

Battalion Wars FAQ/Walkthrough

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Battalion Wars
For Nintendo Gamecube
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1. Introduction

The world of Battalion Wars has been the scene of many conflicts between the Western Frontier and its neighbor, the Tundran Empire for several years now. In the game, you take control of the Western Frontier army in a war against the Tundran Empire. You can control various infantries, ground and air vehicles, and must make use of strategic plans to overcome the enemy in plenty of varied and different missions. Although not related to the Advance Wars series in story, characters and gameplay, Battalion Wars sets in a parallel universe to the Advance Wars games.

2. Game Basics

2a. Units

Infantry

Rifle Grunts

Weakness: all

Strength: long range, infantry

One on one, Grunts are weaker than most Veterans, but in sufficient numbers they are very useful shock troops. Grunts have the longest range of any infantry unit which can make their deployment decisive on an open battlefield.

Assault

Weakness: vehicles

Strength: infantry, vehicles

Although inaccurate at extreme long range, the sheer volume of heavy caliber bullets that Assault veterans produce means that they are deadly against all infantry types, and reasonably effective against the more lightly armored vehicles.

Flame

Weakness: ground vehicles

Strength: close range

Nothing strikes fear into an opponent more than the sight of a Flame Veteran advancing through cover to close quarter combat range. Amongst tightly packed groups of infantry they are the most devastating troops available, but against armored vehicles they can do little more than scorch the paint.

Bazooka

Weakness: infantry

Strength: ground vehicles

Bazooka Veterans are ideal for dealing with the threat of enemy tanks. A few well-placed high explosive projectiles can turn even the most impressive battle machine into a heap of smoking junk. Unfortunately their projectiles have a very low muzzle velocity which makes them relatively easy to dodge for more agile enemies.

Missile

Weakness: infantry

Strength: air vehicles

Against an airborne target, Missile Veterans are deadly. The sight of that distinctive curving smoke trail means freedom for troops pinned down by enemy aircraft. But the missiles are easily confused by ground scatter, against land-based units they cannot achieve lock-on and simply spiral out of control.

Mortar

Weakness: vehicles

Strength: long range, vehicles

The ability of Mortar veterans to fire over walls and defenses makes them invaluable for dealing with heavily entrenched opposition. Use Mortar troops to blast your opponents out of cover or out from behind walls. Their high explosive shells are also effective against vehicles.

Ground Vehicles

Light Tank

Weakness: veterans, air vehicles

Strength: infantry

The herman Mk5 light tank has been the standard battle tank of the Western Frontier for some years now. Its latest iteration sees it armed with a single 100mm cannon and short-range heavy machine gun. Despite its relative high speed and mobility, its light armor means this tank is easily vulnerable to a Bazooka ambush.

Heavy Tank

Weakness: veterans, air vehicles

Strength: ground vehicles, infantry

Equipped with the new twin barreled anti-tank cannon and two Hubert and Cumbernald anti-personnel machine guns, the Herman M1A5 Main Battle Tank, or "Hermanator" as it is affectionately known, packs a mighty punch. Like the Mk5 however, this unit can still fall prey to enemy RPG's despite its ceramic laminate armor.

Light Recon

Weakness: all

Strength: infantry

The MX-500 is the Western Frontier's fastest Light Attack Vehicle. Its speed and maneuverability make it ideal for its role as the army's "roving eyes". With no armor to speak of and just the one rear mounted HMG on the base model, this vehicle should avoid entanglement wherever possible.

Heavy Recon

Weakness: machine guns

Strength: infantry

The Humbug heavy recon vehicle is armed with dual-turret, pintle-mounted .50 caliber HMGs. It is most effective at fast, stinging raids against infantry. While its maneuverability can make it capable of avoiding enemy rockets, its light armor leaves it susceptible to HMG fire.

Anti-Air Vehicle

Weakness: tanks, veterans

Strength: air vehicles

The Prometheus AIM-9RR mobile missile platform fires a barrage of 8 deadly IS-III Silverfish anti-air missiles. With a highly explosive payload and deadly accuracy against air targets, this unit is the scourge of enemy air forces. The AIM-9RR is unable to radar-lock low level targets, and hence is wildly inaccurate against ground units.

Artillery

Weakness: close range

Strength: long range, cover

The self-propelled "Preacher Pk-772" artillery piece has the longest reach of any Western Frontier vehicle. Its cumbersome movement is more than made up for by the power and range of its 88mm, low recoil cannon. Despite the fitment of a mounted HMG, it is advisable to keep enemies at a distance where the primary cannon can be brought to bear.

Battlestation

Weakness: air vehicles

Strength: infantry, tanks

With an intimidating array of firepower the Ajax T-500 Battlestation is the ultimate ground-based weapons platform. The T-500 features a powerful double barreled battle-cannon, two side-mounted anti-vehicle turrets and three rear-mounted .50 caliber HMGs. Its only weakness is its lack of anti-air capabilities.

