

# Field Commander FAQ/Walkthrough

by stastheman

Updated to v0.41 on Aug 22, 2006

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## To-Do list

- 1) finish walkthrough
- 2) finish unlockables
- 3) finish division info
- 4) enemy unit descriptions
- 5) add FAQs
- 6) add scores

Version: 0.45

## List of contents

- 1) Introduction
- 2) Controls
- 3) Quick battle
- 4) versus
- 5) settings
- 6) Mission creator
- 7) tutorial walkthrough
  - 7.1) land training
  - 7.2) sea training
  - 7.3) air training
- 8) campaign walkthrough
- 9) Unlockable extras
  - 9.1) Cinematics
  - 9.2) COs
  - 9.3) Divisions
  - 9.4) Maps
  - 9.5) Units
  - 9.6) buildings
- 10) Frequently asked questions

- 11) Version history
- 12) Legal
- 13) Contact
- 14) Thanks

## 1) Introduction

Hi, I'm Stastheman and this is a complete walkthrough and faq for the great strategical game called field commander. As for me, I think this is the best (and the only) strategy/tactical game for the psp system.

This is my first guide and I hope that it will help gamers out there because I haven't seen a single guide for this game yet. I really hope that this guide will help you. So ... enjoy.

\* For now, I have only finished a few mission walkthroughs.  
But don't worry, I will update this guide as soon as possible.

## 2) Controls

### Menu controls

Navigate highlighted menu item:	directional buttons or analog stick
Select highlighted menu item:	X button
Previous screen/return to main menu :	O button
Toggle between 1st and 2nd player in hot swap mode:	L or R buttons
Switch commanding officer:	left/right buttons
Switch division:	up/down buttons
Get Intel on selected commanding officer:	triangle button
Get Intel on selected division:	square button
Change player color:	select button

### Gameplay controls

Open start menu/pause game:	start button
Mini-map:	R button
Rotate camera:	Analog stick
Unit info:	triangle button
Toggle firing/movement range:	square button
Select unit:	X button
Switch to next available unit:	O button

## 3) Quick Battle

First select quick battle from the main menu to begin

### Mission selection:

Pick the map you wish to play on the mission selection screen.

Use the directional buttons or analog stick to change missions.

The map's topography and the mission objectives as well as the climate and the size of the map are displayed to the left of the map.

You can also change the climate of certain missions by pressing the triangle button.

After that press the X Button to select a map.

### Division selection:

Pick your division by pressing the L and R buttons to switch between players 1 and 2.

Select your Commanding officer (CO) by pressing the left or right directional buttons. Press the triangle button to display Intel on your current Commanding officer . Select your division by pressing the up or down

directional buttons.

Press the square button for more info on your current division.

Press select to change the color of the selected player.

Press the X button to accept your player settings.

Game options:

To set the game options for your quick battle , highlight the setting you want to change and press the X button to select it.

Starting money:

Use the left and right directional buttons to highlight the unit of money you want to change. Press the up button to increase the value and the down button to decrease it. Switch players by pressing the L and R buttons.

Press the X button to accept the settings.

Victory conditions: Select the conditions that must be met for a player to win.

Division powers:

Turn the ability to use division powers on or off.

Press the X button to accept your selection.

Timers:

The timers will allow you to limit each players turn time.

The regular time limit places a limit on each player's turn. If the time limit runs out for the current player's turn, the turn ends.

The timer clock then resets and the other player begins his turn.

With the chess timer , each player's turn has a separate total time limit.

The time it takes for a player to complete his turn is deducted from their total time.

If either player's time runs out during their turn before other victory conditions have been met, that player forfeits and victory goes to the opposing player.

Fog of war:

Turn the fog of war on or off by using the up or down buttons .

Press X to accept.

Weather:

Weather can affect your units in a variety of ways, you can change the map

weather to clear , raining, or snowing by pressing the up or down button to

highlight your choice and pressing X to select it.

Weather condition effects:

Clear All conditions are normal, perfect weather

Raining -1 movement for infantry, -2 vision for air units

Snowing -1 vision for all units, 50% increase in fuel consumption for all units

Start the quick battle:

Press the start button to begin your game.

4) Versus games

Hot swap: Two players use the same psp system to play against each other , passing it back and forth between them at each turn.

Ad Hoc: Two players join a game against one another using the playstation portable built in ad hoc mode.

Infrastructure: This mode uses an internet connection through the psp system. You connect to a remote server where you can meet others in an online lobby with whom you can start a game , and upload or download maps and missions.

## 5) Settings

Profile: check your current profile stats.  
Delete saved data: delete previously saved data.  
Game settings:  
Music: Adjust the music volume  
UI sounds : Adjust the user interface volume  
Effects: Adjust the effects sounds  
Voice : adjust how loud your units speak  
Ambient : Adjust the ambient volume  
Weather : Adjust how loud the weather sounds will be  
Skip mode: Adjusts how fast the game skips moving and firing  
Normal: everything moves and shoots normally  
Fast forward: everything moves and shoots in fast forward  
Skip: skips completely

## 6) Mission creator

The mission creator allows you to create your own map and make your own missions.

use blank map:  
the maps are completely blank and you can make a mission completely from scratch.

Modify mission:  
this allows you to modify in game missions, you can add things and change the mission.

map controls:

toggle 3d view:	square button
place selected unit or placement on highlighted tile:	X button
delete highlighted object:	O button
change selected placement type:	R button
change selected unit type:	L button
view placed unit stats:	triangle button
change units and placements between ATLAS, neutral or shadow nation (only placements can be neutral):	up/down buttons

## Mission options:

press the start button to view the mission options

mission name: the name of your mission.

