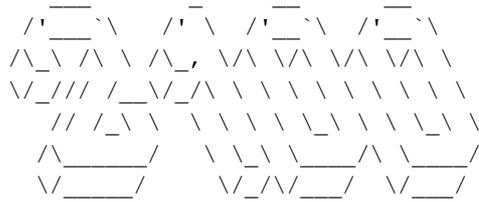
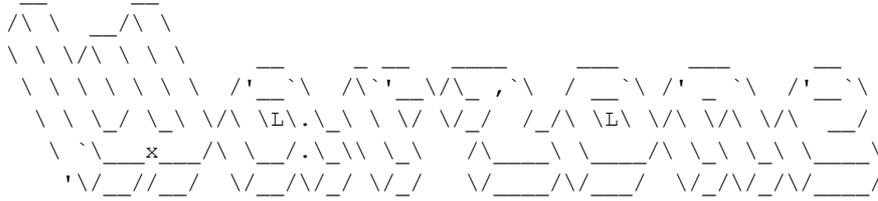


# Warzone 2100 Mission Guide v1

by Necrin

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This walkthrough was originally written for Warzone 2100 on the PSX, but the walkthrough is still applicable to the PC version of the game.



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[VERSION HISTORY]

23/04/02 First Version

[TABLE OF CONTENTS]

- (1) Overview
- (2) Before you start
- (3) Walkthrough
- (4) Explanation of Structures
- (5) Vehicle, Weapon list
- (6) Cheats

[1.OVERVIEW]

Warzone is a futuristic Tactical Warfare Sim. Your objective is to locate all the relics that were lost in the holocaust and use them to retake control of the earth and make it a peaceful place once again. You will have to construct bases which include power stations factories and research centers which all have vital functions. Your factories produce tanks that you use in battle against the many hostiles you will face you also pick up the relics you need from destroyed enemy bases. The game is split into missions across four different campaigns when you have achieved your objective the mission is over.

## [2. BEFORE YOU START]

Make sure you repair or recycle any high ranked vehicles and don't let them be destroyed it will take you a while to level up a new one.

Don't go overboard with building it can drain you power only build the amount of units you think necessary to destroy one base then add to them if some of your tanks are destroyed.

Fortify your base with turrets cannons and cyborgs even if you have a huge army of tanks fighting a battle ahead if your base is not defended properly it could prove fatal.

Add modules to your facilities as they become available they will improve their productivity.

Assign repairing units strategically around the map and have damaged groups go to its location to be repaired.

Destroy enemy bases completely if a factory remains it can still produce hostiles.

Obtain, as many Artifacts as you can some of the technology is really helpful.

Try to vary your unit weapons as enemy weaknesses can differ.

Research everything you can before finishing a mission it will save you time

Attack bases with a complete unit there is no point sending just a few tanks to destroy an entire base.

And if all else fails cheat well not really.

## [3. WALKTHROUGH]

### CAMPAIGN 1 WESTERN SECTOR]

#### Mission 1

Your first mission will be to establish a base in this sector

Highlight all the trucks by holding down X and dragging get used to moving them around the terrain. Now press O to bring up the menu only three options will be available

Unit orders: use this to give your units orders on how they should act in battle not really valid for trucks

Intelligence display: use this to hear your briefings again if you forgot your mission

Build: use this command for your trucks to build the structures available

Press X to select Build, Select command center from the list the icon will turn into a white box place the command center in your chosen area. Select Factory from the Build list and place it somewhere you can see it. Build a power generator next then a research facility you are now ready to begin press X over the purple orb to build an oil derrick and that's the end of the first mission.

