

Hegemonia: Legions of Iron

Mission Walkthrough

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EARTH EPISODE 1

Earth 1 Mission 1: The Flight of Icarus

Main Objective: Protect The Icarus

Select the player's unit 'Faithful,' right clicking 'Icarus' to guard it. (The Starmap, reached by pressing 'Space' is the easiest way to play the game). Icarus will travel slowly towards the sun. When prompted (with 'Faithful' still selected), right click the enemy ships to attack them. They should be easily destroyed. Then, right click Icarus to guard it again. When prompted, right click the asteroid to attack it. It may be hard to see for the solar effects. Once it is destroyed the mission is over.

Secondary objective: none

Changed objective: none

Earth 1 Mission 2: Mopping Up

Main Objective: Escort and deploy the mining base to Rhea

Use the 2 fighter squads to guard the mining base. Use the Starmap, then select the mining base and right click on the asteroid near Saturn. the mining base will start travelling and will deploy on the asteroid. When prompted, destroy the two enemy fighter squads. When prompted, attack the two 'rogue traders'. Once each trader has surrendered press 'S' to stop attacking them (they should not be destroyed). You will have to "force attack" the traders by holding down the CTRL key then issuing the attack command.

Optionally, when prompted, quickly reach the abandoned ship (seen on the Starmap) and get close to it to reclaim it. Once the mining base is deployed, there will be a cut scene. Then, destroy the two enemy fighter squads. In this game, it is the best plan to concentrate all firepower on one enemy unit at a time, so destroy one after another. Once this is completed the mission is over.

Secondary objective: Capture an unknown fighter

Changed objective: none

Earth 1 Mission 3: Land Of Charon

Main Objective: Deploy and defend a mining base near Pluto, eliminate a military and mining base near Neptune

In this mission the player is in control of a planet. Firstly, deploy the mining base on a nearby asteroid which is 'abundant' or 'ultra rich' to maximize its use. Two fighter squads outside of the player's control will defend the asteroid as best as they can. On the planet production screen, simply produce more fighters (proton and missile fighters). After or while this is happening there will be 2 random attacks from enemy forces. These should be destroyed without difficulty. Once they are beaten, the player will be prompted to make a move on the military base. It is not visible on the Starmap, but it is near Neptune, below the asteroids to the left. The player should ensure that he has the maximum number of fighters possible. Once the squads are close enough to the military base a cut scene will run. After this, the military base should be attacked with all units (and destroyed just as it's weapons return to full functionality). Once this has been completed all units should destroy the mining base, ending the mission.

Secondary objective: none

Changed objective: none

Earth 1 Mission 4: Catchin'up

Main Objective: Research corvette and all proton weapons, destroy 2 mining bases in asteroid belt

In this mission the player is in control of a planet. Firstly the player should deploy their mining base on a nearby asteroid, watching out however that in the asteroid field there are two enemy mining bases and one enemy military base. Their planet should repair any fighters that are missing units, however it should not build any more -- Instead produce the continuous military training or taxation project (to maximise cash or experience). The player should press 'F5' to reach the research screen and begin researching 'Corvette Hull.' Once corvette hull has been researched the planet should produce as many corvettes as possible. Note that a planet should never be in a state where it is not producing anything; if there is nothing useful to produce simply run a continuous project. The player should research the 3 initial proton weapon technologies, as that is enough to complete the objectives. From that point the player can research whatever he deems productive. By this point the player should have received a message to save the major from the military base. To do this, simply send a ship into the middle of the asteroid fields, where the military base is hidden. A cut scene will run, and the best thing to do is to return to the home planet and repair rather than engage the military base (it does not need to be destroyed). The player should also produce as many corvettes as possible now. From this point fighters are obsolete (though experienced fighters can still be fairly useful) so do not produce any more. Now, with the squads of ships repaired/produced, visit each asteroid in the asteroid field (avoiding the military base) and destroy the two mining bases when they are found. This will end the mission.

Note: When selecting the ships to carry over to the next mission, be sure to pick the most advanced, experienced squads, with the most ships still remaining.

