

Daisenryaku Portable (Import) FAQ/Walkthrough

by jvgfanatic

Updated to v0.5 on Nov 25, 2006

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FAQ for Daisenryaku Portable for Sony Playstation Portable PSP
FAQ version .04
1/3/2006
by jvgfanatic
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Daisenryaku Portable
Developer: Systemsoft Alpha
Publisher: Genki
Release Date: 12/22/2005
Release Price: 5,040 Yen
Save File: 320K (x up to 5)
1 Player
AdHoc Supported for up to 4 players
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THIS DOCUMENT IS A WORK IN PROGRESS - THANKS FOR YOUR PATIENCE

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1.0 Introduction
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Welcome to another version of the Daisenryaku Portable FAQ. This version of the FAQ is brought to you by the great efforts of dandan, Moff_jerjerrod, stugIIIG. Portions of it are in some cases a direct copy/paste of their posts. Thanks.

If you have any questions or anything to contribute (translations, hints, tips, cheats, etc...) then feel free to email me at jvgfanatic at that famous microsoft email domain name...you know, the one that's free (hotmail).

2.0 About Daisenryaku Portable

Daisenryaku Portable is the latest (as of late 2005) in a long series of strategy games from SystemSoft Alpha of Japan. Sometimes SystemSoft publish their own games, sometimes they let third parties write the game and they supply the strategic engine. In this case Genki is the publisher and it looks like between Genki, thinkArts, and SystemSoft Alpha did right by the Daisenryaku series in its development as well.

Daisenryaku Portable is a modern military tactics game that takes place in the somewhat ambiguous year of 20XX. In scenario mode you play the role of a group called the "Wild Geese" (don't ask) and can produce equipment from a number of the nations included in the game. Basically the ruler of one of the local nations has died and that left a bit of a power vacuum.

The game is played out in turn-based fashion on a hexagonal grid familiar to many strategy gamers. Most games kick off with you having to queue units up for production and then alternate between Action and Production phases.

The game is in Japanese but if you have a passing familiarity with strategy games then you'll get by and you've always got this faq and message boards to fall back on. It helps immediately to have familiarity with the Unit Info screen, some of the more important info on that screen is in iconic form making quick identification fairly easy. Once you learn to read that screen you can then become familiar with the units (assuming you don't already know the difference between a Type 90 and Type 74).

Daisenryaku is not really a pick up and play game. You have to involve yourself in it. It is challenging and some of the required strategies are meant to frustrate. DP is the TWENTY-SIXTH game in the Daisenryaku series. The series has stumbled a few times but I can say with some measure of confidence that they got it right this time.

Just for the record, here is a current list of ALL console based Daisenryaku games.

1988.10.11 Daisenryaku - Famicom
1989.04.29 Super Daisenryaku - Megadrive
1990.04.27 Super Daisenryaku - Turbo CD
1991.06.12 Daisenryaku - Gameboy
1991.06.21 Advanced Daisenryaku - Megadrive
1991.09.28 Daisenryaku G - Gamegear
1991.11.21 Lord of Wars - Turbo CD
1992.05.29 Campaign-Han Daisenryaku II - Turbo CD
1992.09.25 Daisenryaku Expert - Super Famicom
1995.09.22 World Advanced Daisenryaku Kotetsu no Ikusakaze - Saturn
1996.03.15 World Advanced Daisenryaku Saksen Fire - Saturn
1996.03.29 Daisenryaku: Players Spirit - Playstation
1996.05.08 Iron Storm - Saturn - (USA - Release)
1996.08.30 Daisenryaku Expert WWII - Super Famicom
1997.06.27 Daisenryaku Strong Style - Saturn
1998.12.03 Daisenryaku: Master Combat - Playstation
1999.02.04 Cyber Daisenryaku - Playstation

2000.06.21 Advanced Daisenryaku Europe no Arashi - Dreamcast
2001.04.26 Advanced Daisenryaku 2001 - Dreamcast
2001.12.07 Daisenryaku for Gameboy Advance - Gameboy Advance
2003.05.29 Daisenryaku VII - XBox
2003.11.03 Daisenryaku 1941 - Playstation 2
2004.11.11 Standard Daisenryaku: Dengekisen
2005.02.16 Dai Senryaku VII: Modern Military Tactics - XBox - (USA - Release)
2005.06.02 Standard Daisenryaku: Shiwareta Shouri
2005.12.22 Daisenryaku Portable - PSP
2006.02.26 Sega Ages Vol. 22 Advanced Daisenryaku Deuch Dengeki Sakusen
2006.12.14 Daisenryaku VII Exceed - PS2
2006.12.14 Daisenryaku Portable 2 - PSP

2.1 FAQs

Here are some FAQs for Daisenryaku Portable.

Is this game coming out in North America?

