

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

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| | 2)                                LEGAL NOTICE                        [LGNO] | |
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This guide can only be viewed on the following sites-

- <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

These are the only sites that I trust. Please do not ask to host my guides.

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| | 3)                                INTRODUCTION                        [INRN] | |
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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 I know this game is years out of date but it could do with a decent guide.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-

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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.

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MULTIPLAYER MODE

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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.

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BASIC TIPS

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- 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.

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

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HEAVY WEAPONS

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POSITION	RANK	PP REQ	HP	WEAPONS
Gunner	1ST	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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POSITION	RANK	PP REQ	HP	WEAPONS
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
Saboteur	3RD	3	120	Trotter, Super Shotgun, Shrapnel Grenade x3, Mine x3, TNT x3, Suicide x1

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ESPIONAGE

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POSITION	RANK	PP REQ	HP	WEAPONS
Scout	1ST	1	75	Rifle, Poison Gas x1, Knife, Hide, Pickpocket x1
Sniper	2ND	2	90	Sniper Rifle, Knife, Poison Gas x1, Suicide x1, Pickpocket x2, Hide
Spy	3RD	3	120	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 REQ	HP	WEAPONS
Orderly	1ST	1	60	Rifle, Grenade x3, Knife, Healing Hands x3

Medic	2ND	2	80	Knife, Rifle, Medicine Dart x3, Grenade x3 Medicine Ball x3, Healing Hands x3
Surgeon	3RD	3	120	Knife, Rifle, Rifle Burst x3, Medicine Dart x3, Tranquiliser x1, Grenade x3, Medicine Ball x3, Healing Hands x3

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 COMMANDO
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POSITION	RANK	PP REQ	HP	WEAPONS
Commando	4TH	6	130	Knife, Machine Gun x1, Sniper Rifle, Medicine Dart x3, Cluster Grenade x1, Poison Gas x1, Bazooka, Airburst x1, TNT x1, Jetpack x1, Hide.

=====
 HERO
 =====

POSITION	RANK	PP REQ	HP	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

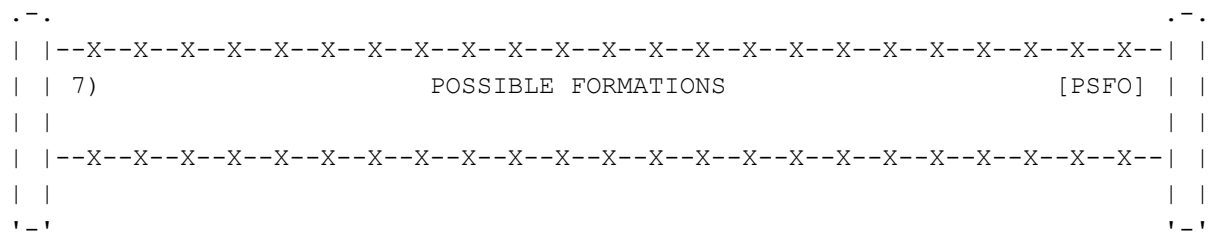
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 GRENADIER AND PARATROOPER
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On the multiplayer missions, there are two other careers that you can select troops from. These cannot be selected in One Player Mode.

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| POSITION | RANK | PP REQ | HP | WEAPONS |
|-----|-----|-----|----|-----|
| Grenadier | N/A | N/A | 60 | Bayonet, Rifle, Cluster Grenade x3, |
| | | | | High Explo. Grenade x5, Grenade |
| | | | | Launcher |
|-----|-----|-----|----|-----|
| Paratrooper | N/A | N/A | 65 | Cattle Prod, Machine Gun, Bazooka, |
| | | | | Jetpack x3 |
|-----|-----|-----|----|-----|

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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.

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BASIC FORMATION

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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

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HEAVY MACHINERY

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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

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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.

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| | 9)                AREA 1 - HOGSHEAD                [AAHH] | |
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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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HEADLINE- HOGSHEAD FALLS! ENEMY SULKS

AREAS- 5

DIFFICULTY- 2/5

REWARDS- 5 Promotion Points, Restricted film 1/5- Know Your Enemy!

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 9a)                MISSION 1 - WAR FOUNDATION                [WRFD] | |
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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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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.

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 9b)                MISSION 2 - ROUTINE PATROL                [RTPR] | |
| |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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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

TIPS-

- 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...

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| |---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---| |
| | 9c)                MISSION 3 - TRENCH WARFARE                [TNWF] | |
| |                                                                | |
| |---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---X---| |
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The enemy line must be weakened 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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| |---X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 9d)                     MISSION 4 - MORNING GLORY                     [MGY] | |
| |                                                                | |
| |---X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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A foolhardy enemy troop are attempting an out-flanking manœuvre 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.

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| |---X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 9e)                     MISSION 5 - ISLAND INVASION                     [IDIV]| |
| |                                                                | |
| |---X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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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.

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| | 10)                AREA 2 - SAUSTRALIA                [AASS] | |
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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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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

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.