Weather : select the type of weather between clear, raining, or snowing.

fog of war: turn the fog of war on or off.

timers: set the type of timer or turn the timers off.

production: set the types of units that can be produced by each player.

Starting money: set how much money each player has at the beginning of the game.

Division: set which player has what division and what commanding officer.

victory conditions: set the conditions for a player to win.

balance readout: display each side's statistics.

save mission: save your mission.

exit: return to the main menu.

## 7) Tutorial walkthrough

### 7.1) land training

objectives: win: either kill all the enemy's units or capture his HQ

lose: the enemy kills all your units or captures your HQ

fog of war: off

weather: clear

#### strategy:

This mission is pretty straightforward because the CO's (Commanding officers) guide you through the level.

Click on the Half Track, shoot the enemy Half Track with the grunt, then destroy the enemy's Half Track with yours. Move the grunt close to the bridge onto the enemy's HQ and select "capture". Move your spec ops on the red cross. End turn. Fire on the enemy's scout with your spec ops, capture the enemy's HQ.

### 7.2) sea training

objectives: win: all enemy units killed or enemy HQ captured

loss: all friendly units destroyed

fog of war: off

weather: clear

#### strategy:

First, build a transport, move your Half Track and Spec Ops into the transport. End turn. Move the transport as close as possible to the beach of the island with the enemy's HQ and build a submarine to distract the enemy's sub from your transport. End turn. move transport to the beach and unload your Half Track. End turn. Attack the enemy scout with the half track, unload your Spec Ops from the transport. End turn. Attack the scout again and this time it will blow up. Move your Spec Ops onto the enemy HQ and select "capture". End turn. Capture the enemy HQ again.

### 7.3) air training

objectives: win: all enemy units destroyed or enemy HQ captured

loss: all friendly units destroyed or friendly HQ captured.

fog of war: off

weather: clear

strategy:

Your main goal here is to go up the large mountain in the top left corner of the map and capture the enemy's HQ because killing all his units is much longer.

Load a grunt in each of the utility helicopters and move them to the middle of the map where there is a small mound with tetons. Attack two enemy gunships on the east side with two of your anti-aircraft guns. Then move the anti aircraft guns on the west side as close to the huge mountain as you can. Also, move your two gunships close to your utility helicopters for protection. End turn. After your enemy's done, use your gunships to inflict some damage on the enemy's gunships, and if the enemy's gunships are close enough to the ground you can use your anti-aircraft guns. End turn. As soon as you start, wipe out the rest of the choppers in your way and move the utility choppers up the mountain (the second chopper will be a backup in case the enemy deastroys the first one). End turn. Now move one of the utility choppers up the mountain and unload a grunt near the enemy's HQ. Send a gunship for protection just in case. End turn. Move your grunt onto the enemy HQ and select "capture". End turn. Select the grunt again and finally capture the enemy HQ.

8) campaign walkthrough

mission 1

mission name: Distress call

briefing: Gather your forces. ATLAS has been called to the aid of a missing scientist and we're sending you.

fog of war: on

weather: clear

climate: grass

objectives:win:all enemy units destroyed or enemy HQ captured

loss:All friendly units destroyed or friendly HQ captured

strategy

I suggest using the Long Shots Division for this mission.

First capture the 2 Dense cities on the left side of the map and the factory right at the end of the bridge. When you capture the factory build at least 5-6 half tracks and just make your way to the enemy HQ by killing enemies on your way. Get one of your units to stay on the enemy factory to stop production and finish off the rest of the enemies.

mission 2

mission name: Unfortunate son

briefing: Someone has kidnapped the son of a key military figure. Mobilize your forces, this won't be a cakewalk.

fog of war: off

weather: clear

climate: grass

objectives:win:all enemy units destroyed or enemy HQ captured

loss: All friendly units destroyed

strategy

\* New unit: Rocket launcher

Capture the factory and the three unoccupied cities. Use the passage under the

mountain in the middle of the map to capture the enemy HQ. All you need is 3-4 half tracks, the 2 rocket launchers and the scout with the grunt loaded in it. Move those vehicles to the enemy HQ and destroy any enemies in your way with the rocket launcher and half tracks (protect the scout at all times!). Once you reach the HQ, unload your grunt, capture the HQ, and surround him with half tracks for defense.

mission 3

mission name: extraction point

briefing: Commander, the kidnapers have alluded us. Our intelligence has led us to this alternate location.

fog of war: off

weather: clear

climate: grass

objectives:win:all enemy units destroyed or enemy HQ captured

loss: All friendly units destroyed

strategy

mission 4

mission name: imminent

briefing: Whoever these criminals are, it appears we've found their weapons cache. Get in there and break it up.

fog of war: on

weather: clear

climate: snow

objectives:win:Gain control of tile at location (11,1)

loss: All friendly units destroyed or friendly HQ captured

strategy

mission 5

mission name: turf war

briefing: Scavenger and his men have taken a hit, but stopping him at this supply depot could be the break we're looking for.

fog of war: off

weather: snowing

climate: snow

objectives:win:Gain control of tile at location (18,1)

loss: All friendly units destroyed or friendly HQ captured

strategy

mission 6

mission name: sink or swim

briefing: Apparently Scavenger has escaped on the water. Hunt him down and stop him, Commander.

fog of war: off

weather: clear

climate: snow

objectives:win:6 enemy transports destroyed

loss:1 enemy transport escapes the map

strategy

mission 7

mission name: fish in a barrel

briefing: We have located the enemy's center of operations. Let's get in there and find out who these people are.

