Hogs of War FAQ/Walkthrough

by TrulyDexterous

Updated to v1.3 on Nov 23, 2008

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FAQ/WALKTHROUGH AUTHOR: TrulyDexterous ORIGINAL PUBLISH DATE: 22/01/07 VERSION: 1.3

LAST UPDATED: 22/11/08

______ TABLE OF CONTENTS 1_1 1_1 2).....Legal Notice [LGNO] 3).....Introduction [INRN] 6)......Career Paths [CRPS] 7)......Possible Formations [PSFO] 8).....Walkthrough [WKTH] 8a)......Boot Camp [BTCP] 9)......Area 1 - Hogshead [AAHH] 9a)......Mission 1 - War Foundation [WRFD] 9b)......Mission 2 - Routine Patrol [RTPR] 9c).....Mission 3 - Trench Warfare [TNWF] 9d)......Mission 4 - Morning Glory! [MGGY] 10)......Area 2 - Saustralia [AASS] 10a)......Mission 6 - Under Siege [URSG] 10b)......Mission 7 - Communication Breakdown [CMMB] 10c).....Mission 8 - The Spying Game [TSPG] 11).....Area 3 - Trotsville [AATV] 11b)......Mission 12 - Just Deserts [JTDS]

```
11e)......Mission 15 - Fortified Swine [FFSW]
12).....Area 4 - Bellyopolis [AABY]
12a)......Mission 16 - Over The Top [OVTT]
12b)......Mission 17 - Geneva Convention [GVCV]
12c)......Mission 18 - I Spy... [ISPY]
12d)......Mission 19 - Chemical Compound [CHCD]
12e)......Mission 20 - Achilles Heal [ACHL]
13a)......Mission 21 - High and Dry [HGDY]
13b)......Mission 22 - Assassination [ASSN]
13c).....Mission 23 - Hero Warship [HRWP]
13d).....Mission 24 - Hamburger Hill [HRHL]
14b)......Mardy Pigs and Team Lard [MPTL]
16)......Vehicles and Buildings Guide [VASG]
18)......Glitches [GTCS]
19)......Credits [CDTS]
20)......Contact Information [CNNF]
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To get to the section you want use this search string. Hold CTRL+F and input the code to the right of the section you want. Press enter to be taken there.

Version 1.0 (05/01/07)

I'm classing this as the first version, though the original was back in 2004. I've got everything done what I had set out to finish. I very much doubt that there will be any updates but you never know, so I won't name this as the final version. File size is 111kb.

Version 1.1 (24/02/08)

Changed my contact email and spell checked the guide.

Version 1.2 (17/05/08)

I took away the final version tag, as guides can always be updated. Plenty of formatting fixes in this version. I also added to the introduction and changed the contact information section. File size is around 113kb.

Version 1.3 (22/11/08)

Did a little bit of formatting and updated with some minor contributions.

This guide can only be viewed on the following sites-

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http://www.GameFAQs.com - GameFAQs
http://www.GameSpot.com - GameSpot
http://www.ign.com - IGN
https://www.neoseeker.com - Neoseeker
http://www.supercheats.com - SuperCheats
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These are the only sites that I trust. Please do not ask to host my guides.

If you see this guide on any other site than the ones listed above, then please contact me at truly.dexterous@hotmail.com.

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Hello everyone, this is my guide for Hogs of War. I know this game is years out of date but it could do with a decent guide. I started this guide a couple of years ago and I never got around to finishing it. I haven't written a guide for a year or two now, so I hope it turns out okay.

Hogs of War was one of my favourite games growing up. It took the original Worms idea and transformed it into 3D! Great gameplay, along with hilarious voice-acting by Rik Mayall make this an enjoyable game. Obviously there isn't a clear path to follow in this game and every game is different. I have given guidelines to the best of my ability but obviously there will be a degree or variation and chance.

If you want to see any more of my works, follow this link-

http://www.gamefaqs.com/features/recognition/76852.html

I hope you enjoy both the game, and the guide.

- TrulyDexterous

He who controls the swill controls the universe. It really is that simple. Swine scientists have discovered an untapped supply of swill in the uninhabited archipelago of Saustralasia deep in the South Pigsific Ocean, and every Hog Nation wants the land as it's own. Gone are the days of scratching around for drips of swill. Saustralasia's 25 regions are drenched in the stuff. And the only way to ensure that no one else gets their filthy trotters on the delicious swill is WAR. From the rather British Tommy's Trotters and Uncle Ham's Hogs from the other side of the pond, to the Sushi Swines and the Sow-A-Krauts, this is a world war like no other: to possess every last drop of swill on the planet.

Let us not romanticise these battles though brave hogs. There will be slaughter and butchery. Your job will be to bring victory to your chosen nation, to save your own bacon and make a meal of your enemies. With victory comes great reward. So great in fact that your brave boars will be as happy as pigs in... well, you get the idea. With any luck, we'll all be home in time for Christmas. So what are you waiting for? Chop, chop!

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GAME MODES

ONE PLAYER MODE

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This is the mode which the guide will be written for. Use your five-man group to take part in the 25 missions in the campaign. Pick one of the five nations to undertake this task. Choose between Tommy's Trotters (Britain), Uncle Ham's Hogs (USA), Sushi Swine (Japan), Sow-A-Krauts (Germany), Piggystroika (Russia) and Garlic Grunters (France). Promotion Points can be used to help upgrade your pigs. More on this mode throughout the guide.

~=~=~=~=~= MULTIPLAYER MODE ~=~=~=~=~=~=~

There is a large choice of multiplayer games to play-

- -SURVIVAL NOVICE- The last pig alive wins. Terrain and pickups aimed at novice players.
- -SURVIVAL EXPERT- Same as the novice mode, but terrain and pickups are aimed at more experienced players.
- -SURVIVAL STRATEGY- Specially constructed levels that require more thought. No one for the idiots.
- -DEATH MATCH- The first one to a pre-set kill limit is the winner. Killed pigs will be respawned until a player has amassed the required number of points. Points are awarded- 2 points for a kill -1 for a loss.
- -GENERATE- The generate option creates a landscape at random, rather than using a pre-designed terrain.

After you have started the level setup screen will appear. You can select the number of pigs on each team and toggle the time for each turn. You can also select the number of points to win a deathmatch, the starting health of each pig, pick a turn to go to sudden death (health of all pigs will go down to 1). The most interesting option is the Select Pig option. Usually pigs take it in turns but with this option you can select which pig you want to take a turn.

BASIC TIPS

- Espionage pigs (i.e. Scout, Sniper, Spy) do not appear on the mini-map.
- Engineering pigs (i.e. Sapper, Engineer, Saboteur) can see minefields.
- Whilst parachuting, the pigs drift can be controlled with the directional buttons.
- Pigs who reach Commando level can swim without losing health.
- Hiding away (use Hide) gives you more protection from attack. This goes the same for sitting in vehicles and buildings.

- If you stay in a Mash Tent for a full turn, your pig will receive a full health boost. If you pig is in a Medic Tent, it will receive a health boost.
- Abandon a vehicle when its HP is low. If it is destroyed while your pig is in it you will receive a hit to your HP.
- If you poison an enemy and leave them with less than 10HP, they will take their turn and immediately die. This effectively means that the enemy will miss a turn.
- Knock lower level enemies into the water and they will lose health.
- You can use two mines in one turn or one mine and a TNT etc.

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CAREER PATHS
                                   [CRPS] | |
| | 6)
1 1
1 _ 1
             | Grunt |
       , ---'---.
                          , --- ' --- .
                          | Scout | | Gunner | | | | |
| Orderly | | Sapper |
 | Medic | | Engineer | CAREER FLOWCHART | Sniper | | Bombardier |
 . --- ' --- ,
                           | Spy | | Pyrotechnic |
 |Surgeon|
       |Saboteur|
 '---,---'
                 , ----.
                 | Commando |
                  | Hero |
                  1_____!
======
GRUNT
,-----.
| POSITION | RANK | PP REQ | HP | WEAPONS
|----|
| Grunt | Grunt | N/A | 50 | Bayonet, Rifle, Grenade x3 |
```

All career paths start at Grunt level. After promotion from Grunt, a career path must be decided upon.

