

Advance Wars 2 FAQ/Walkthrough

by Lars

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ASCII "art" made using this guide:

http://www.dallasmac.com/faqwarp/grey_scale.txt by AstroBlue using Paint Shop Pro 8 and HexWorkshop.

Game: Advance Wars 2: Black Hole Rising

System: Game Boy Advance

What: FAQ/Walkthrough

By: Lars Barlindhaug

Copyright: Lars Barlindhaug and the respective contributors

Version: 1.4 - 09.XX.03

Size: 2XX kb

! Complete Campaign Walkthrough !

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1. V E R S I O N H I S T O R Y

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Version 1.4: 05.24.04 Size: 238 kb

I have used a lot of time filling in up to a month old War Room High Scores.

Updated:

- * Almost all of the CO charts.
- * Orange Star Hard Campaign mission order after info from Robert Reed.
- * The War Room lay-out. Now the info is sorted in mission specific, and strategy specific. This makes it a lot easier to read and work with when there will be multiple strategies using different COs. Expect similar changes for Campaign.
- * High Scores updated.

Added:

- * Strong Land and Egg Islands War Room strategy by Chris Snaveley.
 - * Cheating computer in FoW? More info from Robert Reed. The whole thing seems to be cleared up now.
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Version 1.3: 09.11.03 Size: 223 kb

I've changed a little bit about the layout of the section you're reading right now.

I've started working on Hard Campaign

Updated:

- * The Game Info section with release date and some info on the sequels.
- * Some mistakes are fixed.

Added:

- * Time limits to all of the War Room maps, contributed by Ericku.
- * Some War Rom records.
- * A third Final Front strategy by Dark Mage Rubius.
- * Tactics and Counter tactics for Sami and Kanbei by Greg Woodburn.
- * How to get a flashing design room menu.
- * ASCii art
- * War Room strategies by Chris Snavely; The Trident, Banker Hills and Missile Plains.
- * The Trident, Banker Hills and Missile Plains War Room strategy by Chris Snavely

Version 1.2: 08.04.03 Size: 180 kb

Version History and General Strategies has now changed places.

This FAQ/Walkthrough can now also be found at <http://www.gbaworld.net>

Added:

- * Some War Room high scores by Scott, send in your's and join the fun.
- * Another strategy for the Final Front by Kyle.
- * Another strategy for Hot Pursuit.

Version 1.1: 08.01.03 Size: 174 kB

I've moved the CO tactics and info behind the campaign and war room sections. This FAQ/Walkthrough can now also be found on a great Advance Wars fan site: <http://www.awbunker.com>.

I've done a much-needed spell check.

Spread the index, now each section has the index for that particular section.

Added:

- * More information about COs Andy, Sami, Eagle and Hachi.
- * Info about units.
- * Some general strategies.
- * Information about the game.

Version 1.0: 07.23.03 Size: 164 kB

The Walkthrough is now complete.

Added:

- * Strategies for all the remaining Orange Star, Blue Moon and Yellow Comet missions.

* Wordlist.

Version 0.3: 07.16.03 Size: 136 kB

Added:

- * Strategies for Cleanup, Border Skirmish, Orange Dawn and Flak Attack.
- * Strategies for Sinking Feeling, Danger X9, To The Rescue and Great Sea Battle (all Green Earth missions covered).

- * Strategies for Hot Pursuit and Final Front (both Black Hole missions are covered).

Version 0.2: 07.02.03 Size: 114 kB

The Guide is also available on Neoseeker and Gamewinners.

Added:

- * Strategies for Navy vs. Air, Drake's Dilemma, Rain of Fire, Sea Fortress
- * Terrain and Fog of War Tactics.
- * Info on all of the COs.
- * A table which tells the number of cities, bases, airports and ports in every War Room map.

Version 0.1: 06.26.03 Size: 48 kB

First published version (I hope).

Added:

- * Strategies for three yellow comet missions. Start on the top? well...
- * How to unlock every CO and all the Lab Map locations
- * Some general strategies, useful hints and tips.

Version 0.0: 06.24.03 Size: 0 kB

Started writing.

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2. G E N E R A L K N O W L E D G E

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2.1 The game

Full name: Advance Wars 2: Black Hole Rising.

System: Game Boy Advance (also Game Boy Advance SP and Game Boy Player).

Genre: Turn based strategy.

Publisher: Nintendo

Developer: Intelligent Systems

Release dates:

North America: 06/24/03

Japan: Not Announced

Europe: Announced

Australia: Not Announced

Sequel to:

* Advance Wars on the Game Boy Advance. Released 09/09/01 in the US and 01/11/02 in Europe by Nintendo, developed by Intelligent Systems.

* Super Famicom Wars on the Super Famicom (Super Nintendo Entertainment System, SNES, in the US and Europe). Released 05/01/98 in Japan and 04/30/98 in the US by Nintendo.

* Gameboy Wars 3 on the Gameboy Color. Released 08/30/01 in Japan only by Hudson.

* Gameboy Wars 2 on the Gameboy Color. Released 11/20/98 in Japan only by Hudson.

* Gameboy Wars Turbo on the Gameboy. Released 06/27/97 in Japan only by Bandai.

* Gameboy Wars on the Gameboy. Released 05/21/91 in Japan only by Nintendo.

* Famicom Wars on the Famicom (Nintendo Entertainment System, NES, in the US and Europe). Released 08/12/88 in Japan only by Nintendo.

Release dates and some game info were found at www.gamefaqs.com.

2.2 The FAQ

2.2.1 How to make best use of the guide

Read through the entire strategy before you start to play.

Don't give up and get frustrated, there are most probably some mistakes here, if you find any please report them to me.
(See 11.1 Contact Information/Contribute?)

2.2.2 Where is north?

In this guide I will only use north/vest/east/south as directions to try to avoid confusion by not mixing in up/left/right/down. Here is an explanation of where is where.

N = North = Up		N	
V = Vest = Left			
E = East = Right	V		E
S = South = Down		S	

2.2.3 Difficulty Meter Explanation

In Advance Wars 2 there is already a difficulty meter (level) in the Campaign mode, going from one to ten stars, six is the highest in the regular campaign mode. I will use the same system in the War Room part.

Normal Campaign (Yellow Stars)

Stars	#	Explanation
*	1	Very basic tutorial mission to get familiar with the basics of the game.
**	2	Easy tutorial mission

***	3	
****	4	
*****	5	
*****	6	This difficulty is only used in the last campaign mission,
*		very hard. Only the best gets a decent rank.

Hard Campaign (Orange Stars)

Stars	#	Explanation
***	3	
****	4	
*****	5	
*****	6	
*		
*****	7	
**		
*****	8	
*****	9	

*****	10	

2.2.4 Requirements Explanation

This has also been changed in the sequel. Now it goes from 1-300 points and only hve ranks S-C. This is what you shop with in the battle maps store, not coins like in Advance Wars 1.

Contributed by Robert Reed:

Points	Rank
280-300	- S
279-250	- A
249-200	- B
199-001	- C

2.2.5 Wordlist

These are some words that are shortened down to make it easier to write and read this FAQ.

Units:

Md. Tank, Med. Tank or Medium Tank
AA, A-A, or Anti-Air
Artlry or Artillery
B-Ship or Battleship
Sub or Submarine
T-copter or Transport copter
B-copter or Battle copter

Armies:

Orange Star, OS
Blue Moon, BM
Yellow Comet, YC
Green Earth, GE
Black Hole, BH

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3. F R E Q U E N T L Y A S K E D Q U E S T I O N S

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3.1 Contact Information

Send in your question to: lbar11@yahoo.com. Note: with some fonts the l might look like the 1 so make sure to copy (ctrl+c) and paste (ctrl+v) the e-mail address.

Please make sure you have read through the entire guide to make sure your question hasn't already been answered.

Remember to say so if you don't want your e-mail, (full) name to be next to your question.

Question:

I can't find a CO/color edit that I have purchased from the battle maps store

Answer:

It's there, but to get COs from other armies than Orange Star, you need to scroll up or down with your D-pad.

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4. G E N E R A L S T R A T E G I E S

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Quick Capture:

You build a T-copter/APC/Lander and an Infantry the first day and send them towards the HQ for a quick capture.

Recommended maps:
Last Mission (AW1 only)

Recommended COs:
Sami

Mech flood:

When your enemy feels pressured, you'll see he/her might start build mechs on all his/hers factories. If you then only got tanks and no anti-airs or recons, it can get difficult.

It's one of the easiest things to do. All you have to do is build mechs on all bases and move them towards the enemy and attack.

This strategy works best on maps that are open where you can attack from several sides. It's also important to have many factories and not too great distances to walk.

Recommended maps:

-

Recommended COs:
Sami
Sensei

4.1 Formations

Source: <http://www.advancewars.com>

4.1.1 Flying Column

Tank *Artillery* *Rockets* *APC*

The first formation called a flying column backs a Tank/Mid. Tank with two indirect units and an APC. The tank/Mid. Tank takes the enemy fire, while rockets and artillery clear the way.

Use the APC to refuel as needed

4.1.2 Circled Wagon

Tank

Tank *APC* *Infantry*

Infantry

Once a unit is surrounded on all four sides it can be attacked only by either eliminating a guard unit or using long range weapons. Using circled wagons is a handy way to protect APCs missiles, rockets and even your bases and HQ

You can also surround an enemy fighter with four ground units or an enemy ground unit, of course not Anti-Air, with four fighters

4.1.3 Leapfrogging Units

Mid. Tank

Recon *Blank* *Blank* *Recon*

Don't get ahead of yourself while advancing. Make sure speedy units, like recons, stay in range of other units for protection. If you leave an unprotected unit in the open, it will be destroyed in a matter of moments

4.2 Useful Tips

* Always press the L button before ending your turn to check if you have moved all of your units.

* Press A + B + Start + Select to restart the game. If you haven't saved your data will not be saved.

4.3 Useful Hints

* You can capture enemy bases as well as cities.

* If you don't have any infantry to capture the enemy base, place any unit on top of it to block it so that it can't produce any more units. Preferably use a strong unit, that has few bullets or little gas left.

* When you capture a HQ and there is still an other player left you'll get all of the money and bases that the defeated player had. So when you're playing a match with more than one opponent, try not to destroy all of his units, but go

for the HQ instead.

4.3.1 Tips and Hints on getting a S-rank

In the last days of the battle build as many units as you can with all of your funds. The money you have left once the battle is over won't be saved.

Save right before finishing. If you've finished a map and got 100 in speed and low on Technique and power try stalling it a couple of days building units and destroying any units your opponent might build. Maybe it'll raise your score, or it might lower your score so don't save again until you see your score.

Before capturing HQ/blowing up pipe seam/blowing up black cannon etc. destroy as many units as you can, this way you'll get a higher power score.

4.4 Fog of War Tactics

Use Sonja:

If you can choose Sonja as your CO. With her great vision range she is the best Fog of War CO.

Turn on Battle Animations:

These might get annoying after playing for a while and you decide to turn them off to speed things up. They do have one purpose though, you can see what attacked you. This is very important in FoW. Then you'll know if it was an artillery, rocket or battleship that attacked you and hints on where it's located (forest, city, reef).

Use recon units:

This might feel like very weak units with the firepower of an infantry, and that's exactly the case, but they have an excellent movement range and the best vision range. Use them wisely.

Climb mountains with infantry:

Not only do the infantries get much better defense, they also get better vision range (they see over the fog).

Hide in reefs and forests:

If you are in a reef or a forest an enemy unit has to be next to you to see you. Great place for hiding long distance units. Beware the enemy uses this tactic extensively.

Cheating computer:

The computer still cheats. I've had the experience that the computer sees you even though it couldn't. This has never happened in forests so they are safe.

Robert Reed (robert.reed@gwl.com):

I thought this too, for a long while - but I discovered that air units have

their normal vision range where forest and reef terrain are concerned - the in-game description for these terrain types (put cursor on un-occupied square and push "A") points this out - I believe that the "adjacent" rule only applies to non-air units (ground and sea).

My previous claims about fog-of-war are not correct:

I spent a couple of hours last night trying out various combinations of units in "versus" maps (where I could control both sides), and found the "facts"

A ground unit can hide in a forest
It can't be seen except by adjacent enemy units

A sea unit can hide in a shoal
It can't be seen except by adjacent enemy units

An air unit cannot hide!
Not in a forest, not in a shoal
If an air unit is within the vision range of an enemy unit, it can be seen.

For example, a B-copter in a forest will be visible if there is an enemy recon unit five spaces away.

The description that you get from the in-game pop-up is misleading. So, of course, I went with what it said. I should have done full research first. Luckily, this is the first time that I have ever done such a thing ;-)

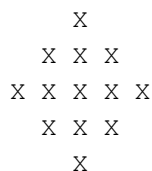
I suppose all of this makes some sense
Fog usually hugs the ground, and aircraft fly above it

4.5 Terrain Tactics

4.5.1 Missile Silos:

Missile silos are great tactical addition to the game. You have to be careful when you fire them, they can only be used once in each battle. If you fire them too early your enemy doesn't have enough units deployed so it doesn't do much damage. If you wait too long an enemy infantry might still it from you or your units are mixed up in the enemy's and you will hit your own along with the enemy's.

Missile silo fire range:



4.5.2 Pipelines:

Pipelines are used to fuel the Black Hole Army's factories. They also block everything from going past them, even airplanes, although indirect units can fire over them. The only way through is to blow up the seam.

