

BattleTanx: Global Assault FAQ/Walkthrough

by JOJOFACE

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BATTLETANX: GLOBAL ASSUALT

(BATTLETANX II)

3DO

V.1.2

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Other FAQ's: 'Warlocked GBC'

-----VERSION HISTORY-----

1.2 Sorry, nothing new except for new E-mail address. I have school!
Can't blame me!

1.1 Wow! I'm already getting recognition for this FAQ! It is now
going to be posted on www.Cheatcc.com! I'm sure many of you know
that website! Also, he gave permission to put all the codes he
has on his website, to be on my FAQ! That's Awesome!

1.0 I'm the only BattleTanx: Global Assault FAQ writer(On GameFaq's)! Anyways, I
own the game and uh, have beaten it so, um, trust me. When playing the game, it
is best with 2 player campaign, yeah.

-JOJOFACE

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-----CONTROLS-----

Fire 1: Z

Fire 2: A

Weapon: B

Chg. View: L

Chg. Tank: C-up

Off Rail: C-Down

Rail right: C-Right

Rail Left: C-Left

Strafe: R

-----TANX-----

-Learn you Tanx, beat your enemy's, win the game.

-Stats out of Four Stars****.

M1A1: The heavy tank of the US Army during the Apocalypse, the M1A1 Abrams is a fearsome machine. Although it is difficult for smaller tribes to keep these maintained, larger tribes have little to lose by fielding them.

-Speed:**

-Armor:**1/2

-Firepower:**1/2

Goliath: The super-heavy Goliath has the best armor and weapon. Mounted on a small rail platform, it can leave its railway bed at any time. Designed for base protection, its firepower is incredible. On rails, the Goliath Tank has a significantly increased rate of fire, due to its extra stability. Its 210mm gun can knock the fight right out of an M1A1.

-Speed:*

-Armor:****

-Firepower:****

Inferno: This flame thrower tank is deadly at close range. Watch out, or your goose is cooked! Pressing rail right/rail left will cause the Inferno to spew flames to the left and right of its directional path.

-Speed:***

-Armor:*1/4

-Firepower:****

HoverTank: This unusual European light tank uses anti-grav technology. As a result, it is a challenge to maneuver. But in the hands of an expert, it is fast and agile. Pushing rail right/rail left, you can effectively strafe with this tank.

-Speed:****

-Armor:*

-Firepower:*1/2

Hornet: Popular with the American Gangs, this low-tech variant mounts twin missile launchers on a standard tank body. Get it before it gets you! By pushing rail left/rail right, you can fire "hook shot" missiles.

-Speed:**

-Armor:**

-Firepower:**1/2

Marksman: This medium tank mounts a laser weapon as its main gun, and is great for long range sniping.

-Speed:**

-Armor:**

-Firepower:**1/3

Rhino: This heavy tank-destroyer was cobbled together from a medium chassis and a trainload of armor. The designers mounted 6 inches of Chobham composite

armor on the front of the vehicle, but didn't have any left over for the sides and the rear! So it is almost invulnerable from the front, but easy to damage on the flanks. Pushing rail right/rail left allows veivs to the sides of the Rhino as you drive.

-Speed:**
-Armor:****(In Front)*(In flanks)
-Firepower:***

M-2 Hydra: The Hydra is a light French tank with 2 rapid firing guns. It's good for leveling buildings and hitting fast moving targets.

-Speed:**1/2
-Armor:**
-Firepower:**

Mototank: Born of a motorcycle fork and customized tread work from a military half-track, the MotoTank trades armor for Speed. Watch out for them near your queen lords, as they are the abduction vehicle of choice among the inner Gangs. Pressing rail right/rail left makes the Mototank execute a tight turn.

-Speed:****
-Armor:*
-Firepower:*

Rattler: The Rattler is one deadly snake. It mounts a vicious 30mm Gattling Gun. Almost as agile as the MotoTank, it can also execute tight turns using then rail right/rail left buttons.

-Speed:***
-Armor:**
-Firepower:**

FLP-E Tank: Pronounced "Flippy", the name stands for "Full Lateral Propulsion - Experimental". By pushing rail right/rail left, you can effectively strafe with this tank.

-Speed:***
-Armor:**
-Firepower:**

-----COST OF TANX-----

These are the costs of Tanx in Campaign mode. You do not need to pay Tank Bucks in Multi-Player. In 2 Player Campaign mode, you both share a pot of Tank bucks.

