

# Advance Wars FAQ/Strategy Guide

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-- Advance War --

FAQ/Walkthrough, written by Dennis CTP

The Game : Started by the Blue Moon invaded your country. You helped to drive out the Blue Moon

Chase the Blue Moon Commanding Officer around and find out more about what happen in the world.

-- Version --

Version 1.4

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-- 1. Notes --

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In this FAQ, the enemy units information for those stage with Fog of War and factory

might be wrong. Because i don't know what they had deployed.

Play through the Field Training, it's essential to fully understand the game.

To Skip the training, do the last field training mission.

Good offense is the best defense.

There are many ways to finish your mission. Try to find the most efficient way.

You will be graded after every mission. The best is S Rank. S Rank is not available in training.

Remember to save, but don't save too often in a battle. Always have a turn back point.

When you replay the game, your rating for each mission will be shown.

CO Power is charged when you kill unit or your unit get killed.

About unlocking CO in War Room and VS, finish the campaign and you can 'buy' CO from Hachi.

It depends of what route you take in the campaign.

About Eagle, his air units use less fuel.

About Drake, it rains more often when he's around.

In fog of war, canceling move will still use the fuel.

To stop the enemy from deploying more units, stand on it's production base.

Surround a fighter with ground unit or surround a bomber with air unit can prevent their attack.

Same thing, surround your air unit with ground unit can prevent fighter attack them and surround your ground unit with air unit can prevent attack from bomber.

In advance campaign, the AI is more aggressive.

Because CO Power last for 1 Day, it's best if you use it in the beginning of the day.

Keep an eye on your enemy's CO Power bar. The bar charge up faster when you kill his units. But right after the turn he uses the CO Power, the bar won't charge. So make sure that you kill alot of his units when his bar is almost full, and kill more after he uses the power.

About Final Battle CO. Andy will be in the middle, on the west, you will either get Max, Grit or Olaf. On the other side, you can get Sami, Drake, Eagle or Kanbei.

You will get Grit if you choose Max on mission 4

You will get Olaf if you kill all his unit in the mission - Olaf's Navy - then play the next mission given.

You will get Max if you don't meet the requirment for Grit and Olaf

To get Kanbei, you must unlock Sonja's Missions which require you to beat the three Kanbei's mission within 8, 10, 12 days.

Use Sami in Captain Drake, Naval Clash, Wings of Victory, Battle Mystery to get Eagle.

Use Andy in Captain Drake, Naval Clash, Wings of Vistory, Battle Mystery to get Drake.

You will get Sami if you don't meet the requirment above.

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-= 2. Controls & Menu =-  
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- Controls -

A : confirm selection/select (cursor on unit)/menu (cursor on blank)

B : cancel selection/ holding b will show you the unit's attack range

A+B : menu (cursor on blank)

L : next unit

R : unit/terrain information

Start : press start after mission briefing to enter mission. Shows a mini

map in battle

Skip dialogues. (not recommended while playing first time)

Start+Select+A+B : Reset game

- Menu -

\* = Available after finishing the Field Training

~ Mode Select Menu ~

VS Mode - Let you battle your friends, take turn using one machine

Link Mode - Let you battle your friends, link up two-four machine

Field Training - Train you for the game

\*Campaign - Start or continue the campaign

\*War Room - Battle against computer

\*Stat - Your current stat and records

Stat - Shows your current Rank

Record - Shows your record in each map

\*Design Maps - Design personal map

Controls A - Place the terrain or unit.

B - Select the terrain or unit.

L - Open the unit selfselection menu.

R - Open the terrain selection menu.

Start - Display overhead map.

Select- Display meu.

Menu - File : Load/Save/Name the map

- Help : Display help

- Intel: Display total buildings and units

- Fill : Fill the map with selected terrain

- End : End Map editing

\*Battle Maps - Buy map, CO for multiplayer and war room. Hachi also give you some tips.

~ Combat Field Menu ~

Unit - View all units

\*Intel Terms - Shows terms of winning

Status - Shows units, bases, incoming and available funds

CO - Shows CO information

Power - Use CO power

Save - Save Game

Options Music On/Off - Switch on/off music

Visual - Switch on/off animation

Yield - Surrender

Exit Map - Exit map, quit current battle

End - End Turn

~ Unit Menu ~

Capture - Capture enemy or neautral city/HQ, only infantry and mech can do this

Fire - Fire on the enemy within attack range

Load/Drop - Load/Drop unit, only available on transport

Supply - Supply adjacent units with fuels, rations and ammo.

Wait - Wait for next turn

Dive/Rise - Submarines only, when submerged, only cruiser and other submarines can attack it.

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-= 3. Organisations =-  
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Orange Star

The army where you belongs to.

It's at North of the map.

Blue Moon

A neighbour force that invades your organisation's territory

Green Earth

The CO of this army keep chasing you around, why ?

Yellow Comet

Country far south. Attack you when you pass by.

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--= 4. Character =--  
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< Nell >

The Orange Star CO that will give you mission briefing and guide you through the training.

< Hachi >

Retired soldier that sells battle map. He knows alot about every CO.

< Olaf >

Skill : Strong in the snow, weak in the rain. A solid CO of above-average ability.

CO Power : { BLIZZARD }

Causes it to snow creating favorable conditions for his units.

Info : Plans often go awry, but he's deadly serious.

[Hit ] Warm boots

[Miss] Rain clouds

"I will teach you the meaning of power!"

< Andy >

Skill : No real weaknesses. Ready to battle where-ever and whenever

CO Power : { HYPER REPAIR }

Restores 2 HP to all units.

Info : A brash and energetic boy wonder.

[Hit ] Mechanics

[Miss] Waking up early

"If it needs fixing, I'm your man!"

< Max >

Skill : Direct combat units have high firepower. Distance units are weak and have small attack ranges.

CO Power : { MAX FORCE }

Increase all abilities of direct combat units.

Info : Dependable and brave. Over-protective of Sami and Andy.

[Hit ] Weight Training

[Miss] Studying

"Now it's my turn!"

< Sami >

Skill : Infantry and mech units are superior. Movement range is high for transport units.

CO Power : { DOUBLE TIME }

Increases movement range for infantry and mech units. Their movement cost on all terrain becomes 1.

Info : A graduate of special forces training. Has a strong sense of duty

[Hit ] Chocolate

[Miss] Cowards  
"Ready for duty!"

< Grit >

Skill : Distance weapons have an extended attack range. However, direct combat units  
are weak.

CO Power : { SNIPE ATTACK }

Increases the range and firepower of distance weapons.

Info : Laid-back style masks dependability. A peerless marksman.

[Hit ] Cats

[Miss] Rats

"What's the ruckus?"

Unlock : Choose Max on mission 4

< Eagle >

Skill : Strongest firepower in the skies. But flounders at sea.

CO Power : { LIGHTNING STRIKE }

Non-infantry units ordered to wait can move again that turn.

However, their ratings

are lower than normal.

Info : An ace pilot who's as tough as nails.

[Hit ] Lucky goggles

[Miss] Swimming

"Do you really want to challenge me ?"

Unlock :

< Drake >

Skill : The sea is his domain. Naval units have top firepower and movement.

Air units are weak.

CO Power : { TSUNAMI }

Strikes all enemy units for damage.

Info : A relaxed and carefree swashbuckler.

[Hit ] The sea

[Miss] Height

"Slow down, matey. What's the rush?"

Unlock :

< Kanbei >

Skill : Strong offensive and defensive abilities. Deployment costs are very high.(120%)

CO Power : { MORALE BOOST }

Increases firepower and defensive ratings for all units.

Info : Fashions himself a modern samurai.

[Hit ] Sonja

[Miss] Computer

"Show me your warrior spirits!"