fog of war: on

weather: clear

climate: grass

objectives:win:all enemy units destroyed or enemy HQ captured

loss: enemy is still alive at turn 40

#### strategy

mission 8

mission name: only the good

briefing: It sounds like our command center is in trouble, we must get in and save as many people as we can.

fog of war: off

weather: clear

climate: grass

objectives:win:turn 30 reached alive

loss: All friendly units destroyed or friendly HQ captured

#### strategy

mission 9

mission name: gauntlet

briefing: We have to take the last of our ammo supplies to our emergency base, don't let anything stop you.

fog of war: off

weather: raining

climate: grass

objectives:win:Escort friendly supply truck to HQ

loss: supply truck destroyed

#### strategy

Okay, this mission is a bit tricky. Your main goal is to get your truck safely to your HQ. But a forest is blocking your path, so you have to use your Spec Ops to destroy the forest and make a path for your truck before the enemy destroys it. This mission is pretty hard, so I made a step-by-step walkthrough on how to finish it.

Use the first Rocket Launcher from the top to kill the grunt in front of the enemy's tank buster. Use the second Rocket Launcher to deal some damage to the closest Tank Buster from your location. Use the first Anti Aircraft Gun from the bottom to finish off the Tank Buster you previously attacked. Use the next Anti Aircraft Gun to shoot the remaining enemy Tank Buster. Move both of your Spec Ops over the swamp area, toward the truck, and then move the truck toward the Spec Ops. End turn. First off, load your both your Spec Ops into the truck, then move the truck on a straight path to the forest and unload the two Spec Ops. Kill the enemy's remaining Tank Buster with your most damaged Anti Aircraft Gun. Use the other two Anti Aircraft Guns to kill some Gunships. End turn. Use the two Spec Ops to destroy some of the forest and make a clear path for the supply truck. Then move it towards your HQ (Don't worry about your other units). End turn. Now, just move the truck over the HQ and you win!

mission 10

mission name: watchdog

briefing: It appears that an unknown group has acquired top secret



information. We need to know what they know.  
fog of war: on  
weather: clear  
climate: desert  
objectives:win:all enemy units destroyed or enemy HQ captured  
loss: All friendly units destroyed or friendly HQ captured

strategy

mission 11

mission name: submission  
briefing: Now that we have a foothold in Watchdog's territory, we can take the fight to his doorstep.  
fog of war: off  
weather: clear  
climate: desert  
objectives:win:all enemy units destroyed or enemy HQ captured  
loss: All friendly units destroyed or friendly HQ captured

strategy

mission 12

mission name: tackle  
briefing: Watchdog has slipped through our fingers, Commander, chase him down and finish this.  
fog of war: on  
weather: clear  
climate: desert  
objectives:win:1 enemy transport destroyed  
loss: 1 enemy transport escapes the map

strategy

load your grunt and rocket launcher into the transport and move it next to the enemy's transport. move your battleship between the enemy's corvette and sub move your sub next to your battle ship and submerge. End turn. Move your sub under the enemy's corvette, and attack the transport with your battleship. And then just move your transport up the shoal to the before last island at the end of the map and after a few turns you will reach it. When you do unload your grunt and rocket launcher and at the next turn move the rocket launcher to the middle of this small island and use the grunt for vision to locate the transport if you can't see it yet and at the next turn fire at the enemy transport with your rocket launcher and it should go down. Mission complete!

mission 13

mission name: silenced lies  
briefing: Our intelligence network spotted Watchdog's assassins leaving the scene, bring them to justice.  
fog of war: off  
weather: clear  
climate: desert  
objectives:win:all enemy units destroyed or enemy HQ captured  
loss: All friendly units destroyed or friendly HQ captured

strategy

mission 14

mission name: breadcrumbs

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 15

mission name: convoy

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 16

mission name: clear path

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 17

mission name:AGL zero

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 18

mission name: blind eye

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 19

mission name: relay

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 20

mission name: make way

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 21

mission name: air strike

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 22

mission name: eve's study

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 23

mission name: hazy forecast

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 24

mission name: cloaked

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 25

mission name: a city will fall

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 26

mission name: chasing the weather

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

mission 27

mission name: downpour

briefing:

fog of war:

weather:

climate:

objectives: win:

loss:

strategy

9) Unlockable Extras

9.1) Cinematics

Intro: how to unlock: available from the start

Ending: how to unlock: finish the game

untold legends 2 trailer: how to unlock: available from start

## 9.2) CO's

codename: Brick

real name: master sergeant Kenneth Cuthbert

age:52

blood type:AB negative

position: Chief training Officer

profile: A former drill sergeant, Brick now serves as the chief training officer for ATLAS. Tough as nails and as hardheaded as a hammer, Brick ensures that those who make it through the legion's basic training program are worthy of the tasks set before them.

how to unlock: available from start

codename:Shellcase

real name: Elizabeth Lexington

age:24

blood type:O positive

position: Quartermaster

profile: As the ATLAS Quartermaster, Shellcase is in charge of assigning and overseeing the transfer of all equipment to Field Commanders in ATLAS operations. Liz definitely has an unconventional way of doing things, but nonetheless manages to do her job better than anyone else who's ever held her position.

how to unlock: available from start.

codename: Mercury

real name: Sun Zhang

age:32

blood type:B negative

position: Special operations infantry chief

profile: An expert in both hand to hand combat and guerilla warfare, Mercury earned his codename from his reputation for his fluid like movements in combat and cool sharpness when it comes to flashpoint operations. As special operations infantry chief for ATLAS, Mercury is in charge of Special forces advanced infantry training and serves a special advisory role to Field Commanders who must rely heavily on their Grunts and Special Ops units.

how to unlock: finish mission 1: Distress call

codename: Broken arrow

real name: Sayid Simantob

age:27

blood type:O positive

position: Senior tactical flight officer

profile: A true fighter ace, Broken Arrow joined ATLAS after serving 2 terms in the force. While somewhat cocky and arrogant, his reputation cannot be understated as his dog fighting skills in the air are second to none.