Air Vehicles

T-Copter

Weakness: --

Strength: --

The C-Type "Samson" rapid-insertion Carryall transports WF infantry and vehicles in and out of hotspots across the globe. Although lacking in any significant offensive capability, the seven-berth Samson (6 crew and 1 vehicle) is thickly armored and can soak up a lot of punishment.

Bomber

Weakness: air fighters

Strength: ground targets

The Valentine B-58, (or "Vandal" as it is affectionately known) has an armor-skinned fuselage and a deadly payload of fuel-air bombs that can pulverize ground targets in an instant. However, without fighter escort, the B-58's two HMG blisters offer only light defensive capability against enemy air attack.

Fighter

Weakness: ground targets

Strength: air targets

The F-19 Poltergeist is the most advanced jet fighter yet. It has twin air to air Silverfish missile pods that are perfect for targeting enemy aircraft. The inaccuracy of its missiles against sub-radar targets does limit its usefulness in an air-to-ground role however.

Gunship

Weakness: air fighters, gunships

Strength: ground targets

As a stable gun platform for unleashing destruction from the air, the Huey AH-86 Gunship has no equal. Its two mountings for AGM-115 "Hellfire" missiles ensure that the Gunship can cut through enemy tank columns in a very short time indeed. Its slow speed can leave it exposed to fighters.

Strato Destroyer

Weakness: rear

Strength: air and ground targets

The B-500 "Strato Destroyer" is the king of the sky. Armed with both air-to-air missiles and the ability to deliver a heavy consignment of high explosive bombs, there is no real chink in its armor (which is extremely thick). Its only possible weak point is that it has no rear facing armament.

2b. Stratagems (Tips)

- o Press the Directional Pad to enter Global Mode to have a top view of the area. Useful when controlling Bombers and other air vehicles.
- o To switch to a faraway unit, press Start to bring up the Map, move the pointer to the unit you wish to take control of, and press Z.
- o In the game screen, use the C Stick right or left to cycle through your units. Press up on the C Stick to view each of your units' health bar. You can press Z to take control of a specific soldier or vehicle.
- o Press L to rapidly cycle between multiple targets.
- o When targeting an enemy, you can combat roll to avoid projectiles and destabilize enemies. Move the Control Stick in the direction you want to roll and press B while holding L.
- o If you have units that are vulnerable against the

enemies up ahead, leave them behind in sentry mode (C Stick to select the unit, then press X) and go ahead to defeat the enemies with your other units before calling back the rest.

- o When flying an air vehicle, if you hear a missile lock-on warning sound, dive low to avoid the missile, as they can't track aircraft below radar altitude.

- o Remember to use Bazooka troops against Tanks, not Rifle grunts. The Flame veterans are good against infantry and the Mortars can target enemies through walls.

- o Always free the Prisoners of War when you can, as they will really boost your troops.

- o Get into the habit of using the Map (pause menu) as often as possible, as it lets you see the emplacement of your troops and the enemy's troops, therefore helping you thinking of strategies. It can also greatly help you locate enemy aircraft, represented by red triangles on the map.

- o When you hear Gunships or other air vehicles approaching, put your units in sentry mode and they will take care of the aircraft under a few seconds.

- o You can swim across rivers, but if you stay too long in the water, you will drown. You can dive using the B Button while swimming to avoid projectiles fired at you.

- o You can capture flags yourself by locking-on to a Capture Point and pressing B. Useful when you're the only one remaining to complete a mission.

- o Don't rely too much on the computer-controlled characters to take down a tough enemy; if one stands ahead, take control of the best unit against it and take it down yourself (with the help of the computer). The computer is good, but can't replace you.

- o Only use the Follow mode to get your units from a point to another, otherwise put them in sentry mode when assaulting. In Follow mode, they won't think about taking down the enemies, while in sentry mode, that's all they'll be doing.

2c. Controls

Control Stick: Move; speed is affected by the amount you tilt the stick

A: Fire your weapon; certain weapons require that you hold the A button to charge up.

B: Jump, roll, dive. You will roll if targeting an enemy, but will jump if nothing is targeted. Use the roll to move out of a projectile's trajectory. If you press B while in the water, you will dive.

R: Crouch; use the crouch to hide behind sandbags and other obstacles to minimize the damage you receive from enemies while firing at them.

Aim; you can also look up with R and aim at enemies without the lock-on.

Altitude change; when flying aircraft, use R with the Control Stick to change altitude.

L: Lock-on; target specific enemies to shoot them accurately. Press L again to switch targets. You can move around targets while they are targeted to avoid attacks.

C Stick: Cycle through units; tilt left or right to select a unit type. Tilt up to select individual units. That way you can give orders to one unit at a time, or take control of a specific unit with Z.

Z: Transfer; you can switch from one unit to another by pressing Z while locking-on the unit of your choice. You can also do that with the C Stick or via the Map.

X: Follow/wait; by pressing X, your units will either follow you or wait (sentry mode). You can give orders to specific units by selecting them with the C Stick or the whole battalion by selecting the star icon.

