

# Hogs of War FAQ/Walkthrough

by inoble

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Hogs of War Game Guide version 3.

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I don't care what you do with this guide. Post it on your web site, rip it off, charge other people to use it. As long as it gets them playing this fun game that is OK with me.

All comments, suggestions and additional hints and tips welcomed.

It is not really possible to write a step by step walk through for this game as the strategy you use for each mission will depend on what type of specialists you have in your team, what promotion level they have reached and how good you are at using the various types of weapons. So I will just try to give some additional information about the ranks, the weapons, some hints on how to tackle the missions and some general tips on how best to knock seven shades of swill out of the opposition. Because I am a solitary games player I haven't covered the various multiplayer options. If anyone wants to send me information on these that would be great.

## Career Paths and Ranks

As you play the missions you will be awarded promotion points which can be used to advance your grunts through the ranks of 4 different specialists. It is important to collect all the promotion points in each level as the number of points required to advance to the next rank increases and you will need a crack squad of top level swine for the final levels. You get 1 PP for completing the level, 1 PP for keeping all your squad alive and there are bonus PPS for completing special tasks during a level. At the end of each area on the map (5 missions) you get extra PPS as well.

Grunt Basic rank with 50 HP and a limited range of weapons  
Knife, Rifle, Grenade X3

### Heavy Weapons Specialist

These guys are able to use long range weapons like bazookas and mortars. Excellent for attacking from long range.

Gunner

75 HP

Trotter, Pistol, Bazooka

### Bombardier

90 HP

Trotter, Pistol, Mortar X3, Bazooka

### Pyrotech

120 HP

Trotter, Pistol, Flamethrower X3, Mortar X3, Bazooka, Airbusrt.

### Engineer

Close range explosives experts who can detect mine fields.

Sapper

80 HP

Trotter, Shotgun, Mine X3, TNT

Engineer

100 HP

Trotter, Shotgun, Shrapnel Grenade X3, Mine X3, TNT X2, Suicide

Saboteur

120 HP

Trotter, Super Shotgun, Shrapnel Grenade X3, Mine X3, TNT X3, Suicide

Espionage

Not visible on the map and able to hide, they use stealth weapons such as poison gas and sniper rifles. They can also hide disguised as crates or trees.

Scout

75 HP

Knife, Rifle, Poison Gas, Pick Pocket, Hide

Sniper

90 HP

Knife, Sniper Rifle, Poison Gas, Suicide, Pick Pocket X2, Hide

Spy

120 HP

Knife, Cattle Prod, Sniper Rifle, Poison Gas, TNT, Pick Pocket X3, Hide

Medic

They can cure and heal other pigs. They only have a few standard weapons.

Orderly

60 HP

Knife, Rifle, Grenade X3, Healing Hands X3

Medic

80 HP

Knife, Rifle, Medicine Dart X3, Grenade X3, Medicine Ball X3, Healing Hands X3

Surgeon

120 HP

Knife, Rifle, Rifle Burst X3, Medicine Dart X3, Tranquiliser X1, Grenade X3, Medicine Ball X3, Healing Hands X3

All paths lead to the final two ranks

Commando

They can use jet packs to reach inaccessible areas and they can swim.

130 HP

Knife, Machine Gun, Sniper Rifle, Medicine Dart X3, Cluster Grenade, Poison Gas, Bazooka, Airburst, TNT, Jetpack, Hide

Hero

The top rank.

They have the most health points and can call in powerful air attacks and parachute into remote areas using special ops. They can also heal themselves.

150 HP

Sword, Heavy Machine Gun, Sniper Rifle, Medicine Dart, Cluster Grenade, Poison Gas, Bazooka, Airburst, TNT, Jetpack, Self Heal, Hide, Special Ops, Airstrike.

#### Weapons

As with all war toys there is the potential for 'friendly fire.' Take care that one of your own side is not on the receiving end of a badly placed shot or explosion.