Unlock : Beat Campaign

< Sonja >

Skill : Units have great range of vision. Keeps unit HP hidden from enemies. Is plagued

by constant bad luck.

CO Power : { ENHANCED VISION }

Extends vision range of all units. Shows enemy units hidden in woods,

reefs and other areas.

Info : Kanbei's daughter. An intel gathering genius.

[Hit ] Computers

[Miss] Bugs

"Brains are the key to victory, not brawn."

Unlock : Go through Sonja's missions, which require to beat Kanbei missions in 8,10,12 days

< Sturm >

Skill : ???

CO Power : { METEOR STRIKE }

????

Info : A riddle within a shadow, revealing nothing.

[Hit ] ???

[Miss] ???

". . . ."

Unlock : Unlock other COs

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\* CO in War \*

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Olaf - His units don't have any bonus or penalty, but his blizzard could be very annoying.

Especially when you line up your units to get to his long range units and he uses blizzard.

He's average like Andy, just pray that it won't rain.

Andy - His units don't have any bonus or penalty, but he can heal 2 HP for every unit with his

CO Power. His CO power also give all units a +10% to both attack and defense. Using him against

other CO will require you to exploit their weakness.

Max - His direct combat units gain +50% bonus, but long range units suffers -10% to its attack.

Long range units also suffers -1 to its weapon range. So he's good in open area and could be

taken down easily in mountain area. His CO Power give a

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-= 5. Units =-

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Move : This is the unit's movement range.

Vision : The unit's vision range.

Gas : Unit can't move when it runs out of gas

Weapon : Some weapon need ammo and some don't.

- Infantry -

Move : 3 (Foot)

Vision : 2

Gas : 99/99

Weapon 1 : None

Weapon 2 : M Gun

Report : Infantry units have the lowest deployment cost. They can capture bases but have low firepower.

Description : Use these to capture neutral or enemy city

- Mech -

Move : 2 (Foot)

Vision : 2

Gas : 70/70

Weapon 1 : Bazooka 3/3

Weapon 2 : M Gun

Report : Mech units can capture bases, traverse most terrain types, and have superior firepower.

Description : Use these to finish off those low HP units.

- Recon -

Move : 8 (Tires)

Vision : 5

Gas : 80/80

Weapon 1 : None

Weapon 2 : M Gun

Report : Recon units have high movement range and are strong against infantry units.

Description : Don't attack full health tank with Recon. It's a waste of effort.

- Tank -

Move : 6 (Treads)

Vision : 3

Gas : 70/70

Weapon 1 : Cannon 9/9

Weapon 2 : M Gun

Report : Tank units have high movement ranges and are inexpensive, so they're easy to deploy.

Description : Effective against foot soldiers

- APC -

Move : 6 (Treads)

Vision : 1

Gas : 70/70

Weapon 1 : None

Weapon 2 : None

Report : APC units transport foot soldiers, ammo, gas, and rations.

Description : Very important unit, for resupply any of your units and can transport foot soldier.

- Artillery -

Move : 5 (Treads)

Vision : 1

Gas : 50/50

Weapon 1 : Canon 9/9

Weapon 2 : None

Report : Artillery units are an inexpensive way to gain indirect offensive attack capabilities.

Description : Long range ground units, it's vulnerable in close range

- Md (Medium) Tank -

Move : 5 (Treads)

Vision : 1

Gas : 50/50

Weapon 1 : Canon 8/8

Weapon 2 : M Gun

Report : Md (medium) tank units' defensive and offensive ratings are the highest of the ground units.

Description : Strongest among close range ground units.

- B (Battle) Copter -

Move : 6 (Air)

Vision : 3

Gas : 99/99

Weapon 1 : Missiles 6/6

Weapon 2 : M Gun

Report : B (Battle) Copter units can fire on many unit types, so they're invaluable.

Description : Powerful units, it can only recover at air ports. Use it against tanks, but avoid anti-air units and B Copter.

- T (Transport) Copter -

Move : 6 (Air)

Vision : 2

Gas : 99/99

Weapon 1 : None

Weapon 2 : None

Report : T (Transport) Copter units have good movement range and can carry foot soldiers.

Description : Can transfer your foot soldier across the sea.

- A-air -

Move : 6 (Treads)

Vision : 2

Gas : 60/60

Weapon 1 : Vulcan 9/9

Weapon 2 : None

Report : Anti-air units work well against foot soldiers and air units. They're weak against tanks.

Description : Take out air units in one attack !

- Fighter -

Move : 9 (Air)

Vision : 2

Gas : 99/99

Weapon 1 : Missiles 9/9

Weapon 2 : None

Report : Fighter units can engage other air units. Their movement range is the highest of all units.

Description : Good against Air units. Can take out air unit easily, just beware of Anti-air and Rockets.

- Bombers -

Move : 7 (Air)

Vision : 2

Gas : 99/99

Weapon 1 : Bombs

Weapon 2 : None

Report : Bomber units can fire on ground and naval units. Their movement range is high.

Description : Very good against ground units. Even Md Tank could be wipe out in one attack. Just beware of Anti air units and Rockets.

- Rocket -



Move : 5 (Tyre)

Vision : 1

Gas : 50/50

Weapon 1 : Rockets 6/6

Weapon 2 : None

Report : Rocket units are valuable because they can fire on both land and naval units.

Description : Very good unit to take out air units. Works better when use in conjunction with the A-air.

- Missile -

Move : 4 (Tyre)

Vision : 5

Gas : 50/50

Weapon 1 : Missiles 6/6

Weapon 2 : None

Report : Missile units are essential in defending against air units. Their vision range is large.

Description : Very dangerous long range unit.

- Lander -

Move : 6 (Trans)

Vision : 1

Gas : 99/99

Weapon 1 : None

Weapon 2 : None

Report : Landers can transport two ground units. If the lander sinks, the units vanish.

Description : Convenient to transport units across the sea.

- Cruiser -

Move : 6 (Naval)

Vision : 3

Gas : 99/99

Weapon 1 : Missiles 9/9

Weapon 2 : A-Air Gun

Report : Cruisers are strong against subs and air units, and they can carry two copter units.

Description : Keep this unit out of the B Ship's fire range

- Sub -

Move : 5

Vision : 5

Gas : 60/60

Weapon 1 : Torps 6/6

Weapon 2 : None

Report : Submerged subs are difficult to find, and only cruisers and subs can fire on them.

Description : It could submerged, though it uses more fuels, it's useful against B Ships

- B (Battle) ships -

Move : 5

Vision : 2

Gas : 99/99

Weapon 1 : Cannon 9/9

Weapon 2 : None

Report : B (Battle) ships have a larger attack range than even rocket units.

Description : Vulnerable to subs. Can take out Rocket easily.

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-- 6. Terrain Information --  
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Always consider the terrain bonus before you attack.  
Movement costs for air units for all terrain is 1.  
When it snows, movement costs for air units is 2.  
There are no penalty for ground units moving on road, bridge and city.

- HQ -

Def : \*\*\*\*  
New Funds: 1000  
Repair : [Land]  
Report : An army HQ. Battle ends if captured. Ground units get HP and supplies here.  
Movement Cost : Infantry 1  
                  Mech 1  
                  Tires 1  
                  Tread 1  
                  Air 1

- City -

Def : \*\*\*  
New Funds : 1000  
Repair : [Land]  
Report : A normal city. Ground units gain supplies and HP in allied cities.  
Movement Cost : Infantry 1  
                  Mech 1  
                  Tires 1  
                  Tread 1  
                  Air 1

- Plain -

Def : \*  
New Funds : -  
Report : A rich, green plain. Easy to traverse, but offers little defensive cover.  

	Weather	Clear	Rain	Snow
Movement Cost : Infantry	1	1	2	
Mech	1	1	1	
Tires	2	3	3	
Tread	1	2	2	
Air	1	1	2	

- Wood -

Def : \*\*  
New Funds : -  
Report : In Fog of War, units hidden here can only be seen by adjacent units and air units.  

