

Colony Wars: Vengeance FAQ/Walkthrough Final

by Gbness

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Colony Wars: Vengeance FAQ/Walkthrough
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If you want to find a section or get to a part of the walkthrough quickly, press Control + F and enter the words you're looking for. It'll then come up; do this instead of manually scrolling down, it's one of the magic pieces of the internet.

~~\\ SECTION 1. INTRODUCTION ~~//

Aren't you happy that once again, you get to see the name of Richard Beast on another PSX game?! Find this in you, young reader, and look! ..Alright, back to the real world. I honestly cannot remember how many guides I have done in almost two years of this now, and I'm writing this in between three others, but you can say that this is in between my 27th and 30th. And I'm a large PSX fan and still buy and play them to this very day, that's something else that I can

touch on.

This was actually the first game for my PlayStation in which I can remember, and because the PSX is my favorite console, it's obviously quite special to me. Whenever I play this game, I get somewhat nostalgic; it's weird. Special game to me or not, it's a damn respectable game, and you should definitely give it a try when you have the opportunity. Anyway, the guide here is what I hope to be one that leads you through a game that even a professional site such as IGN considers tough. To add toward that, this guide has a single FAQ (and not a complete guide) up on GameFAQs, so that's added motivation.

Anyway, I've rambled on enough. Take care and try not to let Grand Theft Auto force your guns out of your pockets,

- Richard Beast

~~\\ SECTION 2. BASICS ~~//

Colony Wars: Vengeance is basically just what one might think it to be upon looking at the title name. It's a space shooter involving several different missions. You are a pilot named Mertens, fighting for one of two groups who are at war: the Navy between them and the League of Free Worlds. The two had fought a war in the past, and the League won. So, as the Navy's new leader, Kron, says: "The time for suffering is over. The time for vengeance is now."

You'll find about 40+ missions total in Vengeance, but you don't have to play through all of them. Some missions, you have to beat, some that you don't. When you lose some missions, you'll go to a different "act" consisting of three missions, while if you win you'll just go to a different (but usually easier) act. So... that's how it is. Regardless, this guide covers every mission you can play, so happy reading.

Controls

=====

D-Pad/Left Analog Stick: LOL

X: Fire primary weapon

[]: Toggle between primary weapons

O: Target enemy with secondary weapon; press again to fire

/\ : Toggle between secondary weapons

Select: Toggle between third and first person views

Start: Pause

L1: Decelerate

R1: Accelerate

L2: Flip over to the left

R2: Flip over to the right

For each mission, the Navy will give Mertens a set primary weapon (out of the possible Seismic Lance, Grapple Gun, Leech Beam, and Ion Cannon, or Particle Gun for ground missions) and a set secondary pod (Offense Pod, Defense Pod, Repair Pod, and Probe Pod) in which he can use at will. Check the weapons section for more information on them.

Another thing that's worth noting is the radar at the bottom. You'll use this a hell of a lot during the course of this game, so you'll have to get used to it. In the center is Mertens's ship, and you can line it up with a different dot and possibly accelerate forward in the ship until you find what you are looking for. Green dots indicate enemies, blue dots indicate allies, and white dots indicate objects (such as crystal asteroids).

~~\ SECTION 3. WEAPONS ~~/

I should give you a note that you'll have one of these weapons (or on a single occasion, two) per mission, and that one is set. Only cheat codes can allow you every weapon per battle, although you will always have the Anti-Shield Laser and Laser; once you get the Wraith, you'll get the Plasma Cannon as well as the Anti-Shield Torpedo; once you get the Diablo, you can use the Scatter Gun as well as the Plasma Torpedo, and with the Voodoo, you lose access to everything you had before but get the new, amazing Alien Laser, Missiles, and Torpedoes. It's empty, but worth it.

Anti-Shield Laser
=====

This weapon is best used against normal little League craft in their early stages, but when the shields are gone (the yellow gauge to the left will turn to red) take note that the Anti-Shield Laser will do no damage. Once that happens, you're stuck using the Laser.