Secondary objective: none

Changed objective: Destroy the mining base

Earth 1 Mission 5: The Final Showdown

Main Objective: Destroy the 2 military bases around Mars

The player begins the mission with only squads of ships. Use them to follow the NPC ships and a plot segment will play out between Jack Garner and Nilea Cortiliari. After this, attack and destroy all of Nilea's ships. During this attack, a prototype ship will appear. It is impossible to save this ship, but be sure to destroy it too. The battle is hard, but with the ships remaining, travel to Mars. A cutscene will run in which one military base will be destroyed. Now, destroy the other military base. It is advisable to set the squads to target the military base's weapons (which is done by right clicking on the player's units and changing the targeting). Once the military base is destroyed (again, a hard battle) the mission is over.

Secondary objective: Locate and try to steal the cruiser prototype

Changed objective: Win the battle against the martian fleet near Mars

MARS EPISODE 1

Mars 1 Mission 1: Convoy Raid

Main Objective: Capture rogue trader ships

To do this, use the Starmap to locate them (there are 5). Hold down CTRL and left click on the ships. Once you have fired on them for a short while the traders will communicate that they surrender at which point you must stop firing. DO NOT DESTROY the ships. You can allow one ship to escape but no more than that. There is also a sub-mission to capture a fleeing Earth captain. It is not necessary to complete it but I recommend you do it quickly.

[Secondary objective: An earthling captain has escaped from our jail. Destroy his ship !](#)

[Changed objectives: Return to the vicinity of Mars](#)

Mars 1 Mission 2: Mine your own Business

Main Objective: Capture the mining base from Earth forces and deploy it on an asteroid so long as it is not near Rhea

It is important that you use force sparingly in this first encounter. Do not attack the mining base as soon as the mission starts, otherwise your ships will fly to Earth and be destroyed. The best time to attack is to wait until the base is in the asteroid belt. Once you have defeated the two squads defending the base you will have a control of it. Use your remaining ships to guard it and deploy your base at an asteroid (you must mine 3000 ore, so find an asteroid that is 'abundant' or better). Then, you will have new squads available from Mars; use them to guard your base. For the secondary objective, use your smallest squad to recover the ship then you will have it under your control.

[Secondary objective: Locate Abandoned Ship](#)

[Changed objectives: None](#)

Mars 1 Mission 3: Triton Crisis

Main Objective: Defend your base with Col. Kravis' forces (there are 2 waves of attacks), and then retrieve the data that was stolen by Artemov

Catch Artemov and he will give up the information. Once it is downloaded he will try to ram your ship. Once the data is downloaded you MUST move your ships away from him then attack him, if you do not you will be killed. Once Artemov is dead you must return to Mars (quickly) with the information. 1 or 2 Earth squads will confront you; you can defeat them easily enough or continue to Mars without engaging them.

[Secondary objective: Destroy an obscuring asteroid. You will gain some experience points and money in reward.](#)

[Changed objectives: None](#)

Mars 1 Mission 4: Under pressure

Main Objective: Research Proton weapons and spend at least 80% of your research points

Destroy the mining bases and ships near Neptune. When you have done that there are 4 patrols in and around the Solar system (3 near Uranus and 1 near Saturn).

[Secondary objective: None](#)

[Changed objectives:](#)

- [1. Build a massive fleet to attack the defense line of Neptune](#)
- [2. Hunt the remaining patrols near Uranus and Saturn](#)

Mars 1 Mission 5: The final Grand Slam

Main Objectives: Defeat Earth

The first mission to complete is actually the secondary objective. You have to take the "Precious" cruiser. The easiest way to accomplish this is to send all your ships at the start of the mission towards Precious. If the Earthlings get there first, attack their towing ship (it is clearly marked) and they will lose control of the cruiser. Use your towing ship to retrieve it (Select your towing ship, move the cursor over Precious, hold Alt and then left-click to tow it). Once that is done you will receive more ships from the Martians and are told to proceed to Earth. Do not do this, instead, take your ships to the Moon and defeat the ships that attack you (the reason for going to the Moon 1st is to avoid the Military bases around Earth.) Once you have defeated the enemy squads, take your ships and do a large orbit around the earth to reveal the location of the Military bases. A cutscene will then ensue telling you of the mission to destroy the military bases. You must then protect the Kamikaze ships in order for them to reach their targets. Divide your forces equally and set them to guard the Kamikazes and then they should fly into the military bases and that will complete the level.