The seam can be blown up in two turns using a regular bomber, Neotanks or Md. tank. Using an indirect unit and one of the units mentioned the seam can be blown up in one turn.

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5. C A M P A I G N
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Prologue

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Macro Land, where the Black Hole Army's iron fist has crushed all opposition. Elsewhere their grip is tightening.

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5.1 Orange Star

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5.1.1 Cleanup

Andy: Take out the Black Hole's troops

Rank: S
CO: Andy
vs: Flak

Level: *
Speed: 4 days 100/100
Power: 2/2 units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

If you have completed field training in the first Advance Wars you can safely skip Nell's explanations with start. If you're a newcomer or need to fresh up on your basic skills, you should of course read it.

You have three infantries and an APC versus two dumb infantries. Not one of the most challenging levels in the game... Move your infantries forward, east if they're too far away to attack Flak's infantries, make sure they don't attack you the next round. They'll come at you and it'll be easy to finish them of, one at a time only loosing a few HP.

5.1.2 Border Skirmish

Sami: Black hole is closing in! Can I hold the bridge?

Rank: S
CO: Sami
vs: Flak
Level: *
Speed: 6 days 100/100
Power: 5/5 units destroyed100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
4	0	0	0

Again skip Nell's advice unless you feel like you need it (press start).

Move forward north-west the first day, the second day stay behind the first allied city, keep your artillery close so that it can attack the first green

space. Capture the city to the south with your infantry. Then attack the tanks and then continue with infantry and at last go for the APC.

5.1.3 Orange Dawn

Rank: S
CO: Max
vs: Flak
Level: *
Speed: 5 days 100/100
Power: 6/6 units destroyed 100/100
Technique: 0/8 units lost 100/100

Cities	Factories	Airports	Ports
4	0	0	0

How can you take out two md. tanks with just one? Use your battle copters.

Take the copter out with the two copters you have. Fly the infantry north-east and drop with the t-copter. Move the rest of your troop along the bridges, have your artillery go first as long as it is out of danger.

Continue using you two copters, this time take a blow at each of the md. tanks, continue attacking each of the tanks the next rounds. Keep moving the rest of your army north, have the infantry capture the city. Finish of the rest of Flak's army the next day, don't worry if you can't get much use of your artillery, it's not good with Max after all.

5.1.4 Flak Attack

Rank: S
CO: Max
vs: Flak
Level: **
Speed: 100/100
Power: 8/8 100/100
Technique: 3/10 93/100

Destroyed:	Survived:
------------	-----------

2 battle-copters	?		
1 t-copter			
_____	_____		
_____	_____	_____	_____
Cities	Factories	Airports	Ports
_____	_____	_____	_____
5	0	0	0
_____	_____	_____	_____

 =====
 Lab Map Location:

Capture the city to the north of your headquarter, you can get their on the first day and you'll gain access to the Test of Time mission where you'll get the chance to capture the Black Hole's lab and get the intel needed to build a Neotank

The most important thing to keep in mind here if you're going for a good S-rank is to keep your technique score up and rest your units on allied cities.

One of your battle-copters will get shot down. so attack with both. Move your missiles west and have the anti-airs move in the same direction, keeping the same formation. Capture the city to the north with your mech and move the rest of your units behind it, yes the rocket too, and yes do not load your copter.

Continue attacking Flak's air units with missiles and anti-airs, go for the bombers first and then the fighter if you have many left and want to spare your copters. Attack the tank with your rocket and mech if possible (don't worry about capturing, have your infantry start with it again). If you don't need it for protection or to lure the enemy fly your t-copter out of the fighter's range.

 5.1.5 Lash Out

Rank: S
 CO: Sami
 vs: Lash
 Level: **

Speed: 100/100
 6 days, 7 days max or the mission is failed.

Power: 100/100
 Destroyed all units

Technique: 100/100

_____	_____
Destroyed: 1/13	Survived: 12/13

Mech	2 Mechs
	2 Tanks
	1 APC
	1 Artillery
	1 Rockets
	1 Battleship
	1 Cruiser
	1 T-copter
	1 Lander
	1 Sub

Cities	Factories	Airports	Ports
6	1	0	0

This map only has a single factory to the north-west and Lash's infantry is only four spaces away from it, so it'll capture it and finish before you get there. He'll only build infantries that you can hold back if you use your APC and T-copter along with your Mechs to block the factory. Stand on the three spaces around it (south, west and east).

Send a Mech to the north with the APC, move the other north-western Mech even more north-west.

Attack the rocket with your battleship and send your two tanks with the lander, have the two tanks take out the anti-air the next rounds working together with the battleship. The lander should go back and forth again taking a mech and the artillery or rocket.

Load your t-copter in your cruiser and, attack the sub. Keep your sub out of Lash's cruiser's attack range.

5.1.6 Andy's Time

Rank: S
CO: Andy
vs: Flak
Level: **
Speed: 100/100
11 days
Power: 100/100
Destroyed all units

Technique: 100/100
0 units lost

Cities	Factories	Airports	Ports
13	6	0	0

First of all send your pre-deployed t-copter loaded with the infantry north-west towards the base, always staying out of the cannons range.

Build recons and infantry and an anti-air after three or four days and advance north. Flak will only build infantries so you'll be surprised how easy it is to destroy all of his units. That won't win you the match unfortunately. You have to destroy the cannon. Build one md. tank, and some indirect units to take on the cannon.

Don't go much west, you can send an infantry over there and capture the sole city out of the cannons range, if you go further the cannon will only shoot at you.

5.1.7 Test of Time

Secret Neotank lab map, se 1.6.14 Flak Attack for further details.

Rank: S
CO: Andy
vs: Flak
Fog of War
Level: ***

Speed: 100/100
7 days max or the mission is failed

Power: 100/100

Technique: 100/100

Destroyed: 1/9	Survived: 8/9
1 Mech	1 Infantry
	1 Recon
	1 Tank
	1 Md. Tank
	1 APC
	1 Artillery
	1 Rockets
	1 Anti-Air

Cities	Factories	Airports	Ports
10	0	0	0

 ..
 Sami tells you that there's an indirect unit in on of the north forests, and on in the east forests, near the enemy HQ. Have a recon park between two of the forest to check to at a time. You can save before you do this and restart if you don't find it.

The rest of Flak's units are located just to the north of your HQ, except a lander in the only reef in the middle of the map, and an infantry to the east of the bridge (and of course the two indirect units mentioned above).

Concentrate most of your fire on the units to the north, have the tank cross the bridge along with the APC, loaded with an infantry. Use these units to locate and destroy the eastern indirect unit. When you've taken the control over the north units continue around the lake, have your recon scout for the indirect unit in the middle-north forests.

 5.1.8 Liberation

Rank: S
 CO: Max (recommended), Sami or Andy
 vs: Flak
 Level: ****

Speed: 100/100
 13 days

Power: 100/100
 Technique: 92/100

Cities	Factories	Airports	Ports
15	6	1	0

 This map clearly stands out of the rest Orange Star maps in difficulty, it really should be a bit tougher than the others since it's the last in this country. I'll quote Hachi here: "Don't get discouraged" (and don't think about the fact the difficulty meter goes up to ten, and this a four :)).

A new thing is discovered here, it's a factory and pipe, in the pipe you can

see something called a pipe seam, it's the pipe's weak spot. It has 100 HP and can be destroyed with a regular md. tank or bomber. In this level I recommend a bomber.

The first three days should be used for building APCs with infantries. Build the APC in the north-west base and the infantry in the south-west. Have the first APC go west for the west base, the second should go north-west for the airport and the third for the base south of the airport. When you're finished with the APCs build a recon, then a tank at the bases close to your HQ, then build the rest on your newly built bases. "The rest" of what you build should be mainly tanks and a few recons, and an anti-air to get rid of the infantries and mechs.

You'll see that Flak has a little group of infantries, mechs and a recon in the north-west, don't go to the bridge and block them, they will only destroy your APC, wait for them to come forward, then attack.

Try to block the factory as good as possible. When you get control of the east side, place a tank or a recon in the east most port, and try to block the rest. This way there will be no anti-airs or missiles to bother your bomber.

As mentioned above build a bomber and fly it directly to the pipe seam and win the level. You can save right before you do this and increase your power and technique scores by building more and killing more of Flak's units.

I recommend going to Blue Mon first, because the levels there are easier than the yellow comet ones. This will give you a smother difficulty curve.

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5.2 Blue Moon

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- 5.2.1 Reclamation
- 5.2.2 Toy Box
- 5.2.3 Tanks!!!
- 5.2.4 T Minus 15
- 5.2.5 Neotanks?!
- 5.2.6 Nature Walk
- 5.2.7 Two-Week Test (A rank)
- 5.2.8 Factory Blues

5.2.1 Reclamation

Rank: S
CO: Colin
vs: Lash
Level: **
Speed: 100/100

16
Power: 100/100
Technique: 95/100

Cities	Factories	Airports	Ports	Silos
6	7	3	0	0

At the beginning build infantries, then an APC and an infantry. Capture the base and airports first, then the cities. Build some reconns to hold back Lash's infantries in the south. Continue to capture and build a lot of tanks and reconns. Build some artillery or rockets to. Lash will also build an artillery that will cause a lot of damage to your units.

Build a few battle copters and then bombers at the airport. A T-copter with an infantry to capture the enemy airport and then HQ is a good idea. You don't have to capture the HQ, you can destroy all enemy units in about the same time limit.

5.2.2 Toy Box

Rank: S
CO: Olaf
vs: Lash
Level: ***

Speed: 100/100
16 days

Power: 100/100
Destroyed all units

Technique: 95/100
Lost a couple of tanks and infantries.

Cities	Factories	Airports	Ports	Silos
7	5	0	0	0

| _____ | _____ | _____ | _____ | _____ |

=====

Lab Map Location:

Capture the city on the weird looking island in the south (to the center) of the map and you'll gain access to the Neotanks! mission where you'll get the chance to capture the Black Hole's lab and get the intel needed to build a Neotank

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The first two days build infantries on both bases, send the south one for the base in the center of the map and send the north one for the base west, east of the river. From second batch of infantries send the south one for the city where the map is, send the north one for the city south-west of it.

Continue building a mixture of infantry, recons, anti-air and mostly tanks, try to hold Lash under control in the south and stop production or capture the north base.

5.2.3 Tanks!!!

Rank: S
CO: Grit
vs: Adder
Level: **

Speed: 100/100
8 days (maximum limit)

Power: 100/100
Destroyed all units

Technique: 100/100

Lost: 2/12	Survived: 10/12
2 Recons	2 Infantries
	2 Recons
	2 Artillery
	4 Rockets

Cities	Factories	Airports	Ports	Silos
3	0	0	0	4

Adder has 8 md. tanks, 4 mechs and 4 recons. The most dangerous unit is actually his mechs because they can cross the mountains and cause a great deal of damage on your rockets. The md. tanks are placed in the vest, and the mechs and recons right below them.

Grit moves all of his units in one direction, sometimes, the direction might change after three or four days, but move the rocket furthest away, closer. It's also an advantage to place your rockets on cities, there they get better defense and can recover if they do get attacked, they also gets supplied with ammo. Hide your artillery in the woods.

Move one of your infantries east, going for the missiles, and keep the other close by the west most rocket. Use the recons to find Adder's md. tanks, but try to keep them in the forests, or else they'll be spotted and you'll lose them very quick. Always move your recons and infantries last, unless the infantry is firing a missile. This is because when you move the infantry away from the md. tanks you don't see them anymore and can't fire at them with your rockets.

5.2.4 T Minus 15

Rank: S
CO: Olaf and Andy
vs:
Level: ***

Speed: 100/100
14 days

Power: 100/100
Destroyed all units

Technique: 100/100

Cities	Factories	Airports	Ports	Silos
17	1	1	0	0

Here you are co-operating with Orange Star CO Andy, Andy doesn't have any bases or infantry to capture bases. He only has battle copters, a bomber and a fighter, which comes in handy. Remember to bring the APC because around day 13 or so the units will start to run out of gas. First take three of your copters west to destroy all the units there except the artillery, it doesn't cause any harm and it's in the missile's attack range. Take on the pipe seam with your bomber and fly south to help Olaf out there.

Olaf's job is to capture the eight cities surrounding the missile. He only has two infantries and two mechs, and no factory to produce more, so don't use

them in combat, only for capturing. First use them to capture the cities right to the west of them, then when you get control of the area in the middle, you should start capturing at least one city by day 6.

Use the rest of your northern units flock around the pipe seam, and have one attack it so that the Andy's bomber can take it in one day. Move all of your units in the middle, west, out of the rockets range. Attack the rockets with tanks and move the rest forward the second day. Gather all of your units in the north with the ones in the middle, and continue attacking, stay out of the north-western rockets range.

In the south take on the air force there as best as possible, take the bombers first, then the battle copters. Capture the airport and build bombers.

When you start to get control in the middle, move some of your units south. Stop production on the base in the west around day thirteen and you'll finish all of the enemy units soon after that. Remember that it isn't enough to destroy all of the enemy units, you have to capture the cities.

5.2.5 Neotanks!?

Rank: S

CO: Colin (recommended), Grit or Olaf

vs: Lash

Level: ***

Speed: 100/100

15 days

Power: 100/100

Destroyed under half of the enemy units

Technique: 100/100

Cities	Factories	Airports	Ports	Silos
14	8	1	0	6

Build three infantries the first round, send the east one east, the west one west for the airport, firing the north missile silos on the way, aim at the HQ.

