

Duke Nukem: Land of the Babes Enemies FAQ

by Split Infinity

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SPLIT INFINITY PRESENTS

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01.) LEGAL INFORMATION - G0100
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02.) TABLE OF CONTENTS - G0200
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If you need to find something quickly, press and hold CTRL (Control), then press F button. This will bring up 'Find and Replace' box. In it type the word you're looking for and you should be taken to it immediately. This is much faster than scrolling thru entire guide.
For your convenience I've inserted special search codes near every section to help you easily hop on to that section by using search code provided. Each search code will appear only twice in whole guide - thus getting stray hits will be impossible.

SECTION NUMBER AND NAME	CODE	WHAT IS IT ABOUT?
01.) Legal information	G0100	Copyright protection and legal info.
02.) Table of Contents	G0200	Sections of this guide.
03.) Latest Updates	G0300	Read what was added in last update.
04.) Introduction	G0400	Just some small rambling from me...
05.) Enemies	G0500	What you do not need to know about them.
06.) Past Revisions	G0600	History of this guide resides here...
07.) Credits	G0700	All who contributed... Thank you.
08.) Contact Info	G0800	Find out how to reach me.

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03.) LATEST UPDATES - G0300
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- Houston Version (16th February 2008)
Some beauty touches.

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04.) INTRODUCTION - G0400
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Hello! I am Damir Kolar and I welcome you to my DN: LOTB - Enemies guide. If we have weapons, why not enemies as well? Which is what you are about to read. Enemies will be dealt with extreme caution to bring you the most accurate info possible. And since I've changed my style over the three years I've been making guides, I'm giving all of my old guides a facelift, making them reflect my current writing style.

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05.) ENEMIES - G0500
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LEGEND

Roman numeral: Name of enemy (I came up with them)?

1. Weapon this enemy is equipped with (if applicable)?
2. When you kill this enemy, how much HP is added to Duke's Ego?
3. When you kill this enemy, what items does it drop (if any)?
4. Is it possible to instantly kill this enemy by a headshot?
5. How much health does this enemy have?

NOTE: I estimated enemy's health by counting how many times a specific enemy has to be shot with Handgun and multiplying this number by four (since RatCorps takes off 4 HP when he shoots Duke).

6. In which missions can this enemy be found?
7. Is this enemy capable of knocking Duke down on the ground?
8. Is this enemy capable of evading / seeking better position?
9. How dangerous is this enemy?
10. How much of Duke's Ego does this enemy take when Duke's attacked?

NOTE: There are two numbers to be found. First counts for shooting attack (if the number is zero, then this enemy doesn't have any means of performing a shooting attack). Second number counts for physical attack (if the number is zero, then this enemy doesn't have any means of physical attack).

I) RoachCorps

1. Weapon?

None

2. HP restored when killed?

2 HP

3. Items dropped?

None

4. Headshot possible?

Why? It goes down with one shot from any weapon.

5. Enemy's health?

4 HP

6. Missions found in?

1, 10

7. Can knock Duke to the ground?

No

8. Able to seek cover/Try to find better shooting position?

No

9. Danger level on scale from 1 to 10?

1/10

10. Amount of Duke's health taken off per shot/physical attack?

0 HP / 1 HP

Description?

Small roach-like robot whose only attack is getting close to you and trying to 'hug' you. I guess he wants to imitate facehuggers. Too much Alien movies, perhaps? One shot from any weapon will take care of it.

II) RatCorps

1. Weapon?

Handgun

2. HP restored when killed?

5 HP

3. Items dropped?

None

4. Headshot possible?

Yes

5. Enemy's health?

32 HP

6. Missions found in?

1, 5

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

2/10

10. Amount of Duke's health taken off per shot/physical attack?

4HP / 2HP

Description?

Big brown rat armed with Handgun. He's the basic grunt of alien invasion, not very dangerous on his own. Very weak, very slow, killed easily. Now if he's supposed to be the basic grunt, why don't we meet more of them throughout the game?

III) PigCorps

1. Weapon?

Shotgun

2. HP restored when killed?

6 HP

3. Items dropped?

Armor, Combat shotgun ammo

NOTE: Item dropped is fixed, ie only specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

36 HP

6. Missions found in?

1, 2, 3, 14

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

When close to you 8/10, otherwise 3/10

10. Amount of Duke's health taken off per shot/physical attack?

Up to 20 HP / 2 HP

Description?

Fat piggie wearing blue. Feel the blues, huh? Hmmm, I wonder what C.H.O.P.S. on his helmet stands for. Extremely dangerous at close range, so don't get too close to him or he'll take off big chunks of HP with shotgun of his. Take him out from a distance.

IV) GorillaCorps

1. Weapon?

Laser blaster

2. HP restored when killed?

7 HP

3. Items dropped?

Laser blaster ammo, Ego boost item

NOTE: Item dropped is fixed, ie only specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

40 HP

6. Missions found in?

1, 2, 10, 14

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

10. Amount of Duke's health taken off per shot/physical attack?

9 HP / 2 HP

Description?