Now that it's been out for a while it doesn't look like it HOWEVER
Daisenryaku Portable 2 is coming out in Dec 2006 and we can always
petition kemco or genki to bring it over. Not that petitions work
with anyone but NISA :P

What countries are represented in Daisenryaku Portable?

Japan
America
Russia
China
Korea
North Korea

Can I play this Japanese game on my US/EU PSP without modification?

Yes. All PSP games thusfar are region free.

What differences are there between Daisenryaku Portable and Dai Senryaku VII?

- Resupply trucks have infinite fuel for resupply (tho fuel is limited for movement)
- One weapon per unit, no varying loadouts (no "Packages")
- Unit persistence is in Scenario/Story mode
- 99 turn limit
- 50 units/army on map limit (99/50 were also DS7's limits)
- Battle cut-scenes are 3D "movies", you can disable them
- Facilities have a garrison limit now so more than one unit can be "in"
- Resupply and Repair in Facilities only happens if a unit is garrisoned
- There are now "missile" units with unlimited range
- I don't think there are any Move+Fire artillery but I could be wrong
- Heavy Infantry can "demolish" facilities (not sure if there is a repair)
- The "Story" mode is the meat of the game here (in DSVII free play was)
- DP supports AdHoc mode
- No Map Editor (so far, maybe unlockable? I doubt it).
- Has a Satellite command (view thru Fog for 1 turn)
- No "Low Ammo" indicator on the playing map
however the "Unit List" and the unit details make the number apparent

- Strategies are more classic Daisenryaku than VII was...in other words sometimes the strategy is not as direct as the goal states. In VII in Mission mode you could often just "plow ahead" and succeed. In Portable Scenario Mode is a lot trickier.
- Saved units are not deleted when launched as in Dai Senryaku VII.

Where can I buy this game?

You can purchase this game from play-asia.com or any other retailer that sells Japanese PSP games. Note that play-asia does not ship PSP titles to the EU (boo!)

Does Daisenryaku Portable support multiplayer?

Yes to AdHoc, No to pass the PSP back and forth. One player only on a single PSP.

Significant facts

- Up to 50 units per side per battle.
- Battles last up to 99 turns.
- Saves require 320K
- Daisenryaku Portable is set in 20XX
- Daisenryaku Portable is compatible with 2.0
- Daisenryaku Portable is compatible with US and EU PSPs
- Battle cut-scenes are 3D "movies", you can disable them
- Daisenryaku Pocket supports AdHoc mode

3.0 Controls

Menus

- O - Okay
- X - Cancel
- D-pad - Selection

In-Game

- O - Okay, Select Unit, Select Hex, Open Menu
- X - Cancel
- Square - Information (Terrain/Unit, left/right to switch tween)
 - SCREEN004 - Unit Info
 - SCREEN003 - Terrain/Hex Info
- Triangle - Engagement Range (if on unit)
 - Hides units while held (if on empty hex)
 - Optimizes Move path while issuing a Move command
- L/R - Select next/previous unit
- Select - Centers the map on the selected hex
- Start - Displays scenario overview (SCREEN006)
- DPad - Position the selection
- DStick - Position the selection but not during a command

4.0 Menus

Let's take a look at some of the main menus of Daisenryaku Portable. Once you are playing you can refer to 5.0 Gameplay section of the faq for information.

Main Menu

When you first start the game and press the start button you are presented with the following menu unless you have save data in which case the game will ask if you want to load that saved data (default choice is yes):

```
Scenario Mode
Free Mode
Mission Mode
Ad Hoc Battle
Unit Database
Option
Save/Load
Continue - This item is not present if you don't have a mid-battle save
```

The menu then cycles back to Scenario Mode.

Each menu item in the main menu is described in detail below:

Scenario Mode

You are an independent leader charged with certain tasks. You can choose your path between each battle. You'll be assisting either the Japanese army or the Chinese army (for the most part, though other Southeast Asia nations take part). Your army name is "Wild Geese". For more information on Scenario Mode see section 8.0.

Once you've started and completed one Scenario Mode battle you'll see two choices to the right of the Scenario Mode command. The top (and default) is NEW, while the second is CONTINUE. Naturally you'll want to continue unless you'd rather start scenario mode over.

Note if you've saved mid-battle then you'll want the main menu's Continue command (described below) instead.

Free Mode

Initially you are presented with five free play maps. You earn more maps as you complete Scenarios in Scenario Mode.

