the particle gun and when close use, instant destruction, you don't even need a full charge up just fly straight to it and when close charge it up and momentum will carry the charging particles straight through to the ship.

When the first 3 are destroyed (or 2 if you managed to let them take one, it is allowed as this mission weren't supposed to be perfect). Take this time to finish off any turrets using the Plasma Cannon (3 blasts each) or Particle Gun, 3 more Hammers will launch eventually and same applies again. Provided you have all 3 destroyed in this attempt and the previous attempt, this last part will be skipped. You see 3 Hammers launching despite the fact Mission will be complete. You have cushion of 3 Hammers, so you can let one go for each of the 3 ships, but is best to deal with all of them quickly as possible. With the last 3, an Arrow will be launched with it, but is harmless at best since a solitary Arrow won't do much.

The thing to watch out for is the Turrets, your first encounter with the Scatter Gun and you will notice they hurt badly, so try to keep distance when dealing with them. And also Hammers are priority, destroy them first always.

Summary

8 Turrets

9 Hammers - Non-Aggressive

1 Arrow - at end

If Success, go to "Intercept League Sappers" via (B2)
If fail, Ending One

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| Opening Moves (2.4)
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Closing League Eyes (2.4.1) (A1)  
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Special Primary: Leech Beam
Special Secondary: Offense Pod
MFD: Progress of Virus Download

Objectives:
Destroy deployment installation
Download Virus tom satellites

Whoa! See that big thing there? Is the installation you need to destroy, don't worry it has no special weaponry, it will harm you only if you are lazy. First off there is 3 Shields you have to deal with. They fire missiles and the Hex you are in won't avoid it, instead look backwards and fire a missile diverter to get them off your tail, but take care of them first, when they are destroyed, they will be replaced by Arrows. Only 2 Arrows appear at a time, and unlike the Shields, these will not fire any missiles.

You have to leave the Arrows alone now, you can't defeat an army of them as they are virtually endless. Instead target the Installation. Is nothing special apart being big. Anti-Shield laser is in order here and use it. If one of the Arrows is annoying you too much, just go for it, make sure you have reasonable shield left for the next part as it can be difficult. Once you hammered the Installation, you can take out the remaining 2 Arrows without them coming back. Note that you can use the Offense Pod on the Installation if you want to destroy it quicker but once is destroyed it will return.

Afterwards, look around for the Satellites, the radar had stupidly contracted making it hard to look for it, but it should be in the other direction you started the mission. Look for 3 blinking red dots on screen, is quite easy to see and find. Once you get closer radar expands again.

From nearing the Satellite, there will be an Arrow that appears than a Lance, then another Arrow will appear. You could ignore them and download the virus, but you will get quite a beating so I suggest you destroy them first.

Downloading virus requires you use the Leech Beam, if you used it in previous mission you will know that you have to be extremely close to the object in order for them to be effective. The Download progress is based on amount downloaded, so you could quit mid way to take of a few fighters then continue. The download time is long in comparison to other missions you will encounter and there are 3 in total. Fighers appear when you are close to the 1st and 3rd Satellite you are going to download to. Heh, really is actually uploading more than downloading though.

You will not encounter any trouble at all if you just take the time to do things in this mission. That is avoid getting hit by Installation and by fighters while sitting idle downloading virus.

Summary

Shield - 3 - 3 from beginning.

Arrows - Infinite from Installation, start appearing when 2 Shields is gone up to maximum of 2 at this stage. Infinite status stalls once installation is destroyed. 4 arrows in Satellite area

Lance - 2

If Fail, scroll down to "Jump Missile Threat"

If Success, read to "Elimination of League Super Gun" via (A3)

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Jump Missile Threat (2.4.2)

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Special Primary: Leech beam
Special Secondary: Defense Pod
MFD: Distance to Object

Objectives:

- Intercept Jump missiles
- Defend Navy Battleships

Straight forward missions, Arrows and Hammers will appear and you have to destroy them. No more than 3 ships will try(and fail) shoot your behinds off so this is straight forward, there are no need to save missiles for any of the ships. It would be however, preferable to start the mission off with fully upgraded afterburners as you will be using them quite a while. Also, at the start you may want to use the Defense Pod on any of the Frigate

The next part is long. There will be 10 Jump missiles appearing one after the other. You have to use the leech beam as Klein says to remove their shields before pounding them the conventional way because the guns will not affect the shield. There are no additional league fighters now, so you will not face any further threats. The only way you are going to actually be destroyed is crash straight into the Missile, 2 direct hit will possibly destroy you. However, if you are in a spot of bother this can work for you. If you already got hits on the Navy Frigates, and you run in danger of them actually being destroyed, you can just ram straight into it. You will get hurt, but you can leech most of the shield lost at the next Jump Missile, just try not to crash into it then you will be sweet. But the danger remains as Leech Beam is short range. Also, if ypu are short on time you can just leech the shields then leave without destroying it as Klein and/or the Defense Pod can finish it off for you, and they do it very effectively as well, which is a rare thing. After 10 are destroyed, you will complete the mission.

Summary:

- Arrows - 4
- Hammer - 4
- Jump Missiles - 10

If Success scroll down to "Elimination of League Super Gun"

If fail, go to Intercept League Sappers" via (A2)

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Elimination of League Super Gun (2.4.3) (A3)

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Special Primary: Leech Beam
Special Secondary: Probe Pod
MFD: Time before Fission Cannon fires

Objectives:

- Destroy Shield Generators
- Disable each reactor
- Probe Each reactor

This is the first time you will use the Spook Dropship if you have success from "Emerging from Warphole". Special ship superior to the Hex. This mission is no stroll in the park as there are 3 different sites you have to reach and there are no time for you stick around looking for the sites.

First off, this mission has a giant gun, the Fission Cannon, don't waste your time firing at it as it is protected by shield generators which you have to destroy. On the map there are 4 Green squares. One is for the gun, the other 3 is your destination. When starting off head to the site that is directly in front of you, use your afterburners. You will see a turret, it fires the deadly scatter gun, even the Shields of the Spook cannot stand much beating from it. Fire the Plasma Cannon at it then finish it off with the laser quickly then take care of the Shield Generator. Again, this thing has the Laser Beam as well, use the back and forth method to avoid it firing. Use the Anti-Shield Laser on it, it cools down much quicker than the Hex's version and you can switch between it and Plasma Cannon. Use a missile if you wish. Then once the shield is down pound it with laser and Plasma Cannon, give it a Plasma missile as well. Then once it is down, which takes a while, turn to the Reactor next to it. You have to bring down the shield and use the Probe it. Fire the Probe first then slam it with Anti-Shield Laser. Remember the shield MUST be down, otherwise it won't be any use.

Now once you complete this site, look for the second one, turn your ship so the remaining 3 green squares is between 9 to 3 O'Clock on your radar. Fly towards the one that is furthest to the right from radar and afterburner there. From there, the Ballistas will start appearing and the Pilot will give you some trash talk, ignore them. You do not have time to deal with them, only strike them if it is in direct path of you or are too close, they hurt as much as the Turrets with their scatter gun. Once you get to the second site, do the same as before, eliminate turret, destroy generator, down reactor shield and Probe it.

Fly towards the third site once you are done. Is one of the site on the right, you should fly pass the Cannon, use it as a directional checkpoint then head towards the site on left. Same as always, I'm not even going to repeat myself except that the Turret is not on same plain as the the important structures and there is a second turret behind it that might hurt you as well. If you are short on time, use the Anti-Shield torpedo. When you probed it, and there isn't a cut scene, panic. First off make sure the shield on reactor is down by firing at it. If so, fly to other sites and see if Reactor still has the shield working, must be one of the 2.

If all went smoothly, the given 5 minutes time slot should be easily passed and be treated to the Gun's destruction.

Summary:

Reactors - 3 - Shields only

Shield Generator - 3

Ballistas - Irrelevant, but 4 from guess.

Defense Turret - Irrelevant, optional of destroying 3 with about 6 in mission area.

If Success, go to Scout Asteroid field via (C1)

If fail, scroll down to Intercept League Sappars.

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Intercept League Sappers (2.5.1) (A2) (B2)  
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Special Primary: Sismic Lance
Special Secondary: Offense Pod
MFD: Distance to Object

Objectives:

- Destroy League Sappers
- Use the Lance to remove mines
- Protect Navy Battleships

This mission is extremely long in comparison to other missions so you are in for a long fight. There is a large amount ships at the start and appears in packs as the mission goes on. There is a good chance you will get destroyed by the League crafts here especially against the Ballistas and their Scatter Guns.

First off, you have destroy the first 5 ships that is a mixture of Arrows and Shields. They are fairly easy, Anti-shield then Laser or Sismic Lance. Important thing here is try not to stray from the Navy Battleship as once you finished off them off, almost immediately ships that is carrying mines with grapple will enter area via Jumpgate and you do not have enough afterburners to deal with all the chasing you have to do.

This first wave of mine carriers are Arrows, so you will not be too bothered by them. Important thing here is use Sismic Lance to destroy them soon as possible. Ignore any Arrows shooting at you, you have no time to be chasing them around. Once the Mine is destroyed, you will have to look for the next one. Either keep an eye at where a red dot appears on the radar as that is the indication that it enter around that area or look for a thick green dot or 2 green dots close together. This wave of Mines should be fairly easy, destroy any remaining arrows that you and Klein left alone. At this point, do save your missiles.

A League Frigate decloaks and launches 4 Arrows then cloaks again. As always, destroy them, they pose no threat at all just make sure they don't have a chance to attack the Battleship long.

Up next is the difficult part. Ballistas with mines. If you look at a bad way, you lose if you attack them, you die if you just attack the mines, danger of scatter gun is that once it hits you, chances are you are hit by several. But the plan remains, attack the mines first before the ships. Use your missiles and pods if you have to, is now or never. If you are really having trouble, a mine latched on to the Battleship is not game over, you can lance it off. If you are too late it also doesn't matter, the Battleship is not weak as they look but well, it can't take more than one as it is dangerous stuff. At least they appear one at a time instead of in packs so is not so bad.