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HEAVY WEAPONS

POSITION				WEAPONS
Gunner	1ST	1 1	75	Trotter, Pistol, Bazooka
Bombardier	2ND	2	90	Trotter, Pistol, Mortar x3, Bazooka
Pyrotechnic	3RD	3 	120	Trotter, Pistol, Flamethrower x3, Mortar x3, Bazooka, Airburst x1

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ENGINEER

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Sapper	1ST	1	80	Trotter, Shotgun, Mines x3, TNT x1
Engineer	2ND 	2	 100 	Trotter, Shotgun, Shrapnel Grenade x3, Mine x3, TNT x2, Suicide x1
	3RD	3	120	Trotter, Super Shotgun, Shrapnel Grenade x3, Mine x3, TNT x3, Suicide x1

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ESPIONAGE

	POSITION	•	. ~	•	WEAPONS	·
	Scout	1ST 	1 	75 	Rifle, Poison Gas x1, Knife, Hide, Pickpocket x1	
		1	1	90	Sniper Rifle, Knife, Poison Gas x1, Suicide x1, Pickpocket x2, Hide	 -
	Spy	3RD 	3	•	Knife, Cattle Prod x3, Sniper Rifle, Poison Gas x1, TNT x1, Pickpocket x3, Hide	

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MEDIC

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, POSITION	 	RANK	 	PP RE	 :Q	 HP		 WEA	PONS	 	 I
 Orderly							•				 x3
	- -		- -					 		 	

Me	dic	2ND		2	80	Knife, Rifle, Medicine Dart x3, Grenade x3	3
1			1		1	Medicine Ball x3, Healing Hands x3	
			-				-
Sur	geon	3RD	1	3	120	Knife, Rifle, Rifle Burst x3, Medicine	
1			1		1	Dart x3, Tranquiliser x1, Grenade x3,	
1			1			Medicine Ball x3, Healing Hands x3	
						1	

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COMMANDO

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,							
POSITION			•	~ .		WEAPONS	1
			-	-			
Commando		4TH	1 6		130	Knife, Machine Gun x1, Sniper Rifle,	
1			1			Medicine Dart x3, Cluster Grenade x1,	- 1
			1			Poison Gas x1, Bazooka, Airburst x1,	- 1
			1			TNT x1, Jetpack x1, Hide.	- 1
·	'		. '	'_		'	'

HERO

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	POSITION		RANK		PP REQ		ΗP	WEAPONS	
-		-		-		-			-
	Hero		5TH		8		150	Sword, Machine Gun x1, Sniper Rifle,	
								Medicine Dart x3, Cluster Grenade x1,	
								Poison Gas x1, Bazooka, Airburst x1,	
								TNT x1, Jetpack x1, Self-Heal x1, Hide,	.
								Spec-Ops x1, Airstrike x1	
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LEGEND

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Once you reach the final mission, The Isle of Swill you will come up against a team of Legends. You cannot be promoted to this rank yourself, so it makes the final mission extremely hard. It's hard to say what weapons the Legend has but I've done my best.

POSITION	 RANK	 PP REQ 	 HP 	WEAPONS	 -!
Legend 	6TH 	N/A 	200 	Sword, Machine Gun x1, Sniper Rifle, Tranquiliser x1, Fire Rain Shell x1, Medicine Dart x3, Cluster Grenade x1, Poison Gas x1, Bazooka, Airburst x1, TNT x1, Jetpack, Self-Heal x1, Hide, Spec-Ops x1, Airstrike x1, Shockwave	

GRENADIER AND PARATROOPER

On the multiplayer missions, there are two other careers that you can select troops from. These cannot be selected in One Player Mode.

POSITION RANK	~ .	WEAPONS
1	1	Bayonet, Rifle, Cluster Grenade x3, High Explo. Grenade x5, Grenade Launcher
Paratrooper N/A	N/A 65 	Cattle Prod, Machine Gun, Bazooka, Jetpack x3

There are many possible formations in the game and the one you choose depends your style of strategy. I personally go for a more hands on approach, but not without caution. I would advise having a Medic in every formation, just as a precaution. All formations will eventually lead to Commando and then Hero.

BASIC FORMATION

This is a basic formation that will probably get you through the game. However it is not very specialised, so it is better if you have no preferred fighting style.

Espionage
Heavy Weapons
Engineer
Medic
Espionage/Engineer

HEAVY MACHINERY

Good for strong, long range attacks. If you are handy with the Bazooka, then this is a good formation for you.

Heavy Weapons
Heavy Weapons
Heavy Weapons
Medic
Espionage/Engineer

=========

```
ENGINEERING
```

For a more hands on approach use this. The engineers have the strong TNT, but there is little in the way of long range attacks.

Engineer

Engineer Engineer

Medic

Heavy Weapons/Espionage

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STEALTH

=======

If you fancy yourself as James Bond, then use this formation. Good for long range attacks but no so much for the close range.

Espionage

Espionage

Espionage

Medic

Heavy Weapons/Engineer

HEALTH FREAK

==========

On the Achilles Heal mission, you will find a company made up entirely of Surgeons. You'll probably never die using this formation, but neither will your enemies.

Medic

Medic

Medic

Medic

Medic

STAR FORMATION

===========

This is my own personal favourite. I'm not so good with the Heavy Weapons, so I've stuck an extra Espionage pig in there. I've completed the game many times using this formation.

Espionage

Espionage

Engineer

Engineer

Medic

Okay, familiarise yourself with this template below. This will be shown in each mission in the walkthrough.

MAP DESCRIPTION- A brief description of what the map is made up of (e.g. land, water, hills etc).

DIFFICULTY- The difficulty of the mission out of 5.

YOUR HOGS- How many soldiers you have and what their levels are.

PROMOTION POINTS- How many Promotion Points can be earned in this mission.

TIME PER TURN- How many seconds per turn you have.

ENEMIES- How many enemies there are and their levels.

PICKUPS- What pickups can be collected.

MINES? - Are there mines on the map?

WATER?- Is there water on the map?

VEHICLES?- Are their any buildings or vehicles on this mission?

TIPS- Any helpful hints and tips to get you through the mission.

Please remember that this isn't a linear game, a lot of action is downn to the games' AI. I have done my best to give help throughout this guide but clearly I cannot give a step-by-step account.

This is a training mission that will teach you the ins and outs of the game. It will cover basic weaponry and the use of vehicles and shelters.

MAP DESCRIPTION- All kinds of terrain in this mission, to give you training in all kinds of fields.