Once you choose a map you can then change the player options. They are as follows:

Controls:

Up/Down - chooses option
Left/Right - chooses Participant (only 1 player)
L/R Shoulder - cycle between options

Translations:

Player - choose from Player, Com and No Participation (in Kanji)
Nationality - Cycles various Nationalities, Flag displays chosen
Starting Funds - L/R Shoulder buttons decrease/increase amount
Alliance - A team or B team

Once you confirm the player options you are taken to the Game Options screen:

Translations:

Number of Turns	- default 50, min 10, max 99
First Turn Production	- on/off
Day/Night	- Day/Night
Fog of War	- on/off

Mission Mode

This is essentially a training mode that exercises various commands and gives the player a limited number of turns to accomplish a specific task. Your initial choices are as follows:

- Movement
- Resupply
- Base Resupply
- Garrison
- Helicopter Transport
- Effective Use
- Swift Attack
- Megahex Attacks
- Ambush
- Missile

For a detailed list of missions and strategies please see section 7.0 Mission Mode.

Ad Hoc Battle

Choosing AdHoc Battle will present you with the following setup screens:

1. Enter your name
2. Choose which player you will be (Player 1, Player 2)
3. Select a map to play on
4. Game Settings Screen (as translated below):

Number of Turns	- default 50, min 10, max 99
First Turn Production	- on/off
Day/Night	- Day/Night
Fog of War	- on/off

5. Options (as translated below):

BGM	- on/off
Battle Animation	- on/off
Guide (help)	- on/off
Hex Lines	- shown/not shown
Move Speed	- Normal/Fast
Income Verify	- Display/Don't Display
Supply Verify	- Display/Don't Display

The game will then verify that all settings are correct, once you okay this it will wait for another player to connect.

Unit Database

Choosing this command opens the unit database. Only units that you've unlocked in Scenario Mode will be displayed. This is really a picture/info database rather than a game database.

The two options in the top-right corner are filters. The first allows filtering by Country while the second filters by Unit Type.

Pressing O on a unit will open the data page for that unit.

Options

BGM	- on/off
Battle Animation	- on/off
Guide (help)	- on/off
Hex Lines	- shown/not shown
Move Speed	- Normal/Fast
Income Verify	- Display/Don't Display
Supply Verify	- Display/Don't Display

Save/Load

Save

Load

File Information Displayed is:

Current Scenario Name

Open Map Count (including ad-hoc maps)

Cleared Mission Count

Producible Unit Count

Delete

5.0 Tutorial Walkthrough

Once you begin your game you'll be looking at a map with your Base and likely a few other facilities tinted in your player color. You'll see other facilities in grey, those are unoccupied as of yet and you or any other player can claim them with capture capable units.

At the start of the battle you will be in Initial Production Phase. In this phase you can set facilities to produce units within your budgetary limits.

- * Set production by pressing O (Circle) on your base.
- * this displays the Base Production Screen (SCREEN005)

You'll be alternating between Production Phase and Command Phase. Command Phase is when you'll give orders to units on the map. It is during this phase that you'll encounter enemy units and attack them, capture facilities, and generally make a ruckus on the battlefield.

Of particular note is a menu you'll be visiting often. Pressing circle on an unoccupied hex will present the following menu:

"Map"

Unit List

>Icons represent the unit's state (STATICONS)

Option

>BGM

>Battle Animation

>Help Display

>Hex Display

>Movement Speed

>Auto Income

>Auto Supply
>Game End (Return to Title)
Save
>Save
>Data Manage/Erase
>Return
Cancel
Phase End

- * Issue orders to a unit by pressing O (Circle) on a unit
- * Some of your units may be in factories and not on the map, press O (Circle) on your Base to choose the unit that you wish to issue a command to. You can only issue commands to those units that have completed production.

It's a good idea to check out the Scenario Overview.

- * View the Scenario Overview by pressing the Start button.

...To be continued.

6.0 Gameplay Details

6.1 Game Modes

Daisenryaku Pocket has a few gameplay modes available from the main menu. Each is unique in how the game treats production and unit persistence but once you are "in" the game they each play very similarly.

Scenario Mode is the meat of the game. In this mode you'll follow a story while fighting several battles. Branches in the story are taken based on either choice or success with a given mission thus playing Scenario Mode twice will often yield different paths. There is actually more than one scenario but in order to avoid any spoilage we'll leave it at that.

In Scenario Mode you'll be given the opportunity to save surviving units after a battle (assuming you won that battle). These units can then be launched into the next battle

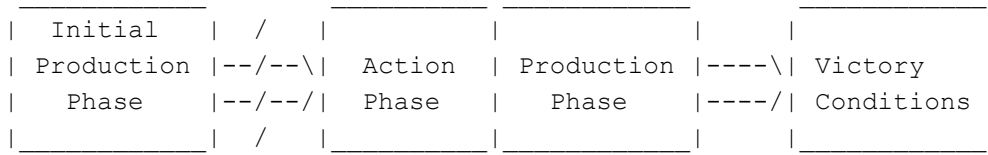
6.2 Game Flow

With the exception of the first turn every turn has two distinct phases. The first of those is the Action or Command Phase. During the Action Phase you'll issue orders to units, these orders include attacking, the capturing of facilities, resupplying and the like. The second phase is known as the Production Phase. During this phase you'll queue up units for production, adding units to the queue will deduct that unit's value from your overall monetary holdings. The trick during Production Phase is to balance your strategy against your budget limitations by choosing the most effective units.

