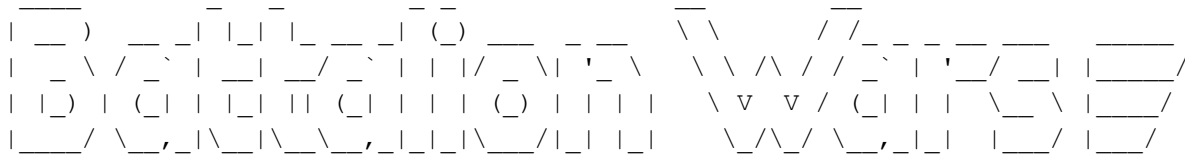


Battalion Wars FAQ/Walkthrough

by nick11link

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FAQ/Walkthrough

By nick11link

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I. INTRO
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Hey there, I'm nick11link. Me and my brother Matthew are writing this guide

together (he plays, I write.) This game is really cool. It was originally supposed to be a GC version of Advance Wars, but somewhere along the lines it turned in to a sweet third-person shooter. You can play as a variety of units like tanks, bazooka vets, jets, and turrets. There is only a campaign mode, but there are several campaigns to play and for many levels more than one way to go. I garuntee you you will play this game for a while! I am here to help you through thick and thin, through the toughest battles and even the easiest (sissies...) Without further ado, on to the guide!

wwwww

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The W's and .'s should be lined up. If not, change your browser's font to Courier New or Courier.

Also, if I give you a specific direction like west or north, chances are I am referring to the compass in the top-left corner of your screen. If not, I am talking about directions relative to your map. My directions are not always that specific, however, and if you can't find certain landmarks like bridges or forks in the path, check the map and find them.

Just to clear things up, by four campaigns I mean each area you visit, like the Frontier or Xylvania. There arent four campaing modes to play...

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Websites that currently have permission to use this FAQ:

www.gamefaqs.com

www.cheatcc.com

www.supercheats.com

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II. CONTROLS

====-

Control Stick - Move the unit you are controlling

- A Button - Fire

Hold A Button - Charge fire (only works with certain units)

- B Button - Jump

- Get in MG Nests, Bunkers, Towers

- Capture Bases

- Right Shoulder - Crouch

Right Shoulder + Control Stick - Free Look

Right Shoulder + Control Stick (In Air Unit) - Change altitude

- Left Shoulder - Lock on

- Rapidly press to cycle targets

Left Shoulder + Control Stick - Strafe

Left Shoulder + B Button + Control Stick - Combat Roll

- C Stick - Select Unit type

C Stick Up - Select individual Unit

- X Button - Switch between follow mode and standby

- Y Button - While aiming at empty space, send units to the targeted space
 - While aiming at enemy, selected units attack the enemy
 - While aiming at MG Nest, Tower, Bunker, or Capture point, send units to occupy the building
- Z Button - Switch control of units
 - Z Button at vehicle - Control Vehicle
- D-Pad - Change from Local View to Global View, and vise-versa
- Start Button - Open/Close Map Screen

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 III. STORY
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(NOTE: Taken from game manual.)

The world of Battalion Wars has a turbulent history, served by global conflict and only briefly interspersed with periods of tense, nervous peace. Over time the great armies of the Western Frontier and the Tundran Territories have fought each other to a standstill.

They now abide by a treaty guaranteeing mutual sovereignty, ther two vast empires seperated only by a thin strip of land--a Demilitarized Zone. Both Sides monitor eachother closely, primed to retaliate in the event of a preemptive strike.

Gorgi, Tsar of the Tundran Empire and supreme commander of its military forces will soon pass the reins of command to his son and heir, Marshal Nova.

The Marshal has a more modern outlook than his father, and with Nova in charge some dare to dream that a real and lasting peace may be possible...

But on the other side of the DMZ, General Herman of the Western Frontier is spoiling for a fight; it's been too long since Frontier troops saw combat.

Brigadier Betty has a plan to get the men fighting fit and keep an eye on the Tundrans at the same time--this is where you come in, as a special commander for the "Fightin' Frontier"!