DIFFICULTY- 0/5

YOUR HOGS- 1 Grunt

PROMOTION POINTS- N/A

TIME PER TURN- 99 seconds

ENEMIES- N/A

PICKUPS- Bayonet, Rifle, Sniper Rifle, Grenades, Bazooka, Health, TNT MINES?- 1 mine field WATER?- Yes VEHICLES?- 1 Shelter TIPS-• Follow the instructions that the General will give you. This being a training mission, I really don't want/need to tell you about it here. AREA 1 - HOGSHEAD [AAHH] | | 1_1 HEADLINE- HOGSHEAD FALLS! ENEMY SULKS AREAS- 5 DIFFICULTY- 2/5 REWARDS- 5 Promotion Points, Restricted film 1/5- Know Your Enemy! | | 9a) MISSION 1 - WAR FOUNDATION [WRFD] | | ' - ' ' _ ' We have put you in charge of your own squad of Grunts taking part in the invasion of Hogshead. Each of your hogs is equipped with 3 grenades, a rifle and a bayonet- Lets see what you can do. MAP DESCRIPTION- Large area of green land with a small river in the centre of the map. Access over the river is via either end of the map. There are hilly regions on both banks. DIFFICULTY- 1/5 YOUR HOGS- 3 Grunts PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus TIME PER TURN- 99 seconds ENEMIES- 3 Grunts PICKUPS- Bazooka, TNT, Sniper Rifle, Health

MINES?- No

WATER?- Yes

VEHICLES?- No

TIPS-

- On the first attack the enemy nearest to your troops (use a grenade to take 30hp from him and finish him off with your rifle).
- Take each enemy out one at a time.
- The TNT pickup will kill an enemy Grunt instantly.
- Use the health packs when needed.

This supply route must be secured against the threat of a cowardly enemy ambush. Take your lads out for a bit of a jaunt and have a pop at any foreign-types you bump into along the way.

DIFFICULTY- 1/5

MAP DESCRIPTION- 3 areas of hilly land, separated by a channel of water.

YOUR HOGS- 2 1st level career hogs, 3 Grunts

PROMOTION POINTS- 1 Survival, 1 Mission Complete

TIME PER TURN- 99 seconds

ENEMIES- 1 Gunner, 2 Grunts

PICKUPS- Health, TNT, Bazooka

MINES?- No

WATER?- Yes

VEHICLES?- No

SHELTERS?- No

- Take out the Grunt nearest to your troops first, using Poison Gas if you have a Scout.
- There is some TNT behind the Grunt on the opposite island. To get it use the path on the left of the hill. Use it against the gunner (if you already

have a Explosives Expert this won't matter).

- The TNT will kill a Grunt in one attack.
- Don't destroy the bridges.
- Beware of the water, it burns...

The enemy line must be weaken in preparation for the big shove. Advance your men across no-mans-land and don't come back until the wretched foe have been roundly trounced.

MAP DESCRIPTION- Hilly region, higher towards the top end of the map. Plenty of trenches and on the higher ground you will find mines.

DIFFICULTY- 2/5

YOUR HOGS- 4 1st level promotion hogs, one Grunt.

PROMOTION POINTS- One Mission Complete, one Survival Bonus.

TIME PER TURN- 60 seconds

ENEMIES- 1 Gunner and 3 Grunts

PICKUPS- Cluster Grenades, Health

MINES?- A few small patches on the high ground.

WATER?- No

VEHICLES? 1 Shelter and 2 Tents

TIPS-

- Use Poison Gas to good effect (can get 2 at once).
- Use the Cluster Grenades against the 2 Grunts near the top of the map.
- Avoid the mines.
- If you have a Sapper use the TNT on the Gunner and quickly run and jump into a Shelter.
- Take out the Gunner early.
- With your Sapper, place a mine on an enemy and then use a TNT on a different hog in the same turn.

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A foolhardy enemy troop are attempting an out-flanking maneuveur on our gallant lads further up the river. Have your chaps make a daring ambush and teach them not to be so saucy!

MAP DESCRIPTION- Two areas on desert land, separated by a river. The edges of the map are very hilly.

DIFFICULTY- 2/5

YOUR HOGS- All 1st level promotions

PROMOTION POINTS- One Mission Complete, one Survival Bonus

TIME PER TURN- 60 seconds

ENEMIES- 3 Gunners, 2 Grunts

PICKUPS- Rifle Burst, Mortar and Health

MINES? - 3 patches on the opposite bank.

WATER?- Yes

VEHICLES? No.

TIPS-

- Hit your enemies into the mine patches.
- Use the Poison Gas to get more than one enemy in one shot.
- Use the 'Sapper Tactic' of laying a mine and then using the TNT.
- The Drop-Zone is on the opposite bank to the left of the Gunners. You will be rewarded with an Airburst.
- Knock your enemies into the water.

A reckless band of enemy hogs have been mercilessly wreaking havoc on the small islands that make up part of Hogshead. Take your boys along and administer a sound thrashing to demonstrate the error of their ways.

MAP DESCRIPTION- There are many small islands dotted about the map, in the middle of what seems to be a huge lake. The islands are connected by bridges.

DIFFICULTY- 2/5

YOUR HOGS- 1 2nd level hog and 4 1st level hogs.

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus.

TIME PER TURN- 60 Seconds

ENEMIES- 2 Gunners, 1 Scout and 1 Orderly

PICKUPS- Health and Airburst

MINES?- No

WATER?- Yes

VEHICLES?- No

TIPS-

- Heavily attack the island with the 3 enemy hogs and 2 shelters on it.
- Take out the enemy engineer with your Sapper/Engineer.
- Don't forget some of the bridges are not joined at both ends, so you may not be able to get back.
- Don't group your hogs together.
- On the island with your 2 hogs on (the one closest to enemy island) there are some stepping stones to the enemy island. Jump onto them to get to the enemy island.
- Don't forget about the enemy Scout that is hiding in the corner of the map.
- When you kill the Scout, a weapons drop is made.
- Use the shelter if you need to (i.e. injured hogs).
- Don't stay too close to the edge of the islands- you are at risk of falling in the water.

HEADLINE- VICTORY IN SAULSTRALIA NEXT STOP TROTSVILLE!

AREAS- 5

DIFFICULTY- 2.5/5

REWARDS- 5 Promotion Points, Restricted film 2/5- The Importance of Camouflage

You are to parachute into a deserted farm on the island of Saustralia. There may be one or two foreign types lurking there. Dispatch them quickly- we want to make progress.

MAP DESCRIPTION- A desert/ground based level. There is a small farm in the valley with large hills surrounding it.

DIFFICULTY- 2.5/5

YOUR HOGS- 5 2nd level hogs.

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus

TIME PER TURN- 60 Seconds

ENEMIES- 2 Bombardiers and 2 Snipers

PICKUPS- Super Airburst, Health

MINES?- Yes, a large field surrounds the farm.

WATER?- No

VEHICLES?- No

TIPS-

- Take out the enemy Bombardiers with your snipers and Bombardiers if you have any.
- Don't group your hogs together.
- Make sure you collect the pickup in the minefield. To get it use your explosives expert to find a path through to it. Use it against one of the enemy Snipers.
- Beware of the enemies Poison Gas.
- Use the Health economically.
- Don't under-estimate the enemy Snipers
- Don't stand too close to the mines.
- Your Medic will be put to use here.
- Shelter in the buildings when possible.

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The enemy has built a fortified communication post while we weren't looking. It is imperative that they be taken off the air to stop their incessant gloating.

MAP DESCRIPTION- A winding river splits two hilly regions. The map is snow/ grass based.