*During the Production Phase the words "Production Phase" (in Japanese) are

displayed in white in the upper left corner of the screen. No such indication is present during the Action Phase.

A general flowchart of a Daisenryaku Pocket turn might look like this:



*this only happens on the first turn

*The enemy and computer controlled AI players perform these two phases repeatedly until..

*the game ends when victory or loss is determined

Victory Conditions are usually determined by the taking of the enemy base. Sometimes (during missions) elimination of all enemy units will satisfy the victory conditions. Other Victory Conditions (or Loss Conditions) such as turn limit, survival of key units, etc... will be found throughout Scenario Mode.

6.3 Movement and Fuel Usage

Ground units consume fuel as they move dependant on the distance and terrain that is crossed. Air units consume 1 fuel per hex moved or 1 fuel if they remain stationary during a turn.

Each terrain has a movment cost associated with it that is also the fuel cost required to move into a hex of that type. Here is a chart showing those costs:

TERRAIN MOVEMENT COSTS

Terrain	Move/Fuel Cost	Heli Land
Plains	1	Y
Road	1	Y
Asphalt	1	Y
Bridge	1	
Woods	2	N
Forest	3	N
Desert	2	
Dune/Rise	2	N
Hill	2	N
Mountain	-	N
Shoal/Coast	-	N
Sea	-	N
River	-	N

6.4 Supply (Facilities and Units, Ammo and Fuel)

Every unit consumes fuel as it moves. Every combat unit consumes ammunition as it engages the enemy. Fuel and Ammo are known as supplies and each unit has a limited amount of each. This section of the faq covers resupply, for information on Movement and Fuel costs see section 6.2 Movement and Fuel.

In order for a unit to resupply it must either be inside of a facility capable of resupply OR it must start its turn next to a supply vehicle.

Supply Notes

- +Supply trucks have infinite amounts of fuel for supply.
- +Units next to a supply truck auto re-supply regardless of any settings
- +There is no set pool of supply/ammo, they appear to be infinite
- +Supply trucks cannot resupply themselves

----- 6.5 Repair (Facilities) -----

All units consist of sub-units. As a unit takes damage, sub-units are eliminated and the units overall effectiveness is reduced. In order to repair a unit to full effectiveness you must garrison it in a player-controlled facility capable of repair.

A repair special ability icon is blue-green with a screwdriver placed diagonally and a plus in the blue corner.

Units that are garrisoned in a repair-capable base are repaired at the start of the player's turn.

----- 6.6 Transport -----

Transport is when a unit is able to carry another unit presumably so that the transported unit gets the benefit of the transporting unit's higher movement allowance. This allows the player to quickly move slower units to distant locations.

Units with the Transport ability can transport other units. Units that can be transportable have the Transportable ability. Some transport units can carry more than one transportable unit. Note that these abilities are written in Kanji but the "Transport" Kanji (that which allows a unit to transport another unit) is preceded by a number (1 or 2) indicating the number of Transportable units that it can carry.

Transporting a unit consists of the following steps:

1. The unit to be transported moves onto the transporting unit and LOADS.
2. If the transporting unit hasn't moved yet it can then MOVE.
3. The transporting unit moves to the new location and...
4. either WAITS to move again or if it didn't LOAD this turn it can UNLOAD.
5. As a transported unit is unloaded it can MOVE to its destination.

Transport Caveats

A transporting unit must be on compatible terrain for its transported units in order to be able to unload. In other words: a transport helicopter over a mountain hex surrounded by plain hexes will be unable to unload because the transported units cannot move over mountain hexes.

----- 6.7 Facilities (Types, Usage, Stats) -----

There are several different facility types in Daisenryaku Portable. Each of them plays a role in Daisenryaku Portable, here is the list with the features of each described:

Type	Income	Sight	Refuel	Repair	Garrison
Headquarters	2000	4	Y	Y	5
Supply Base	0	2	Y	Y	3
Airbase	0	2	Air	Air	5 Air
Army Base	0	2	Gnd	Gnd	5 Gnd
Missile Silo	0	2	N	N	0
Large City	1000	3	Gnd	N	3
Small City	500	2	Gnd	N	2
Ruins	0	0	N	N	0

6.8 Missiles

Missiles have unlimited range and cannot change direction mid-course. They do have movement strengths like other units and so the distance they move each turn is limited.

6.9 Unit Special Abilities

Some units have special abilities and traits allowing them to perform actions that go beyond the standard move and attack. Supply trucks, for example, are able to refuel units in the field. A unit's Special Abilities are listed on its unit information screen however these abilities are in Japanese.

6.A Artillery

Artillery are units capable of attacking an enemy that is more than one hex away. Most artillery must not move in order to fire.