Secondary objective: Try to take "Precious" before the enemy and protect him while he returns to Mars.

Changed objectives: None

EPIISODE 2

Episode 2 Mission 1: A new beginning

Main Objective: Establish a colony of 300M people. Build 3 Interstellar trader ships

In this mission the player begins with some squads of ships, a colonization ship and 2 population transport ships. The choice is to populate one of 3 systems. All systems are fine to populate. Once a system is chosen, travel through it with all ships and the decision is set in stone, as you cannot leave till e2m3. In the chosen system, colonize the 'best' planet and populate it with the population transport ships. Research 'Interstellar Trader' and once this is complete, produce 3 interstellar traders. While this is happening, there will be a message of an asteroid about to hit your planet - be sure to destroy it as quickly as possible. After this, there will be regular pirate attacks, which should be easily fended off. Once the interstellar traders are completed, simply research, produce, and tax... Wait for the colony to reach 300 million people, at which point the level is complete.

Hints: At the beginning, reduce tax to quickly increase your population (you can increase tax after). Research Mining base (MB) and interstellar merchant ship. Build your MB after building the second merchant ship and deploy it to an asteroid to extract ore. Be sure you deploy the MB before you build 3 interstellar merchants so that in next mission, it will keep your MB. Do not forget to spend all your research points before you build the third merchant ship.

Secondary objective: Destroy a dangerous asteroid before the impact with your colony.

Changed objective: none

Episode 2 Mission 2: The only good pirate is a dead pirate

Main Objective: Build a military base and defeat the pirate base

In this mission the player begins with his planet etc. as he left it. As soon as the mission begins, the player must rescue Nilea or Jack from their stranded ship. To do this, find them on the Starmap and send at least one ship to get them (the ship must not already have a hero in it). Nilea is a good planet governor and Jack is a good ship commander so use them to the best of their abilities. For the rest of the mission, build up a large attack squad while researching 'Military Base' and then build a military base. Fend off pirate attacks while this happens. Once the military base is complete, deploy it in the best strategic position (be sure to deploy it!).

Using a large squad of attackers, travel in the direction the pirate attackers were coming from. Finding the pirate base is still hard so expect it to take some time. Once you are nearby a cut scene will run, after this attack the military base with all firepower and it will put up a fight before being destroyed, completing the mission.

Hints: If you have followed the hint in the previous mission, you should have a mining base from a previous mission. Your MB will provide you money quickly. Wait until the MB has no more ore and then scrap it. You should have now enough money to finish the mission without having the message 'no funds for ship maintenance'

Intermediary objective: Rescue Jack Garner or Nilea Cortillari at the beginning of the mission. If you forget to do it, the mission is lost.

Secondary objective: None

Changed objective: None

Episode 2 Mission 3: Prescription for Prosperity

Main Objective: Colonize all 3 system and have 1 billion colonists total. Destroy all pirate planets

In this mission, the player begins with his planet etc. as he left it. In the beginning of this mission be sure to research 'Colonization ship' and quickly try and colonize a planet in each of the systems (though the pirates may have already colonized all colonizable planets in a system, in which case prepare to wipe them out first). While doing this there will be a distress call from Kodique to destroy an alien life form in one of the systems. This is easily done even with a small force of ships; however, ensure you have a large force of ships before attacking any pirate planets. Each colony should build a way for it to be 'profitable' and a way for it to defend itself, i.e. an interstellar trader and a military base. Once the player has a large force of ships (by now, it should be possible to research 'Military College' which starts ships at level 3 experience, a very useful building) and they should systematically destroy pirate planets one at a time, concentrating on wiping out the planet's population as quickly as possible. (However, be sure to destroy any pirate colonization ships seen!) Once the pirates are wiped out (there will be a message to note this objective completed) wait for the 3 colonies to have over 1 billion inhabitants to complete the mission.