Big brown ape armed with Laser blaster, which packs quite a punch. You can often find them in companies consisting of up to 2 of these guys - there's one case where you have to get rid of four of them.

V) MiniMonkeyCorps

1. Weapon?

None, but it throws stones at you

2. HP restored when killed?

3 HP

3. Items dropped?

None

4. Headshot possible?

Yes, but do you even need one?

5. Enemy's health?

4 HP

6. Missions found in?

2

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

No, cos you kill him beforehand:)

9. Danger level on scale from 1 to 10?

1/10

10. Amount of Duke's health taken off per shot/physical attack?

20 HP / 0 HP

Description?

Small monkey found in Mission 2 (three in total). One shot from any weapon will kill it. Although he goes 6 feet under fast, do not let him hit you or say sayonara to 1/5 of your health.

VI) BaboonCorps

1. Weapon?

Grenade launcher

2. HP restored when killed?

8 HP

3. Items dropped?

Grenade launcher, Grenade launcher ammo, Energy weapon ammo, Large ego boost item, Ego boost item, Armor item

NOTE: Item dropped is fixed, ie only specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

36 HP

6. Missions found in?

3, 7, 8, 9, 14

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

6/10 (this guy cheats big time... how the heck can he hit you so precisely?)

10. Amount of Duke's health taken off per shot/physical attack?

13 HP / 0 HP

Description?

This is one dangerous enemy. Wielding Grenade launcher he's capable of seriously damaging you (plus he cheats!!!), so in case you run into BaboonCorps along with some other enemies, kill him first.

VII) SharkCorps

1. Weapon?

None, bites you instead

2. HP restored when killed?

6 HP

3. Items dropped?

None

4. Headshot possible?

Yes

5. Enemy's health?

48 HP

6. Missions found in?

4, 5, 6

7. Can knock Duke to the ground?

Umm, no, because it bites you rather than knocking you down.

8. Able to seek cover/Try to find better shooting position?

Yes, but for the shooting part no:)

9. Danger level on scale from 1 to 10?
When close to you 7/10, otherwise 2/10

10. Amount of Duke's health taken off per shot/physical attack?
0 HP / 10 HP

Description?

You'll run into this enemy in underwater missions. While easy to kill when alone, it's dangerous to meet two or three of these. If one of them bites you, then it's hard to get away quickly, as risk of SharkCorps biting you again runs high or you'll swim right into the mouth of next one. For some fun let some of these swim around when you drain the water in Mission 5. Who's gasping for air now, huh?

VIII) SkullCorps

1. Weapon?
None, shoots mindshocks instead

2. HP restored when killed?
10 HP

3. Items dropped?
None

4. Headshot possible?
Not sure

5. Enemy's health?
60 HP

6. Missions found in?
4, 5, 6

7. Can knock Duke to the ground?
No

8. Able to seek cover/Try to find better shooting position?
Yes

9. Danger level on scale from 1 to 10?
7/10

10. Amount of Duke's health taken off per shot/physical attack?
10 HP / 0 HP

Description?

Also found in underwater missions. Its appearance is that of a brain with a big red eye in the middle. He'll try to hit you with a mindshock (red glowing ball) and it hurts if it hits. To make him even more dangerous, he can move around underwater with ease and he can also float.

IX) AlbinoPigCorps

1. Weapon?

Wouldn't know

2. HP restored when killed?

9 HP

3. Items dropped?

Ego boost item, Armor item, Pipe bomb, Handgun ammo, Laser blaster ammo

NOTE: Item dropped is fixed, ie only specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

56 HP

6. Missions found in?

5, 7, 8

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

8/10

10. Amount of Duke's health taken off per shot/physical attack?

12 HP / 2 HP

Description?

This piggie is white in color and rather tough to destroy. He comes equipped with a strange laser weapon - after you've been hit three or more times with a shot from his weapon, you'll get knocked down. Plus sometimes this weapon changes the direction you're facing (ie. confuses you a bit). To further add to this enemy's annoyance, you often run into groups of at least 2

AlbinoPigCorps.

X) FlyCorps

1. Weapon?

None, spits green slime instead

2. HP restored when killed?

8 HP

3. Items dropped?

None

4. Headshot possible?

Where is its head anyway?

5. Enemy's health?

20-24 HP

6. Missions found in?

7

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes (very good at it)

9. Danger level on scale from 1 to 10?

4/10

10. Amount of Duke's health taken off per shot/physical attack?

12 HP / 2HP

Description?

Green annoying fly (or maybe a spider - it's hard to define). Can either shoot you from afar with slime, or get close and swipe at you. You only run into them in Mission 7 and there's five of them to be killed in the whole game, so once you dispose of them, good riddance!