6.B Satellite

The Satellite command allows you to review the enemy positions of one turn ago. Headquarters facilities can issue the Satellite command. The Satellite command is not available if Fog of War is disabled.

Pressing X will return you to the action phase
Pressing R Shoulder will show/hide the fog of war effect

Note that you can issue no orders when reviewing Satellite data.

7.0 Mission Mode Strategies

Each mission is listed along with it's mission title and possible strategies for completing the mission.

Mission 1: Capture! (or "Resistance is futile")

3 Turns

Small City x 2

Large City x 1

Simply capture the unclaimed cities within 3 turns. Start by capturing the closest city with the Westernmost soldier. No resistance, or maybe it was just futile.

Mission 2: Supply

10 turns

Large City x 1

Position your tanks next to the northern bridge on your side of the river so both units have firing access to the single bridge hex. Position your supply truck so that it can resupply the northernmost tank. End Phase until the enemy attacks then hold position by allowing your N unit to counterattack and your southern tank to finish the attacking unit off.

Eventually you'll push the enemy back and on the final turn you'll be able to wipe them out. Sometimes the last enemy unit tries to make a getaway and your tanks can't keep up. Unfortunately you will lose the mission if you run out of turns. It's a quick enough mission to re-play however until the AI works in your favor.

Mission 3: Facility Resupply

12 turns

Large City x 1

Supply Base x 1

First turn move your infantry toward the Supply Base. No need to load them on the truck as it will take two turns to start the Supply Base capture anyway. Pound the enemy with artillery as they approach. It doesn't matter if one of your Type 75s takes a few hits because you can repair it at the captured base. You can use your transport truck to take out enemy units with one vehicle remaining

You'll probably need to go after the last enemy as it will likely be camped out on Red's only city. In fact, you'll most likely need to get over there as quickly as possible since it will take you the limit of turns to arrive and start your barrage.

Mission 4: Garrison

12 turns

Large City x 1

Small City x 2

Supply Base x 1

I thought at first this mission would require that I garrison my troops. A few replays later and I realized that it's not entirely necessary and in fact the enemy will use the garrison command to effectively cost you a win if you aren't careful.

Your infantry may look ineffective next to all that armor but as usual it might play an important role in your beating this map. We'll get to him later but

suffice to say keep him close to the front line as you move your units in for the takedown of the enemy's capital.

Initially you'll want to garrison your type 90 and type 89. This will prevent the enemy helicopters from doing any (permanent, as there are no repair facilities) damage to them.

Move your 93s to North and South of the small city. It will take a couple of turns for the enemy armor to get close enough to do any damage and by then you'll have either destroyed the helis or will have maneuvered them into a good defensive position to not only block the helis from getting to YOUR armor but also to eliminate them on the following turn.

Once the helis are down and the armor is out of the way the enemy should be advancing his artillery into range. Keep out of it's range until you can move the Type 90 adjacent to it for a clean shot. It will take two turns to eliminate the artillery and you should be able to move your Type 89, Infantry, and Supply Truck up during the second of those turns.

That's artillery sitting on the enemy capital and he will garrison himself if you let him get injured. Beware that if he ungarrisons and doesn't move that he is able to fire on approaching units. Anyway, it shouldn't be too difficult to take this artillery down. You can even use your infantry (station it in a forest for good defense) to keep the artillery from garrisoning while you pound it with the 89 and 90.

Mission 5: Helicopter transport

15 Turns
Small City x 2
Supply Base x 2

Mission 6: Effective Utilization

15 Turns
Small City x 2
Supply Base x 2

Mission 7: Indirect Attack

13 Turns
Large City x 1
Small City x 2

Mission 8: Attack Range

10 Turns
Supply Base x 4

Mission 9: Interception

10 Turns
Supply Base x 1

Mission 10: Missile

15 Turns
Large City x 1
Small City x 2
Supply Base x 1

Mission 11: Occupation

20 Turns

Large City x 1

Small City x 3

Supply Base x 3

I need to write a better strategy for this mission. It's one of the tougher ones in Mission Mode despite its apparent simplicity. In the DS version I believe they made it harder by giving one of the artillery pieces sitting behind the enemy capital a megahex attack.

Capture Red capital by transporting an infantry unit via helicopter. You'll have to entice Red to distance itself from it's capital first however so DO NOT load your infantry onto the chopper until Red has left the building.

Mission 12:

Mission 13:

From dandan:

=====

It is difficult to win this mission with only four 74th Japan tanks without any repairing base in this map. We must really make good use of the RF4EJ japan scout plane.