Send the north one north, firing the missile silo at the HQ.

The next day build an APC on the east base and an infantry on the north. Move the APC east and then load it with the infantry from the first day. Move the

infantry on the north base south-east towards the two cities were the road turns. Try to capture the airport. Fire a third missile at the HQ. Reinforce at the airport with tanks and artillery. Send an APC with an infantry north to capture the HQ around day 12. Send tanks the next rounds to help it out.

5.2.6 Nature Walk

Rank: S
 CO: Grit
 vs: Lash
 Level: ****

Speed: 100/100
 8-9 days

Power: 100/100
 Destroyed 7-9 units

Technique: 100/100

Lost: 1/20	Survived: 19/20
1 Tank	2 Infantry
	1 Mech
	2 Recon
	2 APC
	3 Tanks
	2 Md. Tanks
	4 Artillery
	2 Rockets
	1 Anti-Air

Cities	Factories	Airports	Ports	Silos
16	0	0	0	0

The name here should give you a little hint of what to do here. Walk in the nature (forests). This way you don't need to worry about the enemy attacking you or the cannons firing at you.

Send a recon north along the west side to stand on your HQ, it should be there by day eight. Advance slowly but certain north until you get five or so spaces

south of the colony of cities. You'll see some Mechs and infantries that will retreat back to the cities. When you've come to the road in front of the colony of cities stop. Move all of your indirect units ahead and attack.

The round before your recon goes up to your HQ attack with everything you've got to get your power score up. The power score doesn't need that many units killed, the thing to worry about is technique, if you're not fast enough.

5.2.7 Two Week Test

Rank: A
CO: Colin
vs: Lash
Level: ****

Speed: 100/100
14 days

Power: 100/100
Technique: 75/100

Cities	Factories	Airports	Ports	Silos
20	11	2	0	0

Here you have to hold Lash back as good as you can for 14 days. When 14 days have passed and you're still alive you've won the mission.

First build infantry and capture bases and cities. Then build tanks to have in the front in the bottleneck, a few spaces to the south-east of your HQ. Then build artillery and some rockets to fire at Lash's units from a distance.

Refresh your front with new tank, if you can do this before the tank in the front is completely destroyed you can increase your technique and maybe get a better rank. Build an anti-air when you see that Lash builds a battle copter, a bomber and more copters will follow.

Don't advance past the bottleneck, you'll only lose more units and it's not that difficult to get a decent power score.

5.2.8 Factory Blues

Rank: S

CO:
Colin (recommended), Grit or Olaf
Max (recommended), Sami or Andy

vs: Lash
Level: ****

Speed: 100/100
16 days

Power: 100/100
Technique: 100/100

Cities	Factories	Airports	Ports	Silos
18	7	2	0	3

Let Max capture the two cities to the north of his units and the west airport. With Colin's cheap units he needs all the bases he can get. Capture the cities in the middle with Max. Let Colin have the east airport.

Don't fire the missile silos once you reach them, wait a few days until Lash has built some expensive units.

Build tanks and anti-air with Colin. The sooner you block the factory, the easier this will be, when you have blocked the factory. Go for on of the factories at each of the sides of the pipe. She'll start producing mechs when she feels this isn't going her way. have some anti-air ready to attack the mechs.

Use the west airport and make copters with Max, have one go at the pipe seam. The rest will the bomber Colin builds at his east factory take care of.

5.3 Yellow Comet

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- 5.3.1 Silo Scramble
- 5.3.2 Sensei's Return
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- 5.3.6 A Mirror Darkly
- 5.3.7 Sea of Hope
- 5.3.8 The Hunt's End

5.3.1 Silo Scramble

Rank: S

CO: Kanbei

vs: Flak

Level: **

Speed: 18 days/100 points

Power: 100/100 points

Technique: 100/100 points

Cities	Factories	Airports	Ports	Silos
11	6	0	3	10

Build an infantry the first day and an APC to take it down to the center island with all the missile silos on the second. Build infantries to capture the cities in the north, send an infantry south to fire the two missile silos.

When you first arrive at the island with all the silos, don't go nuts and fire them all at Flak's lonely tanks or three of his infantries. Wait until he builds more powerful units so that the missile does more damage. Capture the factories and build tanks and artillery. Use the APC to hold the enemy back until you have finished capturing the city.

Don't bother with building anything at the ports, just capture them to get funds. Flak will build a Lander, but it'll stand at the port throughout the battle. When you start to close in on the HQ destroy the rest of the units. You can bring an APC with an infantry for safety, but you probably won't be needing it.

5.3.2 Sensei's Return

Rank: S

CO: Sensei

vs: Adder

Level: ***

Fog of War

Speed: 99/100 points

19 days

Power: 100/100 points

Technique: 98/100 points

Cities	Factories	Airports	Ports	Silos

10	6	2	0	0	
_____	_____	_____	_____	_____	

This map must be perfect for Sensei. At the beginning make some infantry and send one north to the peninsula above and capture the base and airport. Have some other infantries go west and capture the cities over there, making a t-copter for them too would be a good idea. When you feel you have captured enough bases, start making a lot of battle copters (Sensei's specialty).

It would be a smart to have a couple of tanks at each side to take care of the Anti-Airs. His anti-air can go either way, on the peninsula or in the west. It'll be a pain either way if you don't have a tank to take it out. On the west were the three cities are you will stop up and be slowed down. Build an artillery to use there and the process will be speeded up.

Adder will build a missile and hide it in a forest near his HQ or on it around day 10-12 or so. Be careful and take that out as soon as possible. You should have at least two copters, one to find the missiles and at least one to take it out. The reefs should be safe.

I was going for capturing the HQ, but I blocked Adder's bases and took down all his units instead.

5.3.3 Show Stopper

Rank: S
CO: Sonja
vs: Adder
Fog of War
Level: ****

Speed: 99/100 points
24 days, minus one point for each additional day.

Power: 100/100 points
Technique: 84/100 points

Cities	Factories	Airports	Ports	Silos	
_____	_____	_____	_____	_____	
16	5	0	2	0	
_____	_____	_____	_____	_____	

Lab Map Location:

Capture the west most natural city of the two cities to the south-west of the black cannon(yes, all the way over there) and you'll gain access to the Sea of

Hope mission where you'll get the chance to capture the Black Hole's lab and get the intel needed to build a Neotank.

At the beginning build APCs and infantries and capture the two other bases along with the rest of the nearby cities. Adder will overwhelm you around day three or four, so on the third day you should build an anti-air and always have two with you that has around 9-10 HP. Later Adder will surprise you with three copters coming out of nowhere, these will be very hard to take down

Adder has two bombers that can be really annoying if you don't have an anti-air. He also have three or four battle copters to watch out for. I've also located three dangerous rockets. The first one is on the east of the two cities to the south-east of the big cannon. The second one in the east city of the two to the north-east of the cannon. The third and last is in one of the forests to the west of the cannon.

Focus your building mainly on tanks to take out long distance units and recons, and when you're finished with the first wave of units and focus on the cannons build md. tanks.

5.3.4 Duty and Honor

Rank: S
CO: Kanbei
vs: Adder
Level: ****

Speed: 100/100
14 days

Power: 100/100
Technique: 98/100

Cities	Factories	Airports	Ports	Silos
14	0	0	0	0

There are two lasers here that will fire every second day (day 2, 4, 6, 8 etc.) So, on these days be careful and stay out of they're range. You have more to worry about here. The ten<cities in the north-east will be finished captured by day 10. If you haven't damaged on of the capturing infantries or mechs by the tenth day, you will loose.

The first day you don't have to worry about the lasers. Just move you're army along the road. As far as each possible, have your regular tanks go first. Watch out for the tank and artillery in the south-east. They'll sneak up on you from behind if you don't take them out. Let them sneak up on you,

but make sure you attack them first. Send your mechs east over the mountains, and load your APCs with infantries.

Move an artillery north towards the north-west laser. Place it in the laser's range the day after it has fired. This way you can take it out in two days without it fires at you.

Take out the second south-east laser with mechs and then rockets, you'll take it out in one day.

5.3.5 Foul Play

Rank: S
CO: Sensei
vs: Adder
Level: ****

Speed: /100 points
10 days

Power: /100 points
Technique: /100 points

Cities	Factories	Airports	Ports	Silos
17	6	4	0	3

Adder has only got a couple of bases that you don't have to worry about, he will use most of his founds repairing his units. Your army has been divided in half by a series of pipes. Send three or so bombers north to blow up the pipes. The rest of the southern army should advance east, blowing up everything, and fire missiles.

Your north western army will struggle a lot, but no need to worry, just try to hold on the best you can until you get reinforcements from the south. Take the med. tank and an artillery and blow up one of the north western pipes, build infantries that can capture the base and airport there.

I would recommend building mostly bombers, maybe some copters if you don't have the founds for a bomber. In the beginning it might be a good idea to build some med. tanks to. It shouldn't be necessary to build any expensive units in the south, concentrate your building on the north western bases.

5.3.6 A Mirror Darkly

Rank: S
CO: Sonja
vs: Lash
Level: ****
Speed: 12 days 100/100
Power: 100/100
Technique: 97/100

Cities	Factories	Airports	Ports	Silos
10	0	0	0	0

In this level Lash only has to be on your HQ with any unit to win. Like you did to win in the Blue Moon mission Nature Walk. Because of this it's very smart to have a unit standing on your HQ. So don't move any of the units around the HQ.

Move your mechs on to mountains to get a much greater vision range. Move them on mountains that are protected with an other row of mountains in front so that the tanks and anti-airs don't kill them. They can still be damaged with other mechs, infantries, rockets and artillery.

Placing the rockets and artillery is most important for success here. Have at least one rocket at each side of the HQ. One that can fire at the south tank, and another that can fire below the south tank. Spread the rest of the rockets and artillery as even as possible, as close to the mountains as possible. You shouldn't need to move them any more after the second or third day Use your APCs to supply with ammo. Take on the units that are closest to your HQ first, take on different units, because Lash will merge damaged units.

5.3.7 Sea of Hope

Rank: S
CO: Kanbei (recommended), Sensei or Sonja
vs: Adder
Level: *****
Speed: /100
Power: /100
Technique: /100

Cities	Factories	Airports	Ports	Silos

17	3	5	2	0	
_____	_____	_____	_____	_____	

Don't get overwhelmed by all of Adder's units. He doesn't have any factories to build ground units. Use t-copters to capture the airport and port on the island five or so spaces to the north. Buy tanks and anti-air. Use your tanks to advance along the road, watch out for the rockets and later the battleships. Remember to build artillery and rockets too. These will come in very handy at the last bridge before the island where Adder has his HQ.

Take out the rockets you can reach with Sami's battleships. When you've taken out the ones that haven't fled out of your range, take out any other units you can reach. Then place your surviving ships south of the last bridge to Adder's HQ island.

I recommend not getting involved in the sea battle and let the subs live and go for capture instead. Load a t-copter with an infantry around day 13 or 14. From then on build bombers and bombe battleships, cruisers and the units surrounding Adder's HQ.

5.3.8 The Hunt's End

Rank: S
CO:
Kanbei (recommended), Sonja or Sensei
Max (recommended), Sami or Andy

vs: Adder
Level: *****
Speed: /100
Power: /100
Technique: /100

Cities	Factories	Airports	Ports	Silos	
_____	_____	_____	_____	_____	
22	11	2	4	0	
_____	_____	_____	_____	_____	

Kanbei:

Load an APC with an infantry and capture the east most base. Build an infantry to capture the cities. Send another APC the next day and capture the middle base.

Build anti-air, tanks, md. tanks, artillery, rockets and neotanks if you've got them. Try to attack Adder the best you can from both sides of the mountains, use a lot of indirect units. Keep pushing Adder back. If you feel you have control and enough money you can build a battleship, but it isn't necessary. Block the factory with landers.

Max:

Build two infantries and capture the cities and the port and build a lander and another two infantries. Send the first lander to the north, and build a second that you send to the east island. Capture all cities and continue sending units north with your landers. Send and build artillery and tanks, and later you might need a md. tank. Build bombers and battle copters to take out the cannons and later the pipe seams when you get Adder's missiles and anti-air under control.

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5.4 Green Earth

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- 5.4.2 Sinking Feeling
- 5.4.3 Drake's Dilemma
- 5.4.4 Rain of Fire
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- 5.4.6 To the Rescue
- 5.4.7 Navy vs. Air
- 5.4.8 Great Sea Battle

5.4.1 Sea Fortress

Rank: A
CO: Eagle
vs: Hawke
Pre-deployed
Level: *****
Speed: /100
Power: /100
Technique: /100

Here you are with a lot of air units versus a lot of anti air units. Who will win? You have about twice as many units as Hawke, still this isn't an easy level.

The trick here is aiming at one side at a time. So I suggest going with full force on the south side. It's great if you use your Super CO power when you start attacking the main island. When going for the first missile make sure you attack it on the east side, that way you'll be out of reach for both of the missiles.

Check the range on everything, after you have finished the fighters and battle copters, use your remaining fighters as bait. Be very careful with your

bombers they are the most important unit here.