Hints: from the start of this mission to the end, never use Mining bases but instead use Merchant ships (interstellar and interplanetary). When you rule different systems, build interstellar merchant ships but ensure you leave one 'slot' open to build your colonization ship. Build the merchant ship first of all to ensure quick money.

Changed objective: none

Secondary objective: Save the Southern Cross

To save the inhabitants, the player must instantly research 'Population transport ship' after researching 'Colonization ship', instantly produce a population transport ship, which should be sent near the Southern Cross base. Soon, someone will poison the Southern Cross, and the population transport ship can save the population of the station, completing this objective. You may have to "force move" (ALT click) on Southern Cross to get the population transport ship close enough.

Episode 2 Mission 4: Into deep space

Main Objective: Develop all colonized systems to 1 billion people

In this mission the player begins with his planet etc. as he left it. To develop all colonies to 1 billion population, check each planet to see if 1 billion people is even a possible maximum population (it could be 840m max, for instance, in Gamma). To get around this, research Planet tech such as 'Biospheres' and build them on these planets to allow the maximum population to rise. Once it is possible to have 1 billion people on each of the 3 planets, simply wait for the population to grow to that level. After that, an Alien task force will also attack one system, be sure to fend them off as quickly as possible (to do this, ensure each colony has at least a military base and a few ships to protect it). Once the enemies are all fended off and there are 1 billion people on each planet, the mission is over.

Hints: ensure money with a merchant ship ... What is the difference between interplanet and interstellar ship? If in a single system, and there are at least 2 planets (one of your colony + one enemy colony or 2 colonies for you) THEN build interplanet and no interstellar. In another case, if in each system you have only 1 planet, the interplanetary merchants are useless and so interstellar is the best choice. Because this mission is quite easy, make sure you spend all your Research points before finishing the mission.

Changed objective: Repel the Kariak Attacks

Secondary objective: Escort the diplomatic ship "Clairvoyance"

Clairvoyance, will travel from Alpha prime to the Solar System. Be sure to protect it from the pirate fighters. Although failing this will not fail the mission, you will get extra XP and RP.

EPIISODE 3

Episode 3 Mission 1: Counter Strike

Main Objective: To build a Military base and mining platform for a colony in the Kariak's system

Build and deploy the mining platform. Build and deploy the Military base. The spy "Kuchera" will drop by to carry out tests with his spy ship. It is not really necessary to explicitly guard him or anything. The mission can be that easy. If you choose to, you can expand, and colonize the other planets and even defeat the Kariak's planet. If you do this, then the next mission will be skipped, as it involves defeating the same Kariak planet. You must expect attacks if any of the Kariak ships discover you.

Hints: take care because otherwise you will have to play this mission twice!

All cases: interplanetary merchant are useful because there are 2 planets (your colony + enemy colony). Build maximum merchant ships (except leave one free slot for the Military base)

First option: Do not destroy the Kariak planet. Respect the briefing and spend all your RP and max combat ships. You will need it for next mission

Second option: Destroy the Kariak Planet. In this case, approach the enemy planet to modify the main objectives. Attack as usual. Take care because as soon as you destroy enemy planet, a new retaliator squad from a jumpnode will attack your first colony!

Changed objective: Repel the Kariak attacks (if you have taken Khiirszask to skip the next mission)

Secondary objective: none

Episode 3 Mission 2: Taking Khiirszask

(bypassable: see episode 3 mission 1)

Main Objective: Conquer Khiirszask

This mission can be quite long. There are different approaches to completing the objectives. You can immediately build a mining base, then a colonization ship, then build as many cruisers as possible. After deploying the mining base, colonize one of the other planets in the system. The Kariak will attack this other colony, so this gives you the opportunity to kill off their planet. Keep a couple of ships back to destroy their ships when they come to attack your main colony, as they will do this once your new colony has been destroyed.