If you can handle this, you can handle the last part easy. League Frigate uncloaks then cloaks again, in between it launches 4 Arrows(as if you aren't sick of destroying them yet). This part is annoying as it launches them so far away and it will take a good 30 seconds to even get the Info-lock on them but they are no threat all so this is easy.

Summary

15 Arrows - no more than 4 at a time, with 4 carrying mines
4 Ballistas
8 Mines
2 Shields

If Success, go to "Scout Asteroid Field" via (C2)
If fail, scroll down to "Erect Defense Grid"

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| Again Sol's Prisoners (2.6)
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Erect Defense Grid (2.6.1)  
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Special Primary: Grapple Gun
Special Secondary: Repair Pod
MFD: Distance to Object

Objectives:

- Assemble defense turrets
- Destroy all enemy units entering the sector
- Safeguard disabled Navy Battleship

Listen to the advice of Drake at the start, you need to move the defense grid parts together. Use the grapple gun on the Left/Right Barrel then find the centre of it, then power release the Gun barrel and it should lock in place, an indication of this is that it will give a small squirt of its gun. Do the for the guns, but the Navy Frigate in the background won't last long enough for you to completely finish the grid, I suggest you make one gun then fly towards the Frigate and either launch the repair pod or take on the League Ballistas there. Then go and finish the Defense Grid.

Before long, perhaps even during the time you are busy pulling the defence grid together the League Frigate will arrive. Anti-Shield Laser is in order then attack it with Laser. Is optional really whether you attack the "Named" parts or not as the Frigate should probably explode before all the parts are taken care of. The League Frigate sends 2 Ballistas out as well, the will shoot missiles so watch out.

Then 3 Arrows will appear and Ops informs you of being overrunned. Well, sort of. The 3 Arrows can be easily taken care of then another Frigate appears. Give it the same treatment as before, just don't fly still and shoot as it is no different than getting fried still. Like before, it launches 2 Ballistas, deadly scatter gun and missile to spare. The Turrets will be great help here but watch out you don't get hit by them. You have to note that this Frigate will fly aggressively to the Navy Frigate so it has to be taken down quick, missiles is on order here if you haven't already used them. In this mission, the risk of getting your Ship destroyed and the Navy Frigate destroyed is high, best to upgrade shields if possible. The Missiles do hurt a lot so use the back end Missile diverter to keep them out of your tail.

Summary:

7 Ballista
2 League Frigate
3 Arrow

If success, go to "Last Stand" via (C3)
If failure, scroll down to "Cargo Heist"


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## Cargo Heist (2.6.2)

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Special Primary: Sismic Lance
Special Secondary: Defense Pod
MFD: Distance to Object

Objectives

- Protect installation
- Prevent enemy stealing goods

2 Hammers, they don't do any harm to the Cargo so shoot them down before they do the same to you. Then 2 Ballistas enter then once they are gone another 2 enters. Then same pattern for Arrows. This mission is basically destroy all League presence fast as possible before they tow away the cargos with their grapple guns and escape via jumpgate. The goal is get to them first but they will attack you on sight. Requires quite a lot of flying, conserve afterburners so make sure they can be used to full if there is really a need for it. The fighters appears directly different directions if you treat the Navy Starport as centre so is fairly easy.

Once the mentioned ships arrives and get destroyed, League Frigate enters, dumps 2 more Arrows for you to slaughter. Then a Hammer appear as well. Then same as before, League Frigate enters area, dumps 2 more Arrows. Then another Hammer appears and once is destroyed, the Mission is completed.

You have a cushion of 2 Cargos, so 2 can get away and still result in Mission success. Grappled cargos does not count against you either. Overall, this mission is long, but is very simple. Missiles is helpful if you are chasing after a ship here, so don't use them if there is not any mission related threats. Defense Pod is useful in slowing down enemies so use it as well.

Summary:

4 Hammers
4 Ballistas
8 Arrows

If Success, scroll down to "Last Stand"
If failure, Ending Two

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## Last Stand (2.6.3) (C3)

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Special Primary: Leech Beam
Special Secondary: Repair Pod
MFD: Time Until League fleets exit the Warphole

Objectives:

- Leech Energy from Power Cells
- Transfer energy to Super gun
- Protect super gun from attack

Quite an interesting mission this one. In the opening, 3 Swords, destroyed them, they have no serious offensive powers so need not to worry. The time limit should be only there to tell you to get a move on but timing is generous. The Navy Supergun enters the area and 2 Hammers do as well then destroy them. These 2 Hamemrs don't seem to attack much though, but make sure to get rid of

them fast.

After the 2 Hammers are destroyed, 2 Power Cell uncloaks. Use the Leech Beam on them, red dots appearing means that you are leeching energy, so make sure you have it. Also, be absolutely certain full power has been leeched, there is indication of that by screen texts and Power Cell cloaking to save time, then fly towards the SUPergun and use the leech beam on it, any part will do. Do that for both cells and the super gun fires and something get destroyed in the Warp Hole. But apparently, 3 Arrows is far enough from the radius to escape and you need to deal with them.

Once they are dealt with, repeat the Power Cell process, leech energy cell till it disappears then transfer that to supergun. Once empty, do the same for the second power cell. Then gun fires, 3 Arrows enter, destroy, 3 Hammers enter after the Arrows are gone. This time though, the Hammers attack the Supergun instead of you. Here is the dilemma, get them destroyed the leech cell or ignore them? Destroying them might mean running out of time. Well, to make your decision easier, there is the repair pod that can halt the destroying process of the Supergun but by no means it will completely stop the gun from harm. Perhaps destroy one Hammer, but remember, transferring energy to Supergun faster also means that there is a less of a chance for it to be destroyed as straight after the third shot, mission completes.

Summary:

3 Swords

2 Hammers

9 Arrows

If success, scroll down to "Scout Asteroid Field"

If failure, Ending Two

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| Loss of a Pawn (2.7)  
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Scout Asteroid Field (2.7.1) (C1) (C2)  
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Special Primary: Sismic Lance
Special Secondary: Offense Pod
MFD: Distance to Object

Objectives:

- Sweep asteroid field
- Enure ore can be mined

Do you enjoy Klein's company, if you have been all over Gallonigher perhaps you may had but he will depart from us sadly in this mission. However, you will have a new ship, the Wraith to use in the debut mission and you need every inch of improvement from it. This mission is Resource Collation Mark II, the concept is the same but tougher fighters to deal with.

When you start after flying a short distance, an explosion will occur, that is the Asteroid Turret, these are lethal and 3 is in the area of mission, one for each asteroid you need to mine. Take care of these before you mine them, or perhaps hide behind the asteroid while mining so it acts as a shield. In the opening area there is also 3 Lance to deal with, Klein will keep them company but you can use the Offense Pod as well or even take them on yourself, but they are second priority to the turrets. The first phase of this is to mine the

asteroid, once you mined all 3 you will begin the second phase. During this time 4 Mace will appear, destroy all 4 of them and 4 reappears.

Once the asteroids is gone, the Navy Asteroid Miner, this is no Frigate so you must repel any attacks on it. From the looks of it, it can be easily mistake as the League's ship, but enough of my rambling. Soon enough the Widowmaker and 2 Lances will appear and have now Scatter Gun.

The two Lances is easy to deal with enough, but the Widowmaker on the other hand is not. He is not really "skilled", just a stronger shield, but soon enough the Widowmaker will fire a missile at Klein and the ejection pod has failed, clearly the Wraith has not undergo testing first, and he will die. Becks who Mertens mentions in Acts will come to support you. Now this Widowmaker as Scatter Gun as attack so watch out, I suggest you fire 3 Anti-Shield Missiles at it, careful to not fire in such close timing so all 3 will be diverted away if he fires a diverter. When you are close, give it the torpedo. You must then hit enough Anti-Shield Laser/Plasma Cannon on it before he destroys the Navy Miner. If you are not quite quick enough, he will fire the a torpedo of his own and the shield will go down. Now is less of a concern if you hit the Miner with the Anti-Shield Laser accidentally. He will hardly attack you, but he ignores you as well.

If you hit him hard enough, he will flee via Jumpgate and once the asteroids are collected the mission will complete.

Summary:

- Asteroid Turret - 3
- Lance - 5
- Mace - 8
- Widowmaker - 1 - Shield Down only

If Fail, read on to Support Assault

If Success, proceed to Eliminate League Mining Facility via (D1)

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| Test of Unity (2.8)
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Support Assault (2.8.1)  
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- Special Primary: Grapple Gun
- Special Secondary: Offense Pod
- MFD: Distance to Object

Objectives:

- Support assault on installation
- Protect Navy fleet craft

Look at that a grapple gun, you will never guess why it is there in the first. There initial part does not really have a point, Shields here and there, destroy one and another launches. 2 Hammers will join the fun but is nothing more than a side cast in all seriousness. Once again destroy one and then replaced by shields. In my opinion this is all just a ploy to convince you to think that the Navy Destroyer you have to defend really has their shields down then the werid part comes in.

The destroyer is heading for a collision with the League Installation up ahead, and guess what you have to pull it out of the way. The thing here is direction,

pull it AWAY from the installation but not too MUCH. If you drive a car, you know that when backing out of a parking slot, you don't turn immediately, as it will scrap the car next to you. Same here. Pull too much and back end hits it. Remember to pull multiple directions to make sure the whole Destroyer gets out of the way. Once cleared the mission should complete.

This is quite a hard mission if you are unsure, so no worries here if you fail this mission. Although the shields are nothing more than the side-cast, it can cause a stir as well as the Destroyer can be destroyed by it as well.

Summary

3 Shields initially - Respawns

2 Hammers

If success, go to "Hit 'n' Run" via (E1)

If fail, scroll to "Installation Defense"

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Installation Defense (2.8.2)

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Special Primary: Grapple Gun

Special Secondary: Defense Pod

MFD: Time Before League Forces arrive

Objectives:

-Deploy mines at jumpgate markers

-Sweep Area behind minefield

-Ensure safety of Navy installation

Deploying mines. Optional, but helpful. But also a pain for 2 reasons, flying back and forth as well the fact that the Markers are hard to see, but you choose. You probably won't get them all in place in the 3 minutes given but they are there nonetheless to help you. Shooting them activates them.