	Weather	Clear	Rain	Snow
Movement Cost : Infantry	1	1	2	
Mech	1	1	1	
Tires	3	4	4	
Tread	2	3	3	
Air	1	1	2	

- Mountain -

Def : \*\*\*\*

New Funds : -

Report : A steep mountain. Infantry units add 3 to their vision range from here.

	Weather	Clear	Snow
Movement Cost : Infantry		2	4
	Mech	1	2
	Air	1	2

- Air Port -

Def : \*\*\*

New Funds : 1000

Report :

Movement Cost : Infantry	1
	Mech 1
	Tires 1
	Tread 1
	Air 1

- Road -

Def : -

New Funds : -

Report : A paved road. Easy to traverse, but offers little defensive cover.

Movement Cost : Infantry	1
	Mech 1
	Tires 1
	Tread 1
	Air 1

- Bridge -

Def : -

New Funds : -

Report : A bridge allows units to traverse rivers, but offers no terrain benefits.

Movement Cost : Infantry	1
	Mech 1
	Tires 1
	Tread 1
	Air 1

- River -

Def : -

New Funds : -

Report : A gentle, flowing river. Only infantry units can ford rivers.

	Weather	Clear	Rain	Snow
Movement Cost : Infantry		2	2	
	Mech	1	1	
	Air	1	2	

- Sea -

Def : -

New Funds : -

Report : A body of water. Only naval and air units can traverse seas.

Movement Cost : Ships	1
	Trans 1
	Air 1

- Shoal -

Def : -

New Funds : -

Report : A sandy shoal. Lander units load and unload units here.

Movement Cost : Infantry 1  
                  Mech      1  
                  Tires   1  
                  Tread   1  
                  Air      1  
                  Trans   1

- Reef -

Def          : \*

New Funds   : -

Report      : In Fog of War, units hidden here can only be seen by adjacent units and air units.

Movement Cost : Ships 2  
                  Trans 2  
                  Air   1

- Port -

Def          : \*\*\*

New Funds   : 1000

Report      :

Movement Cost : Infantry 1  
                  Mech      1  
                  Tires   1  
                  Tread   1  
                  Air      1

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== 7.Technical ==  
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\* Damage \*

You can estimate the damage done by looking at the % before you confirm the attack.

Since all units have only 10 HP, the single digit might be drop or rounded up.

(eg : 55% might cause 5 damage or 6 damage)

You can also estimate the damage counter by the opponent.

Damage Done = (Current HP)/10 \* (Basic Damage)

Example : When Infantry attack Infantry (no bonus involve)

Basic damage for Inf VS Inf is 55%  
so the attacker inflict (10/10 \* 55) damage, which is 6  
then the defender counter with (4/10 \* 55) damage, which is 2

Usually, the single digit will be ignore for the defender even it's 9  
but sometimes, even 0% can kill a 1HP unit.

\* Terrain Bonus \*

Here is how you calculate the terrain bonuses.

[Basic damage] - {(Basic damage)/10 \* (Defense Bonus)}

Basic damage is the damage without any bonuses (eg: Andy VS Andy on road)

Example : When a Tank attack a Mech (no CO bonus involve)

Basic damage for Tank VS Mech is 70%  
so, when Mech is on a Plain, with 1 defense bonus,  
70 - (70/10 \* 1) = 63  
Tank VS Mech 63% (plain, \*) [70-7]

Tank VS Mech 56% (wood, \*\*) [70-14]  
Tank VS Mech 49% (city, \*\*\*) [70-21]  
Tank VS Mech 42% (mountain, \*\*\*\*) [70-28]

note : a .5 will be rounded to 1

Basic damage

Inf VS Inf 55%  
Inf VS Mech 45%  
Inf VS Recon 12%  
Inf VS Tank 5%  
Inf VS Md Tank 1%  
Inf VS APC 14%  
Inf VS Artillery 15%  
Inf VS Rocket  
Inf VS A-Air 5%  
Inf VS Missile

Mech VS Inf 65%  
Mech VS Mech 55%  
Mech VS Recon 85%  
Mech VS Tank 55%  
Mech VS Md Tank 15%  
Mech VS APC 75%  
Mech VS Artillery 70%  
Mech VS Rocket  
Mech VS A-Air 65%  
Mech VS Missile

Recon VS Inf 70%  
Recon VS Mech 65%  
Recon VS Recon 35%  
Recon VS Tank 6%  
Recon VS Md Tank  
Recon VS APC 45%  
Recon VS Artillery 45%  
Recon VS Rocket  
Recon VS A-Air  
Recon VS Missile

Tank VS Inf 75%  
Tank VS Mech 70%  
Tank VS Recon 85%  
Tank VS Tank 55%  
Tank VS Md Tank 15%  
Tank VS APC 75%  
Tank VS Artillery 70%  
Tank VS Rocket  
Tank VS A-Air  
Tank VS Missile

Md Tank VS Inf 105%  
Md Tank VS Mech 95%  
Md Tank VS Recon 105%  
Md Tank VS Tank 85%  
Md Tank VS Md Tank 55%  
Md Tank VS APC 105%  
Md Tank VS Artillery 105%  
Md Tank VS Rocket 105%  
Md Tank VS A-Air 105%

Md Tank VS Missile 105%

Artillery VS Inf 90%

Artillery VS Mech 85%

Artillery VS Recon 80%

Artillery VS Tank 70%

Artillery VS Md Tank 45%

Artillery VS APC 70%

Artillery VS Artillery 75%

Artillery VS Rocket 80%

Artillery VS A-Air 75%

Artillery VS Missile

Rockets VS Inf 95%

Rockets VS Mech 90%

Rockets VS Recon 90%

Rockets VS Tank 80%

Rockets VS Md Tank 55%

Rockets VS APC 80%

Rockets VS Artillery 80%

Rockets VS Rocket 85%

Rockets VS A-Air 85%

Rockets VS Missile 90%

A-Air VS Inf 105%

A-Air VS Mech 105%

A-Air VS Recon 60%

A-Air VS Tank 25%

A-Air VS Md Tank 10%

A-Air VS APC 50%

A-Air VS Artillery 50%

A-Air VS Rocket 55%

A-Air VS A-Air 45%

A-Air VS Missile 55%

\* CO Ability Bonus \*

Andy - No bonus

Olaf - Movement cost in snow = movement cost in clear weather  
 - Movement cost in rain = movement cost in snow

Max - The damage done by Max's close combat unit = [(Basic damage) \* 1.5]  
 any decimal place in this case will be drop.

Damage done by Max's long range unit = [(Basic damage) \* 0.9]

All long range units' attack range are reduced by 1

Example

Max's Tank VS Andy's Tank

Damage done =  $55 * 1.5 = 82.5\% = 82\%$  (drop decimal)

Sami - Sami's Unit capture building with a 1.5 bonus.

Sami's Transport unit gain +1 to movement

Damage done by Sami's close combat unit = [(Basic damage) \* 0.9]

any decimal place will be drop

Sami's foot soldier's gain bonus on defense and attack.

Damage done by Sami's foot soldiers = [(Basic damage) \* 1.2]

Damage received by Sami's foot soldiers = [(Basic damage) \* 0.9]

Example

Sami's Md Tank VS Andy's Tank

Damage done =  $85 * 0.9 = 76.5 = 76\%$  (drop decimal)

Example

Sami's Mech VS Andy's Tank

Damage done =  $55 * 1.2 = 66\%$

Damage received =  $(3/10) * 70 * 0.9 = 18.9\%$

outcome, Sami's Mech 9 HP (ignore the single digit %) or 8 HP, Andy's Tank 3 HP

Kanbei - Kanbei's unit cost  $1.2 * (\text{normal price})$

Kanbei's unit also gain bonus on its attack and defense

Damage done by Kanbei's unit =  $[(\text{Basic damage}) * 1.2]$

Damage received by Kanbei's unit =  $[(\text{Basic damage}) * 0.8]$

Sonja - Sonja unit gain +1 to vision.