Y: Ordering; by pressing Y, your units will either move to a specific area and defend it or attack any enemy you're targeting. Use the Y button while locking-on to Capture Points to order them to capture the flag.

Start: Bring up the pause screen. Press L or R to cycle through different the screens (map screen, mission log, objective screen...). Press start again or B to return to the game screen.

2.d How To Play

Before I get into the walkthrough, I suppose it would be in place to explain how the game works, for people who are not in possession of the game's instruction manual. The point of the game is obviously to lead a war against the opposing territories, through varied different missions. On the completion of each mission, you will be rated based on 3 different factors:

Power: How much punishment you dished out to the enemy.

Speed: How swiftly you completed the mission objectives.

Technique: How well you protected and preserved your units.

You will get a grade depending on how well you performed during the mission, and will also receive a medal (from C to S, S being the best) depending on your score. You will get an S if you score more than 95%. There is also 1 bonus mission per campaign, which you will need to unlock by getting a total of at least 85% overall for the whole campaign (90% for the last one). The bonus missions are indicated on the mission map by a star symbol.

To complete a mission, you'll need to follow the directives given to you by one of the officers. You can see the objectives by pausing the game, as well as a map I greatly recommend you to make use of. Silver Stars are optional missions, you're not forced to do them, but Golden Stars are the primary objectives so

you'll need to do them in order to complete the missions. You'll need to use your different units strategically to overcome the enemy, which will be explained in the walkthrough. You'll need to give orders to your units (X and Y buttons), from those 3 ones (that's excluding Move Mode):

Follow Mode: this unit will follow the player unit, and will automatically defend any other nearby friendly units.

Sentry Mode: this unit will defend the area where it was ordered to go on sentry mode.

Move Mode: this unit is en route to an objective; either a Capture Point, an area to defend, or a gun turret.

Attack Mode: this unit has been ordered to attack an enemy, and will pursue and destroy the target. Only then will it return to Follow Mode.

You'll have to think carefully of strategies, and use the right units in the right situations. Each one has a different weapon type, and not all work the same way, so you'll have to watch out and learn to use them correctly:

Bazooka: Charging up increases launch velocity; a charged up bazooka shell will travel farther, faster and cause more damage.

Flame: Charging up increases the force of the napalm jet, extending the range of the weapon. Don't allow the charge bar to fill completely or the weapon will overheat and cease to function until it cools.

Assault: Charging up increases the rate of fire; stay in the 'sweet spot' and fire as fast as possible by rapidly pressing A. Don't allow the weapon to overheat or it will be temporarily disabled.

Missile: Charging up loads a salvo of missiles into the breech. These can then be launched in rapid succession. Use this technique to deliver a lot of damage in one attack.

Mortar: Charging up increases the blast area and damage caused by mortar shells. Use charged up shells to disrupt large groups of infantry in a single strike.

Now let's move on to the walkthrough.

3. Walkthrough

Combat Patrol

Patrol and reconnoiter the demilitarized zone on our border with the Tundran territories. Tundra is gearing up for something and we need to keep an eye on them. It's time to put your basic training into practice and find out what kind of game they're playing!

Move straight ahead with the Control Stick and jump over the barricade with the B Button. Shoot all the Target Dummies in the next area using the L Button to lock-on and the A Button to shoot. Once you're done, use the R Button to look around and look at one of the sentries in the watchtower on your left. Move out and follow the Gold Stars to the next area. Shoot the three Listening Posts marked as red dots on the map in this area. Then, use the R Button to shoot the Spy Balloons in the sky. Move on to the next area and shoot the Listening Posts and the Spy Balloons. Swim over to the other side and press the X Button to command the grunts to follow you. Press X again to put them in sentry mode and one last time to open the gate. In the next area, shoot the two enemies with the help of your troop and then shoot the Ammo Dump to blow up the barricade.

Lock on to the Recon Unit with the L Button and press the Z Button to take control of it. Move out to the next area and smash through the barbed wire. Head down to complete the mission.

New Units: Rifle Grunt, Light Recon

Behind Enemy Lines

Bravo Company has been encircled by the Tundran Advance. Fight your way back through hostile territory. Liberate any captive frontier forces you encounter and put a dent in the enemy battle lines on your way out!

Follow the path and shoot the enemies along the way until you find the Mg Nest. Lock on to it and press the B Button to jump in. Use it to take down the enemies on the bridge, then cross it and shoot down the enemies in the forest area. Attack the enemy camp and destroy them all, then head for the next Gold Star and take control of the tank. Head for the bridge and destroy the Mg Towers and the Heavy Recon. Destroy everything including the Ammo Dump on the other side of the bridge to complete the mission.

New Units: Light Tank, Transport Copter

Assault on Windbreak Ridge

The frontier radar array at Windbreak Ridge is being harassed by Tundran recon vehicles in preparation for a major assault. Support the garrison there until reinforcements arrive!