XI) AfricanCorps

1. Weapon?

Blowpipe

2. HP restored when killed?

9 HP

3. Items dropped?

Dynamite, Pipe bomb, Ego boost item, Laser blaster ammo, Handgun ammo

NOTE: Item dropped is fixed, ie only specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

68-76 HP

6. Missions found in?

9

7. Can knock Duke to the ground?

No

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

8/10

10. Amount of Duke's health taken off per shot/physical attack?

15 HP / 0 HP

Description?

Big brown hairy pig. The toughest of pig class enemies, therefore requiring a lot of firepower to go down. On bad side: his weapon is strong, often comes in

groups of two (or is accompanied with BaboonCorps).

XII) BabeCorps

1. Weapon?

Laser blaster shooting white lasers

2. HP restored when killed?

10 HP

3. Items dropped?

Ego boost item, Armor item

NOTE: Item dropped is fixed, ie only specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

76 HP

6. Missions found in?

10, 11, 13

7. Can knock Duke to the ground?

No

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

9/10

10. Amount of Duke's health taken off per shot/physical attack?

8 HP / 0 HP

Description?

Enemy remarkably similar to human woman, but heavily armed. You will meet two versions: one already complete and one without 'make-up' on it. As with other enemies, BabeCorps often comes in groups.

XIII) BigApeCorps

1. Weapon?

Mini laser gatling

2. HP restored when killed?

10 HP

3. Items dropped?

Ego boost item, Laser gatling ammo

NOTE: Item dropped is fixed, ie only specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

56 HP

6. Missions found in?

11, 13, 14

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

9/10

10. Amount of Duke's health taken off per shot/physical attack?

6 HP / 2 HP

Description?

Last monkey class enemy... and the toughest. He is also very fast when seeking cover or changing positions. However, its weapon is not so strong. Real strength comes from group of these enemies, when they gang up on you.

XIV) AlienCorps

1. Weapon?

Freezer

2. HP restored when killed?

9 HP

3. Items dropped?

Freezer ammo, Ego boost item

NOTE: Item dropped is fixed, ie that specific enemy will drop it.

4. Headshot possible?

Yes

5. Enemy's health?

36 HP

6. Missions found in?

12, 13, 14

7. Can knock Duke to the ground?

Yes

8. Able to seek cover/Try to find better shooting position?

Yes

9. Danger level on scale from 1 to 10?

10/10

10. Amount of Duke's health taken off per shot/physical attack?

4 HP / 2 HP

Description?

Most dangerous enemy, since it can freeze you. Most appropriate weapon to use on these scum would be Freezer or Shrinker. Only other advice I can give is to kill one of these as soon as you spot him (remember that freeze rounds bounce off walls, so even if he misses you, you might get hit from behind).

XV) SaucerCorps

1. Weapon?

None, except for being on the 'sharp edge'

2. HP restored when killed?

3 HP

3. Items dropped?

None

4. Headshot possible?

Don't need one, cos anything kills him instantly.

5. Enemy's health?

4 HP

6. Missions found in?

12, 13, 14

7. Can knock Duke to the ground?

No

8. Able to seek cover/Try to find better shooting position?

No

9. Danger level on scale from 1 to 10?

1/10

10. Amount of Duke's health taken off per shot/physical attack?

0 HP / 2 HP

Description?

Not-dangerous-enemy. I wonder why programmers even bothered creating it. You meet only three of these.

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06.) PAST REVISIONS - G0600
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- Version 1.0 (August 30th, 2002)

Just an addendum of two more sites that host this guide.

- Version 1.0 (June 18th, 2001)

Initial release.

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07.)

CREDITS - G0700
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1. Companies

- 3DRealms, N Space, Infogrames: they created this game
- Sony: for making PSX

2. Internet sites

- GameFAQs [www.gamefaqs.com]: for hosting my FAQ
- IGN [http://www.ign.com]: for hosting my FAQ
- Neoseeker [www.neoseeker.com]: for hosting my FAQ

3. People

Emptiness.

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08.)

CONTACT INFO - G0800
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Send your comments, ideas for improvements, additional info, correction of mistakes I may have made, and anything else via e-mail at:

lifearmor (at) gmail (dot) com

I need to put down a few guidelines.

- as a subject of e-mail please include DN: Land of the Babes
- please make your e-mail be readable, ie do not send me e-mails that are written badly or in some strange gibberish
- don't ask me to send you updated versions of my guide, because I won't
- *make sure* to check if your question is already answered within these pages; I may reply to one of your questions, but if you'll persevere in asking more questions which are answered in my guide, I'll simply direct you to my guide
- I accept e-mails in English, German, Croatian and Slovenian language
- I will answer the e-mails in English, Croatian or Slovenian language; I can read and understand German well, but my writing skills of German have rusted, therefore I will answer such e-mails in English
- when crediting contributors, I won't disclose their e-mails
- finally, treat me as you'd like me to treat you

2. Damir Kolar's Contributor page

<http://www.gamefaqs.com/features/recognition/6434.html>

3. Damir Kolar's homepage

<http://kolardamir.com>

<http://splitinfinity.50megs.com>

Yours truly,
Damir Kolar

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