#### Mission 2

Scavenger Raiders are approaching the base defend it and then destroy them

Bring up the Menu two new options will be available

Manufacture: the factories command use this to build trucks and vehicles

Research: commence research on a vast array of technology

Select Manufacture click the vacant box in the new list select the only tank available and build six don't worry about overbuilding just use Square to take away units. You should be attacked by some raiders don't worry your tanks will destroy them automatically. Press Square to select all ten tanks look to the right of the map you will see a red flashing circle these are your targets take the tanks there by pressing X. You will start to fight a load of hostiles but this battle is easy destroy them and then go to the nearby base and destroy it too pick up the artifacts by driving over them. Place your tanks in the main path to guard it select your trucks and have them build an oil derrick where the enemy base was they increase your power. Select research from the menu and research all the items available your vehicles will be automatically upgraded you don't have to recycle them. When your research is complete take the tanks upwards and destroy the second enemy base you can select your targets individually by clicking them with the red cursor I recommend to always destroy the enemies factories first after all it's their lifeline. Take the artifact and have your trucks build another derrick sometimes you have to wait for them to burn out. Research the artifact you discovered in the last base then continue left and destroy the next enemy base take the artifact and finally go below and destroy the last base don't take the final artifact just yet have your trucks build some machine gun guard towers along the entrance of your base when you are done take the artifact.

### Mission 3

A power surge has been detected to the south of your bases position investigate the area and recover any artifacts

You can see by the timer you only have one hour to complete the mission but that should be loads of time. The attack from above should be no problem for the turrets you placed along your base research engineering and then the other items then select the design command to build a mobile repair turret and have to fix your damaged tanks

Design: use this to design new types of vehicles first select the body then the propulsion then either weapons or systems

Now take your tanks and destroy the bases below you may have to retreat for to be repaired. Research the twin machinegun when it becomes available and recycle all your tanks and build ten twin machinegun tanks go and destroy the remaining base and have one of your trucks build an oil derrick finally take the artifact.

### Mission 4

You have uncovered power generation technology research it and upgrade your power station

Repair any damaged tanks with the mobile repair turret build new ones if you have to. Continue to place guard towers around your base they will prove invaluable in later missions. Research the power module and add it to your power generator

The first two zones are now secure. You must gather an assault force and explore the Zone ahead use the transport to transport your troops to the zone

A new option will be available for this mission

Transport: use this to load your troops its capacity can be seen by clicking on the transport icon

Select your tanks then click unit orders and select go to transport Load ten tanks onto the transport once ten are loaded select launch transport from the transport window

Although this mission is timed you should have no problem. Go to the right of the map and continue upwards killing hostiles along the way scale the cliffs at

the top and go down into the enemy base destroy them and take the artifact then return to the landing zone

#### Mission 5

Return to the area you scouted and find a pre collapse structure, which may contain the synaptic link technology. Beware the scavenger raiders in this area may be more technologically advanced. Reinforcements are available.

Use the mobile repair turret to repair your units and then load ten onto the transport and launch it. Once again this is a timed mission you can research the artifacts you collect while playing this mission it should save you time later on. During the mission you will receive an update detailing where the main enemy encampment is go and destroy it. This mission might be tough your main obstacle is the new mortar bunkers focus your attack on them first. The Landing Zone may be compromised defend it but wait to research all the items available before finishing the mission.

#### Mission 6

Take a scout force to investigate the encoded signals in the next zone use trucks to build defenses around the L.Z

Once again repair your vehicles load a truck and nine tanks onto the transporter. Once at your destination use the truck to construct some machinegun turrets. After a while you will be warned not to continue obviously ignore that warning and continue downwards. Destroy all the hostiles on the way and destroy the first base you will then receive another warning from the New Paradime, take the artifact and research it reinforcements will now be available so load your mobile repair turret on the transporter and return to be repaired the timer on the right shows how long it will take the transport to arrive. Increase your force to fifteen and transport them then go attack the next base. This will be a long battle you may have to retreat to be repaired several times destroy the power station first that should hinder their weapon production then destroy the command post and take the artifact. Continue upwards and finish them one of take the artifacts and research it then take the last and its mission over.

#### Mission 7

We are under attack from the New Paradime repulse the attack and secure the area

Send a group of tanks outside the base to deal with the assault. Research the factory module and add it to your factory outfit your base with the harcrete walls inside and out. Build the walls along the roads so your vehicles have easy access to the base place one point of hardcrete between two hardpoint turrets. Place some bunkers around the outside of the base and return all your tanks to be recycled then build some of the new cobra type also build a commander turret this will open up a new option

Commanders: use this to give your commanders orders you can assign produced tanks to commanders or pre built ones by selecting a group and clicking on a commander. Commanders are useful for coordinating attacks against single targets your vehicles are more focused and less erratic

Your defenses should have held out so use the trucks to repair them and send a unit downwards to the enemies location the enemy has a big installation here destroying it will be hard and will take multiple attacks. The enemy will repair its facilities with trucks. After you have destroyed two of the bases you will receive a mission update quickly take out the enemy Landing Zone it should prevent further attack. Continue the attack and you will receive another mission update go to the discovered base and take out the vital structures add a module to your research facility and research the other items before finishing off the enemy.

