

Return Fire: Earth At War - The Definitive Guide to the Classic Real-Time Strategy Game

Return Fire: Earth At War is a classic real-time strategy game developed by Krome Studios and published by THQ in 2003. The game is set in a near-future where Earth has been invaded by an alien race known as the Scorch. The player takes control of the United States military and must fight back against the Scorch in order to save the planet.



Return Fire (Earth at War Book 3) by Rick Partlow

★★★★☆ 4.6 out of 5

Language	: English
File size	: 5043 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
X-Ray	: Enabled
Word Wise	: Enabled
Print length	: 320 pages
Lending	: Enabled



Gameplay

Return Fire: Earth At War is a real-time strategy game in which the player controls a variety of units to complete objectives on a map. The player can build bases, produce units, and research upgrades. The game features a variety of different unit types, each with its own strengths and weaknesses. The player must use their units wisely in order to defeat the Scorch and complete the mission objectives.

Units

Return Fire: Earth At War features a wide variety of different unit types. These units include infantry, tanks, aircraft, and mechs. Each unit type has its own strengths and weaknesses, and the player must use them wisely in order to defeat the Scorch.

Here is a list of the different unit types in Return Fire: Earth At War:

- **Infantry:** Infantry are the basic unit type in Return Fire: Earth At War. They are relatively weak, but they are also inexpensive to produce. Infantry are best used for defending bases and capturing objectives.
- **Tanks:** Tanks are powerful armored units that can deal heavy damage to enemy forces. They are also relatively durable, but they are also expensive to produce. Tanks are best used for attacking enemy bases and destroying enemy armor.
- **Aircraft:** Aircraft are fast and maneuverable units that can attack ground and air targets. They are also relatively fragile, but they can be very effective if used correctly. Aircraft are best used for hit-and-run attacks and for attacking enemy bases.
- **Mechs:** Mechs are large, heavily armored units that can deal massive damage to enemy forces. They are also very durable, but they are also very slow and expensive to produce. Mechs are best used for attacking enemy bases and destroying enemy armor.

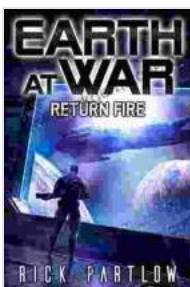
History

Return Fire: Earth At War was developed by Krome Studios and published by THQ in 2003. The game was a critical and commercial success, and it

has been praised for its innovative gameplay and immersive storyline. Return Fire: Earth At War has been ported to a variety of platforms, including the PC, Mac, Xbox, and PlayStation 2.

Legacy

Return Fire: Earth At War is a classic real-time strategy game that has been enjoyed by gamers for over two decades. The game's innovative gameplay, immersive storyline, and variety of unit types have made it a timeless classic. Return Fire: Earth At War is a must-play for any fan of real-time strategy games.



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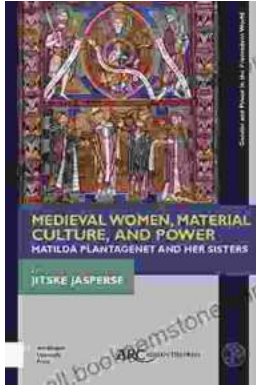
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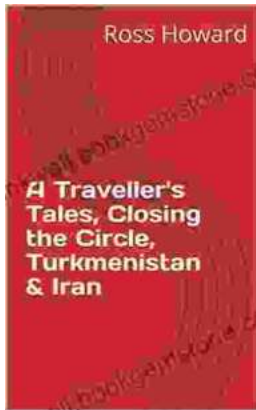
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