5.4.2 Sinking Feeling

Rank: S

CO: Jess

vs: Lash

Level: *****

*

Speed: 15 days, 17 max 100/100

Power: 100/100

Technique: 100/100

Lab Map Location:

Go to the western island and capture the southernmost city and you'll gain access to the Danger X9 mission where you'll get the chance to capture the Black Hole's lab and get the intel needed to build a Neotank

Here you have 17 days to destroy the Black Hole Army's nine battleships that are in for repairs. They can't fire at you, the only thing they'll do is to unite when they are around 5 HP.

In the first round use your anti air as a bait for the tank and move the rest forward, out of the tank's attack range. Capture the port and build a lander and sail north-west if you're going for the lab map. Go for the southeast base when it's safe, later on you'll go and capture the middle-west one.

You don't need any more ground units other than anti-air, rockets and artillery. Build an anti-air once you have captured the first base. Use the rest of your funds to build battleships, and maybe a cruiser to take on the air force. The air force will be your number one enemy once you got sufficient anti-air (around three) the rest of the level will be a breeze.

Use rockets, artillery, battleships and your pre-deployed tanks to destroy the battleships.

Advance all the time don't wait for the enemy to come to you.

5.4.3 Drake's Dilemma

Rank: B
Points: 209
CO: Drake and Kanbei
vs: Hawke
Fog of War
Level: *****
Speed: 21 days 100/100 -1 point for each additional day.

Power: 30/100
Technique: 81/100

Here you team up with yellow comet CO Kanbei. Drake has a lot of varied sea units and a base, capture the other base with an infantry, leave the rest for Kanbei. Drake should be building battle ships, his subs and cruisers are useless at anything except locating rockets etc.

Be aware of these units:

A rocket and two artilleries to the west where the sea that drake starts in turns into a river.

A rocket near the water in the north-east part of the map.

A rocket to the east of the black cannons in the north most forest.

Drake:

Drake has a lot of varied sea units and a base, capture the other base with an infantry, leave the rest for Kanbei. Drake should be building battle ships, his subs and cruisers are useless at anything except locating rockets etc.

Take out the units surrounding the sea, then move south hiding in reefs and one east of the last rocket. From the south most reefs you should be able to destroy the east Black Cannon, to get the vest one sail a couple of battleships three and four spaces south of it and take it out from there. When I did this my battleships were completely safe, they didn't get hit once in two turns.

Kanbei:

Kanbei should try to hold back Hawke as well as he can. After capturing surrounding units and firing missiles. Build mostly tanks. Around day 15 or so Hawke will build some neotanks, so watch out for them.

Rank: S
CO: Jess
vs: Hawke
Level: ****
Speed: 20 days 100/100
Power: 100/100
Technique: 100/100

First lava pattern (day 2, 4, 6, 8, etc.)

One west of the north-east bridge.
Between your north-east base and your south-east base, then one to the east.
(road) or between your north-east base and the city to the east of it. (grass)
Between the two cities in the north-west (east of the river).

Second lava pattern (day 3, 5, 7, 9 etc.)

The east most city of the three south of the volcano. (city)
One east of the north-east bridge.
Three east of the south-east most south-western bridge. (North of the second
forest).
On the road corner to the north-west. (road)

This is a very easy map once you know where to watch out for the lava stones.
Speed shouldn't be a problem, neither should power or Technique.

Build infantry and go for the base between the two rivers in the south, the
first one (drive past one bridge). Then take the second base you come to in
the north (drive past two bridges). After this you'll most likely see the
enemy going south to fight against you on your east bases. In the north there
will only be a couple of units that won't be a problem.

So use most of your funds in the south-east part, only building a tank once in
a while to the north-west. Build mostly tanks, and Md. tanks when you get
enough funds. Have some infantry ready too to capture cities as you advance.

5.4.5 Danger X9

Rank: S
CO: Eagle (or Jess and Drake)
vs: Hawke
Level: *****
Speed: 10 days 100/100
Power: 100/100
Technique: 85/100

| Cities | Factories | Airports | Ports | Missile Silos |

14	3	2	1	0

Here you have ten days to capture the enemy lab. Go for killing all units with bombers as Eagle or fly a T-copter to the base and capture it. Here is how to do it using the first strategy.

Build an anti-air at your west base and an infantry at your middle base, the one closed of by the pipes. Move the rest of your unit north, and your battle ship between the two reefs and the cruiser in the north-west reef.

From here on build only bombers. There's an anti-air to watch out for. You'll see it between the pipes around day 3 to 5. Bomb the north-east pipe with a bomber. He also have two rockets and artillery that will easily take out your ground units.

5.4.6 To the Rescue

Rank: S
CO: Eagle and Sami
vs: Adder
Level: *****
Speed: 6 days 100/100
Power: 100/100
Technique: 100/100

This looks really hard, it is. Use your bombers and Lightning Strike wisely and it won't be that hard. I don't know the speed limit for the level, but I think it's a lot more than six days. It's easier if you do it faster, that way the enemy doesn't have the time to think and find out what you're doing before you win.

Move the two bombers and one of the fighters north along with an anti-air. Move the rest south, but don't go more than one step past the river because of the laser cannons. If you see the way the canons are laid out there are two beams next to each other going in every direction.

As Sami make sure you're out of the fire range of the surrounding rockets. Cities have good protection.

The next day take out the south-east laser with one of your bombers, move the other one north. Damage the fighter with your anti-air and destroy the bomber with your fighter. Take out on bomber to the south with your fighter, take out a battle copter with two copters and the last battle copter with the anti-air. Move your third battle-copter north, out of range of any missiles.

You should have the lightning strike the third day so that you can take out

the north-east laser and the south-west. Move your copter further north, still try to be out of range from missiles. Use remaining units to attack any enemy units that you see fit. Move fighters towards the middle to help out Sami.

Go for the north-west laser canon with your hopefully undamaged south-west bomber. Use the other bomber or battle-copter to finish of the north-east laser canon if you didn't finish it last round.

5.4.7 Navy vs. Air

Rank: S
CO: Drake
vs: Hawke
Level: *****
Speed: 20 days 100/100
Power: 100/100
Technique: 100/100

I really enjoyed playing this level, one of my favorite levels.

At the beginning you'll see that Hawke has six battle copters. These won't be a problem first time they won't even try to attack the cruisers, the second time to of them destroyed one of my cruisers. Be careful and try not to get hit by a battle copter first. When you see that Hawke builds a battle copter, make sure you are out of range, then go in and attack it. He never builds two copters in a row.

Here you need a lot of infantries, on the big south island there's plenty of cities that needs to be captured. Funds here won't be a problem at all. Where the south-east bridge is you'll be stuck for a long time. Build some artillery and rockets to get past that bottleneck quicker. Then continue and destroy all his units at the end he'll try to make as many mechs as he can to stall you, but, no worries, 20 days is more than enough days needed to complete this level.

5.4.8 Great Sea Battle

Rank: S
CO:
Eagle (Drake and Jess are not recommended)
Max or Sami (Andy is not recommended)
Kanbei (Sonja and Sensei are not recommended)
vs: Hawke
Level: *****
Speed: 25 days 100/100
Power: 75/100

Cities	Factories	Airports	Ports	Missile Silos
40	12	7	5	7

There are two good ways to take out the pipe seam. You can attack it with Eagle's bombers, or destroy it with Kanbei's rockets from the south. Since it's really hard just getting over the bridge to Hawke's factory, I recommend the latter option with Kanbei.

Max or Sami:

Capture the properties to the south together with Eagle. As Sami build mostly mech's together with a few tanks, md. tanks and anti-airs. As Max build mostly tanks, md tanks, neotanks and anti-airs. Try to advance past the bridge and destroy as much as possible.

Eagle:

Destroy the huge cannon with a bomber as soon as possible, then destroy the two small north cannons with bombers. Build mostly bombers, but have some fighters ready because Hawke will build three or four of them throughout the match.

Kanbei:

Capture the cities and bases in the eastern island. Then move north and take out the eastern small cannon then the big one. Take the northern base and build two rockets. Fire first at the small cannon south of the pipe seam, then move the second one forward and destroy the pipe seam.

Then it's on to get Black Hole at their "turf".

5.5 Black Hole

Index:

5.5.1 Hot Pursuit

5.5.2 Final Front

5.5.1 Hot Pursuit

Strategy no.1 by pugamber@yahoo.co.uk

Rank: S

CO:

Andy (Sami and Andy are not recommended) (right)

Grit (Colin and Olaf are not recommended) (middle)

Drake (Jess and Eagle are not recommended) (left)

vs: Sturm

Level: *****

*

Speed: 83/100

32 days

Power: 100/100

Technique: 100/100

General tactic was to build a couple of infantry units with Grit, then ONLY rockets, moving them up and taking out the cannons at the front. No units for Drake on the first go, Subs on the second, and sacrificing it, so that you gain the tsunami. Halves fuel, strands submarines and tanks. (You can do this again later, (move units into range of the black cannons. They never die, so you CO power just goes up) and then the enemy runs out of fuel just outside the outer ring of piping!) Eventually build B-ships, run them up the left and

take out the lasers and rockets. But don't take the lasers out until you're

ready with about 6-8 Grit-rockets by the exit... Andy's job is to take out the right hand side navy, right side laser, and DECOY! Once you've built a battleship to go up the right and take out the laser, build Neotanks and Bombers. Whenever Sturm looks like he's bout to use his meteor strike, bunch them all up so he hits them, and not Grit's amassed rockets. Use his CO power/cities to repair all the units, and wait for the hit.

To finish up, (having let the enemy out and blown them all up, either with Drakes B-ships off the west coast, or Grits Rockets out the centre...) move all

your rockets (should have about 8 for Grit, extras from the other two if you had time/cash) right up to the outer pipe, using bombers and Neotanks as decoys

for the Black Cannons. Once you have each opening jammed with 2 rockets, use Grit's Super Snipe (You DID save up the CO power, right? Well, you should read

thru the whole help before you start!) and take out all the BC's in one turn!

I managed to do this with a ridiculous amount of cash left for each side (80k+), and was doodling around trying to get Sturm's units into the lasers (didn't work...)

Lost a rocket or two of Grit's (charging Sturm Med Tank), a Drake Sub (Trying to take out navy that way, don't bother... Build Rockets, and give

the B-Ship too many targets) and an Andy Rocket or two...

Strategy no.2

Rank: A

CO:

Max (Sami and Andy are not recommended)

Grit (Colin and Olaf are not recommended)

Eagle (Jess and Drake are not recommended)

vs: Sturm

Level: *****

*

Speed: 96/100

24 days

Power: 68/100

Technique: 100/100

In this map you'll have the most use for Grit and Eagle, so leave a lot of bases for them. Don't break the inner pipe seams, that will only make the enemy comes after you with a lot of neotanks. Take out the black cannons form between the pipes with Grit's rockets.

Max:

Don't capture too much cities as mentioned above. Concentrate your building on neotanks if you've got them. If not build md. tanks and tanks.

Grit:

Capture the two factories to the north-east of Grit's HQ. Start building rockets, leave one rocket near your HQ to take out the battleship, cruiser and sub (battleship first). Then take out the small cannons, then the pipe seam (out of the big cannon's fireing range, they overlap each other so be careful) When the small cannons are destroyed capture the cities that were in their fore range. Go through the pipe seam with your rockets and get help from Max to take out the west laser, then go for the black cannons.

Eagle:

As Eagle you'll need to be a bit clever to lure the cruiser. On the first day build an infantry and move it west towards the bases. Then build a t-copter on the second day and send it north to block the cruiser. Destroy the cruiser with a bomber you have to build the third day. Then continue making bombers. Go for the small cannon, then pipe seam, then finally the laser, missile, rocket, and two md. tanks.

If you feel like you have enough units you can break one of the inner pipe seams and try to increase your power score. Keep in mind this will most

likely decrease your speed and Technique score.

5.5.2 Final Front

Cities	Factories	Airports	Ports	Missile Silos
35	22	14	0	12

Max number of days for perfect speed: 25 days, -1 point for each additional day

vs: Sturm

Level: *****
**

Strategy no.1 by Kyle (wtlsk8brdr@aol.com)

Rank: S/A

CO:

Max (Sami and Andy is not recommended) (right)
Colin (Grit and Olaf are not recommended) (middle)
Eagle (Sonja and Jess are not recommended) (left)

Speed: 100/100

10 days

Power: /100

Technique: /100

Start with building infantry for all armies to start capturing cities. For Colin, this really isn't important, but it will get you more money. You should save money for Colin so he can buy a bomber. Eagle and Max should build units to protect their HQ. To build up your power rating, make sure to destroy some units while Colin's bomber makes its way to the Deathray.

Now for the bomber part. Move it up so it doesn't get hit by the black cannons, there is a place where both black cannons can't get you. Move away from the

deathray fire, like right next to the left cannon perhaps. Just look at their range for both units. Now, don't destroy the black cannons, you don't have time

because of the deathray. Sturm also has a missile launcher near the right cannon. It overlooked me so I flew right up to the deathray and destroyed it. Remember to destroy units for power and join and build units for technique.

Strategy no.2 by Rodney "Dark Mage Rubius" Hamilton (darkmagerubius@yahoo.com)

Rank: A

CO:

Sensei (left)

Colin (middle)

Max (right)

Speed: 100/100

18 days

Power: 80/100

Technique: 85/100

For the first few days...

