

# Front Mission Alternative (Import) FAQ/Walkthrough Final

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Updated on Aug 26, 2013

FRONT MISSION ALTERNATIVE

FAQ/WALKTHROUGH

VERSION FINAL (1.15)

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VERSION HISTORY

23-8-2013 - Minor fixes.

9-6-2012 - Fleshed out Secrets section. Added PlayStation Mouse controls.

Guide complete.

21-10-2010 - FAQ/Walkthrough complete. Will make updates in the future for grammar and guide corrections.

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AUTHOR'S NOTE

It's about time I finished my Front Mission Alternative guide collection! To

those who are looking for a full walkthrough of the game, this guide is for you. Enjoy!

Sites allowed to post this guide:

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I will consider allowing other sites to post this guide if I get an email on the address shown above. I'm usually open to allowing other sites to post my guides provided that I am credited for my work. I assume anyone reading this is aware of the guide's purpose so I don't think I need to explain that. Also, don't try and pass this work of as your own. I've created this guide in a certain way that allows me to identify if someone has plagiarized from my guide. Respect those who spend a great deal of time making guides to help out other people. We don't do it just because guide writing is fun, you know!

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## 1. INTRODUCTION

[INTR]

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This is an FAQ/Walkthrough for Front Mission Alternative, released in Japan on the Sony PlayStation. This guide is to be used alongside my beginner's guide on GameFAQs. Only specifics about the game's material will be covered in this guide. Do not send me e-mails about material that is already in the beginner's guide as I will simply delete it. With that said, let's move onto the main attraction!

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## 2. BASICS

[BASE]

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This will be brief as most of the game's mechanics have been explained in my beginner's guide. You should also consider reading the manual for additional help. This is one of those games that you need to go through the manual first before playing it. If you don't know where my beginner's guide is located, go to GameFAQs.

### CONTROLS GUIDE

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#### USING THE PLAYSTATION CONTROLLER:

(Utilities)

Directional Pad - Select command/select character(Comment).  
Start Button - Accept rewrite of save file(Comment).  
X Button - Cancel command/erase 1 character.  
O Button - Confirm command/add 1 character.  
[] Button - Cancel rewrite of save file(Comment).

(Mission Lecture)

Directional Pad - Select command.  
X Button - Cancel command/speed up text.  
O Button - Confirm command/speed up text.

(WAW Equipment)

Directional Pad - Select command/select location/select part/change parameters (Pilot Type).

L1/R1 - Cycle through platoons.

L2/R2 - Cycle through pilots.

X Button - Cancel command/close window/advance text window.

O Button - Confirm command/advance text window.

(Target Select)

Directional Pad - Move cursor/select command/rotate camera(Close Up Mode and Simulation Mode)/rotate map by 30 degrees/change parameters(Support).

Start Button - Enter Simulation Mode/exit Simulation Mode.

L1/R1 - Change options/switch platoons.

L2/R2 - Rotate map by 45 degrees.

X Button - Cancel command/zoom camera in(Close Up Mode and Simulation Mode).

O Button - Confirm command/confirm target/speed up the simulation time. (Simulation Mode).

/\ Button - Zoom camera out(Close Up Mode and Simulation Mode)/display different elevation levels of the map.

[] Button - Enter Close Up Mode/exit Close Up Mode/speed up cursor movement (press + hold the button).

(In Battle)

Directional Pad - Move camera/select command/change parameters(when Sound is selected)/change targets(when Local Raid is set, only in Cockpit Mode).

Select Button - Change selected platoon's Behavior setting/change platoons' Behavior settings(when Options is selected).

Start Button - Enter Target Select Mode/exit Target Select Mode.

L1/R1 - Change options/switch platoons.

L2 Button - Zoom camera in.

R2 Button - Zoom camera out.

X Button - Cancel command/close command window/speed up text.

O Button - Confirm command/open command window/speed up text.

/\ Button - Toggle HP indicators ON or OFF/toggle Shield HP indicators ON or OFF/hide or display Radar.

[] Button - Enter Cockpit Mode/exit Cockpit Mode.

Notes:

- To return to the title screen from the battlefield, press and hold the following buttons: Start, Select, L1, R1, L2, and R2.

- In Cockpit Mode, the Up/Down directional buttons use an inverted control scheme. To look up, press Down. To look down, press Up.

USING THE PLAYSTATION MOUSE:

(All Operations)

Left-Click Button - Confirm command/open pop-up menu/advance text window.

Right-Click Button - Cancel command/close pop-up menu/advance text window.

(Utilities)

Right-Click Button(press + hold the button) - select character(Comment).

(Target Select)

Left-Click and Right-Click Buttons(press + hold the buttons) - zoom camera in or out(Close Up Mode and Simulation Mode).

Right-Click Button(press + hold the button) - rotate camera(Close Up Mode and Simulation Mode)/rotate map by 30 or 45 degrees.

(In Battle)

Left-Click and Right-Click Buttons(press + hold the buttons) - zoom camera in or out.

Right-Click Button(press + hold the button) - rotate camera.

Notes:

- To move the cursor, simply move the PlayStation Mouse.
- For several controls, moving the mouse must be combined with pressing the left-click, right-click, or both of the mouse buttons.
- In Cockpit Mode, the mouse controls are inverted. To look up, move the mouse down. To look down, move the mouse up.

CAMOUFLAGE

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Olive Green  
Light Brown  
Sand Brown  
Khaki  
Land Brown  
Night Blue  
Sea Gray  
Night Gray  
Light Gray  
Flat Earth  
Sand Yellow  
Light Sand  
Sand Gray  
Navy Blue  
Field Blue  
Earth Gray

\*\*\*\*READ THE FOLLOWING BEFORE PLAYING\*\*\*\*

-----  
Mission - mission number and location  
-----

Enemies - how many enemy units are in the mission.

Bosses - how many boss units are in the mission.

Units - how many player units can be deployed in the mission.

Allies - how many ally units are in the mission.

Supply Platoon - if the supply platoon is available in the mission.

Support Fire - if the support fire platoon is available in the mission.

Supply Points - waypoints the supply platoon are stationed in the mission.

Briefing Notes - any notes about special matters in the mission.

Time Conditions - if the mission takes place at day or night time.

Terrain Conditions - the terrain conditions of the mission's battlefield.

Suggested Camouflage - suggested camouflage for the mission.

Mission Rewards - the rewards available for completing the mission.

Strategy - notes on how to beat the mission

Enemy Composition - enemy data. See below:

-----  
Platoon number

Unit type - Total x number

Armor: Mobility:

Weapon Loadout:

weapon - damage, range (only for bosses and special units)  
-----

Shortened Weapon Names:

Machine Gun - MG  
Vulcan - VN  
Shotgun - SG  
Handgun - GN  
Assault Rifle - RF  
Railgun - RG  
Melee - PC  
Shield - SD  
Cannon - CA  
Grenade Launcher - GR  
Missile Launcher - MI  
Rocket Launcher - RO  
Beam Cannon - LA

\*\*\*\*READ THE ABOVE BEFORE PLAYING\*\*\*\*

-----  
3. WALKTHROUGH

[WALK]

-----  
The following information details the game's missions and scenarios. The true ending of Front Mission Alternative lies in the Scenario One path. Scenarios Two, Three, and Four show alternative endings and do not cover the full story of the game. Please use the search codes to skip ahead to the Scenario you are interested in.

-----  
SCENARIO ONE

[SCE1]

-----  
The game will always start at at Scenario One, but can branch to the other Scenarios as early as the first mission. To switch to a different Scenario, please take note of the requirements stated in the mission details.

-----  
CHAPTER ONE - ZYGOMATIC

[CHA1]

-----  
Watch the first few scenes that play out and when they finish, you'll be able to start the game.

-----  
Mission 1 - Kisangani  
-----

Enemies - 15 + 1 reinforcement  
Bosses - 0  
Units - 3  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Jungle, moderate space, no elevation changes  
Suggested Camouflage - Olive Green, Night Gray

Mission Rewards:	3	4	5
DINGUS	Yes	Yes	No
WHOPPER	No	Yes	No
RAMROD	No	No	Yes

(if following the SCENARIO THREE path)

WHANG	No	No	Yes
WHOPPER	No	Yes	No
PROD	No	Yes	No

Strategy:

The time it takes to complete this mission will determine what scenarios you will play for the rest of the game. If you want to play Scenarios Three and Four, you must complete the mission within six minutes or less. If you want to play Scenarios One and Two, you must complete the mission and spend more than six minutes to complete it. Basically, the magic number here is 23:59 if you want these scenarios.

Anyhow, you don't need to worry about setting up for this mission. If you want, give the spare DINGUS and WHOPPER to McCoy, Bruce, or Furphy. Just make sure you don't give both weapons to one pilot.

Your first mission is basically a tutorial on how the game works. To start, make a path using waypoints 1 and 7. Once you reach waypoint 7, enemy platoon 1 should be close by. Through the Target Select menu, make a new path towards enemy platoon 1's position. You'll be fighting a Chrysalide Fuse vehicle and a few soldiers. Experiment with the Attack Type option using the Local Raid and Diffusion settings when you fight them. Once they're destroyed, return to waypoint 7. At this point, enemy platoons 2 and 3 should be nearby. If they are, change your Attack Type to Diffusion to quickly get rid of the soldiers.

Upon the destruction of all three enemy platoons, reinforcements will arrive in the form of a Pauk mobile weapon. You'll need to destroy the Pauk to end the mission. Chart a new course through waypoints 11 and 12. As you get close to the Pauk, practice using the Defensive and Offensive settings through the Behavior option. Knowing when to switch between these settings will come in handy in future missions. Staying on Defensive is good whenever you need to block or dodge incoming fire. Try this out against the Pauk's cannon.

Enemy Composition

-----  
PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 2:

Virtua in SH-14 Chrysalide - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 3:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
Reinforcements:

-----  
PLATOON 4:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

-----  
Mission 2 - Bumba

-----  
Enemies - 21  
Bosses - 0  
Units - 3  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Jungle, limited space, no elevation changes  
Suggested Camouflage - Olive Green, Night Gray

Mission Rewards:	3	4	5
WHANG	No	No	Yes
WHOPPER	Yes	Yes	No
PROD	No	Yes	No

Strategy:

If you didn't equip the spare DINGUS or WHOPPER, do so now. Also, equip any

of the rewards you earned from completing the previous mission. At the very least, you should have an extra DINGUS to use. In the event you did better than rank 3, equip the WHOPPER or RAMROD parts on your pilots.

This is slightly harder than the first mission, but you can think of it as a harder tutorial. You have to deal with a few enemy platoons here, including two Pauk mobile weapons. This map doesn't offer a lot of room to move around so you can't simply choose a bunch of waypoints at random. In any case, you should chart a course through waypoints 18, 12, and 10 to start. Don't pass by waypoint 14 as there's a booby trap by that area. The booby trap deals 400 damage, so you might want to stay clear of that route. Once you're close to waypoint 10, attack enemy platoon 2.

Once they're out of the way, head to waypoint 9 to intercept enemy platoon 1. Clean up the soldiers and make a new course through waypoints 7 and 5 to get to the last two enemy platoons. You might have to face both of them at once, so don't be afraid to switch your Attack Type to Diffusion. Diffusion is a good way to quickly get rid of weak enemies. When the Pauk mobile weapons are left, switch your Behavior to Defensive and Attack Type to Local Raid. This lets your units block any cannon shots until you're close enough that they can't be used. Switch to Offensive Behavior to finish off the mobile weapons.

#### Enemy Composition

---

##### PLATOON 1:

Soldier - Total 8

Armor: 10                      Mobility: 10

---

##### PLATOON 2:

Virtua in SHM-14 Chrysalide Fuse - Total 1

Armor: 600                      Mobility: 87

Soldier - Total 4

Armor: 10                      Mobility: 10

---

##### PLATOON 3:

Virtua in SH-14 Chrysalide - Total 1

Armor: 600                      Mobility: 87

Soldier - Total 4

Armor: 10                      Mobility: 10

---

##### PLATOON 4:

Virtua in TKS-04 Pauk - Total 2

Armor: 4000                      Mobility: 36

Virtua in SH-14 Chrysalide - Total 1

Armor: 600                      Mobility: 87

---

#### Mission 3A - Gemena

---

Enemies - 20

Bosses - 0



Units - 3  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Jungle, very large space, some elevation changes

Suggested Camouflage - Olive Green, Night Gray

Mission Rewards:	3	4	5
PROD	Yes	Yes	Yes
BLUE VEINER	Yes	Yes	Yes
RAMROD	Yes	Yes	Yes
WHANG	No	Yes	Yes

(if skipping Mission 4A)

PROD	Yes	Yes	Yes
BLUE VEINER	Yes	Yes	Yes
WHANG	Yes	Yes	Yes
DIAPER E	Yes	Yes	Yes
STAFF	Yes	Yes	Yes
BUSHBEATER	No	No	Yes

Strategy:

Like the very first mission, your performance in this one will affect your upcoming missions. If you want to skip to Mission 5A, you must complete this mission within eight minutes or less. If you want to do Mission 4A, you must complete this mission and spend more than eight minutes to complete it. So basically, the magic number here is 21:59 if you want to play Mission 4A.

Assuming you didn't mess up too much in the previous mission, you should have the WHOPPER and PROD weapons in your disposal. Outfit McCoy, Bruce, and Furphy with the new shoulder weapons...but don't just stack PROD because it has more attack power. For this mission, you might find it more beneficial to stick with WHOPPER. Finally, equip the WHANG if you earned it as well.

This is the first mission where you will be tested on your skills in fighting on varying elevation levels. Elevation basically affects the effectiveness of your shoulder weapons, and if they will hit the enemy or miss. As your choice of shoulder weapons comes down to either WHOPPER or PROD, you would do well to equip both. PROD has more attack power than WHOPPER, but its effectiveness drops if the enemy is not standing on even elevation as whoever shoots it. On the other hand, WHOPPER will always work regardless of elevation differences. Still, its low attack power means you can't just plow through enemies.

When the mission starts, chart out a course for waypoints 01 and 19. You'll be running straight into enemy platoon 3, so take them out when they're nearby. You should be close enough to enemy platoon 1 now. Go after them next. Then, target enemy platoons 2 and 6 in the same area. Upon doing that, make a path through one of the waypoints near enemy platoon 5, then the platoon itself. This is where WHOPPER will come in handy; if McCoy, Bruce, and Furphy are still on lower elevation, they can attack the Pauk mobile weapons despite the terrain disadvantage. Finish off enemy platoon 4 last to wrap things up.

Enemy Composition

-----  
PLATOON 1:

Virtua in SH-14 Chrysalide - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 2:

Virtua in SH-14 Chrysalide - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 3:

Virtua in SH-14 Chrysalide - Total 3  
Armor: 600                      Mobility: 87

-----  
PLATOON 4:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2  
Armor: 600                      Mobility: 87

-----  
PLATOON 5:

Virtua in TKS-04 Pauk - Total 3  
Armor: 4000                      Mobility: 36

-----  
PLATOON 6:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

-----  
INTERMISSION:

If you managed to clear Mission 3A, skip to Mission 5A.

-----  
Mission 4A - Yahorende

-----  
Enemies - 20  
Bosses - 0  
Units - 3  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Canyon, large space, many elevation changes

Suggested Camouflage - Light Brown, Sand Brown

Mission Rewards:	3	4	5
PROD	Yes	Yes	Yes
BLUE VEINER	Yes	Yes	Yes
WHANG	Yes	Yes	Yes
DIAPER E	Yes	Yes	Yes
STAFF	Yes	Yes	Yes
BUSHBEATER	No	No	Yes

#### Strategy:

If you're playing this mission, use this time to practice your ability to switch between Offensive and Defensive Behavior types. You'll be needing it, especially if you're gunning for a rank 5 rating. There's plenty of enemies to deal with here and if you don't know when to play defensively, you will be taking a lot of damage here. Fortunately, your selection of shoulder weapons now includes BLUE VEINER - a nifty cannon that's good for long range attacks. It lacks ammo, but its high velocity rounds mean you won't waste your shots. Use one of these and pair it up with PROD before doing this mission.

Chart a course through waypoints 19 and 18, as well as enemy platoon 2, to get the mission rolling. Switch your Attack Type to Diffusion as well. Once McCoy, Bruce, and Furphy are up the ramp, destroy enemy platoon 2. Next, go to waypoints 12 and 13. At this time, enemy platoon 3 consisting of the new Lucane tanks will move and start firing at your trio. Immediately switch to Defensive in Behavior until you get up the ramp - the Lucane cannons cannot target anything on higher elevation than itself. At about the halfway mark to waypoint 13, target enemy platoon 3 now.

With the terrain advantage, you should have no problem taking out the Lucane tanks without taking much damage in return. From here, travel to waypoint 09 and intercept enemy platoon 1. Switching to Diffusion will make the job go by faster. Next, chart a course through waypoints 09, 11, and 14. A new foe will greet you by the next ramp - an enemy WAW. As you might already have figured out, WAWs are formidable fighting machines that can absorb a lot of damage. Luckily, you'll only need to deal with one of these in the mission.

When the WAW bites the dust, enemy platoon 4 will retreat, leaving only enemy platoon 5 to deal with. Set a course for waypoints 06, 24, and 04 to reach the last enemy platoon. This one is just a trio of Pauk mobile weapons and are easy to deal with at close range. If McCoy, Bruce, and Furphy have taken a lot of damage, it might be best to stick to Defensive until you move close enough that the Pauk mobile weapons can't use their cannons.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1

Armor: 600                      Mobility: 87

Soldier - Total 4

Armor: 10                      Mobility: 10

---

##### PLATOON 2:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 3:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 4:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2  
Armor: 600                        Mobility: 87

-----  
PLATOON 5:

Virtua in TKS-04 Pauk - Total 3  
Armor: 4000                      Mobility: 36

-----  
PLATOON 6:

Virtua in LW-16D Waage - Total 1  
Armor: 2400                      Mobility: 61

-----  
Mission 5A - Closed Mine  
-----

Enemies - 15  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Canyon, large space, many elevation changes  
Suggested Camouflage - Light Brown, Sand Brown

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	No	No	Yes
STAFF	Yes	Yes	Yes
BUSHBEATER	No	Yes	Yes
BANGER	No	No	Yes

Strategy:

This will be the first mission you will have a second platoon to command. Liking, Benissad, and Onosai will form your second platoon from now on, so keep this in mind. Even though the three pilots come equipped with weapons,

you might want to consider changing their setups. The same goes for McCoy, Bruce, and Furphy. Assuming you didn't screw up too badly, you should also have the STAFF missile launcher. While it doesn't have much ammo, the weapon will have its uses in the upcoming mission. Before you head out, don't forget to equip the new DIAPER E shields.

With McCoy's platoon, set a path through waypoints 02, 01, and enemy platoon 2. You'll face a new enemy seconds into the fight - the Cornaille helicopter. Helicopters are really annoying foes that move fast, fire missiles at close range, then run away. Hitting them is a problem with any weapon other than a missile launcher. Conveniently for you, the STAFF missile launcher is at your disposal. One shot is all it takes to sink one of these helicopters. To make sure you don't waste the shot, target the Cornaille once it comes flying at you. It shouldn't be a problem because it'll do that right from the get-go.