She's plague by bad luck, the single digit of the damage % are often ignored.

She might also do no damage in certain situation.

Example

Sonja's Tank (4/10 HP) VS Andy's Tank (4/10 HP)

by right, Sonja should do 2 damage to Andy's Tank and receive 1 damage.

But the outcome is Sonja do no damage and receive 2 damage.

\* CO Power Bonus \*

Andy - Hyper Repair

Hyper Repair heals 2 HP for every unit.

All units receive attack and defense bonus.

Damage done is  $[(\text{Basic Damage}) * 1.1]$

Damage receive is  $[(\text{Basic Damage}) * 0.9]$

\* Enemy Attack Priority \*

The enemy will always attack transport unit first, follow by the unit it could do most damage.

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--= 8. Field Training =--  
-----

The field training is pretty easy, just follow what the CO, Nell tells you to do and you should be fine.

- Troop Orders -

Your Units

2 Infantry

Enemy units

2 Infantry

Move the infantry towards the enemy. While they move towards you, fire them with both of your unit. When the second enemy come near you, fire him with the full health infantry then the second one.

- Terrain Intel -

Your Units

4 Infantry

Enemy Units

2 Infantry

2 Mech

Kill those two infantry and then engage the mech infantry. Stand on a mountain when you fire at the mech infantry. For the upper mech infantry, engage it with a higher HP infantry, then end turn. You might lose a unit if you engage it with the injured unit. By next turn, fire with the higher HP infantry from the mountain, then use the weaker one to finish it.

- Base Capture -

Your Units

4 Infantry

2 Mech

Enemy Units

2 Infantry

2 Mech

4 Tanks

You learn how to capture city in this mission. Capture the cities on the west side. Then wait for the enemy infantries and mechs to approach. After killing them, move south then east. You could capture the enemy HQ without bothering the tanks. Don't try to attack the full health tanks with your infantry, while they're on the plain, your infantry can't hurt them and will be badly injured even if you attack from a mountain. But mechs on the mountain could fight the tank well. The problem is the next turn it will be attacked by two tanks which is too powerful for it to take.

- Unit Repair -

Your Units

4 Infantry

2 Mech

2 Tank

Enemy Units

2 Infantry

2 Mech

2 Tank

First, withdraw your tanks to your nearest city. You can move the tank on another one to combine them. Block the bridge on a forest with a mech so that the enemy tank won't take you out too easy. Use another mech on the next turn to prevent the enemy from crossing the bridge. Move all other infantry south to defend enemy infantry that cross the river. When your tank is ready, use it to take out the enemy tanks by using terrain defense bonus. You



can combine your  
injured mech units or let them rest at your city.

- APC ABCs -

Your Units

4 Infantry

2 Mech

1 Tank

1 APC

1 Artillery

Enemy Units

3 Infantry

1 Mech

3 Tank

1 Artillery

Follow the instruction to load ammo to the artillery so that you could use it. Move the tank and a mech towards the east side to secure your city. Move other units south to prevent your enemy for capturing the neutral city or capture neutral city. Check the enemy artillery's attack range, it could wipe out your infantry with one hit. At the north east, use your tank to guard against enemy from the bridge. Move the artillery to the east so that it could help you to take out those tanks. After clearing all infantry and tanks, take out that artillery. Your tank can approach it in one turn, but other units needs two turns, so move on mountains or forest.

- Tank Ops -

Your Units

4 Infantry

2 Mech

1 Tank

1 APC

1 Artillery

Enemy Units

2 Infantry

2 Mech

2 Tank

1 Artillery

1 Md (medium) Tank

Nell will just give you some advice for you and leave the whole mission to you.

Move your tank to attack the enemy tank. Move one mech unit near the tank with the APC. Move the artillery towards the enemy. Don't get in the attack range of the enemy's Artillery. Take out the Artillery on the next turn as it moves towards you. Make the full use of your Artillery and clear the enemy here. Capture neutral city for your injured unit to rest. Use the APC to move the Infantries faster. The Medium Tank won't move until you are in it's attack range.

It's very powerful, so don't get into it's range. To get rid of it, move your Tank next to the north bridge and the Artillery and APC behind it. Hit it with your Artillery after it attacks your Tank, move away the damaged Tank and use the APC as shield. The next hit with Artillery should finish it. You can also take over the enemy's HQ by using the Tank and APC as shield to buy time. Make sure it's on the bridge, not on a plain, as the damage to it varies.

- Copter Tactics -

Your Units

4 Infantry  
2 Mech  
1 Tank  
1 APC  
1 Artillery  
1 B(Battle) Copter  
1 T(Transport) Copter

Enemy Units

2 Infantry  
2 Mech  
2 Tank  
4 Md (medium) Tank  
1 Artillery  
1 B(Battle) Copter

Do as Nell says and move the infantry to the enemy HQ. Then withdraw your units from the front. Capture the enemy HQ and you'll win. The enemy's copter and tank won't make it there to hurt you.

- Air Assault -

Your Units

4 Infantry  
2 Mech  
1 Tank  
1 APC  
1 Artillery  
1 B(Battle) Copter  
1 T(Transport) Copter  
1 Md (medium) Tank  
1 A-air

Enemy Units

1 Bomber  
1 Fighter  
2 B Copter  
2 Infantry  
2 Mech  
2 Tank  
1 Md Tank  
1 Artillery

You see how powerful the Fighter and the Bomber are. Then, you see what anti-air units can do.

Move all your units north. Don't worry about the fighter and the bomber, as they will run out of fuel and crash. Take out any enemy that's on your way to the Md Tank and the B Copter.

Use artillery and B Copter to finish the Md Tank, use B Copter and Tank to take the Artillery and use A-air to finish that B Copter. You got all the advantages.

- Air Defense -

Your Units

4 Infantry  
2 Mech  
1 Tank  
1 APC  
1 Artillery  
1 B(Battle) Copter  
1 T(Transport) Copter  
1 Md (medium) Tank  
1 A-air  
1 Missile  
1 Rocket

Enemy Units

2 Bomber  
2 B Copter  
2 Infantry  
2 Mech  
2 Tank  
2 Md Tank

Bomb those Tanks on the east island with your Rocket. When it's clear, send an Infantry or Mech there with T Copter. For the bomber and the B Copter that visits you, serve them with Missile and A-air. You might need to sacrifice some Infantry to keep your Rocket and Missile at full health so that they could do maximum damage.

- Dogfights -

Your Units

3 Fighter  
3 Bomber  
2 B Copter  
2 Infantry  
1 T Copter  
1 Missile  
1 Rocket

Enemy Units

3 Bomber  
2 Fighter  
2 Md Tank  
2 Infantry  
2 B Copter  
2 T Copter  
1 Missile  
1 Shoal Lander

First, take the enemy fighter with your missile, take the other one with your fighters.

Then take out the missile with your bombers. Use the Rocket and B Chopter to take out the Lander. Take out the B Copter and keep the T Copter for last. Take Bombers with Fighters and ground units with Bomber. You can protect your Missiles or rocket by surrounding them with B Copters and T Copter. This map could be finished within three days.

- Naval Forces -

Your Units

- 4 Infantry
- 2 Mech
- 1 Tank
- 1 APC
- 1 Artillery
- 1 B(Battle) Copter
- 1 T(Transport) Copter
- 1 Md (medium) Tank
- 1 A-air
- 1 Rocket
- 1 Subs
- 1 B Ship
- 1 Lander
- 1 Cruiser

Enemy Units

- 3 Md Tank
- 3 Lander
- 2 Rocket
- 2 Infantry
- 1 Cruiser
- 1 Sub
- 1 B Ship

Take out the enemy missiles with your B Copter and Md Tank. Sink the cruiser with your battle ship's cannon, then engage your enemy battle ship with the sub. Make use of the B Ship long range weapon and the three Md Tanks shouldn't be much problem.