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 IV. Walkthrough
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---> Mission 1 - Combat Patrol <---

Say hi to Brigadier Betty, the most ANNOYING person in the game. She always babbles on about how to play in her high-pitched voice. But who cares about her when I am here to babble on? This mission is basically the tutorial level and should be treated as such. It looks like an obstacle course, like any other training level. Anyways... Press B to jump over the barbed wire. Next use L to lock on to the dummies and press A to shoot them. After you have done so, carry on. Now is time to acquaint yourself with the free look. Hold R and look at the tower with the star. Keep on goin' to the next star. Oh noes, a spy! Chase him! As you chase him you will come across some Listening Posts. Destroy thm and go to the next gold star. There are some Spy Balloons to kill. Lock on to them by pressing L and shoot them. There's that spy again! While you chase him you will come across a dead comrade.

Curse that spy! Alpha Company reporting for duty! You now have some Rifle Grunts. Make sure your new troops are following you. Press Y while locked on to the enemies to make your troops kill them. Now shoot the ammo dump to find a Light Recon! The Light Recon controls just like you, minus the strafing. Keep driving to the next few gold stars. It looks like the menacing Tsar Gorgi has a new fleet! Time to prepare for a war!

---> Mission 2 - Behind Enemy Lines <---

It's time to meet Bravo Company. Pick them up and FINALLY kill that stupid spy! He will drop a medipack that you can pick up if you took any damage. Go fight another enemy grunt or two. Ahead are a few more grunts. Kill them and go to the next gold star on the hill. Press B to take the MG Nest and annihilate the Rifle Grunts that try to cross the bridge. The bridge is yours, I repeat THE BRIDGE IS YOURS! Cross the bridge and hang a left into the forest. Use the fallen logs as cover and pick off the enemy grunts. Make your way to the next gold star. Good ol' Herman calls in an air strike! I love a show of force too... Take out any remaining enemies and head to the next gold star. The T-Copter gives you a shiny new tank! Time to dish out the butt whuppin'! Leave your other units at the end of the bridge and plow across with your tank. Use it to take out the pesky Towers and Heavy Recons. Call your other units across the bridge and finish the remaining Bazooka Vets. Another mission complete! Bowchikabowwow...

---> Mission 3 - Assault on Windbreak Ridge <---

Meet Colonel Austin, the not-as-annoying-as-Betty character in this game. You are at Windbreak Ridge and surrounded by enemy troops. Start the mission by taking your Rifle Grunts to the gold star and fighting the Tundran Troops, using the stumps for cover. There are more troops to take out. Cross the bridge and claim some Bazooka Vets! Take out the Heavy Recon with your new men. Follow the road to the next gold star. You are finally at Windbreak Ridge! Leave your Bazooka Vets where you come in and take your other men to the other entrance. Put two of your grunts in the MG Nests and wait. They can easily take out the incoming Rifle Grunts. If you did what I said, your Bazooka Vets should already be at the silver star. If not, take them there! The Heavy Recons that come in are easy pickings. Leave your Vets when the Recons are gone and return to the MG Nests. Now you are being attacked from both sides! From the MG Nests there are more grunts, and on the Bazooka Vet's side there are Heavy Recons. Neither are that difficult, so I shouldn't have to tell you how to win. An enemy T-Copter will fly in at the flag and drop off enemy grunts. Beat them and you will get more rifle grunts and a Light Tank! Head down the road to the river crossing. Take hold of your new Tank and lead your troops to victory! Major Nelly won't accept defeat, but that's too bad for her!

---> Mission 4 - Operation P.O.W <---

This is primarily a driving mission, and it's pretty fun! You start outside a Tundran camp where some of your men are being held captive. Use your Bazooka Vets to destroy the Tank and rifle grunts. Then your men are free take hold of the Light Recon and drive it to the next star. Follow the road through the canyon, and take a right at the fork in the road for safety. If you took a left, you would have to fight enemy troops, and that's just a pain. Up on the mountain take a HARD right and head down the hill. Cross the bridge and keep on the roads. Now's your chance to take a sweet jump! Okay, stay calm, it's not THAT sweet... Anyways, head up the next hill, down the mountain, and jump the next gap. It's a big one! Drive right into the base, hang a left inside, and another right to get out. This forest may seem big and confusing, but it isn't, because I'm here. The way out of the forest is straight ahead,

so weave in and out of the trees to get there! At the end of the forest there are two ways to go. You could drive into the enemy road block, or you could jump over them. I choose jump. Take a left when the path splits and head up the hill. When you get to the end jump off. Problem solved. You will arrive at your camp. Take control of your new Tank and bring your men back along the path. There are incoming Recons, Grunts, Bazookas, and Tanks. Use all of your units on the Recons and Tanks, and tear apart the infantry with whatever pleases you. A Gunship will fly in. Oh noes! Don't worry, your Missile Vets will take it out. Mission complete!