Max and Sensei only build t-copters and infantry to take the single base by the pipes. Colin needs only 4 infantry to take the 4 empty cities.

After you take the 2 bases, Sensei just needs to hold off the attack. On his side while taking cities(etc.)

Max (for me) almost took his whole side on his own.

Colin needs to make bombers as a primary and a few misc. units to keep the area secure.

When you are ready... (should be about day 12?)

Get a small fleet of 2+ bombers from colin and apc to fuel them and take them up the right side when max has it secured enough and go for the death ray ... there was little resistance for the bombers and the deathray can be killed in 2 shots (i got about 72 ofthe first bombardment!)

Strategy no.3

Rank: C

CO:

Max or Sami (Andy is not recommended)

Colin (Grit and Olaf are not recommended)

Eagle (Sonja and Jess are not recommended)

Speed: 99/100

26 days

Power: 48/100

Technique: 26/100

Currently my rank here isn't good at all. The first time I did it, I got a B, but when I was going through while writing this walkthrough I only got a C. I got an overall of S so I didn't restart.

Here you are at last and hardest mission. You've got two black cannons stopping you from doing anything except defending yourself. You don't really have to take out more than one. If you get all the way to the cannons with a 9-10 HP bomber you might as well go for the death ray.

Be very careful about the death ray. I forgot it EVERY time, so save often so you can restart if you forget it.

Max:

You need to stand on the bridges and try to hold Sturm back. It might look easy at first glance, but don't fall for the temptation of helping your allies you'll have your hands full in a couple of rounds. Build different units, even an artillery or two can come in handy.

Colin:

You probably won't be able to get the factory to the north by the pipes, but you can get the two to the west, the two cities to the north. Focus mostly on neotanks and by some rockets if you have enough units to protect them from enemy fire. Just try to hold them back as good as you can.

Eagle:

Eagle will have it easiest, so that's the CO to use when you're going for the death ray.

Build a copter and fly for the north base by the pipes, stay out of the black cannons fire. Land on the base and drop your infantry north or east. Also capture the rest of nearby bases and cities.

Build some tanks, anti-air and bombers. Be careful, Sturm will build some Missiles that are going to give you a real hard time. Try to get to the east black cannon as soon as possible, then if you aren't hurt too much, go for the death ray.

Congratulations!

You have completed the Advance Wars campaign. Take a look in the battlemaps shop to see what Hachi just got in. Better start saving those points.

Now test your skills in the Hard Campaign, War Room, or try getting a S-rank in Campaign if you didn't get one. The game is far from finished.

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6.1 Orange Star

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6.1.1 Border Skirmish

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.1.2 Orange Dawn

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports

Cities	Factories	Airports	Ports
0	0	0	0

6.1.3 Andy's Time

Rank: S
 CO:
 vs:
 Level: ***
 Speed: days 100/100
 Power: units destroyed 100/100
 Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.1.4 Mountain Ops

Rank: S
 CO:
 vs:
 Level: ***
 Speed: days 100/100
 Power: units destroyed 100/100
 Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

| | | |

6.1.5 Sea for All

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.1.6 POW Rescue

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.1.7 Test of Time

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.1.8 Liberation

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.2 Blue Moon

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6.2.1 Reclamation

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.2.2 Toy Box

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports

Cities	Factories	Airports	Ports
0	0	0	0

6.2.3 Tanks!!!

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.2.4 T Minus 16

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.2.5 Neotanks?!

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.2.6 Nature Walk

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.2.7 Two-Week Test

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.2.8 Factory Blues

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.3 Yellow Comet

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6.3.1 Silo Scramble

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.3.2 Sensei's Return

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports

Cities	Factories	Airports	Ports
0	0	0	0

6.3.3 Show Stopper

Rank: S
 CO:
 vs:
 Level: ***
 Speed: days 100/100
 Power: units destroyed 100/100
 Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.3.4 Duty and Honour

Rank: S
 CO:
 vs:
 Level: ***
 Speed: days 100/100
 Power: units destroyed 100/100
 Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.3.5 Foul Play

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.3.6 A Mirror Darkly

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.3.7 Sea of Hope

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.3.8 The Hunt's End

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.4 Green Earth

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6.4.1 Sea Fortress

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.4.2 Sinking Feeling

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.4.3 Drake's Dilemma

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.4.4 Rain of Fire

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
--------	-----------	----------	-------

0	0	0	0

6.4.5 Danger X9

Rank: S
 CO:
 vs:
 Level: ***
 Speed: days 100/100
 Power: units destroyed 100/100
 Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.4.6 To the Rescue

Rank: S
 CO:
 vs:
 Level: ***
 Speed: days 100/100
 Power: units destroyed 100/100
 Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.4.7 Navy vs. Air

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.4.8 Great Sea Battle

Rank: S

CO:

vs:

Level: ***

Speed: days 100/100

Power: units destroyed 100/100

Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.5 Black Hole

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6.5.1 Hot Pursuit

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

6.5.2 Final Front

Rank: S
CO:
vs:
Level: ***
Speed: days 100/100
Power: units destroyed 100/100
Technique: 0 units lost 100/100

Cities	Factories	Airports	Ports
0	0	0	0

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7. W A R R O O M

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All the current War Room time limits are contributed by Ericku
(ericku@ignmail.com).

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7.01 Spann Island

vs: Andy
Level:

Time Limit: 10 days

Cities	Factories	Airports	Ports	Missile Silos
11	8	0	0	0

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.02 Moji Island

vs: Adder

Level:

Time Limit: 14 days

Cities	Factories	Airports	Ports
24	8	0	0

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.03 Duo Falls

vs: Max

Level:

Time Limit: 16 days

Cities	Factories	Airports	Ports
23	11	5	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.04 Sole Harbour

vs: Drake
Level:
Time Limit: 18 days

Cities	Factories	Airports	Ports
22	8	0	3

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.05 Pivot Isle

vs: Eagle
Level:
Time Limit: 15 days

Cities	Factories	Airports	Ports
17	10	4	3

Rank:
CO:
Speed: /100

Power: /100
Technique: /100

7.06 Land's End

vs: Lash
Level:
Time Limit: 15 days

Cities	Factories	Airports	Ports
23	12	3	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.07 Kita Straight

vs: Sami
Level:
Time Limit: 25 days

Cities	Factories	Airports	Ports
31	9	0	7

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.08 Point Stormy

vs: Olaf
Level:
Time Limit:
15 days

Cities	Factories	Airports	Ports
24	14	4	4

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.09 Ridge Island

vs: Grit
Level:
Time Limit:
12 days

Cities	Factories	Airports	Ports
17	8	0	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.10 Mial's Hope

vs: Sensei
Level:
Time Limit:
25 days

Cities	Factories	Airports	Ports
29	14	9	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.11 Bounty River

vs: Flak
Level:
Time Limit: 27 days

Cities	Factories	Airports	Ports
27	16	0	8

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.12 Toil Ferry

vs: Hawke

Level:

Time Limit: 20 days

Cities	Factories	Airports	Ports
17	8	8	6

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.13 Twin Isle

vs: Jess

Level:

Time Limit: 20 days

Cities	Factories	Airports	Ports
29	8	0	0

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.14 Dire Range

vs: Colin

Level:

Time Limit: 32 days

Cities	Factories	Airports	Ports
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31	14	10	0

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.15 Egg Island

vs: Kanbei

Level:

Time Limit: 41 days

Cities	Factories	Airports	Ports
26	18	0	9

Strategy by Chris Snavely

Rank: S

CO: Grit

Days: 13 days

Speed: 100/100

Power: 100/100

Technique: 100/100

Kanbei is a jerk. His units will work you solidly. But luckily, you can exploit his weakness in a major way. His massive costs force him to decide which bases to build from, and he always chooses to build with the ones up nearer to your little island, leaving his HQ defenseless. So just run on in and take it. That would make you think Sami is the best CO for the job, but I'd recommend Grit, because his Battleships do plenty of damage, and his rockets can reach Kanbei's units before the cretin gets near.

Basically, on your first turn, build 2 infantry so that they could enter a lander on the left port. On the second one, build that lander and load. From then on, run that lander down to Kanbei's HQ. Save up for a battleship, and then get some artillery to prevent landfall by the landers. Move that artillery onto the beaches and the other port. Then get a few rockets and wait for your super power (if all goes well, you will get it near the end) and waste him!

7.16 Terra Maw

vs: Sonja

Level:

Time Limit: 32 days

Cities	Factories	Airports	Ports
27	16	5	5

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.17 Stamp Island

vs: Drake and Eagle

Level:

Time Limit: 15 days

Cities	Factories	Airports	Ports
26	19	13	11

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.18 Rivers Four

vs: Sonja and Lash

Level:

Time Limit: 20 days

Cities	Factories	Airports	Ports
26	17	0	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.19 Ring Islands

vs: Olaf and Grit

Level:
Time Limit: 26 days

Cities	Factories	Airports	Ports
43	24	0	15

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.20 Last Mission

vs: Andy and Nell (Chris Snavelly corrected the second opponent from Sami to Nell.)
Level:
Time Limit: 30 days

Cities	Factories	Airports	Ports
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31	20	10	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.21 Pay Dirt

vs: Colin
Level:
Time Limit:
21 days

Cities	Factories	Airports	Ports
14	7	4	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.22 Long Road

vs: Jess
Level:
Time Limit:
24 days

Cities	Factories	Airports	Ports
18	12	0	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.23 Nest Egg

vs: Sensei
Level:
Time Limit:
30 days

Cities	Factories	Airports	Ports
15	11	0	0

Rank:
CO:
Speed: /100
Power: /100
Technique: /100

7.24 The Trident

vs: Sami
Level:
Time Limit: 25 days

Cities	Factories	Airports	Ports
13	8	8	5

Strategy by Chris Snavely:

Rank: S
CO: Grit
Days: 21
Speed: 100/100
Power: 100/100
Technique: 100/100

The key here is to analyze the map. You will notice that Nell's HQ is at the end of a road, and also that the only defense that road has is a base, any attacking air unit, and any indirect combat units nearby. So, instead of wasting precious funds blowing things up, take the HQ and knock the stuffing out of Nell's nearby units. There is only one way for units from the general vicinity of your HQ to get into the pipe area, that same road. So your units will be spaced along that road with helpless enemy units only 3 or more spaces away...

Basically, you need to take over all the property outside of the pipes, while building rockets, artillery, missiles, an APC and an infantry. Get some battleships while you are at it; with Grit's super power they can fire as far as a fighter flies... then, move your units to the HQ and begin the mass destruction. If she gets a bomber, put it away quickly.

7.25 Banker Hills

vs: Hachi
Level:
Time Limit: 21 days

Cities	Factories	Airports	Ports
13	8	0	0

Strategy by Chris Snavely:

Rank: A
CO: Lash (Sami and Sensei can also be used if preferred)
Days: 19-21
Speed: 100/100
Power: 100/100
Technique: 83/100

The key here is really in which CO you pick. Looking at the map, we discover a lot of mountains and a narrow section for vehicles to manoeuvre upon. Also, there are no airports or seaports, not a lot of cities, and Hachi's low costs,

so that basically takes out of consideration Max, Kanbei, Colin (too weak and Hachi gets same basic price), and all of the Green Earth COs. We also need units to traverse mountains, and only foot soldiers can cross them, so we want powerful infantry and, more importantly MECHS. That basically leaves you with Sami and Sensei, but I would suggest Lash, because of her "terrain attack bonus".

Basically, I'd build infantry to use the left hand silos, and then go with mechs and recon, then some artillery and rockets. Get one unit to take damage for you (blockade sort of thing). When Hachi nears his CO power (say, 3/4 of his last little star) Pound him mercilessly so that he decides to wait for his super. When he gets near his Super Power, cover up any cities he has, then pound him so he wastes it.

7.26 Missile Plains

vs: Sturm

Level:

Time Limit: 15 days

Cities	Factories	Airports	Ports
30	22	0	0

Strategy by Chris Snavely:

Rank: B

CO: Sami

Days: 9

Speed: /100

Power: /100

Technique: /100

Wow, this mission is depressing. You WILL get beaten into oblivion on most counts, so use the silos and TAKE HIS HQ. That HQ is a tough nut to crack, and I don't know if you can just waltz on up there and take it, unless, of course, you are Sami.

The basic strategy here is to use those silos to blast Sturm's sadistic Neotanks and take the HQ. To do this most effectively, you'll want your Super Power, so you need to build some expensive rockets near those tanks, just so you take enough damage. Then you need to move infantry within 5 spaces of the HQ. It isn't a complicated mission, but it sure does beat you up nice...

7.27 Lost Basin

vs: Sami and Sonja

Level:

Time Limit: 41 days

Cities	Factories	Airports	Ports
23	15	0	0

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.28 Risky Vale

vs: Max and Kanbei

Level:

Time Limit: 23 days

Cities	Factories	Airports	Ports
19	13	0	0

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.29 The Ring

vs: Eagle, Drake and Jess

Level:

Time Limit: 36 days

Cities	Factories	Airports	Ports
33	14	5	5

Rank:

CO:

Speed: /100

Power: /100

Technique: /100

7.30 Strong Land

vs: Flak, Lash and Adder

Level:

Time Limit: 30 days

Cities	Factories	Airports	Ports
30	15	0	0

Strategy by Chris Snavely

Rank:

CO: Sami

Speed: /100

Power: /100

Technique: /100

Here we are; the final War Room Mission.

