

# Starship Troopers: Terran Ascendancy

## Tips and Tricks

- There are no cheats for the game. If anybody can figure out how to successfully edit the save games, I'd love to hear about it.
- One way to navigate during a mission is to click on the Tac map itself.
- Always stay in formation. F4 works great with 12 troopers. F6 works great in confined spaces.
- Know and use keyboard shortcuts.
- Always try to take out any Brain bugs as soon as possible.
- Be careful when you are using the Nuke Launcher; don't get too close or it will wipe out your whole team.
- Be careful when you call in an Air Strike; make sure you are at a safe distance or else it also will wipe out your whole team.
- If the bugs keep on coming at you, there's a bughole near by.
- Always reload the Nukes and Missiles first, as those are the best way to take out bugholes.
- A Medic is more useful than an Engineer, as the latter can't heal after the Power Suit has been penetrated.
- Always arm your soldiers with at least one Health Booster. Don't be afraid to use it.
- The PRISM Light Rifle is better than the Morita Smart Rifle.
- The Scout Suit is nearly useless. It may have great lights and visibility in dark areas, but it's easier to just turn up the brightness on your monitor.
- Use privates as specialists. When they level up, put them into your team, and give them a Suit.
- The best mission for gaining experience is Black Ice. Put a Cap Trooper on a gun and he'll get about 100 kills.
- MIST specialists can't kill Rhino bugs.
- When you put troopers carrying only Missile Launchers or Nukes on Berserk (code Scarlet), they drop their weapons and use sidearms.
- Once a weapon or tech item is dropped, it can't be picked up again.
- Once in a mission, you can't move items between Troopers. What you equip them with pre-mission, is what you're stuck with in-mission.
- You *can* Nuke Brain bugs. Simply target the Nuke slightly to the side of the brain (so it doesn't deflect it up into the air), and the blast radius of the explosion will kill it.
- Here's the order I like to upgrade weapons:
  1. Health Booster
  2. Prism Light Rifle
  3. MR59 Missile Launcher
  4. Morita Chain Cannon
  5. Solaris Light Cannon
  6. MR70 Nuke Launcher
  7. Lucifuge Flame Thrower
  8. Radon Plasma Cannon
  9. Radon Plasma Rifle
  10. Targeting System
  11. MXL Grenade Launcher
  12. MD-790 Combat Shotgun
  13. Morita Smart Rifle
  14. Field Binoculars