- Climate Status -

Your Units

- 4 Infantry
- 2 Mech
- 1 Tank
- 1 APC
- 1 Artillery
- 1 B(Battle) Copter
- 1 T(Transport) Copter
- 1 Md (medium) Tank
- 1 A-air
- 1 Missile
- 1 Rocket

Enemy Units

- 4 B Copter
- 2 Infantry
- 2 Mech
- 2 Tank

2 Md Tank  
1 Artillery  
1 A-Air  
1 Rocket

Don't move too far, just move a little so that you won't be attack when the enemy move.

Prepare your Missile and A-air to encounter the B Copter. On the enemy's turn, Olaf will use his CO Power, Blizzard which causes a huge snow storm drops in. Snow lowers the movement range of all your units. Use the Missile and A-air to take out the B Copters. Use Rocket, Artillery and Md Tank to take out the A-air and approaching Tanks. The snow will stop on day 4 enemy's turn. After the snow stop, the Md Tank will start moving. It rains on day 6 and the rain weaken Olaf's power. Approach the Rocket with your B Copter and take out the last Copter with your A-air or Rocket. You can also bring Mech next to the Rocket with T Copter.

- Fog of War -

Your Units

3 Infantry  
2 Mech  
2 Tank  
1 APC  
1 Artillery  
1 Md (medium) Tank  
1 Rocket  
1 Recon

Enemy Units

1 Md Tank  
1 Artillery  
1 Lander  
2 Tank  
2 Rocket  
2 Infantry

Take off the Md Tank with your Missile and Md Tank. Take the missile with your Tanks. Move the Recon around so that you could see more map. After the Md Tank and the Missile, there will be two Tanks coming. Take them with your Md Tank and Tanks. Finish the next two infantry with your tanks or recon, but don't go near the enemy HQ. There's one Rocket hiding at the south wood and one Artillery hiding at the north wood from the enemy HQ. There's also a Lander hiding on the reef.

Now, you had finished the Field Training and you are promoted from Candidate to Advisor and you are given a partner, Andy. You are also given a card with your name and rank.

- Special Intel -

Your Units

1 Fighter

Enemy Units

1 Infantry

More Tips

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-- 9. Campaign --  
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- It's War! -

Your Units

2 Infantry

2 Mech

2 Tank

2 Artillery

1 APC

1 Md Tank

1 A-air

1 Recon

CO : Andy

Enemy Units

4 Infantry

3 A-air

2 Mech

2 Tank

2 Artillery

2 Rocket

1 Md Tank

CO : Olaf

Try group all your unit at the south west of the map. Guard the bridge with the Md Tank, use the other Tanks as wall to defend your Artillery and A-air. The enemy Tanks, Artillery, A-air, Mech and Infantry will move towards you. So let them come and take them out one by one. Olaf will use blizzard immediately when he gain enough power. So, if you separate your forces to the east and to the north, they can't help each other. Try group all your unit together. Although A-air and Mechs are weak against Tanks, they could be use as finisher when the Tank is low on HP. After finish all those vehicles that move towards you, it's time to proceed your unit to take out the foot soldiers, Rockets and Tanks. Wait until the snow stop so that you don't have movement penalty and can approach the Rocket in one move with your Tank. You could use CO Power - Hyper Repair once your meter is full. It's useful when you are approaching the Md Tank and the Rocket. Because you can recover your unit's HP after taking the enemy's attack. It also make your units stronger on that turn. So, use it in the begining of the turn to make your attack more effective.

- Gunfighter ! -

Your Units  
2 Infantry  
1 Artillery  
1 Tank  
CO : Andy  
Funds : 8000

Enemy Units  
2 Infantry  
2 Rocket  
2 Artillery  
3 Tank  
2 Mech  
1 Recon  
1 Md Tank  
CO : Grit

Grit is your opposing CO, all the long range unit he has can fire at a longer distance.  
Deploy some infantry and move those foot soldiers to the north. Fight off the enemy there and capture the neutral city there. When you have enough cities, you could deploy two Tanks in a turn, and that helps alot. Because the enemy has extra range, a Tank is better than a Md Tank for it's cheaper and it's larger movement points. The enemy on the south part is slightly easier for they are just Artillery, Tank, and Recon. The north east part is harder. There are two Rockets with a Md Tank and a Tank guarding them. Deploy a Md Tank whenever you have sufficient funds. Overwhelm the enemy with Tanks and Md Tanks. Just don't forget to keep an eye on Grit's CO Power meter.

- Air Ace ! -

Your Unit  
2 Infantry  
2 Mech  
1 Tank  
1 Md Tank  
1 Artillery  
2 A-air  
1 B Copter  
1 T Copter  
1 Missile  
CO : Andy  
Funds : 6000

Enemy Unit  
3 Infantry  
3 Tank  
3 B Copter  
2 Fighter  
1 Bomber  
1 Missile  
Funds : 8000  
CO : Eagle

Proceed across the bridge and take out any units that's in your way. The enemy fighter will arrive soon, so be ready with your Missiles and A-airs. Once the opponent CO, Eagle have his power ready, his air units could attack twice in one turn. So take out as much unit as you can when they approach. When you continue to proceed, keep an eye on the enemy bomber's attack range, so that it won't blow your Md Tank in one attack. Let it destroy a Tank or Infantry and revenge with your Anti-airs. Once you take out the Air force, the remaining troops are easy to deal with. Keep your T Copter so that it could transport a unit to the enemy HQ and capture it. Keep the B Copter to defense the unit from the Tank at the area. By the way, deploy any unit if you think it's needed. I would suggest a Rocket here.

There's a new CO available, you can choose Max or Andy.

Now, Andy and Max will have different opinion, so choose either one of them. Choosing different character will result in different missions. Choosing Andy will give you either Max of Olaf in the last mission. Choosing Max will give you Grit in the last mission

\*--< Andy's Route >--\*

- Max Strikes! -

Your Unit

2 Infantry

2 Mech

2 Tank

1 Md Tank

1 Rocket

1 Artillery

1 B Ship

1 Sub

1 Lander

Funds : 7000

Enemy Unit

2 Infantry

3 Tank

3 B Ship

2 Md Tank

2 Artillery

Funds : 9000

CO : Olaf

Take out the nearest B Ship with Sub and B Ship. Load your Tanks and infantry into Lander and send them to the enemy base after you finish those enemy B Ships. Move the Rocket to the shore south of the northern bridge, this way it could attack enemy further to the east. With the Md Tank guarding the bridge, and the Artillery and Rocket backing it up, it shouldn't be any problem to defense against the enemy up north. So just enjoy the ride to the enemy HQ and capture it. Use the tank and APC to block the bridge, so that you could



capture the HQ without  
being attack.

- Max's Folly ? -

Your Units

3 Tanks  
3 Md Tanks  
2 Artillery  
2 Rocket  
2 Mech  
1 APC  
CO : Max

Enemy Units

6 Artillery  
4 Rocket  
3 Tank  
2 Infantry  
CO : Grit

This is mean, Max's long range unit has a -1 range penalty and Grit has a +1 bonus. When Grit uses his CO Power, Snipe Attack, his units got even more advantage. Don't let the enemy capture your HQ in 5 days and you will win. First, maneuver all your tanks as fast as you can. use your artillery and place them at the blind spot of the Rocket on the other side of the mountain. Those two Artillery will take it out on the next turn. Use your Rocket against the enemy Artillery. Move as fast as you can, once you cross over to the other side, there will be some Rockets and Artillery there to take your strong close range fire. When you get Max Force, use it and it helps you move faster and take out enemy faster. Try not to get your Tanks destroyed as they are the fastest unit here and they are useful for reaching the HQ early and destroy any infantry there.