Broken Arrow's chief role these days is one of long range scouting and air support for governments who can't "legally" shoot down enemy aircraft.

He also serves as an advisor to Field Commanders just looking to get a feel for what their air units can accomplish.

how to unlock:

codename: Whirlpool

real name: Gregory Taylor  
age:28  
blood type: A positive  
position: Chief submarine specialist  
profile: A former surfing champion in his youth, Whirlpool joined ATLAS after giving up a promising career in the Royal Guard. A master of tides and currents, Whirlpool is a whiz when it comes to submarine navigation and stealth combat. His ambushes of enemy forces by sea have been so successful that he now serves as an advisor to all field commanders engaged in naval combat operations.  
how to unlock:

codename: Flintlock  
real name: Joseph Krechnik  
age:35  
blood type:AB positive  
position: Senior artillery specialist  
profile: Flintlock's ability to hit targets with indirect fire at amazing distances is attributed to both his mastery of geometry and his innate ability to analyze terrain conditions. Truly a master of his craft, Flintlock is said to spend hours staring at the ground upon which a battle will soon take place and taking into account all of it's variables. When not serving as a commander or an advisor on operations, Flintlock spends most of his time at the ATLAS live fire testing grounds, constantly tuning and reconfiguring Rocket launcher firing systems.  
how to unlock: finish mission 2: Unfortunate son

codename: Ghost  
real name: unknown  
age: unknown  
blood type: unknown  
position: Stealth ambush specialist  
profile: Only general Banner knows the true origins of Ghost, because that was Ghost's mastery of stealth technology and techniques have put ATLAS well beyond the cutting edge of modern stealth warfare. Although mostly serving as an absent advisor, Ghost has engaged in several operations during his time since joining up and every one of them was a complete success.  
how to unlock:

codename: Diamond  
real name: Susan Casey  
age:25  
blood type AB negative  
position: Chief mobile armor specialist  
profile: As cool as ice and as hard as her codename suggests, Diamond is in charge of the ATLAS tank and armor divisions. A dedicated soldier through and through, Diamond prides herself on defensive tactics and leads her troops into battle with the understanding that everyone is going to take a hit eventually, it's whoever's shell cracks first that ends up losing. Diamond's tanks are some of the toughest in the world, just like their commander.  
how to unlock:

codename: Spider  
real name: Dennis Nesmet  
age: 38  
blood type: 0 negative  
position: Chief intelligence specialist  
profile: One of the world's most brilliant hackers, Spider was on his way to a 20 year prison sentence for computer fraud when ATLAS offered him a get out of jail free card. Since that day, Spider has proved an

invaluable part of ATLAS operations. A natural code breaker and mathematician, Spider's command style is to gather so much intelligence beforehand that he's nearly able to predict the enemy's every move in combat. With a spy network that stretches the globe, Spider is usually the first to know when a situation arises that might require ATLAS's intervention, a fact that he likes to brag about regularly.

how to unlock: finish mission 1: Distress call

codename: General

real name: Brigadier General Robert Banner

age: 64

blood type: AB positive

position: Commander in chief

profile: General Banner took over command of ATLAS at the turn of the century, and has personally overseen the assignment of every single operation ever since. A highly decorated General, Banner had worked with ATLAS from time to time on top secret joint ventures. General Banner seeks to lead ATLAS in establishing the safety and security of all the world's people from the likes of Shadow Nation and other lawless organizations.

codename: Redclaw

real name: Yuri Zarovich

age: 46

blood type: A positive

position: Infantry Commander

profile: A former commander, the great bear of a man known as Redclaw was discharged and exiled from his home country for being far too eager to sacrifice his troops in battle. His suicidal charges, while inflicting heavy casualties on his own men, were nonetheless both deadly and effective. Redclaw is known for having a bad temper and refusing to back down from a challenge, making him easily baited.

how to unlock:

codename: Fragfest

real name: Jonathan Harrows

age: 40

blood type: AB positive

position: Infantry Specialist

profile: Dishonorably discharged, Sergeant Jonathan Harrows, or Fragfest as he's now known, is a violent killer through and through. Fragfest has been charged with over 67 war crime violations but has yet to be caught by any proper authorities. His ruthless behavior makes him an ideal Shadow Nation agent, and the soldiers assigned to him generally share his blatant disregard for human life.

how to unlock:

codename: Necro

real name: Sebastian Sirakov

age: unknown

blood type: unknown

position: Covert Ops Commander

profile: An expert in stealth and ambush tactics, Necro prefers to lure his enemies into tight passages and then strike at them from the shadows. As a division commander, he is usually so careful about hiding his ranged units that one is never too sure just how many enemies they are up against. Even his own troops fear Necro as he rarely talks and says anything other than the order he is giving.

how to unlock:

codename: Whisper

real name: Unknown

age: Unknown

blood type: Unknown

position: Unknown

profile: Whisper and his or her (no one is really sure) division are the worldwide masters of stealth and ambush tactics. Almost every operations believed to have been carried out by this assassin was over before anyone even knew they were under attack. Entire bases have been known to just disappear with not a trace of evidence or battle left behind.

how to unlock:

codename: Strike zone

real name: Karl Stranost

age: 42

blood type: 0 positive

position: Bomber Wing Commander

profile: Strike Zone and his division of bombers and fighters are some of the deadliest air combatants on the globe. Pinpoint accuracy defines the deadliest of his talents, with the ability to hit minute targets from several thousand feet in the air.