DIFFICULTY- 2.5/5

YOUR HOGS- All 2nd level hogs.

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 1 Bombardier, 1 Scout, 1 Orderly and 2 Grunts

PICKUPS- Super TNT and Health

MINES?- No

WATER?- Yes

VEHICLES? - 2 Pillboxes and 1 shelter

TIP-

- Use the 2 Super TNTs against the pill-boxes.
- If you manage to capture a pill-box, use it to your advantage.
- Don't cluster, especially at the top of the hill where you start, you are vulnerable to machine gun fire from the pill-boxes.
- ullet Take out the enemy Bombardier with your Sniper(s).
- Send your Engineer(s) down to take on the Scout and the Orderly.
- A good way to avoid being hit by the pill-boxes is to hide behind trees.
- The pill-boxes are only operated by Grunts.
- To get to the other side of the river, there is a path on the left of the map.
- Access to the pill-box island is near the enemy Bombardier.

We suspect that enemy spies have been carrying out acts of treachery from this location. Pop along for a quick shuftie and be sure to harass any dodgy looking types while your about it.

MAP DESCRIPTION- Desert type land that is separated by a long and wide river. Away from water the land is very hilly.

DIFFICULTY- 2.5/5

YOUR HOGS- 1 3rd level hog, 4 2nd level

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 1 Medic, 2 Snipers and 2 paratrooping Spies

PICKUPS- Rocket Launcher, Jetpack, Health

MINES?- No

WATER?- Yes

VEHICLES? - 1 mash-tent and 1 shelter

TIPS-

- The enemy spies parachute in on the pigs heads engraved in the ground. There is one on the island that you begin on and one to the land on the left. Have your explosives expert put at least one mine on each but try to put as many around it as possible.
- Use the mash-tent for injured pigs, but destroy it if an enemy gets in.
- To reach the other areas on land, use the stepping stones near to your island.
- Use explosives against the enemy spies.
- To kill the spy on your island, hit him into the water until he drowns.
- I find it easier if I don't go for the pickups, but it's your choice.
- Try to vacate both islands before enemy spies land. Your pigs will be left open to attack otherwise.

The remnants of a defeated enemy troop have tucked their tails between their legs and scarpered to a remote hill farm. Find these battle-dodging wimps

and show them how real soldiers behave!

MAP DESCRIPTION- A bit of everything, a minefield, a lake, flat and hilly regions in each corner.

DIFFICULTY- 2/5

YOUR HOGS- 2 3rd level hogs and 3 2nd level.

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 1 Special Bonus.

TIME PER TURN- 45 Seconds

ENEMIES- 2 Bombardiers, 1 Pyrotechnic and another Pyrotechnic parachutes in.

PICKUPS- Cluster Grenade, Mortar, Airstrike and Health.

MINES? - Yes, 1 large field and a smaller patch.

WATER?- Yes

VEHICLES? - 1 shelter and 2 tents.

- To start with go into the enemy base and use a TNT. If you position it right, you can blast a Bombardier of the edge of the map. Now, quickly run and jump in the shelter.
- Don't cluster together, you'll be vulnerable to Mortar attacks.
- To get the Special Promotion Point use your explosives expert to pick a path through the minefield. In the building in the middle of the field you will find the Promotion Point. However make sure you make it to the building. Stopping in the minefield will leave you open to attack and further damage if you slide into the mines.
- In the same building in the minefield you will find a Jetpack. Use it to get to the island in the lake. Here you will find an Airstrike.
- Use the Airstrike, but don't hit your own hogs.
- Don't destroy the bridge.
- Don't get too close to the mine patch in the 'village', as you can easily be knocked in.
- The only Health pack you will find is in the minefield.
- The entrance to the minefield is on the side facing the lake.
- Try to get the Promotion Point in one turn, you will be left extremely vulnerable to long range attacks that will knock you into the mines.
- Try to complete the mission before the extra Pyrotechnic parachutes in.
- Use the Cluster Grenade pickup just outside of the village to good effect.

The guns in the canyon have been causing havoc throughout Saustralia. If you can silence them the entire island will belong to us.

MAP DESCRIPTION- Desert style map with a huge mountain overlooking the rest of the map.

DIFFICULTY- 3/5

YOUR HOGS- 3 3rd level pigs and 2 2nd level.

PROMOTION POINTS- Mission Complete, Survival Bonus and Special Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 2 Gunners, 1 Scout

PICKUPS- TNT, Super TNT, Mortar and Health

MINES?- No, but the Artillery have mine shells.

WATER?- Yes

VEHICLES?- 2 Artillery and a mash-tent

- Send your 2 most powerful pigs up the mountain to destroy the Artillery and recover the Special Promotion Point. If you have 2 explosive experts send them both.
- The Promotion Point is in an armoured box. Throw everything you have at one side of the box to get in.
- Place the Super TNT between the 2 Artillery and the armoured box. This will destroy them and damage the box.
- Try to stay clear of the Artillery fire.
- The 3 pigs who stay down the bottom must take out the Scout.
- Unless your Medic/Surgeon is the first to move, you cannot help the mash-tent being attacked.
- To get up the mountain, just follow the brown path.
- Try to use the side of the mountain to protect you from gun fire.
- If your pigs get seriously injured let them stay in the mash tent for a turn to recover their health.

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HEADLINE- TROTSVILLE TAKEN! WAR OVER BY CHRISTMAS!

AREAS- 5

DIFFICULTY- 3/5

REWARDS- 5 Promotion Points, Restricted film 3/5 'A Soldier Marches On His Feet'.

One of your senior ranking hogs has been captured by the evil scum whilst performing a recce on Trotsville. Use the rest of your lads to launch a heroic rescue attempt. Show them that they have messed with the wrong pigs.

MAP DESCRIPTION- A big hill looks over a rising path and a minefield. This is a grass-based map.

DIFFICULTY- 3/5

YOUR HOGS- All 3rd level pigs.

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus, 1 Special Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 1 Bombardier and 4 Snipers

PICKUPS- Homing Missiles, Jetpack, Airstrike and Health

MINES?- One field and a small field surrounding the captured pigs.

WATER?- No

VEHICLES?- 1 Shelter

- Go through the minefield using your Saboteur to get the Promotion Point.
- The trees and boxes on the mounds surrounding your captured pig are really hiding Snipers. Attack them if you have the opportunity.
- When you are controlling the captured officer, don't step on the grass as there are mines there.
- When a crate is dropped near your captured officer, you will find 2

jetpacks. Use the first to escape and then second to get the Airstrike on top of the tall pillar, near the minefield.

- When you kill the Bombardier, a crate containing Homing Missiles is dropped into the minefield.
- Use the Homing Missiles at your first opportunity.
- You can also enter/exit the minefield by a path that runs down the side of the hill.

A battalion of our tanks has been pinched! Our watchful scouts have tracked them to this desert oasis. Take up pursuit in your own tanks and make sure they get what's coming to them!

MAP DESCRIPTION- In a desert a band of mines separate two sides.

DIFFICULTY- 3/5

YOUR HOGS- All 3rd level

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 1 Special Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 3 Pyrotechnics and 2 Spies

PICKUPS- Homing Missiles, Airstrike and Health

MINES?- Yes

WATER?- No

VEHICLES?- 6 Tanks

- At first DO NOT get into the tanks. Instead go to your left and there is a gap in the hill. Go here and there is a drop-area. Here each pig will receive a Homing Missile, so use these before you get in the tanks.
- Attack the entire group with the Homing Missiles.
- Each pig can only receive one missile.
- Destroy all the enemy tanks to get the Special Promotion Point. It is dropped in the middle of the minefield- use a tank to get to it.
- Don't cluster together, you'll be vulnerable to Airbursts.
- When the Airstrike crate is dropped on the edges of the minefield, make

sure you get it before the enemy.