The Kariak planet will continually try to build new ships, so set one of your ships to attack these newly created ships, and the rest to attack the planet. On your colony, continually build new ships and when they are ready send them down towards the Kariak planet. Eventually you will take over the planet.

Once this happens, a retaliation force will appear and head straight for your colony. By now you should have a good bunch of cruisers, so attack and destroy the retaliators. If the game does not seem to progress after this make sure there are no enemy stragglers, perhaps around the jump node.

You will then receive a distress call from the solar system and the mission will end.

Hints: As usual, build merchant ships (planetary in this case) and spend all your RP. From now to the end, build these automatically.

Changed objective: Repel the Kariak attacks

Secondary objective: None

Episode 3 Mission 3: Kariak Assault

Main Objective: Repel the Kariak counterattack in all systems

This mission begins in the Beta system. Things are fairly evenly matched in this system. Deploy your mining base (and possibly build another). Build corvettes, as these are less expensive but do the job. Also consider building a military college if you have researched it. Start to conquer the Kariak controlled planets and then you will receive a distress call from the Alpha system. Send a good proportion of your ships through via the solar system as fast as possible. If you're not sending ships, the mission will take a very long time to complete. Overcome the forces in this system. This leaves only the Gamma system, and possibly some parts of the solar system left containing Kariak forces. There are only 2 planets to conquer in the Gamma system – it may be a good idea to post some ships or a military base at the jump nodes to prevent the Kariak's access to the solar system. The mission will be complete only if the enemy has lost all his planets. If the game fails to progress, check for stragglers, perhaps in the solar system.

Hints: If you have 2 planets colonized in one of your systems, you should build interplanetary merchants rather than interstellar. Take care with enemy colonization ships because the Kariak will try to colonize planets in the Solar System. You can use a military base at the entrance of each jump node to eradicate the intruders. Also, to make life easier, research "Improved Colonization" at some point during this mission. This is required for mission 4, for a particularly hostile system.

Changed objective: None

Secondary objective: None

Episode 3 Mission 4: Kariak Homeworld

Main Objective: Locate the Kariak home planet

When you start the mission there are two jump nodes: one to the top of the Starmap and the other in the opposite direction. Do not colonize any of the planets yet. Wait until you have jumped to the Zashik system (this may take several jumps) then you can build a colony and improve your ships, if you wish but it is not necessary. You must then use your spy Emil Kucera to locate the Kariak homeworld; this will involve jumping through several one-way jump nodes. Right click on the "Shadow" spy ship and choose "Acquire planet information." The Kariak home planet is Raki II. Once you have found the Kariak homeworld, the mission will be complete.

Hints: In this mission, spy ships are very useful. From this mission to the end, make sure you keep one spy ship for next mission (the most experienced if you have more than 1 spy ship). Note that you must not let a spy ship be without a mission. I mean, when you have your spy ship, select him, right click and select at least one mission (e.g. steal money), so that your spy ship will gain experience to perform better (such as sabotage for next episode). One more thing, make sure you assign Kuchera to the spy ship!

Changed objective: None

Secondary objective: None

Episode 3 Mission 5: Offensive against Yarbo

In this mission, you have to destroy 3 platforms and conquer all the planets in the Yarbo system. First, be sure you have military college or academic military built in your planet. If you have kept your previous spy ship, use it first to reach Yarbo system. Select him and 'get military info' to see all units and especially the enemy mining base. Make sure you put Kuchera in the spy ship. If your spy ship has enough experience, he should have the mission 'Sabotage ship,' if not select mission such as 'steal money' to get enough experience. Then sabotage mining base. If enemy units disappear, you have to 'get military info' again. When all mining bases are destroyed, send all your combat units. Because you have built a military college, the combat ships are well experienced now. You can use your military base to cover your system and protect your ships during the battle.

Changed objective: Help your allies

Your superior will ask for some help during the mission. You must send all your units in his system otherwise they will be destroyed. This message is a fake but you must absolutely respect the orders if you don't want to lose.