Defeat the enemies in the first area, then get across the river and use the Bazooka unit to take down the enemy tanks. When you arrive in the forest area, put the Bazooka unit in sentry mode and head for the next Gold Star. Lock on to the Mg Nests and put a Rifle grunt in each using the Y Button. Take down the enemies in this area, then go back to the river and destroy the Light Recon. The Bazookas you left at the Silver Star will take care of the Heavy Recon. Return to the camp where you left the Rifles in the Mg Nests and help them defend the camp. Then go help the Bazookas and return by the river to take down another enemy tank. On your way back to the camp, look up the sky and shoot the enemy transport copter. A Light Tank will then arrive for you in the camp, so take control of it and go back to the river. Destroy the two enemy tanks to complete the mission.

New Unit: Bazooka Veteran

Operation Pow

Two of our scouts have been taken captive! They have vital knowledge of the location of one of Tundra's key command posts. Get them back behind frontier lines, and don't spare the horses!

You have 6 minutes to rescue the scouts. Start by locking on to the enemy tank, select the Bazooka unit with the C Stick, and press the Y Button to send them in. Take down all the enemies and enter the fort. Shoot the Ammo Dump at the left to free the prisoners, then take control of the recon at the back. Follow the road, don't stop to shoot the enemies. You'll come to a fork, take the left

path, it's shorter. Keep following the road and go through the enemy base. You'll come to another fork, take the upper road and head through the woods until you reach the Gold Star. When you arrive in the camp, switch to the Light Tank (lock on to the tank with L then press Z). Defend the camp by defeating all the enemy troops attacking you to complete the mission.

New Unit: Missile Veteran

Plan of Attack

Assault and capture the Tundran command post at Castle Potemkin. Tactical deployment of your forces will be required to penetrate the anti-armor defenses that cast a ring of fire around this region.

Take a right at the fork to arrive at a small enemy camp. Defeat all the enemies, then shoot the Ammo Dump to liberate the Flame Veterans. Go back to the fork and this time take a left and cross the bridge. Watch out for the enemies on your way. You'll come to another bridge, but before crossing it, head up the slope at the right. Defeat the enemies here and shoot the Ammo Dump to get a Light Tank. Now cross the bridge and after taking down the enemies, head up the road at the left. Before assaulting the enemy camp, leave one of your units (any) in sentry mode on the side of the mountain, just in case. Attack the camp and take down the Heavy Tank with the Bazooka unit before anything else. Once you're gotten rid of all the enemies, they will send reinforcements so quickly lock on to the Capture Point with L and press Y to send your remaining troops taking down the enemy flag and raising yours. This will complete your mission.

New Unit: Flame Veteran

Titans of Tundra

It's time to shift the balance of power: cut a swathe through the armor blockade of Tundra's elite heavy tank division. Commanded by Marshal Nova himself! Watch the skies for enemy gunships!

For this mission, you'll need to destroy the eight enemy Tanks. You're in a large open area, so you can go wherever you want. The Tanks are indicated on the map (press Start to bring it up) by Gold Stars. You'll absolutely need to watch out for enemy Gunships or they'll destroy you all in only a few hits (they are red triangles on the map). I recommend starting with the Missile unit so you can take down the Gunships yourself, seems to work best (to switch the unit you're controlling, select the unit you wish to play as with the C Stick and press Z to do the switch). You can also lock on to a Gunship and select the Missile Vets with the C stick, then press Y to make them attack the Gunship. Try to take down all the Gunships first, it's essential. You can shoot down 3 Gunships right from the start on the hill near the starting point. The 2 last Gunships can be taken care of later.

The trick to do that mission is to never travel in large groups. Leave your Tanks, Flame Vets and Missile Vets in a safe spot and only travel with the Bazooka Vets and the Rifle Grunts. Take down the enemies by small separate groups, try to ambush them. Always defeat the enemy Rifles and Bazooka first, then the Heavy Tank alone. Never attack a Heavy Tank that has other enemies around it. When you need to take down a Heavy Tank, only take the Bazooka with you, leave the Rifles away. You can even take down a Tank by yourself one on

one (playing as a Bazooka) to minimal the damages. Remember that you can climb on top of the mountains around the area to make ambushes. You have to be very strategic, careful and take your time in that level, use the map to localize your enemies and think of a way to ambush them. Never rush into the mass trying to kill everything, it just won't work. I completed that mission using only the Rifles, Bazooka and Missiles, so leave the rest aside, just keep them for the end in case something turns wrong. Once you've destroyed the 8 Heavy Tanks, the mission will be completed.

Striking Distance

The western frontier's 51st bomber squadron is fueled up and inbound. Ready to soften up the enemy border strongholds. Deploy your artillery and take out the enemy radar stations before the bombing run begins!