TIPS-

- 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.

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.

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| | 11c)                      MISSION 13 - GLACIER GUNS                      [GLGS] | |
| |                                                                    | |
| |---X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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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

TIPS-

- 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.

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 11d)             MISSION 14 - BATTLE STATIONS           [BTTS] | |
| |                                                           | |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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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

TIPS-

- 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.

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| | 11e)             MISSION 15 - FORTIFIED SWINE           [FFSW] | |
| |                                                    | |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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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

TIPS-

- 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.

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 12)                AREA 4 - BELLYOPOLIS                [AABY] | |
| |                                                              | |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| |                                                              | |
|_|                                                              |_|
```

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

DIFFICULTY- 3.5/5

AREAS- 5

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

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.-. .-.
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 12a)                MISSION 16 - OVER THE TOP                [OVTT] | |
| |                                                              | |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| |                                                              | |
|_|                                                              |_|
```

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.

TIPS-

- 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.

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.-.                                                     .-.  
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |  
| | 12b)             MISSION 17 - GENEVA CONVENTION             [GVCV] | |  
| |                                                         | |  
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |  
| |                                                         | |  
'_-'                                                     '_'
```

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

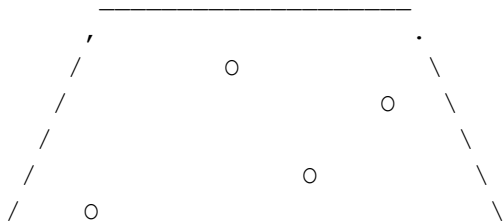
MINES?- Yes

WATER?- Yes

VEHICLES?- 4 Mash-tents

TIPS-

- 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.

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 12c)                MISSION 18 - I SPY...                [ISPY] | |
| |                                                              | |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--|
| |                                                              | |
'|_'                                                              '|_'

```

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.

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |  
| | 12d)               MISSION 19 - CHEMICAL COMPOUND               [CHCD] | |  
| |                                                           | |  
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |  
| |                                                           | |  
'_'                                                         '_'
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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

YOUR HOGS- 5 Commandos

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.

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.-.                                     .-.-
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 12e)                MISSION 20 - ACHILLES HEAL                [ACHL]| |
| |                                                              | |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| |                                                              | |
'_-'                                     '-'-

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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


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|           KEY           |
|-----|-----|
|   L   | LONG |
|-----|-----|
|   XL  | EXTRA |
|       | LONG |
|-----|-----|
|   W   | WIDE |
|-----|-----|
|   S   | SHORT |
|-----|-----|
    
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| WEAPON | RANGE | MAX HP | COMMENT | |
|---|---|---|---|---|
| 1000lbs Shell | L | 100 | Extremely powerful but limited range. Found in Artilleries. |
|-----|-----|-----|-----|
| Airburst | W/L | 60 | Similar to a bazooka, but after the initial explosion another round of bombs drop. |
|-----|-----|-----|-----|
| Airstrike | W/XL | 50+ | 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 | ? | Use this against enemy pill-boxes and enemies. It explodes and a round of bombs issue from it. |
|-----|-----|-----|-----|
| Bayonet | S | 10 | Least weapon on the game. Extremely basic, you'll probably have no use for it. Ever. |
|-----|-----|-----|-----|
| Bazooka | XL | 40 | It's long range is effective if you can master the use of the heavy weapons. |
|-----|-----|-----|-----|
| Cattle Prod | S | 25 | Surprisingly powerful. Will hit your enemy a good way away. |
|-----|-----|-----|-----|
| Cluster Grenade | W/L | 30+ | Similar to both the grenade and the airburst | After initial explosion another round of mini-grenades are released. |
|-----|-----|-----|-----|
| Fire Rain Shell | L-XL | 25-150 | Drops a shell that explodes and then leaves balls of fire trailing. Very dangerous. Found in Artilleries but Legends have them also. Damage caused is 25 for every fireball so maximum damage will be around 150HP |
|-----|-----|-----|-----|
| Flamethrower | M/W | 20-30 | 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	60		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	15		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. They are often found in pill-boxes. Damaged is caused is 20 for a hand gun and 40 if 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	S	20		Plant a mine on your enemy and it will instantly explode. Alternatively plant it anywhere on the map and it will remain hidden from all except engineers. You can use two of these in one turn.
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 as 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 their 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 rifle but causes much more damage.
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 fired out, possibly adding to injury.
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

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.

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 18)                               GLITCHES                               [GTCS] | |
| |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
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'-'

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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.

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| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 19)                               CREDITS                               [CDTS] | |
| |
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| |
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T h a n k Y o u s

GameFAQs.com for the original hosting of this guide.

Bruno Bonnell and Infrogrames for making the game.

TwistidSoul for the ASCII.

Enigma_07 for contributing some weapons info on the Legends.

The bassoholic for telling me about a couple of errors.

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.-.
| |--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--X--| |
| | 20)                               CONTACT INFORMATION                       [CNNE] | |

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