Secondary objective: None

EPIISODE 4

Episode 4 Mission 1: The garden of Eden

Main Objective: Colonize and build up New World and Eden

At the beginning of this mission, all the player's ships are removed from the player and they are given new Ion squads. The player cannot do anything about this. Also, the player *must not research* anything until instructed to. Initially, the player has the option of colonizing New World or Eden. As New World is infested with pirates the relative safety of Eden should be chosen first. On sending the ships there, they will be attacked in the Rosca system by two small squads, the Colonization and Population ships should be protected on this journey.

Once in Eden system, the large 'Gaia' planet should be settled, and the player should prepare the planet as usual. The longer the player avoids the New World system the more pirates will have to be destroyed, but conversely if New World is also settled central financing will be suspended. It is up to the player which option is less palatable. To unlock the secrets of the Solon base, the player should first send an expendable ship towards the base - once it is near it should trigger a transmission from Laura Meloni, at which point the player should move the ship away from the base (getting too close will obliterate it). Soon, there will be a transfer from Mohr Tehp, and the player should instantly research his suspended project and the project that follows it. Note that once these have been researched the player cannot research anything else or fail the mission. Once the Solon defence disruptor is researched, send an expendable ship containing Jack Garner or Nilea Cortilliari near the base. This should trigger a cut scene, after which the player will be given 2 free research items. From this point on, the player can resume research. The player should now put all efforts into destroying Marion Kaye's empire, by amassing an army of ships and wiping out all her planets. Eventually Marion Kaye will attempt to escape in a ship; this should be destroyed as quickly as possible to avoid another confrontation with her in the next mission. During the attacks on the Dark Pirate empire, some Darzok ships will appear in the Eden system near a jump node and do a short patrol. When the player is prompted, they should follow these ships, triggering yet another cut scene. Once this has happened, further plot segments will occur ending in an attack by Darzok forces, and once vanquished, the mission will end.

Hints: To get some quick money, colonize at least 2 planets in the same system.

Secondary objectives: none

Changed Objective:

1. Explore the unknown base
2. Find a solution to enter the base but do not use your research points
3. Destroy Marion Kaye's empire

Episode 4 Mission 2: War raises its ugly dead

Main Objective: Defend the traders

In this mission, the player begins with ships carried over from the previous mission, a few more, and 3 probes, along with all planets settled in the previous mission. However, all the action in this mission is located in Rosca Prime, so the other 2 systems can be more or less ignored except to build squads back up for the defence of the traders. Initially, the player should set up the 3 probes in a line around the jump node from which the Darzok will arrive, so as to be able to always see where they are on the way to Rosca Prime. The player's ships should also be positioned near the jump node (but not too near, as an enemy military base will soon appear). Once the traders appear, they will travel in a straight line to Rosca Prime, and Darzok ships will appear from their jump node and attempt to destroy the traders. The best way to approach this level is to destroy the enemy ships as soon as possible – if the military base can also be destroyed it is very helpful. A good player should be able to complete this mission easily without letting a single ship even near the traders. Be sure to always have a full compliment of ships in the Rosca system defending, and watch out for a group of 3 'Faithful' corvettes appearing in Eden towards the end of the mission. Also, towards the end of the mission, if she was not killed in the last mission, Marion Kaye will appear with reinforcements and attempt to destroy traders, however, she is as easily destroyed as the Darzok. Once all traders are safe, the mission is ended.

Hints: Go get a coffee, take a break and come back in 10 minutes (4x speed) ☺ . The next mission will be very hard. Of course, try to spend all your RP.