M1A1:10
Goliath: 25
Rattler: 10
MotoTank: 5
Rhino: 25
FLP-E: 10
Hovertank: 15
Inferno: 5

-----GANGS-----

-Griffin's Army

Weapons: Gun-Buddy's

Tanks:M1, M1, Inferno, Hover and Goliath

-Madison's Militia

Weapons: Guided Missiles and Health

Tanks: FLP-E, FLP-E, Moto, Rattler and Rhino

-Skull Riderz

Weapons: Grenades and Mines

Tanks: Moto, Moto, Inferno, Rattler and Hornets

-Dark Angels

Weapons: Cloaking

Tanks: Rhino, Rhino, Inferno, M1 and Goliath

-Shadow Ops

Weapons: Teleport

Tanks: Hover, Hover, Marksman, FLP-E and Rhino

-Crimson Guard

Weapons: Plasma Bolts

Tanks: Inferno, Inferno, Moto, Hover and Goliath

-Iron Maidens

Weapons: Sheild

Tanks: Goliath, Goliath, M1, FLP-E and Rhino

-Les Miserables

Weapons: Swarmer Missiles

Tanks: Hydra, Hydra, Moto, Inferno and Rattler

-Storm Ravens

Weapons: Laser and Turbo

Tanks: Rattler, Rattler, Moto, FLP-E and Hover

-Cold Warriors

Weapons: Nukes? (Sometimes start with a Nuclear Warhead)

Tanks: Hornet, Hornet, Marksman, Rhino and Goliath

-----MODES OF PLAY-----

---Single Player Campaign---

Story line mode, 18 levels, Co-op Option.

---Multi-Player---

-Deathmatch: First player to have 10 Kills

-Battlelord: First player to capture all Queenlords from the opponents base wins.

-Tank Wars: Team of Tanks battle each other for 3 minutes. The team with the highest score at the end of this times wins.

-Frenzy: To win, you must resque the queenlords that appear radomly on each level. Get 10 to win.

-Convoy: Each team of tanks is assigned to either Protect, or Destroy the convoy of about 8 transports.

-Hole 'Em: To win, you must take the Queenlord from the center of the map, return her to your base, and gurad her for 30 seconds. Very fast paced.

-Family: An alternate style of deathmatch, where you have unlimited main cannon ammo, and power-ups are automatically armed in sequence when you pick them up. Power-up weapons are automatically used in preference to your main cannon.

Single button control is utilized; all weapons are fired from the Z button.
Very confusing to learn.

-----MULTI-PLAYER MAPS-----

Multiplayer is the best part of the game. My favorite mode is BattleLord by far. Here are a list of Multi-player Maps, starting in west U.S.

-San Francisco - SFO
Difficulty: Easy

-San Francisco - Assault
Difficulty: Normal

-San Francisco - Alcatraz
Difficulty:

-San Francisco - Panhandle
Difficulty: Normal

-Arizona - Truck Stop
Difficulty: Easy

-Texas - Slave Fortress
Difficulty: Normal

-Route 66 - Drive in
Difficulty: Hard

-Washington DC - White House
Difficulty: Easy

-Washington DC - Mall
Difficulty: Easy

-London - Tower
Difficulty: Hard

-London - Parliament
Difficulty: Normal

-Paris - Bistro
Difficulty: Normal

-Paris - Eiffel Tower
Difficulty: Normal

-Paris - Champs Elysees
Difficulty: Normal

-Paris - Lakepark
Difficulty: Easy

-Paris - Crossfire
Difficulty: Hard

-Germany - Brandenburg Gate
Difficulty: Easy

-Germany - Berling Warzone

Difficulty: Normal

-Germany - Escape from Berlin (FAV!)

Difficulty: Normal

Strategies: If you are on the north side, get the nuke by going into where the train is when it passes by. That side also has tons of Guided Missiles. If you are on the south side (The shorter side), there are tons of gun buddies. When you have 8 Gun Buddy's Press A+B simultaneously, you will let out tons of Gun Buddy's, including Pop-up, Giant, half-giant, and normal.

-Germany - Railyard

Difficulty: Hard

Hope that helps!!!

-----POWER-UPS-----

This is a list of the Power-ups you can get in the game.

Star- This is left behind when a tank is destroyed and gives a little ammo and health.

Health- Duh.

Ammo- Ammo for your main cannon.

Radar- Tells where your objectives, enemy's and allies are.

Blue= Good

White= Neutral

All other colors= Enemy

Swarm missiles- Fires three moderate damage afflicting missiles.

Grenades- Good for clearing mine fields.

Guided Missiles- Everyone's favorite, after firing hold down the A button to guide the missile from a camera angle behind the missile. Your tank does nothing when missile is being guided.

Mines- Pretty self-explanatory.

Laser- a laser that does moderate damage.

Shield- A shield goes around your tank and deflects things fired. Turns red when wearing out.

Cloaking- Makes your tank invisible from enemy's and radar, but you become visible for a second when you fire any weapon.

Nuke- Um... Duh.

Gun Buddy- A stationary turret that fires at enemies.

The Edge- Found only in later levels of campaign mode, this one use power-up can take over some units or make others spin in circles for a short time.

Teleporter- Teleportation power-up. A good use for this is... right after a nuke explodes, teleport. That way the nuke won't harm you a bit, because you are teleporting.

Plasma Bolts- These bounce and bounce off buildings till they hit a tank.

Turbo- Similar to a nitro in many racing games, you can go fast.

Flame thrower- A powerful short range attack.

Bouncing betty- Similar to a mine, when anyone comes near it it jumps into the air and shoots out random laser shots.

-----CAMPAIGN WALKTHROUGH-----

This is a detailed walkthrough for the main Campaign mode, 2 player or single player.

|----|San Francisco Airport
-Destroy all Tanks

When you start get the radar. Turn around and get the swarmers. In one-player, beware of the trucks. When you blow one that has propane in back, there is a very powerful shockwave. In the dock area, there are some tank bucks. This one is very easy. You don't even have to press a button to win.