When the counter reaches zero, flood gates open and Arrows enter the area as well as a couple of Mace. Launch defense pod if you haven't already and attack every single Arrow or Mace here, using everything you got. The Cargo Ship is particularly in threat as it they target it more. This mission is really destroy them before they destroy the Vessels. This part goes by fast, is not very difficult but you have to be quick. It is possible to destroy half the Arrows by mines but you still have to deal with the 2 Mace which attacks you more than anything else.

Is simple but accuracy required.

Summary:

6 Arrows - Estimations

2 Mace

If success, scroll to "Hit 'n' Run".

If fail, Ending 3.

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Hit 'n' Run (2.8.3) (E1)

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Special Primary: Grapple Gun

Special Secondary: Offense Pod

MFD: Distance to Object

Objectives:

- Navigate minefield
- Steal research vessel
- Escape Minefield

Interesting mission this. Shields and Sentry gun will be appearing as you enter the area. 6 Sentry guns in total and they are harmful, it is very favourable to destroy any enemy presence first before proceeding. The League Installation offers nothing but can be destroyed if you wish.

About the Minefield. Even using the best ship in the game fully upgraded, I barely survived full hits from the Mines so thats a no-no option. Go in and get it also dangerous. So what yo want to do is draw out mines and then let them explode as they crash into each other. Then once you have cleared a few obstacles, proceed to grapple the Orange Star called Research Vessel. Any remaining mines will follow but they pose no threat. The Navy Dreadnought will uncloak, take the Research Vessel to it and mission will complete.

The Mines are dangerous, they will destroy the research Vessel if destroyed giving you a mission failure.

Summary

- 3 Shields
- 6 Sentry Gun
- Ininite Swords

If success, go to "Investiage Distress Signal" via (E2)

If fail, Ending Three

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| End to Innocence (2.9)
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Eliminate League Mining Facility (2.9.1) (D1)  
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- Special Primary: Grapple Gun
- Special Secondary: Offense Pod
- MFD: Time before League forces arrive

Objectives:

- Destroy Defnese Turret'
- Destroy mining Installation

Welcome to one of most difficult mission, and thankfully you don't have to pass it, but nonethless I will try to give a walkthrough on this mission despite the fact I had only beaten this mission a few times and not with the Wraith as well. The reason this mission is difficult is because of the twist that the Installation you have to destroy is immuned to your weapons and Drake will give a hint to use the Asteroids to destroy them, when he said physical impact he did not mean crash into it, okay?

Another reason this mission is difficult is because there is the 5 minute time limit and the sheer amount of guns firing at you is too much to handle a lot of the times. Add to that, the asteroids you are using might be destroyed on the course to installation and the number of asteroids that is close to Installation is not lots so you have to fly good distance away from it. The good news is that you can destroy this thing only, all other ships/turrets

in vicinity is not important and you do not have time to make them important.

First off, if you don't believe me, go and have a go at the Installation first and eventually Mertens will speak of the shield. If you think the ships is hurting you too much take care of them but don't waste too much time doing so. Fly towards an asteroid, use gun fire on it to heat it up(turns red), use the Grapple Gun and then face the Installation. Hold the fire primary button till it releases and it should be heading its way but might be destroyed by the ships surrounding it. No time to watch it, instead find another one, don't care which is closest, just find one and fly towards it, if on the path, you found one next to you, by all means use it, but finding asteroids is something so time consuming yet you have no time. Once you got another one, do the same, heat it up, and grapple then swing it towards the installation.

You will need at least 5 asteroid to destroy it. And well, it doesn't matter you fail this. A good thing for this mission is max out the shield and afterburner of the Wraith, but it should still be too tough to people who is still new to the game.

Summary:

League Mining Installation - 1

Mace - Irrelevant

Sentry Gun - 4

Shield - Irrelevant, launch from installation

Aimer - Irrelevant

If fail, look below to Scouting Graveyards

If Success, go to Sentinel Alert via (D2)

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Scouting Graveyards (2.9.2)

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Special Primary: Leech Beam

Special Secondary: Offense Pod

MFD: Distance to Object

Objectives:

-Clear path through graveyard

-Ensure Safe Passage

A graveyard of ship? This made me laugh but this mission can potentially get you laughed at as well, so brace yourself. A Navy Frigate and Navy Cargo Trans will enter area to join you and Becks as well as a strange Navy ships called Chimera and Eclipse. Funny thing is you can destroy them without consequence as well as the fact they will return as well. But they are help, and you can't get enough of it here. Max out your Afterburner please if you can, as you will using every last drop of it as we chase ships around.

Very soon, 2 Sentry Guns will decloak, then once they are quickly dispatched by you, another 2 appears as well as Strike Cannons. Attack what first? Always the Strike Cannon, they go for the Frigate and Cargo while Sentry Guns go for you as well as Becks and Chimera/Eclipse more often. The Strike Cannon is also more deadly and very stubborn with its Shield and hull, Anti-Shield is in the order here as well as the Plasma Cannon. After this first phase, a short break ensues.

Sentry Guns uncloak 2 at a time with a interval between them. The Widowmaker also enters with the first 2 Sentry Guns and a short while later, another Strike Cannon appears as well. Then after a little while another Strike Cannon

appears along with 2 Sentry Guns at once. Strike Cannon first no matter what is happening, the Widowmaker and Sentry Guns will only do so much damage. Knock them out fast and hard, use your Torpedoes if you have to. If you worry about the Widowmaker, use the Offense Pod and give it a few dose of the Plasma Cannon. Talking of the Plasma Cannon, make sure you are a little distance from the Strike Cannon before firing it as it goes through it even though it looks as though is a direct hit when at close range. These strike cannon takes no time in destorying the Cargo and the Frigate so is vital to destroy them first, cannot stress enough on this point. Missiles, the lone Torpedo you have, anything just use it

The Widowmaker should leave when it shield is down, it leaves. Plasma Cannon on Sentry Gun if you have to attack them. This weapon is useful here as most targets are stationary so use it often as you want. Once all enemies is either destroyed or left sector, the Frigate and Cargo Trans will leave area and you will follow suit soon after.

Summary:

Sentry Gun - 10
League Strike Cannon - 3
Widowmaker

If Success scroll down to "Sentinel Alert".
If fail, go to "Investiage Distress Signal" via (D3)

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Sentinel Alert (2.9.3) (D2)  
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Special Primary: Ion Cannon
Special Secondary: Repair Pod
MFD: Distance to Object

Objectives:
-ID Unknown Sentinel
-Destroy sentinel
-Protect Reactor

Spook again, ground mission again. Not easy mission either(when is it ever in the Spook?), and you will face the most weird looking "craft" you will ever see. But that is for later, right now concentrate on the number of Mace and Lance you will have to deal with first. There are Navy Turrets that help defend the Navy Reactor but they just shoot at anything and everything including you so look out. Ion Cannon can deal with the fighers effectively enough. There however is something you should watch out and when you hear a strange sound, look at radar find the Green square and fly to it. It is just behind the hill and feast yourself on one of the most outrageous ship and strongest ship you will encounter.

This thing attacks the reactor of course, and you should send the repair pod to it when the Sentinel gets close to it. The Sentinel has a attack pattern as they called it in RPGs. It moves to area, then slowly turns around before firing then move to a new area around the reactor. What you should do is, use the Anti-Shield Torpedo when it remains stationary as well as the 3 missiles as well to down the shield. As Ops has informed, there is heavy armour which makes it invulnerable. Instead, when it is stationary, fly to the bottom and attack at the abdomin as Ops has suggested, use any missiles you have as well then fire use the laser to destroy it. Beware of the laser beam this uses religiously at you. There is not much to say on it other than the fact it can hurt you seriously.

When is destroyed and you still haven't defeated the rest of the fighters, finish them off and mission should be completed. Remember repair pods if it returns to lengthen battle.

Summary

Mace - 6 (estimation)

Lance - 4 (estimation)

Sentinel - 1

If success, go to "Oversee Mining Operation" via (F1)

If fail, scroll down to "Investigate Distress Signal".

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| Growing Defiance (2.10)  
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~~~~~  
Investigate Distress Signal (2.10.1) (E2) (D3)  
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Special Primary: Ion Cannon

Special Secondary: Sismic Lance

MFD: Distance to Object

Part One

Objective:

A distress signal from Navy Battleship, in this war, any ship is important. But it turns out that this is a hoax set up by the league to ambush Navy Units.

If you fly forward you will see the Distress Beacon, which looks like a Power Cell, I give it a good pounding as it explodes as well. But no time to play as 3 Maces is shooting your shield off. They are really no match for your Wraith or the Ion Cannon you have that can instantly destroy them if it gets a full hit. Once you cleared them up then the League really shows up. A League Destroyer Uncloaks and it battles the Navy Battleship with the Laser Beam.

There are 3 Maces here again, deal with them first before attacking. You could wait till the Destroyer has its shields down before attacking it but there are 4 key points where you can target once the shield is down. These are the Reactor, Shield Generator, Engine and Bridge as shown on the screen. There 4 Swords that appear after the Destroyer is destroyed, deal with them as you have been doing then comes another pack of them. Kill them but before you destroy them the Navy Battleship will probably give way and be destroyed as well. Once this pack of Swords are down the Widowmaker comes. Fight him till he flees again, but this time you follow him for the death match he offered up.

The Battleship cannot be saved, as the Swords will just keep coming, I managed to keep 2 extra packs of Swords out before the Battleship is destroyed. But there are no benefits of destroying them too quickly, literally let them destroy it as you will have less Swords to deal with because this part is very draining on the health as you may be attacked by the Laser Beam as well.

Part Two

Objective:

Kill the Widowmaker

Finally you get to fight him and without him fleeing. He still thinks he is superior after the few battles you might have encountered and owned him. Is thankful that our ships's health had been restored and missiles restocked. But check out the surroundings, full of red, orange , yellow, purple mist, perhaps the Widowmaker intended to make himself less visible against the background? Who knows? But I know we are in a battle that is not easy as there is a surprised installed.