You have 3 Black Hole CO opponents (thank god they aren't Sturm or Hawke). As the final mission, you would expect it to be a difficult one. But, just like in the first Advance Wars game for the GBA, this mission is fairly simple. Also, to do this mission correctly, you use the same CO you used in the last War Room mission of the first game. YAY SAMI!

This map is possibly the easiest of them all once you have Flak's stuff. He's

also the one that would seriously tick you off if he lasted long enough to get his power. Lash and Adder are pushovers without Flak. You also need to keep the enemy from using the missile silos on you, and what better way of doing that is there than using them to blow apart your foes? What follows is a step by step strategy to get you up to those silos. But, you need to do everything I tell you to do when I tell you to do it. I cannot guarantee that it will work if you try something else. Also- don't try to stop flak from capturing cities- they become your cities quickly.

Day 1:

Build two infantries.

Day 2:

Use the south infantry to begin capture of the nearby base. North infantry moves 2 East and 1 South.

Build two more infantries.

Day 3:

Finish captures, use the new south infantry to begin taking city 1 North-East of the pipe seam, move old north infantry 1 East, and move new North infantry 2 East and 1 South.

Build two more infantries.

Day 4:

Use the two infantries on the south bases to capture the cities north and south of the newly captured base and finish the capture of the city. Begin capturing the HQ with the infantry that can. Use the newest north infantry to attack the infantry 3 east, and move the final infantry 3 east and attack north.

Build artillery in the south west base and infantry in the north one.

Day 5:

Finish all captures, have the infantry go one north-east of the pipe seam to capture the city 1 south east of your HQ. Have the newest infantry start on the other city it can reach, have the infantry right behind the infantry that took the HQ take the base 2 South and 1 East. Have the other infantry start on the base in the middle of the pipe area. Move the artillery onto the city 1 north-east of the pipe seam.

Build artillery out of the base 2 spaces south of your HQ.

Day 6:

Finish all captures. Move East infantry (the one that took Flak's HQ) 2 South and 1 East, DON'T attack the pipe seam. 2 spaces north of that, build a rocket unit. Have both artillery attack the pipe seam, and then have the South

infantry do the same. Move the final infantry1 north of the South infantry.

Day 7:

Attack the tank with your rocket unit. Attack the seam with the artillery on the base, and use the south infantry to capture the base. Move other artillery 2 South and 1 East (you go around the pipe). Move the two infantry north of the new opening South. Have the infantry on the middle city take the city 2 east of it. Move infantry from base in the middle 3 east, and the infantry 2 East of the Lash-side pipe seam 1 North 1 East.

Build a neotank on the base that infantry came from.

After that, it's up to you what to blast and how to utilize the 13 space radius of the missiles. From there, move the artillery to cover the bridge from Lash's units to the silos. Get an APC in there too, and block off the entire section. When they break through the seam between you and Lash, they will probably attack the infantry standing there. Move him away, and put the neotank where he was. Keep building rocket units out of Flak's old stuff, and pummel them into the dust. Try to take Lash's HQ, but don't decide not to kill off the last of her units. You can always take what she had the old fashioned way.

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8. CO Tactics and Information

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8.1 Orange Star COs

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8.1.1 Andy

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8.1.5 Hachi

8.1.1 Andy

Andy is a basic CO that's easy to use. He is the CO you start the game with, But rarely used when you can choose Cos.

From the game:

General:

A mechanical boy wonder. Impulsive to a fault, he's fiercely protective of friends

Hit: Mechanics

Miss: Waking up early

Skill:

No real weaknesses. Proficient with, air, sea and land units. Ready to fight wherever and whenever.

CO Power:

Hyper Repair:

Restores 2 HP to all units.

Super CO Power:

Hyper Upgrade:

Restores 5 HP to all of units.

Firepower rises, and unit movement increases by 1 space.

Andy's units have no strengths or weaknesses.

8.1.2 Sami

Sami is a master in War Room maps that has a tough speed limit, but doesn't require much of the power score. She's fast and can capture HQs in a day with her super CO power.

Tactics: by Greg Woodburn (WwoodburnW@aol.com)

Since she can capture anything in 2 days (even if she takes damage) I usually go for the enemy HQ right away. All you have to do is build 4-6 APCs or t-copters, and build 4-6 infantries or mechs. Have at least 2 mechs to take out any recons or tanks the enemy has. Since you do this right at the start, your enemy will not have time to make a strong defense, and they are probably so focused on capturing properties that all they have are infantry and APCs 10 spaces away.

WARNING!-don't do in campaign or war room if you want a good score. You'll get a terrible power score.

Counter tactics: by Greg Woodburn (WwoodburnW@aol.com)

Have a recon and a few infantry by your HQ, and make sure one of them is on your HQ.

From the game:

General:

A strong-willed soldier who backs up Max and Andy. A graduate of special forces training.

Hit: Chocolate

Miss: Cowards

Skill:

Being an infantry specialist, her foot soldiers move farther, capture faster, and cause more damage. Weak vs. vehicles.

CO Power:

Double Time:

Infantry and mech units receive a movement bonus of 1 space. Their attack strength increases as well.

Super CO Power:

Victory March:

Increases all foot soldiers' movement range by 2 spaces. They can capture in one turn even if they're not at full HP.

Units:	Range:	Move:	Attack:
Infantry	0	0	+3
Mech	0	0	+3
Recon	0	0	0
APC	0	+1	-
Tank	0	0	0
Md Tank	0	0	0
Anti-Air	0	0	0
Neotank	0	0	0
Artillery	0	0	0
Rockets	0	0	0
Missiles	0	0	0
Fighter	0	0	0
Bomber	0	0	0
B-copter	0	0	0
T-copter	0	+1	-

Battleship	0	0	0
Cruiser	0	0	0
Sub	0	0	0
Lander	0	+1	-

8.1.3 Max

General:

A brave and loyal friend and an earnest warrior who hates deception and trickery.

Hit: Weight training

Miss: Studying

Skill:

Non-infantry direct-combat units are tops. Indirect-combat troops are limited in range and firepower.

CO Power:

Max Force:

Firepower and direct-combat units rises slightly, and unit movement increases by 1 space.

Super CO Power:

Max Blast:

Direct-combat units receive firepower boost, and their movement increases by 2 spaces.

Units:	Range:	Move:	Attack:
Infantry	0	0	0
Mech	0	0	0
Recon	0	0	+2
APC	0	0	-
Tank	0	0	+2

Md Tank	0	0	+2
Anti-Air	0	0	+2
Neotank	0	0	+2
Artillery	-1	0	-1

Rockets	-1	0	-1
Missiles	-1	0	-1
Fighter	0	0	+2
Bomber	0	0	+2
B-copter	0	0	+2
T-copter	0	0	-
Battleship	-1	0	-1
Cruiser	0	0	+2
Sub	0	0	+2
Lander	0	0	-

8.1.4 Nell

From the game:

General:

A competent Orange Star CO. Attended military school with Grit and Max.

Hit: Wilful Students

Miss: Downtime

Skill:

Sometimes strikes with more than expected. She'll be the first to tell you she was born lucky.

CO Power:

Lucky Star:

Improves her chance to strike with increased firepower, and damages multiple foes. Lucky!

Super CO Power:

Lady Luck:

Improves her chance to strike with increased firepower, and damages even more foes. Lucky!

Nell's units have no strengths or weaknesses.

8.1.5 Hachi

Hachi is known from the first game as the merchant who sells maps, COs and extra challenging campaigns. He has the same role in the second game, but he is know also available as a CO after you have beaten hard campaign.

From the game:

General:

Rumored to be Orange Star's former chief, he's closing up shop to hit the battlefield.

Hit: Tea

Miss: Medicine

Skill:

Uses secret trade routes to get lower deployment costs for all units.

CO Power:

Barter:

Speaks with such authority that he obtains even lower deployment costs.

Super CO Power:

Merchant Union:

Deployment costs drop. Merchant pals gather from around the globe and help him deploy ground units from any allied property.

Hachi's units have no strengths or weaknesses.

8.2 Blue Moon COs

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8.2.3 Colin

8.2.1 Olaf

General:

A pompous braggart whose tactical prowess has earned him the respect of peers.

Hit: Warm boots

Miss: Rain clouds

Skill:

Winter weather poses as no problem for Olaf or his troops. Rain, however, does. His gruff nature belies his overall competence.

CO Power:

Blizzard:

Causes snow to fall, which adversely affects all units except his own.

Super CO Power:

Winter Fury:

A mighty blizzard reduces enemy movement and causes 2 HP of damage to all deployed enemy troops.

Olaf's units have no strengths or weaknesses.

8.2.2 Grit

General:

Laid-back style masks his dependability. A peerless marksman. Works well with Olaf.

Hit: Cats

Miss: Rats

Skill:

Range for distance weapons is 1 space greater than other COs. They cause more damage too. Weak in direct-combat.

CO Power:

Snipe Attack:

Increases range of distance weapons by 1 space. Attack strength of these units

also increases.

Super CO Power:

Super Snipe:

Distance weapons can shoot 2 spaces farther than normal. They also receive a firepower bonus.

Units:	Range:	Move:	Attack:
Infantry	0	0	0
Mech	0	0	0
Recon	0	0	-1
APC	0	0	-
Tank	0	0	-1
Md Tank	0	0	-1
Anti-Air	0	0	-1
Neotank	0	0	-1
Artillery	+1	0	+1
Rockets	+1	0	+1
Missiles	+1	0	+1
Fighter	0	0	-1
Bomber	0	0	-1
B-copter	0	0	-1
T-copter	0	0	-
Battleship	+1	0	+1

Cruiser	0	0	-1
Sub	0	0	-1
Lander	0	0	-

8.2.3 Colin

General:

Blue Moon's little rich boy CO. Views Olaf and Grit with awe and admiration.

Hit: Olaf and Grit

Miss: Black Hole

Skill:

The heir to a vast fortune. Purchases all units at a special low price.

Troops' low firepower stems from his lack of experience

CO Power:

Gold Rush:

Increases deployment funds by one and a half times.

Super CO Power:

Power of Money:

Uses wealth to increase the strength of weapons. The more funds available, the stronger the weapons become.

Units:	Range:	Move:	Attack:
Infantry	0	0	-1
Mech	0	0	-1
Recon	0	0	-1
APC	0	0	-
Tank	0	0	-1
Md Tank	0	0	-1

Anti-Air	0	0	-1
Neotank	0	0	-1
Artillery	0	0	-1
Rockets	0	0	-1
Missiles	0	0	-1
Fighter	0	0	-1
Bomber	0	0	-1
B-copter	0	0	-1
T-copter	0	0	-
Battleship	0	0	-1
Cruiser	0	0	-1
Sub	0	0	-1
Lander	0	0	-

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8.3 Yellow Comet COs

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 - 8.3.2 Sonja
 - 8.3.3 Sensei

8.3.1 Kanbei

Tactics: by Greg Woodburn (WwoodburnW@aol.com)

Since his units are expensive to deploy but powerful, just produce powerful, but expensive units. You need a lot of green to produce a md. tank, so why not just wait one more turn for the super-strong neotank, which is almost invincible with its increased attack and defense. Also create bombers, battleships, rockets, and APCs (to refuel your units and transport infantry so they can capture properties).

Counter tactics: by Greg Woodburn (WwoodburnW@aol.com)

Produce a-airs for bombers, subs for battleships, neotanks for rockets, and rockets for neotanks. If you can destroy his over \$20,000 investments quickly, he'll have to change his plan because he won't have the money to keep producing them. Also try to steal cities to decrease his revenue.

From the game:

General:

The emperor of Yellow Comet. A skilled CO who has a soft spot for his daughter.

Hit: Sonja

Miss: Computers

Skill:

All units have high offense and defense abilities, but are expensive to deploy.

CO Power:

Morale Boost:

Increases attack strength of all units.

Super CO Power:

Samurai Spirit:

Strengthens offensive and defensive abilities of all units. Damage inflicted when counter-attacking is multiplied by 1.5

Units:	Range:	Move:	Attack:
Infantry	0	0	+2
Mech	0	0	+2

Recon	0	0	+2
APC	0	0	-
Tank	0	0	+2
Md Tank	0	0	+2
Anti-Air	0	0	+2
Neotank	0	0	+2
Artillery	0	0	+2
Rockets	0	0	+2
Missiles	0	0	+2
Fighter	0	0	+2
Bomber	0	0	+2
B-copter	0	0	+2
T-copter	0	0	-
Battleship	0	0	+2
Cruiser	0	0	+2
Sub	0	0	+2
Lander	0	0	-

8.3.2 Sonja

General:

Kanbei's daughter. Cool and collected, she likes to plan things before making

a move.

Hit: Computers

Miss: Bugs

Skill:

All units have an extended vision range in Fog of War. Hides HP intel from foes. Counterattacks are slightly stronger.

CO Power:

Enhanced Vision:

Increases the vision range of all units by 1 space and allows them to see into woods and reefs

Super CO Power:

Counter Break:

Increases the vision range of all units by 1 space and allows them to see into woods and reefs. Counter-attacks are stronger.

Sonja's units have no strengths or weaknesses.

8.3.3 Sensei

General:

A former paratrooper rumored to have been quite the CO in his day.

Hit: Lazy, rainy days

Miss: Busy malls

Skill:

Powerful infantry & and high transport movement range. Superior firepower for copters, but weak vs. naval and vehicle units.