Laser
=====

It's not as much as the name would make out, let me tell ya. It's just a red gun, but it's much quicker and faster than the Anti-Shield Laser is, to say the least. While the previous blue laser worked against shields and did no hull damage, this does little shield damage and works well against hulls.

Seismic Lance
=====

Definitely one of the worst weapons for combat; this one should really only be used for mining or occasional other disasters. It'll emit a large blue laser from it, but it can't destroy shields or hulls nearly as quick or effectively as the lasers, so just use this when you need to.

Grapple Gun
=====

This one is actually pretty neat for grabbing enemy aircraft, swinging them around, and damaging them. However, this one is primarily used for support or to drag something into a large aircraft to damage it. Thing is, do not move until the grapple is completely detached. Believe me.

Leech Beam
=====

A useful support weapon, although you'll rarely use it, really. It can be used on a League craft to drain its shield energy, and it's the only way to regain health during a mission. Only problem is that you really have to be far too close to an enemy to make full use of this one.

Particle Gun
=====

This is by far the strongest weapon in the game, but you'll get it when on a ground mission with the Spook, and only. There are perhaps five or six ground missions in the game, so that sucks. Anyway, this one will send you into a first-person mode as a ball of energy, and you can move into any small thing and destroy it while the Spook keeps a long distance. Extremely damaging.

Ion Cannon
=====

One might judge quite how good and powerful this weapon is from the title. My

sole problem with this weapon is that you don't get it NEARLY as often as you should. C'mon, about four or five times? Anyway, it won't scratch a large ship but if you're close enough to an enemy, the beams will destroy it in one hit. Basically, it's two long lasers that will come out and shock the enemy a few times. It's also fast enough to do me enough good.

Anti-Shield Missiles

=====

The number of these that you have depends on the ship you're using. The Hex has two, the Wraith has three, the Diablo has four, and the Voodoo has none, but hey, that's more than made up for. Anyway, not even these are any good on hulls, but they're take out most small fighters' shields in a single hit if they aren't reflected by flares. Try to conserve them for larger ships, however.

Plasma Missiles

=====

The number of these that you have depends on the ship you're using. The Hex has two, the Wraith has three, the Diablo has four, and the Voodoo has none, but hey, that's more than made up for. These missiles are great on hulls, and will do more damage to them than Anti-Shield Missiles will to hulls, but do remember they'll take one half of a shield at most. Try to be conservative with these, however.

Anti-Shield Torpedoes

=====

The number of these that you have depends on the ship you're using. The Hex has zero, the Spook has one, the Wraith has one, the Diablo has two, and the Voodoo has none, but that's more than made up for. These are DEFINITELY best for large fighters, and I never use these on small fighters except on very rare occasions. Good for large ships you have a time limit for taking out, nevertheless.

Plasma Torpedoes

=====

The number of these that you have depends on the ship you're using. The Hex has zero, the Spook has zero, the Wraith has zero, the Diablo has two, and the Voodoo has zero. I guess that makes the Diablo the coolest ship, then? These get more uses in my game (between Alpha Centauri and the final battles in Boreas) than Anti-Shield Torpedoes, especially against the unknown fighters within short missions. Still, they're best used on large aircraft.

Alien Laser

=====

Amazing. Simply amazing. This has all the shield attacking power that the Anti Shield Laser had, and all of the power that the Hull Laser had. This just has everything, and it's just as fast as the Hull Laser, not slow like the Anti Shield Laser is. Too bad you'll only have it for the very final parts of the game, because this is the definitive weapon, aside from the Particle Gun and possibly the Ion Cannon.

Alien Missiles

=====

Not much can be said about these that hasn't already been said. The Hex, the Spook, the Wraith, and the Diablo are very lacking of these; only the Voodoo has any of these, and that's four. However, these are so fast and powerful that you'll fall in love with them at first sight. And they're pretty too, I can put that on its list of pros. It is, however, best for large aircraft, although it works well against the Alien Ace and some small mission parts.

the map at the lower-left, and go over to them.