You are timed on that mission, so you'll need to be fast. Use the Artillery to take down the MG Towers on the other side of the river, then cross the bridge at the right and start assaulting the enemy. Defeat the Tanks with the Bazooka Vets and the Gunships with the Missile Vets. Once you've defeated everyone around, capture the flag (lock on to the Capture Point then press Y) and do the same with the two remaining ones. I'm not sure if there's supposed to be a strategy to complete that level, but in this level I simply rushed in, killing everything (I know I told you not to do that, but...) and it worked well, although I was left with only 1 soldier at the end. To get the last Capture Point, I didn't even defeat the enemies around, I simply headed straight for it and captured it with my remaining units while everyone around were shooting on us and although all my infantries died during the capture, I still got it. Once all 3 flags are captured, the mission will be completed.

New Units: Artillery, Assault Veteran

BeachHead

Our focus of operations now shifts to the dune sea. The Xylvanian air fleet is moving en masse to control the nerocite fields inland, and our outpost at fort Omaha will bear the brunt of the invasion spearhead. Reinforce them and repel the invaders.

For this mission, you need to defend the fort from enemy attacks and prevent them from taking the flag from your Capture Point. The enemy will send two assaults of enemies. You'll need to place your troops in a strategic manner around the fort to prevent from entering. You can put some of your soldiers inside the bunkers at the front of the fort. Leave troops outside at the front and a few inside. I suggest you stay inside and defend the Capture Point yourself from the enemies that manage to enter, since the computer-controlled characters don't really seem to care about it. Survive the attack and don't let them take the Capture Point to complete the mission.

New units: Heavy Recon, AA Vehicle

Invasion Force

Our brave Tundran allies still hold the city of Dusty Springs, but overwhelming Xylvanian forces are rolling in to crush them! Work together to prevent capture

of the Comms Station. The distress signal must be maintained if we are to guide the Tundran Evac Choppers in safely!

In this mission, you are defending the Comms Station against the Xylvanian forces with the help of your Tundran allies. You'll have to try to prevent the enemies from entering the city (try to defeat them before they cross the bridge), but they'll probably enter anyway, so the most important thing is to protect the Capture Point in the Comms Station. If the Xylvanians raise their flag, the mission will be over. You don't need to complete the secondary objectives, but if you let all your Tundran allies die, you'll be less to defend the Comms Station and the mission will be a lot harder. There will be a lot of enemy Gunships that will come with reinforcements, so as soon as you spot one, take it down with the Artillery and things will be a lot easier. Remember to take down the Heavy Tanks with Bazooka Vets and to keep the Rifles away. If you manage to protect the Comms Station in the first part of the mission (even if you fail the secondary objectives), you will then have to defend the Capture Point during 5 minutes. Call back all your units into the fort and take down all the enemy Gunships before they land as well as all the other enemies and Heavy Tanks. They will come from both side of the fort, so position your units accordingly. After the 5 minutes, you'll have to hurry to the next Gold Star (Lighthouse) until the defenses arrive. The mission will then be completed.

New Unit: Heavy Tank

Gunships of the Desert

We must cut the supply of nerocite that is fueling the Xylvanian war effort: to capture the nerocite extraction facility at Hot Flats. We need to strip away the air cover provided by the Gunships stationed at the nearby aerodrome.

I came up with a strategy for this mission that works like a charm, but it takes a lot of time to do. At the beginning, shoot down the 3 Gunships in the aerodrome before they take off. When the Heavy Tanks start to come in, quickly head for the bridge and cross it and to join with another of your units, including a Gunship! Leave the whole troop in sentry in that spot and take control of the Gunship. Go ahead with only the Gunship and take down all the Rocket Vets on the ground and the Heavy Tank. Then take down the 2 Miniguns on the mountain at the left and join up with the rest of your infantry at the right. Now, leave the Gunship in sentry mode in that spot or else the Anti-Air ahead will completely destroy it. It's very important that you don't lose the Gunship or else the whole strategy won't work. The strategy solely depends on the Gunship, so don't let it be destroyed! Leave it there, and go ahead with the rest of your infantry. Destroy the Anti-Air right before the bridge, as well as the second Anti-Air right after the bridge. Also destroy the Rocket Vets nearby if you can.

Now, I know this stinks, but go back all the way to the aerodrome by the way you just came in from, because you'll need to enter the facility by the other side. Once there, take down the third Anti-Air at the entrance. Then, back up and find a safe spot to leave the infantry at. Now all the Anti-Air should be destroyed, so take back control of the Gunship. Enter the facility with the Gunship and take down all the Heavy Tanks, Miniguns and Bunkers. Eventually, enemy Gunships will come in, so go back to the safe spot and leave the Gunship there. Take control of the Missile Vets and go shoot down all the Gunships, the new Anti-Air that just came in and all the remaining enemies. Now the place should be cleaned up, so start capturing the flags. The enemy will say he's sending reinforcements to stop you, but they never came for me. Anyhow, capture

the 3 flags and the mission will be completed.