#### Mission 8

Establish another base in this zone to improve our defenses against enemy attack

Return your units to base to be repaired. The enemy will land and make it's way to your base your defenses should be enough to hold them once your vehicles are repaired sent them out to attack make your way to the enemy Landing Zone time is a factor in this mission so you may want to send a few units. Once you have destroyed the enemy units place a unit on each landing point and send your trucks to the green marker. Build a factory a power generator and place a machine gun turret on the green marker to end the mission.

#### Mission 9

Scout the area where the synaptic link technology is being held to not engage the enemy

Have your trucks build oil derricks over the purple markers. Put ten units on the transport. When your arrive you will find an enemy base to your right so much for not engaging the enemy destroy it and continue right and make your way to the enemy base this will trigger a surprise attack deal with it and go to the Landing zone. A mission update will tell you to destroy the New Paradime installation do so and take the artifacts and research them before returning to the Landing Zone.

#### Mission 10

The Synaptic link technology is being researched in another enemy base go there and retrieve it

Have the repair turret repair the force you just used and load them on the transport. When you are dropped off go right to find the first two bases destroy them and go to the main base. You will encounter a new enemy the cyborg destroy it and its factory and take the artifact. Destroy the two factories and the research facility take the artifact and research the Synaptic link technology return to the Landing Zone and defend it and the mission will end.

#### Mission 11

The enemy is encroaching on our territory repulse the attacks

Build a cyborg factory and upgrade your factories research the cyborg weapons and produce ten of your choice. Take them into battle and practice. The enemies landing pattern will be erratic so do your best to defend your two bases. After a dozen or so landings the mission will be over.

#### Mission 12

Go to the next sector and locate the New Paradimes main base don't let any enemies leave the vicinity

It's your choice whether to stick with the cyborgs or produce a new Python unit. Load your desired unit on the transport and launch it. Attack the bases to the right and continue upwards a mission update will tell you to prevent an enemy unit from reaching their Landing Zone make this your top priority. If you need additional units they are only 1 minute away so try out a python unit and research the acquired artifacts. Time is precious here when you have destroyed all the bases in sight go to the top right of the map to find an obscured one and continue left to find the remaining base. When you have eradicated the enemy return to the LZ.

#### Mission 13

The New Paradimes main base has been identified establish a forwards base at the LZ and destroy the New Paradimes base

You may wish to make a Python heavy cannon unit they are useful against all vehicles. I recommend having all your forces built so transport of additional forces will be quicker. When you are ready put ten units on the transport and

launch. When you arrive immediately launch another transport and move the other units out go right for the first enemy attack destroy the base here and take the artifact. Go back to the LZ and defend it then enemy may escape since they have hover propulsion continue to destroy the remaining forces on the first island and continue up the thin stretch to the main base. The enemy force here will be great have a repair turret stationed nearby for repairs. When you arrive at the main base take out the cyborg factory then the power generator take out the two factories and research the composite alloys to make yourself nigh invincible go right and destroy the enemy forces on the way use the heavy cannons to destroy the base from afar when your done take the artifact and that will be the end of the New Paradime and the campaign will end.

#### [CAMPAIGN 2 EASTERN SECTOR]

##### Mission 1

Assume control of the Team Beta base and defend it from the Collectives attack

The Collective how Star Trek. This mission is quite hard as is the whole second campaign your first task is to defend the base build some more trucks and place them behind your defenses they should automatically repair them place a unit of tanks at both entrances to the base. Periodically your forces will arrive on transport this should help matters research the new technologies when you get a breather when the enemy stops transporting build the walls around your base again. Send a unit to the bottom right of the map destroy the forces there to prevent further enemy landings and take the artifact return to base to be healed then go to the top right of the map take out the forces and the oil derrick have a truck build one over it. Go left and destroy the turrets guarding the enemy base then destroy it and take the artifact make sure your base is set up the way you like it and you may want to upgrade to the mantis bodytype before destroying the remaining enemies to the left.