how to unlock:

codename: Chameleon

real name: Unknown

age: 37

blood type: AB negative

position: Intelligence Operation Commander

profile: Chameleon is a master of disguise, able to assume alternate identities as easily as a normal person changes their clothes. Taken in by Shadow Nation early in his career, they have since turned him into a master spy, making him one of their key intelligence operatives. As a commanding officer, Chameleon uses his various talents to conceal his troops and to confuse his enemies.

how to unlock:

codename: Scavenger

real name: Victor Helsin

age: 32

blood type: 0 negative

position: Second Line Captain

profile: A former supply master, Victor Helsin defected to Shadow Nation when too many questions started being asked about missing equipment. Although not the most brilliant of military minds, Scavenger has a knack for putting together ragtag divisions of troops from seemingly nowhere and sending them into battle. Shadow Nation seems to hold some value in his talents nonetheless, which makes him an enemy not to be underestimated. Scavenger is also known for collecting trophies at the end of his battles, both in the form of scrap from busted Tanks and human body parts.

how to unlock:

codename: Alacrity

real name: Shannon Murphy

age: 19

blood type: B positive

position: Tactical Colonel

profile: As beautiful as she is deadly, Alacrity is one of the youngest agents ever to serve as an officer for Shadow Nation. A former terrorist operative, Alacrity is best known for her blinding speed and efficiency. With a knack for demolitions and mechanics, most divisions that serve under her are said to move much further and much faster than one could possibly believe.



how to unlock:

codename: Aqualung

real name: William Barton

age: 48

blood type: A negative

position: Commodore

profile: Called one of the last "true" pirates, Aqualung excels at naval combat and navigation. Wanted on crimes of piracy and murder, Aqualung gladly took up a position within Shadow Nation and now serves as their chief naval officer. With a gut instinct for Battleship range and an uncanny knowledge of where enemy Submarines are hiding, it's no wonder he has never been caught or defeated at sea.

how to unlock:

codename: Patriarch

real name: James Edward Porter

age: 39

blood type: Unknown

position: Commander in chief

profile: James Edward Porter, or Patriarch as he's called these days, is the man behind Shadow Nation. An inherited billionaire, Patriarch spent his years as a young man turning his family's engineering company into one of the world's largest private defense contractors and arms dealers. Without notice or warning, Porter simply disappeared one day and was not seen until ten years later, when it is believed that he founded Shadow Nation. A brilliant commander, tactician, and inventor, Patriarch now leads his private army on a personal crusade of terrorism, warfare, and global domination.

how to unlock:

codename: Watchdog

real name: Unknown

age: 31

blood type: 0 positive

position: Mercenary Group Commander

profile: Watchdog commands a group of skilled mercenaries that make their living from stealing weapons technology and supplying them to the highest bidder. Currently working for Shadow Nation, Watchdog and his group are only as loyal as their next paycheck. More of a businessman and thug than a soldier, he's here to make sure that the job gets done at a minimal cost to the group itself.

how to unlock:

### 9.3) Divisions

name: Card sharks

description:

minor special ability

name:

description:

major special ability

name:

description:

how to unlock: finish mission 2: Card sharks

name: Clean kills

description:

minor special ability

name:

description:

major special ability  
name:  
description:  
how to unlock:

name: Conquerors  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Regulars  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock: Available from the start

name: Rire's reign  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Deep freezers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock: Available from the start

name: Widowers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Killing depths  
description:  
minor special ability  
name:  
description:

major special ability  
name:  
description:  
how to unlock:

name: Fighting vipers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Storm riders  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Voodooos  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Long shots  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock: Available from the start

name: Ragtags  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Tricksters  
description:  
minor special ability  
name:  
description:

major special ability  
name:  
description:  
how to unlock:

name: Hangmen  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Foxholes  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Haunting wills  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Swarming wasps  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Black bears  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock: Available from the start

name: Blind bulls  
description:  
minor special ability  
name:  
description:

major special ability  
name:  
description:  
how to unlock:

name:Butchers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock: Available from the start

name: Undertackers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Dead lines  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Iron knights  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Flesh rippers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Talons  
description:  
minor special ability  
name:  
description:

major special ability  
name:  
description:  
how to unlock:

name: Plunderers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Suppressors  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Death notices  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Vicious pests  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Hitmen  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Section 8s  
description:  
minor special ability  
name:  
description:

major special ability  
name:  
description:  
how to unlock:

name: Creeping doom  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Plaque bringers  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

name: Thunder strikes  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock: Available from the start

name: Bandits  
description:  
minor special ability  
name:  
description:  
major special ability  
name:  
description:  
how to unlock:

#### 9.4) Maps

map name: Run Forest  
climates: grass, snow desert  
size: 20x16  
how to unlock: available from the start  
type:multiplayer

map name: Blocked passage  
climates: grass, snow desert  
size: 16x16  
how to unlock: available from the start  
type:multiplayer

map name: City lights

climates: grass, snow desert  
size: 18x18  
how to unlock: available from the start  
type:multiplayer

map name: Island hop  
climates: grass, snow desert  
size: 18x20  
how to unlock: available from the start  
type:multiplayer

map name: Joust  
climates: grass, snow desert  
size: 20x8  
how to unlock: available from the start  
type:multiplayer

map name: King of the hill  
climates: grass, snow desert  
size: 18x18  
how to unlock: available from the start  
type:multiplayer

map name: Lumberjack  
climates: grass, snow desert  
size: 16x20  
how to unlock: available from the start  
type:multiplayer