The first part is easy, just heck away at his shield with a beating of Anti-Shield Laser and the occasional Plasma Cannon, use your missile and torpedo as well if you wish. The Ion Cannon is useful here as well. The shield is not too strong like the other fights, perhaps he didn't recharge his shield fully when he fled but still that is one heck before it finally gives way. The the Hull, and then you see his tail flaming and he explodes.

But coming out of the remains is TWO Widowmaker ships which classified as Unknown. Defeat them as well, the upside to this is that they are about strong as a Mace or a Sword, so you can deal with them fairly easily. But they can also split as well into 2 which can give you a count of 4 if you destroy those 2 at the same time. These are little stronger than the Stormlords, a direct hit from Plasma Cannon makes their engine flaming.

Try to destroy the ships that has split twice first as 4 of them together can be a pain, they lose health not weapon effectiveness as well. Remember, when they split, they become stationary momentarily so you can get a few hits on them first.

Anyway, once this is over is over, no more Widowmaker again. If you ask me why he can split into 4, my only guess is that the original ship is actually 4 in one backed together in the body as a shell. When the outer shell fails, the 4 ships which is split into 2 and into a shell as well appears and when the fail as well they expose the bottom ship. The Widowmaker probably only occupy one of the 4 small ships, the other 3 maybe computerised perhaps.

If success, scroll down to "Oversee Mining Operation".
If fail, Ending 3.

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| The Watch (2.11)  
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Oversee Mining Operation (2.11.1) (F1)  
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Special Primary: Leech Beam
Special Secondary: Repair Pod
MFD: Distance to Object

Objective:

This mission is quite strange really, but simple. But you could witness the capabilities of the mining laser of large Navy Fleets in comparison to your very pathetic Sismic Lance. Anyway, you really should head out to the very large Crystal Asteroid which looks very different from others you have met, but of course they are very different to anything you met so far. But before you should do anything else, intercept and destroy the League Swords in the area, there are only two and very easy to deal with Once the Mining Vessel has reach it, and shot at it you see Fish. No kidding.

These Fish are not deadly, I call them GhostFish though or Phantom Fish. These guys have no weapons, no shield and their "hull" integrity is very low, though strangely when they are about to die, their tails catch fire like any other ships. They will start attacking the Mining Vessel here by crashing into it and you have to destroy them. It is not so hard if it is not for the fact the computer cannot detect them at all so you cannot rely on the second reticule to judge their movements. There are at least a Dozen of these, best method is to reduce their numbers as they get away from the original asteroid by firing and hope to hit a few before they spread out.

Once is destroyed(or Killed), look for the Sun, to see a giant...whatever that is, Dragonfly, Wasp, Scorpion whatever you call it(hope is not those fish when they reach maturity). This one can fire green laser at you and is invulnerable except on the head. It is also extremely fast and chances are you will not catch up with it. Don't bother firing your lasers either as it does little damage. Rather wait it to stand still and charge his tail for a blast at the installation. During that time, use the Anti-Shield Torpedo at it and it will flee. If you do not make it flee by the time it picks out the 2 mining vessel and is going for the Installation, you are screwed. It aborts the charging progress if it gets hit so even if you can't get a clear shot at it when it stops, a few stray laser can stop it from launching. Also, instead of flying around when it curls, stop dead and watch it, perhaps follow it slightly, but when it stretches out and fly with a straight back, use your afterburners after it, much easier as you can lost where he is if you try to follow it all the way. You also will find it hard to keep with it anyway.

If you beat this mission, you get the easy path, if you lose, you get the honor of playing in one of the harder missions but at the same time a very fun mission. Anyways, you receive the Diablo. The Navy's top Craft.

Summary:

Swords - 2

Phantom Fish - 10

Giant Entity - 1

If success, go to "Data Snatch" via (G1)

If fail, scroll down to "Rescue Science Fleet"

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| Suspicion and Blame (2.12)  
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Rescue Science Fleet (2.12.1)  
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Special Primary: Grapple Gun and Sismic Lance
Special Secondary: Defense Pod
MFD: Estimated time until science vessel is overrun

Objectives:

- Lance off unstable cargo
- Use unstable isotopes as weapon
- Destroy League Fleet

This is one very difficult mission, be thankful that engines don't break down in Navy ships as they will be used to the limit in this mission. This mission is the hardest in the whole of Colony Wars, kudos if you can beat it at all, let alone the first time you played this.

First destroy use the seismic to lance of the unstable cargo off the Science Vessel, is very obvious, the red part. Takes a few shots to to it, once is off, leave it along. There are 2 Lance flying around in the area, so use your Lasers or Plasma Cannon Scatter Gun for some attack. Defense Pod is in order here as well.

The Cargo then explodes and Isotopes started to scatter around the area. Not good sign, however, is also not a good sign for the League Frigate that wants to destroy the Science Vessel. As Drake says, use the Isotopes to destroy them by using the grapple gun. Be sure that you slow down when you grab an Isotope as your shields will be destroyed by a single hit, so do is the hull. And guess what, so the League Frigate, 2 shots of this and is done. A Diablo will help you destroy the first one but it will very soon be gone himself. Also, there is a Lance hanging about trying its best to annoy you, unless you can destroy it without wasting a second, ignore it, you do not have the time.

Once the first Frigate is gone, 2 League Frigate appears, simultaneously, you also have to destroy these. 2 Isotopes each and they are dust. If you are having troubles or wonder how to get the Isotopes to hit them, here is how. The normal method of power release (hold X when releasing) does not work unless you are flying squarely at the Frigate, otherwise there is a higher chance of missing than hitting. You don't even need to release it in fact. When got an Isotope, fly towards one side of the Frigate, then when close, quickly change direction to the other side and fly across the side, it should hit every time, if not it should be the time you get once around the back of the engine. Once Isotopes is used, watch the Grapple rope, get Isotopes ASAP. If any of these Frigate get a shot at the Science Vessel, chances are you will not have time to destroy them in time before the Science Vessel itself is destroyed. Note, once you know is safe that the last Frigate can be destroyed before it can fire(judge by distance, destroy the 2(or 3) Lance flying around. If you want to be successful in the mission, they may need to be destroyed at the end. Also not Frigate on left (from point of view of Science Vessel) is much lower in shield and hull strength and may be faster using your normal weaponry.

Wasn't too hard was it? Well I certainly hope so as that was only about a tenth of the difficulty of what is to come. A League Behemoth appears, and well, huge is not a big enough word to describe this thing. Only thing you need to know is big/enormous/gigantic and can take HEAPS of damage. All you need to do is figure out which is the Science Vessel and which is the Behemoth because they look like a tangled heap. Order of the day, use Isotopes. This time, you can just release as normally by holding X because if you can miss something that big and so close, you can hardly convince me you made this far into the game. This can take brutal beating, you will need 2 to get the shields down and 2 more for the hull to give way. The time limit is very strict and you should be done with about 10-15 seconds remaining on the count.

Just so you know, all Legaue Fleet can be destroyed using conventional methods in this mission, including the Behemoth. The Behemoth itself has 2 weak points that one could easily spot and are both shield generators that cuts the hull strength by a significant amount, the rest can be destroyed by using torpedoes or even missiles and normal primary weapons though it takes longer, those who have trouble with Grapple guns could use this method bearing in mind you will certainly run out of time.

Summary

5 Lance

3 League Frigate

League Behemoth

If Success, go to "Remote Targeting" via (H1)
If failure, scroll to "Avert Natural Disaster"

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Avert Natural Disaster (2.12.2)  
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Special Primary: Grapple Gun and Sismic Lance
Special Secondary: Defense Pod
MFD: Distance between the main asteroid and installation

Objectives:

- Destroy asteroid shower
- Ensure safety of Navy craft
- Ensure safety of Installations

I hate this mission, the is quite difficult at times since the targets you are supposed to destrotly does not appear on radar, which is the asteroids.

You have 2 methods of destroying the asteroid shower, either by sesmic lance or by the grapple gun, you choose. Using the grapple gun, you simply need to attach yourself on one of the asteroid then release. Do this continuously until all asteroids miss the Navy Starport.

On the other hand, you could use the sesmic lance and destroy each one individually so none ever reaches the base. I prefer this method as grapple gun uses a lot more time especially on the smaller asteroids where the sesmic lance could destroy in an instant. It also do not run into the risk of missing the asteroid altogether resulting in more time loss of time.The down side is the overheating which may be crucial when an asteroid is close in that case you may want to actually use the grapple gun and divert the course.

Whichever method, you start off by using the afterburners to the asteroids in the direction of the sun. I rather go forward deal with whatever ones you could then turn back and deal with the ones you have missed. Make sure all of them is destroyed before turning back again for another round. The asteroids come in short bursts so you could take a breather mid-way fot a few seconds. Don't let any asteroids touch the Navy Starport even if they are small. A few small ones will result in one big one, so do not let anything for granted. If the installation is destroyed, the mission.

Once the asteroids are destroyed, the League tries to add insult to injury by sending 4 League Swords to attack the Navy Crafts further, they are very aggressive against the Installation and very well spread out as well. If you only just kept the Starport alive, these will finish it off so if you know youd done badly in the first phase, this phase may finish you off. Otherwise, this should be routine.

Then the main asteroid arrives, you cannot destroy it with any weapon so you have to use the Jumpgate generator (white dot on radar) to send it away. It should appear near the Starport use your grapple gun on it drag it to nearing the Asteroid, do not power release, a quick tap should do. If you position near enough, text should appear saying "Generator targeting asteroid". Once is through the jumpgate, you are done. If not reposition the Generator, you have quite a while to do this.

Summary:
4 Swords

If success, scroll to Remote Targeting

If fail, Ending Four

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Remote Targeting (2.12.3) (H1)

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Special Primary: Leech Beam
Special Secondary: Probe Pod
MFD: Progress of probe

Objectives

- Suppress enemy fighters
- Probe enemy fleet craft
- Avoid jump missiles and escape

Very enjoyable this mission. The sight of giant cruiser getting destroyed by single shots is something you will see only on this mission.

The League Cruiser in front of you needs to be probed using the pod, you have to be close to touching them before it locks on. When it does, launch fly away to the next League Cruiser which is on the right as you want to get away from it before the Jump Missile arrives and you unknowingly crashed into one and there is your shields gone. Probe the next League Cruiser as well, again, it will be very close. There are 2 Lances flying around here and may use missiles, that is why your shield may be of importance, but you can leech your shield back with the Leech Beam.