Use your Grapple Gun to get a hold on them, and then drag them to the green vortex at the far distance of Mars (at least, I think that's Mars down there, I might be wrong) and get very close to it, but DO NOT ENTER. If you do, it's a failed mission. Once you get dragged in, turn around, go back a little, and wait for it to be sucked in. Then make your way out of there. League fighters will attack a bit, but they are nothing serious.

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+-----+
| MINESWEEPING |
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Difficulty Level: 3

Our first mission which is almost completely dedicated to defending a Navy Frigate. It'll surrounded by mines, so you have to buy it time. Three League Ballistas can be seen flying at it from a small distance, so shoot them down quickly. After that, the mission is pretty straight forward.

When you see a message on the left reading "ARROW OPENING JUMP GATE", or the like, look on your map at the bottom-left corner of the screen, and line up your Hex with the green dot, and shoot 'em down from there. Just wait until the Navy battleship eliminates all of the mines around it, and then an even larger battleship will appear, thus ending this mission.

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| DISRUPT LEAGUE SUPPLY NETWORK |
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Difficulty Level: 5

This is a rather fun mission, although the first part of it can get quite dangerous. Instead of the crappy old Hex, we've got the Spook for this mission. After this mission and (hopefully) the one mission of Gallonigher IV, you'll be on your way to Cronus to get a ship even better than this! The Spook has an Anti-Shield Torpedo, although you really won't need it in this mission.

If that wasn't good enough, it gets better from there. You've got the Plasma Cannon, a slow but really powerful weapon. In this particular mission, we also have the AWESOME Particle Gun. It'll be difficult to see our enemies with it, but the Particle Gun is devastating, and quite capable to eliminating a small fighter, shields and all, in a single blow. It's also got a long range and can be controlled.

Start by charging the Particle Gun and aiming it to the trees on the right. Let it land on the League turret there, and then accelerate a bit and use the Particle Gun on the trees at the far left, and then keep a close attention to the green dots on your map. Try to use the Particle Gun to wipe out all of the League Turrets, since they'll be REALLY annoying.

When you see League Hammers emerging from the hangar on the ground (it can't be destroyed, although I've taken its shields down before, uselessly), take a break from torturing League turrets and instead slaughter the Hammers. More will likely come out, with a League Frigate trying to grapple them and eject. If you see a grapple attempt to pick up a League Hammer, use the Particle Gun to destroy the ship. It should be an easy target. Once enough ships are destroyed, the mission is over.

Skip to Gallonigher IV now.

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Difficulty Level: 3

Damn are the League persistent... a Navy Destroyer (a more powerful version of a Frigate) needs your assistance, as a League Processing Plant is going to sacrifice itself so that it collides with the Navy Destroyer, wiping both of them out simultaneously.

Do not even think about going for the League Processing Plant, since it has the usual powerful laser, and I've hit it with the Anti-Shield Torpedo and all of my Anti-Shield missiles, then harrassed it for the rest of the mission before it collides with the Navy Destroyer and couldn't finish it off. Instead of getting all aggressive, we've got to be more defensive and eliminate other things.

Take out the League Swords around here and wait as some more backup arrives and the League Processing Plant gets really close to the Navy Destroyer (that is when the Navy will tell you to divert the course of the battleship by grappling it). You'll especially need to do that when the 'Destroyer's shields and engines are destroyed.

Get behind the rear end of the battleship and grab it with your Grapple Gun, and then head forward, away from the League Processing Plant. Ignore all other offense and get the battleship away! Repeat this a few times, and you'll find a considerable distance between the Processing Plant and the Destroyer, completing the mission.

+-----+
| INSTALLATION DEFENSE |
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Difficulty Level: 5

One of the tougher missions in the game if you're bad with the Grapple Gun; however, I rarely encounter this mission. Anyway, you have three minutes or so before a giant League fleet arrives. A nice thing they allow us to do is to deploy proximity mines near jumpgate markers using the Grapple Gun, and then shoot them from a distance so that they target anything that arrives near them. Since these mines are so powerful and the markers indicate where the fleet will come in, they'll be very useful.