#### Close Range

Knife

Bayonet

Sword

Cattle Prod

#### Shoot To Kill

Pistol

Rifle

Rifle Burst X3

Sniper Rifle

Shotgun

Super Shotgun

Flamethrower

Machine Gun

Heavy Machine Gun

#### Fire in the Hold!

Grenade

Poison Gas

Cluster Grenade

Shrapnel Grenade

High Explosive Grenade

#### Long Range

Mortar

Bazooka

Air Cluster

Homing Missile

Rocket Launcher

Guided Missile

Super Air burst

#### Explosives

TNT Super

TNT (save this to demolish pill boxes and reinforced boxes)

Mines

Anti-P Mines

#### Call In Reinforcements

Air Strike (aim using the cross hairs and use the R1 and R2 buttons to rotate the direction in which the airship arrives.)

Special Ops (parachute into remote areas.)

F-Rain Air Strike (napalm.)

#### Drugs and Cures

Healing Hands (close up cure)  
Medicine Ball (a healing grenade)  
Medicine Rifle (long distance first aid)  
Tranquilliser (puts the enemy to sleep so they miss a turn)  
Self heal (only for heroes)

#### Espionage

Pick Pocket (steal an opponent's weapon)  
Hide (makes you invisible to the enemy)

#### Airborne

Jet Pack (remember to press X to eject the pack before you parachute to the ground. The pack can damage anything on the ground so it can be used as a weapon but can also destroy valuable crates you may be trying to reach)

#### Last Resort

All pigs explode when they die, so beware but if all else fails use the Suicide option to take them with you.

#### Miscellaneous

There are shelters where you can take refuge, tanks that you can use to move around and attack the enemy, pill boxes and gun turrets can be occupied if they are empty and used against the opposition.

#### Artillery

Long Range Shell

Mine Shell. Fire the shell and detonate it to release a shower of mines.

Gas Shell. Fires a short range shell that's loaded with poison gas.

F-Rain Shell.

Shock Shell. Stuns a pig for one round as well as damaging him.

1000LBS Shell. Guaranteed to knock off 90 HP.

#### Pillbox

Heavy Machine Gun  
Flamethrower

#### Tanks

Airburst  
Bazooka

#### Hints and Tips

Early in the game water is harmful as the pigs can't swim. Use TNT or mines to send pigs into the water so that they drown or lose HP whilst swimming to safety.

If possible shoot or knife pigs next to minefields so that they are pushed into the mines.

Cluster grenades can be deadly on a group of pigs. Press X to detonate

the grenade and X again to explode the cluster.

Plan of Action Make sure you have a plan before you start each pig off on their turn, Time is limited and gets shorter in later missions.

To see all the FMV scenes on the game use the team name PRYING PIGS, use the team name WATTA PORK to see an extra scene. Use MARDY PIGS to unlock the secret Team Lard.

THERE ARE NO CHEATS FOR THIS GAME

The Missions

Boot Camp Follow the instructions to get used to the basic controls and use of weapons

Hogs Head

1. War Foundation

Just find and kill the 3 enemy pigs. Use grenades for practice and try to blow them into the water.

2. Routine Patrol

Lots of stuff to pick up and if you have an engineer you can practice using the TNT to blow up the enemy.

3. Trench Warfare

Keep away from the skull and crossbones signs as these indicate a minefield. Try using your engineer and his mines to blow pigs up and onto the minefields. There are some cluster grenades in the crates.

4. Morning Glory

There is only one way across the river to your right. Try to blow pigs onto the mines using bazookas or grenades. Don't stand close to the water or in a group as the enemy will do the same to you (this is good general advice throughout the game.) There are mortars in the crates.

5. Island Invasion

You can't reach the island so you will need to do some accurate long range shooting. There is a spy hidden in a crate.

Saustralia

6. Under Siege

Use grenades to blow the pigs up on the hills into the minefield. Use your engineer to negotiate the mine field to pick up the crate. Watch out for the enemy snipers. Pick up all the health crates in the camp.

7. Communications Breakdown

Use the high ground to bombard the pill boxes or you can make a daring dash to grab the Super TNT in the crates and blow them up. Keep well out of range of the pill box guns.

8. The Spying Game

Practice your jumping skills using the Square button to get your squad over to the mainland. Watch out for spies hidden in the foliage and use the MASH tent to heal yourself if necessary.

9. The Village People.

Use your engineer to get through the minefield to pick up the PP and a jet pack that will get him to the island and an air strike. Accurate use of the mortar is essential on this level.

10. Bangers 'N Mash

You need to take the long scenic route to get to the gun turrets. Use super TNT to blow the crate with the extra PP and the MASH tent if required.