Upon shooting down the Cornaille, continue to waypoint 01 and intercept enemy platoon 2. Take them down and you'll have one more enemy platoon to defeat with McCoy's group. Chart a course for waypoints 09, 08, and enemy platoon 3. The platoon in question consists of three Pauk Raketa mobile weapons. Taking them down isn't too hard, as long as you know when it's time to switch your Behavior. So, what does the new platoon led by Liking do? Clean up their own set of enemy units!

Liking's team should head for waypoints 04, 05, and enemy platoon 1. Enemy platoon 1 shouldn't be a problem, but enemy platoon 5 will be - it's another Cornaille helicopter. A STAFF missile will take it down though so hopefully someone from the team has one equipped. Then, head past waypoints 20 and 10 to reach enemy platoon 4. Taking these two platoons is all Liking, Benissad, and Onosai need to do for this mission. In case they are still in reasonably good condition, have them help out McCoy and co. eliminate enemy platoon 3.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1

Armor: 600                      Mobility: 87

Soldier - Total 4

Armor: 10                      Mobility: 10

---

##### PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 1

Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2

Armor: 600                      Mobility: 87

---

##### PLATOON 3:

Virtua in TKS-04M Pauk Raketa - Total 3

Armor: 3500                      Mobility: 36

---

##### PLATOON 4:

Virtua in LW-16D Waage - Total 2

Armor: 2400                      Mobility: 61

---

##### PLATOON 5:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
PLATOON 6:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
Mission 6A - Bamingui  
-----

Enemies - 20  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - Yes  
Support Fire - Yes  
Supply Points - Waypoint 24 (McCoy)

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Canyon, large space, many elevation changes  
Suggested Camouflage - Flat Earth, Sand Yellow

Mission Rewards:	3	4	5
BUSHBEATER	Yes	Yes	Yes
STAFF	Yes	Yes	Yes
WICK	No	Yes	Yes
PUTZ	No	No	Yes

Strategy:

If you did well enough to earn rank 5 in the last operation, you should now have your first WAW upgrade - Bloodhound Mk.2 G. You can give this only to the designated commanders of each platoon. So, the new WAW can only be given to either McCoy or Liking. For the sake of survival, it's best if you give this one to McCoy. Don't fret too much...you'll have more chances to get one in the near future. For your weapons, a mixture of BLUE VEINER, PROD, BANGER, and WHANG will do the trick in this mission.

Before you begin the operation, you will probably notice two new things in the Target Select menu: the Support option and a white colored squad located beside a waypoint with a number next to it. Remember how the Supply option was unaccessible before? Well, now you can access that...and the new supply platoon as well! The supply platoon allows you to reload weapon ammo and get new shields to use in battle. It's a handy tool to use, so make the most out of it! The only drawback to calling in your supply platoon is that you will have to go back to the waypoints they will be stationed at.

So, what about the Support option? Well, it grants access to a platoon that will provide support fire over a small area on the battlefield. This option can only be used once during a mission, but the damage it can cause to any enemies in the area makes up for it. You're free to configure how long you'll have to wait until the strike happens, as well as where it will be targeted at. Support fire can also cause friendly fire on your units so make sure none

of your platoons are in the target area when they come.

Anyways, when you're ready to begin, chart a course through waypoints 20, 19, and enemy platoon 2 with McCoy's group. For Liking, Benissad, and Onosai, get them to waypoints 22, 18, and 13 so they can take on enemy platoon 1. Next, have McCoy, Bruce, and Furphy move to waypoint 12 so they can engage the two Waage WAWS that make up enemy platoon 3. Have them take out enemy platoon 4 when they're done with that. Liking's platoon should head past waypoints 13 and 09 to reach enemy platoon 5. Switch your Behavior to Defensive just in case the Pauk Raketa mobile weapons start shooting missiles at them.

When the mobile weapons have been taken care of, go after enemy platoon 6. McCoy's platoon will need to go through waypoints 01, 02, and 06, while all Liking's platoon has to do is go through waypoint 07. It's just another trio of Pauk Raketa mobile weapons, which shouldn't be a problem taking out. In case you want to play it safe, set your support fire options to target enemy platoon 6 and decrease the waiting time to five minutes or less. This ensures that once either platoon reaches the destination, the mobile weapons will be heavily damaged and ripe for picking.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

---

##### PLATOON 2:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

---

##### PLATOON 3:

Virtua in LW-16D Waage - Total 2  
Armor: 2400                      Mobility: 61

---

##### PLATOON 4:

Virtua in LW-16D Waage - Total 2  
Armor: 2400                      Mobility: 61

---

##### PLATOON 5:

Virtua in TKS-04M Pauk Raketa - Total 3  
Armor: 3500                      Mobility: 36

---

##### PLATOON 6:

Virtua in TKS-04M Pauk Raketa - Total 3  
Armor: 3500                      Mobility: 36

---

---

Mission 7 - Fort Zaius

-----

Enemies - 18 + 16 optional targets

Bosses - 3

Units - 6

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Canyon, limited space, many elevation changes

Suggested Camouflage - Flat Earth, Sand Yellow

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	No	No	Yes
Bloodhound Mk.2	No	No	Yes
BANGER	Yes	Yes	Yes
WICK	Yes	Yes	Yes
LENGTH	Yes	Yes	Yes
DIAPHRAGM H	Yes	Yes	Yes
PUTZ	No	Yes	Yes
ROOSTER	No	No	Yes

Strategy:

This will be your first real test of how well you know the game's mechanics. You will also need specific setups for all of your pilots' WAWs to clear this mission. Specifically, McCoy, Bruce, and Furphy need to be tailored for close range combat. Liking, Benissad, and Onosai need to be tailored for combat on varying elevations. STAFF and WHOPPER will do for shoulder weapons; for main arm weapons, stick with BUSHBEATER and WHANG. For McCoy's platoon, equip them with BANGER and WHANG for main arm weapons. If you want to equip a shoulder weapon for them, use BLUE VEINER.

Fort Zaius is one hell of a military installation to conquer...and it's quite prepared to give you a real show to boot! Unique to this mission are missile turrets, which will fire missiles at your motley crew. There's a shockingly high number of them in this large battlefield too. Defensive Behavior goes a long way in keeping the damage to a minimum and with the high number of enemy units here, you'll need it. Also, because of where the enemy platoons are placed, McCoy and Liking will have to fight their own battles without aid. One of them will also have to fight the Bamia mercenaries in their WAWs.

Start off by having McCoy's platoon head for waypoints 03 and 05, then send Liking's platoon through waypoints 02, 01, and 08. McCoy, Bruce, and Furphy will have to deal with enemy platoon 1 and a few missile turrets. Liking, Benissad, and Onosai will have plenty of missile turrets on their route. To minimize the damage coming your way, always stay on Defensive Behavior until you achieve lock-ons with the enemy. While the missile turrets aren't needed for mission success, destroying them will increase your chances of survival. Don't forget to switch back to Offensive when you're within attacking range.

Once enemy platoon 1 goes down, send McCoy's group towards waypoint 07 and enemy platoon 4. For Liking and co., send them through waypoints 09, 12, 14, and 15 to reach enemy platoon 3. The two Lucane tanks and the Pauk Raketa



mobile weapon that makes up enemy platoon 4 should be handled at close range. You can attack them from afar, but you'll want to have McCoy's platoon fresh for the battle against the Bamia mercenaries. Take care of missile turrets in the way and when ready, move towards waypoint 22 and then enemy platoon 5. Liking's platoon should be engaging enemy platoon 3 by the time this happens.

When Liking, Benissad, and Onosai take out enemy platoon 3, have them move to waypoint 18 and engage enemy platoon 2. The platoon consists of four soldiers and a Pauk Raketa mobile weapon...it's nothing you can't handle. McCoy will have the harder battle with Barry, Mingos, and Andreau. If you've been using Diffusion, switch to Local Raid in Attack Type. Take them down one by one and you'll emerge victorious. This is a hard mission to get a rank 5 rating, but if you can do it, the rewards are well worth the effort.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                      Mobility: 10

---

##### PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Soldier - Total 4  
Armor: 10                      Mobility: 10

---

##### PLATOON 3:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Soldier - Total 4  
Armor: 10                      Mobility: 10

---

##### PLATOON 4:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Virtua in ALM-2000 Lucane - Total 2  
Armor: 3000                      Mobility: 60

---

##### PLATOON 5:

Boss - Barry in LWU-16D Waage Plus  
Armor: 2800                      Mobility: 74  
GN - 60 x 4, 0-1  
SD - 1

Boss - Mingos in LW-16D Waage  
Armor: 2400                      Mobility: 61  
MG - 10 x 24, 0-1  
SD - 1

Boss - Andreau in LW-16D Waage  
Armor: 2400                      Mobility: 61  
MG - 10 x 24, 0-1  
SD - 1

---

Optional target:

Missile Turret - Total 16  
Armor: 10

---

Mission 8 - Tiguiri

---

Enemies - 17  
Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - Yes  
Support Fire - No  
Supply Points - Waypoint 01 (McCoy), Waypoint 03 (Liking)

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - River Basin, large space, some elevation changes  
Suggested Camouflage - Light Sand, Earth Gray

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	No	Yes	Yes
Bloodhound Mk.2	No	No	Yes
PUTZ	Yes	Yes	Yes
ROOSTER	Yes	Yes	Yes
DIAPHRAGM H	Yes	Yes	Yes

Strategy:

Having fun commanding two platoons? Well, don't get used to it as you'll get a third platoon to command! Reitz, Magnusson, and Busternack will form your third and final platoon for the game. With another platoon to command, you'll need to be even sharper when you customize everyone's WAWs. If you obtained a rank 5 rating in the previous mission, consider giving the new WAW models to Reitz, Magnusson, and Busternack. Just make sure McCoy has a Greyhound Mk.2 G equipped as he is crucial to ensuring you don't get game overs. Weapons wise, distribute BANGER, ROOSTER, PUTZ, LENGTH, BONER, and DIAPHRAGM H equally.

Although McCoy and Liking can call for supplies, you won't really need it in this operation. Start it off by charting a course through waypoint 10 with McCoy's platoon, which puts them up against enemy platoon 5. Move Liking and co. towards waypoints 24 and 17 to encounter enemy platoon 2. Lastly, Reitz, Magnusson, and Busternack should head for waypoints 06 and 14 to reach enemy platoon 1. It's an open battlefield for the most part so any shoulder weapons equipped will give you a head start in damaging the enemy. From here, you can converge on the remaining two enemy platoons and beat them into submission.

Enemy Composition

---

PLATOON 1:

Virtua in TKS-04M Pauk Raketa - Total 1

Armor: 3500                      Mobility: 36

Soldier - Total 4

Armor: 10                        Mobility: 10

---

PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 1

Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2

Armor: 600                        Mobility: 87

---

PLATOON 3:

Virtua in TKS-04M Pauk Raketa - Total 1

Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2

Armor: 600                        Mobility: 87

---

PLATOON 4:

Virtua in LWG-16D Waage Plus Verstarkung - Total 1

Armor: 3400                      Mobility: 48

Virtua in LWS-16D Waage Verstarkung - Total 2

Armor: 3000                      Mobility: 36

---

PLATOON 5:

Virtua in LWG-16D Waage Plus Verstarkung - Total 1

Armor: 3400                      Mobility: 48

Virtua in LWS-16D Waage Verstarkung - Total 2

Armor: 3000                      Mobility: 36

---

Mission 9 - El Arba

---

Enemies - 17

Bosses - 0

Units - 9

Allies - 0

Supply Platoon - Yes

Support Fire - No

Supply Points - Waypoint 05 (McCoy), Waypoint 03 (Liking), Waypoint 04 (Reitz)

Briefing Notes:

Time Conditions - Day

Terrain Conditions - River Basin, large space, some elevation changes

Suggested Camouflage - Light Sand, Earth Gray

Mission Rewards:                      3                      4                      5

Bloodhound Mk.2 G	No	Yes	Yes
Bloodhound Mk.2	No	No	Yes
BONER	No	Yes	Yes
ENVELOPE	No	No	Yes

Strategy:

How did it feel to command all three platoons? If you like it, then you're in luck because you'll be using these three for the rest of the game! Based on how well you did in the last operation, you should have Bloodhound Mk.2 G at the very least. If you did well enough to get Bloodhound Mk.2, even better. Equip those new WAWs to any of your pilots still using the old ones. You will have another chance here to get more models, so don't miss out on this great opportunity! Your setups from the previous mission will work just fine here. It would be a good idea, however, to equip STAFF on all three platoons.

The main objective of this mission is to destroy all of the enemy platoons that are not made up of Cornaille helicopters. That means enemy platoons 5, 6, and 7 are not mandatory kills. Still, those helicopters will pester your platoons with missiles. It's not a good idea to let them fly around for too long in the skies. When you start, move McCoy's group towards waypoint 06 and enemy platoon 1. Liking's team should head for waypoint 05 and enemy platoon 2. Last but not least, send Reitz and co. towards waypoints 06, 10, and 13 to reach enemy platoon 4.

Along the way, enemy platoons 5, 6, and 7 will fly around the map. If you can see one coming your way, have one of the three platoons shoot it down. Don't forget to look at the radar when going after one of them. Time the attack so that when a Cornaille is coming your way, it'll be greeted by a missile. Once those are out of the way, take out each respective platoon's enemy forces and converge on enemy platoon 3. Eliminating it will end the mission.

Enemy Composition

-----  
PLATOON 1:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 2:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 3:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Soldier - Total 4  
Armor: 10                              Mobility: 10

-----  
PLATOON 4:

Virtua in LWG-16D Waage Plus Verstarkung - Total 1  
Armor: 3400                      Mobility: 48

Virtua in LWS-16D Waage Verstarkung - Total 2  
Armor: 3000                      Mobility: 36

-----  
PLATOON 5:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                    Mobility: 148  
-----

PLATOON 6:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                    Mobility: 148  
-----

PLATOON 7:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                    Mobility: 148  
-----

-----  
Mission 10A - Tourba Plant  
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Enemies - 11  
Bosses - 3  
Units - 9  
Allies - 0  
Supply Platoon - Yes  
Support Fire - No  
Supply Points - Waypoint 01 (McCoy), Waypoint 02 (Liking), Waypoint 03 (Reitz)

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Desert, large space, no elevation changes  
Suggested Camouflage - Khaki, Light Brown

Mission Rewards:

Bloodhound Mk.2 G  
Bloodhound Mk.2  
ROOSTER  
PUTZ  
MANHOOD  
BONER  
WICK  
ENVELOPE

Strategy:

This is the end of Chapter One! Unlike the regular mission, the final mission of a chapter differs in how the rewards are handled. Rather than having to perform well to get new parts, all you need to do is complete the mission. More or less, you can afford to mess up in these kinds of missions. In any case, let's get ready. For this mission, you'll need to come fully prepared with both main arm and shoulder weapons. For your shoulder weapons, BONER and PROD are useful. Stick with BANGER, PUTZ, or ROOSTER for main arm weapons.

For this mission, you have eight minutes to clear it. Your main targets are the three Pauk Type-S mobile weapons guarding the Tourba Plant. These ones are similar to the Pauk and Pauk Raketa models you've already fought. Only these versions can take quite a beating before they go down. The Pauk Type-S has

only one weapon to use - its high power cannon. This cannon does a lot of damage and can be fired even at close range. It does have a big weakness - the Pauk Type-S can't evade attacks and is a giant sitting duck waiting to be hit. This is one of the few times that rocket launchers will actually be reliable for damage dealing purposes.

Begin the assault by ordering McCoy's platoon to move by waypoint 06 and go after enemy platoon 1. Send Liking's platoon towards waypoint 19 and enemy platoon 2, and Reitz's through waypoint 10 and enemy platoon 3. Reitz and his crew should have no problem mopping up the WAWs in their dection. When they finish the mop-up job, send them through waypoint 11 to attack enemy platoon 4 beside the plant. McCoy's platoon and Liking's platoon should follow once they finish their business with their respective enemy forces. Don't forget that you can use your supply platoon in this mission. Whatever you do, make sure you take out the enemy before the timer hits 21:59!

#### Enemy Composition

---

##### PLATOON 1:

Boss - Virtua in TKS-04S Pauk Type-S  
Armor: 7000                      Mobility: 36  
CA - 250 x 1, 0-4

Soldier - Total 4  
Armor: 10                              Mobility: 10

---

##### PLATOON 2:

Boss - Virtua in TKS-04S Pauk Type-S  
Armor: 7000                      Mobility: 36  
CA - 250x 1, 0-4

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48

---

##### PLATOON 3:

Virtua in LWG-16DE Waage Plus Verstarkung 2 - Total 1  
Armor: 3600                      Mobility: 61

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48

---

##### PLATOON 4:

Boss - Virtua in TKS-04S Pauk Type-S  
Armor: 7000                      Mobility: 36  
CA - 250 x 1, 0-4

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48

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#### CHAPTER TWO - AUDITORY CANAL

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[CHA2]

With the beginning of Chapter Two comes with a welcome upgrade: your WAWs! Commander types like McCoy, Liking, and Reitz will get Bloodhound Mk.2 G,

while everyone else will get the stock Bloodhound Mk.2. The upgrade is done by default, so you don't have to use the Change WAW option! This chapter will have more tougher missions and opposition to overcome, so get ready for the challenge. Also, if you've been wondering why you still have nothing for the bolt-on backpack area, don't fret. You'll soon come across parts for that in the near future!

---

Mission 11A - Sangana Beach

---

Enemies - 6 + 9 reinforcements  
Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - Yes  
Supply Points - None

Briefing Notes:

Time Conditions - Night  
Terrain Conditions - Beach, large space, no elevation changes  
Suggested Camouflage - Night Blue, Night Gray

Mission Rewards:	3	4	5
ENVELOPE	Yes	Yes	Yes
MANHOOD	No	Yes	Yes
DANG	No	No	Yes

Strategy:

The first mission of Chapter Two comes with a new factor to consider - night time missions! Night missions affect the flow of battles in two major ways: accuracy and detection. Accuracy for main arm weapons will decrease in night conditions, making it hard to hit any enemies. However, the enemy will also be subject to the same conditions. In terms of detection, both your units and the enemy units will have a decreased field of vision. This can work to your advantage in that you can get the drop on an enemy platoon before they are aware of you. The enemy is also capable of doing the same though.

This mission also comes with a new terrain condition to deal with - the sandy beaches. Your WAW movement will be significantly slowed down in the sand and won't be able to evade incoming attacks. There is a way to remedy this lack of speed. Have you been using the Pilot Type feature yet? If you have not, do it now. Configuring it not only changes the amount of learning points you get towards new abilities, but it affects how the AI will act. For this mission, set everyone's Mobility parameter to 100. Now, for your platoons, give them ranged weapons like BONER or MANHOOD. ROOSTER is fine for main arm weapons.