New Unit: Gunship

Black Gold

If we are to halt the Xylvanians' relentless advance, we must destroy their primary nerocite extraction facility. The only sure way to topple those extraction towers is from the air. Clear a path through the anti-air defenses and pilot your bombers to victory!

I used only the Gunships and the Air Bombers for this mission. If you're careful, there shouldn't any problems, it just works best with Gunships for me. Take down all the enemies on the ground and destroy the 5 Searchlights. The only thing you need to watch out for are the Ack-Acks, but they are weak and can be destroyed pretty easily. You have 2 Gunships anyway, so if you loose one you'll still have the other one. Once all the Searchlights are destroyed, take control of your new Bombers and go destroy the 3 extraction towers. You'll be attacked by the enemy, but the Tundran will come to defend you, so don't care about the enemy ships, just concentrate on destroying the 3 towers. You have another Bomber anyway if one gets destroyed. The mission will be completed once the towers are down.

New Units: Bomber, Mortar Veteran

XDay

It's time to take the fight to enemy! Invade and reclaim the base at beachy point from Xylvanian occupation. We must dislodge the enemy foothold from this first landmass in the Coral Atoll island chain!

You'll start on the beach; defeat all the enemies including the ones near the Helipad. Once that's done, raise the Frontier flag. Reinforcements will come in soon. Now head up the path leading to the Pow Camp and free the Missile Vets. Then, head for the enemy fortress to free the Fighters. Don't try to defeat all the enemies around the fortress, there's just no end to them. Just destroy the ones at the entrance and inside, then shoot the barrels to free the Fighters. Take control of one of them and take down all the Gunships and other enemy air vehicles in the sky. You can also get help from the Missile Vets. Once the skies are clear of enemy battleships, the mission will be complete.

New Unit: Fighter

Herman's Heroes

Your battalion of Greenhorn Grunts and Hardened Veterans must infiltrate and sabotage three key Xylvanian installations on Coconut Island! Liberate the solar empire captives held there to add extra impetus to your assault.

Start by assaulting the Communications Tower in the fort at the east. Destroy the Watchtowers and free the Missile Vets. Use them to take down the Gunship in the sky nearby. Once you've cleared the area of enemies, capture the flag, then exit the fort and go north of it where you can see two red Blips on the map. Climb up that mountain and take down the two Artilleries. Once that's done,

head down and defeat the two Heavy Recons that will come in your direction. Shoot down the Gunship flying above the middle fort (Fuel Refinery) with the Missile Vets, then enter that fort and destroy all the Watchtowers. Free the Bazooka Vets and capture the flag, then head for the remaining fort (Munitions Dump) and destroy all the Watchtowers here too, as well as the other enemies. Liberate your allies the Solar Assault Vets, then head for the last Gold Star on the map, the Extraction Point. Defeat all the remaining enemies in that fort and the Watchtowers to complete the mission.

Call Sign Eagle

Aloha Atoll is the strategic key to the whole coral archipelago! Our ground forces will take the command center here, while you provide air cover. Keep Xylvanian reinforcements at bay until the flag is ours!

In this mission, you'll be controlling various of your air vehicles. The goal is to protect the troop on the island until they capture the 3 flags in the enemy's base. Never forget that the troop's position is indicated by the Gold Star on your map. While it moves, follow them and go ahead to clear the path from any nearby enemies. You'll start the mission controlling a Fighter, with which you'll need to try to destroy the 4 Transport Copters approaching the bay. Try to destroy at least 3. You'll then need to find the enemy Bombers (indicated by Silver Stars on the map) and destroy them all. You should then be able to take control of your own Bombers, so go ahead and destroy the Artilleries on the beach where the Transport Copters landed. Then destroy the 2 ones on the path ahead. Remember to switch to the top view when using the Bombers, it makes bombarding a lot easier. Once you've destroyed all the Artilleries, destroy the Watchtowers where your Gunships are being held and you should then be able to control them. Don't lose your time destroying the other Watchtowers around the island though. Once you have the Gunship, follow the troop and destroy all the MG Nests ahead to clear the path. The troop should then arrive at the base. They'll start capturing the flags, so keep an eye on the surroundings to make sure no other enemy battleships come. Once they've captured the 3 flags, take back the control of your Fighters unit and look around for the Strato Destroyer (Silver Stars on the map). Find and destroy them to complete the mission. If you're having problems with this mission, just remember not to lose your time destroying the Watchtowers around the island and only focus on following the troop and destroying the enemies on their path. The goal is not to destroy everything (the Silver Stars are optional missions, so don't try to complete them if you can't!), all you need to do is to protect the troop from the enemies around them.

New Unit: Strato Destroyer

The Guns of Tiki Bay

Solar forces are still holding out on the besieged island base at Tiki Bay. But the Xylvanians have moved to crush them with a pair of goliath battlestations! You are their only hope of resisting these giant war machines!

