



## ChromeHounds Story Mode S Rank Guide

You might be able to find pointers on some random message board, but only IGN.com has a complete unofficial guide to getting an S Rank without resorting to any online cheating or exploits. All you require are your skills with a Chromehound, some development time, and a few words of wisdom from select editorial staff of IGN.

Just remember, don't wind up a Hound washout (see below) and sign on for IGN's unofficial **Chromehounds Story Mode S Rank Guide** today.



Erik "Dreamcastibule Fanboy" Brudvig

[READ MY BLOG](#)

"I was a teacher. Now I just suck at games, especially mecha games that involve more than one joystick and two buttons. Don't be like me -- get the guide or you'll be back playing 'You have four bomb and two heli left'."

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# Rookie School

While you can do story mode all sequentially, it's advised to start each story mode's tutorial (right after the general tutorial), complete it, then quit. This way, you go through each of the Role Type tutorials to accustom yourself to each of the six intended jobs. You will find that six Role Types are too specialized and you will start modifying each of them to suit special mission needs.



**Matt Casamassina-Nintendo** [READ MY BLOG](#)

"My name says it all, but I know all about the power of large, clunky machinery. After all, I worked on the N64 channel. The rule is that you have to start small to become big. Big like me, Matt Casamassina."

Role Types are just that -- *archetypes*. They will not fit anything except what war theorists have thought up of while sitting on their butts in arm chairs. You will find that battle experience far outweighs classroom instruction. Because each mission offline has different criteria, you will find you will customize a specific Hound for that one task and never use that design again (it may not even be very helpful in the online Neroimus War). However, you can always save that assembly data and modify it further to make it more effective.

So why finish the tutorials first? Well for one thing, the seven tutorials **do not** allow for customized Hounds. This means what you have for that mission is defaulted to what is available from the designers (FromSoft). This also means that what ever Hound design you have, you can use to get an S Rank grade on that tutorial. Getting seven S Ranks this early on will net you a few leg, body, and generator parts for designing your own Hound for the story or for Xbox Live play. The weapons will come soon enough once you complete the first "training school" -- the soldier campaign.

Some more things for people who don't have manuals:

- General tutorial teaches you all the basics.
- Hold BACK for self-destruct.
- L3 activates your Hound's torch.
- LB and LT are the assist part equivalents of the weapons, like nightvision.

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## Mission Failure

As for battle tips, only trial and error will let you learn from your past mistakes. A failure to learn is a failure of mind. And a failure of the mind means you are unfit to be a Hound pilot (these things cost much-O money to buy and run). Wash out as a Hound pilot and you're regulated to mobile infantry. Wash out of infantry, and you might as well be piloting cargo planes to a podunk Third World country for the rest of your military career.

**Hold BACK (three seconds) to retry any offline mission.**

Sometimes, you can just pass a mission and move on to another. You may not have the parts you at the moment to pass a particular mission until you score some more S Rank grades and grab more parts offline. Don't feel bad; when something gives you trouble, move on and then come back with reinforcements or better equipment. When you do fail a mission, ask yourself what caused the failure -- only through self-analysis can you react appropriately with a Hound design.



Jessica "BACK In 3 Seconds" Chobot

[READ MY BLOG](#)

"Hold the BACK button and you can retry (or respawn). I can't believe I lost! Again!! I'm not whining -- I'm crying --- *waaaaaaa!*"

#### **Problem - *I could not find the mission objective.***

Press the YELLOW button to bring up the tactical map. Not all objectives are highlighted by a blue dot. Certainly, enemies do not appear. The map only shows the grid (sometimes useful), COMBAS, and known buildings of strategic value (what the game calls 'bases'). Don't cut the introduction of the mission. Clues to your mission are broadcast at that time.

#### **Problem - *I keep dying at XXX spot.***

This means your Hound is being out-gunned, out-manuevered, or you moved to a bad spot on the map and let the enemy AI rip you apart like a wet tissue at a snot party. If it's a bunch of enemies destroying you each time, you need to avoid that spot next time. If you're lacking range or firepower, remedy that in a custom design. Not all default designs are perfect for each mission, especially when S Rank is called for.

#### **Problem - *I ran out of fuel.***

This is rare, but it can happen if you're jerking around on a large map and you dilly dally in fighting. Generators only carry so much fuel. Run out and you're a failure. Remedy this by packing a larger generator, lightening your Hound or adding the optional spare fuel tanks (from the Commander campaign). More pragmatically, you can stick to a faster method to finish the mission so you don't worry too much about fuel in the first place.

#### **Problem - *My weapons aren't able to hit anything.***

Weapons are range dependent. Long ranges are only covered by something capable of that range -- like a Sniper Rifle or Sniper (not regular) Cannon. Most weapons are only good to about 300 meters. Anything beyond that range is difficult to hit even using the larger weapon camera. Either learn to love the sniper weapons, or build your Hound to close the distance before you shred the opposition.

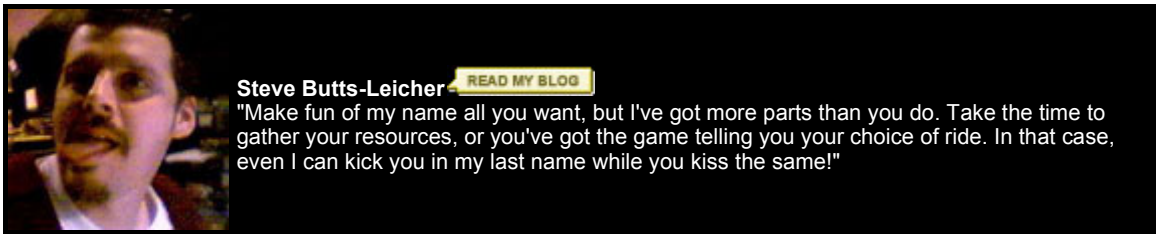
#### **Problem - *My weapons don't do enough damage!***

Weapons are based on mathematical stats but also on how they behave when fired. Bombs are great (1400 damage) but they drop to the ground 50 meters in front of your Hound. Not a great idea when you are faced against a bunch of pseudo-Hound snipers. Look for weapons that not only do the damage, but also do what you want them to do (mostly) when fired. Test them all in a trial run in the assembly screen, and save the assembly data if you like it. The best advice IGN has to offer for close range weapons are two words, "HEAT Launcher" (specifically, HEAT Launcher 2, but the other offline one you earn can be used if placed correctly in a design).

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### **Designing Your Own Ride**

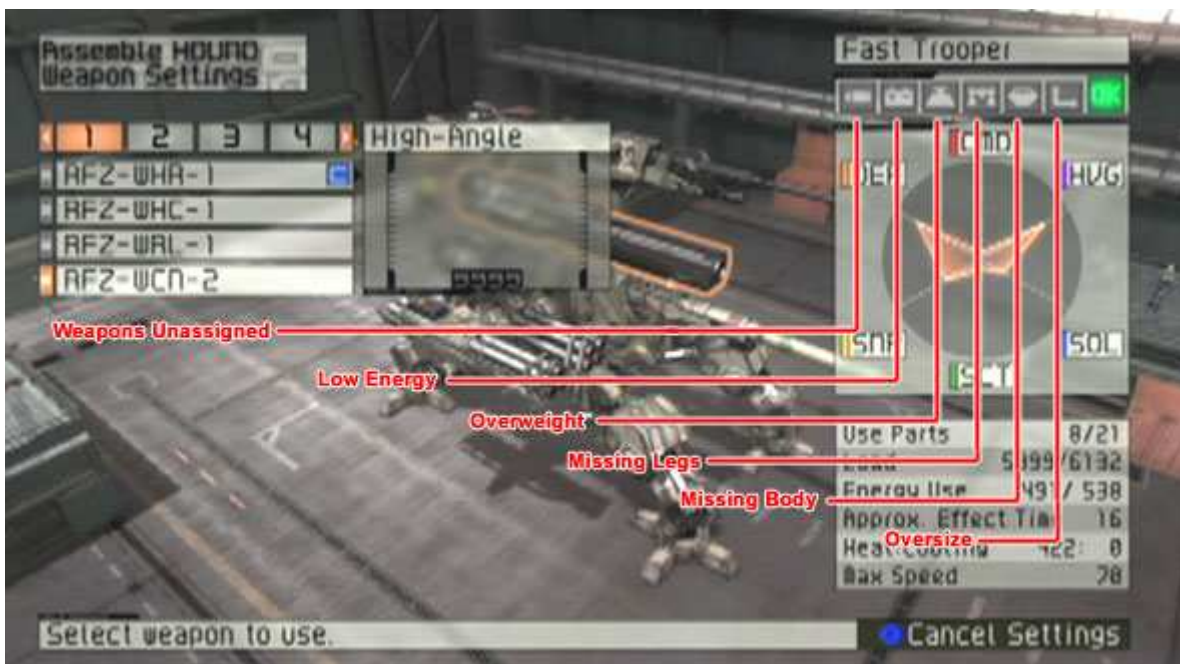
Even though you will not be designing your Hound until after you complete at least one story campaign (soldier, most likely) you need to hear about the basics now. Like all other Armored Combat Vehicles (ACVs), Hounds need to balance their performance in speed, protection, and offensive power under the limitations of weight, parts availability, and in terms of online conditions, cost.



First off, you need parts. You start off with zero parts, so you won't be using the design feature anytime soon. Go ahead and play through each of the tutorial modes for each Role Type. If you pass one and don't get an S Rank, you can replay them in Free Battle.

Refer to the guide for how to fight on each map and get that S Rank grade. Most of the missions are straight forward enough that you don't need a list of parts earned. Assuming you finish the tutorials adequately, you get enough free parts for bodies, legs, and generators. Starting with them, you can start adding the weapons you earn from other campaigns and make your Hound suited for any of the 36 missions you can bring a custom Hound on.

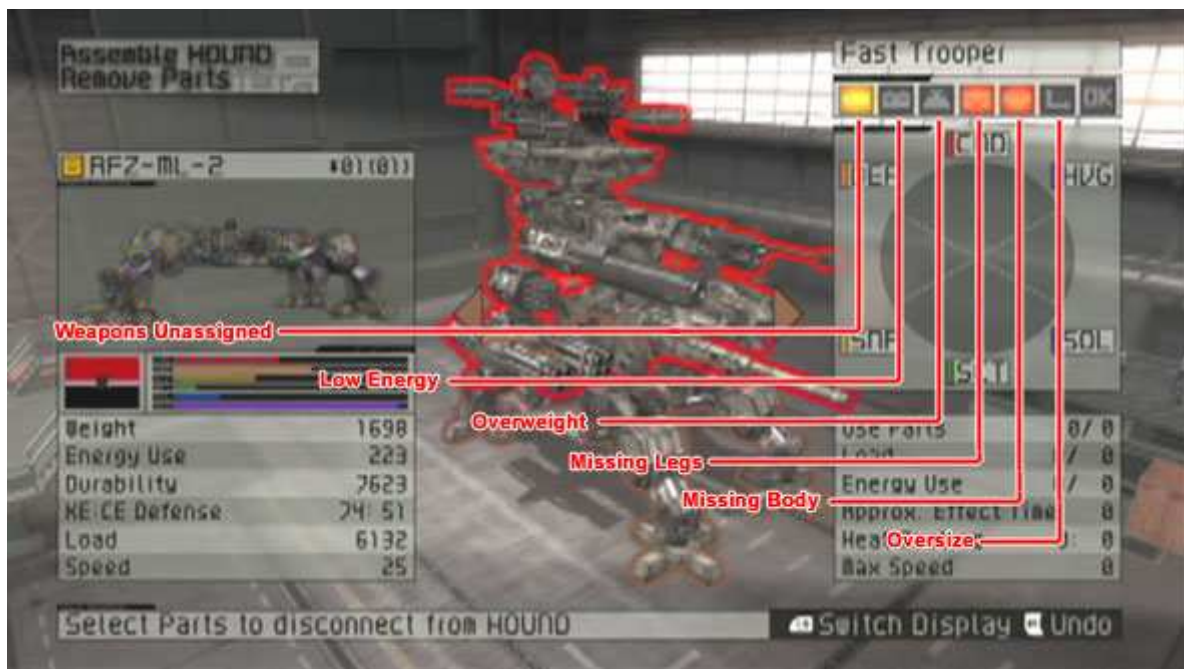
Notice the warning lights for the design. Each time you design a Hound, you need to pay attention to those lights, or you will have a design that cannot move or fight.