---> Mission 5 - Plan of Attack <---

To start out your forces include: Rifle Grunts, Bazooka Vets, Light Recons, and Tank(s), I can't remember. Just a note, if you lose all your infantry (Rifles and Bazookas) the mission is over. From where you start hang a right and go down the road to the silver star. The base there has Grunts and a Light Tank. Bring your Bazooka Vets to take out the tank and bring in the rest of your men to finish off the remaining grunts. After you have done so destroy the Ammo Dump to free some Flame Vets! Flame Vets are strong against everything. I'm not joking, I've seen Flame Vets take out heavy tanks. It's awesome. Okay... Once you've assembeled your men, head west from your position (if you don't know which way is west, there's a compass in the top-left corner of the screen you can use) to a bridge. Clear the enemy Bazookas and head up the hill. On top there's a heard of Flame Vets guarding a tank. Try to stay at a distance and wipe them out, and claim your tank! One more way to kick butt! Head back down the hill and hag a right. The next bridge is guarded by Bazooka Vets and MG nests. Use your tanks on the MG Nests and infantry on the Bazookas. Across the bridge take a left to avoid some enemies and keep on the road. Watch out for heavy tanks, though. If you took the left you can ambush their tanks easily. Defend with Flame Vets while you send your grunts to capture the flag. Mission accomplished!

---> Mission 6 - Titans of Tundra <---

In this mission you will be facing Nova's Elite Tank Divison. There are 8 heavy tanks in the Division, and you must destroy every one of them. You have 4 tanks, 6 Rifle Grunts, 5 Bazookas, 3 Flame Vets, 5 Missile Vets, and a Light Recon. Head left from your starting positon and sick all your units on the first Heavy Tank. Nothing to it! Keep going on the same path. A gunship will attack, which can be taken out EASILY by your Missile Vets. Stay on the path, taking out enemy infantry, and a second Heavy Tank. 2 down, 6 to go! Gun down the next gunship and follow the roa dthrough the forest. There is a third tank guarding a bridge. Wipe it out and cross the bridge, killing the Rifle Grunts. More gunships! You know what to do... Another tank is waiting for you. Jeez, does it ever stop? Once it's gone follow the road to the top of the hill. Atop it are hoards of Rifles, Bazookas, and a gunship. While your Missiles are taking down the gunship use your other units on the infantry units. Two more Heavy Tanks come in! Man, Nova really wants you dead! They aren't too tough, however. Pick off the Rifle Grunts for some health pickups and keep following the raod. Ahead is the last tank, guarded by grunts and a gunship. This is the last stretch! When all the units are gone the mission is complete! Schweet!

---> Mission 7 - Striking Distance <---

Time to get acquainted with the Artillery units! You will use them a LOT in this mission, hence the name. Also entering the fray are Assault Vets, super-tough Rifle Grunts that are good against any land unit. Head down the hill and join up with your new units. Throughout the mission your artillery will stay on this side of the river. Give them a test by having them take out all

the MG Towers on the other side of the river. With them out of the way, you can take your other units across the river. You can either swim across the river, which the enemy grunts will do, or head right and cross the bridge. I will head right, and so should you! Make sure the MG Towers are gone and head across the bridge. A gunship will fly in, which will promptly attack your artillery! Send your Missile Vets back with the artillery, and leave them there, because more gunships will fly in throughout the mission. Take out the tanks and infantry across the bridge and take the first capture point. Once you have it down a timer will start! Quickly head left, taking out the enemys there and taking the capture point. More gunships will fly in, which your Missiles should take out... Don't worry too much about the artillery now, since they are next to useless if the MG Towers are gone. If not, take them out at the third and final capture point. It's not heavily guarded, so take out the enemy units and take the final capture point! Assuming you have done this in under five minutes, the bomber squadron will fly in, and the mission is accomplished! The plot thickens...