map name: Plateau Hopping  
climates: grass, snow desert  
size: 24x20  
how to unlock: available from the start  
type:multiplayer

map name: Fatal strait  
climates: grass, snow desert  
size: 26x20  
how to unlock: available from the start  
type:multiplayer

map name: The maze  
climates: grass, snow desert  
size: 20x20  
how to unlock: available from the start  
type:multiplayer

map name: Runoff  
climates: grass, snow desert  
size: 12x18  
how to unlock: available from the start  
type:multiplayer

map name: Spiral Shoals  
climates: grass, snow desert  
size: 20x20  
how to unlock: available from the start  
type:multiplayer

map name: Swamplands



climates: grass, snow desert  
size: 26x16  
how to unlock: available from the start  
type:multiplayer

map name: The golden plains  
climates: grass, snow desert  
size: 16x20  
how to unlock: available from the start  
type:multiplayer

map name: Up close and personal  
climates: grass, snow desert  
size: 20x16  
how to unlock: available from the start  
type:multiplayer

map name: Frontline  
climates: grass, snow desert  
size: 22x14  
how to unlock: available from the start  
type:multiplayer

map name: Sticky Marsh  
climates: grass, snow desert  
size: 20x8  
how to unlock: available from the start  
type:multiplayer

map name: Sneak Attack  
climates: grass, snow desert  
size: 20x22  
how to unlock: available from the start  
type:multiplayer

map name: Shard Ocean  
climates: grass, snow desert  
size: 10x20  
how to unlock: available from the start  
type:multiplayer

map name: Mountain Stream  
climates: grass, snow desert  
size: 28x16  
how to unlock: available from the start  
type:multiplayer

map name: Mountain Divide  
climates: grass, snow desert  
size: 20x16  
how to unlock: available from the start  
type:multiplayer

map name: Island Nation  
climates: grass, snow desert  
size: 20x20  
how to unlock: available from the start  
type:multiplayer

map name: No Air Allowed

climates: grass, snow desert  
size: 18x16  
how to unlock: available from the start  
type:multiplayer

map name: Funnel  
climates: grass, snow desert  
size: 14x18  
how to unlock: available from the start  
type:multiplayer

map name: Infantry Wars  
climates: grass, snow desert  
size: 16x10  
how to unlock: available from the start  
type:multiplayer

map name: land training  
climates: grass, snow desert  
size:  
how to unlock: finish land training  
type: campaign

map name: sea training  
climates: grass, snow, desert  
size:  
how to unlock: finish sea training  
type: campaign

map name: air training  
climates: grass, snow, desert  
size:  
how to unlock: finish air training  
type: campaign

map name: distress call  
climates: grass, snow, desert  
size: 16x16  
how to unlock: finish mission 1:distress call  
type: campaign

map name: unfortunate son  
climates: grass, snow, desert  
size: 16x10  
how to unlock: finish mission 2: unfortunate son  
type: campaign

map name: extraction point  
climates: grass, snow, desert  
size: 10x16  
how to unlock: finish mission 3:extraction point  
type: campaign

map name: imminent  
climates: grass, snow, desert  
size: 14x12  
how to unlock: finish mission 4: imminent  
type: campaign

map name: turf war

climates: grass, snow, desert  
size: 20x10  
how to unlock: finish mission 5: turf war  
type: campaign

map name: sink or swim  
climates: grass, snow, desert  
size: 20x16  
how to unlock: finish mission 6: sink or swim  
type: campaign

map name: fish in a barrel  
climates: grass, snow, desert  
size: 10x20  
how to unlock: finish mission 7: fish in a barrel  
type: campaign

map name: only the good  
climates: grass, snow, desert  
size: 20x16  
how to unlock: finish mission 8: only the good  
type: campaign

map name: gauntlet  
climates: grass, snow, desert  
size: 26x10  
how to unlock: finish mission 9: gauntlet  
type: campaign

map name: watchdog  
climates: grass, snow, desert  
size: 20x20  
how to unlock: finish mission 10: watchdog  
type: campaign

map name: submission  
climates: grass, snow, desert  
size: 16x16  
how to unlock: finish mission 11: submission  
type: campaign

map name: tackle  
climates: grass, snow, desert  
size: 12x22  
how to unlock: finish mission 12: tackle  
type: campaign

map name: silenced lies  
climates: grass, snow, desert  
size: 18x10  
how to unlock: finish mission 13: silenced lies  
type: campaign

map name: breadcrumbs  
climates: grass, snow, desert  
size: 16x18  
how to unlock: finish mission 14: breadcrumbs  
type: campaign

map name: convoy

climates: grass, snow, desert  
size: 24x20  
how to unlock: finish mission 15: convoy  
type: campaign

map name: clear path  
climates: grass, snow, desert  
size: 16x20  
how to unlock: finish mission 16: clear path  
type: campaign

map name:AGL zero  
climates: grass, snow, desert  
size: 14x14  
how to unlock: finish mission 17: AGL zero  
type: campaign

map name: blind eye  
climates: grass, snow, desert  
size: 12x12  
how to unlock: finish mission 18: blind eye  
type: campaign

map name: relay  
climates: grass, snow, desert  
size: 22x8  
how to unlock: finish mission 19: relay  
type: campaign

map name: make way  
climates: grass, snow, desert  
size: 18x20  
how to unlock: finish mission 20: make way  
type: campaign

map name: air strike  
climates: grass, snow, desert  
size: 18x24  
how to unlock: finish mission 21: air strike  
type: campaign

map name: eve's study  
climates: grass, snow, desert  
size: 20x22  
how to unlock: finish mission 22: eve's study  
type: campaign

map name: hazy forecast  
climates: grass, snow, desert  
size: 20x12  
how to unlock: finish mission 23: hazy forecast  
type: campaign

map name: cloaked  
climates: grass, snow, desert  
size: 12x20  
how to unlock: finish mission 24: cloaked  
type: campaign

map name: a city will fall

climates: grass, snow, desert  
size: 20x14  
how to unlock: finish mission 25: a city will fall  
type: campaign

map name: chasing the weather  
climates: grass, snow, desert  
size: 30x14  
how to unlock: finish mission 26: chasing the weather  
type: campaign

map name: downpour  
climates: grass, snow, desert  
size: 30x20  
how to unlock: finish mission 27: downpour  
type: campaign