**Alert Lamp (Weapons Unassigned)** - You have outstanding weapons not wired to a firing slot. This is the most common mistake once you change weapons. Once all weapons are assigned to a firing slot, this lamp turns off. Note that you can assign one weapon to multiple slots. If you do, have a load of ammo for it. Note that the first weapon will provide its zoom level and sight. If your other weapons outrange it or fall short, you won't see the shots when using weapon cam.

**Alert Lamp (Low Energy)** - Your generator is insufficient for the weapons and systems you assembled. Get a larger generator or kick out your extraneous gear. Note that NAM (Network Area Makers) are very power hungry.

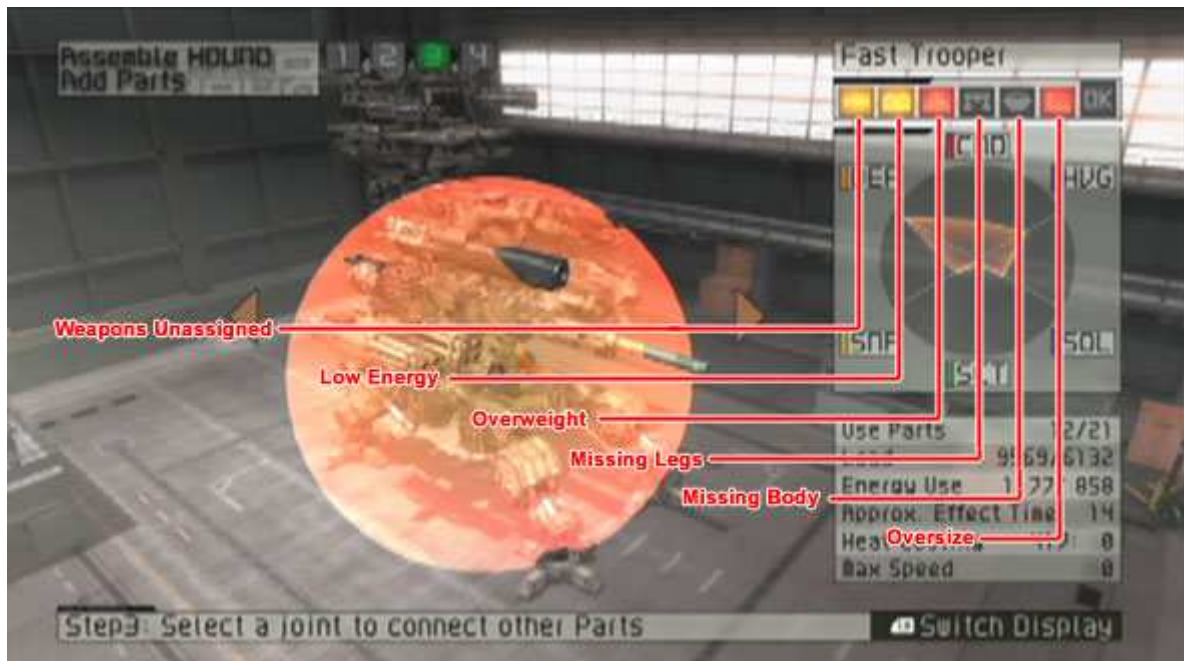




**Alert Lamp (Overweight)** - Your Hound is too fat ([link](#)). Get rid of some parts or you will need to migrate to a different leg assembly to increase the maximum weight capacity. Highlighted parts get removed, but attached parts may sometimes collide with existing parts -- if you want to start from scratch, remove the leg assembly.

**Alert Lamp (Missing Legs)** - Self explanatory.

**Alert Lamp (Missing Body)** - Self explanatory.



**Alert Lamp (Oversize)** - A Hound can only be so large. Large Hounds are impractical in Xbox Live and offline. The larger you are, the easier you are to hit. It's everyone's dream to pilot a small pseudo hover with the defence and firepower of a heavy gunner/defender and the speed of a hover scout. That ain't gonna happen though. If you want to make yourself look impressive and stupid, you can push your parts to the edge and incur the red bounding sphere. Anything under that is "legitimate" for design -- anything outside is illegal. Hounds with an illegal size limit will not be saved.

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## Clustering VS Spreading Weapons

Clustering weapons seems stupid, or it might be a great idea, depending on how much a mecha fan you are. Actually, you will be doing both for Chromehounds, depending on the weapon's recoil.

**Cluster weapons** when they are light recoil (recoil of 50 or less) and you have a few of them. Clustering makes weapons more accurate, since they are firing from the same target from generally the same location on your Hound. The chance of the weapon's projectile hitting something on the way from your Hound to the target is decreased, giving you better ammunition efficiency.

Clustered weapons do suffer from the fact that a single large attack (or multiple strong attacks) will destroy that entire cluster of weapons. Should that occur, you need to rely on other weapons or you will be one dead piece of machinery on the field.

**Spread weapons** will be best for instances of weapons with high recoil, such as cannon and howitzers. When "spreading" weapons, you are basically keeping the weapon load symmetrical on both sides of the Hound. This way, the recoil of the weapons will be equal and the reticle will aim up (or down) when you fire, instead of having it go left or right as well.

While spread layout weapons are tougher to knock out (you have to be hit on all locations to destroy all the weapons) they have the disadvantage of dissipating the firepower and reducing accuracy. If you're next to a building or canyon corner, and half of your weapons are hitting the wall, you're wasting ammunition.

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## Weapon Camera



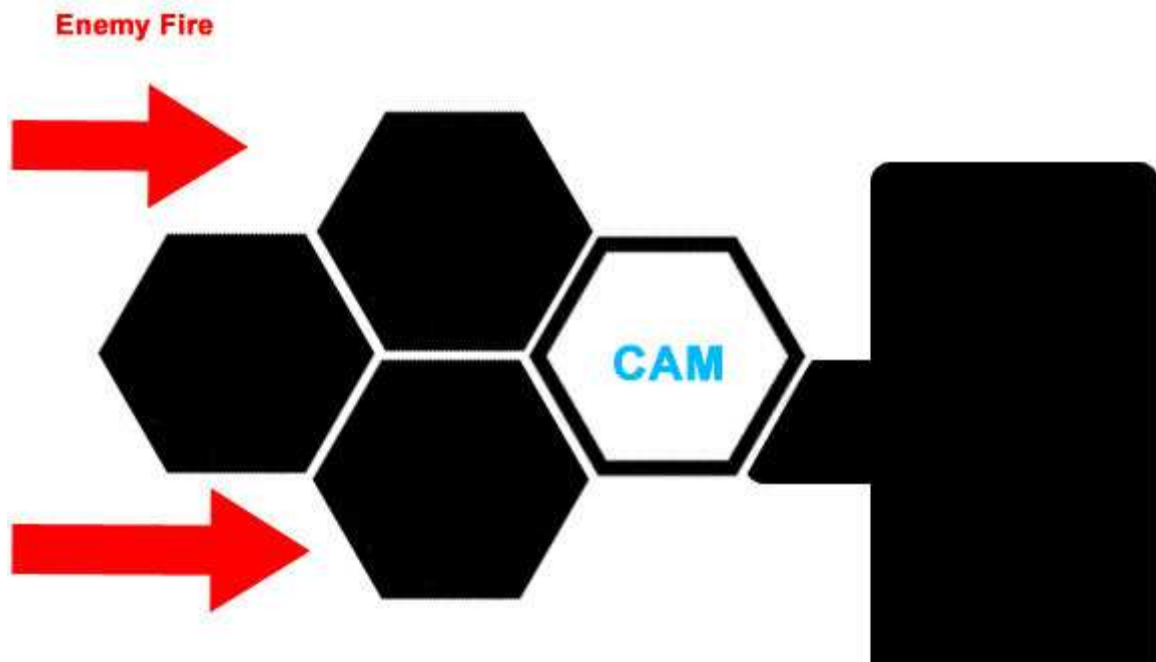
Aaron "Ex-XBox Gun Nut" Boulding

[READ MY BLOG](#)

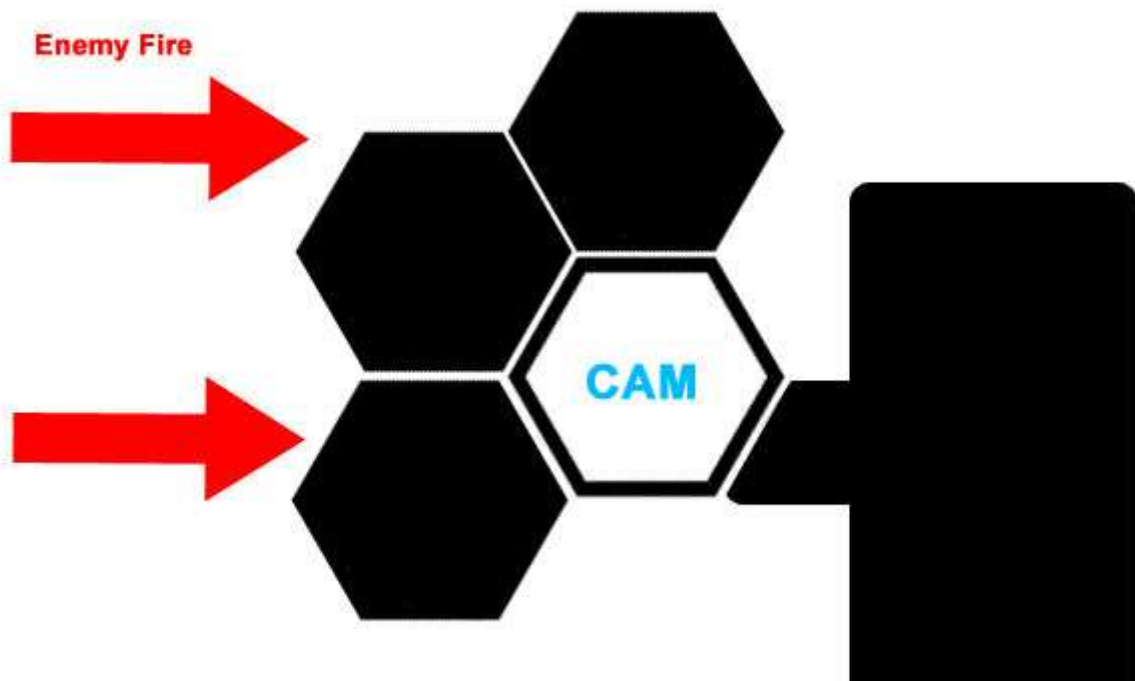
"You can't hit what you can't see. A Hound with eight cannons looks great but if you can't aim the sucker, you're just another Hound with more bark than bite. Put your gun camera in a safe place, or you might as well make like Chobot and hold the BACK button."

Each of the four weapon groups has one weapon designated the "gun camera". When you switch to weapon cam, the view is from that weapon. If that weapon is destroyed, your camera will no longer function. That said, your "camera gun" should be the most protected weapon in the cluster and preferably carry the most ammunition (for weapons that have that option). The white hexagons on the bottom represent the weapon that should be the first selection in a gun grouping, for the sides and top.