- Olaf's Navy! -

Your Units

3 Infantry  
2 Mech  
2 Tank  
2 Recon  
1 Md Tank  
1 APC  
1 Artillery  
1 Rocket  
1 Sub  
1 Lander  
1 B Ship

Enemy Units

3 B Ship  
3 Cruiser  
3 Sub  
4 Tanks  
2 Rocket

CO : Olaf

Move All your troops north, moving them east will lead them into the B Ships fire range.

Dive your sub so that the B Ship won't hit you. You could also ignore your naval units and

concentrate on taking over the enemy's HQ. If you want to save your naval unit, hide the

B ship and Lander in the reef and dive the sub. The Rocket hide in the wood after the northern

bridge, beware of that and those Tanks are easy.

Sami will join you after this

Goto - Sami's Debut -

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\*--< Max's Route >--\*

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- Max Strikes ! -

Your Units

2 Infantry

2 Mech

2 Tank

2 Md Tank

2 Sub

1 B Ship

1 Artillery

1 Lander

1 Rocket

1 APC

Enemy Units

4 B Ship

4 Tank

2 Md Tank

2 Artillery

2 Infantry

1 Rocket

CO : Olaf

Beware, your long range unit had penalty. Your close range units are much stronger.

First, look at the B Ship range, move your units away from it's attack range. then maneuver

your troops to the east. Your units are stronger in close range, take out anything that's on

your way. Keep all your unit out of the enemy's long range unit fire range and wipe those off

first when they come near you. Dive all your Subs and use them against the B Ships. Unleash the

power of Max Force when the CO Power bar is full. Your close range attack will be very strong.

- Sniper! -

Your Units

2 Infantry

2 Mech

2 Tank

2 Recon  
2 B Copter  
1 Rocket  
1 Md Tank  
1 Artillery  
1 T Copter  
1 APC

Enemy Units

1 Infantry  
4 Artillery  
1 Tank  
1 Missile  
1 Recon  
2 Rocket  
1 A-air  
CO : Grit

There's an Infantry hiding in the wood where your Recon in the HQ could reach, send the Recon next to it so that it won't get trap. There's a missile in a city to the east, so be careful and don't let it get your Copters. There's a Rocket hiding in the woods southwest. Approach it with tanks by hiding them in woods. Another Rocket in the city surrounded by mountain.

When you are going around the mountains, there will be an A-air and 2 Artillery ahead. When you pass by the north east island, beware that there's a rocket and missile hiding in the wood,city.  
The last artillery hides next to the HQ.

- Blizzard Battle! -

Your Units  
2 Infantry  
2 Mech  
1 Md Tank  
1 Tank  
1 APC  
Funds : 3000

Enemy Units

3 Md Tank  
4 Infantry  
2 Tank  
2 Rocket  
2 Artillery  
CO : Olaf  
Funds : 6000

Move Medium tank and infantry to the east. Secure the bridge, then move the tank further east to block tanks from coming and take over the enemy city there. At the same time, deploy more infantry and send them north. Deal the tank and artillery with Mech and Tank. Capture all city on your side of island and win.

- History Lesson! -

Your Units

3 Sub  
2 Infantry  
2 Mech  
2 Lander  
1 APC  
1 B Ship  
1 Cruiser  
2 Md Tank  
1 Recon  
CO : Max

Enemy Units

3 Tank  
2 Infantry  
1 Lander  
1 Sub  
3 Artillery  
1 Recon  
1 B Ship  
1 Cruiser  
1 Rocket

CO : Grit

Move units through reefs and woods. Load all infantry to lander and move those out to reefs.

Move ground units to woods towards north. the B Ship is located at north east, sub and lander

at middle north, cruiser at middle east. clear the sea with your subs. Then send infantry to

capture the enemy HQ. There's two artilleries on the north part of the island you start. There's

a rocket and artillery hiding at the enemy island. Either take them out, or capture the HQ.

Sami joins you after this.

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\* End of 1st division \*  
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- Sami's Debut! -

Your Units

2 Infantry  
2 Mech  
2 B Copter  
2 T Copter  
2 A-air  
1 Tank  
1 APC  
1 Missile  
1 Md Tank  
1 Artillery  
1 Fighter

Enemy Units

4 B Copter  
2 Bomber  
3 Tank  
2 Fighter

1 Infantry  
CO : Eagle

In this mission, there will be bombers, fighters and B Copter coming out of no where.

It's worse when the CO use it's power that let the air units move again...  
First, wipe off  
the two Copters in front of you with your A-air, then put your Copters and  
Fighter in front  
of the A-air because there's a bomber that can reach them from north east.  
There's also  
another 2 B Copter that'll approach from the east. Take care of it with your  
A-air. For your  
vehicles, don't let them cross the bridge first, when they cross the  
northern bridge, make  
sure you hide them in the woods. The other bomber will be coming from south  
east. Each bomber  
will have a fighter near them. Use bait or wait until the Bomber appear.  
When they appear,  
take them with your A-air, Fighter or Missile. After you take care of these  
bombers, it's safe  
for your vehicles to come out of forest. The enemy's Tank is weaker than  
yours, so it won't be  
much problem. Now, you need to sacrifice some Copter or Fighter so that the  
enemy fighter will  
come out. Use your Anti-air on the fighters and the remaining ground unit is  
easy to deal with.  
Try to protect your T Copter if you want to capture the enemy HQ. The  
fighter can't reach your  
T Copter if you surround them with ground units.

- Kanbei Arrives! -

Your Units  
2 Infantry  
2 Mech  
2 Tank  
2 Md Tank  
2 Rocket  
1 Artillery  
1 APC

Enemy Units  
5 Tank  
2 Md Tank  
2 Mech  
2 Infantry  
2 Rocket  
1 Artillery  
CO : Kanbei

The two Rockets in front are actually baits. The enemy's Tanks are strong,  
but it's still wise to  
wipe out those long range unit first. Max will be effective in this mission.  
Send your Md Tank  
and clear those two Rockets. Adjust your Rockets so that when the enemy  
come, they will be in  
it's range (check the enemy movement by clicking A). Move the north Tank to  
the wood so that it  
could prevent your enemy from blocking the Md Tank to go back. Preparation  
for the Md Tank to

go back is essential because the enemy have 2 Md Tanks too. Retreat your Md Tanks the next day.

Put it back at the city so it will heal, and your enemy can only attack you one by one, where you have your Rockets and Artillery backing them up.

-Mighty Kanbei! -

Your Units

2 Rockets

1 Tank

1 Md Tank

1 Mech

1 Infantry

Funds : 10000

Enemy Units

6 Tank

4 Md Tank

3 Artillery

2 Infantry

1 Rocket

CO : Kanbei

You got a very small troops and not much funds. So you must deploy units carefully and according to which CO you choose. You got two tanks to block the bridge at the beginning. Fire those rockets on the nearest Tanks. When these Tanks attack you, don't wipe them off, because they don't do that much damage. Use your indirect fire to weaken those lining up behind. Move the Infantry towards the neutral city and deploy an Infantry to capture the city. Then, deploy Tank to take turn defending the bridge, deploy Artillery to help fighting. When you have sufficient funds, deploy more Rockets. Since the southern part is easier to clear, you could deploy an APC with infantry and get ready to capture the enemy base through the south bridge.

- Kanbei's Error? -

Your Units

2 Infantry

1 Fighter

1 Missile

1 A-air

1 B Copter

1 T Copter

Funds : 4000

Enemy Units

2 Infantry

2 Mech

3 A-air

1 Missile

2 T Copter

1 Fighter

1 Bomber

1 B Copter

2 Tank

CO : Kanbei

The winning terms is different here, you must be the first one to capture 15 properties.