At first I thought that mission was impossible, but if you use the strategy I'll give you now, this mission becomes the easiest of all the Coral Atoll ones. At the beginning, assault the beach and defeat all the enemies, especially the Ack-Acks and MG Towers. You'll then get the Gunship as a Battlestation comes in. Use the Gunship to take down the Battlestation, then take back control of your ground unit and leave the Gunship aside in sentry

mode. Now's when you'll make use of the strategy. Instead of trying to defeat all the enemies around the second Battleship, just bypass them without caring about shooting them down and follow the shore until you come to a bridge. Quickly cross it and hurry to the last isle where the rest of your units are waiting. Take control of the Anti-Air and hurry across the nearest bridge until you're close enough to shoot down all the Fighters in the sky. Once the Fighters are down, you'll receive 2 other Gunships. Take control of one and destroy the Battlestation before it reaches the base. That's all, mission complete.

Battle of the Coral Atolls

The enemy's grip on the Coral Atolls is weakening... and with expert timing, frontier command has delivered an Ajax T-500 Battlestation into your hands. Use it to recapture the last of the island chain and drive the enemy back to their homeland!

Defeat all the enemies and tanks on the first isle using your Battlestation, which is extremely powerful. There will also be a Gunship, take it down with the Missile Vets. Then, put everyone in sentry and take control of your Bomber. Fly above the isle at the north of this one to spot three Artilleries. Destroy them all, then go back to the starting isle and take control of the Missile unit. Gunships will come to attack your Bomber, so shoot them down with the Missile Veterans. Now, make sure to leave the Bomber in sentry mode in that spot and go ahead with the rest of your foot soldiers. You could cross the bridge to reach the isle full of enemies at the right, but I think it works best to cross the water where the bridge is broken to reach the island at the north (where the Artilleries were). Of course the Battlestation won't be able to follow you, so leave it there; I didn't even use it for the rest of the mission.

Clear the island of all enemies (close missiles work fine against the Heavy Tank), then capture the flag. Now, head for the small island where your Solar Empire allies are being held and free them. Go back to the previous island with the flag and cross the bridge to the northeast island where the last flag is. Go around the mountain by the left to invade the island from the back. Before attacking though, spot the two Gunships in the sky above the island and take them down with the Missile Vets. Leave at least one of your soldier (any) in sentry mode near the shore far from the enemies, just in case your other soldiers all die, that way you'll have at least one left to capture the flag. Defeat all the Ack-Acks and Rocket Vets with the rest of your infantry, then take back control of your Bomber and take down the Heavy Tanks. Once the area around the flag is cleared of enemies, capture the flag with your remaining soldiers. Mission complete.

New Unit: Battlestation

Bridges on the River Styx

The enemy has been beaten back behind their borders. Now it's time to finish the job! We must invade at once before the Xylvanians dig in and entrench their position! To this end, your advance party must secure the bridgehead to the Xylvanian heartland.

Start the mission controlling one of the Heavy Tanks and go down the path to the first bridge. Take down the two MG Nests on both sides, then switch to the

Mortar unit and cross the bridge taking down the Rocket Vets on the go. Take down the MG Towers with the Heavy Tanks and watch the skies for Bombers that you can shoot down with the Missile Vets. Once the area is cleared, capture the flag. Remember to be fast as you only have 6 minutes to capture the 3 flags. Head down the path between the two cliffs and do the same as before with all the enemies here, then capture the second flag. Always check the map for Bombers as they respawn. Cross the bridge in direction of the third flag and take down all the enemies. Hurry and capture the last flag before the timer hits zero. Don't rejoice too fast, it's not over, and the worst is to come.

You now must head for the Gold Star, but not so fast. Start by destroying the two Heavy Tanks that will come down the path, then go back to the first flag you captured and cross the bridge with the barriers. Take down all the Rocket Vets, then the Artilleries. Check your map to make sure you've destroyed all the enemies, including any Bomber that might be close. Now, head for the Gold Star with only the Bazooka Vets. It's a trap, but you can't avoid it. Start by taking down the Heavy Tanks and Artilleries on the sides of the area, don't just jump in the middle or you'll be killed in a matter of a few seconds. The Tanks aren't that hard to take down, as you can easily avoid their projectiles, it's more the Bombers flying above the area you'll need to watch out for. Hopefully Fighters will come to cover you, but you can't control them. Use your Heavy Tanks when only a few enemies remain. Try to take down the Tanks one by one, not all at the same time, and use the sides of the craters as cover. It's not as hard as it seems, considering the first time I took down all of the tanks and artilleries with only a single Missile Vet remaining... You just need to hide behind the craters and attack lonely Tanks. Once you've destroyed all the enemies, you'll need to head for another Gold Star, but no worries, there is no ambush, just head for it and the mission will be complete.

Road to Xylvania

The Xylvanian capital is within striking distance! A successful assault requires the deployment of our heavy armor. Guide your Battlestations through the road of bones. But take heed of reports of unidentified units in this region!