Before you sortie, take advantage of your support fire platoon. Set target input for enemy platoon 5, and time input for two minutes. When you begin the mission, send McCoy's platoon towards waypoint 02, Liking's platoon beside waypoint 08, and Reitz's platoon through waypoints 07 and 08. Enemy platoons 1 and 2 will be coming your way...six Lucane tanks to be exact! And on this slow terrain, that's up to six cannon rounds being fired at one of your units at once! If you're gunning for a rank 5 rating, you'll want to keep a close eye on each platoon and switch to Defensive Behavior in-between attacks.

If you're using support fire, take out enemy platoon 2 first and leave enemy platoon 1 alone. By the time enemy platoon 2 goes down, the two minute mark should have passed. If any of your platoons are near enemy platoon 1, get out of the area immediately to avoid being hit. Once the bombardment ends, taking out enemy platoon 1 shouldn't be a problem. Two enemy platoon reinforcements will show up to the North and Northwest of the battlefield. Send Liking's and Reitz's teams towards waypoint 15 to intercept enemy platoons 3 and 4. McCoy, Bruce, and Furphy should head for waypoint 06...you'll see why soon enough.

For now, you'll have to deal with the new Schutze WAWs through enemy platoons 3 and 4. These ones are little more mobile and durable than the blocky Waage models you fought in Chapter One. Fortunately, the difference isn't all too noticeable that you need to change your tactics. If you are going for a rank 5 rating, you will have to face a fifth enemy platoon reinforcement all the way to the Southwest end of the map. Specifically, they will appear beside waypoint 06. Assuming McCoy's platoon is already enroute to the location, you should be able to get rank 5 as long as you don't take too much damage.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

---

##### PLATOON 2:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

---

##### Reinforcements:

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##### PLATOON 3:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### INTERMISSION:



Before you get a chance to proceed with customization for the next operation, you'll watch a fairly long scene with a new character - Maaul. As a dealer for the Battal Firm, Maaul sells WAW parts...bolt-on backpack parts to be specific! Maaul only shows up during select moments in the game so don't pass up an opportunity to spend some cash on bolt-on parts. The selection that he offers you for now isn't all that great, but there is one part you might want to get - Owl Eye.

This nifty night scope not only paints cockpit mode with shades of green, but it also raises your main arm accuracy during night conditions! If you want to see how it works, buy one for the upcoming operation...

Oh, in case you accidentally leave the Shop list, you can access it by ending setup, then choosing WAW Equipment again at any given time. Keep this in mind for future visits!

Bolt-on Shop List:

---

Part Name	Price
Hi-Pack 01	5000
NINJA-03	2000
RShell 1	500
Owl Eye	10000

---

Mission 12 - Sangana Road

---

Enemies - 14 + 3 reinforcements  
Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Night  
Terrain Conditions - Dirt Road, moderate space, no elevation changes  
Suggested Camouflage - Night Blue, Night Gray

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	Yes	Yes	Yes
Bloodhound Mk.2	No	Yes	Yes
MANHOOD	Yes	Yes	Yes
ENVELOPE	Yes	Yes	Yes
DANG	No	Yes	Yes

Strategy:

Now that you can purchase bolt-on backpacks, go ahead and buy some. Owl Eye is a good first choice since it works during night conditions...and it's a perfect fit for this mission! As for your weapon loadout, parts like MANHOOD, BONER, BANGER, and ROOSTER are all good.

There's a fairly lengthy cutscene that you'll have to watch before you get to start. When you do, chart a course for both McCoy's and Reitz's platoons to pass through waypoint 19 and target enemy platoon 2. Liking's crew should go the other direction, passing through waypoint 3 and attacking enemy platoon 1. Once both platoons are eliminated, send McCoy and Reitz through waypoints 17, 15, 9, and 8. Liking's platoon should head for waypoint 7 to intercept the enemy platoon 5 reinforcements. If you time it right, all three of your platoons should be battling the remaining three enemy platoons.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

Soldier - Total 4  
Armor: 10                              Mobility: 10

---

##### PLATOON 2:

Virtua in TKS-04 Pauk - Total 3  
Armor: 4000                      Mobility: 36

---

##### PLATOON 3:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

#### Reinforcements:

---

##### PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

#### INTERMISSION:

Maul shows up with a better selection of bolt-on backpacks! If you didn't buy anything from his first visit, you should consider buying some stuff now. Maul won't appear for another few missions, and some of his new parts will help you a lot. Considering getting some AMIS auto-gatling gun bolt-ons, and a few RShell 2 magazines while you're at it.

Bolt-on Shop List:

```
-----  
Part Name      Price  
-----  
Hi-Pack 01    5000  
NINJA-03      2000  
RShell 1      500  
RShell 2      1000  
Owl Eye       10000  
ICE 01        8000  
FCS 11        8500  
AMIS          10000  
-----
```

Mission 13A - Escravos  
-----

Enemies - 15  
Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Cliffs, moderate space, many elevation changes  
Suggested Camouflage - Light Gray, Sea Gray

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	Yes	Yes	No
Bloodhound Mk.2	No	Yes	No
PUTZ	Yes	Yes	Yes
DANG	Yes	Yes	Yes
CANE	No	No	Yes

Strategy:

Before you sortie for this operation, consider purchasing the RShell 2 and AMIS bolt-on backpacks. You won't get another chance to buy new bolt-on gear for a while so do it now. While you won't really need AMIS for this mission, RShell 2 will be beneficial if equipped. Equip the BONER and MANHOOD shoulder weapons to get the most out of RShell 2's extra ammo. BANGER and ROOSTER are good main arm choices, but consider trying out DANG as well if you got it from the previous missions.

This is an easy mission that doesn't require much to beat. Send McCoy's and Reitz's through waypoints 2, 3, and 5. Liking and co. should go to waypoints 13 and 11. Switch your Behavior to Defensive until all platoons are close to enemy platoons 2 and 5. If you have shoulder weapons equipped, feel free to target the said enemy platoons so you can get the drop on them. You'll have to go through quite a few Pauk mobile weapons on McCoy's and Reitz's path. Liking's crew won't have problems dealing with the WAWs heading their way, so make sure you move them South once they finish off enemy platoon 5.

Once enemy platoons 2 and 5 are down, continue on towards enemy platoons 3 and 4. If any of your units are out of ammo, switch Behavior to Defensive and get close to the enemies. If you equipped the RShell 2 bolt-on backpack, you should still have some ammo left to spare. When those platoons go down, go after enemy platoon 1. The Chrysalide Fuse trio is on lower altitude below the cliffs, so you might need to drop down if you've used up your shoulder weapons.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 3

Armor: 600                      Mobility: 87

---

##### PLATOON 2:

Virtua in TKS-04 Pauk - Total 1

Armor: 4000                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2

Armor: 600                      Mobility: 87

---

##### PLATOON 3:

Virtua in TKS-04 Pauk - Total 3

Armor: 4000                      Mobility: 36

---

##### PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

---

##### PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

---

---

#### Mission 14A - East Lekki

---

Enemies - 17

Bosses - 0

Units - 9

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Cliffs, moderate space, many elevation changes  
Suggested Camouflage - Earth Gray, Light Sand

Mission Rewards:	3	4	5
Bloodhound Mk.2	No	Yes	Yes
Bull Shot Type X	No	No	Yes
DANG	No	Yes	Yes
SHEATH	No	No	Yes

#### Strategy:

Did you remember to purchase some AMIS bolt-on backpacks? If you did, equip one for each platoon - putting them on McCoy, Liking, and Reitz is certainly a good idea. Keep the RShell 2 parts on the other pilots if you purchased those as well. If you used BONER and MANHOOD for shoulder weapons, keep them on. ROOSTER and DANG will work well for this mission. If you earned CANE from the prior mission, equip that on McCoy.

Want to know why you need an auto-gatling gun like AMIS? Simple - you'll be fighting a lot of enemies who use missile launchers! Auto-gatling guns are great for shooting down incoming missiles before they hit someone. They will intercept anything that flies within their range too, so you won't need to equip them on your other pilots. In any case, send all three platoons towards waypoint 3. Keep an eye out on the enemy forces; if you see them attacking, then it's time to bring up Target Select. Have McCoy go after enemy platoon 1 and Liking attack enemy platoon 2. Send Reitz's group to waypoint 15 for now.

Once you deal with the two enemy platoons, send McCoy's team towards waypoint 4. Have Reitz's crew head towards waypoint 15 so both he and Liking's groups are moving together. Make sure you set their Behavior to Defensive until you make it to that waypoint. When you did, switch back to Offensive and destroy enemy platoons 3 and 4. By this point, McCoy's platoon should be close enough to attack enemy platoon 5. You shouldn't have any issues getting rid of them.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Soldier - Total 4  
Armor: 10                        Mobility: 10

---

##### PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 3  
Armor: 3500                      Mobility: 36

---

##### PLATOON 3:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

-----  
PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

-----  
Mission 15 - Newport Road  
-----

Enemies - 14  
Bosses - 0  
Units - 8  
Allies - 0  
Supply Platoon - Yes  
Support Fire - No  
Supply Points - Waypoint 14 (McCoy), Waypoint 07 (Liking), Waypoint 01 (Reitz)

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Paved Road, moderate space, no elevation changes  
Suggested Camouflage - Sea Gray, Light Gray

Mission Rewards:	3	4	5
Bloodhound Mk.2	Yes	Yes	Yes
DANG	Yes	Yes	Yes
CANE	Yes	Yes	Yes
SHEATH	Yes	Yes	Yes
POLE	No	No	Yes

(if skipping Mission 16)

Bloodhound Mk.2	Yes	Yes	Yes
Bull Shot Type X	No	No	Yes
Bull Shot	No	No	Yes
SHEATH	Yes	Yes	Yes
ENOB	No	Yes	Yes
PRICK	No	No	Yes

Strategy:

For this sortie, remove anything of use from Furphy. Just do it...you'll see why soon. If you earned the Bull Shot Type X WAW from the previous mission, give it to McCoy. Your setups from the previous operation will do just fine in this one. If you want to be safe, make sure McCoy and Bruce are equipped with the latest weapons. Also, equip MANHOOD as you'll have more helicopters to deal with in this mission.

The first thing you'll see is a cutscene...and not a good one. Once it ends,

you will only have McCoy and Bruce for platoon 1. And you'll be thrown into combat too. You'll only be in combat for a short period of time and how many enemy units you destroy will affect whether or not you get to do Mission 16. Start off by having McCoy and Bruce head for waypoints 04, 05, and 06 to get to enemy platoon 4. A Cornaille helicopter will soon head towards them, so make sure you shoot it down when it gets close. That's good enough from these two and with just them, don't take any more risks by attacking other enemies.

For Liking's platoon, send them through waypoint 15 and have them deal with enemy platoon 1. Beware of the Cornaille from enemy platoon 5; shoot it down when it gets close to them. After thrashing enemy platoon 1, continue onto waypoint 17 and enemy platoon 3. Reitz's platoon should accompany McCoy and Bruce, but have them go after enemy platoon 4 instead of enemy platoon 2. Do what you can because the mission ends shortly after the three minute mark. To be specific, the mission will end after a time of 3:12 has elapsed. In short, you only have a short time frame to eliminate all enemy platoons.

If you end up destroying all enemy platoons before that mark, you will skip Mission 16. If some enemy survivors still remain, then you will proceed onto Mission 16. Chances are that you'll be doing that mission anyways, but if you don't, make sure you save your progress before heading out.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 2:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 3:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

##### PLATOON 5:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
PLATOON 6:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148  
-----

INTERMISSION:

If you managed to clear Mission 15, skip to Mission 17A.

-----  
Mission 16 - Lekki Newport  
-----

Enemies - 16  
Bosses - 0  
Units - 8  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Port, very limited space, no elevation changes  
Suggested Camouflage - Sea Gray, Light Gray

Mission Rewards:	3	4	5
Bloodhound Mk.2	Yes	Yes	Yes
Bull Shot Type X	No	No	Yes
Bull Shot	No	No	Yes
SHEATH	Yes	Yes	Yes
ENOB	No	Yes	Yes
PRICK	No	No	Yes

Strategy:

If you're doing this mission, keep in mind that McCoy's platoon will consist of just McCoy himself and Bruce for the time being. You can still use the platoon for battle, but don't send them out to the front lines. To ensure their survival, equip McCoy and Bruce with CANE, MANHOOD, and POLE. If you have the AMIS bolt-on backpack, equip it to McCoy. What equipment the other two platoons will have depend on whether or not you want the rank 5 rating. In order to achieve this rank, Reitz's platoon will need CANE and AMIS. Finally, equip Liking's platoon with ranged weapons as well as AMIS, if you have more.

The objective of this mission is to eliminate all enemy forces before any of them can escape the port. If this happens, you will fail the mission. Getting around the port to reach the enemy forces in time is the main challenge. You will need to dedicate one platoon towards reaching enemy platoons 3 and 4. These two are located directly South of your starting positions. Why can't you just make a trek down South that easily? Well, as you'll soon notice, the buildings in the way are positioned so close to each other that the passages are very tight. Realistically, only one platoon can pass through at a time.

As Reitz, Magnusson, and Busternack have the farthest starting points, having



them do the job is the best option. Provided they're equipped to shred the enemy at close range and have missile defense, they can handle the two enemy platoons down that area. To be safe, allocate 100 points to their Mobility. McCoy, Bruce, Liking, Benissad, and Onosai will need to take the longer road to reach the other enemy platoons. Among the enemy units that will greet them is another Cornaille from enemy platoon 6. One MANHOOD missile will take care of it if you've got one equipped.

To start, send both McCoy's and Liking's platoons through waypoints 02, 06, and 21. This course will lead to enemy platoons 1, 2, and 5. The first two include the Lucane tanks, which are always dangerous with their cannons. The last one has a Schutze Plus Verstarkung armed with a missile launcher. Unlike the other missile-toting enemies you've seen, these ones can launch multiple missiles when attacking. Getting hit by a full barrage of them is not good at all. Having AMIS equipped will make your life a lot easier in that you can attack without having to switch to Defensive Behavior a lot.

For Reitz's platoon, send them through waypoints 03 and 04. Pay attention to their distance from waypoint 08; once the platoon is moving to waypoint 04, change their course to waypoint 08. The reason why you shouldn't transition from waypoint 03 to waypoint 08 is that the AI has problems passing through tight spaces. Unless the passage is clear, the AI will get stuck by the walls of the nearby buildings. As you might expect, this doesn't bode well for you and your ability to complete the mission. If this does happen, reset and try the mission again.

When Reitz, Magnusson, and Busternack do manage to get through the narrow passage, go after enemy platoon 3 first. If you haven't switched Attack Type to Local Raid, do it now. The moment you see a WAW firing missiles at them, stay locked onto it. Taking out the Schutze Plus Verstarkung makes the fight much easier to manage. If you're having problems doing this, enter Cockpit Mode. Eliminate the other Schutze Plus Verstarkung when it appears and you're home free. To achieve rank 5, you'll need to clear the mission within five minutes or less. The rewards are well worth the effort, so good luck!

#### Enemy Composition

---

##### PLATOON 1:

Virtua in ALM-2000 Lucane - Total 1  
Armor: 3000                      Mobility: 60

Virtua in SHM-14 Chrysalide Fuse - 2  
Armor: 600                        Mobility: 87

---

##### PLATOON 2:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

---

##### PLATOON 3:

Virtua in SWG-03 Schutze Plus Verstarkung - Total 1  
Armor: 5000                      Mobility: 87

Virtua in SWS-03 Schutze Verstarkung - Total 2  
Armor: 3500                      Mobility: 74

---

##### PLATOON 4:

Virtua in SWG-03 Schutze Plus Verstarkung - Total 1  
Armor: 5000                      Mobility: 87

Virtua in SWS-03 Schutze Verstarkung - Total 2  
Armor: 3500                      Mobility: 74

---

PLATOON 5:

Virtua in SWG-03 Schutze Plus Verstarkung - Total 1  
Armor: 5000                      Mobility: 87

Virtua in SWS-03 Schutze Verstarkung - Total 2  
Armor: 3500                      Mobility: 74

---

PLATOON 6:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

---

INTERMISSION:

Do you miss Maaul and his wares? If you do, you're in luck! He's back in town and ready to sell a few more goodies. This will be your last time to purchase the Owl Eye bolt-on backpack so make sure you buy some copies if you're going to use it. Aside from this, you might be better off conserving your cash for the next time Maaul visits...

Bolt-on Shop List:

---

Part Name	Price
Hi-Pack 01	5000
Hi-Pack 02	8000
NINJA-03	2000
NINJA-04	3500
RShell 1	500
RShell 2	1000
Owl Eye	10000
ICE 01	8000
FCS 11	8500
FCS 12	10000
AMIS	10000
AMIS 2	15000

---

Mission 17A - Lagos Island

---

Enemies - 20  
Bosses - 0  
Units - 7  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Night

Terrain Conditions - City, moderate space, some elevation changes

Suggested Camouflage - Night Gray, Night Blue

Mission Rewards:	3	4	5
Bloodhound Mk.2	Yes	Yes	Yes
Bull Shot Type X	No	Yes	Yes
ENOB	Yes	Yes	Yes
POLE	Yes	Yes	Yes
HUNG	No	Yes	Yes
PRONG	No	No	Yes

Strategy:

McCoy's platoon will get something very special for this sortie - a mobile weapon! The T.C.K.-010 is a monstrous behemoth that has the firepower to make quick work of any enemies it targets. You are also able to choose its weapon loadout during setup so pick whatever you like! As for team Liking and Reitz, load them up with ranged weapons like ENOB, POLE, and PRICK. Also consider using the Owl Eye bolt-on backpack as this mission takes place at night.

With your T.C.K.-010 mobile weapon, this mission is a joke. Send McCoy after enemy platoon 3, then deal with enemy platoon 4 next. Next, head to waypoint 13 and destroy enemy platoon 5. Liking's and Reitz's groups should be going after enemy platoons 1, 2, and 6. You won't be able to reach enemy platoons 2 and 6 near the bridge unless you take the freeway ramp that leads to it. To get there, move to waypoint 19 and then target enemy platoon 2. The enemies with those large two-handed handcannons can do some serious damage, but aside from them, you've got nothing to fear.

Enemy Composition

-----  
PLATOON 1:

Virtua in ALM-2000 Lucane - Total 1  
Armor: 3000                      Mobility: 60

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 2:

Virtua in ALM-2000 Lucane - Total 1  
Armor: 3000                      Mobility: 60

Virtua in SH-14 Chrysalide - Total 2  
Armor: 600                        Mobility: 87

-----  
PLATOON 3:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

-----  
PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

-----  
PLATOON 6:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

-----  
Mission 18A - 4th Bridge

Enemies - 8

Bosses - 0

Units - 9

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Night

Terrain Conditions - Bridge, very limited space, no elevation changes

Suggested Camouflage - Night Gray, Night Blue

Mission Rewards:                      3                      4                      5

Bloodhound Mk.2	Yes	Yes	Yes
Bull Shot Type X	No	Yes	Yes
Bull Shot	No	No	Yes
PRICK	Yes	Yes	Yes
PRONG	Yes	Yes	Yes
POLE	Yes	Yes	Yes
HUNG	Yes	Yes	Yes
DONKEY-RIGGED	No	Yes	Yes
BAGGIE	No	No	Yes

Strategy:

You won't need any specific setups for this very easy operation. If you need one, just equip your latest weapons - HUNG, PRONG, and PRICK will do. Also, use this mission to catch up on your pilots' weaker proficiencies so allocate your points accordingly. You can use the Owl Eye bolt-on backpacks if you have them, but seriously, they're overkill here.