However, it is not necessary in any way to do this. When the League fleet does come in, you can take them on with your lasers and the Scatter Gun, but hey, it's just not as easy. If you do it like this, be prepared to immediately fly around and exhaust every missile in your arsenal. Quickly fly around and find the green dots, and immediately line them up with the Plasma Cannon, as a few hits with that will take them out. You'll have much less to deal with if you brought the proximity mines into proper spots, though.

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| HIT 'N RUN |
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Difficulty Level: 3

This mission isn't too difficult, but for appropriate results, you will have to play out some strategy. First of all, you have to tow a League vessel to the Navy battleship at the beginning, using your Grapple Gun. However, it happens to be guarded by a large minefield and a League Research Facility, and that's

Any other frigate would require about six Anti-Shield Torpedoes (accessible by cheating), but this one doesn't. Destroy its weak spots after the shields are gone, and for the other one, use the isotopes. Once they're gone, this HUMONGOUS League ship called the Behemoth will appear. Sincerely enough, you have to be quite a while away from it for the whole thing to display on your screen.

If that wasn't bad enough, this thing can also take a GIGANTIC beating, and it takes twenty-two Plasma Torpedoes to destroy its hull alone. Trust me, I've cheated to discover this. Being like this, it takes about three isotopes to destroy the shields, and then I recommend flying around the ship using the Scatter Gun to destroy the weak spots, which indeed can be found on the League Behemoth. You have two minutes to destroy it. Good luck; you'll surely need it!

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|  AVERT NATURAL DISASTER  |
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Difficulty Level: 7

What a marvelous beginning for one of the hardest missions in the whole game, which must be completed. Either this one or Rescue Science Vessel, but we all know that Rescue Science Vessel is THE toughest mission. Alright, enough of my rambling. There is a huge asteroid storm coming toward a Navy Starport and a Navy Cargo Transport, and you'll have to divert the asteroids. About twelve of them appear at a time, and four or five will destroy each aircraft. If one of them disappears, it's game over.

The only way to divert them is to use the Grapple Gun. Get a firm grip upon any that come near, while keeping a post close to the Navy Starport. Whenever you grab one of them and let it go, it's almost guaranteed it's not going to hit anything. Continue with all of them, while taking drastic measures if it is needed, and then a giant asteroid will appear from the direction of the sun. Now this, not even the Grapple Gun can stop. You need to use a generator for a jumpgate to do this.

Look at the radar on the side of the screen to find one, and then tow it near the asteroid so that a jumpgate will block it from hitting the Navy Starport. Whenever I complete this mission, I find myself laughing for some strange reason. Haha. At least we got past this mission, though.

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|  REMOTE TARGETING  |
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Difficulty Level: 4

This is by far the easiest and most entertaining mission in the Alpha Centauri II act, although it's not so easy that it's worth puking to. Head over to the large League Cruiser and probe it, along with any other League battleships you come across. After it's probed, a jump missile will come in and target it, and when it hits the cruiser, it's gone. However, after this point, jump missiles might turn up as green. If they do, IMMEDIATELY destroy them, as the effects if they hit you will be absolutely devastating.

Followed by another League Cruiser. By now, the place is probably flooded with League Maces. Ignore them; just find another League Cruiser and probe it; then wait for the jump missile to show up and take it. If the jump missile happens to be green, I guess that's bad luck. Then you'll have to unload all your very

use an Anti-Shield Torpedo.

Now just fly around a bit, and destroy the League Frigate. Your Anti-Shield Torpedoes and Scatter Gun on the weak spots should be more than enough to take it down, though. After it's gone, the Watch will finally tell you where to find the traitor. So where are we going next? None other than the third part of this awful mission...