This mission's pretty simply: follow the road and destroy the two effigies at the end. It could be seen as hard because of the Gunships continuously respawning, but it's not that difficult, in fact. As soon as you hear Gunships approaching, put all of your units in sentry mode, and they'll take care of the Gunships. Check your map as much as possible, that way you can know when the Gunships are coming and get prepared with the Missile Vets. Also try to keep the Battlestation as long as possible, as it can take down Pillboxes and Heavy Tanks in two hits. If you ever happen to lose the Battlestation near the end of the road, don't try to destroy the remaining Pillboxes and Tanks with your units, just take control of one of the units and run to the end of the road, bypassing the enemies. When you arrive at the end, destroy the two effigies, which can be destroyed pretty easily, so if you manage to reach the end even with only 1 soldier, it doesn't matter, just destroy the effigies without worrying about the enemies around you. This will complete the mission.

Tomb of the Unknown Soldiers

The iron legions is launching indiscriminated attacks on frontier and Xylvanian forces alike! Their supernatural power emanates from the cenotaph that marks

their graveyard. Advance to the crater of the sun and destroy this unholy monument!

Go ahead with the Rifle Grunts and take down the enemies in the dead-end at the right, then quickly take down the others coming on the path ahead. Switch to the Anti-Air and shoot down the Gunships in the sky. You'll have to keep an eye on the sky (or map) the whole time as the Gunships respawn with no end. Leave the Anti-Airs in sentry mode and go ahead with the Heavy Tanks to face the enemy's tanks. Take them down while your Anti-Airs shoot down the Gunships, then go up the slope at the right and after defeating the Bazooka Vets, shoot the barrels to liberate more allies. You'll then come to where the path splits in two, but I would recommend defeating all the enemies in both paths before accessing the area with the cenotaph, since the enemies you don't destroy now will bother you later when you try to destroy the obelisks. Once you've cleared both paths, head for the cenotaph. You'll first need to destroy the four obelisks around it, while keeping an eye out for Gunships. Shoot the Cenotaph until it's destroyed after taking down the obelisks to complete the mission.

Siege of the Vladstag

Kaiser Vlad's ancestral command center is ringed with fearsome defensive fortifications! The war has exacted a heavy toll on our army, but with one final push the alliance of nations will put an end to the evil at the heart of Xylvania once and for all...

You'll need to enemy base by opening the three gates blocking the road. At the beginning, go ahead with the Flame Veterans and defeat all the Acid Gas and Rocket Vets, then send your Heavy Tanks destroying the Pillboxes. Once you've taken down all Pillboxes, capture the first flag to open up the gate. Defeat the Rocket Vets and the Artillery behind the gate, then head up with the Heavy Tanks and destroy the Pillboxes while your other units take care of the Rifle Grunts. Then capture the second flag to open the next gate. Defeat all the enemies behind the gate once again, then capture the flag to open the last gate. After defeating the enemies behind the gate, put your units in sentry mode, and go up the hill with only the Heavy Tanks.

There's an entrance to the base right here, but don't go in on that side, instead go around the base by the right side and you'll notice another entrance (or check the map to spot it). Enter by this side and quickly take down the two Anti-Air vehicles before anything else. Once you've taken the down the Anti-Airs, Nova's Gunships will take care of the Battlestations in no time. Wait until they're done destroying the Battlestations and Pillboxes, then call the rest of your units and defeat the remaining enemies in the base. Then order them to capture the two flags, but watch out for upcoming enemies. Mission and game completed.

Bonus Missions

Campaign 1 Bonus

The Western Frontier has discovered the hidden location of the Tundrans' premier elite armored division! They have sent a battalion into the region to strike a damaging blow against us! It is time to show them that the Tundran spirit cannot be crushed so easily!

This mission is the same as Titans of Tundra, except that this time you're controlling the enemy side! The goal is similar, you'll need to defeat the 8 Heavy Tanks, the Bazooka Squad and also the Rifle Grunts in the ruined fortress. Start by following the path going right (or west on the map) and shoot down the Gunship in the sky above the bridge with your Missile Vets. Then, go ahead with the Rifle Grunts and defeat all the Bazooka Vets in the forest area. Take control of the Missile Vets once again and go up the hill at the left in the forest. Defeat the Flame Vets with your Rifle Grunts, then climb on the side of the hill and wait for the Gunship to pass nearby. Shoot it down as soon as you spot it. Now, take control of the Heavy Tanks and advance near the three enemy Tanks. Put them in sentry mode, then switch to the Light Tanks and take the enemy Tanks by behind. Switch back to the Heavy Tanks and start shooting the tanks down, as they'll be stuck between your Light Tanks and Heavy Tanks. Then, destroy the two remaining tanks near the ruined fortress. Once that's done, head for the fortress and defeat all the Rifle Grunts to complete the mission.

4. Disclaimer

If you wish to contact me about the FAQ, may it be questions, comments or suggestions, please do so using this email address: wishingtikal[at]gmail[dot]com and, please, precise the subject of your mail! I can't always guess which game you're talking about, I have FAQs for many other games.

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