# War 3010: The Revolution FAQ/Walkthrough

by Seth0708                                          Updated to v1.1 on May 10, 2005

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                    THE REVOLUTION

War 3010: The Revolution FAQ\Walkthrough
Version 1.1
by Seth0708
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==============================================================================
INTRODUCTION
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War 3010: The Revolution was a Super Nintendo turn-based strategy game
released in 1996 in the United States, coming out just as that great system
was dying out. It was an ejoyable game that, sadly, may have come out too
late to get the attention it deserved (although Nintendo Power did do a full
strategy article for the game).

The game is actually a sequel to another game titled War 2410. Both games

were developed here in the United States and received public release in this country.

Official Description:
You've seized control of a battle fleet, and will lead a group of warriors on a crusade to free humanity. Get ready to engage in 16 levels of fierce combat. Between each level, you can build a space armada and upgrade the fleet with a variety of equipment upgrades. Thanks to an easy to use icon menu system, you池e in complete control of the action. All of that action comes to life with photo-quality digitized graphics and stereo sound.

From the box:
Kyllen have ruled for nearly 400 years. Now, you have seized control of a battle fleet, and will lead a group of warriors on a crusade to free humanity. Get ready to engage in 16 levels of fierce combat. Between each level, you can build a space armada and upgrade the fleet with a variety of equipment upgrades. Thanks to an easy to use icon menu system, you池e in complete control of the action. All of that action comes to life with photo-quality digitized graphics and stereo sound. Take up arms and lead the fight in War 3010: The Revolution.

(Note: You cannot actually build or upgrade you armada between levels; units are set for each level and do not change unless you build new ones during the level itself.)


================================================================================
HOW TO PLAY
================================================================================
Like most strategy games, War 3010: The Revolution is somewhat complex. You have a variety of options at your command during gameplay, options which we will cover here.

First you have to understand the menu. While you are on the map of the stage you can press the B-button to bring up the following menu:
[1][2][3]
[4][5][6]
[7][8][9]

Hitting the X- or A-button will cancel out of it, but hitting the B-button again while on one of the spaces will do different things. Here is what the options do:

1: Allows you to move the selected unit
2: Allows you to attack with the selected unit (do note that the unit you
        attack will fire back if it is not destroyed)
3: Ends your turn (also, allows you to build new units)
4: Tells you about the terrain of the space your cursor is on (i.e. if it is
        space or a planet)
5: Shows the stats of the selected unit
6: Zooms out to show you the entire battlefield (instead of just the one
        screen you are currently on)
7: Shows you how many units both the Kyllens and Humans possess
8: Scouts a planet for technology (selecting Help on the menu immediately
        after selecting this option will aid you in this)
9: Pauses the game and brings up the Options Menu

This menu is the key to playing the game. Once you have this down, you'll be in the know. And as GI Joe says, "Knowing is half the battle."

The second thing to know is how to use the "Scout" and "Build" commands.
You gain these abilities in Mission 4 and 5, respectively.

To scout a planet you need to place a scout ship (one that has the word
"Scout" in its class) on a planet. If there is an upgrade to be found on said
planet or moon, you will find it automatically and recieve the upgrade. Special
thanks to Jacuke for discovering this.

To build new units you need to control a space station. To do this you need
two ships. On any mission with a space station, simply place two ships on
the location indicated below with X's:

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=XX=
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  ll
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Then you have control of the station. Now simply highlight the station,
select the "End Turn" block on your in-battle menu, and then chose "Build."
Now you can select up to two units to construct at a time. The "Build" menu
will tell you everything about the units, so it is self-explanatory after
this.

The last thing to do is to figure out how to complete each mission, which
incidently I will help you with in the next section.