- To begin with, the enemy spies are disguised as trees.
- Line up with the enemies and fire Airbursts at full power at them once your supply of Homing Missiles is used up.
- Be careful not to let any enemies get into your tanks. This will make your task harder.
- If an enemy picks up the Airstrike, kill him before he uses it. When he dies the pickup will be left behind.
- Don't stop near the minefield as you can easily be knocked in.

We must take this arctic base in order to prepare the way for a crucial landing by our ground troops. Take your best chaps in and leave the enemy in no doubt who wears the trousers in this war!

MAP DESCRIPTION- Snow-based with a huge area of water/glaciers and a smaller area of land.

DIFFICULTY- 3/5

YOUR HOGS- 1 Commando, 4 3rd level pigs

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 1 Special Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 5 Gunners

PICKUPS- Anti-P Mines, Rocket Launchers, Health, Airstrike

MINES?- No

WATER?- Yes

VEHICLES?- 5 Pill-boxes

- Use the Commando's Jetpack to get to the Promotion Point behind the first pill-box (use your map if you are unsure).
- Pick up the Rocketlauncher and use it against the pill-boxes. However, make sure you are close enough because it is hard to be very accurate with them.
- Pick up the Anti-P mines and use them against the pill-boxes and enemy hogs.

- · Beware of falling into the water.
- Don't forget the Commandos can swim without losing health.
- For every pill-box destroyed, a weapons-drop is made.
- When you are on the ledge where there are 3 pill-boxes, use the trees as protection against them.
- The Saboteur's TNT will be effective against the pill-boxes as will be the Commando's Cluster Grenade.
- Don't forget the Gunners will lose health if knocked into the water.
- The airstrike is located beneath the left-hand most pill-box. It is a pickup that comes in a weapons drop.

Our misguided foes are attempting to expand their operations on Trotsville by constructing a new HQ in these hills. Launch an attack from our own base and demolish it before it becomes operational.

MAP DESCRIPTION- A very hilly region, with a large minefield separating the top from the bottom.

DIFFICULTY- 3/5

YOUR HOGS- 1 Commando, 4 3rd level pigs

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus, 1 Special Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 4 Pyrotechnics

PICKUPS- Homing Missiles, Airburst, Health

MINES?- 33% of the map is a minefield

WATER?- No

VEHICLES?- No

- Every turn an Airburst weapons drop will be made. Make sure that pig picks up one and focus 2 pigs on one pair of Pyrotechnics and the other 2 on the other pair. Keep the shot at the default trajectory and use 90%-100% power. Repeat this process.
- · Keep trying out the above process and you will quickly find your range.

- You can get across the minefield by following the rough path, but I'd advise you not to, as you are likely to be hit into the minefield.
- The Promotion Point is situated in the opposite corner of the map to your bases (between the 2 enemy bases). Use the Commandos jetpack to reach the point. I would advise that you do this in the first turn.
- Use your Commando's new position to punish the enemy with Cluster Grenades etc. Pick up the health pack here as well. It gives you a cool 100HP.
- · Use your base as protection against attack.
- If you are knocked out of your base, still continue with the airbursting.
- Your Surgeon will probably be put to good use.

The unspeakable has happened! - The General's secret wine cellar has fallen into enemy hands! Take it back from the unrefined enemy and Trotsville will be ours.

MAP DESCRIPTION- Some water, a minefield, a river, a bit of everything really.

DIFFICULTY- 3/5

YOUR HOGS- 2 Commandos, 3 3rd level pigs

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 1 Special Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 3 Spies and a Pyrotechnic

PICKUPS- Jetpack, Airstrike and Health

MINES? - 2 fields, both passable

WATER?-Yes

VEHICLES?- 1 Duck

- On an island on the left of the lake you will find the Duck tank and the drop point that will give you 5x Rocket Launchers.
- To get to the island, swim with your Commandos or use a jetpack.
- IMPORTANT- Do not blow up the wine cellar (the building opposite as you

start). This would mean that you would not get the Special Promotion Point, earned by keeping the cellar intact.

- To get to the opposite side of the river, keep to the edge of the minefield and you will be able to use the bridge.
- Shoot the explosive barrels next to the enemy spies to deal maximum punishment.
- Another good way to kill enemies is to hit them into the minefield using things such as knives, trotters, bayonets and cattle-prod etc.
- If the Duck tank is blown up with one of your pigs inside, while your in the water, it will drown unless it is a Commando.
- You don't have to pick up the Promotion Point, it is automatically awarded to you.

HEADLINE- BELLYOPOLIS IS OURS! OUR WAR MACHINE IS UNSTOPPABLE!

DIFFICULTY- 3.5/5

AREAS- 5

REWARDS- Top Secret Tape 4/5, 5 Promotion Points.

The enemy have secretly begun to fortify a stretch of their front line on Bellyopolis; they must be expecting an invasion. Let them know their secrets out and stop them from getting any fancy ideas!

MAP DESCRIPTION- 1 Huge hill dominates the scene, with many small hills and valleys surrounding.

DIFFICULTY- 3.5/5

YOUR HOGS- 3 Commandos and 2 3rd level pigs

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus, 2 Special Bonus

TIME PER TURN- 45 Seconds

ENEMIES- 1 Grunt, 1 Gunner, 1 Commando and 3 more Gunners will parachute in.

PICKUPS- Cluster Grenades, Medicine Balls and Health

MINES?- No, but Artillery have mine shells.

WATER?- No

VEHICLES? 2 Artilleries.

TTPS-

- From the start, jetpack up to the artillery. Next to one of them you will find the drop point. It will give you a super TNT. Use this against the artillery. Follow this process with the next Commandos. When each of the artillery are destroyed, a Promotion Point is dropped in on either side of the bridge. Make sure you don't destroy the bridge.
- Make sure you collect both Special Promotion Points (this is the first mission with more than one).
- 3 Gunners will parachute in, so try and destroy the artillery before the enemy can make use of them.
- Kill the Grunt without destroying the bridge- it's bait, don't take it.

 Use a sniper rifle to take him out.
- When you have destroyed the artilleries, attack the Gunner nearest to your pigs.
- In 2 of the 4 corners of the map, there are access hills that will take you up to the artilleries.
- Try to gain a third Super TNT with your third Commando. Use it against the enemy Commando.

Wave after wave of our raw recruits have been eaten up by the enemy here. We believe they may be elite forces. Your lads have seen plenty of action now, so it should be a doddle to see them off. Shouldn't it?

MAP DESCRIPTION- A large grass valley, with a river in the centre.

DIFFICULTY- 2.5/5

YOUR HOGS- 4 Commandos, 1 3rd level pig

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus, 1 Special Bonus (I know it should be 2, but there's a glitch in the game).

