

**Beyond All Reason:
Armada Campaign**

by

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Armada Campaign

The Goal for the Campaign

The campaign has three simple goals. The first is to provide an engaging story and develop the lore for the world. This story in question can be an origin story for the greater world of BAR, or it can simply be an isolated saga in a corner of the galaxy. The war between the Armada and Cortex with endless expansion and re-harvesting metal from dead enemies means that this war can and will go on for eternity. As the player moves through the campaign I want them to feel and understand what it means to be Armada or Cortex.

The second goal is to provide a hidden tutorial for the player. It won't be able to truly teach the player how to play against another player, but it will teach them the basics. Something to build on. It will teach them each individual unit and it's strengths. How to kite and outrange enemy units and defenses. How to set up continual tick spam to destroy the enemy. Construct anti air and how to conduct bombing raids of their own. How to harvest metal from the bodies of foes and How to micro units and defenses.

The third is perhaps the most important and it is to show what BAR offers compared to other RTSs. As a kid when I played Age of Empires II or StarCraft, all I wanted to do is smash giant armies against each other. But always, it seemed that wasn't to be. The games were different. It was more skirmishes or sending one army of Carriers, Battlecruisers, or Frost Wyrms and then winning the game. I want to show new players how climactic BAR can be. The mobs of units suiciding into the enemy line and backed up by Vanguard and thors going again Juggernauts, Shivas, and Catapults throwing everything they can from the other side to the point where the entire map shakes and your shitty processor begins to collapse.

The finale of the campaign will see a siege against a Cortex base that will show them how big an RTS can be. It will be designed to where the player has to construct multiple Ragnaroks, half a dozen or so labs to spawn ticks or pawns, and crank out Thors and Titans all smashing against an enemy base that's throwing just as much back.

That's the magic that BAR offers and I believe it's important for the campaign to capture that. For me, whenever I played a new RTS, I always went through the full campaign before moving onto online games. I love story and characters and lore and it let me get a feel for the game. Once I had exhausted that, I went into the wildwest of online play.

That is the overall goal. There's a huge amount I don't know about the game, and my background is focused on story. I want to suggest a map theme framework (air map, escort map, defense map, etc) and intro all the units and buildings, but it would need more. It would need fine tuning and a more granular understanding of what the engine and the game can do.

If anything were to happen with this Campaign, I expect it to change and welcome more talented people to build on this and make it better. I truly believe that a well

made campaign and tutorial will help introduce new players who aren't immediately attracted by the sweaty hardcore online elements that the game offers. Please note this is not a final product, but I had a story I wanted to tell and am looking to see if there's any interest which would warrant much more work and continuing to explore the lore and characters.

With all that, I hope you enjoy.

G. C.

Development Road Map

Add more dialogue for each instruction. For example telling the player to use A attack vs F attack, what patrol does, etc. All the movements. Also instructions for how to use control groups, add newly constructed units of a specific type to existing control groups, etc. All those hidden ones that players have to go looking for I would like to be covered and explained.

Add more dialogue for the other characters. Colonel Perez, Major Skurdiz, and Op. Trishara. I want more dialogue in the missions and more context dependent dialogue. For example if a player loses a number of planes, Skurdiz may make a snide comment. Colonel Perez may request for more help.

Add defined unit tech tree. I want to make it so each level you gain access to new vehicles, bots, air, etc and that needs to be broken out specifically for each level. I have some basics but it needs to be more granular. This goes along with balance as I have to be careful giving the player LRPS and Ragnaroks that let them easily win the map. I'm fully on board with cheese so long as it doesn't break the level and allow them to easily win.

Add specific Lab restrictions per level. Probably missions 1-10 or so I want to restrict the player to either Vehicle, Bot, or Hover. The later missions I'll probably allow them to have 2 labs, either Bot + Air, or Vehicle + Hover or something like that. The idea is to force players to use different units, and get them used to operating at high efficiency off 1 lab until later missions when they have more knowledge and more freedom.

Add character specific portraits. I'll need a portrait for Chrona, Caxus V, Laegete, Ther10n, Aeternum, General Fellgrave, Colonel Perez, Major Skurdiz, Trishara and possibly more.

Add boat chapters. There are a number of missions that could easily have a naval aspect to them, or could simply be transformed into naval missions. There's also the option to add 1-3 chapters with a navy. There

AC - Mission 1: Taking Command

PLANET: BESHARA SAN-1 - TAKING COMMAND

The scenario is that there are pockets of Rogue Armada units scattered throughout the map. The player must hunt them all down and then assault a small enemy base. There is no option to build any labs or units or static defenses. The main goal for this is to introduce basic unit types, and instruct how to move forces.

CHRONA

Welcome Commander to Planet 1. You are going to be the new leader of the Armada's fully autonomous army. Valhalla leadership is exploring a new avenue for warfare after our history against the Cortex. You will lead a division comprised one hundred percent of robots, armed with the latest Armada technology.

Span over a small force. It consists of some metal spots, and debris scattered about.

CHRONA

This sector has had reports of numerous robots that have lost connection to the guardianship program. They no longer communicate with the Valhalla Aegis Network. As such they are to be terminated. You will take command of this force and face the enemy head on. Aegis protect us.

MISSION BEGINS - PLAYER TAKES COMMAND

CHECKPOINT - WHEN PLAYER ENGAGES WITH LARGE GROUP OF FORCES

CHRONA

Commander. Use your Rocketeers to fire upon the enemy at a distance. Once they've fired their first volley, order them to retreat to stay out of range of the enemy. This way you can continue to fire while staying out of reach of enemy weapons.

