

1st To Fight: Earth At War - The Definitive Guide to the Epic Real-Time Strategy Game

In the vast realm of real-time strategy (RTS) games, few stand as tall as 1st To Fight: Earth At War. A groundbreaking title released in 2005, 1st To Fight captivated gamers with its thrilling blend of intense combat, strategic depth, and captivating narrative. This comprehensive guide delves into the intricacies of this iconic RTS, providing an in-depth analysis of its gameplay mechanics, factions, units, and strategies.

Gameplay Mechanics

1st To Fight: Earth At War introduces a host of innovative gameplay mechanics that set it apart from its contemporaries. The game's core revolves around resource management and base building, but it also features a unique combat system that emphasizes unit positioning, cover, and morale. Players must carefully navigate the battlefield, taking advantage of terrain and strategic chokepoints to outmaneuver their opponents.



1st to Fight (Earth at War) by Rick Partlow

★★★★☆ 4.6 out of 5

Language	: English
File size	: 5474 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
X-Ray	: Enabled
Word Wise	: Enabled
Print length	: 478 pages
Lending	: Enabled



Another distinctive feature of 1st To Fight is its "True-Line-of-Sight" system. Unlike traditional RTS games where units have perfect vision, this system limits unit visibility to their immediate surroundings. This creates a fog of war effect that adds an extra layer of strategy to gameplay, forcing players to rely on scouting and reconnaissance to gain an advantage.

Factions

1st To Fight: Earth At War offers a diverse roster of factions, each with its own unique strengths, weaknesses, and playstyles. Players can choose to command the United States of America (USA), the United Nations European Federation (UNEF), or the Asian Pacific Alliance (APA). Each faction boasts a distinct set of units, abilities, and research options, providing a wide range of strategic possibilities.

- ****USA:**** The USA is a well-rounded faction with a balanced roster of units and abilities. They excel in direct combat and possess powerful air and naval forces.
- ****UNEF:**** The UNEF is a technological powerhouse with access to advanced weaponry and defensive structures. Their units are more resilient than those of other factions, making them formidable in protracted engagements.
- ****APA:**** The APA is a swift and agile faction that specializes in hit-and-run tactics. Their infantry units move quickly and can deploy from dropships, giving them a significant advantage in early game skirmishes.

Units

1st To Fight: Earth At War features a wide array of units, ranging from infantry to ground vehicles to aircraft. Each unit has its own strengths and weaknesses, and players must carefully consider their unit compositions to achieve victory. Below are some of the most iconic units in the game:

- **Riflemen:** The backbone of any army, riflemen are versatile infantry units that can engage in both ranged and close-quarters combat.
- **Commandos:** Elite infantry units with specialized abilities, commandos excel in covert operations and sabotage. They can also capture enemy structures.
- **Tanks:** Powerful armored vehicles that provide heavy firepower, tanks are essential for breaking through enemy defenses.
- **Artillery:** Artillery units offer long-range bombardment support, allowing players to soften up enemy positions from a distance.
- **Aircraft:** Aircraft provide air superiority and can strike enemy targets with bombs, missiles, or strafing runs.

Strategies

1st To Fight: Earth At War rewards players who employ a variety of strategies and tactics. Some of the most effective strategies include:

- **Economy Management:** Managing resources efficiently is crucial in 1st To Fight. Players must balance unit production with research and base upgrades to maintain a steady flow of income and resources.
- **Map Control:** Controlling key points on the map provides advantages such as resource bonuses, strategic chokepoints, and

defensive positions.

- **Unit Composition:** Building a diverse and balanced army is essential for success. Players should experiment with different unit combinations to find the optimal composition for their faction and playstyle.
- **Cover and Positioning:** Utilizing cover and positioning effectively can minimize losses and maximize combat effectiveness. Units in cover receive bonuses to defense and morale.
- **Morale Management:** Morale is a crucial factor in 1st To Fight. Units with high morale fight more effectively and suffer fewer casualties.

Legacy

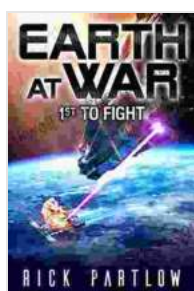
1st To Fight: Earth At War remains a beloved and influential RTS title over a decade after its release. Its innovative gameplay mechanics, diverse factions, and captivating narrative continue to resonate with strategy enthusiasts worldwide. The game has also been praised for its challenging AI and immersive single-player campaign, which offers a thrilling blend of action, strategy, and story.

While 1st To Fight: Earth At War has not received any official sequels, its legacy has lived on through the dedicated modding community. Players have created countless custom maps, mods, and overhauls that extend the game's lifespan and provide fresh experiences for veterans and newcomers alike.

1st To Fight: Earth At War is a masterpiece of the RTS genre that continues to captivate gamers with its thrilling combat, strategic depth, and engaging

narrative. Its unique gameplay mechanics, diverse factions, and wide range of units and strategies make it a timeless classic that can be enjoyed by players of all skill levels.

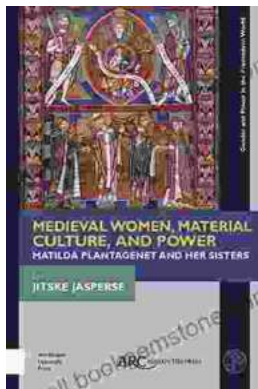
Whether you are a seasoned RTS veteran or a newcomer to the genre, 1st To Fight: Earth At War is an essential experience. With its immersive gameplay and enduring legacy, this iconic game will provide countless hours of entertainment and strategic challenges.



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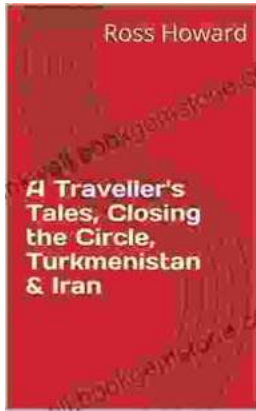
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