#### 9.5) Units

infantry:

name: Grunt  
cost:1000  
movement pints:3  
vision range:2  
fuel/A  
primary weapon/ammo:M.A.R.-92/ unlimited  
secondary weapon/ammo:N/A  
specials: capture building  
Unit description:  
how to unlock: available from the start

name: Special Ops  
cost:4000  
movement points:3  
vision range:2  
fuel:N/A  
primary weapon/ammo:M-267"Thumper"A.D.M./5  
secondary weapon/ammo:SM-54"Fogger" Cone rifle/unlimited  
specials: capture building, lay and remove mines, ranged attack  
unit description:  
how to unlock: available from the start

name: Sniper  
cost:6000  
movement points:3  
vision range:2  
fuel:N/A  
primary weapon/ammo:M-41"Wasp" SMG/unlimited  
stealth weapon/ammo:JAK-85"Imperator" Electro-Magnetic Mass Driver/5  
secondary weapon: N/A  
specials: capture building, stealth, ranged attack  
unit description:  
how to unlock:

ground vehicles:

name: scout  
cost:4000  
movement points:8

vision range:5  
fuel:80  
primary weapon/ammo:"Triari".50Caliber Machine Gun/unlimited  
secondary weapon/ammo:N/A  
specials: transport 1 infantry unit  
description:  
how to unlock: available from the start

name: Truck  
cost:5000  
movement points:6  
vision range:3  
fuel: unlimited  
primary weapon/ammo:N/A  
secondary weapon/ammo:N/A  
specials:Re-supply, transport 2 infantry units  
description:  
how to unlock: available from the start

name: tank  
cost:15000  
movement points:5  
vision range:1  
fuel:50  
primary weapon/ammo:120mm"Brimstone"Cannon/8  
secondary weapon/ammo:15mm"Cerberus" Rotary Assault Gun/unlimited  
specials:N/A  
description:  
how to unlock:

name: Half-track  
cost:7000  
movement points:6  
vision range:3  
fuel:60  
primary weapon/ammo:55mm"Victor" Smoothbore Cannon/8  
secondary weapon/ammo:5.56mm"Buzzsaw" Chain Gun/unlimited  
specials:N/A  
description:  
how to unlock: available from the start

name: Rocket launcher  
cost:12000  
movement points:5  
vision range:2  
fuel:50  
primary weapon/ammo: Hawkeye Missile Battery/5  
secondary weapon/ammo:N/A  
specials: Ranged attack  
description:  
how to unlock: finish mission 2: Unfortunate son

name: Concealed tank  
cost:15000  
movement points:5  
vision range:1  
fuel:50  
primary weapon/ammo:60mm"Miser" Recoilless Rifle/8  
stealth weapon/ammo:"Furion" Plasma Cannon/5  
secondary weapon/ammo:N/A

specials: Stealth, ranged attack  
description:  
how to unlock:

name:Anti-Aircraft gun  
cost:8000  
movement points:5  
vision range:3  
fuel:70  
primary weapon/ammo:"Tall boy" Rapid fire Flak Guns/8  
secondary weapon/ammo:N/A  
specials:N/A  
description:  
how to unlock: available from the start

sea units:

name: Transport  
cost:6000  
movement points:6  
vision range:1  
fuel: unlimited  
primary weapon/ammo:N/A  
secondary weapon/ammo:N/A  
specials:Re-supply, transport two ground units  
description:  
how to unlock: available from the start

name: Corvette  
cost:10000  
movement points:6  
vision range:3  
fuel:50  
primary weapon/ammo:"Man-o-war" Depth Charge/unlimited  
secondary weapon/ammo: Cruise missile/8  
specials: Lay and remove mines  
description:  
how to unlock:

name: Battle ship  
cost:24000  
movement points:5  
vision range:2  
fuel:40  
primary weapon/ammo:3-22in"Titan" Heavy Cannons/8  
secondary weapon/ammo:N/A  
specials: ranged attack  
description:  
how to unlock:

name: Submarine  
cost:14000  
movement points:5  
vision range:5  
fuel:40  
primary weapon/ammo:"Kingfish" Torpedo/5  
secondary weapon/ammo:N/A  
specials: Submerge  
description:  
how to unlock: available from the start

Air units:

name: utility helicopter  
cost:5000  
movement points:6  
vision range:2  
fuel:50  
primary weapon/ammo:N/A  
secondary weapon:N/A  
specials: transport 2 infantry  
description:  
how to unlock: available from the start

name: Gunship  
cost:9000  
movement points:6  
vision range:3  
fuel:50  
primary weapon/ammo:RF-98"Peacemaker" Heavy Rockets/8  
secondary weapon/ammo:20mm"Colossus" Auto Cannon/unlimited  
specials:N/A  
description:  
how to unlock: available from the start

name: Tank Buster  
cost:22000  
movement points:7  
vision range:2  
fuel:60  
primary weapon/ammo:GBU-16a"Ghurka" Smart bomb/8  
secondary weapon/ammo:30mm" Vengeance" Chaingun/unlimited  
specials:N/A  
description:  
how to unlock:

name: Stealth Fighter  
cost:12000  
movement points:9  
vision range:5  
fuel:70  
primary weapon/ammo:"Star fire" Air-to-air Missiles/8  
secondary weapon/ammo:N/A  
specials: Stealth  
description:  
how to unlock:

9.6) buildings:

name: Headquarters  
cash per turn:1000  
capture points:20  
defense adjustement:4  
heal per turn:2  
description: This building provides the maximum defense offered by buildings. The headquarters does not restrict unit movement. It provides a healthy income to the player. Units re-supply and heal within the headquarters the same as the dense city. And last of all , most missions end and victory is awarded to the opposing force that captures the opposing headquarters. There is only ever



one headquarters building per side, per map.

name: Sparse city

cash per turn:500

capture points:15

defense adjustment:2

heal per turn:1

description: The sparse city provides a small amount of money every turn. They need to be captured to realize the economic benefit. The sparse city adds a small degree of defense to units. Units re-supply if they spend a turn in a player controlled sparse city and heal slightly each turn they remain in a sparse city.

name: Dense city

cash per turn:1000

capture points:20

defense adjustment:3

heal per turn:2

description: A dense city provides more defense than a sparse city. When captured, a dense city provides a healthy income to the controlling player. A dense city can be attacked to reduce it to a sparse city. Units re-supply if they spend a turn in a p-layer controlled dense city, and heal each turn they remain in a dense city.

name: Factory

cash per turn:1000

capture points:20

defense adjustment:3

heal per turn:2

description: The factory provides the same level of defense as the dense city. When captured, factories provide a healthy income to the owning player. This building provides the ability to make ground units. Units re-supply and heal the same as the dense city while within a player controlled factory. Units cannot be built if an enemy unit is inside.

name: Airport

cash per turn:1000

capture points:20

defense adjustment:3

heal per turn:2

description: An airport provides the same level of defense as the dense city. When captured, airports provide a healthy income to the owning player. This building provides the ability to make air units. Units re-supply and heal in a player controlled airport the same as the dense city. Units cannot be built if an enemy unit is inside.

name: Seaport

cash per turn:1000

capture points:20

defense adjustment:3

heal per turn:2

description: While only naval units and infantry can move into the seaport, the seaport provides the same level of defense as the dense city. When captured, seaports provide a healthy income to the owning player. This building provides the ability to make sea units. Units re-supply and heal in a player controlled seaport the same as the dense city. Units cannot be built if an enemy unit is inside.

control rooms:

name: Satellite laser control room

cash per turn:N/A

turns for reload:4

capture points:30

defense adjustment:2

heal per turn:N/A

description: The satellite laser control room allows the player to call in a satellite based laser attack to a specific location on the map. It is a devastating attack that affects all unit types.

name: Air strike control room

cash per turn:N/A

turns for reload:4

capture points:30

defense adjustment:2

heal per turn:N/A

description: The air strike control room is used to call in a bomber that will fly to the target area and drop a payload of bombs . An air strike can be called in for any specific location on the map. Trees hit by a direct blast are reduced by one level. Air strikes cause land and sea damage but do not affect air units.

name: Concussion blast control room

cash per turn:N/A

turns for reload:4

capture points:30

defense adjustment:2

heal per turn:N/A

description: The concussion blast control room, or "Sun burst", is used to launch a concussion bomb that detonates 2000 feet in the air above the target area and immobilizes all air and infantry units for one round. Ground vehicles and sea units are not affected by this blast.

name:EMP blast control room

cash per turn:N/A

turns for reload:4

capture points:30

defense adjustment:2

heal per turn:N/A

description: The EMP blast control room is used to launch a charged electromagnetic mortar that immobilizes all ground vehicles and sea units for one round on impact. Air units and infantry units are not affected by this blast.

name: Napalm strike control room

cash per turn:N/A

turns for reload:4

capture points:30

defense adjustment:2

heal per turn:N/A

description: The napalm strike control room launches a cluster of missiles that, on impact, cover the area of effect in napalm that expands for three game turns. The player can call in the napalm strike for any specific location on the map. It is primarily meant to destroy infantry units and trees. Napalm strikes do not affect air units. Any forest space within the radius of effect on any turn is completely destroyed. Ground vehicles cannot drive through napalm and napalm will not expand onto water.

10) Frequently asked questions

(I Will update this part as soon as someone aks a question).

## 11) version history

July 26 2006: started guide

version:0.20

added :

introduction

controls

quick battle

versus

settings

July 27 2006: version:0.25

expanded some stuff

added units

July 29 2006:version:0.28

added:

some strategies

some divisions

some COs

almost all maps

July 30 2006: version:0.30

added:

buildings

some missions

July 31 2006: version 0.35

added:

some mission strategies

August 2 2006: version 0.40

added:

multiplayer maps

August 11 2006: version 0.41

changed some minor mistakes.

August 22 2006: version 0.45

added a few strategies

added FAQ section and contact

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### 13) Contact

Please, if you have any questions about the game or this FAQ, please contact me at: [gamehelpplanet@yahoo.com](mailto:gamehelpplanet@yahoo.com)

**\*\*note: please include field commander FAQ in the subject\*\***

I will post questions in the "frequently asked questions" section of this FAQ. please note that I will not include your E-mail address or your name.

### 14) special thanks

myself: for making this guide

Sony online entertainment: for making this game

Sony: for making the psp and making a whole new generation of portable systems

[gamefaqs.com](http://gamefaqs.com): for letting me post this guide and for being such a great site.

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