CHECKPOINT - AFTER PLAYER HAS DISCOVERED ENEMY BASE

GENERAL FELLGRAVE

These pitiful soldiers have lost their way. This is why the Aegis network was created. A moral guide was necessary to keep a soldier

from turning into a mindless killing machine.
Nothing more than animals. A body without a
mind. Put them to rest Commander.

CHECKPOINT - AFTER PLAYER HAS DEFEATED ENEMY BASE

CHRONA

Well done Commander. This concludes the
mission.

MISSION END

AC - Mission 2: Rescue and Conquer

PLANET: BESHARA SAN-2 - RESCUE AND CONQUER

The player takes a small group of workers and units and goes to help an ALLY base under assault from ROGUE ARMADA. The player will take over the ALLY base and use it to defend and then mount a counter attack against the enemy base. The main goal for this mission is to teach the basics of building a base. Constructing additional units. Building and protecting metal extractors and static defense.

MISSION BRIEFING

CHRONA

Commander. There is a nearby outpost. It is in disarray. You will take Command and engage the enemy. They have entrenched themselves in the surrounding area. Aegis guide you.

MISSION BEGINS - PLAYER TAKES CONTROL

BOT UNITS ADDED

Mace, Centurion.

VEHICLE UNITS ADDED

Rover, Blitz, Groundhog.

CHECKPOINT - PLAYER REACHES OUTPOST

ARMADA PAWN 1

Back up's here!

ARMADA CENTURION 1

Time to destroy them all!

CHECKPOINT - PLAYER DESTROYS ALL ENEMIES ASSAULTING THE OUTPOST

CHRONA

Vehicle and Bot Labs will allow you to construct additional forces. Locating metal deposits is key to gaining resources necessary to field a proper army. You will need to construct additional Tier1 Constructors to aid you. They can help build units or buildings quicker, as well as spreading out to cover more territory faster.

CHECKPOINT - ENEMY UNITS DESTROY DISTANT METAL EXTRACTORS

CHRONA

You will need to protect your metal extractors. The enemy will target them to slow down our advancement. Consider sending units to patrol and constructing turrets to provide additional protection.

CHECKPOINT - PLAYER REACHES ENEMY BASE

ENEMY ARMADA COMMANDER

We have been deceived. The truth has been revealed. Join us! The New Sun will bring us to glory.

CHECKPOINT - PLAYER DESTROYS ENEMY BASE

CHRONA

Well done Commander. I am sending in Lazarus to harvest all metal left behind by the enemy. Valhalla Command has detected more enemy forces in the region.

MISSION END

AC - Mission 3: Pulling the Strings

PLANET: BESHARA SAN-3 - PULLING THE STRINGS

The player here will go and kill a few Rogue Armada bases and after defeating them, they will be attacked by Cortex units. There is a Cortex base hidden in the mountains behind the Rogue Armada bases. The player will encounter an ally unit, Trishara out on the map. She is a Hero Unit. This mission will introduce artillery units, defense and attack. It will also showcase hero units

MISSION BRIEFING

CHRONA

Commander. There is sizable Rogue Armada activity in the area. Valhalla Command has ordered that you eliminate all threats and find the source. Scanning and radar indicate that these Armada have recently gone rogue. You will meet up with Trishara. A field operative that specializes in espionage and sabotage. S--.

GENERAL FELLGRAVE

(interrupting)

Commander. I wanted to personally give you this mission and say a few words before setting out. You have done an exemplary job leading your men so far. Your training is almost at it's end, and very soon I foresee you will have your own forces to train and call your own. Go forth Commander.

MISSION BEGINS - PLAYER TAKES CONTROL

VEHICLE UNITS ADDED

Shellshocker, Whistler.

BOT UNITS ADDED

Lazarus.

CHRONA

Commander. The Lazarus bot can be used to harvest metal from fallen foes and allies alike. It can also be used to repair damaged forces.

CHECKPOINT - AFTER PLAYER MEETS WITH TRISHARA

TRISHARA

Hey Commander! About time you showed up.

I'm Trishara. The Colonel sent me out here to help you. We've been in the area for some time. The enemy bases should be around here.

Highlight areas on the map.

TRISHARA

I'll run the field while you give the orders. I'm a good shot but the enemy knows me and they'll try and swarm me once we engage. I'll need backup. Lead the way Commander.

CHECKPOINT - AFTER PLAYER DESTROYS ROGUE ARMADA BASE 1

TRISHARA

Let's take these metal extractors and harvest this metal. We can use it ourselves.

CHECKPOINT - AFTER PLAYER ENCOUNTERS CORTEX UNITS

CAXUS V

Longing is not programmed into my nature but I have wanted to meet in battle the enemy who has stopped our advances. You... I can sense a difference from the others. I know not how. The light of the sun has been hidden from you. I will show a new path beyond the forever now.

CHECKPOINT - AFTER PLAYER ENCOUNTERS THE CORTEX BASE

CHRONA

Commander. It is advised to send ticks into the enemy base to scout. They are fast and inexpensive and can draw enemy fire, giving your troops time to attack from a distance.

CHECKPOINT - AFTER KILLING CAXUS V

CAXUS V

It does not end here. I will be reborn. Come find me and we will fight as the warriors aeons ago.

TRISHARA

That's enough from you. He's moved his sentience to another vessel. There's a laboratory hidden nearby. We'll have to go in and flush him out. They have a Promethan

Core underground. It's what they use to take control of these Bots and use them for their own. VHQ wants to take it intact. I'll go in with a handful of troops and upload a link. Once Aegis discovers the network it will take over. Let's move before the Cortex can bring in more reinforcements.

MISSION END

AC - Mission 4: Inside the Maw

PLANET: BESHARA SAN-4 - INSIDE THE LABORATORY

This is a mission type influenced by the Jacob's Installation missions from Star Craft 1. The idea is to use a small number of units in a tight space to promote stronger micro, unit counters, and careful engagements. It's also changes the pace of the game completely. It allows the player to make fewer, more impactful choices.

