

# Battle Tank FAQ/Walkthrough

by TripleJump

Updated to v1.0 on Apr 15, 2008

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=====Introduction=====

Boo! A suprise! Who would have guessed that I would have written for a NES game? Not me. Not in a million fapillion years. I decided to put my FAQing skills to the test by helping out with the NES Completion Project. This project is founded by ASchultz, and is dedicated to getting at least one completed FAQ to each NES game there is. So far, over 300 games have been FAQed for thanks to this. I sat there and said "What the hell, what do I have to lose?" besides my virginity, that is. As the NES is a very sexy system.

Generally I write for new Nintendo systems, but it is important to remember the past. So I am writing for Battle Tank. Battle Tank is a game for the NES where you man a Tank, and you do Battle. (How could you figure that out?) Each level you start at has a bunch of enemies that need to be destroyed. As you move up the missions, you have to end up destroying a hidden enemy base.

If you want to use this or any of my other guides on your site, drop me a line at triplejumpfaqs[at]gmail[dot]com.



Enemies: 3 Tanks  
Other Objectives: None  
Map Type: Desert  
Minefields: 2

This mission is simple. Use the map to pinpoint enemy troop locations. Using A and forward, chase the tank down. Fire a 150mm missile at the enemy when they are in the distance, then give chase with the small arms (50 caliber weapon). You will start to run low on fuel, so you might want to move slow. There are only three enemy tanks to "remove". Destroy them all to finish the level. There are also several minefields that will damage you. Enemy spawn points are random, so I can't make a map.

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Mission 2  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

ATTACK AND DESTROY  
ENEMY RESISTANCE.

DESTROY 1 ENEMY  
FUEL TANK.

GOOD LUCK.

Enemies: 5 Tanks  
Other Objectives: Fuel Tanks  
Map Type: Grassland  
Minefields: 1

This level is a little more difficult than our last level. Instead of a lot of minefields, we have more enemies and only one minefield protecting the Enemy Fuel Tank. Start by getting all the enemy tanks out of our way, then converging on the Fuel Tank. Note that the enemy points are random YET AGAIN. Conserve your fuel, as the enemies are spread out a lot. Remember that you can go off one side of the map and you will return on the other side.

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Mission 3  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

ATTACK AND DESTROY  
ENEMY RESISTANCE.

DESTROY 1 ENEMY  
POWER PLANT.

MAP DATA TO FOLLOW  
ON LOCATION OF  
ENEMY BRIDGE.

GOOD LUCK.

Enemies: 4 Choppers  
2 Tanks

Other Objectives: Blow the Power Plant.

Map Type: Semi Desert

Minefields: 2

This level is a Semi-Desert, not as barren as the other level, but not very good either. More of a snowless tundra. Choppers are much more difficult than the Tank enemies. They are faster and are hard to get a lock on sometimes. Oh well. Use the Wires on these bad boys. The two tanks are easier, handle them as we always do. It's not a problem. Blow the enemy headquarters and the tower you can see on the Map. When there is one chopper left, a target appears on the map. Head over to there to face a boss battle. You have to stop the bridge of the enemy. Fire the .50 at the towers and the men hidden in the bushes (aim for the firing sparks) to kill them all. This finishes the mission.

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Mission 4  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

DESTROY 2 ENEMY  
FUEL TANKS.

MAP DATA TO FOLLOW  
ON LOCATION OF  
ENEMY BASE.

GOOD LUCK.

Enemies: 4 Choppers  
4 Tanks

Other Objectives: Blow the Fuel Tanks.

Map Type: Grassland

Minefields: 1 Gigantic one.

You may want to start by fighting any nearby enemies. From there, head over to the two fuel tanks. Take out the Enemy headquarters, and all the enemies except for one. This brings up the next target, the Enemy Base. You must vanquish this at all costs. The location of the base for me was near the mines, so be very careful as you attack it. There are four things to destroy at this base. A large tower, which takes several hits with the 150mm to destroy, and the tanks. Use the Tank Shells to blow everything up quickly to finish the mission.

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Mission 5  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

DESTROY 2 ENEMY  
POWER PLANTS.

MAP DATA TO FOLLOW

ON LOCATION OF  
ENEMY REFINERY.

GOOD LUCK.

Enemies: 6 Choppers  
5 Tanks

Other Objectives: Blow the Power Plants.

Map Type: Tundra

Minefields: 2 Small ones, one large one.

This tundra map is a snowy dark level. There are a lot of enemies here, and two headquarters, as well as the Power Plants. Start by blowing up nearby enemies as usual, then take out the Headquarters and Power Plants. Then kill enemies until you receive the Map Data for the Refinery location. Head over to it. There are six things to destroy. You must defeat the two enemies that are beside the towers with machine guns, and the towers. You can paste the towers with the 150 mm tank shells, then get the ground men that are in the platforms with the 50 cal. This completes the mission.