##### Mission 2

One of our transports has been shot down and is under attack defend and recover the transport

Continue researching anything you couldn't last mission take ten heavy cannon Mantis and board the transport. When you arrive proceed diagonally up to your destination you will be attacked by a few forces but nothing you cant handle approach the transport to rescue the units and it's mission over.

##### Mission 3

The collective are on an intercept course of our base hold off their attacks and destroy their northern base

Your base should be fully restored and defended with turrets and bunkers from the first mission but if it's not place a unit if front where the collective will attack have a repair turret nearby for repairs. When the attack ends send a unit to the enemies base destroy the factories and then the enemy take the artifact. Continue upwards to find two more bases destroy them and take the artifacts stick to the mantis bodytype the panther has no advantages. Have the trucks build two additional oil derricks before finishing off the remaining enemy turrets.

##### Mission 4

An enemy commander is receiving a shipment from Nexus go and intercept him, take the shipment and return to the LZ

Repair you vehicles and send ten to the transport continue your research of the enemy artifacts. When you arrive go up and to the left a bit destroy the enemy turrets at the top left of the map is the base where the enemy commander is get there as fast as possible. Destroy the factories then the vehicles one has the artifact when you have it escape to the LZ research it before finishing the mission.

#### Mission 5

The enemies aircraft flight path has been traced go there and destroy the airbase and recover the artifacts

Repair your units and place anti aircraft defense around your base if you haven't already done so. Proceed to the enemy base you will discover another on your way destroy it and continue on you might want to try out a mantis mortar unit they are useful for long range attacks. Attack the main base go around to the left and destroy the walls continue in and destroy the Vtol pads that will prevent further enemy aircraft attacks destroy the rest of the enemies facilities and take the artifacts research them. You can now produce Vtols first build the factory and add two modules to it then design a vtol of your choice phosphor bombs are good make some rearming pads for them to reload their weapons. A mission update will tell you to rescue some civilians take your new Vtols there and save the civilians then take a regular unit there and finish the enemy off.

#### Mission 6

Take a unit and go to the enemies nuclear reactor and destroy it don't let the collective activate it

Finish incorporating Vtol technology and add a few strike towers for defensive purposes choose a unit and board the transport. When you arrive you will be immediately attacked deal with it and proceed to the enemy marker. The enemy base is heavily defended you may have to call in reinforcements destroy the enemies facilities first and take the artifacts the assault gun is a good weapon choice now. When the enemy base is destroyed return to the LZ but research the artifacts first.

#### Mission 7

Go to the Nasda central site and take control of it before the Collective or Nexus can use it

Repair your units build additional units for transport put your selected unit on the transport and launch. When you arrive go to the green marker protect the Nasda site from being destroyed take out the factory to the left of it take the artifacts and research them. When you have acquired enough of the artifacts you will be prompted to return to the LZ

#### Mission 8

Go to the site where Nexus has integrated itself into the Nasda satellites and destroy it then return to base

You know what I'm going to say, yes repair your units and load ten on the transport. When you arrive go up a bit to discover an enemy base ignore it and continue to your main objective. Once there destroy the satellite tower then the factory take the artifacts and research them. No artifacts can be gotten from the first base so just research the others before returning to the LZ.

#### Mission 9

You must prepare to leave your base but first you must destroy the SAM sites in the surrounding area to buy some time.

Do the usual and load the transport. Take the two sites to your right first you may want to include some anti aircraft weapons in your flank as there are many Vtols in the area. Destroy the first two bases and take the artifact heal your units and proceed to the last two bases use Mortars to destroy the bases defenses before moving in for the kill. When you have destroyed all four bases the mission will end.

#### Mission 10

You are to make a safe haven for evacuation procedure go to the area and eliminate any enemy presence in it

The usual transport nuff said. When you arrive go far left to discover some enemies then go far right cross the gap and go top right to find the enemy base destroy it and take the artifact you should research the Tiger bodytype it has more power than the Scorpion. Go left to discover another base when that is destroyed take the artifact and go down. Destroy the mini base here return to the LZ and deal with the remaining few enemies.

Mission 11

Evacuate Beta Base

Immediately load a unit on the transport your base should be able to hold out against the extensive Collective attack. When all your vehicles are loaded on the transport the mission will end.