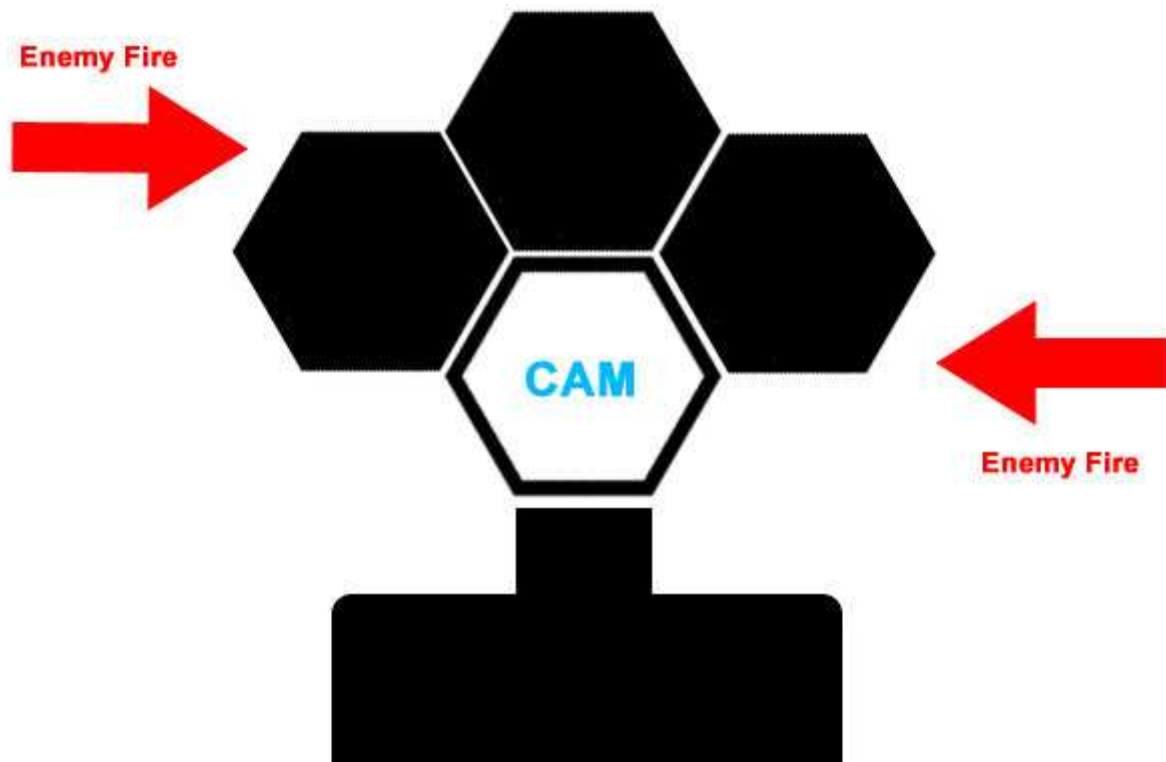
**Side Mounting (below) -- Horizontal Diamond**



Side Mounting (below) -- Vertical Diamond



Top Mounting (below) -- Diamond



### Damage Locations

Following this rule, the outer weapons will be struck first and be useless. However, weapons lower to the ground will have a greater chance of suffering damage. In fact you may notice that the most damaged part you have while playing are your legs. This is due to "shot drop off", or to put simply, the enemy projectiles are falling down short of your Hound and hitting the legs. Although you'd expect that the tallest Hound will suffer the most damage, that is only true if the incoming fire hits your Hound.



**Mark "Chippy" Ryan**

[READ MY BLOG](#)

"Licking food keeps the others off my lunch. The key strategy online is to keep the other guy harrassed by destroying his weapons or capping his legs so you and your team can do the mission unmolested. The disgust you cause the other side by telling them how to lick food is a bonus."

Enemies (and humans) often miss and their shots tend to fall short or explode on the ground near your Hound. That said, you should be aware that unless an enemy opens fire up close (at 200 meters), your Hound will usually suffer damage at the lower extremities, even if you are below your enemy (human players splash the ground, not your Hound, with howitzer fire). Different locations will mean different things for your Hound:

**Cockpit** - Damage to the cockpit, or your body, will destroy you eventually. Consider this the most vulnerable but best defended part of your Hound, since it is generally surrounded by weapons and other parts. Only Hounds with really exposed cockpits (like putting it on top of every part) will be vulnerable to sniper fire. On Xbox Live, cockpit crippling will only occur if the Hound can barely move, so stick with something medium ranged but fairly heavy.

**Legs** - Legs determine the max load of a Hound. Basically how much you can carry. Legs are segregated into different categories:

- **Bipedal Human** -- Forward knee joint legs are best for the soldier RT. These legs are fast, but not as fast as the movement enhanced wheel and hover units. These legs suffer from low stability for firing long range weapons, and are utterly average for most tasks.



- **Bipedal Reverse** -- Reverse knee joint legs are best for the sniper and commander RTs. These legs are slower than forward knee joints, but offer higher stability for firing long range weapons. They cannot support much weight as some other legs, but are suited for the sniper RT "to a T".
- **Multipedal** -- Multipedal or Quad legs are best for the gunner RT. These legs are the slowest but most weight capable of all legs. You won't go anywhere at all with these legs, but then again, you're supposed to be carrying weapons that really reach out and touch someone.
- **Tank Treads** -- Caterpillar units are intended for defender and commander RTs, but unless you are really good or outnumber the enemy, you will find a static defence very tough when you keep getting outranged by snipers. Opt for bird legs and be more mobile. Tank treads are stable as bird legs, but slower.
- **Hover** -- Hover units are intended for scouts and while hover units are not as fast as wheels, they allow a Hound to cross water without movement penalty. However, stability is non-existent on an air-cushion and the low weight make this unit unsuitable to the heavy firepower you might expect in the Neroimus War.
- **Wheel** -- Wheeled units are purportedly the fastest thing for scout RTs. Inadequate in water, but great on open ground, wheel units are restricted in their mobility in any map with many steep grades or large water hazards. Unless you're playing a flat map with no water, stick with something else.

Damage to legs are good against the enemy, especially if you outnumber the target. This means that the target can't move fast enough to get out of the way, and a slowed down Hound is certainly not helpful in a moving battle or COMBAS capture. The enemy pilot will probably self-destruct to get back into the game with a fresh machine, unless he has no more lives left.

**Generator** - Damage to the generator will reduce fuel, as well as affect energy. Low energy means some of your systems go offline, including weapons. Larger generators are often better, but that means displacing weight for more weapons. Destruction of generators is like destroying legs; you destroy the enemy's mobility and ability to fire weapons. Generators are hard to hit, but something with a fat explosion (i.e., howitzers) will cover that problem.

**Weapon Parts** - Damage to weapons and parts is self-explanatory, once they stop working for you. Special ability units like thermograph and NAMs also stop working with damage. Destroying weapons (called 'de-fanging') an opponent is a good way to occupy the "spot" he's in but make him less dangerous. He might still be there, occupying valuable space for a fresh machine, but he can't attack you if he has no weapons. Naturally, de-fanged opponents can still capture a COMBAS, but he may not be able to defend it from you.

**Fuel** - Not exactly damage, but more of a self-imposed time limit. When you press YELLOW for the tactical map, you will find a fuel bar in the lower left corner. When it runs out, you fail the mission for lack of movement. Move fast and move with purpose, or you might as well make like Chobot and hold the BACK button.

## Weapon Types

Weapons do two types of damage. Kinetic Energy and Chemical Energy. Although both methods are applied in real armor columns, in Chromehounds, you only need to know that they are "elemental classes". If a particular target has a high kinetic defence, you use chemical energy weapons to do more damage and vice versa.

Still, don't go out of your way to accomodate both types of damage. Sometimes, the sheer quantity of damage you do (say a weapon does 5000 points of damage) will probably make it very useful regardless if the target has a high defence or not. Usually, defence offline doesn't amount to much. Online, defences are more formidable, but rarely go into the high triple digits (otherwise, it unbalances the matches).



Weapon damage and part defence work by subtracting part defence from weapon damage for each hit. What this means though, is that a single big shot hurts more than ten shots doing the same damage. Here's an example --

Let's say a machine gun does 150 points per shot. It shoots ten times. Assuming all ten shots hit the target, you will do 1500 damage.

Now let's take a HEAT Launcher, which does about 1000 points of damage. While it will do a potential total of 1000 damage (less than the machinegun), here's where the defence kicks in.

A target has 20 points of defence. The machine gun's 150 damage per shot is reduced to 130. Now assuming all the same ten shots hit the target, you have a new damage total of 1300. The HEAT Launcher will do 980 damage. Percentage wise, the HEAT launcher lost fewer damage than the machinegun.

Now here's another issue -- what makes you think you can land all ten shots with the machinegun when people are moving around? Say half of your shots hit, you do 650 damage. Now don't forget that you mount a max of four machineguns and roughly the half hit their mark (2600 damage). For the HEAT Launcher, they only fire one shot, but in a real time battle, your first shot might make all the difference -- if your HEAT launchers are bundled together, you do 3920 damage (one salvo).

The last thing you need to figure in is *time*, which is constant passing. As you mill around firing machineguns, enemies firing large weapons will do more damage (mostly -- the HEAT launcher reloads very quickly for a big weapon) over the same period of time you're hosing down targets. In the end, you probably wind up losing if you prolong a fight.

In short, mount the largest damage weapons you have, group them and get in the first killing shot. The earlier an enemy is down and out, the better off you are.



#### IGN.com's Network-In-A-Box

"I'm the CMS for IGN.com. When things work correctly, I'm popular but taken for granted. The lesson here is never take things for granted. What you bring to a mission will usually not be enough on Xbox Live. Don't forget you are facing Hounds that have similar parts as yours."

**Machine Gun** - Rapid fire weapons are great since they have plenty of ammo, but you have to remain in range for them to work. Good for tanks and stuff, but not good for Hound of any design.

**Assault Rifle** - The poor man's sniper rifle, the assault rifle is a good trade off between sniper rifles and machineguns. Bundle a few and you can take down most pseudo-Hounds quickly (even the large ones) and still have the ammo for tanks. Assault rifles are reliable, but don't depend on them too much past 400 meters.

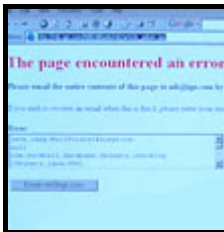
**Shotgun** -- Not so useless online as it is offline, since you have more enemies to fight offline than on it. Shotguns are good up close, but consider the range of cannons and howitzers when attacking, or you might wind up receiving the bad end of the battle.

**Sniper Rifle** -- How can a three story thirty ton Hound be a sniper is beyond anyone's guess. Sniper weapons have low ammo capacity, but good damage and range. When you don't want to get close, use this weapon. Sniper (not regular) cannon are an even better choice. Just make sure to have bird or tank legs when using this weapon or you won't hit squat.

**Explosives** - Nice explosive toys, but they are dumbfire and don't track very well once they leave the tube. The only good explosive is the HEAT Launcher, which has a good short range combat and does obscene damage against the weak enemies offline. Take the HEAT launcher instead of a shotgun if you need the one-hit kill firepower.

**Artillery and Large bore cannon** - You get these once the gunner mission come into play. Cannons are like slow firing assault rifles and are not a good idea to use unless you need them for a gunner role. Howitzers and mortars are high angle weapons, but howitzers are better since you can aim those close range and destroy nearly anything (including yourself) in front. However, the weight precludes mounting them on anything except a multipedal unit.

**Special Assist Parts** - Offline, the only assist parts you really need are nightvision, the NAM, extra fuel tanks, and the thermograph. If you can mount armor, all the better, but that's not always necessary. Just makes your Hound look cool.



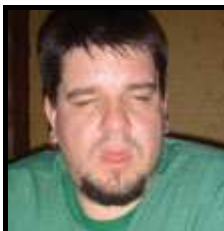
### Network-In-A-Box's Cousin, The Page Encountered An Error

"I'm the error everyone hates, even if I'm doing my job to warn editors, like Spence ([link](#)). Losing is inevitable, but only n00bs fail to learn from mistakes. Take on new or different weapon loadouts and apply them so you win next time, or you might as well hold the BACK button like Chobot."

## General Tutorial & Soldier School



The general tutorial will feature "functions-disabled" training where only the functions being talked about will come online step by step. It's actually not terribly hard to complete this mission with an A Rank. For the S rank, you simply need to be faster, rather than wait for the instructor to mouth off your mission.



### Tal "Chair Humper" Blevins [READ MY BLOG](#)

"Man I'm so wasted I don't even know why I'm in this guide. I don't even know what hounds and mechs are but they got these ... all over .... and what.... \$5? ... get outta here ..." *Note -- This mission is easy.*

**S Rank:** On S Rank, move past the first vehicle, and right into the second base where you were ordered to destroy vehicles. Your Hound can step on some vehicles and destroy them (except the tanks) so do that while the instructor keeps yapping.

Once "weapons-free" at the second base, take the sniper rifle and hose down the tanks in the distance (if you played the mission prior, you get reminded about this if you miss them), then take out the tanks to the east of the base without moving out too much. The tanks on the hill are marked by an X on the map in this guide.