Ops will comment of jamming signals, that is not extremely significant other than that one of the missiles will miss and actually go for you instead. It will appear green on radar but chances of you hitting getting hit by it is lower than I meeting you in person by coincidence. The first the jump missiles will connect with their respective targets.

The League Dreadnought uncloaks and launches 2 more Lance, but one of them won't be replaced so you will come back to 3 Lances only should one be destroyed. Use the Probe pod on it as well and Jump Missiles will enter. One will hit and shield will be gone while the other is a rogue one, you can identify it by the 4th green dot on radar. Long as you evade the missile, which basically is flying non-stop it will not hit you. But apparently, the Navy ran out of jump missiles (or so I thought) because Drake tells you to finish it off. Well, you know how to. Destroy each of the named parts, and it will be gone, but remember just hitting any spot for extended periods also works.

When all is done, destroy the remaining Lance needs to be gone as well and mission concludes.

Summary

4 Lance - Infinite replacement except one until Fleets destroyed
2 League Cruiser
1 League Dreadnought

If success, go to "Sentencing" via (H2)
If fail, Ending 4.

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| Friend or Foe (2.13)
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Data Snatch (2.13.1) (G1)

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Special Primary: Grapple Gun

Special Secondary: Probe Pod

MFD: Engine Noise

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Part One

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Objectives:

- Take down Battleship shields
- Grapple battleships as it leaves
- Probe facility for traitor list

3 Part mission varies in difficulty but you start out here in an easy assignment. In front of you, a League Frigate will be destroyed and the Navy counterpart will face the same fate soon but that doesn't matter as another one uncloaks. Nice and easy way is just blast it with all the Torpedo and missiles at it until its shield is down and then Grapple it as it leaves. There is a few Mace here of you want to waste your time, but should you when this part can take longer to load than finish?

Area Summary:

League Frigate - 1 - Shields Only

Mace - 3 at a time.

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Part Two

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Objectives:

- Evade Sound Sensitive security
- Download informer list

This is the most difficult part and is extremely hard, surely you will notice the MFD is unique from others as it gives out how much sound you are making. The sound limit is just over when there is red starting to creep in, best to keep it in blue for long as possible. Also watch out for those "Spotlights" These thing is deadly, there are quite a few of them searching slowly around, if one of these caught you, you will be in trouble as the instant it connects, you will hit by a Laser Beam. If you haven't been hit by one of these yet, you will certainly get a good load of them here.

My suggestion here is just fly straight for the Installation while keeping quiet, sometimes the Spotlight may brush over you as if is very close, do not freak out as they might not have got you. Just keep steady, tap R1 and stop when it gets too loud. By personal experience, the most direct path is the safest path. When you get close enough, activate the lock-on on the Probe Pod then use your afterburners to get close to it, you might have to be close to touching it before you get a lock-on. When you are close, the possibility of getting caught is too high is really unavoidable. If you been hit by one of the Laser Beam earlier, just get straight to the afterburner step.

The last part is difficult. 3 Swords will launch after Probe is complete and you have to battle them before you can leave the mission. To make it harder, the Installation loves firing the Laser Beam. If you decide to take the Sword on straight away, never ever stay on a straight line. weave around, do different flying techniques of rolling, just not being still is no enough to

avoid them. Also, the Spotlight still fires Laser Beam on detection, you got your work cut out this way. Alternatively, soon as you fire the Probe Pod, run away from Installation. Colony Wars do not have area limit, though you can be flying in one direction and never leave area despite seemingly still moving forward. However, before that happens, you will be out of reach of the Spotlights. You will have to sit a while, they can't exactly keep up with the Diablo. Also, when they are coming, and possibly have Missile incoming, please do move and don't fire a Diverter standing still because you know it will still be travelling straight for you. The will be much easier to destroy here, but is a waste of time really.

Summary:

3 Swords - Must destroy

1 League Frigate

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Part Three

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Objectives:

-Probe Installation

-Eliminate enemy agents

Eliminate surrounding fighters, they are pretty weak, 2 Swords here then the Navy Installation that you saw cloaking earlier will decloak again. Use your Probe Pod on it and then a ship will launch, labelled as Traitor. The instant you see him, all Missiles at him as well as a good beating from the Scatter Gun which should finish him quickly. This part is so simple really it isn't worth another paragraph. Destroy fighters, probe, kill traitor. Finish. I think the Traitor will eventually flee, but I really doubt you would have make it this far if you can't destroy him in time.

Summary:

Swords - 2

Traitor - 1

If success, go "Traitor Hunt" via (G2)

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Capture Traitor (2.13.2)

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Special Primary: Grapple Gun

Special Secondary: Offense Pod

MFD: Distance to Object

Objectives:

-Take down Installation shields

-Protect Watch Members

-Obey any other orders

Closely monitored eh? No worries, the Installation that you have to take down the shield of is in front and launches 3 Maces to meet you then cloaks like a coward. Take down the 3 Mace, beware of the high amount of missiles it will be heading your way. Try get on tails rather than shoot during fly bys as avoiding missles that way is difficult and could quickly destroy your shields.

Then a League Frigate Enters the area and launches Maces one at a time. There is absoulutely no point of attacking them as is anothe of those endless supplies. So you have to destroy the League Frigate. The most efficient way is

take down the shield however you like then systematically destroy the "Named" parts of the Frigate, Bridge, Shield Generator, Reactor and Engine. It will explode after that even though you can just as easily just slam endless lasers on it.

Then the League Starport decloaks, take down the shield of it. There is no rush though, you have wait for all the Watch to enter area. Still, the Mace respawns so there is not really a reason to destroy it. The Watch eventually will dock with the League Starport. The League Escape Pod will launch and hit it with everything you have got, thats includes shield. There is a time frame for his kill, but is quite generous. One thing to watch out for is that you can destroy the Starport by stray fires, and the Watch is inside. And you could guess they won't be too happy if that happens.

Summary:

4 Mace and infinte supplies afterwards.

League Frigate

League Star Port - Shields only

League Escape Pod

If success, scroll to "Traitor Hunt"

If fail, go to Sentencing via (G3)

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Traitor Hunt (2.13.3) (G2)

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Special Primary: Sesmic Lance

Special Secondary: Probe Pod

MFD: Progress of Probe

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Part One

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Objectives:

- Probe Convoy for traitors
- Eliminate all traitors
- Do not harm Navy Loyalists

Another one of those missions where is very hard on the engines, so I suggest you upgrade it using the previous 3 tokens you had been awarded. This mission is probing hell. To start off with, there are 4 Navy Vessel, use the Probe on the, the front 2 are fine, the ones at the back is enemies, once you probe one of them, both of them attacks you. The first ship explodes literally by itself while the second one will take a while.

I couldn't keep count of total, but there is at least 4 more ships you have to target, 2 of each is again Traitors, the other 2 are Friendly. And the same as before, one explodes quite easily, the other quite stubbornly. Whatever it takes, stay alive. This mission has 4 Hammers shooting your backside off and shoot missiles till it is out of fashion. The worst thing is that you have no time to deal with them, any ship, regardless of whether they are traitors or not will leave the area eventually. They leave immdediately after probing, but if any "escapes", your mission will fail. Just probe the front vessels whenever possible so they won't have a chance to escape.

Afterwards Kron will inform that Becks is traitor and you are required to kill her. You do not have to probe her to get this information, so don't fret if she had left the area. But before you can destroy her, you must destroy the 4

remaining League Hammers then you will be transported to a new location sort of like the Widowmaker fight if you have done it.

Summary:

4 Traitor Vessels - After Probe

4 Hammers

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Part Two

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Objectives:

-Kill the traitorous Becks

The 2 Watch that is with Becks here will attack but is not requirement to destroy though I recommend you do before attempting to destroy Becks. They are Diablos after all, so they can with stand damage but they often stay stationary. Use missiles if you like as they won't be a good use for against Becks because of her ship.

Now once they are gone, lets turn to her. She will NOT be aggressive until her Wingmans are dead, that could be to your advantage ir not, so remember that. Her ship is equipped with cloak, she can disappear from you whenever she feels like it kind of like how Large ships does it. The period between cloaking and normal form is invincible, and so too is the period between normal state and cloak state. She appears for periods of 5 seconds(Approximation) then cloaks again. As you can see this time frame is not long, but the problem is that you have to find her again as she disappears from your radar. Thankfully, the invincible period lasts about 2 seconds giving you time to find her. Also, she normally reappears directly behind the direction you were facing previously, so that may help you beat her.

Of course, you have to make your shots count, if you know you can hit her, torpedo it. Have one charged permanently so when you got a sure shot fire. Do not wait or hesitate as thats your torpedo shot into empty space because Becks will be back in cloak by then. You know how I stated earlier that Becks will not attack you when her Wingmans is still alive? Well when she attacks is normally precise and you have to take the damage otherwise you will not ever hit her. But if she the Wingman is still alive, there won't be as much hits as the Watch Wingmans guns can avoided easier as they don't have to be attacked. So is worth leaving one of them alive (2 will be a hassle as the rate of fire is worse than Becks) just to keep Becks' guns muted. If you are really struggling against the way of finding her your health will slowly bit by bit decrease.

SHe is not that hard though, about 5 rounds of scatter guns could easily destroy her and lets not forget about the torpedoes that can cut the time needed to finish her off in half.

Summary:

2 Watch

Becks - Must kill.

If success, go to "Spearhead Assault in League Home System" via (I1)

If fail, go to "Sentencing".

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| The Trial of the Judges (2.14)
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Sentencing (2.14.1) (G3) (H2)  
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Special Primary: Ion Cannon
Special Secondary: Offense Pod
MFD: Distance to Object

Objective:

- Accompany Watch escort
- Submit to all instructions

This possibly is the best mission in the game, fighting at its finest. You are currently are being towed to the Installation in front of you, you have no access to power nor weapons. But you can break lose of the grapple that is holding you down by swinging side to side and you can shoot down the 2 Watch Diablo. They are surprisingly weak and can be destroyed by a few firing of the Scatter Gun, but why bother when League ships will come in and destroy them for you anyway. Then a League Frigate Uncloaks and launches Mace, lots of them. Never ending amount of them. The Installation will cloak.