[CAMPAIGN 3 NORTHERN SECTOR]

Mission 1

Establish an Lz and build a forward base

When you land have your trucks build a command center you will be attacked by some enemy cyborgs they should be no trouble. Build up your base make a factory research center etc you don't have to worry about fortifying it too much. Take a unit to the top and destroy the base there and take the artifact. Use the trucks to build oil derricks. Go left to find three more enemy bases destroy them but leave an enemy remaining. Build more oil derricks and research the artifacts before finishing the mission.

Mission 2

Secure Lz and destroy missile silo

Take your units back to repaired. It would be convenient to have several repair facilities operating it will cut down time. Research the cannon rounds they are by far the best weapon then board the transport. Head straight to the red marker unfortunately the path is being guarded by loads of Nexus cyborgs. Load a repair vehicle on the transport as well as some reinforcements. Approach the first base make a partition in the wall and destroy the cyborg factories then take out the factory below then finish off the base. You will receive a mission update you have to get out of the area quickly before the warhead goes off make your way to the green marker you will be attacked by more of Nexus troops on the way but it shouldn't be too hard.

Mission 3

Gamma base is under attack defend it

The unit you used in your last mission will be gone so you will have to fall back on another. Go to the first red marker you will be attacked by vtols and cyborgs on the way. When you attack the first base an update will indicate that Nexus has taken over Gamma base bummer. Destroy the base you were attacking and take the artifact you will now have a new weapon the laser however I insist that the cannon is the best weapon in the game. Go the left side of the map and destroy the other base and take the artifact. You now have to go and destroy Gamma base take out the factories and take the artifacts you will pick up a new body type but it's not worth changing the Tiger type is the best. Once Gamma base is destroyed continue right to find the last few remaining enemies

Mission 4

Take a scout force and rescue team Alpha

Repair your units from the last battle and board the transport. When you land

deal with the attack and proceed to the green marker at the bottom right of the map you will be attacked by some cyborgs along the way. When you arrive where team Alpha was stationed team Alpha will become controllable. Have the truck demolish the tank traps and take all your units to the evac zone.

#### Mission 5

Defend your base from Nexus attack

Your command center will be instantly destroyed rebuild it the enemy force is to the right of your base take a unit there and destroy. Find the other units dotted around the map they will be hard to find because your sensors are not working. Once you have destroyed the ground forces you will be periodically attacked from the air install anti aircraft defenses to deal with them. The mission will almost take the entire time limit. When time is nearly up look around the map for blue dots some enemy's may be hiding

#### Mission 6

Take control of scout team and lead them to Alpha unit

You will be immediately attacked destroy them and go down a bit you will notice some friendly units which you can control. Take your unit down to the green marker to find the friendly base you can now build and research again. Research the Nexus resistance circuits to prevent nexus from taking over again. An enemy unit will attack from the right of the base take a unit there to deal with them then go to the enemy base in the center of the map. Destroy the vtol factory and the rearming pads take the artifact and finish off the base now go to the right to find another enemy base destroy the factories first then the remaining enemies and take the artifacts. Gamma base is to the top of the map if you need assistance your next targets are a little bit to the left of Gamma base go there and destroy them and take the artifacts research the excellent needle gun and design some new units incorporating it before destroying the last enemy.

#### Mission 7

Capture missile silo

This mission is HARD you have but two hours to finish it. The lasats will routinely fire around the map however their aim is not great so they are as just a hindrance to your enemies your objective is at the bottom right of the map. Soften them up by attacking with vtols until most of their defenses are destroyed then send a few units in for the kill. Take out the factories and power stations to really prevent your enemies from attacking you further then destroy the base take the artifacts to finish the mission.

#### Mission 8 research Nexus intruder program

Immediately begin researching the Nexus intruder program take your unit back to base when the timer reaches zero Nexus units will attack. Destroy the units who attack the base and remain there to fortify it. When you have researched the Nexus program you must research the missile lock codes meanwhile build up a few units and send them to where the missile silos are located to deal with the Nexus cyborgs. When the first missile code is researched make your way back to base to defend it against attack research the second missile code. When that is researched take a unit down to where the silos are to defend it from cyborg attack make sure you leave defenses at your base also because that will be attacked too. The last attack will be from the air survive that and it's mission over.