CO Power:

Copter Command:

Attack copter firepower increases. Infantry units with 9 HP appear in all allied cities, ready to be moved.

Super CO Power:

Airborne Assault:

Attack copter firepower increases. Mech units with 9 HP appear in all allied cities, ready to be moved.

Units:	Range:	Move:	Attack:

Infantry	0	0	+2
Mech	0	0	+2
Recon	0	0	-1
APC	0	+1	-
Tank	0	0	-1
Md Tank	0	0	-1
Anti-Air	0	0	-1
Neotank	0	0	-1
Artillery	0	0	-1
Rockets	0	0	-1
Missiles	0	0	-1
Fighter	0	0	0
Bomber	0	0	0
B-copter	0	0	+3
T-copter	0	+1	-
Battleship	0	0	-1
Cruiser	0	0	-1
Sub	0	0	-1
Lander	0	+1	-

8.4 Green Earth COs

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- 8.4.2 Drake
- 8.4.3 Jess

8.4.1 Eagle

Differences from AW1 to AW2:

Eagle is the only CO who had his regular CO power made a Super CO Power.

From the game:

General:

Green Earth's dearing pilot hero. Joined the air force to honor his father's legacy.

Hit: Lucky goggles

Miss: Swimming

Skill:

Air units use less fuel than those of other armies. They have superior offense and defense, too. Weak vs. naval units.

CO Power:

Lightning Drive:

Air unit offensive and defensive abilities are increased

Super CO Power:

Lightning Strike:

Improves offense and defense of all air units. Additionally, all non-infantry units that have carried out orders can move again

Units:	Range:	Move:	Attack:
Infantry	0	0	0
Mech	0	0	0

Recon	0	0	0
APC	0	0	-
Tank	0	0	0
Md Tank	0	0	0
Anti-Air	0	0	0
Neotank	0	0	0
Artillery	0	0	0
Rockets	0	0	0
Missiles	0	0	0
Fighter	0	0	+2
Bomber	0	0	+2
B-copter	0	0	+2
T-copter	0	0	-
Battleship	0	0	-2
Cruiser	0	0	-2
Sub	0	0	-2
Lander	0	0	-

8.4.2 Drake

General:

A bighearted former pirate, he often calms waters between Jess and Eagle.

Hit: The open sea

Miss: High places

Skill:

Naval units move 1 space more than other armies' do, and their defenses are higher. Movement isn't affected by rain.

CO Power:

Tsunami:

Causes a tidal wave that does 1 HP of damage to all enemy units and reduces their fuel by half.

Super CO Power:

Typhoon:

Causes a tidal wave that does 2 HP of damage to all enemy units and reduces fuel by half. Hinders enemy movement.

Units:	Range:	Move:	Attack:
Infantry	0	0	0
Mech	0	0	0
Recon	0	0	0
APC	0	0	-
Tank	0	0	0
Md Tank	0	0	0
Anti-Air	0	0	0
Neotank	0	0	0
Artillery	0	0	0
Rockets	0	0	0
Missiles	0	0	0
Fighter	0	0	-2

Bomber	0	0	-2
B-copter	0	0	-2
T-copter	0	0	-
Battleship	0	+1	0
Cruiser	0	+1	0
Sub	0	+1	0
Lander	0	+1	-

8.4.3 Jess

General:

A gallant tank-driving CO who fought her way to the top. Often argues with Eagle.

Hit: Dandelions

Miss: Unfit COs

Skill: Vehicular units have superior attack power. Infantry, air and sea are comparatively weak.

CO Power:

Turbo Charge:

Movement range of vehicles increases by 1 space. Firepower increases, and fuel and ammo supplies are also replenished.

Super CO Power:

Increase in the attack strength of vehicular units and 2-space increase in movement range. Also restores fuel and ammo supplies.

Units:	Range:	Move:	Attack:
Infantry	0	0	-1
Mech	0	0	-1

Recon	0	0	+1
APC	0	0	-
Tank	0	0	+1
Md Tank	0	0	+1
Anti-Air	0	0	+1
Neotank	0	0	+1
Artillery	0	0	+1
Rockets	0	0	+1
Missiles	0	0	+1
Fighter	0	0	-1
Bomber	0	0	-1
B-copter	0	0	-1
T-copter	0	0	-
Battleship	0	0	-1
Cruiser	0	0	-1
Sub	0	0	-1
Lander	0	0	-

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8.5 Black Hole COs

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- 8.5.1 Flak
- 8.5.2 Lash
- 8.5.3 Adder
- 8.5.4 Hawke
- 8.5.5 Sturm

8.5.1 Flak

General:

The strongman of the Black Hole Army. Prompted from private by Hawke

Hit: Meat

Miss: Veggies

Skill:

High firepower, but he relies solely on strength. His shoddy Technique sometimes reduces the damage his units deal.

CO Power:

Brute Force:

Increases dispersion of fire. There is a chance of a getting a super strong blow, but units' firepower might suddenly drop instead.

Super CO Power:

Barbaric Blow:

Attack power increases dramatically, but so does the dispersion rate, which affects the amount of damage targets take.

8.5.2 Lash

General:

The wunderkind of the Black Hole forces. A small, fierce, and brilliant inventor.

Hit: Getting her way

Miss: Not getting it

Skill:

Skilled at taking advantage of terrain features. Can turn terrain effects into firepower bonuses.

CO Power:

Terrain Tactics:

In addition to using terrain effects to increases firepower, drops movement costs for all units to 1.

Super CO Power:

Prime Tactics:

Terrain effects are doubled and used to increase attack strength. Additionally movement costs for all units drop to 1.

8.5.3 Adder

General:

A self-absorbed CO who believes his skills are matchless. Second to Hawke in rank.

Hit: His own face

Miss: Dirty things

Skill:

Adept at making command decisions, he stores up energy for his CO Power more rapidly than other COs do.

CO Power:

Sideslip:

Movement range for all units is increased by 1 space.

Super CO Power:

Sidewinder:

All units improve their movement range by 2 spaces.

8.5.4 Hawke

General:

The leader of Black Hole's 4 COs. He'll stop at nothing to achieve his goals.

Hit: Black coffee

Miss: Incompetence

Skill:

All units possess superior firepower. His CO power builds up more slowly than those of the other COs

CO Power:

Black Wave:

All damaged units recover 1 HP. In addition, all enemy units suffer 1 HP damage.

Super CO Power:

Black Storm:

All damaged units recover 2 HP. In addition, all enemy units suffer 2 HP damage.

Units:	Range:	Move:	Attack:
Infantry	0	0	+1
Mech	0	0	+1
Recon	0	0	+1
APC	0	0	-
Tank	0	0	+1
Md Tank	0	0	+1
Anti-Air	0	0	+1
Neotank	0	0	+1
Artillery	0	0	+1
Rockets	0	0	+1
Missiles	0	0	+1
Fighter	0	0	+1
Bomber	0	0	+1
B-copter	0	0	+1
T-copter	0	0	-
Battleship	0	0	+1
Cruiser	0	0	+1
Sub	0	0	+1

Lander	0	0	-
_____	_____	_____	_____

8.5.5 Sturm

General:

Commander of Black Hole's forces. A mysterious invader from another world.

Hit: Invasions

Miss: Peace

Skill:

All units have superior firepower. Movement costs is equal all over terrain types. Weak in the snow

CO Power:

Nothing:

Sturm focuses all of his energy on his Super CO power, which is so strong that he does not need a normal CO Power.

Super CO Power:

Meteor Strike:

Pulls a giant meteor from space, which does 8 HP of damage to all affected units. Increases his units firepower & defense.

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    X X X
  X X X X X
    X X X
      X

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Units:	Range:	Move:	Attack:
Infantry	0	0	+2
Mech	0	0	+2
Recon	0	0	+2
APC	0	0	-
Tank	0	0	+2
Md Tank	0	0	+2

Anti-Air	0	0	+2
Neotank	0	0	+2
Artillery	0	0	+2
Rockets	0	0	+2
Missiles	0	0	+2
Fighter	0	0	+2
Bomber	0	0	+2
B-copter	0	0	+2
T-copter	0	0	-
Battleship	0	0	+2
Cruiser	0	0	+2

Sub	0	0	+2
Lander	0	0	-

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9. Units tactics and information

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Index:

9.1 Ground units

9.2 Sea units

9.3 Air units

9.1 Ground Units

Infantries are pretty useless in combat versus everything except other infantries and mechs. Are most used to capture properties.

Mechs can do the same as infantries, but can move one spaces shorter. They do have a rocket launcher of some sort that makes them good against tanks, rockets, artillery etc.

9.2 Air Units

T-copters are used to transport mechs and infantries. Can be loaded into a cruiser for safer transportation.

B-copters can be used against all units except fighters. Very good against tanks, md. tanks infantries.

Fighters can only fire at other air units. Regular fighters can take down copters and bombers in one day. Essential in air vs. air combat.

Bombers are very powerful and can be used against both sea and ground units. Very good against sea units, md. tanks, neotanks and pipesseams, cannons, lasers etc.

9.3 Sea Units

Landers can carry to ground units from one port or beach to another. Very useful in maps with islands were you need to transport units over the sea. Can not attack at all.

Subs are best against Battleships, but are also useable against cruisers.

Battleships can attack all sea and ground units. Use it like you use a rocket.

Cruisers are more that decent against subs and superb against air units. A cruiser is very useful if your enemy has many air units and there's a lot of sea on the map. Cruisers can also carry a t-copter.

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10. R E C O R D S

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These records are ONLY for Advance Wars 2, NOT Advance Wars 1.
Picture evidence is NOT needed, please do not ruin this by cheating.
E-mail address can be found in the 10.1 Contact Information/Contribution
paragraph.

Important!

When you're sending in your high scores type them like this:

<Map used>
XXX points, X rank, XX days, CO: XXXXXX, by XXXXX (XXX@XXX.XXX)

<Map used>
XXX points, X rank, XX days, CO: XXXXXX, by XXXXX (XXX@XXX.XXX)

If you it like mentioned above I'll save a lot of time and the list will be
updated faster and more frequently.

10.1 War Room Records

I've also put up a War Room Records thread at the GameFAQs' forum:
<http://s3.cgi.gamefaqs.com/boards/genmessage.asp?board=35241&topic=9401050>
(This topic was posted the 7th of august, 2003, it might not be there if you're
reading this several months after that date.

Here it'll be updated faster than this guide. You don't have to visit this
topic, you can still just email me your records if you prefer that.

Spann Island:

1. 297 points, S rank, 11 days, CO: Kanbei, by Bahamut1110@hotmail.com
2. 297 points, S rank, 11 days, CO: Kanbei, by Diablo4485 (Reptile402@aol.com)
3. 294 points, S Rank, 12 days, CO: Max, by A Bass (aqua_bass@hotmail.com)
4. 292 points, S-rank, 11 days, CO: Max, by _-Nerull_-
5. 290 points, S rank, 07 days, CO: Sami, by Broz27@aol.com
- . 290 points, S rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com

Moji Island:

1. 300 points, S rank, 11 days, CO: Sturm, by Bahamut1110@aol.com
2. 298 points, S rank, 15 days, CO: Kanbei, by Regnault@telus.net
- . 298 points, S rank, 15 days, CO: Max, by Diablo4485 (Reptile402@aol.com)
4. 296 points, S rank, 16 Days, CO: Max, by A Bass (aqua_bass@hotmail.com)
- 5.

Duo Falls:

1. 300 points, S rank, 08 days, CO: Sensei, by Broz27@aol.com
2. 293 points, S rank, 19 days, CO: Sturm, by Bahamut1110@aol.com
3. 292 points, S rank, 20 days CO: Sensei, by Chris Snavely
- . 292 points, S rank, 20 days, CO: Max, by Kevin rosner
5. 283 points, S rank, 18 days, CO: Kanbei, by (regnault@telus.net)
- . 283 points, S rank, 23 Days, CO: Kanbei, by A Bass (aqua_bass@hotmail.com)

Sole Harbour:

1. 299 points, S rank, 19 days, CO: Sturm, by Bahamut1110@aol.com
2. 260 points, A rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
3. 248 points, B rank, 26 days, CO: Kanbei, by (regnault@telus.net)
4. 237 points, B rank, 32 days, CO: Max, by Diablo4485 (Reptile402@aol.com)
5. 222 points, B rank, 35 days, CO: Nell, by Chris Snavely

Pivot Isle:

1. 300 points, S rank, 08 days, CO: Sami, by Broz27@aol.com
2. 294 points, S Rank, 14 Days, CO: Max, by A Bass (aqua_bass@hotmail.com)
3. 270 points, A rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
4. 255 points, A rank, 22 days, CO: Hawke, by Chris Snavely
5. 194 points, C rank, 32 days, CO: Sturm, by Bahamut1110@aol.com

Land's End:

1. 288 points, S rank, 22 days, CO: Sami, by Ole Agersnap
2. 278 points, A rank, 25 days, CO: Sturm, by Bahamut1110@aol.com
3. 274 points, A rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
4. 270 points, A rank, 22 days, CO: Hawke, by Chris Snavely
- 5.