---> Mission 8 - Beach Head <----

That's a Heavy Recon your drivin' there commander! Head around the road to the fort and wipe out the tank with the forces you will join there. Then you should hold off the first wave of enemy units that come in. When you have done so, positon your Artillery units at the door of the fort facing the shore of the beach. They should stop most enemies from getting in the fort. More enemy units will fly in. Whatever you do, DON'T let the Acid Gas units get in the base. They will DESTROY your Artillery. Put rifle grunts in all the MG Bunkers and prepare for battle! Take the Recon down to the beach and take out the incoming enemies. Don't forget your Artillery, they have a long enough range to take out enemies from the fort. Also bring some infantry with you, but keep the Assault Vets in the fort. They will kill any enemies that can get in the base. If any vehicles run low on health, there are Blue Jerry cans inside the base. Eventually they send in Light Tanks, so take 'em out! The Xylvainians are going to send in some bombers, so Herman gives you an Anti-Air unit. These are like souped-up Missile Vets. Use your new units to blow the snot oyt of any units that get near the base, especially air onew. The whole heard of bombers will fly in! Just be persitent and you will win the battle!

---> Mission 9 - Invasion Force <---

Ooh, a plot twist! You are armed with a Heavy Tank, two AA Units, and various infantry units. Take an immediate right and take out the Rifle units. Take a left and kill the Artillery Units by the bridge. Cross it and use your AA Units to wipe out teh gunships. Go to the silver star and make all your units kill the two Heavy Tanks. More units will cross the bridge, but they are weak and you can take them down. When they are gone lead all your units back to the gold star. Some gunships will fly in, but they are just cannon fodder to your AA units. Keep all your units inside the fort and wait for the incoming assault. The first wave consists of some Rifle Grunts. While your other men take care of them, control an AA unit and watch the skies for any incoming T-Copters. If you see one take it down BEFORE it touches down. That will save you the trouble of fighting more infantry... The enemy will send in some more Heavy Tanks. Try to hold them off as best you can! Assuming you aren't a total idiot, you should have most of your units left. The X-ers will also send in some infantry. Easy pickin's! Don't kill the Tundrans, they are with you now! Ugh, soon the enemy sends in MORE Heavy Tanks. I recomend that you control one of your tanks and wipe the Heavy Tanks out. Make your AA units take down the incoming T-Copters. Eventually your timer runs out. When it does, make your way to the gold star. Just try to hold off the enemy units until Nova's Evac Wing arrives. Mission Complete!

---> Mission 10 - Gunships of The Desert <---

You start this mission armed with a Heavy Recon and 3 Missile Vets. Try your best to destroy the grounded gunships before they take off. If they do get off the ground, gun them down anyways! Follow your radar to the next silver star. Jump across the bridge and claim a gunship (yes!) and 3 Heavy Tanks. Wait for your Missile Vets to swim across the river. When they are with you take the helm of the gunship and fly over the road. Take out the rockets and Heavy Tank in your way. Take the rest of your infantry and Tanks to the next silver star and claim a few more units. Leave your gunships behind and take the rest of your units into the camp. Take out the AA Units, Tanks, and the Rockets with everything but your gunship. When the AA Units are gone it is safe to bring in the gunship! Send infantry to the capture points and use the gunship to stop incoming units. Once both of the flags are your the mission is complete! Wow, that was a short one!

---> Mission 11 - Black Gold <---

Whelcome to the Primary Nerocite Extraction Points! Leave your gunships behind after you take out the first miniguns and Heavy Tank. Go right at the fork in the road and take out the rockets and rifles with your Recon. When that is done head to the first gold star. There is a Heavy Tank and some rockets ahead, but for now take out the Ack-Acks and use all your units (even the gunsip) to take out the first search light. Do the same with the second search light and keep going down the road. Cut across the mountain (kill the Heavy Tank) and kill the Ack-Acks and search light. Return to the split in the path you saw earlier and cross the bridge. Watch out for the miniguns, they can take down your gunships if you aren't careful! There is a Heavy Tank or two at the end of the bridge. Go straght to the first search light, which is guarded by a few infantry. Destroy it and head right to the final search light Kill the rockets and search light. You are now in the clear to bomb the towers! Control a Bomber and leave every other unit behind. Fly north to the first tower. When you are over it drop as many bombs as you can! Repeat this to take it out. Keep going north and take out the second tower. Tsar Gorgi will provide you with cover while you kill the final tower. Bowchicka-bowwow!