Changed objective: none

Secondary objective: none

Episode 4 Mission 3: Take the colonies back

Main Objective: Take Panola and Yarbo back within 1 hour

In this mission the player begins in the Khiirzask system, with the planet Khiirzask V under their control. This mission is under a time limit, so the player cannot afford to waste time. Also throughout this level, the player should ignore the Kariak as they play no part in the mission. If the player has not researched 'Superior Ship Technologies' or 'Battleship Hull' this should be done as soon as possible in this level (preferably on the previous level). While paused, the player should set up Khiirzask V to prepare to make money (for ship maintenance) and to produce experienced ships (by building a military college). The player should have come into the mission with a full squad of ships, and these ships should be sent instantly to the Panola system, and once there they should quickly conquer Panola 3 to use as a base in the Panola system (Panola 3 has weak defence). From Panola 3, the player should leave some ships to defend the new base, but send the rest to the Yarbo system. In Yarbo, the player should conquer all planets in the system that should be done easily (they are not well defended). Once Yarbo is conquered, the system should be given a skeleton defence and all other ships should return to Panola.

In Panola, there should still be at least 1 heavily guarded Darzok planet. By now the player should have a full complement of ships of which at least a few should be battleships (preferably mostly battleships) With this large squad (making sure to watch out for Darzok Colonization ships), send them all to wipe out all Darzok planets and destroy all Darzok ships.

Hints: Do not forget to get money before attacking and always give a mission to your spy. If you let the AI develop his system, the game will take twice as long to finish. One solution is to rush as quickly as possible to attack his defence and at the same time, produce combat ships and planet development.

Changed objective: none

Secondary objective: none

Episode 4 Mission 4: Race for Technology

Main Objective: Defend New World and Eden

In this mission the player begins with the New World and Eden systems as they were left at the end of ep4m2. The player will quickly be attacked in both systems, so the first stages of this mission should be spent in pause mode, preparing each planet in each system for attack, being defended with ships, bases, and planetary defences in the way that appears most suitable. Once the systems are ready the game should be unpaused and then the player should wait for a simultaneous onslaught in both systems. With luck and good planning, both attacks should be fought off. Once both attacks have been fought off, there will be several plot segments and cut-scenes setting the scene for the player using a spy ship to steal Darzok technologies. Once the entire plot is completed the player should, if they have not already, create a spy ship and place Emil Kuchera in it. With this ship, the player should then send it through the node marked 'From Eden to ???'. Once through the jump node, you will be in Sunshao system. Then use 'steal technology' to get 3 inventions. Once 3 technologies are stolen, simply return the spy ship to Eden and the mission will end.

Hints: Sometimes your spy ship will be attacked by the enemy spy ship. In this case, put a combat unit in the same system as your spy ship and order the spy ship to 'detect enemy spy ship'. When the enemy spy ship has been discovered, then order the combat ship to destroy it. Do not forget to keep one spy ship for the next mission!

Changed objective: Steal at least 3 technologies from the Darzoks.

Secondary objective: none

EPIISODE 5

Episode 5 Mission 1: Darzok intrigue

Main Objective: Defeat Mohr'Tehp or the Raki Government

In this mission the player has an instant choice to make - to either support the Raki Government or to support Mohr'Tehp. If the player supports the Panola & Yarbo Government they will skip ep5m2, and have made the 'right' choice.

Hints: As you can guess, you will have to play this mission twice if you wish to see all the dialogues.

Alternate Objective1: Support Raki government

If the player supports the Raki Government, there is more than one way to complete the mission - to either take over or obliterate all planets in Yarbo and Panola, or to simply destroy Mohr'Tehp's own ship. As winning the mission by destroying Mohr'Tehp's ship is currently an issue I will consider conquering Yarbo and Panola the only way to win this mission correctly. The way to conquer systems in this mission is by using the tactic that is common to the entire game - build as many ships as possible (preferably, by this point, having already built a military academy) of the highest possible technology (at this point Battleships) and one at a time destroy or conquer each planet in a system, paying attention for any enemy Colonization ships that are escaping to colonize more planets. By travelling through the jump node to Yarbo with as many ships as possible and using this tactic this level can be quickly conquered as there are no other obstacles in this mission other than the AI.

Alternate Objective2: Support Panola & Yarboo-

If the player supports the Raki Government, there is only one way to complete the mission - to either take over or obliterate all planets in Raki. By travelling through the jump node to Raki and using the tactic described to defeat Mohr'Tehp, this level can be quickly conquered as there are no other obstacles in this mission other than the AI.