Provided you destroyed all the vehicles, the instructor will talk about the COMBAS south of the base. You should be heading there (COMBAS J) already once the tanks are all vapor.

At COMBAS J, use the tactical map's zoom to locate a nice high point where your sonar can ping the surroundings. You should be able to use your sniper rifles or machineguns to destroy all the dummy tanks quickly, before turning on the

pseudo-Hounds. Attack each group quickly but aim carefully -- if you have a good 90% or better hit rate, your S Rank should be assured. Easy!

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### Soldier School (Tutorial / Stage 1)



The soldier tutorial is remarkably like the general tutorial. You need to down the first immobile targets, then the moving targets near COMBAS H. The assault rifle will give you the best damage for accuracy, if you think about it. Near base 2, there will be gunner enemies who bombard you. If you're already moving north before they activate, you can HEAT launcher them to death. Move to COMBAS D and await the final onslaught.

**S Rank:** For the high rank, you need to beat the gunners to the punch and nuke them before they do too much damage to you. Assault rifles are fine, but HEAT launchers are good if you get close. The 1000 point bonus is with killing the various enemies that do the simulated battle. From the COMBAS D, scan the horizon and the sonar mini-map.

The enemy comes in groups of tanks and two pseudo-Hound scouts. Use assault rifles to take down everything. The final group has a scout substituted by a pseudo-gunner. Use HEAT on that, unless you have a distance to use the assault rifle. The longer the distance you engage them, the more points you get in your score! Just don't miss, or your score will go below S Rank.

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## Soldier School (Stage 2)



Intercept and destroy all enemies near base 1 (marked as a red X on this guide's map). Move fast to take out the enemies before the scout dies at COMBAS D and COMBAS A. Blow all buildings at grid C2 and win mission.

**S Rank:** You will notice that your Hound will start to get hurt a lot if you leave the enemy hovers and scouts. Make yourself quick and start running down towards the river with assault rifles on tanks and scouts. The main enemy you will face during this mission will be tanks, but a gunner or two will be waiting near the base (mark by red X in this guide's map).

Assault rifles aren't great for base destruction. Plus the longer you take to destroy all the buildings, the greater the chance of your allied scouts biting the dust. Load up on a bomb launcher or two (actually, you just need one) and use that to bomb the buildings to nothing. If you take a tank Hound with howitzers and cannons, you can also do this mission quite adroitly, but you might be a little less capable of dealing with the small tanks.

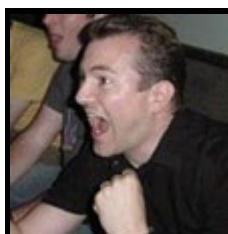
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### Soldier School (Stage 3)



You have a wheel chassis here, so your mobility will be handicapped. Move to COMBAS C and then move west towards F2. Follow the fleeing pseudo-Hound scouts, Attack from behind and nuke final vehicle. Fire on the fleeing units and ignore the small tanks. Around the time of the cave, you can probably kill the last pseudo Hound and nuke command vehicle.



Peer "böser Kellermeister" Schneider

[READ MY BLOG](#)

"The best things in life are to crush your enemies, drive them before you, and hear the lamentations of their women. *Zerstampfung! Tötung! Zerstör!*"

**S Rank:** This mission is fairly straight forward for a high rank. Crush. Kill. Destroy. The key is to move to COMBAS C first (basically moving over the rise near Slivy's command car), then moving quickly towards the village at COMBAS F while whacking tanks and other nuisances. Your goal is to knock out the enemies blocking your path to the enemy command car. Once that car is toast, you win the mission.

An easy S rank, even with the borrowed Hound. Note that failure to destroy such an easy target will net you something like this from Silvy --



#### Soldier School (Stage 4)



Destroy all enemy buildings at G7. Use oil plants to damage or destroy enemies -- assault rifles and bombs are a good idea. But you need to deal with the incoming enemies first. Head to COMBAS G first and kill the sniper. Don't linger there, but move north towards COMBAS A (but hold the line at grid E3) and destroy the tanks, hovers, and pseudo-Hound gunner near D3. With Silvy's command area safe, you can go about attacking the base.

Crest the hill south of COMBAS G and take down the six pseudo-snipers, lone gunner, and tanks on the south side of the slope. Once they are all dead, you can move downhill and begin your base killing mission in earnest. There are plenty of snipers along the riverbank, so take out the ones you see and systematically drop bombs on each building in grid G7. Only when all the buildings are destroyed will you get the mission clear message.

**S Rank:** For the high rank, you will want the assault rifle for snipers and gunners and bombs to wreck the buildings. The borrowed Hound lacks the bombs, but things even out since you have HEAT launchers. This mission's grade depends on you being accurate as usual but also to keep the initial enemies out of Silvy's hair so her command car takes no damage. Capture COMBAS G if you like, but that is not necessary.

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### Soldier School (Stage 5)



The game designers are sneaky here. Move to designated points (up the hill) and kill tanks. Slide back down to road (your Hound will take leg damage) and kill the pseudo-Hound gunners in the town near COMBAS C. Once that's done go to grid D5 and kill four gunners (they are immobile and thus invisible on sonar). Head south to clear.



**Mary-Kate Marc Ashley Nix Olsen** [READ MY BLOG](#)

"I've finally achieved my dream of merging my DNA with the Olsen twins. Twins are good -- unless they are trying to kill you. Use your most powerful weapons to destroy one enemy before you move to the next one. Damaged enemies still attack your Hound and your weaker allies."

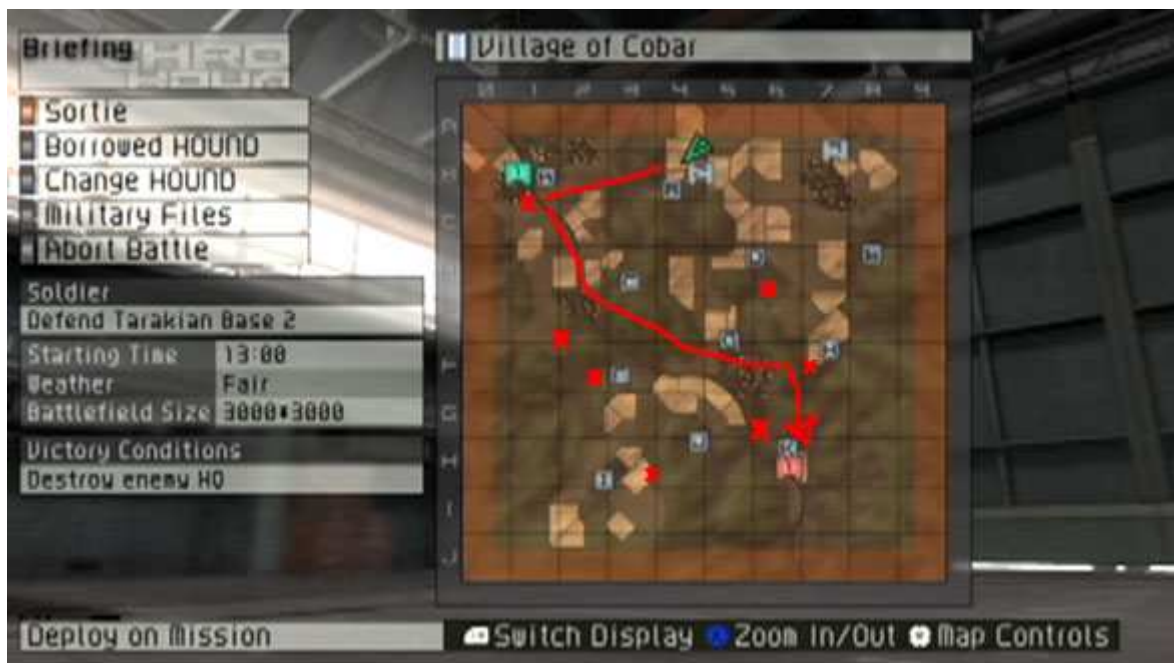
**S Rank:** The key here is to destroy the enemies at the E and F rows quickly so they do not hold you up from the pseudo gunners at COMBAS C and at grid D5. Failing to move quickly will put your grade at serious risk.

Although you still have the assault rifles, the enemies offline are considerably weaker than the enemy Hounds you face on Live. Hammer a gunner several times and it will usually blow up after nine shots (note, if you cluster, you fire fewer salvos for same effect). Keep cool and focus on one gunner at a time. There are paired gunners (hence the Nix-Olsen joke) at each of the ambush points. Since the majority of them do not move, you need to use your eyeballs instead of the sonar map to locate them.

Once they fire, it's not too late. Find them when they fire -- just don't let them do that too often, and your column should be safe from attack. Once the gunners at both the COMBAS and the ambush grid are dead, sweep the remaining tanks and scouts at the southwest area and you're done.



## Soldier School (Stage 6)



This mission is hard only if you're not sure about the damage to buildings. You can use the default Hound and get an S Rank on this, but you will find that tweaking your Hound slightly will give you better performance. You mostly need to know where to go for this mission, and then what to do.

Basically, you trudge over to the green base near COMBAS H, take out the three gunners there, then turn southeast and destroy the base at COMBAS K. This is the first mission where you need to destroy the previously very easy to smash buildings. However, this building is an enemy base and doesn't get shoved over quite easily.

The borrowed Hound you get is perfect for the job (even for S Rank, incredibly), but you may want a different weapons set up if you're having trouble with the snipers and gunners (red X on this guide's map). Don't forget that there are infinite scouts that will continuously respawn on the south edge and travel north, attacking everything in their way.



Jessica "BACK In 3 Seconds" Chobot

[READ MY BLOG](#)

"Facing weak enemies offline is a big mood booster! Grouped HEAT launchers all the way!!"

**S Rank:** The first step is to head west to the friendly sector and destroy the three pseudo-Hound gunners blasting your base. Once they are dead (they move left to right, so destroy only those machines), turn south and follow the road.

Along the way, there will be a group of pseudo-Hound hovers. Blast them, then as you approach the wrecked buildings at the curve in the road, move west and over the hills. Your goal is to use your assault rifle bundle to waste the pseudo-Hound gunners before their artillery destroys you. Crest the hill and blast the two pseudo-Hounds (gunner) there. Any pseudo-Hounds east of that area will be scouts; anything west will be snipers. Take down the scouts first if they are in range, then continue towards the COMBAS H -- you need to catch the pseudo-Hound gunners on the ridgetop before they damage you too severely.

This route is a little too far east from the enemy base, but it lets you destroy more enemies (points) so they do less damage (more points), and increases your accuracy (points). By the time you reach the next group of pseudo-Hounds north of the base, you should have taken them all out -- only a lone gunner guard, the constantly respawning scouts and the large number of snipers west of the approach to the base (there are four to five). Down them, mop up the defenders

using anything except the bomb launcher.

The bomb launchers (the 1400 damage type) is the key to wrecking the enemy base. The default Hound uses two of them -- you don't need any more. The trick is to drop all the bombs into the base. Do this by parking in the "garage", firing, then backing out. Stay away from the explosion (it's 1400 times 8 bombs of damage). You will find you can fire a second volley of bombs before the first go off (they are on timer). You can fire another volley of bombs anywhere flat and next to the base building. Switch between the bombs and assault rifle and you can take down the incoming enemies (south) along the road.

---

### Soldier School (Stage 7)



**S Rank:** Kill both bosses and quickly. This mission is an easy rank if you take the spacer and HEAT launchers from the previous soldier missions and turn it into a 3000 point per shot damage machine. It won't be a 'cinch', but the grouped HEAT launchers (four if you can manage it) will let you waste each of the enemy Hounds with six to eight full blasts.

The enemies will keep moving until they blow up (die), so don't let up. If you can get in a few assault rifle shots during that time, good for you. However, the HEAT launcher is practically a magnum offline -- one pull of the trigger will sheer off a load of armor, so group as many of them together as you can. You'll find the HEAT launcher your best weapon (in lieu of the shotgun) when facing off against pseudo-Hounds.