---> Mission 12 - Xday <---

Welcome to the Coral Atolls! This is a really cool mission. You start out fighting! Clear the path of Rockets and take your tanks to kill the Artillery Units. Every unit should be gone before you go. Follow the road, taking out the MG Toweres and Acid Gas. When the deed is done raise the Frontier Flag to receive some moremen and a tank. Continue up the hill. It is guarded by a Tank and some grunts. When they are gone kill the MG Tower and free the men. Continue down the other side of the hill, taking out any rockets or grunts. There are some Light Tanks to take out as well. Leave your other men outside the fortress and free the Frighters. There are 4 gunships flying in from the beach at the fort. Your fighters and missiles make quick work of them. Use your fighters to take out the artillery. One Strato-Destroyer and four more gunships will fly in. They are TOUGH! Always shoot the Strato-Destroyer in the back, because that is where their fuel tanks reside. If you run low on health the gunships drop blue jerry cans. Once the air units are gone you will have won!

---> Mission 13 - Herman's Heroes <---

Mmm, three targets there are. Destroy them you must, mmm... Sounds simple? Good. You have 6 Rifle Grunts, 5 Flames, 5 Mortars, and a Heavy Recon. Take control of the heavy recon, cross the bridge, and go right. There are a few

wimpy infantry to destroy. When they are gone, head up the hill. Some of your Missile Vets are being held captive, and they are an absolute must for this mission. Two MG Nests and a Watchtower are guarding the base in which they are being held. Your mortar units can take 'em. Infantry also reside in the base. Be careful, they can take out your Recon. Take care of the enemies and free the Missiles. 2 gunships fly in, so gun them down with your new Missiles. Capture the flag and ditch the base. Go straight down the west side of the hill to avoid some Heavy Recons (which will come back soon anyway) and head to the base. Use the Mortars once more to destroy the Towers around the base. Run in and free some more men. With the new Bazooka Vets destroy the Heavy Recons. That was easy! A gunship will fly in. Gun it down with your Missiles and capture the flag. When that is done follow the road to the third and final base. Immediately free the Solar men. They shoot LASERS!!! Destroy the Munitions Dump and head for the next gold star. You will meet infantry, Tanks, and Watchtowers. From here you can hold your own until the mission is complete!

---> Mission 14 - Call Sign Eagle <---

This one's a toughie. The whole mission takes place in the air (for you.) But you don't have to worry, because I'm here. You start this mission in control of a fighter. Press the control stick forward to gun it to the silver star. Have your men stop as many T-Copters as possible from landing. I managed to take down all of them, because I'm uber-leet. Meanwhile, on the other side of the map, two bombers fly in! Head to them fast because they will attempt to destroy Herman's men! When the Bombers are down you will get one of your own to use. Take the newly-acquired Bomber and destroy the Artillery and Tanks heading down the road. Also take advantage of your gunships. Your fighters should take care of any enemy air units. Up ahead are a bunch of Towers and MG Nests. Use a gunship to wipe them off the path. At the fortress there are some Tanks and Artillery to take out. Do so, then switch to a fighter and search the map for T-Copters. If you find one, gun it down because they just mean more trouble for your gunsips. Someone must like you, because a new Strato-Destroyer is sent in. For you, numbnuts. Control it ASAP! Seriously, a Strato-Destroyer can take down ANYTHING, because it is armed with bombs, missiles, and machine guns. Use it and your other air units to completely slaughter the enemy Strato-Destroyers. When all the enemy air units are gone, the mission is complete!

---> Mission 15 - The Guns of Tiki Bay <---

You start with 6 Rifle Grunts, 2 Assault Vets, and 2 Bazookas. There are also Solar units not under your control. This mission introduces Battlestations, which you must see to truly understand. Head north to the silver stars, which are Ack-Acks. These guys can take down air-based units. When you destroy them the X-ers send in a Battlestation, which is a Strato-Destroyer on wheels! It's only real weakness is air-based units, like your Gunship. When it and the other units are gone, leave your Gunship behind and head to the next gold star. There are Ack-Acks there along with hoardes of Rifles, Miniguns, and MG Nests. Take out the Ack-Acks first so you can bring in the Gunship for reinforcement. It appears they have another Battlestation! Head to the center island for more reinforcements. They are heavily guarded, so control your Gunship for a better view. Take out the Ack-Acks from a distance, and guide the rest of your units to the center island. Once you have the new AA Units you can gun down the Fighters flying around the island. While the AA Units are taking down the fighters, lead all your men to the Battlestation and take it down. It may be hard, but it is totally possible if you lost your Gunship, so just be persistent and the mission will be complete!