As the cutscene at the start of the mission shows, the bridge you're fighting on is partially destroyed. You won't be able to pass through the bridge in the normal sense. Don't let this bother you because you outnumber the enemy

forces in this mission. In order to reach enemy platoon 2 by the other side of the bridge, set your waypoints in this order - waypoint 1, 5, 6, 10, and finally 9. Make sure you don't send all three of your platoons at the same time or else they might get stuck on parts of the bridge.

Enemy Composition

-----  
PLATOON 1:

Virtua in SWG-03 Schutze Plus Verstarkung - Total 1  
Armor: 5000                      Mobility: 87

Virtua in SWS-03 Schutze Verstarkung - Total 2  
Armor: 3500                      Mobility: 74

-----  
PLATOON 2:

Virtua in SWG-03 Schutze Plus Verstarkung - Total 1  
Armor: 5000                      Mobility: 87

Virtua in SWS-03 Schutze Verstarkung - Total 2  
Armor: 3500                      Mobility: 74

-----  
PLATOON 3:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
PLATOON 4:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
INTERMISSION:

After the last few operations, your good friend from Battal Firm will show up with gifts. There's not much new from Maaul's selection, but if you really need something, buy it not. Better items await those who are patient...

Bolt-on Shop List:

-----

Part Name	Price
Hi-Pack 01	5000
Hi-Pack 02	8000
RShell 1	500
RShell 2	1000
RShell 3	2000
ICE 01	8000
ICE 02	12000
FCS 11	8500
FCS 12	10000
AMIS	10000
AMIS 2	15000

-----

Mission 19A - Yaba

-----

Enemies - 12  
Bosses - 2  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - City, limited space, no elevation changes  
Suggested Camouflage - Light Gray, Sand Gray

Mission Rewards:

Bull Shot Type X  
Bull Shot  
PRONG  
FAG  
HUNG  
DONKEY-RIGGED  
BAGGIE

Strategy:

The end of Chapter Two comes with some stiff opposition and tough cookies to crack. With the right configurations, it's not all that hard. McCoy's platoon and Reitz's platoons should have the following weapons equipped: CANE, PRONG, PRICK, DONKEY-RIGGED, and HUNG. Liking's gang will be fine with these weapons equipped: CANE, PRICK, ENOB. Follow the same main arm weapons for Liking's gang, but use ENOB for their shoulder weapons. You won't need any specific bolt-on backpacks equipped. Lastly, set everyone's Mobility rating to 100.

Begin the operation by targeting enemy platoon 1 with McCoy's and Liking's groups. Reitz's team should handle enemy platoon 2 first. Liking, Benissad, and Onosai might have problems targeting the enemy units. If they do, switch to Defensive Behavior until they have a clear shot at them. Alternatively, ENOB works just fine since they can still attack even if the line of fire is blocked by the nearby buildings. McCoy's and Reitz's platoons have no such obstacles blocking the way; they shouldn't have problems hitting the enemy.

Once the two initial platoons go down, go after enemy platoons 3 and 4 next. Move McCoy's group to waypoint 04 and Liking's to waypoint 14 for a pincer attack. Reitz should move towards waypoints 11 and 07 to greet the enemies in their direction. Upon destroying both enemy platoons, enemy reinforcements will arrive in the form of Buds and Leaf. Their advanced WAWs are capable of taking loads of punishment, and returning the favor just as well. Luckily, you only need to do enough damage to either one of them to end the mission. Since Leaf does less damage as a whole, attacking him is a good idea.

Enemy Composition

-----  
PLATOON 1:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1  
Armor: 5500                      Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2

Armor: 4000                      Mobility: 80

---

PLATOON 2:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1

Armor: 5500                      Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2

Armor: 4000                      Mobility: 80

---

PLATOON 3:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1

Armor: 5500                      Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2

Armor: 4000                      Mobility: 80

---

PLATOON 4:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1

Armor: 5500                      Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2

Armor: 4000                      Mobility: 80

---

Reinforcements:

---

PLATOON 5:

Boss - Bazely Stebbins(Buds) in SW-Proto 1 Datura Chlorantha

Armor: 22000                      Mobility: 106

Weapon Loadout:

VN - 400 x 2, 0-1

SD - 1

---

PLATOON 6:

Boss - Liebert Dwyer(Leaf) in SW-Proto 2 Datura Discolor

Armor: 26000                      Mobility: 106

Weapon Loadout:

MG - 200 x 4, 0-1

SD - 2

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CHAPTER THREE - PARIETAL

[CHA3]

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New horizons await and with it comes another WAW upgrade. Commanders will get the Bull Shot Type X, while the grunts get the weaker Bull Shot. Again, this is an automatic upgrade and you don't need to manually change your pilots' WAWs.

Chapter Three starts off with another visit to the Battal Firm Shop. If you weren't too willing to use any bolt-on backpacks, you will now! There's more potent versions of the RShell and the auto-gatling gun backpacks. That's not all you can find - Maul now sells the strongest variants of the Hi-Pack and

NINJA bolt-on backpacks! Buy what you need and then get ready for the next operation.