Kita Straight:

-
1. 300 points, S rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
 2. 292 points, S rank, 28 days, CO: Drake, by Chris Snavely
 3. 287 points, S rank, 35 days, CO: Grit, by Olga_Rios <gogui50@hotmail.com
 4. 284 points, S rank, 31 days, CO: Grit, by Jeroen
 5. 280 points, S rank, 36 days, CO: Kanbei, by _-Nerull-

Point Stormy:

1. 281 points, S rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
2. 280 points, S Rank, 24 Days, CO: Hawke, by A Bass (aqua_bass@hotmail.com)
3. 269 points, A rank, 29 days, CO: Sturm, by Bahamut1110@aol.com
4. 237 points, B rank, 29 days, CO: Andy, by Chris Snavely
5. 235 points, B rank, 32 days, CO: Hawke, by Jeroen

Ridge Island:

1. 265 points, A rank, ?? days, CO: Sturm, by Jeremy@networkprosource.
2. 237points, B rank, 21 days, CO: Kanbei, by Chris Snavely
3. 219 points, B rank, 24 days, CO: Sturm, by Bahamut1110@aol.com
- 4.
- 5.

Mial's Hope:

1. 300 points, S rank, 22 days, CO: Sturm, by Jeroen
2. 294 points, S rank, 18 days, CO: Sturm, by Bahamut1110@aol.com
3. 292 points, S rank, 22 days, CO: Max, by Chris Snavely
4. 279 points, A Rank, 35 days, CO: Eagle, by Kevin Rosner
- 5.

Bounty River:

1. 265 points, A rank, 36 days, CO: Drake, by Chris Snavely
2. 250 points, A rank, 46 days, CO: Grit, by Jeroen
2. 230 points, B rank, 46 days, CO: Grit, by Diablo4485 (Reptile402@aol.com)
3. 223 points, B rank, 50 days, CO: Grit, by Kevin Rosner
- 4.
- 5.

Toil Ferry:

1. 221 points, B rank, 43 days, CO: Sturm, by Jeroen
- 2.

- 3.
- 4.
- 5.

Twin Isle:

1. 254 points, A rank, 29 days, CO: Grit, by Jeroen
- 2.
- 3.
- 4.
- 5.

Dire Range:

1. 210 points, B rank, 44 days, CO: Hawke, by Jeroen
- 2.
- 3.
- 4.
- 5.

Egg Islands:

1. 300 points, S rank, 12 days, CO: Grit, by Broz27@aol.com
2. 300 points, S rank, 11 days, CO: Grit, by Diablo4485 (Reptile402@aol.com)
3. 286 points, S rank, ?? days, CO: Sami, Jeremy@networkprosource.com
- 4.
- 5.

Terra Maw:

- 1.
- 2.
- 3.
- 4.
- 5.

Stamp Island:

1. 128 points, C rank, 57 days, CO: Kanbei, by Kevin Rosner
- 2.
- 3.
- 4.
- 5.

Rivers Four:

-
1. 247 points, B rank, 30 days, CO: Kanbei, by Jeroen
 2. 244 points, B rank, 31 days, CO: Jess, by Chris Snavely
 - 3.
 - 4.
 - 5.

Ring Islands:

1. 229 points, B rank, 08 days, CO: Sami, by Diablo4485 (Reptile402@aol.com)
2. 200 points, B rank, 07 days, CO: Sami, by Jeroen
3. 200 points, B rank, 08 days, CO: Sami, by Chris Snavely
- 4.
- 5.

Last Mission:

1. 300 points, S rank, ?? days, CO: Sami, by Jeremy@networkprosource.com
2. 292 points, S Rank, 19 days, CO: Sami, by A Bass (aqua_bass@hotmail.com)
3. 232 points, B rank, 33 days, CO: Hawke, by Jeroen
- 4.
- 5.

Pay Dirt:

1. 300 points, S Rank, 19 Days, CO: Max, by A Bass (aqua_bass@hotmail.com)
2. 293 points, S rank, 17 days, CO: Sensei, by Chris Snavely
3. 290 points, S rank, 21 days, CO: Kanbei, by Jeroen
4. 285 points, S rank, 19 days, CO: Kanbei, by Diablo4485
5. 285 points, S rank, 21 days, CO: Sensei, by ice_climber11

Long Road:

1. 300 points, S rank, 23 days, CO: Sturm, by Bahamut1110@aol.com
2. 287 points, S Rank, 27 Days, CO: Colin, by A Bass (aqua_bass@hotmail.com)
3. 285 points, S rank, 23 days, CO: Max, by Jeroen
4. 284 points, S rank, 24 days, CO: Colin, by Olga_Ríos gogui50@hotmail.com
5. 280 points, S rank, ?? days, CO: Grit, by Jeremy@networkprosource.com

Nest Egg:

1. 289 points, S rank, 24 days, CO: Grit, by Jeroen
1. 284 points, S rank, 20 days, CO: Colin, by Chris Snavelly
2. 272 points, A rank, 22 days, CO: Sturm, by Bahamut1110@aol.com
3. 223 points, B rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
- 4.

The Trident:

1. 300 points, S rank, 09 days, CO: Colin, by Broz27@aol.com
2. 300 points, S rank, 20 days, CO: Sturm, by Bahamut1110@aol.com
3. 300 points, S rank, 21 days, CO: Grit, by Chris Snavelly
4. 300 points, S Rank, 23 days, CO: Olaf, by A Bass (aqua_bass@hotmail.com)
5. 300 points, S rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com

Banker Hills:

1. 294 points, S Rank, 19 Days, CO: Sami, by A Bass (aqua_bass@hotmail.com)
2. 291 points, S rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
3. 290 points, S rank, 21 days, CO: kanbei, by Jeroen
4. 284 points, S rank, 19 days, CO: Max, by Diablo4485
5. 279 points, A rank, 20 days, CO: Sturm, by Bahamut1110@aol.com

Missile Plains:

1. 281 points, S rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
2. 259 points, A rank, 09 days, CO: Sami, by Diablo4485
3. 254 points, A rank, 21 days, CO: Olaf, by A Bass (aqua_bass@hotmail.com)
4. 241 points, B rank, 19 days, CO: Sturm, by Bahamut1110@aol.com
5. 219 points, B rank, 21 days, CO: Andy, by Jeroen
5. 201 points, B rank, 09 days, CO: Sami, by Chirs Snavelly

Lost Basin:

1. 289 points, S rank, 29 days, CO: Kanbei, by A Bass (aqua_bass@hotmail.com)
2. 274 points, A rank, 24 days, CO: Grit, by Chris Snavelly
3. 244 points, B rank, 38 days, CO: Kanbei, by Jereon
4. 214 points, B rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
- 5.

Risky Vale:

- 1.
- 2.
- 3.
- 4.

5.

The Ring:

- 1. 224 points, B rank, 40 days, CO: Grit, by Jeroen
- 2.
- 3.
- 4.
- 5.

Strong Land:

- 1. 298 points, S rank, 20 days, CO: Sami, by Chris Snavelly
- 2. 296 points, S rank, ?? days, CO: Sturm, by Jeremy@networkprosource.com
- 3. 122 points, C rank, 69 days, CO: Hawke, by Jeroen
- 4.
- 5.

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11. S E C R E T S

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Index:

- 11.1 Unlocking COs
- 11.2 Lab Map Locations
- 11.3 Flashing Menus

11.1 Unlocking

11.1.1 Unlocking other things

Hard Campaign: Beat the Campaign mode. costs: 1000
Sound Room: Beat the Campaign mode. costs: 5000

11.2.1 Orange Star COs

Andy: Available from the beginning
Max: Available from the beginning
Sami: Available from the beginning
Nell: Beat the Campaign mode. costs: 3500 points
Hachi: Beat the Hard Campaign mode. costs: 5000 points (Robert Reed)

11.2.2 Blue Moon COs

Olaf: Beat all the Blue Moon campaign maps. Costs: 600 points
Grit: Beat all the Blue Moon campaign maps. Costs: 600 points
Colin: Buy Grit and Olaf. Costs: 600 points

11.2.3 Yellow Comet COs

Kanbei: Beat all the Yellow Comet campaign maps. Costs: 600 points
Sonja: Beat all the Yellow Comet campaign maps. Costs: 600 points
Sensei: Buy Sonja and Kanbei. Costs: 600 points

11.2.4 Green Earth COs

Eagle: Beat all the Green Earth campaign maps. Costs: 600 points
Drake: Beat all the Green Earth campaign maps. Costs: 600 points
Jess: Buy Eagle and Drake. Costs: 600 points

11.2.5 Black Hole COs

Flak: Available from the beginning
Lash: Beat the Campaign mode. costs: 1500 points
Adder: Beat the Campaign mode. costs: 2000 points
Hawke: Beat the Campaign mode. costs: 3000 points
Sturm: Beat the Campaign mode with a S-rank average. costs: 4000 points

11.3 Lab Map Locations

When you capture these cities you will find a map that leads you to a secret mission were you are to capture a lab within a number of days. When these maps are beaten, you'll army will get access to the Neotank.

Orange Star:

Found in: Flak Attack

Where on the map: Capture the city to the north of your headquarter, you can get their on the first day.

Will gain access to: Test of Time

Blue Moon:

Found in: Toy Box

Where on the map: Capture the city on the island in the south (to the center) of the map.

Will gain access to: Neotanks!?

Yellow Comet:

Found in: Show Stopper

Where on the map: Capture the natural city to the south-west

Will gain access to: Sea of Hope

Green Earth:

Found in: Sinking Feeling

Where on the map: Go to the western island and capture the southernmost city.

Will gain access to: Danger X9

No map in the Black Hole army's land.

11.4 Flashing Menus

Campaign:

Finish campaign with an overall S rank.

Versus:

Play every versus map. The ones that have been played are in a bolder and stronger black font.

Robert Reed also pointed out that you can play the war room maps in war room and they will be bold in versus mode even though you haven't touched them in versus mode.

Design Room: by Sektor838@aol.com/Olga_Ríos (gogui50@hotmail.com)

You need to have the color edit for all the COs.

Link:

-?-

Battlemaps:

Buy everything from the Battlemaps store.

War Room:

Finish all 30 war room maps with any rank.

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12. O T H E R T H I N G S

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Index:

- 12.1 Contacting Information/Contribute?
- 12.2 Thank yous
- 12.3 Contributors
- 12.4 Legal Information

If you want to print this guide (do not sell it) it's currently 120 pages long, so you really shouldn't.

12.1 Contacting Information/Contribution

Do you have any records, problems, questions, suggestions, things that you like about this FAQ/Walkthrough, things that you don't like, etc. feel free to e-mail me at: lbarll@yahoo.com.

Note: with some fonts the l might look like the 1 so make sure to copy (ctrl+c) and paste (ctrl+v) the e-mail address.

If you do not want your e-mail printed in the game, say so in the mail.

If you don't want your real name include an alias in the e-mail. If you want your real name and an alias say so in the e-mail.

Please make sure you have read through the entire guide to make sure your question hasn't already been answered.

If there is something here that you think you can do better I will be very happy to add it.

12.2 Thank Yous

Thank you to:

all the sites below who are hosting this FAQ/Walkthrough with permission
(see addresses below)

To Intelliget Systems for making this brilliant game and Nintendo for
publishing it.

12.3 Contributors

Chris Snavelly:

War Room strategies: Egg Islands, The Trident, Banker Hills, Missile Plains and
Strong Land.
Corrected the second opponent in Last Mission from Sami to Nell.
Corrected a lot of mistakes in the CO charts.

Ericku (ericku@ignmail.com):

All War Room time limits.

Kyle (wtlsk8brdr@aol.com):

Campaign strategies: Strategy no.1 for The Final Front.

pugamber@yahoo.co.uk:

Campaign strategies: Strategy no. 1 for Hot Pursuit.

Rodney "Dark Mage Rubius" Hamilton (darkmagerubius@yahoo.com):

Campaign strategies: Strategy no. 2 for The Final Front

Greg Woodburn (WwoodburnW@aol.com):

CO tactics: Tactics and Counter tactics for Sami and Kanbei.

Sektor838@aol.com:

How to get a flashing design room menu.

Olga_Rios (gogui50@hotmail.com):

How to get a flashing design room menu.

Robert Reed (robert.reed@gwl.com):

The price for Hachi is 5000 points.
Sorted out the ranks and points system.
Some info on the "cheating" computer in FoW.
War Room and vs. mode maps link.
Has sorted out the correct order of the Orange Star Hard campaign missions.

Kevin (wingerk51@sbcglobal.net):

Pointing out the mistake about the price of the Hard Campaign.

See above if you want your name here.

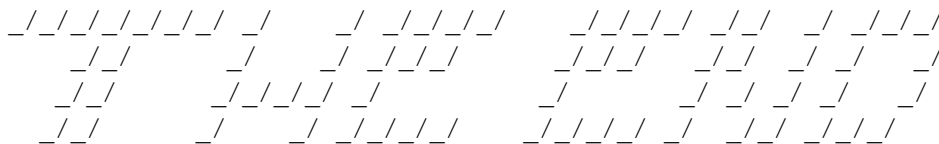
12.4 Legal Information

This FAQ/Walkthrough is currently on these pages:

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[Http://www.neoseeker.com](http://www.neoseeker.com)
[Http://www.gamewinners.com](http://www.gamewinners.com)
[Http://www.awbunker.com](http://www.awbunker.com)
[Http://www.gbaworld.net](http://www.gbaworld.net)

If you see it anywhere else please contact me.
If you want to have it on your site please contact me.
Newest version will always be found on GameFAQs.

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