Attack the bomber with your Fighter. You can block it's way by using other air units. Produce Infantry in your base, capture neutral city on the island. Get rid of the Bomber, B Copter and Fighter that go near you. After clearing those, you can load Infantry into the T Copter and send it north. Send your B Copter and Fighter some where in the middle of the map and wait fo the enemy T Copter. If they come, just shoot them down. Take the middle north island since it don't have anti air guards there. To prevent your enemy from winning, just wipe out it's foot soldiers. T Copter is essential in this mission.

If you finish Kanbei Arrives within 8 days, Mighty Kanbei within 10 days, and Kanbei's Error within 12 days, you will fight three Sonja missions.

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\* Sonja's Mission \*  
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- Divide & Conquer! -

Your Unit  
2 Infantry  
2 Mech  
3 Tank  
1 Md Tank  
1 APC  
1 Artillery  
1 Rocket  
1 Recon  
CO : Max

Enemy Unit  
4 Tank  
3 Infantry  
2 Artillery  
3 Rocket  
CO : Sonja

There's one Rocket hiding in the wood just north of your Mech. Move a Mech next to the wood and destroy the Rocket. There's an Artillery hiding in the wood north of the single city east side. Gather your tanks in the woods where the Rocket hide. Put your long range unit south of the mountain. The enemy will be coming from both side of the road. After defending those enemy, proceed north. There's a Rocket hidding north west wood of the city in the middle. One more hiding in the middle north wood. There's also a tank near the enemy HQ. One more Artillery hiding in the wood south of enemy HQ, near the city.

- Sami Marches On! -

Your Units  
2 Infantry  
2 Mechs  
1 Cruiser  
1 B Ship  
1 Sub  
1 Tank  
1 Md Tank  
1 Rocket  
1 Recon  
1 APC  
2 Lander  
CO : Sami  
Funds : 7000

Enemy Units (Not sure since she could deploy units)

1 B Ship  
1 Cruiser  
1 Sub  
2 Tank  
2 Artillery  
1 Md Tank  
1 Rocket  
2 Infantry  
2 Mech  
CO : Sonja

The first one who capture 16 properties win.  
You might be able to capture city faster with Sami, but the fact is, Sonja have more city on her area, she got around 14 properties there, and once she capture 3 more on the other island she will win. Becareful with your Lander, it cost you 12000 one. First, becareful with your naval units, there's an enemy sub and a cruiser on patrol. The enemy will send heavy force to the southern area. Send all your units there if you want to capture that part. Deploy units as needed. The northern island have a few enemy hidden in the woods. Proceed with cautions. There's an Artillery hidden on the west of the two woods. Secure the southern island. Deploy unit there to protect it. The enemy will storm this island with heavy fire continuously. Send a small troops to the northern island. Wipe off the Artillery there and start capturing buildings. Your unit might be attack by the enemy B Ship. so keep sending infantry there or try to take out that B Ship. Start sending tanks to defend the island as lander will send APC and infantry there. The key to victory is to prevent Sonja from capturing any properties out of her island.

- Sonja's Goal! -

Your Units  
2 Infantry



2 Mech  
1 Sub  
1 Cruiser  
1 B Ship  
1 Lander  
1 A-air  
1 Recon  
1 Rocket  
1 Missile  
1 B Copter  
1 T Copter  
1 Tank  
1 Md Tank  
1 APC  
CO : Andy

Enemy Units

2 B Copter  
1 Sub  
2 Rocket  
1 B Ship  
1 Bomber  
3 Tank  
1 Artillery  
1 Infantry  
1 Cruiser  
1 Fighter  
CO :Sonja

On day 2, you will be  
ask whether Sonja and Sami will get along. Move your cruiser to the  
northern reef, you will find a sub there. Destroy it with your B Ship.  
There's a Rocket hiding  
in the wood near the sub. So don't move your unit up north. Let your B Ship  
take it out first  
There will be a B Copter approaching, so be ready with your A-air for an one  
hit kill.  
There's also a B Ship to the east, dive your sub and take out that one.  
After the B Copter, a  
Bomber and another B Copter will come, so be ready with the missile and  
A-air. On the east,  
there's a Tank and Artillery. Up north, there's a fighter and a Rocket  
hiding. The rocket hides  
in the wood that's next to the sea. There are two Tanks near the enemy HQ.

-----  
\* End \*  
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Three Routes to choose - Andy  
                          - Max  
                          - Sami

depending on the character you choose, the mission will be different.  
Choosing Andy for the following four missions will unlock Drake.  
Choosing Sami for the following four missions will unlock Eagle.  
Choosing Sami for the following four missions will unlock another mission.

\* >-- Andy --< \*

- Captain Drake! -

Your Units

1 Tank  
1 Md Tank  
1 Artillery  
1 Lander  
2 Sub  
1 APC  
1 Rocket

CO : Andy

Funds : 3000

Enemy Units

3 Infantry  
2 Tank  
2 Md Tank  
1 Artillery  
2 Lander  
1 B Ship  
1 Sub  
1 Rocket

CO : Drake

Capture 12 properties to win. You and your enemy got three properties to start with and there's 12 neutral city. The enemy got advantage since they got three infantries and one of them is on the middle island at the beginning.

\* >-- Max --< \*

Your Units

4 Sub  
2 B Ship  
2 Infantry  
1 Lander  
1 Rocket  
2 Cruiser

CO : Max

Enemy

2 Sub  
2 B Ship  
2 Cruiser  
CO : Drake

Destroy the Sub with cruiser,. Move another cruiser to the east of the east island. Load all unit into Lander and move all unit south and dive your subs. If you see any enemy sub, remember where they dive. Drake's CO Power Tsunami will damage all your units, be aware of that. Just hide your cruiser and B Ship in the reef, scout with your diving subs. It's easy, use B Ship against Cruiser, Cruiser against Sub, Sub against B Ship.

\* >-- Sami --< \*

Your Units

2 Infantry  
2 Mech

2 Sub  
1 Cruiser  
2 Lander  
1 B Ship  
1 Rocket  
1 Md Tank  
1 Tank  
1 APC  
CO : Sami

Enemy Units

CO : Drake

Secure 15 bases to win.

Move ground units to the island in the middle. Dive your subs. Move your tank to block the middle part of the island from the enemy. Hide the B-Ship in the reef. For the middle island, try not to let the enemy pass the forest in the middle of the mountain. This way, you could easily secure 14 bases. Then, build more mechs and proceed south, one more base and this map is yours.

Three Choices again

depending on the character you choose, the mission will be different.

\* >-- Andy --< \*

- Naval Clash! -

Your Units

2 Lander  
1 Missile  
1 Rocket  
2 Tank  
1 Md Tank  
2 Sub  
1 B Ship  
1 Recon  
CO : Andy

Enemy Units

2 B Ship  
1 Cruiser  
1 Sub  
???  
CO : Drake

Protect the Missile for ten days to win this mission.

Wipe off that B Ship with Rocket, B Ship and Sub. Counter your enemy when they come. Load the Missile into the Lander when Drake use Tsunami

\* >-- Max --< \*

- Naval Clash! -

Your Units

2 Infantry  
2 Mech  
2 Sub  
1 B Ship

1 Cruiser  
1 Lander  
1 Recon  
1 Md Tank  
2 Tank  
1 Rocket  
CO : Max

Enemy Units

3 B Ship  
1 Infantry  
1 Mech  
1 Sub  
4 Tank  
1 Cruiser  
1 Md Tank  
1 Rocket  
CO : Drake

You need to eliminate all enemy within 15 days.  
Take the B Ship first. Send Recon to the nearest wood. Move out the Rocket to maximize it's range. Then there will be a cruiser, sub and B Ship approaching. Don't move your B Ship on the first turn, instead, return one Sub to prevent the enemy sub from hitting the B Ship. Let the enemy sub and the cruiser come, and take them all with B Ship, Cruiser, Rocket and Sub. There's one B Ship near the enemy HQ. Clear all these naval units and you are near to victory, because close range is Max's specialty.