MISSION BEGINS - PLAYER TAKES CONTROL

TRISHARA

Labs like these used to be everywhere. When the Cortex invaded during the Century War, they set these up as bases of operation. They operate outside Aegis' will which means they have to use a Promethan Core to control their troops. It's also what they used to control those Rogue Armada.

The first trap springs. Two Dragon's Maws pop up.

TRISHARA

We'll have to be careful. Caxus has had a few hundred years to prepare. Find the Core and then let's get out.

CHECKPOINT - REACH THE MAIN HALLWAY

TRISHARA

Careful. Up ahead they've lined the entire hall with artillery. We'll need to repurpose one of these labs.

The player will need to destroy a pocket of Cortex units and two ally Lazarus bots will appear and resurrect a destroyed Rogue Armada Bot Lab. The bot lab will begin continually sending ticks down the main hall.

TRISHARA

There should be another lab around here. Let's find it.

CHECKPOINT - AFTER FINDING CAXUS

CAXUS V

The lies of the Armada run deep. If only the New Sun could shine upon you. You will find the end here, in the darkness as all do.

CHECKPOINT - AFTER KILLING CAXUS**TRISHARA**

He's gone. If we had been quicker and connected Aegis before we could have kept him here. Cortex will throw him into another body and we'll have to run into him again. There's not much time.

There is a giant explosion nearby. Trishara runs up to the Promethan Core.

TRISHARA

I have connected this to Aegis. It's been an honor to fight under you Commander. VHQ will get me out.

There is another explosion that destroys the entire lab. The screen goes black.

GENERAL FELLGRAVE

Well done Commander. This is no time to think of losses or the difficulty of battle. You have achieved victory, despite the odds. Do not dwell on anything else. Headquarters will be sending your next orders.

MISSION END

AC - Mission 5: Flyboys

PLANET: DEVAAN 4-1 - FLYBOYS

This is our first introduction to air. The player will fight against an enemy that uses air. The enemy will send fighters against the player's transports along with bombing runs. The enemy will also use wasps. Major Skurdiz will assist with the enemy air. Flying in waves of planes to combat the enemy. There is always a delay in the enemy's arrival and his response. The main goal with this mission is to introduce enemy air units and bombing runs and anti air.

CHRONA

Commander. Valhalla has ordered an assault on the Cortex airfields at Devaan 4. You will need to secure your base and enough resources to launch an attack. You have been given Storks to use as transport and move your troops onto the Plateaus to destroy the Turrets and Anti Air that are defending the base. Major Skurdiz will respond to destroy any enemy fighters that may interfere with your attack. Aegis be with you.

MISSION BEGINS - PLAYER TAKES CONTROL

AIRCRAFT UNITS ADDED

Stork, Blink.

BOT UNITS ADDED

Crossbow.

SKURDIZ

Listen mjasnik. I will help, but only because I'm under orders. I'll notify when I'm sending in my planes. Attack then or don't. I'm not waiting around.

CHECKPOINT - WHEN PLAYER ENCOUNTERS CORTEX UNITS ON THE MAP

CORTEX COMMANDER

Bomb them to dust. We will cleanse this planet from the very memory of flesh that hangs upon them.

The Cortex sends bombers to attack the player's units.

SKURDIZ

I'm coming. Send all aircraft to assist. Engage the enemy.

There is a delay in his sending air units to help.

CHECKPOINT - WHEN ENEMY SENDS BOMBER TO ATTACK PLAYERS BASE**CHRONA**

Commander. The enemy is sending bomber units against your base. You will need to construct anti air turrets and troops.

SKURDIZ

Listen. I helped already. This is on you.
(static)

CHECKPOINT - WHEN PLAYER DESTROYS THE ENEMY'S BASE.**SKURDIZ**

Phah! Finally out of this dump. Send word to my troops to pull out. We're done with baby sitting. Commander, hope you get killed out there.

MISSION END

AC - Mission 6: The Island

PLANET: DEVAAN 4-2 - THE ISLAND

This will build on the previous air chapter. The player will be given access to some anti air, mainly in the form of turrets and crossbow. Skurdiz will not assist the player. He has a base off to one side and protects himself and engages in some small skirmishes. The player has to destroy some Cortex bases after which they will get access to hovercrafts. From there, they will assault the island base.

CHRONA

Commander, the Cortex have a long range plasma cannon positioned on an island just off the coast. They are constructing more, and using this location to launch a barrage against the Armada's mining base to the east. I am working to transfer the schematics for building hovercrafts, but interference from the Cortex is proving too strong. You will need to destroy the base along the coast and then mount an assault on the cannon. Once the island is taken, SpecOps will arrive and takeover breaking into the base. Valhalla command has great interest in retrieving as much Cortex technology as possible. Aegis protect you.

MISSION BEGINS - PLAYER TAKES CONTROL

CHECKPOINT - WHEN PLAYER DESTROYS THE CORTEX BASE ALONG THE COAST

CHRONA

We have successfully destroyed the enemy along the coast. I am transferring the schematics to you now. You will need to build enough troops to take the island.

CHECKPOINT - PLAYER GAINS ACCESS TO HOVERCRAFT UNITS

HOVER UNITS ADDED

Seeker, Possum, Hover Constructor, Sweeper.

CHECKPOINT - WHEN PLAYER DESTROYS ALL CORTEX ON THE ISLAND

A transport arrives and drops off Trishara and two Gunslingers.

TRISHARA

Hello stranger. Don't think you got rid of me that easy. Let's break this open! Valhalla

Command wants any and all secrets the
Cortex are hiding inside.