Part 3
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Difficulty Level: 1

Another significant change in difficulty; this part has about a fourth of the difficulty of the previous one. A Navy Starport will cloak, leaving you to deal with three League fighters. Eliminate them like you normally would (missiles work well here, as always) and then the Starport will uncloak again, allowing you to collect the traitor list.

Probe the Starport, and once you retrieve the pod a traitor will come around. Now we can finally finish business with that little punk. Use the remaining missiles and your Scatter Gun to finish it off, and we're done with this business. However, if you fail this mission you would get to rush forward quite a bit...

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+-----+
|  CAPTURE TRAITOR  |
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Difficulty Level: 3

This mission is almost EXACTLY the same as the last one, but this one we have to win. Anyway, a League Starport will uncloak, first of all. It'll give you three League Maces to play with, but the Scatter Gun will turn them into a litter of space debris in no time. After that, none other than a League Frigate appears to the left side of the sky. Time for another large ship to take out. Just use your Anti-Shield Torpedoes and the Scatter Gun on it, and then the League Starport will finally uncloak. That took long enough.

When the 'Starport finally shows up, go around it and blow the shields down with your Scatter Gun, and when the shields are gone, make sure you do not destroy it. Wait for members of The Watch to board it and chase a traitor's escape pod out, and then go for the pod and destroy it; that shouldn't be any problem. After that, you'll have to take out the rest of the League Mace pilots around here, but the Scatter Gun will feed them a thing called death before they spoon it down your throat.

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|  TRAITOR HUNT  |
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Part 1
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Difficulty Level: 3

Now we have to deal with everyone who is unloyal to the Navy, including Becks, in the second part of the mission. To find out their true status, you have to probe them with the Probe Pod (duh). This mission is easy enough, considering the enemy Navy aircraft are usually destroyed very quickly by other Navy

Difficulty Level: 2

Because I'm feeling generous upon the time of writing this, I'll break down and give this part of the mission a difficulty rating of 2/10, because the alien fighters here are a little tough to hit. Oh, that reminds me. You have the Spook for this fight and are aided by no less than four Navy Spook wingmen. Now that is just plain hardcore. So, five Spooks versus five alien fighters. And after I got finished with this one, three of the Spooks were remaining.

Anyway, just fly in there with the Spooks and use the Particle Gun to track them down if you're feeling pretty accurate, but otherwise just use the Plasma Cannon. The real part is yet to come.

Part 2

=====

Difficulty Level: 4

Probably among the coolest missions in the entire game, this one has four Navy Civilian Buildings and one Command Center against an Alien Battleship, a few docked aliens, and a bunch of spores. SPORADIC! Yeah, really. Don't even try to go up against the Alien Battleship; it's just too far up in the air. It'll first sic a bunch of spores at you; take these out immediately, because two of them will eliminate the Navy Command Center, thus losing the mission.

Start by using the Anti-Shield Laser for them until the bullets start to get deflected, and then use the Laser. The Plasma Cannon is just far too inaccurate for proper use here. After that, four alien ships will come out from their battleship, so destroy them quickly like normal. Just use the lasers at their right times, and all of your missiles, as this is the only time you'll need them in this mission. After that, six or so more spores will come out, but use your Particle Gun for these. It's very accurate in this case, so long as you know where the spores. After they're gone, it's a success.

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+-----+
| ELIMINATE ALIEN SUPER BEAM |
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Part 1

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Difficulty Level: 2

No, the real mission has not begun yet, by a long shot. This part is merely a warmup. Anyway, we're paired off against three League Lances. Wait, the League versus the Navy in THIS occasion? Ridiculous... anyway, kill time for the Navy Mining Vessel to lance the asteroids down by destroying two of the Lances, but leave the other one alone. The League just isn't much of a problem anymore, and another Lance will just show up, one after another.

Anyway, when the asteroids are blown open, fly to them and tow them over to the Navy Mining Vessel. When it gets all three of them, we can go on to the second hardest thing in the game...