This mission is incoming fest. This is possibly the only mission you will ever use all of your missile diverters. Also, as said a lot of times lately, frigates and battleships enjoy very well in spamming the Laser Beam and the one from this League Frigate really hurts. However, this could also be your friend if you let it be. Incoming missiles can be literally blocked off by the Frigate by flying round and round around it like in orbit, the missile will either lose track or hit the League Frigate itself, not to mention damaging it as well.

In this mission, the key is survival, there is nobody you have to worry about, you can shoot down the Watch even though they are still currently considered "Navy". At any given moment while you have the Frigate intact, 3 Maces will be present. On top the 2 Watch at the start, there is also 2 more Watch Diablos which will not regenerate. They don't really pose a threat but you can destroy nonetheless. Is the Mace that you should be worry about. Avoid the scatter guns if possible and often as possible. You DO NOT have enough shield to take a beating even if your Diablo has full shields upgrades. Is best to not take on the Mace fullstop, but rather, attack the League Frigate. Destroy the shields using the Torpedoes(up till this point, you have not used any missiles) then you can slam it with your lasers....or maybe not. You will not destroy it using this method(or it might take ages at least). Instead target the "vital" points. Engine at the back, the reactor that looks like a V, the shield generator, a yellow block that have no graphics detail and the Bridge, which is sort of like a green cross on the side. Destroying these points will destroy the Frigate. Do fly-bys, use your scatter guns and charge straight into it then if you manage to destroy it, sweet fly straight by, if not avoid crashing into it. But remember, avoid getting hit. It should go down fairly quickly.

Now once you got it down, the Mace can go down now. There is just 3 of them, they should possess not much danger anymore but do becareful with them. After this turns to the Installation, attack it as Drake says, when Shields is down, Becks will launch and 2 Watch Diablos will enter. If you didn't destroy the Maces earlier you will be in for a beating, concetrate on Becks, missiles is in order here. Just annihilate her with them. She does some trash talking as they always do that is in relation to her health. If you came from failure to complete Traitor hunt and got destroyed by her, you will be pleased to know she have no unfair advantage this time round so take your time if you must. When she is destroyed, Navy backup will arrive but you have to survive until then, take out any remaining crafts in the area. Once the 3 Diablos arrive, you are done.

Summary:

6 Watch - initial 2, 2 with League Frigate, 2 with Becks
Maces - infinite, at least 3 is present.
League Frigate - Must be destroyed
Installation - Shield required only
Becks

If Success, scroll down to below to "Spearhead Assault in League Home System".
If failure, Ending 4.

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| The League Cornered? (2.15)
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Spearhead Assault in League Home System (2.15.1) (I1)  
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Special Primary: Ion Cannon
Special Secondary: Offense Pod
MFD: Distance to Object

Objectives:

- Protect spearhead battleships
- Destroy League Fighters
- Destroy Boreas sentinel

Finally to the heart of League, this mission can throw you off easily if you don't know what's happening. A Navy Cruiser will enter from Warphole and 3 Hammers will enter, they are heavily shielded so this will take a while, but do not worry, they are only the small fry here so they could easily be destroyed. Then the Astro Gun uncloaks and it shows its power right in front of you. Well, the Navy Cruiser will be just be gone.

But worry not, another Navy Battle Cruiser will enter area as well as 3 Hammers, how fun. Intercept and destroy, just like before. 2 Will appear, then one is destroyed another enters area. Before long, another blast from the Astro Gun will occur and the Navy Cruiser will be destroyed. Then another comes in, but we do not have luxury of letting this one destroyed unfortunately. You have to destroy the Astro gun but attacking from the outside is useless. You have to enter the Gun through the Reactor door, is marked on info-lock and is green with an arrow. Is at the same side as the gun is facing. Shoot to open it.

Once in there, there are 3 cores. 1 torpedo of any sort destroys one, 2 missiles of any sort destroy 1. The spinning block shields any blast, but just time it a little and you can hit it easily. After that, you are treated to a great cut-scene of the explosion of the Astro gun.

Summary:

6 Hammers
Astro Gun - 3 Cores destroys it.

If success, go to "Support Heavy Assault" via (I2)
If failure, scroll down to "Defend Crippled Battleship."

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| A New Threat (2.16)
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~~~~~  
Defend Crippled Battleship (2.16.1)  
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Special Primary: Sismic Lance
Special Secondary: Offense Pod
MFD: Distance to object

Objectives:
-Protect Navy Battleship at all costs

Fail scenario of this mission amuses me. But firstly, many Swords to deal with. Six in total, one after the other entering via jumpgate. After a few minutes destroying these, right after the sixth one, something Unknown Uncloaks. I present to you now, the Unknown, an Alien race with a Battleship ressembling a mushroom.

It launches little Spike like ships from its hull, do not, I repeat, DO NOT engage them yet. Launch everything, and I mean everything at the Unknown Battleship, torpedoes, missiles, lasers, pod, anything and everything. Your time limit is around 30 seconds to destroy the shield and it will leave. If you fail to do this, it actually tractors away the Battleship (funny that) and be captured. That is why you do not engage the smaller unknown ships quite yet.

Once the shield is down it will leave, even if is on its way out if the area, provided you can hit it, you have a chance of rescue. Now the matter of the Spiked unknown ships. They are unshielded and hull is not particularly strong either, but they are fast and agile. They also have a new type of laser as well that is not too deadly but hurts more than the normal laser. You could use missiles but out of the 4 you have in stock, you will be lucky one connects with its target. Scatter Gun only works well up close and may be a trouble because of the speed and agility when close making them hard to hit. Using your normal laser or better yet Sismic lance is much more easy to hit so use them, but if you are comfortable with the Scatter Gun, by all means use it. This last part is merely getting to know how to destroy them. You have no worries of failing the last part, when the last of these are gone, mission successful.

Summary:
6 Sword
4 Unshielded Unknowns
1 Unknown Battleship - Shields only

If success, go to "Eliminate Alien Super Beam" via (J1)
If fail, scroll down to "Answering Distress Signal"

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Answering Distress Signal (2.16.2)  
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Special Primary: Ion Cannon
SPecial Secondary: Offense Pod
MFD: Distance to Object

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Part One
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Objectives:

-Seek and destroy unknown forces

Simple. Destroy all Shielded Unknown Ships and you are done. But this is no walk in the park either, the Spook has stabilisers that can be a pain in targeting and with the number of them in the area, they can easily destroy just by the sheer number of Alien Laser shooting at you.

Use missiles, whatever. The particle gun is useless as thy foes are too agile and fast for you to hope that you can hit it, so don't bother. Plasma Cannon works well on direct hit but use whatever method to avoid getting destroy. When targeting enemies, target those not being attacked by your fellow Spooks as they all attack the same one so they can easily distract one from you. Is simple, is matter of staying alive, but better deal with them quickly as the Spooks couldn't stand them and eventually get destroyed themselves.

Summary:

Unknown 6

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Part Two
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Objectives:

-Defend Command Centre

Now here is the meat of this mission. The giant Alien Mushroom (I mean battleship) will appear right on top of the command centre. Soon enough, they will launch.....Spores (so you have to forgive me for refering them as mushrooms)! Well these Spores are deadly, they aren't of the garden variety, they will destroy the command base full stop. There are 3 of them, you could take Drake's advice all you could simple use the Particle gun and aim the blast at them. They are easily recognizable as Green floating objects. They are easy to hit since they simply drift down, if you are up close, use your normal laser.

That Mushroom up the top got more up its sleeves, once the Spores are gone, they send the extremely fast Unshielded Unknowns. In your arsenal with the Spook, the laser is your only chance of destroying them quick enough. You are bound going to get a lot "You are targeting Navy Forces" but ignore them till you get the final warning. Missiles work remarkably well unlike your first encounter with the, they are one shot kills so by all means use them

After that, 6 Spores will launch, same as before, charged up Particle Gun will work very nicely.

Summary:

Spores 9
Unshielded Unknowns 5

If success, scroll down to "Eliminate Alien Super Beam".
If fail, Ending Five.

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Eliminate Alien Super Beam (2.16.3) (J1)  
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Special Primary: Grapple Gun
Special Secondary: Offense Pod
MFD: Time before alien weapon fires

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Part One

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Objectives:

- Mine asteroids
- Move crystal asteroids to base
- Move produced discs to jumpgate

Briefing of this mission really is hilarious. It essentially means that they are using magnifying glass to enlarge a beam to destroy a planet, well in practice it makes sense but come on. And your job is to replace them with mirrors.

Well firstly, this part is very simple. Wait for the Research facility to blast the asteroids to pieces revealing a crystal asteroid then you use the grapple gun and swing them to the base all the while defending against a league fleet of one Lance each time. Funny how the League is attacking the Navy now, guess they want to do anything to destroy the Navy even if it means using the Alien resources. When the 3 of them is done, you are done.

Summary:

8 Lance

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Part Two

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Objectives:

- Destroy Alien crystal discs
- Replace with reflective discs

Right, some may say this part is difficult, but I would say this is a breeze in comparison to some of the levels. Important thing is take your time, you have plenty to spare even with the time limit, get things done right the first time will buy you more time than try and do everything in a quick pace.

Don't bother shooting the discs right now, you should see a bright red discs, look in radar and see the purple square that is not in line with the others, use your grapple gun and shoot at the centre white spot so you are pulling the centre. Now there is 3 discs you need to place, I would go for the one closest to the Sun, then the farthest then middle one.

There are 2 white red Shielded Unknowns in the area but even with missiles they won't harm you as the disc will be taking the damage for you. What you need to shoot is the Alien discs but only do it when close. When you got the red reflective discs tractor and going for one of the spots do not fly in angle towards it, the direction should be 90 degrees from centre by the time you are nearing it. If you do as I said, fly more to the side that you are facing then turn back to the middle part, this doesn't need to be exact but will make things easier.

Once you got a direct course, keep your reticule aligned with the white spot of the green disc when got everything perfectly, blast the disc away with whatever you got, then fly through use the reverse view to make sure everything is done.