Hints:

1. If you support Raki (and so attack Panola and Yarboo), you will skip directly to Mission 3. This solution is quite easy for beginners.

2. If you support Panola and Yarboo (and so attack Raki), you will play Mission 2 to defeat Mohr-Tehp. This way is harder and longer.

If you want to finish this level as fast as possible, find and destroy Mohr Tehp's ship.

Changed objective: none

Secondary objective: none

Episode 5 Mission 2: Rebirth of the Kariak Empire

Main Objective: Defeat Mohr'Tehp

This mission only appears if the player has made the 'wrong' choice of supporting Mohr'Tehp (e.g attacking Panola & Yarboo). In this mission, the player begins with control of Eden and Raki as it was left in the previous mission, except Raki now has reinforcements from the Kariak. The player should quickly set up all his planets to defend themselves, and create the largest army possible to defeat Mohr'Tehp. In the current build this mission is very hard - Mohr'Tehp's empire and the Darzok are aggressively expansionistic, so from the very beginning of the level the player must defend their planets.

Hints: Good luck for this tricky mission. If you let the AI develop his colony, this mission will be very hard. The best advice is to rush as quickly as possible to prevent any development from AI. Of course do not forget to develop your own colonies and ships.

Changed objective: none

Secondary objective: none

Episode 5 Mission 3: Finding the enemy

Main Objective: Find the supply ship and locate the Armada

In this mission the player begins in the Askira system with the ships left from the previous mission (either ep5m1 or m2). The player should begin by setting up his planets in Askira as usual. During this, Kuchera will arrive in the system with a spy ship. This is particularly useful if the player does not currently have one. Either way, the player should send all spy ships through the jump node to the left, which leads to the 'Lyssa' system. Once in Lyssa the player should use a spy ship to 'get system military information.' Once this is completed and the system is verified as not containing the Armada, the player should continue through the next jump node to Hortobi. In this system, the player should again 'get system military information.' Once this is completed and the system is also verified as not containing the Armada, however, a cut-scene will run which will lead to the discovery of the 'Supply Ship,' the second objective. From this system then the player should proceed to 'Odaboona.' Again, the player should verify that this system does not contain the Armada, before heading through the uppermost jump node to 'Corio.' The player should check the system, and will find the Armada. Once the player has done this, the mission is over.

Hints: Spend all your RP!

Changed objective: none

Secondary objective: none

Hegemonia Mission Walkthrough

Episode 5 Mission 4: The Armada

Main Objective: Find and weaken the armada

Reach the Corio system with your spy ships to locate and sabotage the enemy fleet known as "Armada."

Hints: use only your spy ships to reach the Corio system. A good idea is to send at least 2 spy ships. When reaching Corio system, use 'Get military info' to see the Armada. Then you can use "sabotage." After you sabotage some ships, the armada will move to your system, and then just destroy them with your fleet.

Changed objective: Destroy the Armada to finish the mission when the ships are travelling across your system.

Secondary objective: none

Episode 5 Mission 5: The Apocalyptic Big Finish

Main Objective: final

In this mission, locate the enemy base and destroy it to finish the game!

Hints: Build maximum combat ships and do not move them. You should research for the "special probe" (see ship tech). Use your spy ship to reach the Odaboona system. Then use 'Get Military Info' and you should see the "main Darzok Military Base." Try to sabotage this MB and note that it will move to another system. Note that a new jump node is available in Odabonna system. Use this jump node and you will see the last enemy system. Use your spy ship to 'get military info.' Build the 'new probe' and move it quickly to the last system (probes have limited life, so do it fast). As soon as you reach this system, right click and deploy it. Return to your fleet, select all with 'Z' then press 'J'. Some dialogue appears and your fleet will arrive in the last system. Be careful, your fleet may take some time to get there. Order them to concentrate fire on the main Military base.

Changed objective: none

Secondary objective: none