Bolt-on Shop List:

```
-----  
Part Name      Price  
-----  
Hi-Pack 01     5000  
Hi-Pack 02     8000  
Hi-Pack 03    13000  
NINJA-03       2000  
NINJA-04       3500  
NINJA-06       6000  
RShell 1       500  
RShell 2      1000  
RShell 3      2000  
RShell 4      2500  
AMIS          10000  
AMIS 2        15000  
Bird Eater    30000  
-----
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-----  
Mission 20 - Mt. Atakor  
-----

Enemies - 15  
Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Canyon, limited space, no elevation changes  
Suggested Camouflage - Sand Yellow, Earth Gray

Mission Rewards:	3	4	5
Bull Shot Type X	Yes	Yes	Yes
BAGGIE	Yes	Yes	Yes
FAG	No	Yes	Yes
DINK	No	No	Yes

(if following the SCENARIO TWO path)

Bull Shot Type X	Yes	No	No
Bull Shot	Yes	Yes	Yes
FAG	Yes	Yes	Yes
DINK	Yes	Yes	Yes
DIAPER P	Yes	Yes	Yes
RAMMER	No	Yes	Yes

Strategy:

How you perform in this mission will determine whether or not you stay on the Scenario One path, or branch off to Scenario Two. To stay on Scenario One,



you must finish the mission with a rank of less than 3. To move to Scenario Two, you must finish the mission with a rank of 3 or better. Based on how the ranks are done, you basically need to fail the mission at least once to stay on Scenario One. Don't fret about not getting the mission rewards; once you are set on Scenario One, the game will only register the rank for when you complete the mission. So, it's still possible to obtain the rank 5 rewards.

Anyways, this is a fairly easy mission that doesn't really have anything in the way of additional factors or threats to consider. Your equipment from the last mission will be more than suffice for the task. At the same time, this is a great mission to test out the Hi-Pack 03 bolt-on backpacks. If you have never equipped a bolt-on backpack of this type, it's a high mobility booster that improves your WAW's overall mobility ratings. These are great for both offensive and defensive purposes. The only drawback to using them is that you cannot equip a shoulder weapon when using these types of backpacks.

If you're going to use Hi-Pack 03 on your units, make sure PRONG or PRICK is equipped - PRONG for heavy firepower, or PRICK for ranged attacks. Start off by having all three platoons head for waypoint 02 and take out enemy platoon 1. Next, send McCoy's platoon to waypoints 05, 06, and 07 while the other two platoons head for waypoint 04. Enemy platoon 2 will show up to greet Liking's and Reitz's groups with missiles from the Schutze Plus Verstarkung 2. Take it down immediately to lessen the damage taken from your units. Once the WAWs bite the dust, have the two platoons continue onto waypoint 04.

At waypoint 04, send Liking's crew towards waypoints 06 and 07 to help McCoy and co. take out enemy platoon 4. This platoon consists of the new Lowe WAWs, which are essentially a more mobile version of the Schutze. However, some of the Lowe WAWs are armed with powerful handguns that chew through your armor in a matter of seconds. Concentrate your fire on them first before attacking any other enemy unit. Back to Reitz's platoon, send them to waypoint 08 and engage enemy platoon 3. After the job is done there, head to waypoint 09 to battle the Lowe WAWs that make up enemy platoon 5.

Enemy platoon 5 may try to escape from the battlefield when you destroy the other enemy platoons. You can choose to let them go, or if you want to go for rank 5, pursue them. Catching up to them isn't all that hard if your platoons are equipped with Hi-Pack 03. If not, don't bother trying to catch it. Only Hi-Pack 03 will allow you to effectively chase after this and any retreating enemies you come across.

#### Enemy Composition

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##### PLATOON 1:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1  
Armor: 5500                      Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2  
Armor: 4000                      Mobility: 80

---

##### PLATOON 2:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1  
Armor: 5500                      Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2  
Armor: 4000                      Mobility: 80

---

##### PLATOON 3:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1  
Armor: 5500                      Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2  
Armor: 4000                      Mobility: 80

-----  
PLATOON 4:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
PLATOON 5:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
INTERMISSION:

If you get Mission 21, then you'll be on your way to finishing the game on Scenario One. If not, you will be finishing the game on Scenario Two. In case you want to play both scenarios, create a second save file on your memory card.

-----  
Mission 21 - Mt. Tahat  
-----

Enemies - 12  
Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Canyon, moderate space, some elevation changes  
Suggested Camouflage - Sand Yellow, Earth Gray

Mission Rewards:	3	4	5
Bull Shot Type X	Yes	No	No
Bull Shot	Yes	Yes	Yes
FAG	Yes	Yes	Yes
DINK	Yes	Yes	Yes
DIAPER P	Yes	Yes	Yes
RAMMER	No	Yes	Yes

Strategy:

The mission is relatively easy so feel free to use whatever you want to beat it. If you are gunning for rank 5 on this mission, you'll need the Hi-Pack 03 bolt-on backpacks equipped on McCoy's platoon. For their main arm weapons, DINK, PRONG, or PRICK will do just fine. On a more universal note, give all of your pilots 100 points in Mobility.

A cutscene will play out before the mission starts. A sleek, black WAW with some kind of high-speed locomotion? Interesting. Back to the mission at hand! The reason why McCoy's group needs to move fast is because enemy platoon 4 will try to escape from the battlefield. If you want rank 5 here, you'll need to take out all enemy platoons. Chart a course for McCoy starting at waypoint 3, then waypoint 8, and finally waypoint 10. They'll run into enemy platoon 1 along the way, but the Lucane tanks should be roadkill at this point. Set the Attack Type to Diffusion to get rid of them quickly.

As for Liking and Reitz, send their platoons by waypoint 3 before having them target enemy platoons 2 and 3 respectively. It might take some time to reach those two squads without Hi-Pack 03, but don't worry too much about it. When you do reach those forces, McCoy's crew should be battling enemy platoon 1. And with that, rank 5 will be yours without much of a problem.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

---

##### PLATOON 2:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03 Lowe - Total 2  
Armor: 5000                      Mobility: 112

---

##### PLATOON 3:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03 Lowe - Total 2  
Armor: 5000                      Mobility: 112

---

##### PLATOON 4:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03 Lowe - Total 2  
Armor: 5000                      Mobility: 112

---

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#### Mission 22A - Azoua

---

Enemies - 11  
Bosses - 1  
Units - 3

Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Desert, very large space, no elevation changes  
Suggested Camouflage - Sand Yellow, Earth Gray

Mission Rewards:	3	4	5
Bull Shot Type R	No	No	Yes
Bull Shot Type S	No	No	Yes
DINK	Yes	Yes	Yes
RAMMER	Yes	Yes	Yes
DING-DONG	Yes	Yes	Yes
PECKER	No	No	Yes

Strategy:

Remember the T.C.K.-010 mobile weapon McCoy piloted in Mission 17A? You get to use them again...with all of your platoons this time around! You really have nothing to fear with three of these behemoths running around. Feel free to play around with their weapons because you won't get another chance like this in the game! Use this mission as a way to catch up on the proficiencies that your pilots are lagging behind too while you're at it.

This mission is all about showcasing the brute firepower of a mobile weapon. Have all three of your platoons move to intercept enemy platoon 1. When the Cornaille helicopters get close on the radar, change your targets to shoot them down. Once enemy platoon 1 is down, attack enemy platoons 2 and 3 in this order. The Sinsemilla mercenaries will show up in a large mobile weapon called the Dyugoni when all enemy platoons are destroyed. It can do a bit of damage with its missile launchers and cannon, but other than that, it's just a large punching bag for your units.

Enemy Composition

-----  
PLATOON 1:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
PLATOON 2:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
PLATOON 3:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
PLATOON 4:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
PLATOON 5:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
Reinforcements:

-----  
PLATOON 6:

Boss - Sinsemilla (Top, Buds, Leaf) in TKS-03 Dyugoni  
Armor: 30000                      Mobility: 74

Weapon Loadout:

CA - 600 x 1, 2-5  
MI - 400 x 2, 1-5

-----  
INTERMISSION:

Battal Firm wants you...to buy more of their goodies! They've laid out a ton more bolt-on parts for you to choose from. Among them is the new Dragon Swat auto-gatling backpack - an effective anti-missile defense part. If you want to prepare for the upcoming missions, buy one of these. Also, the Hi-Pack 03 high mobility booster will make a huge difference in the near future if you choose to purchase it. It's up to you how you spend your money of course. Maaul won't be back for a bit, so do your shopping before he packs up.

Bolt-on Shop List:

-----  
Part Name                      Price  
-----  
Hi-Pack 01                      5000  
Hi-Pack 02                      8000  
Hi-Pack 03                      13000  
NINJA-03                      2000  
NINJA-04                      3500  
NINJA-06                      6000  
RShell 1                      500  
RShell 2                      1000  
RShell 3                      2000  
RShell 4                      2500  
RShell 5                      3000  
ICE 01                      8000  
ICE 02                      12000  
ICE 03                      20000  
FCS 11                      8500  
FCS 12                      10000  
FCS 21                      18000  
FCS 22                      18000

AMIS 10000  
AMIS 2 15000  
Bird Eater 30000  
Dragon Swat 50000

-----  
Mission 23 - Titaf  
-----

Enemies - 11  
Bosses - 1  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Desert, very large space, no elevation changes  
Suggested Camouflage - Sand Yellow, Light Sand

Mission Rewards:	3	4	5
Bull Shot	Yes	Yes	Yes
Bull Shot Type R	No	Yes	Yes
Bull Shot Type S	No	No	Yes
DIAPER P	Yes	Yes	Yes
SCHLONG	No	Yes	Yes
RAMMER	No	No	Yes

Strategy:

For this sortie, you'll need both speed and missile defense. McCoy's platoon should have Hi-Pack 03 bolt-on backpacks equipped. You might want to equip a Dragon Swat or ICE 03 bolt-on backpack on McCoy just to be safe though. Team Liking and Reitz will need at least one of the aforementioned missile defense parts as well. McCoy and co. should only equip main arm weapons like DINK and PECKER if you're equipping Hi-Pack 03 parts on their WAWs. For Liking's and Reitz's platoon, equip shoulder weapons like DONKEY-RIGGED and HUNG. Main arm weapons can be the same as McCoy's. Lastly, everyone needs a 100 in Mobility.

Watch the cutscene that plays out and if you noticed, it's that sleek, black WAW again! And this time, there's three of them! Two of the cool WAWs will leave, but you'll have to fight the lone one who stayed behind. In short, your objective is to defeat this unknown WAW and its pilot, Spingarn. There's also a few enemy platoons here, but pay no attention to them unless you want to finish the mission with a rank of 5. If you're playing for the rank, you only need one platoon to handle Spingarn. The other two are on mop-up duty.

Since McCoy's group is the closest to Spingarn, have them take care of him. Send Liking and co. to deal with enemy platoon 2. As for Reitz's platoon, go to waypoint 21 to intercept enemy platoon 3. Deal with enemy platoon 1 once you've eliminated one of the other platoons. The enemy platoons are equipped with missile launchers so having missile defense helps a lot in here. As for Spingarn himself, he's a tough one in that black WAW. He's armed with a hand missile launcher that can take off your armor fast if the missiles connect. Lucky for you, Spingarn retreats once you deal enough damage to him.

Enemy Composition

-----  
PLATOON 1:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1

Armor: 7100                      Mobility: 100

Soldier - Total 4

Armor: 10                        Mobility: 10  
-----

PLATOON 2:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1

Armor: 7100                      Mobility: 100

Virtua in SWS-03 Lowe Verstarkung - Total 2

Armor: 6500                      Mobility: 93  
-----

PLATOON 3:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1

Armor: 7100                      Mobility: 100

Virtua in SWS-03 Lowe Verstarkung - Total 2

Armor: 6500                      Mobility: 93  
-----

PLATOON 4:

Boss - Spingarn in WAP-01 Cicada R

Armor: 12000                    Mobility: 132

Weapon Loadout:

MI - 300 x 5, 0-2

SD - 1  
-----  
-----

Mission 24A - Oasis Adhim  
-----

Enemies - 14

Bosses - 0

Units - 9

Allies - 3

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Desert, very large space, no elevation changes

Suggested Camouflage - Sand Yellow, Light Sand

Mission Rewards:                      3                      4                      5

Bull Shot                              Yes                      Yes                      Yes

Bull Shot Type S                      No                      No                      Yes

PECKER                                Yes                      Yes                      Yes

SCHLONG                                Yes                      Yes                      Yes

DIAPHRAGM I                            Yes                      Yes                      Yes

DING-DONG	No	Yes	Yes
GLANS	No	No	Yes

TYPE 81 awarded upon mission completion.

#### Strategy:

You will only have one chance to do this mission and what happens in this one will affect your ending. If you want the incomplete ending, you must complete this mission. If you want the true ending, you must fail this mission.

It's up to you how to tackle this, but if you really want to win, you'll need speed...and some luck. You must have the Hi-Pack 03 bolt-on backpacks if you want to win. It's possible to get by without this part, but you need a lot of luck to do so. In any case, you won't get by without allocating 100 points to every pilot's Mobility rating. Equip the BAGGIE shields so you're not losing any speed while moving. Don't bother with shoulder weapons even if you don't have Hi-Pack 03 - you need to stay up close and personal here. For main arm weapons, stick with a combination of DINK, PECKER, PRICK, or PRONG.

The basic goal of the mission is to protect the Yagisawa WAWs as they get ready to fire their massive railgun. All you have to do is fend off the enemy platoons until the Yagisawa platoon reaches their designated waypoint. It's easier said than done, especially since the enemy WAWs are loaded with some heavy firepower. Have all of your units target the same waypoint the Yagisawa platoon is heading for, and set their Attack Type to Diffusion. Ignore enemy platoon 1; it will run away so focusing on them is a waste of time.

Once you've moved far enough from the Yagisawa WAWs, it's time to go on the offensive. Have McCoy's group attack enemy platoon 4, Liking's team attack enemy platoon 3, and Reitz dealing with enemy platoon 2. Keep an eye on each enemy unit's armor and once it's low enough, switch from Diffusion to Local Raid. Keep it up until the Yagisawa platoon reaches the designated waypoint and once the cutscene begins to play, you've completed the mission!

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SWG-03C Low Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Soldier - Total 4  
Armor: 10                        Mobility: 10

---

##### PLATOON 2:

Virtua in SWG-03C Low Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtua in SWS-03C Low Verstarkung - Total 2  
Armor: 6500                      Mobility: 93

---

##### PLATOON 3:

Virtua in SWG-03C Low Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtua in SWS-03C Low Verstarkung - Total 2  
Armor: 6500                      Mobility: 93



-----  
PLATOON 4:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1

Armor: 7100                      Mobility: 100

Virtua in SWS-03C Lowe Verstarkung - Total 2

Armor: 6500                      Mobility: 93  
-----

Allies:  
-----

PLATOON 4:

Yagisawa in SMI 31-01 - Total 1

Armor: 10000                      Mobility: 100

Yagisawa in SMI 31-02 - Total 1

Armor: 7000                      Mobility: 100

Yagisawa in SMI 31-03 - Total 1

Armor: 7000                      Mobility: 100  
-----

-----  
Mission 25A - Ksabi Attack  
-----

Enemies - 14

Bosses - 2

Units - 9

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Town, very limited space, no elevation changes

Suggested Camouflage - Light Gray, Sand Gray

Mission Rewards:                      3                      4                      5

Bull Shot                      Yes                      Yes                      Yes

Bull Shot Type R                      Yes                      Yes                      Yes

Bull Shot Type S                      No                      Yes                      Yes

RAMMER                      Yes                      Yes                      Yes

DING-DONG                      Yes                      Yes                      Yes

PECKER                      No                      Yes                      Yes

DEAD STICK                      No                      No                      Yes

Strategy:

The battlefield for this one is inside a town with a lot of buildings. There isn't much room to move around and fire here so avoid using shoulder weapons except for grenades. Instead, focus on using a strong main arm weapon such as DINK, PRONG, and PECKER. If you completed Mission 24A, consider using GLANS as well. Stick with Hi-Pack 03 bolt-on backpacks for your units. As for your

pilots' proficiencies, assign 100 points to Mobility.

Watch the cutscene and after it ends, deal with the Osiminog mobile weapon next to McCoy's and Liking's platoons. When they're in range, have McCoy's squad attack enemy platoon 1. Switch your Attack Type to Diffusion to quickly get rid of the soldiers and the Chrysalide Fuse vehicle. Once that's done, switch them back to Local Raid. From here, chart a path towards enemy platoon 2 for McCoy, and enemy platoon 3 for Reitz. Liking's group should go straight for enemy platoon 4. Eliminate the other Osiminog once it's all alone. While its weapons can do damage, it won't have enough time to really use them.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

---

##### PLATOON 2:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtua in SWS-03C Lowe Verstarkung - Total 2  
Armor: 6000                      Mobility: 93

---

##### PLATOON 3:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtua in SWS-03C Lowe Verstarkung - Total 2  
Armor: 6000                      Mobility: 93

---

##### PLATOON 4:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtual in SWS-03C Lowe Verstarkung - Total 2  
Armor: 6000                      Mobility: 93

---

##### PLATOON 5:

Boss - Virtua in TKS-08 Osiminog  
Armor: 15000                      Mobility: 100

Weapon Loadout:  
VN - 50 x 2, 0-1  
CA - 500 x 1, 1-4  
MI - 300 x 2, 2-5

---

##### PLATOON 6:

Boss - Virtua in TKS-08 Osiminog  
Armor: 15000                      Mobility: 100

Weapon Loadout:  
VN - 50 x 2, 0-1

CA - 500 x 1, 1-4  
MI - 300 x 2, 2-5

---

---

Mission 26A - Ksabi Defend

---

Enemies - 15  
Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - Yes  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Town, very limited space, no elevation changes  
Suggested Camouflage - Light Gray, Sand Gray

Mission Rewards:	3	4	5
Bull Shot Type R	Yes	Yes	Yes
Bull Shot Type S	No	Yes	Yes
PECKER	Yes	Yes	Yes
GLANS	Yes	Yes	Yes
DIAPHRAGM I	Yes	Yes	Yes
SCHLONG	No	Yes	Yes
DEAD STICK	No	No	Yes

Strategy:

Your setups from the previous mission will work just fine since this one is also in Ksabi. However, you will have access to your support fire platoon in case you need their assistance.

The mission objective is pretty simple - destroy the enemy forces invading Ksabi. There are five enemy platoons you'll have to face. Some WAWs are also armed with the huge handcannon from Mission 17A. Some platoons might try to escape if the battle drags on, especially enemy platoons 4 and 5. To counter this, have McCoy and co. focus on enemy platoons 1, 2, and 4. This will make it easier to reach the other two platoons before they try to run away from the town. That's about it for this mission.

Enemy Composition

---

PLATOON 1:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

---

PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
PLATOON 3:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
PLATOON 4:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtual in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
PLATOON 5:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

-----  
INTERMISSION:

Some shocking developments are happening and it's up to the IMAC crew to get to the bottom of it! Battal Firm will lend you a hand with their line-up of bolt-on backpacks before you go off into battle. The stock is pretty much the same as before, so it's just a matter of buying more of the parts you like to use.

Bolt-on Shop List:

-----

Part Name	Price
Hi-Pack 01	5000
Hi-Pack 02	8000
Hi-Pack 03	13000
NINJA-03	2000
NINJA-04	3500
NINJA-06	6000
RShell 1	500
RShell 2	1000
RShell 3	2000
RShell 4	2500
RShell 5	3000
FCS 11	8500
FCS 12	10000
FCS 21	18000
AMIS	10000
AMIS 2	15000
Bird Eater	30000
Dragon Swat	50000

-----  
Mission 27A - Targit  
-----

Enemies - 16

Bosses - 0

Units - 9

Allies - 0

Supply Platoon - Yes

Support Fire - Yes

Supply Points - Waypoint 11 (McCoy), Waypoint 04 (Liking), Waypoint 18 (Reitz)

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Desert, very large space, no elevation changes

Suggested Camouflage - Sand Yellow, Light Sand

Mission Rewards:

Greyhound G

Greyhound

FLAPPER

DEAD STICK

GADGET

PHALLUS

SCHLONG

FALSIES

Strategy:

There's two approaches you can use to complete this mission. If you want to get it done quickly, equip the Hi-Pack 03 bolt-on backpacks and stick with ranged weapons like DEAD STICK or GLANS for your main arm weapons. If you're trying to boost your proficiencies, consider using long range weaponry and bolt-on backpacks like RShell 5 or FCS 21. Weapons like HUNG and SCHLONG are good choices for this sortie. Set your pilot's proficiencies accordingly.

Remember that sleek, black WAW you fought in Mission 23? Well, you have to go through a whole company of them in this mission! They're called Cicada and are not actually WAWs, but WAPs. If you've played any of the Front Mission titles, you'll know WAPs stand for wanderpanzers - wanzers in short. If you haven't, WAPs are basically the evolved form of WAWs. They also have wheels on their legs, which allows them to "roller dash" across various terrain. It is also good for dodging bullets as you might have seen already. In short, these Cicada WAPs aren't pushovers and they can overpower you.

Fortunately for you, you aren't alone in fighting these super machines. You can call in your supply platoon and your support fire platoon here, so don't be afraid to use their help. Just make sure that if you're going to call for aid, the Cicada platoons are far away from you. Unless you have Hi-Pack 03 equipped, they will catch up to you in no time and your supply platoon's WAWs might be destroyed. Anyhow, you should deal with the lone Cornaille flying around first. It shouldn't be too hard to deal with at this point really.

when that's been dealt with, have Liking's group target enemy platoon 1 and Reitz's with enemy platoon 2. For McCoy and his platoon, have them support either Liking's or Reitz's in dealing with the enemy. Try to keep them at a range where they can quickly support the other if things are going bad. Once

these two enemy platoons drop, go for enemy platoons 3 and 5. Don't engage enemy platoon 4 until one of the other two groups is completely destroyed. As tempting as it seems, avoid close range combat if you can. The Cicada units are all armed with weapons that will shred your units if they get close.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 2:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 3:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 4:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 5:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 6:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