---> Mission 16 - Battle of the Coral Atolls <---

In this mission you finally get your own Battlestation. It is a toughie, however, so be prepared. Your starting forces include a Bobmer, 6 Rifles, 4 Flames, 4 Missiles, and a Battlestation. Follow the path and watch as your Battlestation slaughters any enemy units in the way. Use your Missiles to destroy the Gunship. When the area is clear cross the bridge. After you have done so clear the Ack-Acks to protect your bomber. Simply follow the path up the hill to their Battlestation. With a Bomber and a Battlestation of your own, this guy is a piece of cake! Head across the next bridge. Take a right and plow through the barbed wire. MAKE SURE your Missile Vets take down the gunships! Also take out the Battlestation, Heavy Tanks, and Ack-Acks. Go to the silver star and free some Solar men. Make them capture the flag. If you are low on health, destroy the tents scattered around the island. Either way, head to the west side of the island and cross the bridge. Destroy the Heavy Tank. Use your battlestation to obliterate the artillery. Take your men with you! When the enemies are gone return to the flag and capture it. Mission Complete!

---> Mission 17 - Bridges on the River Styx <---

This mission, like others, is hard. You are on a timer for the most part, and if you slow down too much at any time, it may cost you the mission. Your starting forces include 3 Heavy Tanks, 6 Rifles, 8 Assaults, and 4 missiles. Take control of a tank and follow the path left. Kill the MG Nests and send your infantry across the bridge to take out the Rockets. They are a big pain to your Tanks. When it is safe take your Tanks across the bridge and destroy the MG Towers and MG Nests. Use your Missiles to gun down the Bombers (your Assault Vets can help too.) Go through the gap to your right and head to the gold star. Have your Missiles capture the flag while your Tanks destroy the Towers and other men take the infantry. When you have your flag raised cross the next bridge and destroy the Rockets. Sometimes a Bomber might fly in, which your Missiles should take down. Head north to the next gold star, which is guarded by Towers and various other units. Capture the array, and Herman will send in reinforcements. When you get them head west on the road. Take out the enemies on the other bridge. Your main priority is the Artillery, which will try to take out your Tanks. When all the enemies are gone, clear the skies and head to the next gold star. A trap!!! Now is not the time to be a sissy. Just charge up to an enemy and slaughter it. All your units should stick close to an enemy, to avoid Artillery fire. Don't worry, Herman sends in air reinforcements (which you can't control.) By now you should be able to hold your own. After you have wiped them out, run north to the final gold star and enter Xylvania!

---> Mission 18 - Road to Xylvania <---

Wait, I thought you were in Xylvania! Hmm... A plot twist! This mission introduces the Iron Leigon, a group of undead soldiers spawned by Countess Ingrid. Your starting forces include a Battlestation, 6 Bazookas, 6 Rifles, 6 Assaults, and 6 Missiles. Follow the road and destroy the Pillboxes. Pillboxes are like MG Nests that shoot rockets. Head up the hill and destroy the Artillery and Pillboxes. Ingrid sounds kind of wierd... Go down the other side of the hill and head on the road. Kill the infantry and Gunships and continue. There are more Rifles and Bazookas along the way. Climb the hill to the next base. Take down the Gunships and enter. Destroy the Flame Vets first to save a lot of trouble. Also destroy the Heavy Tank and Rifles. More Gunships will fly in, which your Missiles should gun down. When they are gone continue down the road and kill the two Pillboxes stationed at the gate. There are also Heavy Tanks, infantry, and more Gunships. Further down there are more Pillboxes. Pick up any health and continue down the road. At this point you may lose your Battlestation, which is okay. You can complete the

mission without it, but it will be more difficult. Kill the Pillboxes, Heavy Tanks, and Gunships along the way. Eventually you will reach the gold star. Destroy the statues and the mission is complete!