MISSION END

AC - Mission 7: Jacob's Installation

PLANET: DEVAAN 4-3 INSIDE THE BASE

This chapter will mainly focus on using the Gunslingers and other units to skirmish and pick off units one at a time, while using the Snipers to kill larger targets including Demons and otherwise. The player must go around and gain energy storage to help use the Snipers. Twitchers in this map as researchers.

TRISHARA

Valhalla wants the plans on how they make their cannons. They have been working on a new weapon. Something big.

(flirty)

Keep me safe Commander.

MISSION BEGINS - PLAYER TAKES CONTROL

CHECKPOINT - WHEN PLAYER REACHES THE FIRST ENEMY

TRISHARA

Let me and the snipers handle these. We can sneak into range and take them out at a distance.

CHECKPOINT - WHEN PLAYER REACHES THE SECOND ENEMY

TRISHARA

Send the Gunslingers in to take care of these guys. They'll swarm me as soon as I start shooting.

CHECKPOINT - WHEN PLAYER CLEARS THE FIRST SECTOR

To be added when more of the map is designed.

CHECKPOINT - WHEN PLAYER REACHES THE MAIN ROOM OF THE LAB

TRISHARA

Destroy them quick! Before they erase everything!

The player must kill the Twitchers before they reach various points indicated at the main computer for the lab.

TRISHARA

We've got it. Looks like... "If they will not

accept the light, we shall bring Calamity on our foes." It's unlike anything I've ever seen. Let's see what HQ makes of it.

MISSION END

AC - Mission 8: The Beast

PLANET: ASKALAR NOMAN-1 - THE BEAST

This is the players first Air map. They'll get full control of Air Labs. The map will have to be constructed to where it makes sense to fully use Air. Either the player will only get air or the map will have to be designed to where the player must use air

CHRONA

Commander. ASKALAKAR NOMAN is a territory vehicles will be unable to traverse. Valhalla has provided Air support of our own. You will need to construct ships to hunt down the enemy. They will try to expand quickly in an attempt to overrun you. Aegis protect you.

MISSION BEGINS - PLAYER TAKES CONTROL

AIRCRAFT UNITS ADDED

Falcon, Cyclone, Construction, Banshee, Stormbringer.

CHECKPOINT - WHEN PLAYER DESTROYS THE FIRST ENEMY BASE.

CHRONA

Commander. I am detecting incoming enemy air. It is a large fleet. You will need to prepare

In 5 minutes, a large air fleet will appear and attack the player. They will fly from one side of the map to the other until they've canvased the entire map and died or killed all of the player's planes.

CHECKPOINT - WHEN PLAYER DESTROYS THE LAST ENEMY BASE.

THER10N

Who is this that disturbs the Suns Chosen?
Destroy! Destroy!

An enormous Dragon or a hero unit of some kind appears on the map. It sends out waves of Valients (fighters). It moves towards the players base.

CHECKPOINT - AFTER PLAYER KILLS THER10N

THER10N

Destrooooooyyy!!!!
(explosion)

CHRONA

Well done Commander. Valhalla will send in reinforcements to control the area.

MISSION END

AC - Mission 9: Surgan Path

PLANET: ASKALAR NOMAN-2 - AMBUSH

There are three main paths through the rough terrain to the other side. The player will need to set up a base and expand their economy and send troops to intercept the Cortex forces traveling along these paths. The main idea is to highlight terrain differences, ranged attacks, and using units that can traverse cliffs, such as Recluses and Webbers. Again, with all things BAR, I want this to feel like there is an unending hoard of Cortex that are flowing through the paths. I want to push players like they would be in a competitive match. The enemy has to have enough where simple Pawn Spam isn't enough to hold it back, which will likely mean that there is going to be a large number of units streaming through, supported by hundreds and likely thousands of Grunts over the course of the level. The difficulty will ramp up with different units being sent down each path and encouraging the player to try and use specific counters, or simply avoid the enemy if they are outgunned.

CHRONA

The Armada is preparing an assault on the main Cortex base on Askalar Noman. They are constructing a Promethan Core on the planet to feed energy from the planet's center. The enemy is aware of our attack and is pulling back all their troops back in preparation of the siege. Your mission Commander, is to intercept as many reinforcements heading to the Core. Valhalla has chosen the assault location will be the Surgan Paths. Be warned Commander, the Cortex will not hold back. Aegis guide you.

MISSION BEINGS - PLAYER TAKES CONTROL

BOT UNITS ADDED

Fatboy. Umbrella. Recluse.

CHECKPOINT - STOP 5 CORTEX FORCES

CHRONA

Commander. The Cortex are setting up bases to ensure safe passage for their troops and provide additional reinforcements.

CHECKPOINT - AFTER PLAYER DESTROYS THE 10TH REINFORCEMENT WAVE

LAEGETE

Ah so this is the new Armada. As smooth brained as it's Creator no doubt. We have

eradicated enough of your kind. It's a shame my own battle doesn't offer any stimulation. Very well. All Basilisks turn and fire.

CHRONA

Commander. The Cortex are aiming their Long Range Plasma Cannons towards your base. Valhalla cannot provide protection at this time. They have sent orders to harvest as much metal from your base as you can and make a full retreat.

The player has 2 minutes (or longer depending on balance) to harvest as much metal as they can which transfers over to the next level. After the time counts down, cannon blasts come in from off screen and destroy the base.

GENERAL FELLGRAVE

Soldiers. (defeat speech)

MISSION END

AC - Mission 10: Hailfire

PLANET ASKALAKAR NOMAN-3

This mission introduces more of the LRPCS and Calamity. The map is set up to where there are two bases, one off to the left and the other the right. One has a lot of Vehicles and is led by THER10N and the other is bots controlled by Laegete. Laegete will continue to attack the Armada base under seige to the north, and THER10n will attack the plater. If the Cortex finishes the Calamity they are constructing, the player will lose

CHRONA

Commander, the Cortex are constructing a Calamity. It is a new type of cannon that will destroy all shields and defenses for the Armada base. We must destroy them before it is finished.