Part 2

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Difficulty Level: 10

Ugh... ugh... just the second hardest mission in the game, and rivaling the

very hardest in every way possible. What you have to do is destroy four green discs and drag four reflectable discs into EXACTLY proper places, all of these within less than four minutes. All in all, almost impossible. If you want to beat this mission, though... immediately accelerate forward and use the Scatter Gun to destroy this disc, and then turn back and destroy the disc there as fast as you can.

Look around for a red disc, and continue to tow it over to one of the rings, being carefully not to turn around. Only one disc will appear at a time, so no time to correct screw-ups. Line up the Diablo's cursor with the one in the middle of the rings, and once you get close to one of them, let it go, being careful not to move before the grapple is fully detached. Repeat this with all of the rings around the area... if you can. Like I've stated before, this is an extremely hard mission, and even I can't beat it (well, I beat it once, but I cheated).

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* * * * * 4.17. BOREAS III * * * * *
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+-----+
|  SUPPORT HEAVY ASSAULT  |
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Part 1
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Difficulty Level: 3

This isn't quite as easy as it looks, as these three League Lances like to just show up and fire Anti-Shield Torpedoes at the Navy Destroyer, which doesn't exactly help. Get into the offensive immediately, and use missiles as well as the Scatter Gun to take them out as quickly as possible. If you get them down to two Lances before the Destroyer's shields go down, then you'll win this part guaranteed.

Part 2
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Difficulty Level: 4

This mission seemingly begins as a Navy Destroyer goes up against a League Power Plant, but an unidentified force will then show up and eliminate the power plant, AND attack the Navy. So, despite that rather kind annihilation of the League, they're our enemy. And they are aliens, you know. For the fight... ignore the Alien Battleship, the ones we want to go for are the regular alien fighters.

Note that these fighters can be extremely fast, so they're not easy to target. I recommend the Scatter Gun for just about the whole battle, since it has all the three definitive aspects: speed, power, and accuracy. Continue to target the purple dots, although the Alien Battleship will bring some more on to you and then flee. Continue fighting them off as you defend the Navy Destroyer. It is really the same part as the last one, except just slightly, slightly harder.

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+-----+
|  ELIMINATE ALIEN VANGUARD  |
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Part 1

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Difficulty Level: 1

Is that Uranus over there? Hmmm. Once you begin, you'll just start next to a Navy Dreadnought, defending it from three Alien aircraft. Don't worry, there will be a real part after this one. Use the radar to track the pink dots down and use your missiles on them (Plasma Missiles can take a hull out in one hit in my game) so it shouldn't be long before you get to the second part.

Part 2

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Difficulty Level: 5

This is a much harder part than the previous one, since this one will face you and the Dreadnought against an Alien Battleship and several small fighters. I tell you now: you'll have VERY little time to eliminate the Alien Battleship before the small ones destroy the Navy Dreadnought. If any of them get bad, go to them and blast them down, but our main target here should be the Alien Battleship.

Much harder than a League Frigate, if I do say so myself. Try and move while shooting at it, and unload all four Anti-Shield Torpedoes on it. Just use a bit of Scatter Gun fire on it to reduce it to only its hull, and then unload all of your Plasma Torpedoes and shots from the Scatter Gun onto it. When the large battleship is gone, the mission is automatically over. Just so long as you didn't waste time going after the small fry.

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|  CAPTURE ALIEN TECHNOLOGY  |
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Part 1

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Difficulty Level: 1

Alright, this is obviously meant to be funny. You've got three of the bigger (therefore, easier) alien fighters versus you, a Diablo wingman, and a Navy Power Plant. Ignore the power plant while chasing the alien fighters down, using all of your acceleration. However, after you finish that small part, you will go to the real fun part.

Part 2

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Difficulty Level: 4

This part of the mission will have you cloaked, although Ops and Drake telling you that are the only way you'll know that. Anyway, the alien fighters cannot see you and you don't want them to. Therefore, do not even press the shoot button. Just accelerate past the ships, ignoring them, past the Alien Fueling Station, and to the Alien Battleship. Use your leech beam on it, and then... now this is interesting! We're taking control of an alien fighter.