TIME PER TURN- 45 Seconds

ENEMIES- 4 Commandos

PICKUPS- Cluster Grenades

MINES?- Yes

WATER?- Yes

VEHICLES?- 4 Mash-tents

TTPS-

• The enemies in the medic-tents are not fully recovered. Take advantage of this straight away. The tents are in a rhombus shape-



The first one that you should attack is the second one from the right. Hit this with a sniper rifle and this will leave the Commando on 10 health. He will then limp to the one furthest to the right. Destroy this one and both pigs will be killed. On the next turn a Commando will be revived 50HP (the one in the highest tent). Wait until he has had his turn and attack the remaining tent. This will leave the occupant on 10 health. A Promotion Point will now be dropped in on the other side of the minefield. Use a jetpack to get to it and then complete the mission.

- Don't destroy the bridge.
- Beware of the mines around the waters edge.
- Don't group together.
- Don't try to find a path through the minefield to the Promotion Point.
- Try not to get into hand-to-hand combat, keep to a distance. The Sniper Rifle is especially useful for this.
- Once you get one Special Promotion Point, that is all you can gain from this level.

Our courageous spies have located the enemies secret intelligence HQ- the home of their most accomplished agents. We must move swiftly to bring these treacherous hogs the justice!

MAP DESCRIPTION- An uneven desert wasteland.

DIFFICULTY- 3.5/5

YOUR HOGS- 4 Commandos, 1 3rd level pig

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 2 Special Bonuses

TIME PER TURN- 30 Seconds

ENEMIES- 5 Spies

PICKUPS- Super TNT, Cluster Grenades and Health

MINES?- No

WATER?-No

VEHICLES?- No

TIPS-

- Beware of the enemy's poison gas.
- Destroy the Promotion Point crates by throwing all you have at it. However, collect the Super TNT crate and use it against the crates for maximum effect.
- Stay alert for surprise attacks.
- · Poison gas will also be good weapon against the spies.
- Deduce enemy positions early.
- You may wish to designate 2 pigs to the Promotion Points and the other 3 to fighting the enemy. However if you wait for the Super TNT weapons drop this is not imperative.
- Use the health crates or medicine darts if you get poisoned.
- If you are in trouble, hide to ensure your safety.
- Try not to gather together or stay in open spaces e.g. around the Promotion Point crates.

Captured intelligence has revealed that our unscrupulous adversaries are manufacturing deadly chemical weapons. Make a surprise visit and treat them to some of your own chemistry.

MAP DESCRIPTION- Very uneven, snow area, with just a single path through.

DIFFICULTY- 4/5

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 2 Special Bonuses

TIME PER TURN- 30 Seconds

ENEMIES- 1 Surgeon, 1 Spy, 1 Commando and a Pyrotechnic

PICKUPS- Jetpack, Rocket Launcher, Airstrike and Health

MINES?- Yes

WATER?- No

VEHICLES?- 1 pill-box and the chemical transports that you need to destroy.

TIPS-

- First of all jetpack into the middle of the minefield and get the Airstrike crate. Use it as and when you see fit.
- Destroy the chemical transports by throwing a grenade into the explodable barrels and they transports will be destroyed. You will receive a Promotion Point for this.
- Attack the bridge and destroy the bridge with the enemy spy on it, otherwise he will come and poison your pigs.
- When the enemy force is reduced to 2, another Pyrotechnic will parachute in. Kill him to receive the second Promotion Point. You will need to jetpack to it, so make sure you save one.
- Make sure the last pig that you kill is not the Pyrotechnic who parachutes in. Otherwise the mission will be over and you won't be able to collect the second Promotion Point.
- Try to stay out of the firing line of the pill-box.
- Don't group together.
- Use the Rocket Launchers against the pill-box.
- If you are in doubt, hide to ensure your safety.

The opposition are desperately trying to get medical supplies to their faltering front line on Bellyopolis. If we can prevent them from ever arriving the island will be ours for the taking.

MAP DESCRIPTION- A large hill with trenches at the bottom.

DIFFICULTY- 3/5

YOUR HOGS- 5 Commandos

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 2 Special Bonuses

TIME PER TURN- 30 Seconds

ENEMIES- 5 Surgeons

PICKUPS- Bazooka, Medicine Balls, Homing Missiles

MINES?- No

WATER?- No

VEHICLES?- 1 mash-tent

TIPS-

- Although killing 5 Surgeons seems a simple task, they are very good at healing themselves. Just when you think they have been defeated, then reinforcements will parachute in. The best way to handle this one is to stay in your base and use it as a sniper's nest.
- Destroy the mash-tent straight away.
- Don't group together.
- Don't stray too far from the top of the hill.
- Take them out one by one.
- Don't forget to use the medicine balls dropped down to you.
- When the reinforcements parachute in just sniper these also.
- The drop zone is down near the enemy base and will give you Hi-Explosive grenades.
- The Promotion Points are dropped in at random times throughout the encounter. Make sure you don't complete the mission without collecting them both.
- Airbursts may also be a useful weapon.

DIFFICULTY- 5/5

AREAS- 4

REWARDS- Top Secret Tape 5/5

Extremely hostile Special Forces units have been sighted dangerously close to our one and only supply route on Arstria. If we lose this territory our invasion plans will be shattered.

DIFFICULTY- 3.5/5

YOUR HOGS- 2 Heroes, 3 Commandos

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 3 Special Bonuses

TIME PER TURN- 30 Seconds

ENEMIES- 5 Commandos

PICKUPS- Rocketlauncher, Guided Missiles

MINES?- No

WATER? - A small channel at the bottom of a gully.

VEHICLES?- 2 Shelters

- At the start you are clustered together. Break up quickly because you are open to attack.
- With your first Hero go straight into one of the Shelters and use the Airstrike. Air it between the officers messes on the opposite island. This should destroy them both and uncover some hiding enemies.
- There are 3 officers mess' to destroy. Each to you destroy one a Promotion Point will be dropped. There are two on the enemies side and one on yours.
- With your second Hero, again get into a Shelter and use the Airstrike. This time aim for any enemies that you can see.
- Wait until all 3 Promotion Points have been dropped and collect them all together. Use a Jetpack or Spec-Ops to get across. Or you can walk if need be.
- \bullet Use TNT to destroy the officers mess near your base.
- Weapons drops will be made inside a building close to your base. Blow open the door with TNT to gain access. The crates will contain Guided Missiles.
- Use TNTs and Cluster Grenades to take out the remaining enemy.

 Alternatively, make use of the guides missiles. Fire them from inside the building for extra protection.

Your team have been chosen for a secret mission. to assassinate one of the enemy's most notorious commanders, thus breaking the enemies morale. Bring an abrupt end to his commission and then finish off his personal guard!

MAP DECRIPTION- A snowy wasteland surrounds a heavily fortified area. A medium sized minefield is just to the side of the fortification.

DIFFICULTY- 5/5

YOUR HOGS- 2 Heroes and 3 Commandos.

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 3 Special Bonuses

TIME PER TURN- 30 Seconds

ENEMIES- 1 Hero, 2 Gunners, 1 Scout

PICKUPS- Jetpack, Airstike, Health

MINES? - Yes a good sized field.