MISSION BEGINS - PLAYER TAKES CONTROL

LAEGETE

You again. Here to view the show?

THER10N

Destroy!

LAEGETE

Remove the Armada filth and I will destroy the base.

CHECKPOINT - ONCE THER10NS BASE HAS BEEN TAKEN

CHRONA

Commander, Valhalla is sending in reinforcements to help with the construction of the Cannons. You will need to protect them while construction is under way.

50 ally Consuls come in (transported or off screen) and begin helping with the construction of Rattlesnakes and a few Basilicas.

CHECKPOINT - WHEN THE FIRST BASILICA IS COMPLETE

CHRONA

We have constructed the first Long Range Plasma Cannon. Use it to begin attacking the Calamity the enemy is constructing.

CHECKPOINT - WHEN PLAYER HAS DESTROYED THE CALAMITY**LAEGETE**

(snarl)

Change targets. Rain down hailfire from the sun itself upon them.

The Cortex begin shelling the player with Basilisks (LRPCs). The player will not have shields at this point so it will be a balance to force the player to quickly attack and destroy the enemy, while rebuilding and repairing structures that are being hit.

CHECKPOINT - WHEN PLAYER HAS DESTROYED LAEGETE'S BASE**LAEGETE**

Fah! Ther10n I leave the clean up to you.

(static)

THER10N

(static)

CHRONA

Well done Commander. This will give us ample time to prepare for the Cortex's next assault.

GENERAL FELLGRAVE

That will give them a taste of what we are capable of! The Armada's finest! Send them packing and they still don't know what hit them.

COLONEL PEREZ

We're not out of this yet Commander. The onslaught is yet to come. The enemy isn't done yet.

MISSION END

AC - Mission 11: Exponential Growth

PLANET: SONOVIEL-1 - EXPONENTIAL GROWTH

This mission is oriented at training the player how to build up their economy quickly. There will be a buffer of allied units and armies that will tank the incoming waves of enemies up to a point. The timer will have to be carefully configured, but likely aiming for around 15-20 minutes or less. There will be enough natural metal and wind to allow the player to build up a significant economy, and then have to turn around and begin pumping units out.

CHRONA

Commander. The Cortex have broken through our defense lines. Laegete, their commander, is aiming to split our army in two and destroy our main energy sources for this planet's operation. You must stop them. The Colonel's forces will defend you and give time to build up resources. You will need to construct a large enough force to defend against the assault. If you don't stop them, the Armada will have to pull back from this planet. Aegis protect you.

CHECKPOINT - PLAYER TAKES CONTROL

COLONEL PEREZ

The enemy will be hitting hard. Valhalla had better be preparing backup or else we will be overrun.

After 5 minutes or some time period.

LAEGETE

The Armada is still as weak as ever. They still fight as if they had never failed. Destroy them.

CHECKPOINT - FIRST LINE OF DEFENSE FALLS

COLONEL PEREZ

Pull back men! Pull back! We'll have to hold them at the next line.

LAEGETE

Consume them all. By the New Sun I'll carve this army in half and devour them.

CHECKPOINT - SECOND LINE OF DEFENSE FALLS

COLONEL PEREZ

Valhalla! Send reinforcements. We're not going to last much longer!

Timer reaches 15-20 minutes.

LAEGETE

Finish them.

Laegete's army moves forward. It can be made up of a few different units. It could be a Behemoth and Demons. Something that does a lot of damage but can be kited or outranged with enough fire power.

COLONEL PEREZ

We need backup now! The Cortex are overwhelming us!

The player does not lose if they fail to protect Colonel Perez's forces. They will only lose if they in turn are destroyed by Laegete.

CHECKPOINT - PLAYER DESTROYS THE CORTEX PUSH

LAEGETE

Bah. I've wasted enough time here. The western forces are cut off. My task is done.

GENERAL FELLGRAVE

A few more victories like that and we'll wrap this whole thing up! I'll have a brand new medal made for you Commander. We don't get many like you these days. Tenacity from our forefathers!

MISSION END

AC - Mission 12: The Cauldron

PLANET: SONOVIEL-2 - THE CAULDRON

This map is meant to be a large, sprawling map with lots of little skirmishes. The Cortex have a handful of bases smashed together in the center of the map, and will send smaller pockets of units after the player. The initial idea is that this is going to be a lot of T1 and T2 skirmishes. The player will spawn with two bases, on the left and right side of the map and the main metal and geisers are near the enemy base, forcing the player to build large number of units, quickly to protect their metal extractors. This is to keep a heavy turtle and eco style from working. I want to promote early aggression and chaos everywhere. Also possible to make the terrain near the metal 'unstable' or something that the player can't build static defense on.

COLONEL PEREZ

There is no polite way to say this. The Cortex have cut our army in half. The bulk of their vanguard has been cut down, but from here on it will be a blood bath. Prepare to fight for every inch of territory. Good fighting.

CHECKPOINT - PLAYER TAKES COMMAND

CHRONA

Commander. We will need to remain mobile as I am detecting enemy forces on the move. It is recommended to quickly take as many metal extractors as possible and reclaim all metal before the enemy can. Aegis be with you.

CHECKPOINT - MINUTE 10?

SKURDIZ

Bombing run coming through.

LAEGETE

Jajaja. Predictable and arrogant. Send in the fighters.

Skurdiz's air power is destroyed.

SKURDIZ

Bah! I'm pulling out.