# Sniper School

Sniper School (Tutorial / Stage 1)

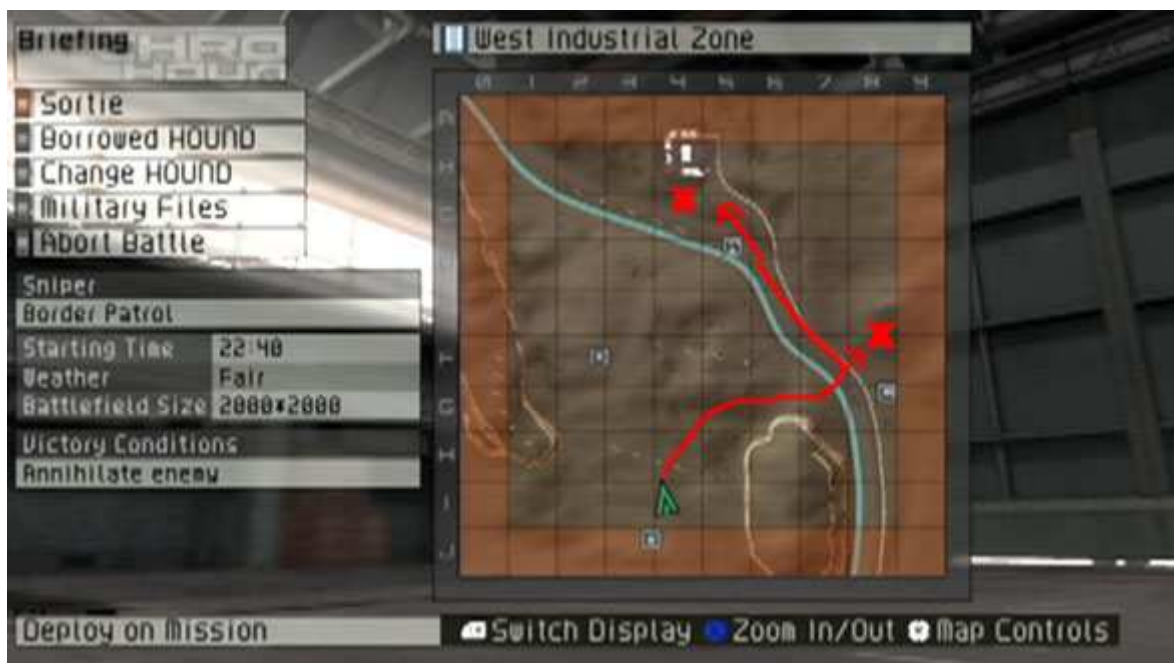


**S Rank:** You will find this RT quite easy to achieve S Rank on provided you do not miss and if you can get your Hound to move faster (in the later missions). Sniper guns have very long charge times, so you need to aim carefully or you waste a lot of time and ammunition. Note that if you fire the sniper cannons, then sniper rifles, you can kill most enemies with two salvos.

Later, you may want to note that you pair off sniper guns so you can keep a constant barrage of firepower on slow machines (on Xbox Live) or to follow up with a second batch of shots if you miss the first salvo. The enemies at the grid A row fire back, but should be little concern for your rank in.

---

## Sniper School (Stage 2)



Destroy all the targets near the grid E7 and then all the enemies north of COMBAS A. This mission is at night, so the nightvision part you earn from the sniper tutorial can be equipped to see in the dark. Alternately, your television's gamma can be corrected so you can see the surroundings anyway. Your Hound has a torch (L3) but the illumination only goes out to about 300 meters. Once both sets of enemies are destroyed, you win this very easy mission.



Christopher "El Jefe" Carle [READ MY BLOG](#)

"I'm Chris Carle and I approve of this guide -- even though I didn't write it."

**S Rank:** Time to re-design your Hound. For all the missions after the soldier campaign, you need to customize your Hound or expect a very tough fight. Generally, a soldier RT modified with parts from other RTs is best.

A soldier-sniper RT for example, fares well in cases where you need sniper weapons (surprisingly, never in the sniper campaign). A soldier-defender works best for most cases, since it is basically a "heavy soldier". Later on, you will find soldier-scouts ('light soldier') is suited for the last few missions of the scout campaign.

For now though, bring your soldier RT Hound into the sniper campaign and your assault rifles and HEAT launchers should make short work of enemies. Don't forget that unless you intend on standing off with the assault rifle and getting points for engaging at ranges greater than 300 meters, you can pack three or four HEAT launchers and make the stage a short brutal blood bath once ranges close in at 100 meters. Zap!

---

### Sniper School (Stage 3)



This mission is easiest with a soldier RT. Don't fool yourself. Your allies are all weak-sauce compared to you, so beef them up with a line unit. Head south and destroy the scouts and tanks at the hill. HEAT launchers R' Us.

Move quickly into the city at grid G4 and take down the numerous scouts and tanks. Blow the explosive buildings using an assault rifle and save the HEAT rounds for the scouts that get too close. Killing at range scores points, don't forget.

Once Jayrus (neat guy), takes COMBAS J, you move to the enemy base. For the rank, you need to beat Jayrus to the punch at both securing the grid and destroying the base, since extra damage penalizes your score.



**Doug "PS-2-XBox" Perry**

[READ MY BLOG](#)

"I'm Doug Perry -- **NOT!!** Everyone on U.S. highway 101 would be toast if ammo wasn't so expensive. Hounds carry limited ammo, so be sure to waste enemies -- not ammunition! This holds true with explosive and sniper weapons, due to low magazine capacities." *Note -- Picture is not Doug.*

**S Rank:** For S Rank, you need to clear the first enemy group quickly. Move into the city and take down all the enemy units using HEAT or assault rifle shots. Having just one enemy will deduct the much needed 1000 points from your score. There are three scouts right of the road and three scouts to the left. Don't forget the tanks as well. If you spot fire, look and fire back. HEAT launchers make the scouts die in one shot, but use the assault rifle to pick them off early for range points.

Once the city is "secure", move your Hound south and east to blast the enemies there. Take out the two or three scouts near the base, nuke the tank, then blast the fuel buildings for that extra damage you need. Once that's done, your HEAT launchers (doing their massive damage) can take down the base with a few salvos, Jayrus' assistance not necessary.

---

## Sniper School (Stage 4)



Move to grid C3 and destroy all enemies. This mission is tricky, since if you're not fast enough (i.e., using the bird legs for sniper guns), you will wind up losing the bonus. A soldier RT Hound w/ HEAT and assault rifles are best for this mission. The assault rifles nets you range points, as well as being fast enough to deal with the pseudo Hound hovers. Use HEAT for anything larger than a hover and you're set.

**S Rank:** For S rank, you need to take leg damage. The dotted line in this guide's map will pretty much tell you where, but you can slide down and hit the road. The goal is to down the enemies before they reach grid C2, which will happen about 2 minutes into the mission, so get moving. Once you get on the road, cut through the off road area near COMBAS D and destroy all enemies in grid C3. Afterwards, press on east along the road to catch the remaining enemies. Jayrus Cole's unit will be useless, so you must rely on your own Hound for all the killing.

---



## Sniper School (Stage 5)



This mission will be tricky -- keep in mind that your allies are in similar camouflage patterns as the enemy, but a little darker (and a different pattern). If you are in doubt, fire one shot of your assault rifle by depressing the RIGHT TRIGGER approximately 1 mm. If the fired on target yells back friendly fire, you should focus on another target. However, this is time consuming and dangerous.

Jayrus' scout will still be the one scout with the double stacked weapons, so you at least can avoid shooting him. However, killing an ally scout will penalize your score!

All hovers are enemies, so you can attack them without a thought.

Break the back of the enemy assault at C and D rows. The ambushes will come from the east and west simultaneously, so you need to react quickly with your Hound and break the attack head on. Once all three firefights are settled, head south along the road with celerity. Enemy hovers will attack the base (note that allied scouts protect the base, so watch who they fire on before you decide to kill them).

Once the hovers are dead, two enemy scouts will come from the west along I row. Kill those last two and end the mission.



**Juan "Just one FOX, Just One Guide" Castro**

[READ MY BLOG](#)

"Dude, I only wrote one guide (*Farcry*), so stop bugging me. Because there's only one of you offline, you need a multirole machine for all the later campaigns. Don't be a one-shot guide writing poseur like me!"

**S Rank:** The hardest part of this mission is to avoid allied casualties. One dead ally will drop your score instantly, since you need the 1000 points for the grade. If you want some buffer, stick to your assault rifles on the pseudo-scouts and hovers -- the increase of engagement range will add a few hundred points to your score. Couple this with accuracy of the the assault rifle and you can add several hundred points to the score.

---



## Sniper School (Stage 6)



Destroy enemies at the first point (near Jayrus Cole), then move to destroy the enemies at the southern point before all Squad B is destroyed. Like the last mission, the problem is your allies being as weak and looking all too much like the enemies you're fighting. Jayrus' squad are in scouts, but Squad B's machines are the psuedo gunners firing on *more pseudo gunners*.

You will want to rely on a combination of assault rifles and HEAT launchers for this one. Group four assault rifles at the cost of one less HEAT launcher. The psuedo gunners are weak enough that several salvoes of assault rifle shots can down them. You net the range points and kill them earlier. Pack everything into a fast soldier RT and move quickly. Just don't move too far north for the first fight, or you will never catch up to the second fight.

**S Rank:** Luck counts for the survival of Squad B. You need to be quick about the first fight, then once all the enemies you can see are dead, start heading south quickly. Squad B can survive some hits, but not for long. Once the enemies fighting squad B are out of range or all destroyed, the mission ends.

---

## Sniper School (Stage 7)



A hard mission for the soldier RT, but it is possible. Use a similar set-up from the last mission and move down the hill *while firing on the enemy pseudos*. If you don't knock out the two gunners in the canyon, Jayrus Cole bites the dust. However, you need to keep moving to get close to the enemies.

A purely sniper Hound can do this mission, but you will need to group your sniper guns carefully to sustain constant fire. If the boss gets too close to you, it's over.

Move down the valley floor and up the ramp to grid E6. Kill the gunner on top (ignore Jayrus Cole), and then look for the command car and blast it. Once that's done, you should continue moving south. There are ramps leading down to the valley below, and then back up to the line of bases on H and I row (see the guide's map). Kill all four gunners on the ridge and a Hound boss shows up with a hover escort.

Kill the hovers, then the Hound boss and end the mission.



### The All-Seeing Outdoor Street Toilet From Sweden

"Of course I look ridiculous, but so would you if you just sat on me to do your business. My lesson to snipers is that if you can see other people, then other people can see you -- and then BANG! Thrown aim! Make sure you fire as soon as you see the target or you will miss your chance!"

**S Rank:** Speed is crucial to the first part of the mission to stop the third gunner from destroying your allies, but you need progressively more firepower for the second set of gunners on the ridge and then against the enemy boss Hound. HEAT launchers will let you close in on the enemy Hound once you use assault rifles on the enemy hovers.

Group your HEAT shells to one location, and let 'er rip. Eight salvos on the Hound and it should wind up looking like a D-minus project from metal shop. Note that "critical damage" to your Hound means that a part has 45% or less life. If you sustain light damage, you should be okay with that condition.

# Defender School

## Defender School (Tutorial / Stage 1)



**S Rank:** Defenders are basically a mix between medium range snipers and close-in trench fighters. This RT is a slow design that you will realize can either (A) use better range and firepower or (B) needs more speed to react to enemy movements. However, for the tutorial, you have the default tank tread defender and you can't change it. Work with what you have.



The Hound's cannon are your longest ranged weapons. The shotguns are for close work, but you will find them quite slow to reload. The missiles are medium ranged and spread damage horribly over the environment. Lack of focus, lackluster design and a slow speed will frustrate your efforts to down enemies quickly as you would a heavy soldier design.

Head to the COMBAS M and destroy all enemies there. Stay as close to grid I2 as possible -- that's where your base is. When the instructor unleashes the enemies on your training base, get close to the base, but pick a spot just west of it. This way, you can use your cannons and missiles to stop the enemy scouts before they get too close. The hovers are your most dangerous enemies, as will be the scouts from the east.

They only need to touch the base and you lose your 1000 point score. Keep that from happening by making the cannon shots destroy the first enemy, then bombard the area with missile fire to catch the following enemies. Shotgun the rest and switch to the cannons (w/o weapon cam) or missiles to take down the remaining enemies. Fast weapon switching and early engagement is the key to defender success, but you've been doing well with that using a modified soldier RT. Finish this senseless training and let's get back to it!