---

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#### CHAPTER FOUR - QUADRIPARTITE, LE CROWN OF THE HEA [CHA4]

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You're almost at the end now! All of your WAWs will get one final upgrade in the form of the Greyhound and Greyhound G. These are the most powerful units you can control in the game and come with a very handy feature - roller dash. Just like the Cicada WAPs, the Greyhounds can use it to move quickly on the battlefield or dodge incoming fire. If you've been training your pilots well, you can also use a few new battle skills that only activate with roller dash!

Maul thinks McCoy and co. could use some new toys to play with. Fortunately, he brings out the full package - all of the bolt-on backpacks you can get in the game! Minus Owl Eye of course, but that doesn't matter. This will be the LAST time you can purchase bolt-on backpacks too! Waste all of your money on the bolt-ons you think will aid you in the final missions. The Dragon Swat 2 auto-gatling gun is a great purchase if you can fork over the cash needed to buy one of these babies. Also, if you haven't done so, purchase Hi-Pack 03. Now that you can roller dash, these become extremely useful in battle.

#### Bolt-on Shop List:

Part Name	Price
Hi-Pack 01	5000
Hi-Pack 02	8000
Hi-Pack 03	13000
NINJA-03	2000
NINJA-04	3500
NINJA-06	6000
RShell 1	500
RShell 2	1000
RShell 3	2000
RShell 4	2500
RShell 5	3000
ICE 01	8000
ICE 02	12000
ICE 03	20000
FCS 11	8500
FCS 12	10000
FCS 21	18000
FCS 22	18000
FCS 23	35000
AMIS	10000
AMIS 2	15000
Bird Eater	30000
Dragon Swat	50000
Dragon Swat 2	80000

---

### Mission 28 - Regar Airport

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Enemies - 15  
 Bosses - 0  
 Units - 9  
 Allies - 0  
 Supply Platoon - Yes  
 Support Fire - No  
 Supply Points - Waypoint 15 (McCoY), Waypoint 11 (Liking), Waypoint 19 (Reitz)

#### Briefing Notes:

Time Conditions - Night  
 Terrain Conditions - Airport, very large space, no elevation changes  
 Suggested Camouflage - Night Gray, Night Blue

No mission rewards.

#### Strategy:

From this point onward, you will no longer be getting mission rewards based on your ranks. So basically, you can relax and afford to screw up on this chapter's missions. All of your pilots' proficiencies should be at 10,000 or close to it. If not, use this mission to get those proficiencies maxed out. Anyhow, this will be the last mission you can call in your supply platoon and the last one to take place at night time. This is the last time you can use the Owl Eye bolt-on backpacks so if you have any, equip them. For weapons, feel free to try out your new toys especially FLAPPER, GADGET and PHALLUS.

The mission is pretty simple and there's no outside factors to be concerned

about, other than it taking place at night. In fact, this is really just a demonstration of your WAW's new roller dash ability. You have two options to go about with the mission: a pincer attack or just plowing right through the enemy. If you're going for the former, have McCoy's and Liking's platoons go to waypoint 05 and Reitz's to waypoint 17. Once the enemy platoons nearby are taken down, do a pincer attack on enemy platoon 5. The latter approach is the similar, except McCoy's platoon going right through enemy platoons 1 and 5.

Enemy Composition

---

PLATOON 1:

Virtua in SWG-03CE Lowe Plus Verstarkung 2 - Total 1

Aarmor: 7600                      Mobility: 106

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2

Aarmor: 6500                      Mobility: 100

---

PLATOON 2:

Virtua in SWG-03CE Lowe Plus Verstarkung 2 - Total 1

Aarmor: 7600                      Mobility: 106

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2

Aarmor: 6500                      Mobility: 100

---

PLATOON 3:

Virtua in SWG-03CE Lowe Plus Verstarkung 2 - Total 1

Aarmor: 7600                      Mobility: 106

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2

Aarmor: 6500                      Mobility: 100

---

PLATOON 4:

Virtua in TKS-04 Pauk - Total 1

Aarmor: 4000                      Mobility: 36

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2

Aarmor: 6500                      Mobility: 100

---

PLATOON 5:

Virtua in TKS-04 Pauk - Total 1

Aarmor: 4000                      Mobility: 36

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2

Aarmor: 6500                      Mobility: 100

---

Mission 29 - Geofactory

---

Enemies - 9

Bosses - 0

Units - 9

Allies - 0

Supply Platoon - No



Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Unknown (Indoors environment)  
Terrain Conditions - Factory, very limited space, many elevation changes  
Suggested Camouflage - Night Gray, Night Blue

No mission rewards.

Strategy:

Setting up for this mission is easy. First off, put 100 points to everyone's Mobility rating. Second, give all of your units Hi-Pack 03 bolt-on backpacks. Also, don't bother equipping any shoulder weapons...you'll see why soon. On a final note, you won't have access to Target Select since this is an indoors mission. It's nothing to worry about, but don't be surprised if your platoons aren't doing anything when the mission starts.

After the cutscene ends, you'll immediately be thrown into the battle. Bring up the Target Select menu and have your platoons move to the south end of the geofactory. You'll be attacking the enemy platoons as you reach the waypoints by that area. Since the mission takes place in a tight, cramped space, your shoulder weapons aren't really useful in a close range fight. In any case, the enemies aren't that strong so you should get by using your latest main arm weapons. Set Attack Type to Diffusion if you want to end this quickly.

Enemy Composition

-----  
PLATOON 1:

Virtua in SWG-03CE Lowe Plus Verstarkung 2 - Total 1  
Armor: 7600                      Mobility: 106

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2  
Armor: 6500                      Mobility: 100

-----  
PLATOON 2:

Virtua in SWG-03CE Lowe Plus Verstarkung 2 - Total 1  
Armor: 7600                      Mobility: 106

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2  
Armor: 6500                      Mobility: 100

-----  
PLATOON 3:

Virtua in SWG-03CE Lowe Plus Verstarkung 2 - Total 1  
Armor: 7600                      Mobility: 106

Virtua in SWS-03CE Lowe Verstarkung 2 - Total 2  
Armor: 6500                      Mobility: 100

-----  
Mission 30 - Passageway  
-----

Enemies - 15

Bosses - 0  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Unknown (Indoors environment)  
Terrain Conditions - Factory, very limited space, no elevation changes  
Suggested Camouflage - Night Gray, Night Blue

Mission Rewards:

BLASSTY awarded upon mission completion.

Strategy:

This is another indoors mission so you won't be able to plan things out via Target Select. It's also a lot longer and harder than the previous one too. If your pilots' Mobility ratings are at 100, leave it alone. If not, change it until that parameter is maxed out. Shoulder weapons won't help you that much in here, so ditch them and equip Hi-Pack 03 bolt-on backpacks. For your main arm weapons, you'll need either heavy firepower or quick firing ones. DINK, FLAPPER, and DEAD STICK are all good for this mission.

After your platoons make their grand entrance in the cutscene, take a look at map. Not a lot of room to move around, right? You can use the super tight and narrow spaces to your advantage. That is, you can switch out your fighting platoons to minimize damage for each enemy platoon you encounter in this long passageway. Doing this also makes it easier to move around the passageway, especially in the very narrow tunnels. If you try moving all of your platoons through one of the tunnels, chances are that they'll be stuck trying to even get inside them. So, move your platoons inside the tunnels one at a time.

Your enemies for this mission? Our good old friend, the Cicada. This time, it won't be so rough since your WAWs have roller dash now. Don't underestimate them though as the fights will be happening at close range where they can do a ton of damage quickly. Stick with Local Raid for Attack Type to sink these WAPs faster. If you're attacking an enemy platoon with more than one of your own, feel free to switch to Diffusion at any time. Rinse and repeat this for each enemy platoon until you reach the end of the passageway.

Enemy Composition

-----  
PLATOON 1:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125  
-----

PLATOON 2:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125  
-----

PLATOON 3:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

-----  
PLATOON 4:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125  
-----

PLATOON 5:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125  
-----

-----  
Mission 31 - Geoplant  
-----

Enemies - 0  
Bosses - 3  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
SUpplY Points - None

Briefing Notes:

Time Conditions - Unknown (Indoors environment)  
Terrain Conditions - Factory, moderate space, no elevation changes  
Suggested Camouflage - Night Gray, Night Blue

Mission Rewards:

WOODPECKER  
JOINT  
KNOT  
JOCK  
J.T.  
FIRECRACKER  
BEEHIVE  
DEAD STICK  
RAIL  
PHALLUS  
GOALIE

Strategy:

Before you jump into this mission, make sure you set up each platoon for some hard hitting action. Allocate 100 points to everyone's Mobility rating. Next, you have two choices for your WAWs in terms of offense - weapons with quick reloads or firepower. DEAD STICK for the former and DINK for the latter works just fine for this mission. You don't really need shoulder weapons for this one, but if you must, feel free to try out the BLASSTY beam cannon you found in the previous mission. To end it, each platoon with a Dragon Swat 2 bolt-on backpack. You also won't be able to use Target Select, but it doesn't matter.

As you've probably been expecting, this mission involves a battle with the Sinsemilla mercenaries. Top, Buds, and Leaf are all using their prototype WAWs for this mission and unlike last time, they won't hold back. Lucky for you, they don't have any backup units aiding them. Start by targeting Buds with McCoy's and Reitz's platoons, with Liking's platoon going after Leaf.

Ignore Top for the time being, but pay attention to her position on radar. If you see her moving towards either Buds or Leaf, set Attack Type to Diffusion for the platoons who are within range.

Top, Buds, and Leaf can all hit you pretty hard with their weapons. Top and Buds have powerful missile launchers that can wreck your units, but this can be easily negated if you equipped auto-gatling guns for your bolt-ons. Leaf's grenade launcher hurts a lot, but once your units are close enough, he won't use them. All three have decent close range weapons, with the strongest ones belonging to Top. What you should watch out for is their melee attacks - they hurt a lot and leave whoever gets hit wide open for extra attacks. Buds and Leaf have to get really close to use their's, but this doesn't apply to Top.

As you might have already noticed, Top's Atropa Belladonna has actual flight capabilities, which Top will use in varying ways. Depending on the situation, Top will fly to either gain or close distance between her and your platoons. When she charges at you, normally around a distance of 6000 or less, she will always use her melee attack. If Top is taking plenty of damage or is around a distance of 3000 or less, she will fly away. She usually can close or gain a distance of roughly 6000 in short bursts. Top will fly more often if you leave her unguarded, so don't ignore her if she's nearby.

#### Enemy Composition

---

##### PLATOON 2:

Boss - Mary-Jane Delschaft(Top) in SWC-Proto 1 Atropa Belladonna

Armor: 20000                      Mobility: 119

Weapon Loadout:

PC - 1800 x 1, 0

RF - 600 x 4, 0-2

MI - 450 x 2, 1-5

---

##### PLATOON 3:

Boss - Bazely Stebbins(Buds) in SW-Proto 1 Datura Chlorantha

Armor: 22000                      Mobility: 106

Weapon Loadout:

VN - 400 x 2, 0-1

PC - 900 x 1, 0

MI - 600 x 2, 1-5

SD - 1

---

##### PLATOON 4:

Boss - Liebert Dwyer(Leaf) in SW-Proto 2 Datura Discolor

Armor: 26000                      Mobility: 106

Weapon Loadout:

GR - 1000 x 1, 1-4

MG - 200 x 4, 0-1

PC - 900 x 1, 0

SD - 2

---

#### INTERMISSION:

The following final mission takes place if you managed to clear Mission 24A. If you didn't do that, skip to Mission 32B. This is the Incomplete Ending for Scenario One.

---

## Mission 32A - Timgad

---

Enemies - 9

Bosses - 4

Units - 9

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

### Briefing Notes:

Time Conditions - Day

Terrain Conditions - Ruins, large space, no elevation changes

Suggested Camouflage - Light Gray, Light Sand

No mission rewards.

### Strategy:

This is it! There are no more missions beyond this point, so don't hold back at all for this one. Feel free to allocate the full 100 points to whatever specialty you prefer for your pilots. Just make sure you tailor your setups accordingly. If you're going for the usual 100 points in Mobility, it's a good idea to equip the Hi-Pack 03 bolt-on backpacks. If you want brute force with 100 Attack points, take advantage of all the high power weaponry as well as well as bolt-on backpacks like FCS 23 and RShell 5. Just make sure someone on each platoon has either a Dragon Swat 2 or ICE 03 bolt-on backpack.

The mission opens up with a nice cutscene that gives away the most dangerous thing you'll ever see in the game - the Saryshagan Rifle. This superweapon is armed with two modes of fire; one where it fires a charged beam and a second that fires a moving beam. The charged beam is the most dangerous thing you'll face - it not only hits with 100% accuracy, but it also creates shockwaves that damage anyone nearby. It does an extreme amount of damage that either kills or nearly kills your units. The moving beam is much less powerful, but it's still quite dangerous if your units are in a weakened state.

For now, start off by intercepting the three enemy platoons heading towards your own. It shouldn't be too hard getting rid of the Cicada platoons...just make sure McCoy's platoon (specifically McCoy) doesn't take too much damage. Next, do a three-way pincer attack on Newmark's platoon. Consider waiting for them to move before you do anything - you might get hit with the Uragan's Saryshagan Rifle at full power. Newmark, Kilborne, and Spingarn will take a bit longer to down in their Cicada R units, but they shouldn't last long with all three platoons attacking.

Once it's time to take on Zelman, send McCoy's platoon towards some cover. The reason why you should do this is because at this point, Zelman will be itching to show off the Saryshagan Rifle. If their platoon gets nailed with a charged beam, it's game over. Once Zelman fires off a beam, you can send in McCoy's platoon for the attack. At close range, you'll only need to worry about the moving beam and the Uragan's multi-missile launchers. As you damage the massive WAW, its parts will visibly take damage - Left Arm, Right Arm, Legs, and the Body. Once the Body is damaged, fire away until it explodes!

Enemy Composition

---

PLATOON 1:

Virtua in WAP-01 Cicada - Total 3

Armor: 7000                      Mobility: 125

---

PLATOON 2:

Virtua in WAP-01 Cicada - Total 3

Armor: 7000                      Mobility: 125

---

PLATOON 3:

Virtua in WAP-01 Cicada - Total 3

Armor: 7000                      Mobility: 125

---

PLATOON 4:

Boss - Grasse Z. Newmark in WAP-01 Cicada R

Armor: 12000                      Mobility: 132

Weapon Loadout:

CA - 500 x 2, 0-3

MI - 1500 x 1, 1-4

SD - 1

Boss - Kilborne in WAP-01 Cicada R

Armor: 12000                      Mobility: 132

Weapon Loadout:

VN - 120 x 18, 0-1

MI - 1500 x 1, 1-4

SD - 1

Boss - Spingarn in WAP-01 Cicada R

Armor: 12000                      Mobility: 132

Weapon Loadout:

VN - 120 x 18, 0-1

MI - 1500 x 1, 1-4

SD - 1

---

PLATOON 5:

Boss - Gustav Zelman in DC-SL Uragan

Armor: 100000                      Mobility: ???

Weapon Loadout:

LA - 5000 x 1, 5-9

LA - 900 x 1, 0-4

MI - 200 x 8, 0-4

---

INTERMISSION:

The following final mission takes place if you failed Mission 24A. If you did not fail it, read Mission 32A. This is the Complete Ending for Scenario One.

---

Mission 32B - Timgad

---

Enemies - 3

Bosses - 5

Units - 9

Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Ruins, large space, no elevation changes  
Suggested Camouflage - Light Gray, Light Sand

No mission rewards.

Strategy:

This is it! There are no more missions beyond this point, so don't hold back at all for this one. Feel free to allocate the full 100 points to whatever specialty you prefer for your pilots. Just make sure you tailor your setups accordingly. If you're going for the usual 100 points in Mobility, it's a good idea to equip the Hi-Pack 03 bolt-on backpacks. If you want brute force with 100 Attack points, take advantage of all the high power weaponry as well as well as bolt-on backpacks like FCS 23 and RShell 5. Just make sure someone on each platoon has either a Dragon Swat 2 or ICE 03 bolt-on backpack.

The mission opens up with a nice cutscene that gives away the most dangerous thing you'll ever see in the game - the Saryshagan Rifle. This superweapon is armed with two modes of fire; one where it fires a charged beam and a second that fires a moving beam. The charged beam is the most dangerous thing you'll face - it not only hits with 100% accuracy, but it also creates shockwaves that damage anyone nearby. It does an extreme amount of damage that either kills or nearly kills your units. The moving beam is much less powerful, but it's still quite dangerous if your units are in a weakened state.

For now, start by moving all of your platoons towards the nearest waypoints North of their starting positions. Do not move anywhere near the gray Uragan with any of your platoons. Let the Cicada platoon and Newmark's platoon come to you before getting into any fights. Liking's platoon should be enough to tackle the Cicada trio. For Newmark, Kilborne, and Spingarn, you might want to combine attacks from McCoy's and Reitz's platoons. Those Cicada R units are tough and with two Uragans, you don't want to lose a lot of armor. You now have two options from this point - take on Zelman, or the gray Uragan.

If you take on the gray Uragan, there's a very high risk involved with this plan. Both Uragans can do a combined beam attack that not only can instantly kill the unit who gets hit, but deals extreme damage to every unit caught in the ensuing explosion. You can imagine what will happen if all platoons are caught in the blast. If you tackle Zelman first, things are a little easier since you won't see the combined beam attack. You will, however, likely face a fully charged beam, so keep McCoy's platoon away from Zelman's Uragan. It's game over if their platoon gets hit with that attack.

In any case, get as close as you can to either Uragan and fire away. At close range, you'll only need to worry about the moving beam and the multi-missile launchers of the Uragans. As the massive WAW takes damage, you will see its parts visibly taking damage - Left Arm, Right Arm, Legs, and the Body, Once the Body is damaged, fire away until it explodes! Once one of the Uragans is down, finish off the other one with all three of your platoons.

Enemy Composition

-----

PLATOON 1:

Boss - Grasse Z. Newmark in WAP-01 Cicada R

Armor: 12000                    Mobility: 132

Weapon Loadout:

RF - 600 x 4, 0-2

SD - 1

Boss - Kilborne in WAP-01 Cicada R

Armor: 12000                    Mobility: 132

Weapon Loadout:

CA - 500 x 2, 0-3

SD - 1

Boss - Spingarn in WAP-01 Cicada R

Armor: 12000                    Mobility: 132

Weapon Loadout:

CA - 500 x 2, 0-3

SD - 1

-----  
PLATOON 2:

Virtua in WAP-01 Cicada - Total 3

Armor: 7000                    Mobility: 125

-----  
PLATOON 3:

Boss - Gustav Zelman in DC-SL Uragan

Armor: 100000                    Mobility: ???

Weapon Loadout:

LA - 5000 x 1, 5-9

LA - 900 x 1, 0-4

MI - 200 x 8, 0-4

-----  
PLATOON 4:

Boss - Virtua in DC-SL Uragan

Armor: 100000                    Mobility: ???

Weapon Loadout:

LA - 900 x 1, 0-4

MI - 200 x 8, 0-4

-----  
Congratulations, you've just completed Front Mission Alternative and Scenario One! Three more scenarios await, along with more details behind the game's story. Make sure you check them out to see the big picture of things!

-----  
SCENARIO TWO

[SCE2]

-----  
All missions exclusive to Scenario Two will be detailed in here.

-----  
CHAPTER THREE - PARIETAL

[CH3B]

-----  
Scenario Two begins shortly into Chapter Three.  
-----



Mission 22B - Azoua

-----  
Enemies - 11  
Bosses - 1  
Units - 9  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Desert, very large space, no elevation changes  
Suggested Camouflage - Sand Yellow, Earth Gray

Mission Rewards:	3	4	5
Bull Shot	Yes	Yes	Yes
Bull Shot Type R	No	Yes	Yes
Bull Shot Type S	No	No	Yes
DIAPER P	Yes	Yes	Yes
SCHLONG	No	Yes	Yes
RAMMER	No	No	Yes

Strategy:

Unlike Mission 22A, you will not be using mobile weapons and are stuck with your usual WAWs. If you've already played Mission 22A, then you'll know what to expect from your enemies. If you purchased the Bird Eater and RShell 4 bolt-on backpacks from Maaul prior to this mission, you should have an easier time getting through it. Each platoon should have at least one Bird Eater, while the other two members are equipped with RShell 4. Long range combat is key to surviving this mission so equip parts like DONKEY-RIGGED and HUNG. For your main arm weapons, PRICK will do the trick. Lastly, set Mobility to 100.

The key to beating this mission is not letting the enemy units attack you so you can conserve armor for the fight against the Dyugoni. If your setups are all tailored for long range combat, this won't be a problem. Have all three platoons target each of the WAW platoons along the road like you would in Mission 22A. When one of the Cornaille helicopters gets close on the radar, switch your targets and shoot them down from the sky. Keep an eye on the ammo of each unit's shoulder weapon - make sure no platoon uses up all of their rounds. Having a few will make a huge difference when the Dyugoni shows up.

Once the Dyugoni appears, move to the waypoints farthest to the North. Don't bother trying to engage the mobile weapon on sand - it moves much faster than your WAWs do. What you want to do is lure it out on the roads where you can fight it on more even footing. If you see it running away, move to the East waypoints to keep it on the roads. Another tactic you can use is to have one platoon get behind the Dyugoni so it can't run away from you. This is a bit hard to do, but if you manage to pull it off, the Dyugoni is as good as dead.

Enemy Composition

-----  
PLATOON 1:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

---

PLATOON 2:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

---

PLATOON 3:

Virtua in SWU-03C Lowe Plus - Total 1  
Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2  
Armor: 5000                      Mobility: 112

---

PLATOON 4:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

---

PLATOON 5:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

---

Reinforcements:

---

PLATOON 6:

Sinsemilla (Top, Buds, Leaf) in TKS-03 Dyugoni  
Armor: 30000                      Mobility: 74

Weapon Loadout:

CA - 600 x 1, 2-5

MI - 400 x 2, 1-5

---

Mission 24B - Oasis Adhim

Enemies - 14

Bosses - 0

Units - 9

Allies - 3

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Desert, very large space, no elevation changes

Suggested Camouflage - Sand Yellow, Light Sand

Mission Rewards:	3	4	5
Bull Shot Type R	Yes	Yes	Yes
Bull Shot Type S	No	Yes	Yes
PECKER	Yes	Yes	Yes
SCHLONG	No	Yes	Yes
DIAPHRAGM I	Yes	Yes	Yes
GLANS	Yes	Yes	Yes
DEAD STICK	No	No	Yes

TYPE 81 awarded upon mission completion.

Strategy:

You will only have one chance to do this mission and what happens in this one will affect your mission path. If you want to skip Missions 25B and 26B, you must complete this mission. If you want the full mission path, doing Missions 25B and 26B, you must fail this mission.