Of course, the aliens know well enough you're not one of them. Look around for a jumpgate, while immediately flying away from the numerous alien ships. You can hang around and test out your brilliant Alien Laser and plain rich Alien Missiles, but don't worry, we'll get those soon enough. Just make it to the

Part 1

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Difficulty Level: 1

For this short part of the game, you'll have the Navy Voodoo aircraft. This son of a gun is all powerful, with just about everything you need. It's got speed, power, weaponry... ah yes, it has Alien Missiles and Alien Torpedoes. These work in all circumstances, and are extremely powerful against shields and hulls alike. Now, for the first part. You need to eliminate three Alien aircraft to get to the next sector, but this is just a plain pushover. Throw out your Alien Missiles, lock on to the enemy and use your Alien Lasers to blast them to pieces, and before long you'll be riding on a jumpgate towards the actual mission.

Part 2

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Difficulty Level: 3

This mission is much more complicated and difficult than it looks. Trust me on that. Anyway, you'll find a crystal in the middle of the screen firing beams into the warphole, and this is our target. Except you have to break its secret web lock code. Basically, this is a game of Simon Says. It'll gather power from one of eight or ten small crystals around it, and then fire.

It's important to note that the crystal will do this in a set order. Basically, look at which crystal the main one draws power from, and then shoot it with the Alien Laser. It'll go from one of them, to two, to three... to about seven, when finally the crystal and the entire warphole explode. Now that was a nice way to go out with a bang. A big talking Alien Ace will come in to fight you, but he's pathetic. Just track him down and use your Alien Missiles and Alien Torpedoes if you get close. Easy.

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|  STOP KRON'S SUPER GUN  |
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Part 1

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Difficulty Level: 1

We need to find out where the super gun is before we take other measures. That is no problem at all -- this part is obviously just a joke. Start by going to Kron's Command Craft to the far side, and use your Alien Torpedoes to take the shields down. Don't worry; the much harder Part 2 will replenish your ammo, so don't worry about that. Three Alien Torpedoes and perhaps a bit of Alien Laser fire ought to wear the shields down.

It's important not to destroy Kron's Command Craft, or you're left without the knowledge of Kron's location. Get near the craft and leech the data from it after the shields are gone, and then it will flee. To proceed, you'll have to take down three Kron Loyalists (Navy traitors, really), with the help of one Diablo wingman. He's a bit of a help, so go out with him and use your Alien Missiles to hit the Navy aircraft, and then go through the jumpgate...

Part 2

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Difficulty Level: 6

Alright, you really didn't think that THAT was it, did you? :) Of course, we have to fight two of Kron's aces and three Navy aircraft, though. The regular loyalists are the same as they were last mission; don't worry about them. The Loyalist Aces are slightly tougher, but they shouldn't prove too much of a problem. Go around and fly with your two Diablo wingmen, but do not even think about using an Alien Missile or Alien Torpedo. You need those badly. Just use the Alien Laser.

Okay, you have one minute to destroy Kron's supergun. This part really sucks, since Kron won't hesitate to use his lasers on you. The gun has four weak spots and those are the areas you need to go for. These parts are the long blue and white wings around the sides (nearing the middle), and each require a little more than an Alien Torpedo to destroy. So that leaves us one minute to use an Alien Torpedo on each wing, then use the laser, and for the fourth and final wing, use Alien Missiles. Quickly do this while moving around a bit so you don't get killed off the bat, and... Kron escapes. What a ripoff.

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+-----+
| LOCATE AND KILL KRON |
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Part 1
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Difficulty Level: 1

Alright. You've practically beaten Colony Wars: Vengeance once you've gotten past that tough mission. This part, as well as the final showdown itself, is just plain easy. Kinda like the final boss fights of Final Fantasy VII, if you have played that. Anyway, Kron quite OBVIOUSLY has to have two Navy members here and ready to shoot you down before he shows himself. Just use an Alien Missile or two to take them out quickly.