---

### Defender School (Stage 2)



An easy mission if you swapped to a modified soldier RT. Your HEAT launchers will do well here. Basically, head west along the road and nuke the hovers there. Once you do, a call from Josef will alert you to the two squads coming into the north. Move quickly to the north and blast the scout squads quickly with the HEAT and assault rifles.

You need to go back south and insure that none of the southern squad breaks past Sergeant Grigory to reach the base.

**S Rank:** Speedily take care of the northern squads so you can prevent the enemy in the south from overwhelming Grigory to scratch the paint on the friendly base. One point of damage to the base means the 1000 point bonus is gone!

### Defender School (Stage 3)



**S Rank:** Use a soldier with heavy firepower and you have no problems. Nuke the enemy hovers and gunners on the



road using assault rifles. The only thing that might remotely get past you will be the hovers that attempt to cross the lake. A simple remedy if you took out all the enemies on the road, and that's to shoot to kill across the water. You may not even need to move if you have good assault rifles.

---

#### Defender School (Stage 4)



The simple B rank walkthrough -- move along the road to the north and kill enemies so they don't kill you or your column.

**S Rank:** There are enemies marked by the red X on the map in this guide. These are approximations, since the column you defend will fire back on the enemies with howitzers. You however, need to be wary that this mission has a load of fog. If you are having immense difficulty with this mission, you may need to come back with the thermograph assist part, which is only available by completing the tactics commander campaigns with S Rank.

The thermograph only works at short range, but it will cut through the fog and help you see enemy units. If you intend to rely on enemy fire to guide your weapons, then pack some assault rifles and back-up HEAT launchers on a fast soldier frame. Move quickly and fire approximately where the enemy last fired (enemy AI do not move after firing).



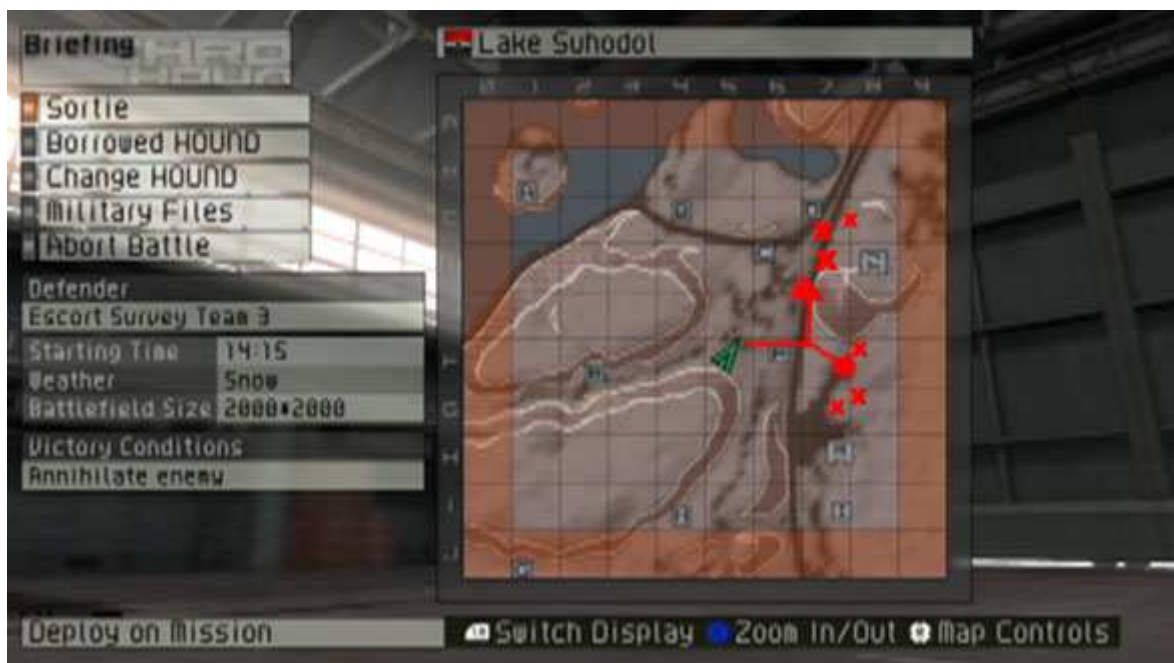
There are a variety of hovers and scouts and crappy tanks on the main road, but the major threat is from the pseudo gunners who hide in the fog both near the friendly base and along the route. One set of gunners is in the forest, along the road. Drop them like it's hot and unpimp their rides with assault rifles.

Once the convoy reaches the friendly base, a message will appear (radio chatter) if you did not clear all the enemies. Head west and finish off the straggling gunners if that occurs. Just make sure *not* to hit Grigory's pseudo gunner. The mission is long enough as it is without constantly retrying because the dumb-ass didn't mount an IFF system.

The bonuses for the mission includes no allied casualties, so your own Hound can be damaged moderately and you will still be ahead by 1000 points for the score. Don't let the fog put you off from firing and possibly scoring a hit. Remember what the late George S. Patton, Jr. said -- "When in doubt -- **ATTACK!**"



## Defender School (Stage 5)



Protect the COMBAS F from being captured and kill all enemies coming in from D6 and F8. The enemies coming over the hill will be tanks, scouts, and gunners. The ones from the road will be hovers and scouts.

The enemy snipers near grid D6 will only be a problem if your Hound doesn't have fast speed and assault rifles to take them down early. Once you do, you will realize that the majority of the enemies will be fairly outranged by assault rifles and if they get close, you can HEAT them in the face.

**S Rank:** The major sticking point here is once you survive the initial assault and Grigory's team arrives, you can't let any of those untrained loose-wipes die or you lose out 1000 points for score. Apart from the final wave of gunners and scouts intermixing with your friendly (snow-camo white) scouts, you need to be aware of the approaching gunners on the road. Grigory's pseudo can take the punishment of the scouts, but not the gunners crossing the hill from grid F8.

Deal with them while near COMBAS F. You can snipe the tops of their guns and make them explode. Staying near COMBAS F lets you keep an eye out for the stupid charge of Grigory's light scout brigade -- right into the waiting arms of the three pseudo gunners and snipers waddling their metal asses down the road. You need to take down those heavy units because your allied scouts cannot withstand that kind of punishment.

If you hear the message from Josef that says, "We've got a man down!", make like Chobot and self-destruct (hold BACK for three seconds). You lost your 1000 points and may need to retry the mission. Don't forget a fast and hard hitting design is best. If you feel daring, equip the light cockpit from the sniper campaign (or medium cockpit from the soldier campaign) to mount more weapons or to move at a faster pace.

---

### Defender School (Stage 6)



**S Rank:** Easy if you have a sniper-defender or a fast response heavy soldier. The only tricky part here are the groups of enemy hovers and scouts that try to attack on the left road (you start on the right road). Having assault rifles will stop most of the attacks at the 300 meter range, no effort needed.

The flanking squads are easy to take down if you have plenty of assault rifle ammo. You may consider removing the HEAT launchers to move faster (using that default pair of human legs), not that you need to move too much anyway. This is one of the easiest missions you will have, so no need to agonize over it.

### Defender School (Stage 7)



Move towards Base 3 and destroy all enemies. Play the keep away game with your fast (but heavy) soldier RT and you

will go far. Note that Grigory's pseudo will be present as usual, so don't fraternize targets.

**S Rank:** The one noticeable bonus here is the train carrying the enemy psuedo gunners towards your base. Let them disembark and your base will not be in good shape. Your heavy soldier RT need not deviate too much from the assault rifle and HEAT combo.

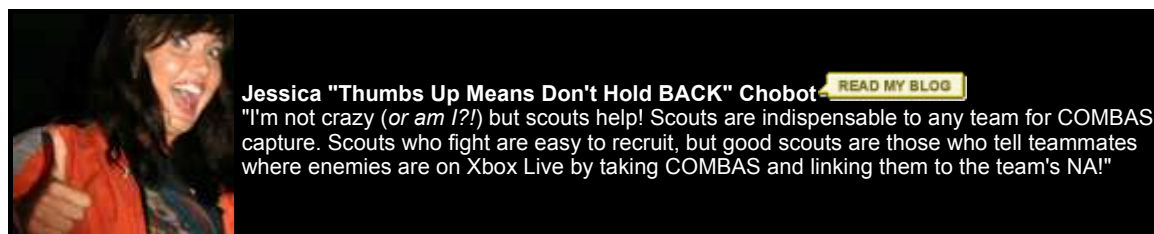
Head along the road and nuke the train on the right side as soon as you have a clear shot. With the train stopped, you only need to react to enemy probes (scouts mostly). Destroy all enemy groups head on, avoid allied casualties and you win the day and the S Rank.

## Scout School

Scout School (Tutorial / Stage 1)



**S Rank:** For the tutorial, you need to lightly engage the training turrets to stop them from firing (later on, you can use assault rifles to do the same). Turn on the mine detection system by pressing LEFT TRIGGER and avoid the red spots on the ground (near the big red X in this guide's map). Avoid all the mines and trigger the COMBAS needed to finish the tutorial and you're done. Keep things moving and fast and you'll be set.



The crazy version of Chobot is only half right. In the Neroimus War, you need a soldier-scout since you need to attack enemy scouts and harass enemy units. In the offline mode, you will be using a pure scout RT only for one or two of the missions. For all else, you can probably use a modified version of the soldier with more desirable results.

Additionally, you will find that the landmine part you unlock for the scout campaign quite annoying in Live play when you seed an area with mines. A nice shock since a team without a good NAM unit and bad scouts will usually get ambushed and cut-up piece meal by an organized team of players. Don't forget that if a Hound doesn't move, it doesn't appear on anyone's sonar (the motion sensor effect).

---

## Scout School (Stage 2)



You have a time limit on this stage, so don't mess around. The default scout RT Hound can stand to be modified -- a heavy scout (human legs and assault rifles or HEAT) will suffice against the turrets and scouts you face. The legs will also allow you the luxury of a taller firing platform.

Fire first on the artillery turrets, then the machinegun turrets. You only need to fight the turrets on near the COMBAS (C) and the ones on the ridge near the COMBAS (H). You can seize the final COMBAS I after you blast the encroaching scouts.

**S Rank:** The mission is based on time. If you have the wheeled chassis, take it and speed up but arm yourself with assault rifles for the range and firepower against the turrets. Avoid fighting the bridgehead at COMBAS H and take the backroad down to COMBAS I. This saves you plenty of time and pain.

---



### Scout School (Stage 3)



Equip nightvision if you have it. You also want the NAM part from the tactical commander campaign. Since you carry a NA with you using a NAM, you can detect enemies long before they detect you. The goal is simple -- activate all the COMBAS on the map. You can take any design and pass this mission, but you need a special design for the S Rank. If you want, you can skip the nightvision and navigate solely using the NAM and tactical map.



#### The Samus Car

"Eat your heart out weirdalto, Fran sits in me daily. That's right -- *in me*."

**S Rank:** The bonus here is not to be detected by enemy units. More specifically, not be fired on by them. Unless you have a crystal ball and ESP, you will need to resort to a NAM and detect enemies before they detect you. The goal is to hit all the COMBASes, so you need to find a fast way to go around things. A hover assembly may be helpful, since you can cross water as easily as clear terrain.

The main thing about your design here -- take no weapons. This not only forces you to avoid enemies, but it also saves up weight you can use for speeding the mission up with the heavy NAM part on a scout chassis. Unless you close in on the same grid as the detected enemies, you will avoid them all.

Press BLUE to zoom in on the tactical map, if you need to see where the terrain features are. The red X's on the guide's map are enemy approximations. Use the canyons to reach the COMBAS in on the edges and avoid enemies when you can.

---



#### Scout School (Stage 4)



**S Rank:** The ambush is really pointless. Take a heavy scout and kill the two squads of hovers. You will want HEAT launchers against the enemy Hound guarding the base. Provided you take out the Hound yourself around F or G row, you will be able to net the bonus points. Capturing the COMBAS is second nature, and don't rely too much on your allied pseudo Hound snipers.