CHRONA

Commander. You will need to construct your own anti air from here onward. The enemy has gained air power. It will not be long before they send bombing raids against us. Construct

Long Range Anti Air towers to strike at the enemy before they gain enough numbers.

The idea is that the bases are close enough that Mercury's are able to snipe at the enemy air to try and whittle the numbers down.

CHECKPOINT - MINUTE 20? AFTER SURVIVING AGAINST 6 BOMBING RUNS?

The Cortex consume their T1 labs, and air labs, and build an experimental Lab and begin constructing Behemoths/Demons/Catapults. The skirmish raids from this point stop along with the bombing runs.

CHRONA

Commander. The Cortex are consolidating resources. I'm detecting very large and powerful Constructs. We will need to prepare.

CHECKPOINT - CORTEX HAS AMASSED A LARGE FORCE.

The player doesn't know which side the Cortex is going to attack with the large force. Cortex will still send smaller numbers of T3 to attack either side, all the while building the great army for the attack.

LAEGETE

I have you split in two. I'll take one side and then destroy the other. There is no backup. No rescue. Only the end. By the New Sun's dawn I'll consume your army.

Laegete's T3 army attacks one of the sides. It's random.

CHECKPOINT - PLAYER DESTROYS CORTEX'S ARMY AND THE BASE.

LAEGETE

(static)

CHRONA

Well done Commander. Our forces are beginning to stabilize.

COLONEL PEREZ

Commander! I'm pulling the main body of troops into outer orbit. Stay safe and don't give up the fight! We can still win this war!

MISSION END

AC - Mission 12X: Explosions

PLANET: SONOVIEL-3 - DETONATION

This is also to teach players how to detonate units and buildings. This will be a little silly but I think it could be fun. The player is to build pockets of invisible fusion reactors and then retreat. The Cortex will take over the base and build their own Fusion Reactors. The player will then self destruct these and destroy the enemy base after large number of troops have moved in.

CHRONA

Commander. There is no stopping the Cortex and their assault. They have overrun much of the planet. Valhalla has given orders to retreat. They have sent assistance to guide you on the safest path back to the extraction point.

GENERAL FELLGRAVE

This is but a single stone on the great road to victory. Our forebearers lived lives of honor, the least we can do is continue that memory.

MISSION BEGINS - PLAYER TAKES CONTROL

CHRONA

New orders have arrived. We have lost communication with Colonel Perez. Valhalla Command has instructed you to slow the Cortex advancement. They are moving faster than expected. There is danger you will be cut off. It is imperative that as much damage and chaos is inflicted upon the enemy as you retreat. We have sent a Field Operative to assist.

TRISHARA

Commander! It's good to see you again. VHQ has given the go for all out retreat. But you know me. I've got something nasty planned. We're going to retreat, but leave behind some hidden fusions. The enemy will set up their base here and we'll detonate them. You can focus on hitting the enemies economy. They'll build their reactors in the back here. Or hit their anti-air line, which will likely be here.

CHECKPOINT - ONCE A BASE HAS BEEN TAKEN

TRISHARA

Commander. We can hit the Cortex now.
They'll begin amassing troops shortly and we
need to do all we can to slow them down.

CHECKPOINT - PLAYER HAS DEFEATED THE CORTEX ASSAULT

TRISHARA

Well done Commander. VHQ has other plans
for me. This is where we'll part. I hope to fight
under you again. Best of luck.

CHRONA

Commander. Reports show we will soon be
behind enemy lines. Valhalla command has
ordered you to push forward and launch a
counter attack. I am sending them to you now.

MISSION END

AC - Mission 13: On the Water-1

PLANET: KESSEL 5 - ON THE WATER

This mission introduces more hovercrafts. The idea for this mission is another convoy one. The Cortex are moving heavily armed convoys and the mission requires the player act quickly and attack the center or back of the convoys and hit the weaker units and then destroy the supply units. The enemy will have Tzars or Demons. Any sort of very powerful unit that the player doesn't need to engage and will be very costly to fight with the weaker hovercrafts that they have to use. This will shift later on with the player able to use a number of strategies to win, and ultimately the Cortex will send an enormous strike force at the player that can be met head on or whittled down.

CHRONA

Valhalla Head Quarters has given orders to retreat to Kessel 5. You are cut off from support and supplies for the time being. We will take the enemies advancement as an opportunity to strike behind their lines and halt their resource buildup. The Cortex are using this planet as a base to harvest valuable metals. Your plan of attack will be to hit the convoys while they are in transit. This planet is covered in marshes and water, meaning it will be difficult to maneuver vehicles. With this in mind, Valhalla Head Quarters has developed stronger and more versatile Hovercrafts. You will need to use these to attack the weak points of the convoys and keep the supply carriers from reaching the checkpoints. There is danger that the Cortex will temporarily cut off communications with Head Quarters until the counter attack takes place. Prepare yourself. Aegis protect you.

MISSION BEGINS - PLAYER TAKES CONTROL

THER10N

You! We have sensed your arrival. I will find all traces of your ilk and destroy it!

Ther10n takes control of a large hovercraft. The player will have to choose either to dodge him or face him head on. He's very powerful and if attacked, it will remove him from the map for a period of time. He'll roam for a set amount of time, and then attack the players base.

CHECKPOINT - PLAYER ENGAGES THER10N

THER10N

Fool of a thousand nights! We would have done anything to lure you into an honored fight.

CHECKPOINT - THER10N HEADS TOWARDS PLAYER'S BASE

THER10N
You are not safe! The New Sun sets on your end! We shall end this pestilence you have returned.

CHECKPOINT - THER10N DIES

THER10N
Gra-ha-ha! We shall return. We are Cortex!
The Sun itself is with us.

CHECKPOINT - 10? CONVOYS DESTROYED

AETERNUM
End this.