WATER?- No

VEHICLES? 2 Artilleries, 1 Pill-box and 1 Shelter

- With your first move Jetpack up to the Pill-box and get in it. If you don't the enemy Scout will get in and cause havoc amongst your troops. Now use an Airstrike on the enemy Artilleries. If you position your cursor just between them, they will receive heavy damage.
- With your second turn attack the Shelter which contains the enemy Hero. Use either TNT or a Cluster Grenade. Repeat this until it is blown up. If you do not do this the Hero will call in an Airstrike to attack the base. He would be safe inside the Shelter, so that is why it must be destroyed.
- A Promotion Point will be dropped when you have killed the Hero. It will be dropped just outside your base, at the back of the minefield. Use a Jetpack to reach it. Once you have done so pick up the Jetpack nearby- this is your escape route. Use it to fly over the minefield. Aim to land on top of the pickup near the corner of the map. Inside are 3 Airstrike, which will prove very useful.
- Two more Promotion Points will be dropped when you destroy each of the Artillery. Use Airstrikes wherever possible to attack the Artillery. One Point will be dropped inside your base, the other will be one a ledge out side it. Use a Jetpack to reach it.
- Try not to cluster together because the Artillery will be attacking your base with shells.

- Get your pig out of the Pill-box before it is destroyed.
- If you managed to capture an Artillery use it against the other one.
- If you are not quick enough, the enemies backup will parachute in. This will consist of Pyrotechnics.
- Destroy the Pill-box if you vacate it and the Scout is still around.

Intelligence reveals that leading enemy commanders are conducting talks at this secret location in Arstria. You must ensure that the only conclusion they reach is that we are hard as nails!

MAP DECRIPTION- Barren desert landscape. Many gullies and ridges. A small channel of water runs along one edge of the map.

DIFFICULTY- 4/5

YOUR HOGS- 3 Heroes, 2 Commandos

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 4 Special Bonuses

TIME PER TURN- 30 Seconds

ENEMIES- 4 Heroes

PICKUPS- Health, Guided Missile, Cluster Grenade, Bazooka, Homing Missile, Spec-Ops, Jetpack, Airstike

MINES? - A very small patch

WATER?- A small channel

VEHICLES?- 2 Pill-boxes 3 Shelters

- Move away from each other as quickly as possible. There will be a lot of Airstrikes so try and isolate each pig.
- With your first move spread out and use and Airstrike. The enemy are hiding in boxes to your left. You will be able to see them with a birds eye view. Place the Airstrike where it will do most damage.
- Now that your enemies are exposed with your next two turns use Airstrikes again.
- For each of the first 3 enemies that you kill a Promotion Point will be dropped near your base. Use a Jetpack to reach them, but don't do this until the end of the mission. You'll see why in a minute.

- Where the health crate is there is another Promotion Point. Jetpack across and pick it up.
- If your enemies are not dead or hiding in Shelters after the Airstrike, attack them with Airbursts, Cluster Grenades, TNT anything that you find suitable. However, don't forget to keep your health up in case of a surprise attack.
- Watch out for weapons drops. Eventually a 5x Airburst drops into the enemy base. Pick it up before they do.
- Once you kill the last Hero something strange will happen. Another medal will be dropped. I realise that on this mission you should only gain 4, but this 5th one will make up for the glitch on the Geneva Convention mission. Now, if you look at the shape in which the other 3 Promotion Points have been dropped, you'll see it is in a triangle shape. The final one will make up a diamond shape. So position a one or a few of your pigs around that area before you kill the final Hero. When you kill him the Promotion Point will be dropped on the head of you pig. Genius! It will say that you only gained 4 on the mission overview, but you will be awarded 5.

The enemy has sent all of their remaining infantry into the fray, in a desperate final attempt to hold the island of Arstria. This is going to be extremely tough, don't let me down!

MAP DECRIPTION- A snow landscape on very hilly ground.

DIFFICULTY- 2/5

YOUR HOGS- 4 Heroes, 1 Commando

PROMOTION POINTS- 1 Mission Complete, 1 Survival Bonus and 4 Special Bonuses

TIME PER TURN- 15 Seconds

ENEMIES- 8 Pyrotechnics

PICKUPS- Health, Guided Missiles, Bazooka, Spec Ops, Jetpack, Airstrike

MINES?- No

WATER?-No

VEHICLES?- No

TIPS-

• This mission is extremely easy. The hardest thing about it is trying to work out how to get the Promotion Points. However I'll tell you how to do this so don't worry.

- First of all you can tear apart the enemy with an Airstrike or two. However, be careful to keep at least one enemy alive.
- Once you have dealt with the enemy force, take each one of your men over to the enemy position. On the ground around here you will see a pigs face. Walk over it and the General will drop you a medal in. Do this for each one of your pigs until you have all 5 Promotion Points. When you have collected your Promotion Point, use Hide to make sure all your pigs are safe from attack.
- Be wary that you only have 15 seconds for each turn now.
- Try not to cluster together the Pyrotechnics have powerful projectiles.

This is it lads; The Isle of Swill. The reason we began this war and the reason you haven't had clean underwear for the last 3 years!

If we can take the island we will have all the swill we will ever need.

MAP DECRIPTION- Very hilly region with many gullies. At the bottom of these gullies lie many poisonous pools.

DIFFICULTY- 5/5

YOUR HOGS- 5 Heroes

PROMOTION POINTS- Zero. But you do get a survival bonus. Once you have completed this mission you unlock the 'Mardy Pig's' team, also know as Team Lard. These pigs fight in purple and that's about as far as their advantage goes. Enjoy. Make sure that you save the team before you quit otherwise you will lose them.

TIME PER TURN- 30 Seconds

ENEMIES- 5 Legends (They are Hero +1, with 200HP), 1 Gunner

PICKUPS- Health, Jetpack

MINES?- No

WATER?- Yes and no. There is water but its poisonous.

VEHICLES?- Pill box

TIPS-

• If you want this mission over with quickly there is a way around doing it 'properly'. With your first move use a Jetpack or Spec-Ops to land on top of the enemy Pill-box. The enemy Gunner will then get out and attack you. All you need to do now is use a TNT to knock him into the

poison pool behind. Otherwise you can just use a Cluster Grenade to kill him. Job done, mission over. If you'd rather play the mission as it should be played though...

- If you play the mission in the way it was intended, the enemy force is made up of the captains of each nation that you have fought. There will also be a purple Gunner in the Pill-box from Team Lard.
- Destroy the swill wells to gain a weapons drop.
- You don't have to worry about keeping your hogs alive on this mission. It is the last mission and there are no Promotion Points (ergo Survival Bonuses) to be had.
- Do not fall into the green water. It is poisoned and you will react the same as when your hog has been poison gassed.
- Jump in the pill-box if you get the oppotunity.
- With your first two turns I would advise you to Hide. The only enemy that starts on the map is in the Pill-box. The others parachute in. If you Hide then you will give 2 of your pigs some protection.
- Try to stay on high ground if possible, this well lessen the potency of the enemies Fire Rain Shells.
- Try to knock the enemy into the poisonous water.
- · Airstrikes and Cluster Grenades will be your most useful weapons.
- Because of the enemy Fire-Rain Shells, if your HP drops below 100, heal yourself otherwise death is likely.

Once you have finished all the missions you will watch the final film and enjoy your victory. But once that is over you will unlock a new team-Mardy Pigs or 'Team Lard'.

If you start a new campaign with Team Lard you will win back Saustralia from the team that you used to complete the game first time around (I used Tommy's Trotters). In addition to this the game will be harder. For example the first mission- War Foundation would normally have 3 Grunts as enemies. These Grunt have been upgraded to Gunners. This is 'hard mode' if you will.

I have a little bit of a problem here. Ocasionally, when you complete the game, you will receive a 260 medal reward for your next game. However, on other ocassions, you won't recieve the reward. If anyone can give me a definite answer as to how the medals are earned it would be much appreciated.