It's up to you how to tackle this, but if you really want to win, you'll need speed...and some luck. You must have the Hi-Pack 03 bolt-on backpacks if you want to win. It's possible to get by without this part, but you need a lot of luck to do so. In any case, you won't get by without allocating 100 points to every pilot's Mobility rating. Equip the BAGGIE shields so you're not losing any speed while moving. Don't bother with shoulder weapons even if you don't have Hi-Pack 03 - you need to stay up close and personal here. For main arm weapons, stick with a combination of DINK, PRICK, or PRONG.

The basic goal of the mission is to protect the Yagisawa WAWs as they get ready to fire their massive railgun. All you have to do is fend off the enemy platoons until the Yagisawa platoon reaches their designated waypoint. It's easier said than done, especially since the enemy WAWs are loaded with some heavy firepower. Have all of your units target the same waypoint the Yagisawa platoon is heading for, and set their Attack Type to Diffusion. Ignore enemy platoon 1; it will run away so focusing on them is a waste of time.

Once you've moved far enough from the Yagisawa WAWs, it's time to go on the offensive. Have McCoy's group attack enemy platoon 4, Liking's team attack enemy platoon 3, and Reitz dealing with enemy platoon 2. Keep an eye on each enemy unit's armor and once it's low enough, switch from Diffusion to Local Raid. Keep it up until the Yagisawa platoon reaches the designated waypoint and once the cutscene begins to play, you've completed the mission!

Enemy Composition

-----  
PLATOON 1:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Soldier - Total 4  
Armor: 10                              Mobility: 10

-----  
PLATOON 2:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtua in SWS-03C Lowe Verstarkung - Total 2

Armor: 6500                      Mobility: 93

-----  
PLATOON 3:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1

Armor: 7100                      Mobility: 100

Virtua in SWS-03C Lowe Verstarkung - Total 2

Armor: 6500                      Mobility: 93

-----  
PLATOON 4:

Virtua in SWG-03C Lowe Plus Verstarkung - Total 1

Armor: 7100                      Mobility: 100

Virtua in SWS-03C Lowe Verstarkung - Total 2

Armor: 6500                      Mobility: 93

-----  
Allies:

-----  
PLATOON 4:

Yagisawa in SMI 31-01 - Total 1

Armor: 10000                      Mobility: 100

Yagisawa in SMI 31-02 - Total 1

Armor: 7000                      Mobility: 100

Yagisawa in SMI 31-03 - Total 1

Armor: 7000                      Mobility: 100

-----  
INTERMISSION:

If you managed to clear Mission 24B, skip to Mission 27B.

-----  
Mission 25B - Ksabi Attack

-----  
Enemies - 14

Bosses - 2

Units - 9

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Town, very limited space, no elevation changes

Suggested Camouflage - Light Gray, Sand Gray

Mission Rewards:                      3                      4                      5

Bull Shot                              Yes                      Yes                      Yes

Bull Shot Type R                      Yes                      Yes                      Yes

Bull Shot Type S	No	Yes	Yes
RAMMER	Yes	Yes	Yes
DING-DONG	Yes	Yes	Yes
PECKER	No	Yes	Yes
DEAD STICK	No	No	Yes

Strategy:

The battlefield for this one is inside a town with a lot of buildings. There isn't much room to move around and fire here so avoid using shoulder weapons except for grenades. Instead, focus on using a strong main arm weapon such as DINK and PRONG. Stick with Hi-Pack 03 bolt-on backpacks for your units. As for your pilots' proficiencies, assign 100 points to Mobility.

Watch the cutscene and after it ends, deal with the Osiminog mobile weapon next to McCoy's and Liking's platoons. When they're in range, have McCoy's squad attack enemy platoon 1. Switch your Attack Type to Diffusion to quickly get rid of the soldiers and the Chrysalide Fuse vehicle. Once that's done, switch them back to Local Raid. From here, chart a path towards enemy platoon 2 for McCoy, and enemy platoon 3 for Reitz. Liking's group should go straight for enemy platoon 4. Eliminate the other Osiminog once it's all alone. While its weapons can do damage, it won't have enough time to really use them.

Enemy Composition

---

PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                      Mobility: 10

---

PLATOON 2:

Virtua in SWG-03C Low Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtua in SWS-03C Low Verstarkung - Total 2  
Armor: 6000                      Mobility: 93

---

PLATOON 3:

Virtua in SWG-03C Low Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtua in SWS-03C Low Verstarkung - Total 2  
Armor: 6000                      Mobility: 93

---

PLATOON 4:

Virtua in SWG-03C Low Plus Verstarkung - Total 1  
Armor: 7100                      Mobility: 100

Virtual in SWS-03C Low Verstarkung - Total 2  
Armor: 6000                      Mobility: 93

---

PLATOON 5:

Boss - Virtua in TKS-08 Osiminog

Armor: 15000                    Mobility: 100

Weapon Loadout:

VN - 50 x 2, 0-1

CA - 500 x 1, 1-4

MI - 300 x 2, 2-5

-----  
PLATOON 6:

Boss - Virtua in TKS-08 Osiminog

Armor: 15000                    Mobility: 100

Weapon Loadout:

VN - 50 x 2, 0-1

CA - 500 x 1, 1-4

MI - 300 x 2, 2-5

-----  
INTERMISSION:

If you managed to clear Mission 24B, skip to Mission 27B.

-----  
Mission 26B - Ksabi Defend  
-----

Enemies - 15

Bosses - 0

Units - 9

Allies - 0

Supply Platoon - No

Support Fire - Yes

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Town, very limited space, no elevation changes

Suggested Camouflage - Light Gray, Sand Gray

Mission Rewards:                    3                    4                    5

Bull Shot Type R                    Yes                    Yes                    Yes

Bull Shot Type S                    No                    Yes                    Yes

PECKER                    Yes                    Yes                    Yes

GLANS                    Yes                    Yes                    Yes

DIAPHRAGM I                    Yes                    Yes                    Yes

SCHLONG                    No                    Yes                    Yes

DEAD STICK                    No                    No                    Yes

Strategy:

Your setups from the previous mission will work just fine since this one is also in Ksabi. However, you will have access to your support fire platoon in case you need their assistance.

The mission objective is pretty simple - destroy the enemy forces invading Ksabi. There are five enemy platoons you'll have to face. Some WAws are also armed with the huge handcannon from Mission 17A. Some platoons might try to escape if the battle drags on, especially enemy platoons 4 and 5. To counter this, have McCoy and co. focus on enemy platoons 1, 2, and 4. This will make it easier to reach the other two platoons before they try to run away from

the town. That's about it for this mission.

Enemy Composition

---

PLATOON 1:

Virtua in TKS-04M Pauk Raketa - Total 1

Armor: 3500                      Mobility: 36

Virtua in SW-03C Lowe - Total 2

Armor: 5000                      Mobility: 112

---

PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 1

Armor: 3500                      Mobility: 36

Virtua in SW-03C Lowe - Total 2

Armor: 5000                      Mobility: 112

---

PLATOON 3:

Virtua in SWU-03C Lowe Plus - Total 1

Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2

Armor: 5000                      Mobility: 112

---

PLATOON 4:

Virtua in SWU-03C Lowe Plus - Total 1

Armor: 5400                      Mobility: 119

Virtual in SW-03C Lowe - Total 2

Armor: 5000                      Mobility: 112

---

PLATOON 5:

Virtua in SWU-03C Lowe Plus - Total 1

Armor: 5400                      Mobility: 119

Virtua in SW-03C Lowe - Total 2

Armor: 5000                      Mobility: 112

---

---

Mission 27B - Targit

---

Enemies - 13

Bosses - 3

Units - 9

Allies - 0

Supply Platoon - Yes

Support Fire - Yes

Supply Points - Waypoint 11 (McCoy), Waypoint 04 (Liking), Waypoint 18 (Reitz)

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Desert, very large space, no elevation changes  
Suggested Camouflage - Sand Yellow, Light Sand

No mission rewards.

#### Strategy:

Like in Mission 27A, you have two ways to beat the mission. However, you would do well to go with the long range approach in here. Weapons like HUNG, SCHLONG, GLANS, and DEAD STICK are all great choices. Make your job easier by equipping RShell 4 bolt-on backpacks on all of your units. You won't move fast in the sand, but don't let that bother you. Lastly, set your pilots' proficiency in Mobility to 100.

This variation of Mission 27A is relatively the same, but instead of fighting just the stock Cicada, you'll fight Newmark, Kilborne, and Spingarn in their Cicada R units. They're also well prepared and are decked out with some very powerful weaponry. Each of the Cerberus Garde pilots are also equipped with shoulder weapons for long range purposes. Don't underestimate the damage they can dish out, or you'll regret it. Fortunately for you, you can still call your supply platoon and support fire platoon for help in this mission. Just make sure that if you're going to call for aid, the Cicada platoons are far away from you.

In any case, deal with the Cornaille helicopter before you intercept enemy platoons 1 and 2 heading down South. Have McCoy and Reitz team up and take down enemy platoon 1, whereas Liking's crew handles enemy platoon 2. Once the two enemy platoons are down, check your status. If you're running low on ammo or need some repairs, move your platoons back to their supply waypoints and call in your supply platoon. If not, move North to attack enemy platoons 3 and 4. Try to avoid Newmark, Kilborne, and Spingarn until you take out enemy platoons 3 and 4. Once it's down to these three, surround them and fire away!

#### Enemy Composition

---

##### PLATOON 1:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 2:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 3:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 4:

Virtua in WAP-01 Cicada - Total 3  
Armor: 7000                      Mobility: 125

---

##### PLATOON 5:

Boss - Grasse Z. Newmark in WAP-01 Cicada R  
Armor: 12000                      Mobility: 132  
Weapon Loadout:





RAMROD	Yes	Yes	Yes
WHANG	No	Yes	Yes

Strategy:

This variation of Mission 3A is largely the same in terms of enemy forces. What you might find difficult is the lack of any decent equipment...mainly since you start this mission immediately after Mission 1! Your selection of gear comes down to DINGUS, WHOPPER, PROD, or WHANG depending on how well you did. If you achieved rank 5, equip the WHANG to McCoy and change your setups accordingly. If you got the WHOPPER and PROD, give the former to either Bruce or Furphy, and the latter to McCoy.

Your general strategy in this mission will vary depending on whether you got WHOPPER and PROD, or WHANG. If you earned the former two rewards, you won't need to use Defensive Behavior too much. At least, not while you have ranged weaponry. If you earned the WHANG, you'll pretty much be staying in Defensive Behavior until it's time to attack. In addition, your strategy will change depending on whether or not you want to stay on Scenario Three or move to Scenario Four. You must to destroy all six enemy platoons to access Scenario Four; otherwise, you will continue the game in Scenario Three.

To destroy all six enemy platoons, start by moving McCoy, Bruce, and Furphy by waypoints 04 and 08. The enemy units on the way will include three Pauk mobile weapons from enemy platoon 5, and a lone Pauk from enemy platoon 6. The one that you need to destroy is enemy platoon 6. Shortly after the three minute mark, Chameli will inform you that this platoon is trying to escape. If you haven't destroyed enemy platoon 5 at this point, ignore any strays and eliminate the lone Pauk mobile weapon. Once it's taken out, finish off enemy platoon 5's units.

If you succeed in taking down both enemy platoons, you'll be assured Scenario Four. Just take out the remaining four enemy platoons and you're finished. For Scenario Three, let enemy platoon 6 escape and the game will progress on this particular scenario.

Enemy Composition

-----  
PLATOON 1:

Virtua in SH-14 Chrysalide - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 2:

Virtua in SH-14 Chrysalide - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 3:

Virtua in SH-14 Chrysalide - Total 3  
Armor: 600                      Mobility: 87

-----  
PLATOON 4:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2  
Armor: 600                        Mobility: 87

-----  
PLATOON 5:

Virtua in TKS-04 Pauk - Total 3  
Armor: 4000                      Mobility: 36

-----  
PLATOON 6:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

-----  
Mission 4B - Yahorende  
-----

Enemies - 20  
Bosses - 0  
Units - 3  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Canyon, large space, many elevation changes  
Suggested Camouflage - Light Brown, Sand Brown

Mission Rewards:	3	4	5
PROD	Yes	Yes	Yes
BLUE VEINER	Yes	Yes	Yes
WHANG	Yes	Yes	Yes
DIAPER E	Yes	Yes	Yes
STAFF	Yes	Yes	Yes
BUSHBEATER	No	No	Yes

Strategy:

Assuming you have accessed this mission, you should have earned at least a rank 4 rating in the previous mission. If not, that's okay. The parts that you get at rank 3 are still more than enough to do the trick. Equip McCoy, Bruce, and Furphy with WHOPPER, BLUE VEINER, and PROD. For main arm weapons, give WHANG to McCoy if you earned it from the last mission.

The game plan needed to complete this variation of Mission 4A is pretty much the same. If you need to remember what needs to be done, start off by moving to waypoints 19, 18, and enemy platoon 2. Then, head for waypoints 12 and 13 while staying in Defensive Behavior. Target enemy platoon 3 once you're up the second ramp, then head for waypoint 09. Eliminate enemy platoon 1 and go back to waypoint 09. From here, move to waypoints 11 and 14 to engage enemy platoon 6. Destroying the Waage will force enemy platoon 4 to retreat. Then,

all you need to do is eliminate enemy platoon 5 and the mission will end.

Enemy Composition

---

PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1

Armor: 600                      Mobility: 87

Soldier - Total 4

Armor: 10                      Mobility: 10

---

PLATOON 2:

Virtua in SHM-14 Chrysalide Fuse - Total 1

Armor: 600                      Mobility: 87

Soldier - Total 4

Armor: 10                      Mobility: 10

---

PLATOON 3:

Virtua in ALM-2000 Lucane - Total 3

Armor: 3000                      Mobility: 60

---

PLATOON 4:

Virtua in TKS-04 Pauk - Total 1

Armor: 4000                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2

Armor: 600                      Mobility: 87

---

PLATOON 5:

Virtua in SHM-14 Chrysalide Fuse - Total 3

Armor: 600                      Mobility: 87

---

PLATOON 6:

Virtua in LW-16D Waage - Total 1

Armor: 2400                      Mobility: 61

---

---

Mission 5B - Closed Mine

---

Enemies - 15

Bosses - 0

Units - 6

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Canyon, large space, many elevation changes

Suggested Camouflage - Light Brown, Sand Brown

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	No	No	Yes
STAFF	Yes	Yes	Yes
BUSHBEATER	No	Yes	Yes
BANGER	No	No	Yes

Strategy:

Liking, Benissad, and Onosai will become playable as the second platoon in this mission. Unlike in Scenarios One and Two, you will only be controlling two platoons for the remainder of Scenario Three. Don't worry about this for now and concentrate on customizing your units. Equip McCoy's platoon with WHANG, DIAPER E, BLUE VEINER, and STAFF. Liking's platoon should equip PROD and WHOPPER; their arm weapon setup is fine as it is.

As with the Mission B type counterparts from the past two missions, this one is identical to its Mission A type original. The goal hasn't changed, enemy composition hasn't changed, and the winning strategy is the same. Start off by sending McCoy's group towards waypoints 02, 01, and enemy platoon 2. When the Cornaille from enemy platoon 6 gets close, shoot it down. With Liking and co., start off with waypoints 04 and 05 to engage enemy platoon 1. Send the trio to waypoints 05, 20, and 10 once they're done with them. Enemy platoon 4 awaits the group across the bridge, so grind them into scrap metal.

When McCoy, Bruce, and Furphy finish off enemy platoon 2, order them to head through waypoints 09 and 08. Remember the second Cornaille helicopter that would go through Liking's platoon? Well, in here, McCoy and co. will have to deal with it. Shoot it down with a STAFF missile if it still has ammo and move onto enemy platoon 3. In case Liking, Benissad, and Onosai aren't doing anything, you can send them through waypoints 10, 20, and 06 to help out McCoy's platoon. That's about it for this mission.

Enemy Composition

-----  
PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2  
Armor: 600                        Mobility: 87

-----  
PLATOON 3:

Virtua in TKS-04M Pauk Raketa - Total 3  
Armor: 3500                      Mobility: 36

-----  
PLATOON 4:

Virtua in LW-16D Waage - Total 2  
Armor: 2400                      Mobility: 61

-----  
PLATOON 5:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
PLATOON 6:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
Mission 6B - Bamingui  
-----

Enemies - 20  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - Yes (McCoy)  
Support Fire - Yes  
Supply Points - Waypoint 24 (McCoy)

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Canyon, large space, many elevation changes  
Suggested Camouflage - Flat Earth, Sand Yellow

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	No	Yes	Yes
Bloodhound Mk.2	No	No	Yes
BONER	No	Yes	Yes
ENVELOPE	No	No	Yes

Strategy:

If you achieved rank 5 in the previous operation, give the Bloodhound Mk.2 G to McCoy. If not, don't worry about it. You will definitely need to earn a rank 5 rating on this mission however. To ensure that happens, balance your two platoons out with weapons like WHANG, BUSHBEATER, PROD, and BLUE VEINER. Also, equip the BANGER to someone in McCoy's platoon if you earned it. In case you're looking to use your support fire platoon, set the target input to enemy platoon 6, and time input to five minutes or less.

Yet again, this is another variation of a Mission A type counterpart so the same strategies and movements will apply here. Also, you have your supply and support fire platoons at your disposal too...if you need them. Start off by sending McCoy's gang through waypoints 20 and 19. Enemy platoon 2 will come charging at them soon enough. For Liking's team, have them move to waypoints 22, 18, and 13. Enemy platoon 1 will greet them along the way so be ready to fight. Order Liking, Benissad, and Onosai to pass by waypoint 09 and battle enemy platoon 5 when they're done.

For McCoy's platoon, pass by waypoint 12 and battle enemy platoon 3. Enemy platoon 4 should be lurking near by so go after them next. Next, have both

platoons converge and attack enemy platoon 6. Assuming you used the support fire option, the Pauk Raketa mobile weapons will be weakened for you to do the finishing blow.

Enemy Composition

-----  
PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 2:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 3:

Virtua in LW-16D Waage - Total 2  
Armor: 2400                      Mobility: 61

-----  
PLATOON 4:

Virtua in LW-16D Waage - Total 2  
Armor: 2400                      Mobility: 61

-----  
PLATOON 5:

Virtua in TKS-04M Pauk Raketa - Total 3  
Armor: 3500                      Mobility: 36

-----  
PLATOON 6:

Virtua in TKS-04M Pauk Raketa - Total 3  
Armor: 3500                      Mobility: 36

-----  
Mission 10B - Tourba Plant

-----  
Enemies - 17  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - Yes  
Support Fire - No  
Supply Points - Waypoint 01 (McCoy), Waypoint 02 (Liking)

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Desert, large space, no elevation changes  
Suggested Camouflage - Khaki, Light Brown

Mission Rewards:

Bloodhound Mk.2 G  
Bloodhound Mk.2  
ROOSTER  
PUTZ  
MANHOOD  
BONER  
WICK  
ENVELOPE

Strategy:

Before you save your progress, make sure that you earned rank 5 in the last mission. If you didn't, don't continue and redo that mission. If you did, feel free to save your progress. Give the Bloodhound Mk.2 G to McCoy if you didn't earn a rank 5 rating in Mission 5B. If you did, give it to Liking. For the Bloodhound Mk.2, give it to either Benissad or Onosai. For weapons, equip WHANG, ENVELOPE, BLUE VEINER, BONER, and PROD. Lastly, allocate 100 points to everyone's Mobility rating.

Remember how Mission 10A went? Well, it'll be a little different this time around. The main enemies, the Pauk Type-S mobile weapons, have been replaced with the much weaker Pauk mobile weapons. There is also an extra platoon for you to deal with in this mission. The fun part? You won't have the luxury of the third platoon to command. If you didn't call for the supply platoon in Mission 10A, you'd be a fool not to call them in this one!

Start off by sending McCoy, Bruce, and Furphy through waypoint 06 and engage enemy platoon 2. Liking's gang has a more straightforward, but tougher path: go through enemy platoons 5 and 1. That's one platoon of Waage WAWs, and a second with a Pauk mobile weapon. Use the Local Raid Attack Type and focus fire on one WAW at a time. Once enemy platoon 5 drops, head for enemy platoon 1 next. By this time, McCoy's platoon should be finished dealing with the two Waage WAWs and the Pauk. Send them towards enemy platoon 3 so they can help Liking's crew. In case you need to do any supply calls, do it now.

When enemy platoon 1 drops, have Liking, Benissad, and Onosai engage the nearest enemy units from enemy platoon 3. Do that and then move to waypoint 11 and finish off enemy platoon 4. If the three have taken too much damage, pull them out and let McCoy's platoon finish the remaining enemies off.

Enemy Composition

-----  
PLATOON 1:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36  
  
Soldier - Total 4  
Armor: 10                              Mobility: 10  
-----

PLATOON 2:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36  
  
Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48



---

PLATOON 3:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48

---

PLATOON 4:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48

---

PLATOON 5:

Virtua in LWG-16DE Waage Plus Verstarkung 2 - Total 1  
Armor: 3600                      Mobility: 61

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48

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CHAPTER TWO - AUDITORY CANAL

[CH2B]

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Like in Scenario One, your wanzers will be upgraded to Greyhound Mk.2 G and Greyhound Mk.2 by default. Just don't count on any bolt-on backpacks showing up because they're not available in here...

---

Mission 11B - Sangana Beach

---

Enemies - 15  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - No  
Support Fire - Yes  
Supply Points - None

Briefing Notes:

Time Conditions - Night  
Terrain Conditions - Beach, large space, no elevation changes  
Suggested Camouflage - Night Blue, Night Gray

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	Yes	Yes	Yes
Bloodhound Mk.2	No	Yes	Yes
MANHOOD	Yes	Yes	Yes
ENVELOPE	Yes	Yes	Yes
DANG	No	Yes	Yes

Strategy:

Remember this tough mission? Well, imagine how much harder it will be with two platoons to command! Equally divide the following weapons to McCoy's and Liking's platoons: BONER, PROD, MANHOOD, ROOSTER, BANGER, and ENVELOPE. Set everyone's Mobility to 100 as well. If you plan on using support fire, target enemy platoon 3 and set the timer to two minutes.

This variation of Mission 11A has the same enemy units, but as said earlier, you will only have two platoons to use. Start off by sending McCoy and co. to waypoint 02, and Liking's gang to waypoint 08. The Lucane tanks that make up enemy platoons 1 and 2 will show up soon enough. Have McCoy's platoon go after enemy platoon 1; Liking, Benissad, and Onosai will have enough to deal with from enemy platoon 2. Get past these two and if you used support fire, enemy platoon 3 should be weakened. March towards waypoint 06 with McCoy and co. to fight enemy platoon 3.

Next, send Liking's gang through waypoint 15 to get to enemy platoon 4. It'll be a long trek for them so enemy platoon 5 is all up to McCoy's team. Don't forget that when you're up against the Lucane tanks, switch to Defensive when shots are being fired. Switch back to Offensive when they aren't attacking.