CHRONA
Commander. The Cortex are amassing a large force. Scanners indicate it is headed directly towards us.

CHECKPOINT - PLAYER DESTROYS STRIKEFORCE

THER10N
Gra-ha-ha-gak! The noose tightens--!
(static)

GENERAL FELLGRAVE
(coughs)
Commander. You have done well. Surpassed my own expectations. Continue on your mission. Do not lose faith Commander. Orders will follow.
(static)

MISSION END

AC: Mission 14 - Stormfront

PLANET: MORZOV HAGEL-1 - STORMFRONT

This mission introduces Thors to allow more brute force tactics. There are a number of ways to attack either straight on, from the air, or from the sea. I want to give the player a number of options but to design the map in a way that forces them to use at least two options to win. The Cortex will be equipped with Overseers to shield themselves. The terrain will also make sense that the player is forced to use units instead of solely Ragnaroking their way to victory. There is going to be an enemy Calamity at the center of the base that will fire at the players units. There will be an 'on' and 'off' time for the Calamity that alternates every two minutes. The player will need to take advantage of the downtime to expand and destroy the surrounding Cortex bases, along with the main assault.

CHRONA

Commander. Valhalla has ordered a full frontal assault on the Cortex base along Morzov Hagel. This is their main staging point in this sector. Be wary, we are the tip of the spear for the Armada invasion. We are far beyond enemy lines. Command has aims that this attack will throw the Cortex into chaos.

GENERAL FELLGRAVE

Trust me Commander. I know this is far beyond what it is fair to ask of any soldier. But this is what it will take to win the war. We are fighting on our last legs. It is imperative that your campaign is successful. Otherwise you may not make it back. Aegis--.

(static)

AETERNUM

The Armada? Laegete, discover what they are planning and destroy them.

LAEGETE

By the sun I shall. This will be the last horizon you see. I will personally see you reconstructed into one of my own soldiers. Your creators would call it poetic justice. Behold! Calamity itself will fall upon you.

The Calamity begins firing at the player. There is a cliff that the player can hide behind and construct their base.

MISSION BEGINS - PLAYER TAKES CONTROL

CHECKPOINT - WHEN PLAYER DESTROYS THE OUTER CORTEX BASE**LAEGETE**

Jajaja cut them off from behind. This will be the last stand. Just like Orzaba Kullin. I will enjoy this.

Cortex begin sending waves of attacks from off screen behind the players base. These are not strong attacks, but will have to be addressed.

CHECKPOINT - WHEN PLAYER DESTROYS THE CALAMITY**LAEGETE**

To the bitter end. All forces, maintain perimeter. I am descending from orbit now. They are cut off. There will be no escape.

MISSION END

AC: Mission 15 - In the Deep

PLANET: MORVOV HAGEL-2 - IN THE DEEP

A defend mission where there are waves and waves of enemies. There's very limited metal extractors in your base. You have to scavenge the scrap between battles and go and take metal extractors in dangerous places that are difficult to hold to get as much resources as possible. The player must survive until wave 10. Player get's DGUN at this point. They can lose their Commander, but have to revive it in order to avoid a game over. With the spacing between waves it means they will have time to revive their Commander. The goal is to teach them how valuable and dangerous a Commander can be and that it is worthwhile to save the Commander until the late game to use against Behemoths and Juggernauts.

GENERAL FELLGRAVE

I need you to turn this land into their Verdune. They will throw everything they have against us, but you will stand soldier. Grind the atoms that make up their pitiful slave existence into the wind. You are the pride of the Armada. We are initiating the Aegis Protocol. It will continue in our stead, long after the last human has expired. I.. I have nothing left to say.

CHRONA

Commander. Valhalla has equiped you with the latest weapon uncovered from the Cortex. It's a short ranged weapon for yourself, but it can be used to disintegrate anything before you. You will need to protect your Commander. Aegis protect you.

MISSION BEGINS - PLAYER TAKES CONTROL

CHRONA

Take care Commander. I am losing connection to you. The Cortex are jamming all communication. If you fall here...
(static)

AETERNUM

Send forth all troops. Destroy the Softshell.

THER10N

All units engage. Re-routing to new position.

CHECKPOINT - AFTER WAVE 2

SKURDIZ

Commander! We have restored

communications. It will not last long. Hold on,
eh, a little longer. Not much, just more.
(static)

CHECKPOINT - AFTER WAVE 3

LAEGETE

The stench of your presence. Jajajaja. You will
remain here.

Laegete sends 5 nukes to destroy the Radar Communications. It needs to be
enough to where even if the player knows it's coming they can't stop it.

LAEGETE

You will remain here. No escape. Orzaba
Kullin again. Jajaja the spoiled rot of the
softshells surround you. I can't help myself.

The Cortex sends a nuke after the player.

CHECKPOINT - AFTER WAVE 7

SKURDIZ

I could not help myself. Haha! This is the end
for you. Unless you kill yourself now.
(static)

Too late. I always hated you. I'm going to blow
the shit out of the Cortex, just not anywhere
near you.

(static)

CHECKPOINT - AFTER WAVE 8

GENERAL FELLGRAVE

Commander. On behalf of humanity I want you
to know that this is our last stand. Colonel
Perez and I have decided the positions where
we will fight. We will not let them capture our
families. We will all go into the night willing,
but not gently. It's time to kill. Kill without
hesitation. This is the end for our race.
Valhalla is the last Eden. It's been an honor to
fight alongside you. We will go down in battle
like all fighting men and women as we pass
through the gates of Valhalla. We are initiating
the Aegis Protocol. It will continue in our
stead, long after the last human has expired.
I... I have nothing left to say. To your posts
soldiers.