Par Time: 3:00

|----|San Francisco Break Out
-Get to the escape ship

This one is a little harder. Blow up a couple buildings and get the swarmers. Destroy the boats in the water in the beginning. There is a sub near the tunnel that will get you 3000 points. When in the tunnel, a good 2-Player Tactic is one player breaks to the left, while the other person goes straight. The one that went straight kills the inferno on the turn, while the one that turned, kills the second. With guided missiles you can destroy the boats from the cover of the buildings. The enemy tanks generate from the pier at the beginning, so watch out. Towards the end, there are some tank bucks surrounded by buildings. Get those and touch the escape ship to win.

Par time: 3:00

|----|Truck Stop
-Destroy all Tanks and Bunkers

Bunkers are those buildings with green fronts. You should definitely be the Moto-Tank on this one. On the first run through, go straight right away and turn right. Destroy the bunker. In the gated area next to it, there are some tank bucks. Continue, and watch out for enemy Gun buddy's. If you get guided missiles, use them and destroy the bunkers, but keep an eye out for enemies. A little past the middle, there are some tanks inside a breakable wall, w/ some tank bucks. Watch out for the trains, and the two hornets at the end. Next to each hornet are some tank bucks.

Par Time: 7:00

|----|Texas Slave Fortress
-Rescue all Prisoners

This is the only tough one. There are so many gun buddy's near the prisoners, that your first couple runs with the M1A1 will be just for blowing them up! So,

as you heard... use the M1A1 and blow up tons of Gun Buddy's. The more gun buddy's the better. At the beginning each time you die get the radar, there should be one in front of you and one behind to the right. (Remember: Gun Buddy's are not on the map!) Once you take out the turrets, the mission should just be a matter of where the prisoners are. Using guided missiles you can easily take out the gun buddy's. You will find some at the top of the map, near some missiles. (Note: If you get yourself in the right position, the gun buddy's shots will just go by you if you are a Moto-Tank.) Often times you will need to blow up buildings to reach the prisoners. There are eight Prisoners. (Note: Gun Buddy's can see you when you are cloaked after you fire! Another tip, use the train as cover.) These enemy bunkers cannot be destroyed at this level. Many times, you will find tank bucks after you destroy the missiles.

Par Time: 6:00

|----|Drive In
-Destroy two video projectors

>From the beginning, chose a moto-tank. Take the first left and DON'T SHOOT ANYTHING! Avoid the mines, and take a left after the two buildings. Keep going straight until yo come across a breakable wall on the left. Blow it up, and go inside ignoring the pop-up gun buddy. Go through the next breakable wall, and destroy the first building. Always be moving! Get the grenades, and throw an aimed one at the movie projector. If you've practiced, you can leave now. Exit the same way as you entered. When you exit take a left. Then take another left. Continue going and take the jump. There should be another jump. You should see a concrete tiny wall. Take that path. There should be a jump, on a tun going left. Take the turn slowly and keep going. There should be another breakable wall, next to the propane tank. Go through the wall, run in, throw a grenade at the movie projector and kepp moving. This should take about 0:53. With the par time of 9:00, you will get tons of points.

Par Time: 9:00

MORE COMING SOON!

-----SCORING-----

In Campaing mode, every 10,000 points, you get 10 tank bucks.

Mototank: 50
Goliath: 400
Rattler: 75
HoverTank: 150
Hornet: 150
Rhino: 250
Submarine: 2,000
M1A1: 100
FLP-E: 100
Inferno: 75
Marksman: 150
Hydra: 100
Boss Tank: 2,000
Attack Boat: 300
Getting Power-up(CAMPAIGN): 25
Turrets: Range from 25 to 100
Convoy Missions:
-Defenders: Each transport alive at end 2,500
-Enemies: Each transport destroyed at end 1,000

Beating Par Time: 100/second under par time.

-----TIPS/CODES-----

CUSTOM GANGS:

In Cheats Menu type:

TRDDYBRRKS

and then type anything that you want. When I type in sprmn(Superman), I get certain tanks, and a certain starting power-up. If your Custom Gang has nothing as its power-up, that means that it starts with short-range radar.

-----FAQ-----

Send in your questions and I'll answer them, and put them onto the FAQ!

-----LEGAL CRAP-----

Parker Sperry has made everything on this Walkthrough. It has come from the Instruction Booklet though. If you see this FAQ on any other website than www.gamefaqs.com, www.cheatcc.com or www.cheatcodes.com please tell me. Because of this Legal Crap and Copyrights, I will be able to beat them up! Gwahahahaha! Feel free to print this out though, but do not sell it! And, do not change or copy anything directly from this FAQ!

-----THANKS-----

Thanks to 3DO for Making a Great Game, with a crappy storyline though...
Thanks to Cheat Code Central (www.cheatcc.com) for letting me put the codes onto my FAQ, and on his Website!

-----CONTACT ME-----

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/\-/\-THANKS FOR READING THIS FAQ!-\-/\-/