Trottsville

11. Saving Private Rind

Use an Engineer to get the PP in the minefield and the jet pack from the prison camp to get to the air strike on the tall pillar.

12. Just Deserts

Try to cause as much damage to the enemy tanks using air bursts when they are all grouped together. Once they are all gone you can use an engineer to get the PP from the minefield. Try to grab the air strike that drops down as a crate on the left of the battlefield before they do.

13. Glacier Guns

You need to get rid of all the gun turrets (anti-p mines are good for this.) Use a jet pack to reach the extra PP on the ledge and collect the goodies that are dropped each time you destroy a turret.

14. Battle Stations

It is relatively easy to mortar the enemy bases but before you destroy them completely use an engineer to negotiate the minefield to get to the extra PP and the homing missiles on the very top of the hill.

15. Fortified Swine

Don't destroy the wine store by accidentally detonating the barrels next to it. Use a commando with a jet pack to get to the island to destroy the stolen hardware. However you can use it for protection or even as a runabout before you do so. Watch out for mines as you sneak over the bridge.

Bellyopolis

16. Over the Top

You need to destroy the guns to get your extra PPS but before you do you can jet pack up there and occupy them.

17. Geneva Convention

You must destroy all the MASH tents to get your extra PP (NOTE there is a bug in this level which means you can only ever get 1 bonus PP even though 2 are shown.)

18. I Spy

Use the super TNT to blow up the container with the extra PPS in it. Time is short and there are lots of spies hidden in the area.

19. Chemical Compound

Take out the chemical transporters (hitting the barrels next to them helps in their destruction.) Use jet packs to reach the air strike in the crate in the minefield and the rocket launcher on the hill top. Make sure you save at least 1 jet pack to reach the final extra PP up on the mountain ledge.

#### 20. Achilles Heal

Just the one MASH tent to destroy but loads of surgeons who can heal each other and are deadly with grenades. Keep one pig back at base to pick up the stuff that drops down and the extra PPS. If some brave soul reaches the drop zone near the tent he will be rewarded with HE grenades.

#### Astria

#### 21. High and Dry

Destroy all the outhouses (including the one on your side of the area) and you will get 3 extra PPS. Blow the door of the storage shed early on with some TNT so you can collect the guided missiles that get dropped. Hide in the shelters if injured.

#### 22. Assassination

You need to blow the gates or use a jet pack to get out of the fortress. Try to hi-jack the gun turret when its occupant leaves. Make sure you pick up the air strikes in the far left of the area. Keep some jet packs or special ops in reserve to collect the extra PPS when they arrive.

#### 23. Hero Worship

Get away from your landing zone as soon as possible as they enemy are all heroes and can call in air strikes. Swim and hide. Long range attacks and air strikes should destroy their base and the enemy themselves. Use jet packs and special ops to reach the extra PPS at the far end of the level and on the hilltop when they get dropped.

#### 24. Hamburger Hill

Loads of enemies. As you get rid of them extra PPS arrive.

#### Isle of Swill

#### 25. Well, Well, Well

You are up against Legends here who can call up Air Strikes and F-Rain Air Strikes. You can grab the health crates near the wells if necessary, if you manage to destroy a well you will get some extra supplies. Watch out for the green pools which are poisonous (use this to your advantage if you blow an enemy pig into them.)

There are lots of different strategies for completing this challenging mission.

If you have the patience you can use poison gas grenades on each of the legends and then hide your pigs and wait for the opposition to pop their trotters. This takes a LOOOOOOONG time!

Or you can go for a quick strike and complete the mission even before the legends arrive. To do this use a jet pack to put a pig on top of the pill box. The gunner inside will pop out and shoot him. Next turn call in an air strike to knock the gunner off the pill box into a convenient

pool of swill. Most times he will sustain enough damage to die. Mission complete!

After you complete the game for the first time you get to save the game and then you get to take control of the Mardy pigs. Their mission: To take back the land that you just took off them with your last hogs. The difficulty is now notched up and it makes for a really good challenge.

After you complete it a second time you can save it then you get to choose the Watto Hogs. Once chosen you get to see an amusing piece of FMV: The story of a hog that goes to war. The game then goes to the start menu and you have to start all over again.

Many thanks to all the kind people who sent me email messages with suggestions on how to complete the last mission.

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