This is how I manage to win this insane difficult mission, start off by moving all your tanks near the big city but do not go into the big city. (out of range for A100 artillery) fly your scout plane to the top of the mountain so that the A100 artillery will be spotted. Lure one of the AI tank out from the big city and attack it by using 2 of your tanks. (1 of your tank should have 1 unit deducted)

Capture the small city nearby with your infantry and move into the big city to capture it only when there are no AI units nearby. all tanks should not move aggressively into the uncover area because you will get ambrush by AI and lose a turn. Usually this will cost your chance of winning this mission.

By this time the A1 artillery may shift down into the uncovered zone. Use your scout plane to make it appear again.

Once we find the A100 artillery, we must try to destory the A100 artillery before the AI have the chance to launch the area missile because that is going to be hurt.

Ignore those artillery that can only shoot plane. concentrate your attack power on those ground tanks.

It require some luck and strategy to win this mission.

=====

Mission 15:

Reward: Missions 16-20

Mission 16: CITY GARRISON

Reward: North Korea MiG21R Fbed-H Scout plane.

Mission 17: TAKING ON A SEA OF HUMANITY

Reward:

Mission 18: AIR FORMATION

Reward:

Mission 19:

Reward: SU24MR Fnc-E

Mission 20:

Reward: Missions 21-25
Japan RF4EJ Scout Plane

...To be continued

8.0 Scenario Mode Information

Scenario mode will at some time be the meat of your single player Daisenryaku Portable experience. You'll need to play through Scenario mode to unlock maps and extra units.

Path A - Scenario 1

Support Green's attack on Red.

Starting Funds 3000 + 1500/turn to start

General Strategies and thoughts:

Overall strategy: South to Yellow capital and capture. Then swing West eliminating the rest of Yellow army. Head North to capture Base and Airport. Remainder should be fairly easy as you finish Red off with your new Air capability.

If you don't take out Yellow early then they will defeat Green before you can get to Red capital. If you don't get air power then red will demolish your advance with its M1985s.

For this mission you can produce the following units

C Name	Si	Mv	Rn	Pwr	Ai	He	Tn	In	Ms	Cost	Abilities
J Type 74	1	3	1	105	00	00	75	60	00	1800	
J Inf	1	3	1	30	00	00	05	45	00	150	capt, transp
R BM9A52 Smrc	1	3	4	115	00	00	75	65	00	6500	megahex
R S300PMU	3	3	4	90	81	60	00	00	00	6500	
C 90A	3	4	1	50	00	36	45	57	00	400	ltransp
K K200	1	4	1	60	00	40	40	70	00	310	ltransp
K HInf	1	2	1	87	00	00	59	20	00	310	capt, transp, demol
N BRDM2 AT3	1	4	1	110	00	00	75	15	00	500	

```

N M1978 Art      1  3  3 130  00 00 47 53 00 3000
N ZSU23-4V1 Slk 2  3  1  83  70 80 00 00 00 2700
N Inf Truck     1  5  1  40  00 00 60 65 00 100 2transp
N Sup Truck     1  4  1  40  00 00 60 65 00 650 supply

```

The next list will be your staple units until you get airpower.

```

K K200          1  4  1  60  00 40 40 70 00 310 1transp
N BRDM2 AT3    1  4  1 110  00 00 75 15 00 500
N ZSU23-4V1 Slk 2  3  1  83  70 80 00 00 00 2700
N M1978 Art    1  3  3 130  00 00 47 53 00 3000
N Inf Truck     1  5  1  40  00 00 60 65 00 100 2transp
N Sup Truck     1  4  1  40  00 00 60 65 00 650 supply

```

You will likely produce BRDM2 AT3s in bulk with your K200 population coming in a close second. You'll want to create 2 infantry on turn one as well as a K200. Send both (NOT loading the infantry onto the K200) NW and capture the three cities. Use the K200 to destroy the advancing enemy infantry but stay out of range of Red's artillery. You will eventually send some more power up here but not much more.

```

|
| I received a B
| Unlocked:
|
| BMP3
| 88 K1
| N Inf I
| Mi25 Hd-D
| K Inf I
| BMP1 IFV
| BTR60PA
| A type of tank (1)
| N H Inf.
| K Supply Truck I
| M1985 Rocket
|

```

=====

Path A - Scenario 2

Can produce the following units

C Name	Si	Mv	Rn	Pwr	Ai	He	Tn	In	Ms	Cost	Abilities
J Type 74	1	3	1	105	00	00	75	60	00	1800	
J Inf	1	3	1	30	00	00	05	45	00	150	capt, transp
R BM9A52 Smrc	1	3	4	115	00	00	75	65	00	6500	megahex
R S300PMU	3	3	4	90	81	60	00	00	00	6500	
C 90A	3	4	1	50	00	36	45	57	00	400	1transp
K Type 88	1	4	1	100	00	00	70	30	00	1800	
K BMP 3	3	4	1	65	00	40	40	70	00	800	1transp
K K200	1	4	1	60	00	40	40	70	00	310	1transp
K Fuel Truck	1	4	1	36	00	00	40	50	00	650	refuel
K Inf	1	3	1	30	00	00	05	45	00	150	capt, transp
K HInf	1	2	1	87	00	00	59	20	00	310	capt, transp, demol
N Armor 1	1	3	1	115	00	00	70	65	00	800	