#### Scout School (Stage 5)



**S Rank:** This is a timed mission, so the faster you get it done the better. Take a fast soldier RT with assault rifles and bomb dispensers. You simply need to run your Hound south by COMBAS D or COMBAS E and head to COMBAS H. Destroying the "supply base" is simply levelling all the buildings in the grid H8. All the buildings in the enclosure are valid

targets. The bombs are slow, but you can use them on one side of the depot and exhaust the assault rifles on sniping enemies and psuedo gunners who follow you.

Enemy fire actually helps you -- if you manage to get a constant barrage of enemy fire into the enemy's own depot, you may not even need that many bombs to do the job. Once the depot is dust the mission is over, S Rank earned or not.

---

### Scout School (Stage 6)



**S Rank:** Your scout may want a trench mortar 1 attached to it, or you will not be able to do much in this mission. Nightvision is optional, but helpful. The trench mortar does no damage, so you can attach it to any weapon cluster (plenty of ammo) or simply leave it in its own slot.



Capture the designated COMBAS from left to right and you can supplement your allies' sniper fire with assault rifles. Only scouts are enemies here, so you should have little trouble dispatching all the groups. Note -- you need to fire the trench mortar or your allied snipers will not fire on the invading scouts.

---

## Scout School (Stage 7)



**S Rank:** Time to equip a heavy scout or fast trooper with HEAT rounds. Move west to the river and go south. The enemy psuedoes don't stand a chance, but that doesn't mean the Hound boss will be a push over.

The dotted line on the guide's map is the alternate route if you want to avoid the water, but that's not much an issue if you "scrape" the riverbank. By scraping, IGN means that your Hound walks on the riverbank (dry) but follow the waterway to the base.

The black Hound will look very familiar as you move deeper into the campaign. Deal with the other Hound with HEAT shells quickly, then unleash HEAT hell on the boss. The faster you kill this guy, the faster your stupid robotic buddies will open fire on the enemy base to you can dispense with this scouting role altogether. Time for a meatier role!

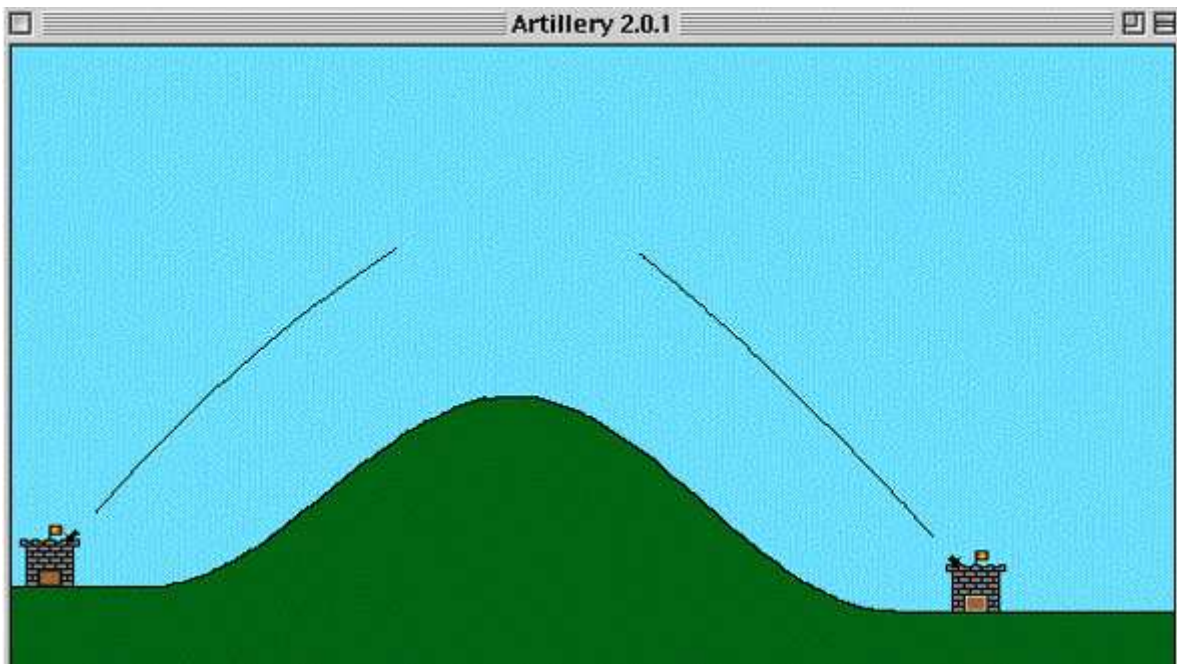


# Gunner School

Gunner School (Tutorial / Stage 1)



The heavy gunner role would be a formidable (and game breaking) role type if you didn't have to estimate ranges. If your country's military had the ability to make giant metal walking mechs, you'd figure they'd have a way to help you **range your shots automatically** instead of using the old method of artillery, seen here --



Your Hound cannot move out of grid B4 (demarked in red in this guide's map) during this mission. If you do, you fail. It should be an easy task to get S Rank though. You simply need to guesstimate that an average of 350 meters will be the cardinal distance (up, down, left, right) for each tactical map grid, from one boundary to the other.

This being a gross approximation of cardinal distance, you may assume that the distance from one corner of a grid map

to the opposite corner will be approximately 500 meters. So if you are in one grid and wanted to hit something in another grid, *and* you were in the same spot if your grid was transposed over the target grid, you can use those distances to approximate your range. Once you get that initial barrage down, you can start adjusting your aim (assuming the target doesn't move).



Stephen "All Your Babes Are Belong To Me" Ng

[READ MY BLOG](#)

"One tactical map square is approximately 350 meters (cardinally) from boundary to boundary. Keep that in mind when you're fully zoomed out on the tac-map."

**S Rank:** Given those great estimates, your best hope of getting an S Rank on the gunner campaign is to resort to a heavy sniper design, giving you direct fire and instant results. However, for the gunner exercise, you have no such option. Range in on the first targets (without moving from your spot) at 300 to 900 meters. Level all the buildings for the base to be considered "destroyed".

Once that's done, estimate about 600 meters for the slow moving target sent in by the instructor. Be patient and wait for the vehicle to "pop" into the screen from the south. One glancing hit from the howitzers will destroy it, so you don't need to be precise.

For base 2, estimate a range of 400 to 700 meters for the close buildings. The target "enemy" base is about 1000 meters from your starting position, but you can cover the gamut from 1200 meters to 900 meters to get the shells on the spot. Assuming you don't waste ammo on ranging shots, you can blast as much of the bases as possible and get the score you need for rank in.

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## Gunner School (Stage 2)



**S Rank:** Destroy all the enemy units on the road, advance up the road, then bombard the area around COMBAS C. Once all the enemies are destroyed, you win. Soldier RT Hounds with sniper add-ons do well for the S Rank, if you are having trouble ranging your shots with the borrowed Hound.

The assault rifle works well against the pseudo gunners now as they did before, but the enemies carry progressively more armor as your progress. The good news is that the level of protection for the pseudo gunner is about as high as it will go now, so you won't be facing off against some super-tough gunner later on.



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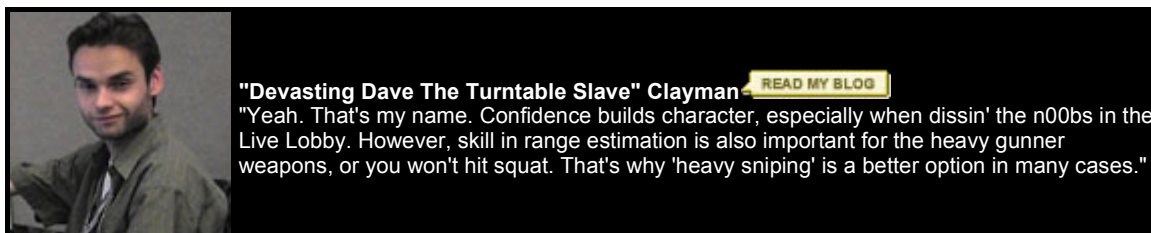
### Gunner School (Stage 3)



Defend the COMBAS C from enemy units. If they capture it, it is game over. A heavy sniper does well here. Did you unlock the valuable sniper cannon from the sniper campaigns? Group them together now and place a machinegun or assault rifle to augment your secondary armament.

The goal here is to break the enemy's assault before they get too close to the COMBAS. The sniper guns are the best medicine against the encroaching enemy. Once the initial thrust is taken care of from the south, wipe the tanks and gunners from the west road.

Upon the defeat of the second group, clear out the third group coming in from the southern road. Once all three groups are downed, you win.



**S Rank:** If none of the enemies get close enough to the COMBAS and you are relatively accurate, you should be able to rank in easily. The short bird legs, sniper cannon, and assault rifle are good combinations for this mission, as well as the next few. If you're edgy, you can include the HEAT launchers as a short-range last-ditch back-up weapon.

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#### Gunner School (Stage 4)



This is a hard mission if you rely purely on howitzers. The heavy sniper you designed previously will be fine for this mission, if it's a little slow. Use sniper weapons against the turrets on top of the wall. The scouts you meet near the COMBAS C count towards your victory conditions, so you can take them out using assault rifles or the HEAT launcher standby.

Once all the turrets are gone, search the valley for enemies who mobilize from the fortress and when they are all dead, you win.

**S Rank:** Speed is the key here, since you want to destroy all the turrets quickly and before your allies start dropping like flies. If allies die, you lose bonus points needed for the rank. When arranging your weapons, try this -- place all your close range weapons (assault rifles or HEAT) into one weapon slot. Equip three sniper cannon (or as many as you have), one in each of the remaining weapon slots.

Basically, this allows you to conserve ammunition, as well as maintain a constant barrage of sniper fire on the turrets. While one sniper gun is recharging, you fire another one. Approximately two shots from an APFSDS ammo will kill a turret, so don't miss and you'll do fine. At the ranges you are fighting the turrets, a few dozen HEAT engagements will not hamper your range score much.

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### Gunner School (Stage 5)



**S Rank:** An easy mission. You can rip out the sniper guns if you want, but speed won't be much a problem here. Keep the sniper cannon if you feel like it, however, medium range weapons do their best here. Head southwest and quickly fight off or HEAT the enemies as they come into range. This is a straight forward mission. If you aim to complete it quickly, you will succeed very well.

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### Gunner School (Stage 6)



This is a hard mission to get a good rank, but fairly easy to beat. Use a sniper to destroy the two turrets on the ridge (circled on the guide's map), then attack the pseudos on the road (past the pipeline). Once that's done, attack the three gunners near COMBAS H. You can use the refineries to critically damage them, or simply use the sniper cannon to

waste them.

Once those three gunners are destroyed, fight off the half dozen scouts coming in from the east road. When they are all destroyed, you win.



**Stephen "All Your Babes Are Belong To Me" Ng**

[READ MY BLOG](#)

"Special cases demand special Hound design treatment. This mission is particularly tough unless you have a fully specialized Hound with a mind for the special objectives -- sniper cannons and HEAT launchers."

**S Rank:** Your choice of Hound will determine how well you can do the bonus missions. First, take three sniper cannons and group them separately (one in each slot) or you can group two in one slot and don't worry too much about ammo. Take four HEAT launchers and group them into one location and one firing slot. Naturally, bird legs are required for firing sniper guns.

Take out the two turrets and move down the road. Take out both gunners, then head into the oil refinery area. To destroy the "oil refineries", you need to *level all buildings* in the grids D6, D7, and F7. This means no buildings standing (not even a shack). If you tap the RIGHT TRIGGER lightly (about 1 mm) you can fire one HEAT rocket and demolish most small shacks easily.

Damage or destroy two of the gunners from COMBAS H. The last gunner should be damaged, but not destroyed until you've demolished the three grids that represent the refinery. Once you do, move your Hound to grid E8, expend the last few rounds of sniper ammo on the last gunner, then await the onslaught of scouts.

The key after the cutscene is to destroy all but one of the enemy scouts with your insta-death HEAT launchers. Leave the last scout alive so it can charge your allies. While it's doing that, you can move north along 8 column to engage the black boss Hound, near COMBAS D.

The boss Hound will try to attack you, so being in column 8 when the cutscene occurs will lure it down from the COMBAS hill so you can shred it. You need to get close to the boss, using the sniper cannons to soak up damage while you get close. Once you fall into range, unless HEAT hell. Eight to ten grouped shots from four HEAT 2 launchers should force the boss to retreat. By this time, the enemy scout should be easily destroyed by the allied pseudo gunners.