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Mission 6  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

DESTROY 2 ENEMY  
FUEL TANKS AND  
1 ENEMY POWER  
PLANTS.

MAP DATA TO FOLLOW  
ON LOCATION OF  
ENEMY REACTOR.

GOOD LUCK.

Enemies: 4 Choppers  
6 Tanks

Other Objectives: Blow the Power Plants and Fuel Tanks.

Map Type: Semi-Desert

Minefields: 3 Small ones, one large one.

Thats a lot of foes, mines and buildings! As usual, take out the enemies around you to begin with, then focus on the objectives at hand. Get the Fuel Tanks, the Power Plants and for fun, get the Headquarters. Kill enemies from there until you receive map coordinates to the enemy reactor. I got it with 2 enemies left. Everyone in the reactor is in a building or a bunker. There is one person in the nuclear power plant. Use the .50 cal on everyone. The bunker guys have a slightly larger amount of HP. And take more hits.

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Mission 7  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

DESTROY 3 ENEMY

POWER PLANTS.

MAP DATA TO FOLLOW  
ON LOCATION OF  
ENEMY CAMP.

GOOD LUCK.

Enemies: 8 Choppers  
7 Tanks

Other Objectives: Blow the Power Plants.

Map Type: Desert

Minefields: 8 Small ones.

Talk about heavy enemy resistance! This may take a while for you to rid the enemy units. But lets take this as normal. Move in on nearby foes, then target the Power Plants, taking out the enemies that have the misfortune to hang out around the Power Plants. Kill the two HQ's and finish off enough enemies to trigger the base on the map. When two enemies remain, it comes. The Camp is chalk-full of enemies. A total of seven guns (some have two to a gun) are firing at you. Take them out with the missiles. This is a very easy boss battle to finish if you keep firing those missiles, and remember that the two enemies have to both be killed.

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Mission 8  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

DESTROY 2 ENEMY  
FUEL TANKS AND  
2 ENEMY POWER  
PLANTS.

MAP DATA TO FOLLOW  
ON LOCATION OF  
ENEMY VILLAGE.

GOOD LUCK.

Enemies: 9 Choppers  
6 Tanks

Other Objectives: Blow the Power Plants and Fuel Tanks.

Map Type: Desert

Minefields: 2 Large Ones.

This one seems a little easier. Take on enemies one by one, and be sure to get those Fuel Tanks and Power Plants down. The enemy village is guarded by several tanks, and you should blow them up with the 150mm. The .50 caliber machine guns can make short work of the towers on the end. The middle building contains two enemies, so get both.

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Mission 9  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

DESTROY 2 ENEMY  
FUEL TANKS AND  
3 ENEMY POWER  
PLANTS.

MAP DATA TO FOLLOW  
ON LOCATION OF  
ENEMY VESSELS.

GOOD LUCK.

Enemies: 8 Choppers  
7 Tanks

Other Objectives: Blow the Power Plants.

Map Type: Desert

Minefields: 8 Small ones.

Fuel Tanks and Vessels are the most important thing here. It's recommended you get the buildings first and take on as few enemies as possible. It will be a real doozy to survive in this level. Do your best and blow off your wire attacks to keep you alive. After the target appears, go to it. My spot happened to be in a lovely minefield in the center. Anyway, in the Enemy Vessel, use the 150mm. Aiming as high as you can, look to the machine gun fire. Hit them all. 1 hit kills, there are around 10 targets to hit. So good luck.

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Mission 10  
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FROM- NATO COMMAND  
TO- M1 NATO FORCES

DESTROY 2 ENEMY  
FUEL TANKS AND  
3 ENEMY POWER  
PLANTS.

MAP DATA TO FOLLOW  
ON LOCATION OF  
ENEMY RAILROAD.

GOOD LUCK.

Enemies: 10 Choppers  
9 Tanks

Other Objectives: Blow the Fuel Tanks and Power Plants.

Map Type: Tundra

Minefields: 3 Small ones, 1 big of 8 small ones.

The enemies are grouped in this level, so spread out to kill the enemies. The boss is hidden in the middle of the huge mine, the only time you will see the location is when the two enemies remain. So destroy all the buildings and units as fast as possible, you probably won't survive for long, so keep up the work or you will fail. The boss has 9 parts, most can be removed with the 50 caliber guns in a couple seconds.

CONGRATULATIONS, YOU HAVE COMPLETED YOUR MISSIONS. GAME OVER.

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=====-Closing=====

Well, it's not really a fun game, but it will hold your interest for a few missions. I hope my FAQ helped you to complete your missions. If you have a question, please contact me at triplejumpfaqs[at]gmail[dot]com

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