Once you've gotten rid of them, a Navy loyalist vessel will show up. This is really just a Navy Frigate; it's weak, it goes down very easily, but it's got the giant laser. Keep a good distance from it or fly around it, and target it with an Alien Torpedo and maybe a few blasts of your laser, and then Kron's Command Craft itself will appear. It's much bigger and tougher, and we need to get its shields down. Just hit it with your remaining secondary weapons; it's nothing compared to what we've faced. Kron will then flee the sector. Chase... that... criminal... down...

Part 2
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Difficulty Level: 1

You read it correctly. This is a pitifully easy final showdown, and I did it on my first try in a few hits. Seriously. Of course, Kron will cloak himself and sic two Navy loyalist bodyguards on you. Perhaps use an Alien Missile or two on these, and then blast them down furiously with the Alien Laser, until FINALLY, Kron uncloaks himself. No one to protect your cowardly ass now, Kron. Better stand and fight up to Mertens, now.

Anyway, Kron can cloak and uncloak a bit, but only temporarily. Mertens has the advantage, with the Alien Torpedoes and Alien Missiles. Speaking of the former, it might be a good idea to chase Kron with an Alien Torpedo always

ready to fire. It's not really that tough, and if you line Kron's aircraft and the Voodoo up correctly and fire, Kron is dead in one hit. After exhausting all your torpedoes, use missiles. They have much greater accuracy, and unless Kron uses a flare or cloaks himself, he can't defend against them if you lock on.

Regardless of whether you use missiles or torpedoes, Kron will succumb very easily to your Alien Laser, just so long as you can find him. It's like just about every other battle in the game: one craft's AI won't be too horrible on you, but if they really gather up on you, you're at a terrible problem. Enjoy it showing Kron's ship being blown up eight times, and learning some about his history in the ending; you've deserved it!

~~\\ SECTION 5. CHEATS ~~//

Alright, bad man. Here are all the cheats in the game, but try not to use them under any circumstances until you have beaten the entire game. Got that? Use them wisely...

Pass	Effect
Avalanche	Infinite afterburners
Blizzard	All cheats on
Chimera	Infinite secondary weapons
Dark Angel	Guns do not overheat
Demon	Gain access to everything in the game
Hydra	Collect 99 upgrade tokens
Stormlord	All cheats off
Thunderchild	All Navy ships available
Tornado	All weapons available

~~\\ SECTION 6. COPYRIGHT / CONTACT ~~//

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| E-Mail Rules |
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I love getting good emails, so you're free to email me with a question any time, but I will not answer questions already answered in this FAQ. I prefer e-mails with good grammar, and subjects with Colony Wars: Vengeance <insert whatever here> or I will delete them, sorry. Also, don't send me e-mails about other Colony Wars games with a Vengeance subject, if you please. And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><Orz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much. Another thing: don't send me e-mails in any languages other than English or Spanish. I can read both English and Spanish pretty well, but I prefer English. Still, I can do Spanish pretty well, so if you absolutely have to send me an e-mail in Spanish, hola. But if you know English, I want that. Thank you.

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| IM Rules |
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My AIM list is closed because of everything I need to get, so you'll have to e-mail me to get on. If you are on, however, do not give me spam or ask me to work for your site, or I'll probably remove you from it forever. Sorry if I'm rude, but I am quite busy often and can't stay on a lot, so I can't work for your site. It doesn't matter what it is; I WON'T WORK FOR YOUR SITE. Asking me to is asking to never talk to me again. Thank you. And please don't IM me a lot too, because I have like 20 people always IMing me, and although I hold nothing against them, I would prefer having light IMs. Thank you again. My name is rbeast288.

~~\\ SECTION 7. CREDITS ~~//

Alright, props go out to any who have helped in any way while I've written this guide. Here they are.

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.
- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.
- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.
- The people who support me and still keep me writing today; stuff happened a year ago, and without these people, I would not still be writing: SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you don't know all that you have done to support me since I began to write almost two years ago.