### Gunner School (Stage 7)





If you want, lay waste to everything on this mission and you win. That's how butchers and non-professionals do it. Surgical strikes are better for your image. Opt for S Rank instead.

**S Rank:** Use soldier-defender to quickly destroy all enemies without collateral damage to buildings. Once all enemies are dead and you don't have allied losses, you win. The problem is moving quickly enough with your Hound to prevent the enemy from destroying either your allies or any of the surrounding buildings or oil wells.

That said, your best weapons for the scouts and hovers are the assault rifle or machinegun, but you may find the HEAT launcher a little too short ranged for what you need to do. Consider the defender's cannon weapon when trying to blast the pseudo gunners. Slot one cannon (you may only bring about two, depending on your chassis) and use it to "hardcore hammer" the gunners to stop their artillery before it hits buildings.

Better yet, you need to pick the most open areas (clear of buildings), fire on the enemy gunners so you draw their fire and take damage so the surroundings don't have to. Damage to your Hound is not a factor in the score here, but death to allies and damage to buildings is. Only good luck will let you quickly smash the enemies at point 1 without damaging the factories. Note that the friendly gunners are coming from COMBAS C, so don't fire on them if you can.

The enemies at point 2 are easy -- destroy them and they don't fire back. The enemies at point 3 can stand to be sniped from afar or you may risk destroying buildings. An alternative (but time consuming strategy) is to approach that whole gaggle of enemies from the south so their weapons aim at the hills near COMBAS D. By staying far from destructable environments, you can avoid any collateral damage and get that rank.

Luck will prove a large factor in wasting enemies -- if they decide to fire on your allies, buildings may be spared, but allies killed. If they fire on you, it depends where you stand. Plus your allies are not very discriminating as you are. You *must* be aware of your surroundings when you incite the AI's interest in firing on you. Attacking from the west of point 1 is possible, but if you miss, you hit buildings. Attacking from the pipeline seems to be the best bet -- as long as nothing is behind you, any enemy shots missing you will hit the empty ground.

## Commander School / Final Exam

### Commander School (Tutorial / Stage 1)



Welcome to command school (or 'OCS'). You will learn to use the D-chat command system to order your units around. Know that the D-chat is X-Y loopable -- meaning if you need to shortcut to the bottom of the command list, you can press UP or DOWN at the top or bottom of the list and loop to the beginning or end options.

RIGHT on the D-pad will execute the commands, while LEFT cycles back one step of the command. Press RIGHT will start the command process. For those of you who have zero intelligence as a line officer --

1. Select a unit. Units are 01 (Rahman) to 05 (Some Faceless Woman From Sal Kar). Alternately, select all for the whole force (bad idea).
2. Select an order type. It is always 'Command' for offline mode. The second option.
3. Select an action. Attack, Move, Defend, or Capture. All self-explanatory. All units will fire on enemies if they are in range while carrying out these orders, but attack and defend will cause subordinates to pursue enemies more aggressively.
4. Select destination or target. It can be a COMBAS, grid, base, a friendly unit (defence only), or more directly -- "here" (current grid). For the move command, you can order the unit(s) to stop.
5. Destination and target details. After you select the type of destination or target, select the specifics.
6. Confirm action or order. Press RIGHT a final time to execute the order. You do not have to wait for the vocal confirmation for the order to take place, meaning you can keep moving and hand out more orders.



**S Rank:** Move the force around and incur no damage to your command Hound. Let your small force of rookie n00bs take the heat and blast the enemies near the COMBAS. All they face are tanks, and the pseudo hovers are enough to kill them all. Just do not suffer damage yourself. That's a no-no for score.

## Commander School (Stage 2)



**S Rank:** This is yet another easy task -- but you again, cannot take damage for high rank. Move your hovers and scouts out towards each COMBAS and take it. Rahman will always be a hover, so you can use him to secure most of the COMBAS if you want. Unit 02 will also be a hover, so go right ahead and draw him away from the main drive.

The rest of your unit should capture (or defend) COMBAS I -- this puts them into striking range of the enemies when they appear. As new groups appear, adjust your forces accordingly. Asking them to capture or attack a specific COMBAS will usually be enough for them to destroy enemies as they appear. You only oppose enemy tanks and scouts, so this mission should be easy.

Do you want to assist? Then start packing sniper guns and getting used to picking off enemies at a distance. That's what line commanders do in mech games.

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### Commander School (Stage 3)



There's one real base (random) and several fake bases. Since the condition randomizes each time, you can start by ordering everyone to capture the COMBAS F and D. By the time you order a COMBAS capture of C, G, or H, you should find where the enemy units are. Note that your allies pretty much have infinite ammo in their pseudo Hounds.



**Mary-Kate Marc Ashley Nix Olsen** [READ MY BLOG](#)

"I've finally achieved my dream of merging my DNA with the Olsen twins. Nothing else matters -- except what happens when your 'expendable' buddies turn out to be not so expendable at all. Rahman cannot be allowed to die, but he pilots the weakest unit in your force."

**S Rank:** You must destroy all units -- which should be easy -- before you destroy the enemy training base. An easy task if you are not terribly hasty. Order units to attack the grid square where enemies are and they will take care of the rest. Alternately, you can order a general capture or attack on a COMBAS with similar results. Since you can bring a custom Hound here for this mission, you can lend a hand with your sniper weapons. Just remember that you cannot get hit if you want the S Rank, so stay far, far away.

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## Commander School (Stage 4)



This mission is tough -- bring a thermograph unless you've got quickly reflexes to fire through a sandstorm (HEAT launcher). All you need to do is stop the enemy before they escape at grid A8. Enemies start at COMBAS J. If you head there, they start running (or after a one minute timer), so you need to start moving. Intercept them near COMBAS A or B with your snipers.

Your small force will comprise of --

**Hovers** -- 01, 02

**Snipers** -- 03, 04, 05

This will be your force make up for the rest of the campaign. Order everyone to COMBAS B and peel off your hovers one by one (keeping in mind that Rahman cannot die) for other tasks. March your own Hound to the COMBAS A or B and meet the enemy head on. They are scouts and die very easily.

**S Rank:** The bonus is to capture all the COMBAS in the area, which requires you to be more engaged with the hovers before you nuke the enemies and end the mission. Peel Rahman off for the east COMBAS and have unit 02 cover the west COMBAS. Note that nearing COMBAS J starts the enemies moving; at the very least, it will have unit 02 shot up.

Let the enemies come partly up the road before sending unit 02 down to capture the two COMBASes in the southwest. The snipers, after capturing COMBAS B, can defend grid B7 or anyplace along the road and they will slaughter the enemies. The key is to get all the COMBAS before you meet the enemies at all.

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## Commander School (Stage 5)



Kill all enemies at COMBAS G, E, F, A, B, and C. Once you're done, you can skip to the next mission. Any soldier modified with NAM can do this mission. The trick is to score high with what you have. Your forces are the same as last time --

**Hovers** -- 01, 02

**Snipers** -- 03, 04, 05

**S Rank:** You cannot take damage at all -- not even from falling. You have to walk carefully and use a sniper-commander RT to take out the enemies with help of your AI bots. The heavy sniper design works -- remove HEAT launchers for three sniper cannon (slotted individually for ammo conservation), and the NAM unit. Time is on your side (take as much as you want), but with a load that great, fuel is not. Attach the spare fuel tanks to the unobstructed hardpoints left over from the HEAT launchers. That should be enough for you to walk around the map without much trouble.



**Big Steve Horn** [READ MY BLOG](#) & Little "Man-Friend" Tyrone

"The buddy system is good for matches but also for the commander missions. Wolves hunt in packs -- Chromehounds must do the same! Bunch up your firepower and outgun the enemy."

Move your force carefully, keeping in mind that units 03, 04, and 05 are sniper pseudos and cannot move quickly. They can however, destroy anything if all three fire on it at once. Unit 01 is still not expendable. If he dies, you lose. Unit 02 then, is the "risk hover", where you may risk him for capturing dangerous COMBAS and the like.

As the commander, you can safely snipe the enemy pseudos at COMBAS E, G, and A without reprisal. If you weaken enemies, your allies can finish them off. If you kill them, then your allies can destroy the enemies by sheer numbers. The trick is to put your Hound in a spot where you can fire on enemies and not worry about being hit back.

Sweep north and have all COMBAS in hand -- F being the second to the last. Your Hound can use the ridge to snipe at the enemies at COMBAS A without reprisal if you are far away enough. Once all enemies there are destroyed, that can be the last COMBAS you take. When you want to attack enmasse, order your 03, 04, and 05 units out first to the target. Unit 01 and 02 can arrive around the same time even if they are two grid squares behind. A tedious, but workable solution.

### Commander School (Stage 6)



**S Rank:** Create a soldier-commander. You are going at your best speed to kill the enemy near base 1 so your allies can nuke it. The smaller NAM will let you equip more weapons or lighter legs if you need the speed or firepower. Rahman will not be in your command, so order all your units to charge the base 1 by attacking it.

You yourself can go through the plains without trouble and blast anyone stupid enough to oppose you. You and your force's health is the bonus here. Attack quickly enough and the high rank will be yours.

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### Commander School (Stage 7)



**S Rank:** A difficult mission for high rank. Rahman is not under your control, but his health will be an issue for score. Order your units to defend unit 01 and they will be a good force to back-up where the friendly AI wants to go.

In the mean time, your Hound will need close and far range hitting power, so consider a small NAM, the smallest generator you can arrange for, three HEAT launchers, and two sniper cannons (single slot them if you're good -- it's a short engagement). Fiddle the ammo so you get what you need.

From the start, move directly west to follow Rahman, or you will need to go around the mesa. Take out the pseudo gunners on the ridge, then focus HEAT firepower on the enemy Hounds. Once the center is taken, you can march east to COMBAS C and destroy the enemies there. Do not fire on anything that looks like a hover, unless you know it's not Rahman (there are no enemy hovers on this map, except at COMBAS C).

Take down the scouts in the south, and if you were lucky enough in the center firefight, Rahman will come out unscathed and your score, intact.

attack COMBAS B and kill HOUND and pseudos. once that is done, kill COMBAS C (east). enemies near COMBAS H can be ignored until the last part. Rahman cannot sustain "critical damage", so don't hit him. Order defend (follow) unit 1 is good idea.

### Final Exam



There is only S Rank if you beat this mission. Consider it a freebie from FromSoft. Use a soldier-sniper RT Hound. Four HEAT launchers (type 2) is good medicine against the boss Hound but sniper weapons are needed to wear down the boss' assistants before you close in. Any left over sniper rounds can be exhausted on the boss.

Do you have room for a thermograph assist part? Add it if you can. It will help you see through the smoke and keep attacking.

Disregard any orders to march through "death country" and instead, opt for the southwest corner. You will have to spend some time walking around the redoubt on the west, but the west valley has fewer tanks and the terrain lets you get relatively easy high ground against the boss Hounds.

The tanks are easily dealt with by firing single HEAT rockets (tap RIGHT TRIGGER) and expend one rocket per tank. With 40+ HEAT shells in four launchers, you should be okay for the upcoming fight. Spending a few rockets on the tanks is nothing.

When you are halfway up the west valley (heading north), stop and look for black Hounds near COMBAS B. When you spot one, fire on it and start backing up. **The enemy you want to destroy is a tank tread Hound with a small Sal Kar cockpit and weapons arranged in a horseshoe around and above the cockpit.** While you can ignore any other

enemy Hound that comes into the fight, it's more advisable to kill that assisting Hound (or de-fang it), then focus all your sniper and HEAT firepower on the "boss" Hound.

If you somehow manage to get the enemy Hounds travelling the low valley floor, you've got half the fight in. Manuever your own Hound on high ground in the west valley (watch for rocks), and aim down. See, it's the way Hounds are designed. You have a wider range aiming downward than you do upwards. How you get out of this fight against (at best) two-to-one odds with machines equal to your own will reflect how well you took to training in all the RTs prior. Good luck!



**Christopher "Tight Red Speedo" Carle**

[READ MY BLOG](#)

"I'm Chris Carle and I hope you enjoyed this guide as much as I tried to Carle-it into my own divine image. I'll be signing off with this hottie right here. Later losers!"