N BMP 1 IFV	3	4	1	44	00	15	18	70	00	550
N BTR60PA	1	4	1	40	00	15	20	60	00	200 1transp
N BRDM2 AT3	1	4	1	110	00	00	75	15	00	500
N M1978 Art	1	3	3	130	00	00	47	53	00	3000
N ZSU23-4V1 Slk	2	3	1	83	70	80	00	00	00	2700
N M1985 Rocket	1	3	4	115	00	00	75	65	00	2150 megahex
N Inf Truck	1	5	1	40	00	00	60	65	00	100 2transp
N Sup Truck	1	4	1	40	00	00	60	65	00	650 refuel
N Inf	1	3	1	30	00	00	05	45	00	150 capt, transp
N HInf	1	2	1	87	00	00	59	20	00	100 capt, transp, demol

Path B - Scenario 1

Starting Funds 1000 + 1500/turn to start

=====

=====

SCREEN TRANSLATIONS

SCREEN001 - Select an occupied hex on the main map, two small information windows open to the side. The translations, from top to bottom are:

-Unit -----

Unit Name

Unit Type

Fuel

Ammo

Experience (represented as a horizontal bar)

-Map -----

Terrain Type

Terrain Effect

Income

SCREEN002 - COMBAT PREVIEW/QUICK COMBAT - Under the "Weapon" heading there are four numbers. Those are (left to right):

-Weapon -----

Attack Power

Accuracy

Ammo

Evasion

SCREEN003 - Hex/Terrain Info - Press Square on a hex, if the hex is occupied you'll need to press left or right to get to the Hex/Terrain Info screen. The H/T Info screen has a hexagon showing the terrain in the upper left corner of the screen.

"Map"

Name

Defense Bonus (%)
Income
Occupying Units X/Y
Detection Range
Movement Cost
Helicopter Pads

In addition there may be icons on the right half of the screen. These icons represent special abilities that this particular hex is capable of.

SCREEN004 - Unit Info - Press Square on a unit, this information is also displayed in the Unit Production process.

Along the left side of the window

HP
Fuel
Ammo
Experience
Unit Type
Detection Range
Evasion
Movement Ability
Range
Firepower

Underneath the Weapon heading and name you'll see five icons, they represent attack accuracies against the following (left to right) unit types:

Fixed Wing Aircraft
Helicopter
Armor
Infantry/Transport
Missile

Next to and beneath the icons area are a few information panels that detail any special abilities that this unit has such as capture, megahex attack ability, transport ability, and so on.

SCREEN005 - Base Production Screen - Press Circle on a Base during the Production Phase for this screen.

Controls:

[L/R Shoulder Buttons - Select nationality of units to produce
[Left/Right D-Pad - Select from Saved Units, Make Unit, and Units In Queue
[Up/Down D-Pad - Select which unit to act upon
[Circle Button - Produce or Remove from Queue (depending on active list)
[X Button - Leave Production Screen - Circle will confirm production queue

The units displayed on the left side of this screen are units you can produce, or make. The units on the right side (if you've sent any units to the queue) are in the production queue. You can remove a unit from the queue by pressing circle on that unit.

The unit information displayed on this screen is identical to the Unit Info

screen (SCREEN004).

Directly below the left unit list are two values: Cost to produce unit and Turns required to produce unit.

Your total funds are displayed below that.

SCREEN006 - SCENARIO OVERVIEW

Allies are shown on the left with the following information:

- Controlled Facilities
- Controlled Units
- Total Funds

The centre area displays a map and some enemy information.

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11.0 The Lists (Unit, etc)

- Si: Enemy Detect Range
- Mv: Movement Range
- Rn: Attack Range
- Pwr: General firepower
- Ai: Anti Air Firepower
- He: Anti Heli Firepower
- Tn: Anti Armor Firepower
- In: Anti Infantry Firepower
- Ms: Anti Missile Firepower
- Cost: Cost in \$
- Abilities: Special abilities for the unit

JAPAN

Ground Units	Si	Mv	Rn	Pwr	Ai	He	Tn	In	Ms	Cost	Abilities
J Type 90 MBT	1	4	1	130	00	00	70	65	00	4000	
J Type 74 MBT	1	3	1	105	00	00	75	60	00	1800	
J Type 96 Pers	1	4	1	40	00	30	60	75	00	320	transp (1)
J Type 96 Miss	1	4	1	90	00	00	70	28	00	980	
J Type 75 Art	1	3	3	98	00	00	69	61	00	650	
J Type 93 AA	2	4	3	105	50	76	00	00	00	8000	
J MLRS	1	3	4	115	00	00	55	78	00	2300	megahex
J MIM104 Pat	3	3	4	100	85	55	00	00	60	8000	
J Truck	1	5	1	30	00	00	55	60	00	100	transp (2)
J Supp Truck	1	5	1	30	00	00	40	55	00	650	supply
J Infantry	1	3	1	30	00	00	05	45	00	150	capture, transp
J Mech Inf	1	3	1	87	00	00	59	20	00	310	capture, transp, ??