Second disc, grab the reflective disc that should appear and do the same with the last one. This time go to the farthest slot, is nothing different from last

time except in different direction. Make sure you are 90 degrees, get your direction perfect blast disc and go through, no need to release grapple.

Now the middle one, the hardest one at that as is difficult to align. Take your time on this one, fly towards one end of the 3 discs, then turn around so you get yourself room then align yourself as usual.

If you get in trouble such as getting the disc stuck, don't panic. Just pull it the direction is off by or even is way off, pull the disc back out. Then then align it back to the correct direction. Don't turn the disc around, release then grapple disc other side when you do that. This will be a waste of time, that is why you should get things perfect first time. Also this really uses a lot of time and if you got stuck one chances are that you will fail.

Summary

- 2 Shielded Unknown
- 3 Alien discs

If success, go to "Clear a Path to the Alien Warp Hole" via (J2)
If fail, Ending Five.

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| An Unexpected Turn (2.17)
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Support Heavy Assault (2.17.1) (I2)  
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Special Primary: Sismic Lance
Special Secondary: Offense Pod
MFD: Distance to Object

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Part One
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Objectives:
-Clear area to trigger jumpgate
-Support assault on installation

The easy part. Fly alongside the Navy Destroyer and destroy the 3 Lance that will enter area. This is really just the warm up, these Lance can be hit blindfolded unlike what you have installed next. Once they are destroyed, Navy Destroyer exits via jumpgate. You have to wait until the jumpgate completely disappears, so nothing is wrong when you spend a few moments with nothing to do at all.

Summary:
3 Lances

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Part Two
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-Support assault on installation
-Protect Battleship

The hard part. Ahead of you is the League Installation, looks like another normal shift until the Unknown Uncloaks, your first encounter with them. The

ship is mushroom shape and will launch tiny Unknown ships and before long it will destroy the Installation with the Laser Beam. Now is time to do battle with them. The Big Mushroom will then cloak.

These tiny Alien ships are small and is the fastest fighter you will encounter. These have little armour and no shield. I advice highly against using the scatter gun and Plasma Cannon here. The former scatters and they are small so the hit rate is low. The latter is very self explanatory. This leaves us with the Laser and Sismic Lance. The Laser can fire in chunks so you can hit it more easily while the Sismic Lance hits what you point at it at all time so you can easily target them with it in close range. You might be also thinking missile, but I tell you that of the 4 Plasma Missiles in your disposal, you will be lucky to hit even one using them(of course they critically damage them, not quite destroying them but one more blast of any sort is enough). They spam missile diverters and is very fast and chances are they will just simply outrun them. Beware of hitting the Navy Destroyer as is very easy to here. There are four in total here.

After the 4 Unknown is destroyed, the Unknown Battleship uncloaks and sends four more Fighers out while the Destroyer and it exchange a blast or 2 of the with the Laser. It will leave the area very soon after that leaving the 4 unknowns battling you. One way of getting rid of one of them faster is go up to the Unknown when it uncloaks, it will not send the fighters straight away, so look for a Spike sticking out. Is one of the ships, it is under a shield, but when it launches you can just blast it away easily as it moves out slowly. Do the same as before with the rest, just scatter fire your laser and use sesmic lance if finding difficulties hitting. Scatter gun is fine when you are at close range. Once all of them is destroyed, mission is complete.

Summary:

8 Unknown Fighters - Must destroy
Unknown Battleship - Can be ignored

If Success, go to "Capture Alien Technology" via (K1)
If failure, scroll down to "Eliminate Alien Vanguard"

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Eliminate Alien Vanguard (2.17.2)  
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Special Primary: Ion Cannon
SPecial Secondary: Offense Pod
MFD: Distance to object

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Part One
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Objectives:

- Clear area to enable jump
- Eliminate all alien Presence
- Ensure Dreadnought survives

So many objectives when you only got 4 Shield Unknowns to deal with that appears in packs of 2 though you probably have to face 4 at one stage as they are too stubborn to be destroyed quickly. You are joined by a Wraith but you should handle these guys easy enough, the Dreadnought will take a long time before is in danger.

When the four Alien ships is destroyed, the Dreadnought will leave and you will

follow it soon after. Is funny how the jumpgate faces straight at the planet in front though, I do not know Jumpgates can go through planets

Summary:

4 Shielded Unknown - Must be destroyed

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Part Two

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Objectives

-Eliminate all alien presence

-Ensure Dreadnought Survives

Well, what a good start, a Navy Battleship gets destroyed. The next does not fair any better either, but you will have to deal with the 4 Unshielded Unknowns who is a pain to destroy. So what is the big deal about keeping the Dreadnought alive then? Well then once you destroyed the 4 Unknowns, another 4 enters the area and give them the same treatment, then thankfully there is no more. Destroy the Unknown Battleship using anything you got, it is not very trigger happy like League Frigates in previous missions. This mission is so simple and easy, is almost a sitter. No one needs to be defended really, the attacks against you are weak, there is nothing hard about it.

Summary:

8 Unshielded Unknown

1 Unknown Battleship

If success, scroll down to "Capture Alien Technology".

If fail, go to "Clear a Path to the Alien Warp Hole" via (K2)

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Capture Alien Technology (2.17.3) (K1)

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Special Primary: Leech Beam

Special Defense Pod

MFD: Progress of uplink to alien fighters

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Part One

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Objectives:

Clear area to initiate jumpgate

Clear area to Jumpgate, easy enough. 3 Unknown of the shielded type will enter and attack. If you haven't faced them before, they possess none of the speed of the Unshielded version's speed and agility and replace with great Shield and Hull strength. They are a pain to destroy and also great spammers of missile diverters. This will take a while. They primarily attack you, so the Navy Installation in the background is irrelevant. Destroy all 3 and you are now to the Jumpgate.

Summary

3 Shielded Unknown - Required

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Part Two

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Objectives:

- Avoid using guns while cloaked
- Use leech to link to battleship
- Fly alien craft to Jumpgate

This part is simple and interesting. As said, don't use guns during this period. Instead, simply fly over to the Unknown Battleship and use the leech beam on it. You do not have to worry about them hearing you or anything long as you don't fire you will be under cloak. When you finish linking to the battleship, a shield Unknown would enter area then you will be "transported" to its control. You get the first taste of the Alien Laser and Missile here, but you can use it on a proper ship soon enough so fly straight toward the green jumpgate and you will be back in control of your ship. From here the goal is basically to survive long enough for mission to complete really. For a little fun, you can destroy the fueling station your your torpedoes.

Summary:

- Unknown Battleship - For leeching
- 5 Unshielded Unknown - Not required
- 3 Shield Unknown - Attacks only if you deactivate cloak by firing.

If Success, go to "Close Alien Warp Hole" via (L1)
 If failure, scroll down to "Clear a Path to the Alien Warp Hole".

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| Humanity's Hope (2.18)
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Clear a Path to the Alien Warp Hole (2.18.1) (J2) (K2)
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Speical Primary: Grapple Gun
 Special Secondary: Defense Pod
 MFD: Distance to Object

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Part One
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Objectives:

- Move Cannon Parts to Jumpgate
- Defend Cannon parts from attack.

For the first part, you have to move parts to Jumpgate. The first part will launch and 2 Shielded Unknowns will enter area and you should destroy them. They target you than the parts so is no worries. When they are done, Find the Cannon part and grapple, fly in direction of the Jumpgate than release the grapple and it should fly through to the Jumpgate. Repeat for the second part, when the third part launches, 2 more shielded Unknowns enter area. Destroy them then send the third part to the jumpgate as well. Do the same for the next part. Finish warming up? As this is essentially what it is compare to the next part. If you can't find the juumpgate, is the red on radar while the parts are white on the radar, but how can you miss that gigantic green thing anyway?

Summary:

Unknown - 4

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Part Two

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Objectives:

- Wait for Cannon To assemble
- Dock With Cannon
- Destroy enemy fleet with Cannon

3 Unknown in front, as before they attack you more than they do to the Cannon. Destroy them however you like but they pose no threat. The amazing thing is to come next as you dock with the Strike Cannon.

The Cannon is slow and lumbering, suddenly the Hex handles like god and soon enough you have to take this to destroy the Mushrooms one by one. This cannon is extremely powerful but slow to recharge so make every shot count. Aim at the middle of the ships and make up for the fact it will move and the Cannon travels no faster than the cool down time. The Cannon also has large amount of momentum so turning is slow.

The first one is right in front. Shoot it at the middle, it will move, give it 1 more shots and it goes down. It will attack you with the Laser Beam and you will get hurt. They have high rate of fire as well so you get hurt quick. The second one will be on your left, swing your cannon that way straight away. Swing downwards when you are done as that where the next one will appear. When that is done swing upwards again to see your last Mushroom Battleship. This one fires straight away so it will hurt you if you didn't get to it fast. You will end up about half of the Hull strength left, which is really room for only 2 missed shots. You will probably fail this mission first time round as is quite hard to get used to the controls but the second time should be a breeze.

Summary:

- Shielded Unknown - 3
- Unknown Battleship - 4

If success, scroll down to "Close Alien Warp Hole".
If fail, Ending Five.

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| Madness of Kron (2.19)
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Close Alien Warp Hole (2.19.1) (L1)  
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- Special Primary: Sismic Lance
- Special Secondary: Offense Pod
- MFD: Distance to object

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Part One

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Objective:

- Transfer to sector via jumpgate
- Eliminate Alien defense forces
- Break web lock security code.

You finally receive your final ship, the Voodoo, the most powerful ship at your

disposal and you will need its power and quickness in the next few missions.

This part is the simple part, at least it does not require too much work on the brain. Destroy the Alien Fighters here. You have 2 Voodoos as support but this stuff is just kid's play to you now if you have progressed this far. But the Alien Lasers do hurt and I had an embarrassing moment of dying here, quickly deal with them so we can be on our way. Use missiles, torpedoes whatever, just deal with them. Be warned that they have a habit of firing missiles and one of them can hit almost a half the shield of the not upgraded Voodoo. There are 3 of these creeps and then you are on your way.