#### Mission 9

Destroy Nexus

You have some time to prepare use it repair your units and build more when you are satisfied board the transport. When you arrive DESTROY DESTROY DESTROY to a certain extent you don't have to destroy every unit on this mission my advice is

to take out the Vtol base at the bottom center of the map if they are allowed rearm they will prove to be a big hindrance. When you have that done tackle the main base it is heavily fortified but you should be able to destroy it with multiple strikes additional units are only a minute away and with no time limit on this mission you cant loose. When you have destroyed the base it's game over for Nexus or is it?

#### [4 EXPLANATION OF STRUCTURES]

Command center: Your main base of operations enables the map so you can locate your objectives. In most missions if this is destroyed it's game over

Power generator: You need power to build units and buildings so a power generator is vital to your success. Build derricks to increase it's output you can also add a module

Factory: Without these your nothing you can build designed units in the Factory. Add modules to increase it's output and to enable you to build medium and heavy units

Research facility: Use this to research all those lovely artifacts you find. Add a module to increase it's output

Cyborg factory: You research this later in the game use it to build cyborgs research further technologies to make additional weapons

Repair facility: This is faster than the mobile repair turrets you will find an artifact that increases it productivity.

Vtol factory: Use this to make Vtol's of varying description

Vtol rearming pad: If you want Vtol's you need these, they will heal and rearm you vtols

Hardcrete Plasticrete Supercrete: Use this to build walls with it is vital that you base is well protected use this to your advantage

Command relay center: This enables you to research commanders how are very useful in battle.

#### [5. VEHICLE WEAPON LIST]

Viper: This is the first bodytype obviously the worst

Cobra: The next a good bodytype

Scorpion: A great bodytype the yellow types are resistant to flame

Mantis: Has a slight power increase over the Scorpion

Bug: A big drop for the yellow bodytype but it's the fastest in the game

Leopard: The green type is resistant to machinegun fire

Panther: Has double the power and attack ratio of the Leopard

Tiger: The best all round bodytype is fast to produce and has great armour

Retaliation: The black type has very strong defense against missiles

Retribution: faster then Retaliation but it consumes a lot of power to produce

Vengeance: The ultimate bodytype but is slow to produce

#### Propulsion

Wheels: Not very fast at all but they get you through the first few missions

Tracks: Way faster than wheels get these

Half tracks 1,2,3: Slightly slower than tracks but they increase vehicles armour points

Hover: Researched much later in the game can float on water

Vtol: the fastest propulsion and it has the most armour points

#### Weapons

Their are too many weapons to list but I will list my favorites

Machinegun heavy twin: The default weapon good against structures and armored vehicles  
Flamer Inferno: Flamethrowers good against cyborgs but you have to get in close very risky  
Cannon assault hyper velocity: Cannons are great you can shoot from afar taking little damage good against vehicles  
Rail gun Gauss Needle: the best weapons good against everything and they have the best range get these  
Hurricane Mini pod Avenger: These are anti aircraft weapons their power is incredible pity they can only shoot Vtols

#### Systems:

Truck: Build structures and repair them with these if all your trucks and factory are gone it's the end of you  
Mobile repair turret: A great addition to the first few missions repair you units with this  
Command turret: Use this to assign commanders to a unit their fire becomes more focused  
Sensor turret: Use this to make your units attack any oncoming enemy approaching you base  
Vtol strike turret: Assign this and your Vtols will attack any oncoming enemy's  
Vtol CB radar turret: Assign this to make your hardpoints attack any enemy Vtol's flying over the base  
CB turret: same as above except hardpoints will attack ground vehicles with more vigor

#### [6. CHEATS]

You need two controllers to make this cheat work

First hold start on controller 2 until the memory card screen appears. At the title screen using controller 2 press L1 R1 R2 L1 Select and Start you will then be able to access campaigns two and three and then you can input the following codes in game using controller 2

Select: Press to skip to the next mission  
Triangle: Everything on the map becomes visible  
Circle: Infinite power  
X: All items available in research list  
R1: Add all structures to build list  
R2: Add all features to build list  
Start and square: Increase player numbers  
Up: Super units  
Down: Finishes any research being undertaken  
Left: Toggle debug mode  
Right: Wimpy units