Enemy Composition

-----  
PLATOON 1:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 2:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 3:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

-----  
PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

-----  
PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93  
-----  
-----

Mission 13B Escravos

---

Enemies - 15  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Cliffs, moderate space, many elevation changes  
Suggested Camouflage - Light Gray, Sea Gray

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	Yes	Yes	No
Bloodhound Mk.2	No	Yes	No
PUTZ	Yes	Yes	Yes
DANG	Yes	Yes	Yes
CANE	No	No	Yes

Strategy:

Finding it a little tougher to manage with just two platoons to command? If you do, don't expect things to get any easier. This is another mission that is considerably harder without that third platoon to help you out. For your setups, you'll want a ranged configuration for McCoy's platoon. The bulk of the enemy forces are down their way so ideally, you don't want to take any unnecessary risks. Liking's platoon will have light opposition in their way, but you'll need them to aid McCoy, Bruce, and Furphy. Equip BONER, MANHOOD, and PROD for shoulder weapons. DANG, PUTZ, and ROOSTER for main arm weapons will be fine.

Start off by sending McCoy's platoon towards waypoint 03. Liking's platoon should head for waypoint 13. McCoy and co. will be dealing with enemy platoon 2, while enemy platoon 5 will greet Liking, Benissad, and Onosai. Make use of the Defensive Behavior to minimize any damage taken from incoming fire. The best case scenario is for Liking's gang to finish off their enemy platoon, then move South to aid McCoy and co. Target waypoint 05 and enemy platoon 4 with Liking's platoon. McCoy's crew should be attacking enemy platoon 3. If all goes well, these two enemy forces will be taken out without much trouble.

In case McCoy, Bruce, and Furphy are taking too much damage, pull them out by heading back to waypoint 03. Remember that when McCoy goes down, it's game over for you. The Schutze WAWs that make up enemy platoon 4 are considerably more dangerous than the Pauk trio from enemy platoon 3. Eliminating them will make the fight much more bearable. Once it's just down to enemy platoon 1, converge on the three Chrysalide Fuse vehicles and send them to the junkyard.

Enemy Composition

---

PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 3  
Armor: 600                      Mobility: 87

---

PLATOON 2:

Virtua in TKS-04 Pauk - Total 1

Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2

Armor: 600                      Mobility: 87

---

PLATOON 3:

Virtua in TKS-04 Pauk - Total 3

Armor: 3500                      Mobility: 36

---

PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

---

PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

---

Mission 14B - East Lekki

---

Enemies - 17

Bosses - 0

Units - 6

Allies - 0

Supply Platoon - No

Support Fire - No

Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Cliffs, moderate space, many elevation changes

Suggested Camouflage - Earth Gray, Light Sand

Mission Rewards:                      3                      4                      5

Bloodhound Mk.2                      Yes                      Yes                      Yes

Bull Shot Type X                      No                      No                      Yes

Bull Shot                      No                      No                      Yes

SHEATH                      Yes                      Yes                      Yes

ENOB                      No                      Yes                      Yes

PRICK                      No                      No                      Yes

Strategy:

Another mission, another test of your ability to fight using two platoons.

Equip BANGER, CANE, ROOSTER, DANG, BONER, and MANHOOD equally between both platoons. McCoy's platoon will need more close range firepower, so give them the stronger main arm weapons. Liking's platoon will be fine with a balanced close and long range setup.

When the mission begins, send both platoons to waypoint 03. Stay in Defensive Behavior to block any incoming missiles heading your way. With McCoy's crew, attack enemy platoon 1 and then head for waypoint 04. Target enemy platoon 2 with Liking's gang and when they're done, head for waypoint 21. Enemy platoon 4 will greet McCoy and co., while enemy platoon 3 will face Liking's team. The fights shouldn't be a problem to handle if you get the first strike on the enemy from afar. Head for enemy platoon 5 last once McCoy's and Liking's groups are done with their respective enemy platoons.

#### Enemy Composition

---

##### PLATOON 1:

Virtua in TKS-04M Pauk Raketa - Total 1

Armor: 3500                      Mobility: 36

Soldier - Total 4

Armor: 10                        Mobility: 10

---

##### PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 3

Armor: 3500                      Mobility: 36

---

##### PLATOON 3:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

---

##### PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

---

##### PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                      Mobility: 93

---

---

Mission 17B - Lagos Island

---

Enemies - 18

Bosses - 0

Units - 6  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Night  
Terrain Conditions - City, moderate space, some elevation changes  
Suggested Camouflage - Night Gray, Night Blue

Mission Rewards:	3	4	5
Bloodhound Mk.2	Yes	Yes	Yes
Bull Shot Type X	No	Yes	Yes
ENOB	Yes	Yes	Yes
POLE	Yes	Yes	Yes
HUNG	No	Yes	Yes
PRONG	No	No	Yes

Strategy:

Before doing any customization, make sure you earned a rank 5 rating from the previous mission. If did you not, reset and redo Mission 14B again. You'll be needing the new WAWS for the upcoming missions. Give the Bull Shot Type X to McCoy, and the Bull Shot to either Benissad or Onosai from platoon 2. Both of your platoons should be balanced for close and long range combat. So, equally distribute these weapons: CANE, ROOSTER, DANG, PRICK, SHEATH, BONER, ENOB, and MANHOOD. Set everyone's Mobility to 100 just to be safe.

Unlike in Mission 17A, McCoy's platoon won't be riding the T.C.K.-010 mobile weapon...and you'll be one platoon short. No such changes occur in the enemy forces, however - the Schutze WAws will be carrying the two-handed handcannon and will use it against you. Sounds a lot tougher than the Mission A variant, right? Indeed it is. Start off by targeting enemy platoon 3 with McCoy and co, then send Liking's team towards waypoint 19 to engage enemy platoon 1. The firefights will be quick here, so act quickly if you want to switch to Defensive Behavior to lessen the damage being taken.

Once the two platoons are down, have McCoy's crew target enemy platoon 4 and Liking's team go to waypoint 20. By that waypoint, the latter will have to face enemy platoon 2. Make sure that Liking, Benissad, and Onosai stay on the ramp leading to the bridge - if someone falls off, return to waypoint 19 and then move to waypoint 20 again. When they're on the bridge, head for waypoint 21 and attack enemy platoon 6. Send McCoy, Bruce, and Furphy to waypoint 04 and target enemy platoon 5. As long as you know when to switch to Defensive when enemies attack, you should have no problems clearing this operation.

Enemy Composition

-----  
PLATOON 1:

Virtua in ALM-2000 Lucane - Total 1  
Armor: 3000                      Mobility: 60

Virtua in SH-14 Chrysalide - Total 2  
Armor: 600                        Mobility: 87

-----  
PLATOON 2:

Virtua in ALM-2000 Lucane - Total 1  
Armor: 3000                      Mobility: 60

Virtua in SH-14 Chrysalide - Total 2  
Armor: 600                        Mobility: 87

-----  
PLATOON 3:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

-----  
PLATOON 5:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

-----  
PLATOON 6:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

-----  
Mission 18B - 4th Bridge  
-----

Enemies - 8  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Night  
Terrain Conditions - Bridge, very limited space, no elevation changes  
Suggested Camouflage - Night Gray, Night Blue

Mission Rewards:	3	4	5
Bloodhound Mk.2	Yes	Yes	Yes
Bull Shot Type X	No	Yes	Yes
Bull Shot	No	No	Yes

PRICK	Yes	Yes	Yes
PRONG	Yes	Yes	Yes
POLE	Yes	Yes	Yes
HUNG	Yes	Yes	Yes
DONKEY-RIGGED	No	Yes	Yes
BAGGIE	No	No	Yes

Strategy:

Before moving on, make sure you achieved the rank 5 rating for Mission 17B. If not, redo it until you get that rank...it will make things much easier. Start setting up your WAWS by giving them PRICK, PRONG, CANE, BONER, HUNG, and MANHOOD. It won't matter who gets which weapon since you'll be fighting in one big group anyways.

Like the Mission A type counterpart, Mission 18B is pretty much the same as it was. You have one less platoon to use, but that's really not a problem at all. The bridge will break up during the opening scene so you'll have to take the same route as before. Jump down to waypoint 01, then push to waypoint 05 and 06 to get to enemy platoon 2. When the Cornaille helicopters from enemy platoons 3 and 4 draw near, shoot them down. From here, you just need move by waypoints 10, 09, and 12 reach enemy platoon 2. The Schutze WAWS in here now use missile launchers so switch to Defensive Behavior until you can strike.

Enemy Composition

-----  
PLATOON 1:

Virtua in SWG-03 Schutze Plus Verstarkung - Total 1  
Armor: 5000                      Mobility: 87

Virtua in SWS-03 Schutze Verstarkung - Total 2  
Armor: 3500                      Mobility: 74

-----  
PLATOON 2:

Virtua in SWG-03 Schutze Plus Verstarkung - Total 1  
Armor: 5000                      Mobility: 87

Virtua in SWS-03 Schutze Verstarkung - Total 2  
Armor: 3500                      Mobility: 74

-----  
PLATOON 3:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
PLATOON 4:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
Mission 19B - Yaba

-----  
Enemies - 18  
Bosses - 0  
Units - 6



Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - City, limited space, no elevation changes  
Suggested Camouflage - Light Gray, Sand Gray

No mission rewards.

Strategy:

Make sure you achieved a rank 5 rating in the previous mission prior to doing anything else. You will need the new WAWs to survive this operation. You also need a specific weapon setup for your pilots. Equip McCoy and Liking with PRICK, while everyone else gets PRONG. For your shields, BAGGIE will do the trick just fine. For shoulder weapons, equip HUNG, DONKEY-RIGGED, and POLE. Finally, give everyone 100 points to their Mobility.

This final mission is the hardest of all four scenarios. While you won't be fighting Buds or Leaf, you must destroy the two enemy platoons that replace them in their stead. It's six of you versus 18 enemy WAWs. Some of these WAWs are also armed with the fearsome handcannons, which as you should know hurt like hell. Combined with the fact you won't be able to call in your supply or support fire platoon, you're going to have quite the bumpy ride for this final mission.

Victory is really as simple as this: stay in one big group! There's really no other way to get through this reliably without doing that. You'll also need to switch between Offensive and Defensive Behavior, as well as Local Raid and Diffusion Attack Type. Start off with both platoons heading for waypoint 02; enemy platoon 1 will be your first target. While Local Raid might be good, Diffusion is a better idea with two platoons attacking them all at once. Get rid of them quickly because enemy platoon 2 won't be too far away from you. Go to waypoint 10 and attack them next.

Once enemy platoon 2 bites the dust, move to waypoint 15 and you'll have to fend off enemy platoon 4. Enemy platoon 3 will be lurking nearby so don't be surprised if you have a 2-on-2 platoon battle. Again, Diffusion works better in this sort of situation so stick with it until an enemy platoon is down to one or two units. Eliminate both platoons and then you'll only have to deal with enemy platoons 5 and 6. While there's a chance of another 2-on-2 platoon firefight, it normally won't happen. Give it your all and clear the mission!

Enemy Composition

---

PLATOON 1:

Virtua in SWU-03 Schutze Plus - Total 1  
Armor: 3400                      Mobility: 106

Virtua in SW-03 Schutze - Total 2  
Armor: 3000                      Mobility: 93

---

PLATOON 2:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                    Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                    Mobility: 93

---

PLATOON 3:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                    Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                    Mobility: 93

---

PLATOON 4:

Virtua in SWU-03 Schutze Plus - Total 1

Armor: 3400                    Mobility: 106

Virtua in SW-03 Schutze - Total 2

Armor: 3000                    Mobility: 93

---

PLATOON 5:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1

Armor: 5500                    Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2

Armor: 4000                    Mobility: 80

---

PLATOON 6:

Virtua in SWG-03E Schutze Plus Verstarkung 2 - Total 1

Armor: 5500                    Mobility: 93

Virtua in SWS-03E Schutze Verstarkung 2 - Total 2

Armor: 4000                    Mobility: 80

---

Congratulations, you've just completed Scenario Three!

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SCENARIO FOUR

[SCE4]

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All missions exclusive to Scenario Four will be detailed in here.

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CHAPTER ONE - ZYGOMATIC

[CH1C]

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Scenario Four begins shortly after Chapter One.

---

Mission 4C - Yahorende

---

Enemies - 20

Bosses - 0

Units - 3

Allies - 0

Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day

Terrain Conditions - Canyon, large space, many elevation changes

Suggested Camouflage - Light Brown, Sand Brown

Mission Rewards:	3	4	5
PROD	Yes	Yes	Yes
BLUE VEINER	Yes	Yes	Yes
WHANG	Yes	Yes	Yes
DIAPER E	Yes	Yes	Yes
STAFF	Yes	Yes	Yes
BUSHBEATER	No	No	Yes

Strategy:

Assuming you have accessed this mission, you should have earned at least a rank 4 rating in the previous mission. If not, that's okay. The parts that you get at rank 3 are still more than enough to do the trick. Equip McCoy, Bruce, and Furphy with WHOPPER, BLUE VEINER, and PROD. For main arm weapons, give WHANG to McCoy if you earned it from the last mission.

The game plan needed to complete this variation of Mission 4A is pretty much the same. If you need to remember what needs to be done, start off by moving to waypoints 19, 18, and enemy platoon 2. Then, head for waypoints 12 and 13 while staying in Defensive Behavior. Target enemy platoon 3 once you're up the second ramp, then head for waypoint 09. Eliminate enemy platoon 1 and go back to waypoint 09. From here, move to waypoints 11 and 14 to engage enemy platoon 6. Destroying the Waage will force enemy platoon 4 to retreat. Then, all you need to do is eliminate enemy platoon 5 and the mission will end.

Enemy Composition

-----  
PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 2:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                        Mobility: 10

-----  
PLATOON 3:

Virtua in ALM-2000 Lucane - Total 3  
Armor: 3000                      Mobility: 60

-----  
PLATOON 4:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2  
Armor: 600                        Mobility: 87

-----  
PLATOON 5:

Virtua in SHM-14 Chrysalide Fuse - Total 3  
Armor: 600                        Mobility: 87

-----  
PLATOON 6:

Virtua in LW-16D Waage - Total 1  
Armor: 2400                      Mobility: 61

-----  
Mission 5C - Closed Mine  
-----

Enemies - 15  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - No  
Support Fire - No  
Supply Points - None

Briefing Notes:

Time Conditions - Day  
Terrain Conditions - Canyon, large space, many elevation changes  
Suggested Camouflage - Light Brown, Sand Brown

Mission Rewards:	3	4	5
Bloodhound Mk.2 G	No	Yes	Yes
Bloodhound Mk.2	No	No	Yes
BONER	No	Yes	Yes
ENVELOPE	No	No	Yes

Strategy:

Liking, Benissad, and Onosai will become playable as the second platoon in this mission. Unlike in Scenarios One and Two, you will only be controlling two platoons for the remainder of Scenario Four. Don't worry about this for now and concentrate on customizing your units. Equip McCoy's platoon with WHANG, DIAPER E, BLUE VEINER, and STAFF. Liking's platoon should equip PROD and WHOPPER; their arm weapon setup is fine as it is.

As with the Mission B type counterparts from the past two missions, this one is identical to its Mission A type original. The goal hasn't changed, enemy composition hasn't changed, and the winning strategy is the same. Start off by sending McCoy's group towards waypoints 02, 01, and enemy platoon 2. When the Cornaille from enemy platoon 6 gets close, shoot it down. With Liking and co., start off with waypoints 04 and 05 to engage enemy platoon 1. Send the trio to waypoints 05, 20, and 10 once they're done with them. Enemy platoon 4 awaits the group across the bridge, so grind them into scrap metal.

When McCoy, Bruce, and Furphy finish off enemy platoon 2, order them to head through waypoints 09 and 08. Remember the second Cornaille helicopter that would go through Liking's platoon? Well, in here, McCoy and co. will have to deal with it. Shoot it down with a STAFF missile if it still has ammo and move onto enemy platoon 3. In case Liking, Benissad, and Onosai aren't doing anything, you can send them through waypoints 10, 20, and 06 to help out McCoy's platoon. Make sure you do everything in your power to earn that rank 5 rating...you'll be needing it soon enough!

Enemy Composition

-----  
PLATOON 1:

Virtua in SHM-14 Chrysalide Fuse - Total 1  
Armor: 600                      Mobility: 87

Soldier - Total 4  
Armor: 10                      Mobility: 10

-----  
PLATOON 2:

Virtua in TKS-04M Pauk Raketa - Total 1  
Armor: 3500                      Mobility: 36

Virtua in SHM-14 Chrysalide Fuse - Total 2  
Armor: 600                      Mobility: 87

-----  
PLATOON 3:

Virtua in TKS-04M Pauk Raketa - Total 3  
Armor: 3500                      Mobility: 36

-----  
PLATOON 4:

Virtua in LW-16D Waage - Total 2  
Armor: 2400                      Mobility: 61

-----  
PLATOON 5:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
PLATOON 6:

Virtua in MHG-03 Cornaille - Total 1  
Armor: 1000                      Mobility: 148

-----  
Mission 10C - Tourba Plant

-----  
Enemies - 17  
Bosses - 0  
Units - 6  
Allies - 0  
Supply Platoon - Yes  
Support Fire - No  
Supply Points - Waypoint 01 (McCoy), Waypoint 02 (Liking)

## Briefing Notes:

Time Conditions - Day

Terrain Conditions - Desert, large space, no elevation changes

Suggested Camouflage - Khaki, Light Brown

No mission rewards.

### Strategy:

Before you save your progress, make sure that you earned rank 5 in the last mission. If you didn't, don't continue and redo that mission. If you did, feel free to save your progress. Give the Bloodhound Mk.2 G to McCoy. For the Bloodhound Mk.2, give it to either Benissad or Onosai. For weapons, equip WHANG, ENVELOPE, BLUE VEINER, BONER, and PROD. Lastly, allocate 100 points to everyone's Mobility rating.

Remember how Mission 10A went? Well, it'll be a little different this time around. The main enemies, the Pauk Type-S mobile weapons, have been replaced with the much weaker Pauk mobile weapons. There is also an extra platoon for you to deal with in this mission. The fun part? You won't have the luxury of the third platoon to command. If you didn't call for the supply platoon in Mission 10A, you'd be a fool not to call them in this one!

Start off by sending McCoy, Bruce, and Furphy through waypoint 06 and engage enemy platoon 2. Liking's gang has a more straightforward, but tougher path: go through enemy platoons 5 and 1. That's one platoon of Waage WAWs, and a second with a Pauk mobile weapon. Use the Local Raid Attack Type and focus fire on one WAW at a time. Once enemy platoon 5 drops, head for enemy platoon 1 next. By this time, McCoy's platoon should be finished dealing with the two Waage WAWs and the Pauk. Send them towards enemy platoon 3 so they can help Liking's crew. In case you need to do any supply calls, do it now.

When enemy platoon 1 drops, have Liking, Benissad, and Onosai engage the nearest enemy units from enemy platoon 3. Do that and then move to waypoint 11 and finish off enemy platoon 4. If the three have taken too much damage, pull them out and let McCoy's platoon finish the remaining enemies off.

### Enemy Composition

---

#### PLATOON 1:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

Soldier - Total 4  
Armor: 10                              Mobility: 10

---

#### PLATOON 2:

Virtua in TKS-04 Pauk - Total 1  
Armor: 4000                      Mobility: 36

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2  
Armor: 3200                      Mobility: 48

---

#### PLATOON 3:

Virtua in TKS-04 Pauk - Total 1

Armor: 4000                    Mobility: 36

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2

Armor: 3200                    Mobility: 48

---

PLATOON 4:

Virtua in TKS-04 Pauk - Total 1

Armor: 4000                    Mobility: 36

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2

Armor: 3200                    Mobility: 48

---

PLATOON 5:

Virtua in LWG-16DE Waage Plus Verstarkung 2 - Total 1

Armor: 3600                    Mobility: 61

Virtua in LWS-16DE Waage Verstarkung 2 - Total 2

Armor: 3200                    Mobility: 48

---

Congratulations, you've just completed Scenario Four!

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4. SECRETS

[SECR]

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There are some secrets to Front Mission Alternative that you might find worth looking into. It's not quite a lot compared to the other Front Mission titles and it's pretty bare. Still, they're worth checking out!

TWO PLAYER CO-OP

---

Through its support for the PlayStation Mouse, Front Mission Alternative actually does have a form of two player co-op. To do this, you need both a PlayStation controller and the PlayStation Mouse itself. Plug the controller in port 1, and the PlayStation Mouse in port 2. In mission play, this grants more precise control of the battles at the player's hands. The first player with the controller handles the user interface (UI) commands and options. The second player with the PlayStation Mouse handles the targeting of enemy units. It's not a true two player co-op by any means, but if it helps you beat the game a little more easily, then go for it! Still, it probably would have been nice to see Front Mission Alternative have keyboard support...

COCKPIT MODE

---

Tired of how the player AI just won't attack a particular enemy unit even as it's standing next to one of your units? Well, you can correct this by taking control of the action...inside your cockpit! By pressing the Square button, you can see the action from the interior of the WAW's cockpit! In here, you can use the directional pad buttons to move the WAW's field of vision around and manually target enemies. The Attack Type must be set to Local Raid in order to do this. Cockpit Mode is also great for scouting out enemy platoons and getting the drop on them before they spot you!

EASY LEARNING POINTS

---

Want to quickly amass Learning Points without a fuss? Just let the time run in the missions! For every full minute that passes by, your pilots gain one Learning Point. Since all missions have a 30 minute timer to them, you can idle around and let those Learning Points rack up! While your rankings will suffer, your units can use more advanced and effective combat abilities. To make the most out of them, use this trick on the missions that automatically give out rewards regardless of the ranking you've earned!

CHOCOBOS

-----

If you pay close attention to Mission 3A, you'll spot a yellow bird-like creature running around the jungle. More of these can be spotted throughout the mission as well. Do you know what these are? Chocobos! Stop and look for these loveable mascots from the Final Fantasy series!

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5. CREDITS

[CRED]

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Thanks to:

- GameFAQs obviously
- Front Mission: World Historica book for part wording and such
- Square Enix for the Front Mission series

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