---> Mission 19 - Tomb of the Unknown Soldiers <---

Almost there! To start you have 10 Rifles, 6 Flames, 4 Heavy Tanks, and 2 AA units. Control an AA and head up the road to the grunts. Kill them and Gunships will fly in. Use your AA units to take them down. When they are gone head into the large field. Go right and destroy the Heavy Tanks. Watch out for Gunships and head up the hill to the right with a flame vet. Kill the Bazookas and free the Fighters. When they are free head northwest on the road. There are Heavy Tanks and infantry along the way. Head up the hill and down into the crater. Your AA and Solar Fighters should take down the Gunships before you enter. Switch to a tank and head in. Quickly destroy the Obelisks. Destroy the Cenotaph and the mission is complete! Enjoy the video!

---> Mission 20 - Seige of the Vladstag <---

This is it, the last mission in the game! You are basically finishing off the last of Vlad's forces, which are hiding at the Vladstag (hence this mission's name.) You start out with 6 Rifles, 6 Flames, 6 Mortars, 6 Missiles, and 3 Heavy Tanks. You also have 8 Tundran Rifles not under your control. Head north on the road. Destroy the infantry while the gunships take out the Pillboxes. Have your Missiles destroy the Bombers while your Rifles capture the flag. When the gate is open run through and have your tanks destroy the artillery. Run up the hill and take out the Searchlights. The Gunships will fly in and destroy the Pillboxes. When the road is clear head up the hill. Capture the next flag to open the gate. Betty will send in reinforcements. Destroy the Bombers while she does so. As soon as you have them head through the gate and up the next hill. It is guarded by buttloads of Pillboxes and Rifles. Destroy the rifles and Bombers while Nova's Gunships take out the Pillboxes. Capture the third flag and head up the hill. Destroy the Rockets and get to the gate. Destroy the Searchlights and Nova's Gunships can help destroy the Battlestations and Pillboxes. Watch for Bombers while any remaining infantry capture the two flags. When you are done sit back and enjoy the ending!!!

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V. BONUS MISSIONS
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---> Bonus Mission 1 <---

In this mission you have a chance to play as the Tundrans. You have 6 Rifles, 4 Missiles, and 3 Heavy Tanks. From the start follow the road left and sick your units on the Heavy Tanks. Continue down the road and grab the 4 Light Tanks. Go to the right of the base and take out all 4 Heavy Tanks--Don't worry, they're easy. Watch out for Gunships and return to the gold star at the base. There is a small Rifle squadron. Take a right around the forest (watch out for the Gunship!) and claim more Rifle Grunts, take your units across the bridge, wrap around the forest and take out their Bazookas. A Heavy Tank will drive in. Use all your units to kill it. Watch out for their Gunship (if it isn't already gone.) Kill the final tank to finish the mission!

---> Bonus Mission 2 <---

---> Bonus Mission 3 <---

---> Bonus Mission 4 <---

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VI. CLOSING/CREDITS
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I hope you enjoy this game as much as I did! This guide wouldn't be possible without these people:

CjayC - Making GameFAQs in the first place.

My Bro - Helping me write the FAQ.

Me - Writing it.

You - Reading it!

Kuju - Making such a great game!

Nintendo - Publishing this game!

Various others - Hosting this FAQ.

Thanks a bundle to all these people!

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VII. CONTACT
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If there is something wrong with the FAQ or you want to add a tip, fell free to send it to the e-mail adress below. MAKE SURE THERE IS BATTALION WARS FAQ IN THE TITLE! Seriously, if there isn't, I won't even bother to read it. It would also be great if you didn't send me any spam or something like that, because all you're doing is wasting my time. Thanks a bundle, here's my e-mail adress:

nick11link@gmail.com

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VIII. VERSION HISTORY
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Version 0.5 - First released version. Other missions on the way.

Version 0.6 - I can't beleive I forgot the contact information! Also added a few more missions, and changed some of the format.

Version 0.8 - Added a few things here and there, and two more missions. Only four more to go!

Version 0.92 - For the sake of a fan (yes, I alreedy have some) I have decided to add Bonus Missions. The first one is now in. Two more missions left!!! TWO!!!

Version 1.25 - First complete version! Ready for entry...

Version 1.26 - Updated to my new GMAIL!

Good Riddance!

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