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WEAPON	RANGE	MAX HP	COMMENT
 1000lbs Shell	 L 		Extremely powerful but limited range. Found in Artilleries.
Airburst	 W/L 	•	Similar to a bazooka, but after the initial explosion another round of bombs drop.
Airstrike	W/XL 	 	This will get you out of a tight spot. Call in an airstrike and you can select an area to be bombed by your blimp. Very few about until later on where Hero's have them. This can be used while inside a building/vehicle.
 Anti-P Mine 	 S 	I	Use this against enemy pill-boxes and enemies. It explodes and a round of bombs issue from it.
Bayonet	 S 		Least weapon on the game. Extremely basic, you'll probably have no use for it. Ever.
Bazooka	XL 		It's long range is effective if you can master the use of the heavy weapons.
Cattle Prod	 S 		Surprisingly powerful. Will hit your enemy a good way away.
Cluster Grenade	 W/L 	1	Similar to both the grenade and the airburst After initial explosion another round of mini-grenades are released.
 Fire Rain	L-XL	 	Drops a shell that explodes and then leaves
 Flamethrower	 M/W 	I	 Wide range.Propels the enemy across the map. Works effectively against vehicles/shelters. Damage caused is 20 from a pill-box and 30

! !		 	from a hand held flamethrower. This is especially effective against tanks and buildings.
 Grenade 	L/W	30	Basic weapon. Very versatile and useful early on. Throw the grenade and detonate it yourself.
Grenade Launcher	XL	30	Exactly the same as a Grenade but has a longer range.
Guided Missile	XL	50 	This is a rocket that you actually control. It will take a course that you guide it on.
Healing Hands	S	+20	Use this on one of your injured hogs and it will be restored 20HP.
Hide	S	 N/A 	Hides your hog away, so that he cannot be seen by the enemy.
Hi-Explosive Grenade	L		Exactly the same as a grenade, but it is more powerful.
Homing Missile	XL	40	Select an exact position on the map to attack and launch a rocket at it.
 Jetpack 	L		Not a weapon as such. Helps to transport your hogs around the map. However if it lands on an enemy, it will cause damage.
Knife	S	15	A small upgrade to the bayonet. Packs more punch and propels enemies further away.
Long Range Shell	XL		Found in Artilleries. Very long range and very powerful.
Machine Gun	W/L	20-40 	These work a lot like the flamethrower. The lare often found in pill-boxes. Damaged lis caused is 20 for a hand gun and 40 lif fired from a pill-box.
Madness Gas	L	15	Will send your enemy farting across and possibly off the map.
Medicine Ball	L	+30	Works the same as a grenade, but instead of a blast, health restoring medicine issues.
Medicine Dart	L	+40	Works the same as a rifle but it gives HP. Fire straight upwards to heal yourself.
Mine Mine 	S	 20 	
Mine Shell	L	?	This shell will hit and then drop a number of mines where it hits the ground. Found in Artilleries.

Mortar 	XL	?	Much the same an airburst but more powerful with no power gauge.
 Pickpocket 	S	 N/A 	Will steal a random weapon from an enemy every time it is used.
 Pistol	L	20	See rifle.
 Poison Gas 	L	 15+ 	Poison your enemy and it will take away 15HP plus 10HP for any turn your enemy takes. If you poison an enemy and leave them with less than 10HP, they will take there turn and immediately die. This effectively means that the enemy will miss a turn.
 Rifle	L	20	Fairly basic weapon but useful in early missions.
 Rifle Burst 	L	 15-45 	This issues 3 shots. Each hit will cause 15 Hp of damage. Shots will rise in height.
Rocketlauncher	XL	50 	Mainly found in pickups. Works much like the
Self-Heal Self-Heal	S	+50 	Self explanatory. Plus 50 HP.
 Shotgun 	L	15+	Main blast will take 15 HP, but there are a series of 3HP shots as well. This will also propel the enemy a short way across the map.
 Shrapnel Gren. 	W/L	30+	Instead of just an explosion, shrapnel is
 Sniper Rifle 	XL	40	Extremely useful weapon throughout the game. Has a long range than rifle, making it more accurate.
 Spec-Ops	XL	N/A 	Select a position on the map to be dropped. The blimp will drop you there.
 Suicide	S	50	Causes damage to your enemy but also kills your pig. Not to be used in One Player Mode.
 Super Airburst 	W/L	?	Works the same as an airburst, but there is an extra round of bombs.
 Super Shotgun 	L	15+	Works the same as a shotgun but propels the enemy further across the map.
Super TNT	S	 200 	The most powerful weapon that you'll lay hands on. Works the same as a TNT but it is more powerful. Plant it and you have 3 seconds to get away from the blast zone.
 Sword 	s	25	Works the same as the knife/bayonet etc but it causes more damage.
 TNT	S	50	Probably the most effective weapon that is

		widely available throughout the game. Little brother of the Super TNT.				
Tranquiliser	L 2	O This causes the enemy to miss their next turn.				
Trotter	 S 1 					
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VEHICLE	WEAPONS	DESCRIPTION				
Artillery		Large and powerful. Cannot move, but it can rotate 360 degrees. Packs some extremely dangerous weapons.				
Mash Tent	N/A N/A	Very useful. One turn in this and your pigs health will be fully restored.				
Medic Tent	N/A 	Works in the same way as a Mash Tent, but you pig will only receive a health boost rather than a full restore.				
Pill-Box		, Low HP means they are easily destroyed. Cannot r move but can rotate 360 degrees. Average and inaccurate weaponry but it provides some protection against attack.				
Shelter	N/A 	Provides the same protection as a pill-box but it has no weapons.				
Tank	Bazooka, Airburst	Very strong and versatile. Can move around the map with slightly better weapons than a pill-box.				
Water Tank/ Duck	N/A 	This acts in the same way as a tank, but with the weapons. However, it can travel across water and pick troops up.				
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Enter the following names at the name your team screen-

PRYING PIGS- All FMV Scenes

WATTA PORK- Bonus FMV Scene

MARDY PIGS- Team Lard

ALL COMMANDOS-

Go to the start single-player mode and use the WATTA PORK name. Watch the movies when you start the training mission and then exit and go to the multi-player mode. Go to the level called PLAY PEN and have all the teams have nothing but paratroopers as their pigs. Start the level and watch the movies again, when they finish you will have a single player with all your troops as the Commandos from the start.

1) There is only one real glitch in the game. The second Promotion Point in Geneva Convention does not appear. This however is made up for by (I presume) another glitch. On the Hero Warship mission an extra Promotion Point is dropped for you to collect. Meaning you will have the correct number of Promotion Points in give you a all-Hero line up at the end of the game.

Thank Yous

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TwistidSoul for the ASCII.

Enigma 07 for contributing some weapons info on the Legends.

The bassoholic for telling me about a couple of errors.

My contact email is truly.dexterous@hotmail.com. Before contacting me see my guidelines below. Follow these and I'm more than willing to help you out.

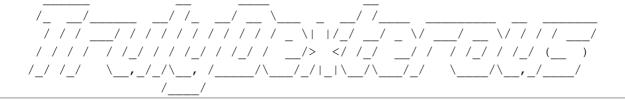
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- Tell me about a mistake I made, but not typos please, I'll sort them out if I need to.

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- Send me emails in txt spk lik ths. Correct English please.
- Send me spam.
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- Add me to your IM contacts list. Send me an email instead!
- Email me asking me to join a group/club/forum. Thanks but no thanks.

Thank you, that's it until next time. See you around peeps.



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