Summary

3 Shielded Unknowns

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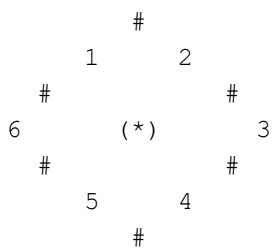
Part Two

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Objective:

- Eliminate Alien defense forces
- Break web lock security code.

Now on to the Web Lock. This is got to be the most confusing aspect of Colony War Vengeance. I literally sat a full weekend figuring this out once and I tell you, is no fun. And it looked seriously out of place when you compare the look of this to everything else. I know is Alien technology, but still the design is weird. Anyway to solve it, you need to have some memory. I think is best if I draw a diagram of the puzzle.



Each number on the diagram represents one of the coloured blocks(Dark blue, red, yellow, green, Cyan/Light Blue and Purple). The # means the orange small blocks in between them. This is simple once you get a hang of it, this is so simple. Basically it tells the code. Don't mind the shooting from the central crystals, you can fire at it all you like you will not destroy it. Anyway, to solve it wait until the crystals sort of "darkens" up with one of the glowing. Perhaps shoot the middle part a few times. This glowing highlighting thing moves around and you need to hit the same blocks in the same order For example, if it moves at 1 then to 3 then to 6 and then all the crystals brighten up again, you shoot 1, then 3 then 6. If you got it correctly one of the orange blocks will be destroyed. Repeat, watch, which block it highlights and shoot it. If is only that easy. Every time you succeed, the patterns lengthen by one. So, if the first one is [1, 3, 6], the next time will still be [1, 3, 6] and another one like 4. Then after that you add another number till it reaches 8 which also means all the blocks is destroyed. There is a catch though. If you shot the wrong one in the pattern, the laser beam you been warned by me and still get hit by so many times will have a go at you here as well. Don't shoot unless you are sure, if it sits idle for a few moments the code entry will reset again and shows you the code again to restart. Better safe than sorry. If your memory is not that flash, write it down on paper.

But if you think is so simple, you are wrong. After you got it correctly 3

times 2 Alien shielded ship will appear and fight you. What do you do? You fight back, hard. This should be even easier than the first part. Then after you destroyed the lock you get to face the Alien Ace! Seeing as you have effectively rendered the Alien threat useless, he might thought might as well render you useless as well. He is best of the Alien race, he is the big ego trash talking and with very bad ship and pathetic skills as well. Charge torpedo, aim, fire, explodes. Done. Finished. If you manage to miss him with all 3 of your torpedoes, need not to worry blast him with your missiles then destroy him using your laser. Honestly, the 2 Alien Ships earlier is much more harder, this guy cannot cloak like Becks nor be able to Split into 4 like The Widowmaker. This guy accuses the Navy and the League for violating his systems(Solar/Star System). Well he did not do a good job of defending it thats for sure.

Summary:

2 Shielded Unknown - After 3 Weblocks
1 Alien Ace - After Weblock Destruction
Weblock - Destroy by puzzle.

If success, scroll down.

If fail, Ending Five.

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Stop Kron's Super Gun (2.19.2)  
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Special Primary: Leech Beam
Special Secondary: Offense Pod
MFD: Progress of Download/Count Down of Supergun

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Part One

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Objective:

- Take down command crafts shield
- Leech Super-gun location
- Tansfer to super-gun location

The first part of the mission is simple. Down the Ship's shield and then download the whereabouts then eject to that area.

First off, for the first time you have to fight Navy units so you best look at the target lock than the ship as you couldn't tell the difference. These ships are optional to destroy but there are 3 of them and constant firing the Scatter Gun can quickly destroy your shield and hull, there is a reason the Navy and Mertens is winning so many battles, because the ship is good. Okay I made that up, but they are no push overs, I once got my Voodoo to an inch of its life so beware and was my 5th playthrough. I'm not sure of there is a Mission Fail if the Navy Dreadnought is destroyed as it warns if you get attacked, but best deal with them.

Once you destroyed them, or if you chose not to, fly to the Kron's Loyalist in front. As always beware of the laser beam, your goal is to shoot down the shield. Give it a taste of those Alien Torpedoes but make sure you don't get too carried away and destory the ship. Use the leech beam when the shield is down and then you are on your way to Kron's Super Gun.

Summary:

3 Kron's Loyalist
1 Kron's Command Craft

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Part Two

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Objective:

Destroy Super-Gun

Upon entering the area, you will notice the timer counting down at the top, that tells you when hell breaks loose, but you cannot destroy it yet as is not in the vicinity, Kron is cunning and smart.

There are 5 Kron's Loyalist here in their Diablo, one of them is in Watch Colours of gold yellow who is also the Ace amongst the pack, destroy it first just for the sake of it, it has slightly stronger in shields. The Timer starts at 2:30, you best destroy them in one minute, is not an requirement to destroy all of them, but like before, they can be a nuisance and quite possibly kill you. But once the timer gets to around 10 seconds, look for the Sun, I don't care how you do it, find it and fly towards it, more likely than not it will be closer than the Sun than you. At the 1:00 mark it enters the area via jumpgate and is charging up for the shot.

There are many ways to destroy it, the only important thing is destroying it. There are some spots in it that looks like weakspots, and destroying them will destroy the Gun, at least people I know who played the game says so. You can try that if you want but a much more easy way for those who dislike flying around another ship is this. Near the front of the gun before the tip so is the white part. Shoot there. If you deal enough damage it destroys it just as finely. But, you will have to use all your torpedoes and missiles in your arsenal as well pounding it endlessly with the laser. Even when the torpedoes and missiles are fired, the shield can still take quite a lot of pounding before it goes. When attacking it, the most efficient is pounding it with the Alien Laser, when that heats up, switch to Plasma Cannon for a quick shot then switch to Scatter Gun and fire till it overheats. Then switch over to the Alien Laser ignoring the Ion Cannon and repeat. All the while you are moving towards the gun the drift backwards to avoid getting hit by the Laser Beam. I normally can do finish it off using this method with 15 seconds to spare so is quite simple and involves no flying that causes delays.

Summary:

4 Kron's Loyalist

1 Loyalist Ace

1 Kron's Supergun

If success, scroll down

If fail, Ending Five.

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Locate and Kill Kron (2.19.3)

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Special Primary: Ion Cannon

Special Secondary: Offense Pod

MFD: Distance to Object

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Part One

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Objective:

Attack Command Craft

Pursue and eliminate Kron

The last mission in the game, a battle between the former leader of the Navy and the top Pilot. This couldn't get any better could it? Before you could get to Kron however, you have a small warm up. Kron is trying to escape and you need fire find him.

First off, you see a Battleship of the Kron's Loyalist cloaking as it sends 3 of its Diablo fighters to intercept you. Destroy them as you as you did in the last mission, you have to rely on the target lock as they look exactly the same as the Diablo allies that is fighting with you. Give them a healthy dose of the scatter gun at close range and switch to Alien Laser for long range as before, they are agile, which also makes the Ion Cannon less effective. You need worry a little about your shield, try to avoid a few shots if you can as the Kron Loyalist's Battleship is in no mood for play and is very trigger happy on the Laser Beam. Once you destroy the 3 Loyalists, the ship will decloak. And just as the ship computer says, it has heavy armaments. Give it a torpedo and the missiles before hacking away using the Alien Laser till it gets blown up.

Right next to it, another ship will decloak as well. The turret man is very trigger happy too, perhaps there is a reason because Kron might be breathing down his neck. Give it 2 Torpedoes and the shield is down. Kron sensing danger flees to his ship and launches away and quickly escaped via jump gate. And guess what, you are following him.

Summary

2 Kron's Loyalist

1 Kron Loyalist (Vessel)

1 Kron's Command Craft - Shields only

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Part Two

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Objective:

Kill Kron

If you read the guide from start to bottom, you would have would have read that I suggest you do not drag on things, destroy things soon as possible. That was written in the interest of this part, you don't want to die here after 2 annoying 2 parts missions and because you have a high chance of dying here if you don't kill Kron quickly.

First off, you could see Kron and even hit him with a few stray shots but he quickly cloaks. Flying around you is his Bodyguards. The fly in Voodoos, but getting rid of them is no harder than the Diablos. Up close, Scatter Gun, same as always. When you destroyed them, Kron returns.

If you didn't roll too much during the fight with Kron's Bodyguards, he should decloak to the left of the Planet until is out of view. The moment you see him, charge torpedoes. The moment you see scatter gun fire flying towards you, before you absorb the damage, fire, and fire again and again. If your aim is not too bad, at least one of them should hit, is quite easy to aim as you aim for the source of the Scatter Gun fire. The first one might miss but he should be flying towards and you and to you do the same, the other 2 firing should hit. Then thats the end of it.

However, if you miss, quickly take aim with the missiles and fire soon as you get the lock on, send the offense pod put as well. And tail him to no end,

ignore damage done to your ship as if you don't kill him quickly, a Voodoo with powered up shields don't mean a lot. Reasoning behind this is you will sure notice that Kron can go into moments of invincibility. You know how when ships cloak and decloak, there seems to be a little lightning effects and the ship cannot be hit, well Kron can go into that state for small periods. And as the battle goes on, this period occurs more often making it impossible to attack it properly all the while Kron will be chipping at your health with a few accurate shots of the Scatter Gun as he flies past. Watch him, start firing at him before he reverts back to normal state and hopefully get plentiful hits on him. I've only succeeded in defeating Kron at this stage twice, once is the first time I faced him so this is no easy feat considering I might have played this mission over 25 times over the years.

Anyway, whether you've done it the hard way or the easy way, you will be treated to the most dramatic explosion you will witness as his death is replayed again and again in different angles and after the last you watch as the pieces disintegrate.

The end of Kron means the end of the Walkthrough. Hope you find it useful, if you want to E-Mail me for anything, follow the contact information found near the front of the Guide.

Summary

2 Kron's Bodyguard

Kron

If fail, Ending Five

If Success Ending Six (and Congrats)

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|Version History (3.0)
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17 June 2006
Version 1.0
Completed Guide

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|Credits (3.1)
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Psygnosis for the development of the game
My brother for digging the game up again which sparked me to write this
You for reading this guide

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