\* >-- Sami --< \*

- Naval Clash! -

Your Units

2 Lander  
1 Cruiser  
1 B Ship  
1 Sub  
2 Infantry  
2 Mech  
2 Tank  
2 Md Tank  
1 Recon  
1 APC  
1 Rocket  
CO : Sami

Enemy Units

???

CO : Drake

Protect your Landers, both of them must be protected for the whole mission.

Another three

depending on the character you choose, the mission will be different.

\* >-- Andy --< \*

- Wings of Victory! -

Your Units  
2 Infantry  
2 mech  
1 Md Tank  
1 Tank  
1 Rocket  
1 Missile  
1 A-air  
1 B Copter  
1 T Copter  
1 APC  
1 Recon  
1 Bomber  
2 Fighter  
CO : Andy

Enemy Unit  
3 Bomber  
2 Fighter  
4 Tank  
1 A-air  
1 Md Tank  
1 Artillery  
1 Rocket  
2 Mech  
2 Infantry  
CO : Eagle

Wait for the fighters to come. Eliminate the fighters and bomber that come.  
Send your Fighter to  
engage the remaining bombers. When the enemy air forces are wiped off, it's  
easy to win.  
Bomb those long range unit with your bomber. Just be careful of the A-air and  
Eagle's CO Power.  
Capturing the enemy HQ will finish this faster.

\* >-- Max --< \*  
- Wings of Victory! -  
Your Units  
CO : Max  
Enemy Units  
CO : Eagle

\* >-- Sami --< \*  
- Wings of Victory! -  
Your Units  
CO : Sami  
Enemy Units  
CO : Eagle

Three routes  
depending on the character you choose, the mission will be different.

\* >-- Andy --< \*  
- Battle Mystery! -  
Your Units  
2 Sub  
1 B Ship  
2 Lander  
2 Cruiser

1 Md Tank  
2 Tank  
1 APC  
2 Infantry  
1 Recon  
1 Rocket  
CO : Andy

Enemy Units

1 Cruiser  
1 Lander  
2 Sub  
1 B Ship  
2 Tank  
1 Infantry  
1 Recon  
CO : Drake

Destroy enemy Lander with cargo.

The Lander is located at the south most reef.

Get your tanks loaded to the other side. Move them down towards the reef.

There's some enemy

ground units, but with the Md Tank, they should be not much problem. Bring

along the B Ship as

well. Once you reach there, place the tank next to the reef, and let the B

Ship fire at it.

\* >-- Max --< \*

- Battle Mystery -

Your Units

2 Infantry  
2 Mech  
2 Lander  
1 B Ship  
1 Sub  
1 Cruiser  
1 APC  
1 Rocket  
1 Tank  
CO : Max

Enemy Units

2 Infantry  
2 B ship  
3 Tank  
1 Md Tank  
3 Artillery  
1 Lander  
1 Sub  
1 Cruiser  
1 A-Air  
CO : Drake

\* >-- Sami --< \*

- Battle Mystery -

Your Units

2 Mech  
2 Lander  
1 Rocket

2 Cruiser  
1 Sub  
1 B Ship  
1 Recon  
1 Infantry  
1 Tank  
CO : Sami

Enemy Units

3 A-air  
1 Missile  
1 Md Tank  
1 Sub  
???  
CO: Drake

You need to protect an Infantry for eight days to win.

- Andy Times Two! -

Your Units

2 Infantry  
2 Mech  
1 Rocket  
1 Lander  
1 T Copter  
1 APC  
1 Md Tank  
1 B Ship  
1 Sub

Allied Units

3 Bomber  
5 Fighter  
CO : Eagle

Enemy Units

6 Fighter  
2 Bomber  
2 B Ship  
3 Md Tank  
2 Infantry  
1 Tank  
1 Rocket  
1 Sub  
1 Lander  
1 Cruiser  
CO : Andy

You still need to avoid the fighters that might attack your T Copter. Load your unit into transport and get them near the enemy HQ. Be careful, don't let the B Ships and Rocket hits you. Eventually, Eagle's bomber will clear this map for you. With your Rocket, B Ship and Md Tank, you can clear this mission easily

- Enigma -

Your Units

2 Infantry  
2 Mech

1 A-air  
1 Missile  
1 Rocket  
1 APC  
1 T Copter  
1 Lander  
1 Tank  
1 Md Tank  
1 Sub  
Funds : 8000

#### Enemy Units

3 Fighter  
1 Bomber  
1 Tank  
2 Md Tank  
1 A-air  
1 Artillery  
2 Missile  
1 Rocket  
2 B Ship  
2 Sub  
2 Infantry  
2 Mech  
1 T Copter  
1 Recon  
CO : Sturm

They key here is to destroy all the enemy Fighters, capture the airport on the north and build your air force. Try not to let your enemy capture any base that could produce unit. At the begining, the fighter will try to destroy your T Copter. Use it to lure the Fighters. The Bomber will be the one that cause problem. Send your Anti air unit to it ASAP. The enemy's naval forces are hard to deal with at the begining. Secure the place with a base and a port. Deploy Rocket there to help against naval units. Also, if you could secure the base south of yours, you could prevent they enemy to launch quick attack against you. When you secured these two area, try building forces to take over the airport. With sufficient air forces, you could capture enemy HQ. Secure the south and the east base is important. If you find air force too costly, simply use two lander to do the job by sending 4 loaded APC. Obviously you need to clear the sea if you do this. Fight all your way there by land will take many turns.

- The Final Battle! -

Depends on which route you choose, the CO available will be vary.

#### Your Units

2 Infantry  
2 A-air  
2 B Copter  
1 Missile  
1 T Copter  
1 APC



2 Md Tank  
CO : Andy

Allied Units

4 A-air  
3 Tank  
2 Md Tank  
2 Infantry  
CO : Max, Grit, Olaf

Allied Units

4 A-air  
1 Recon  
2 Tank  
4 Md Tank  
CO : Kanbei, Drake, Eagle, Sami

Enemy Units

4 Fighter  
4 Bomber  
4 B Copter  
3 Md Tank  
3 Tank  
6 A-air  
CO : Sturm

CO : Andy, Max, Kanbei

All allied units are under your control, so notice the weakness and strong point of each CO.  
Andy is all rounded, Kanbei's unit cost 20% more, Max is weak at long range. Especially Max, deploying indirect combat unit for him is wasting your money. Watch out for the enemy CO Power.  
Meteor strike hit one area of 5x5 and causes heavy damage. CO Power don't work for allied units.  
Move Max forces from south or north, and also Kanbei forces to help Andy. Andy need to survive the attack until Max and Kanbei reach there, and the battle is much easier. Bring alot of infantry with you when you proceed north. Capture the enemy city or move a unit on the production base to prevent it from deplying more units. When you secure the south part of the map, deploying bombers and fighters will be good choice, for they could reach the enemy real fast. Just becareful, don't put all your units together for the meteor strike could take them out easily.

Enjoy the credits by now. It also shows your score in each mission.  
You will also get overall grade on your campaign.

You think you are done ? Is this too easy for you ?  
Now, go to Battle Map, you'll see CO's available to buy, and scroll down you will see a different thing, Advance Campaign.  
Buy it, then start a new campaign. While starting a new campaign, press and hold select button.  
You will see the word Advance Campaign on the corner of the screen. Enjoy

yourself, since you could finish it once, you can do it again. The enemy got more or stronger units in this campaign.

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