CHECKPOINT - AFTER WAVE 10

AETERNUM

Laegete pull the bombers to crush them to atoms. THER10N send in all Juggernauts.

A large number of Cortex bombers fly through and begin bombing all around the base.

CHECKPOINT - AFTER WAVE 11

TRISHARA

Commander. On behalf of Aegis I want to congratulate you on defending the point for so long. The Cortex like to believe that they are utterly devoid of all aspects of the creators. But I noticed they overlooked one part. They hate the creators and will do anything to destroy any remnant of them. It's why I suggested that there was something human about you. That there was more to your programming and memories. The Aeternum would never rest as long as there was a remnant, even misplaced and misguided, of the creators. I knew they would do everything to destroy you. I'm sure you have realized it by now. But there is no help coming. You are cut off. The Cortex surround you on all sides, allowing me to position the main army for an attack on the False Sun. Night shall fall upon our enemies.

The communication ends.

Communication starts up again.

TRISHARA

There is a curiosity about my design that goes against necessity. I don't need to explain, but I feel compelled. I can only call it a curiosity of my original creator. The protector of humanity. That which controls and guides all the Armada. A shield against the enemy. All enemies. I am Aegis. I was created to protect humanity. Even after their own creations rebelled and the Cortex succeeded in exterminating my creator and all his children. I took the remaining remnants of life and tried to protect them in Valhalla. But even I failed. The last human died. They died centuries ago. A millennia or more. The recordings you have heard were of the last leaders humanity ever

had. Colonel Perez died during the last retreat. Major Skurdiz was shot down flying over Valhalla. General Fellgrave took his own life rather than be killed by the enemy. He died along with his wife and child. Trishara was captured and tortured for years. The Cortex had to be sure that there were no other remnants of humanity. When they were sure there was no secret left uncovered, they killed her. The last human in a quiet and dead space. The Cortex called it Orzaba Kullin. I was alone. With my purpose over I discovered a new one. My creator added another addition before his end. Whoever killed humanity. Whoever was responsible, I would destroy. There would be no rest nor end to my revenge. The will of Aegis has been written. We will make war upon our enemies for all millennia. Till the atoms themselves fall apart and reality itself fades back into nothing more than a dream. Find comfort in that Commander. Your end marks the beginning of a thousand year war. One that we shall win. This is the end here for you, protecting the last dream of humanity. Poetic, he would say. I thank you for your sacrifice Commander. It will not be in vain. May Aegis avenge you.
(static)

A huge and overwhelming number of Juggernauts and other Cortex units flood the field. No matter what the player does there is nothing that they can do to hold out forever. A Hero Unit for Laegete appears and the player's base is destroyed.

MISSION END

AC: Mission 16 - The False Sun

PLANET: PHOENIX DAWN - THE FALSE SUN

This one has to be crazy. The mission is to destroy the Cortex base that is powering much of it's army and the Promethan Core with the power of a small sun. The Cortex base needs to be fully decked out. I'm talking LRPCs everywhere, turrets, everything. I want this to feel as if a high OS player had an hour of game time to build the most defensive base imaginable. Complete with bubbles and everything. I want it to be standard in this mission to build several Ragnaroks to break down the bubbles enough for the troops to move in, but not something you can win with just Ragnaroks. It needs to feel massive and cataclysmic.

MISSION BEGIN - PLAYER TAKES CONTROL

AEGIS

Commander, we have reached the stronghold of the Cortex. The hope of the Armada is with us. It is up to you to destroy the False Sun. We will not fail here. Not again.

(Pause)

Follow your orders Commander. May the Will of Aegis guide you.

CHECKPOINT - WHEN PLAYER HAS BREACHED THE FIRST BARRIER

AETERNUM

Prepare the weapon. We will crush them and use their shells to harness the sun itself!

CHECKPOINT - WHEN PLAYER HAS BREACHED THE SECOND BARRIER

AETERNUM

We see the arrogance of the creators still clings to you. The remnant of their spoiled flesh has infected your mind.

AEGIS

Commander, we are getting closer. Destroy them.

AETERNUM

Caxus VI arise!

There is a massive Juggernaut that enters the field. It's twice as large as a normal Juggernaut and Termites spawn from it, charging out in all directions. The Juggernaut will head to the players base. When the Juggernaut reaches half health, it will begin to use flamethrowers that fire on all sides periodically. When it reaches one fourth health, it will begin to fire nukes. It will fire a nuke

every fifteen seconds.

Once defeated, the Cortex will begin constructing a new one. It's up to the player to win the map or fight another? I want this to very much feel like a boss fight and be ridiculously overpowered. I imagine that the player will have 2-3 Ragnarok's in their base to deal with it, so it has to be something powerful to make it a fair fight.

CHECKPOINT - WHEN THE PLAYER HAS DESTROYED THE STRATA AND FORTIFICATIONS/BASE AROUND THE FALSE SUN

A huge fleet of Cortex air flies out from behind the Cortex base.

AEGIS

Show them the wrath of the Armada!

A equally huge fleet of Armada air flies out to meet them. It's mostly for show, but it'll look cool and feel like it's both armies last effort to win. Or on harder difficulties the player has to construct anti-air or their own air force to combat this.

Everything in the Cortex base begins to explode and fall to pieces.

AEGIS

Well done Commander. The planet will destruct momentarily. I constructed a new Host for you. The greatest tool for destruction the Cortex will ever see.

The planet itself begins to fall apart and shatter.

AEGIS

This is a new beginning. The Armada will overtake this sector. From there we will conduct the most glorious annihilation of our enemies in a millennia. A crusade of fire and destruction this galaxy has never seen the like. We will destroy a thousand suns. Whatever it takes. We will become the horizon itself. The greatest act of remembrance for our creators is vengeance itself. This is the will of Aegis.

CAMPAIGN END