Airpower	Si	Mv	Rn	Pwr	Ai	He	Tn	In	Ms	Cost	Abilities
J F15DJ Eg	2	8	1	100	80	74	00	00	00	4900	
J F4EJ	2	7	1	90	75	80	85	70	00	5900	
J F2A	2	7	1	95	80	90	65	70	00	6800	
J T4	2	6	1	90	00	00	80	70	00	4100	
J RF4EJ	3	7	1	45	80	75	00	00	00	6500	
J AH1S Heli	1	5	1	95	00	70	50	40	00	2000	
J UH60JA	1	5	1	95	00	65	50	40	00	1800	

USA

Ground Units	Si	Mv	Rn	Pwr	Ai	He	Tn	In	Ms	Cost	Abilities
U M1A1HA Abrm	1	4	1	130	00	00	70	65	00	3800	
U M2A2 BFVS	3	4	1	60	00	40	40	70	00	760	transp (1)
U AAV7A1	1	4	1	60	00	22	44	55	00	320	transp (1)
U M901A1 ITV	1	3	1	100	00	00	75	30	00	720	
U M109A4	1	3	3	98	00	00	69	61	00	1200	
U LAV-AD	2	4	1	65	65	85	00	00	00	6000	
U M270 MLRS	1	3	4	115	00	00	55	78	00	2300	
U MIM104 Pat	3	3	4	100	85	55	00	00	60	7600	
U Truck	1	5	1	30	00	00	55	60	00	100	transp (2)
U Supp Truck	1	4	1	40	00	00	55	65	00	650	supply
U Infantry	1	3	1	30	00	00	05	45	00	150	capture, transp
U Mech Inf	1	2	1	87	00	00	59	20	00	310	capture, transp, ??

Airpower	Si	Mv	Rn	Pwr	Ai	He	Tn	In	Ms	Cost	Abilities
----------	----	----	----	-----	----	----	----	----	----	------	-----------

OTHER

These are here just so I don't have to type them up again when making the lists for their representative countries...

R BM9A52 Smrc	1	3	4	115	00	00	75	65	00	6500	megahex			
R S300PMU	3	3	4	90	81	60	00	00	00	6500				
C 90A	3	4	1	50	00	36	45	57	00	400	1transp			
K K200	1	4	1	60	00	40	40	70	00	310	1transp			
K HInf	1	2	1	87	00	00	59	20	00	310	capt, transp, demol			
N BRDM2 AT3	1	4	1	110	00	00	75	15	00	500				
N M1978 Art	1	3	3	130	00	00	47	53	00	3000				
N ZSU23-4V1 Slk	2	3	1	83	70	80	00	00	00	2700				
N Inf Truck				1	5	1	40	00	00	60	65	00	100	2transp
N Sup Truck	1	4	1	40	00	00	60	65	00	650	supply			
K K200	1	4	1	60	00	40	40	70	00	310	1transp			
N BRDM2 AT3	1	4	1	110	00	00	75	15	00	500				
N ZSU23-4V1 Slk	2	3	1	83	70	80	00	00	00	2700				
N M1978 Art	1	3	3	130	00	00	47	53	00	3000				
N Inf Truck				1	5	1	40	00	00	60	65	00	100	2transp
N Sup Truck	1	4	1	40	00	00	60	65	00	650	supply			

VARIOUS MISCELLANEOUS LISTS

Command Phase Commands

Move
Attack
Direct Attack
Indirect Attack
Occupy (Capture)
Load
Unload
Combine
Resupply
Repair
Search
Satellite

Production Phase Commands

Allocate Unit
Load Unit
Production Turn

Facility Types

Headquarters
Air Base
Army Base
Supply Depot
Missile Base
Big City
Small City
Ruined Buildings

Terrain

Path
Road
Highway
Light Forest
Heavy Forest
Desert
Hill
Dune
Swamp Land
Mountain
Shoal
Sea
River
Bridge

Status Icons

STATICONS

Lt. Blue - Factory, Down arrow - Unit has finished production and is ready.
Orange - Blue Circled E - Unit has ended its turn.
Orange - Blue Factory Smoking - Unit is in Production Queue.

Facility Ability Icons

Blue is for AIR
Green is for LAND

Blue/Green is for BOTH AIR and LAND

12.0 Credz

Thanks to the following people:

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Wife

Son

& everyone we know

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