================================================================================
REGULAR MISSIONS
================================================================================
This section provides a walkthrough for each regular mission in the game (in
the order they appear, of course). They're divided between headings (i.e.
"Mission 1," "Mission 2," etc.), and under each you will find the opening
text for the mission, the passcode to get there, and a map of the mission
complete with unit data. The maps have letters (for Kyllen forces) and
numbers (for Human forces) to designate individual starting units. Stats
for these units appear in the Unit Data section further down in the FAQ.
So without further adieu, here is a mission-by-mission walkthrough for War
3010: The Revolution.

--------
Map Key
--------

/\ This type of symbol is used to represent planets that can be scouted for
\/ new technology.

## This type of symbol is used to designate a supernova.
##

<> These symbols are used to designate asteroid belts, appearing in the
v^ later missions.

="" = This large symbol is used to represent a space station. It appears so
==== large because this is the number of squares it occupies on the map. It
==== can be commandeered and used to build new ships during a battle. For a
llll clearer picture of what it looks like, simply try and use the "Build"
llll command during a mission without having commandeered a space station.

```
  ll  The game will then show you one and tell you how to capture it.

/--\ This symbol is used to designate an automated shield refinery station.
|==| They can be found in several missions in the later two-thirds of the
|==| game. Placing an unit beside on of the corners will refill that unit's
\__/ shields to full.

o  This is used for a small moon that can be scouted for new technology.

*   This symbol is used for a cluster or ion storm.


----------
Mission 1
----------
"The Revolution is at hand. On Joyec, human slaves have rebelled against
their Kyllen oppressors. Local forces have been taken by surprise. You must
destroy them before they crush our last dream for freedom."
Passcode: none


Map Size: 14 x 12 (1 Screen)
 --------------
|              |
|       1    3 |
|          2 /\|
|            \/|
|              |
|            4 |
|              |
|              |
|D   C         |
| /\ B         |
| \/o          |
|      A       |
 --------------


Human Units
-----------
1 (Artemis)
2 (Athena)
3 (Poseidon)
4 (Hercules)

Kyllen Units
-------------
A (Hercules)
B (Poseidon)
C (Artemis)
D (Athena)

So the first battle begins. Your units are the ones in the upper right
corner. Both you and the Kyllens start out with four units apiece. These are
the same units for both of you and the Kyllens. The enemy Poseidon and the
Hercules are the biggest threats to you. I suggest taking them out first,
then turning to the Artemis and Athena. This mission, being the first
mission, is not too difficult and should pose little trouble for you. Also,
you may not wish to attack with everyone the first turn as your enemy will
counterattack. Instead, move closer to the enemy, then wait for them to
attack you (except for your Poseidon, use it for a long-range attack the
first turn). The Kyllens will hit you the second turn and you'll counter-
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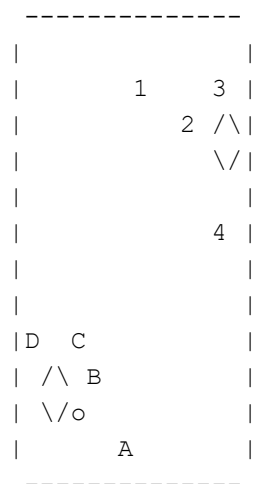
attack. Then on the third turn, you should be able to hit several of their
ships and destroy them without allowing them a chance to hit back.

Once you win, you get the following message:
"The Revolution lives. You have successfully led Humanity to its first
victory against Kyllen Supreme Command. Your bravery has allowed us to
capture even more Kyllen vessels. Good work."


----------
Mission 2
----------
"Kyllen Supreme Command has ordered the 8th Task Force to hunt down the
insurrection. Seize FTL Comm Station Trochinux to disrupt any combined
effort that would intercept our forces. Doing this will also aid in the
liberation of Troch, a slave world struggling under Kyllen rule."
Passcode: YTBHMGH


Map Size: 28 x 24 (4 Screens)
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| *            ****   4      |
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| *   A    D          /\     |
|           F    G   o\/      |
|    o/\                     |
|     \/    E                |
|        B                   |
 ----------------------------

Human Units
------------
1 (Artemis)
2 (Ares)
3 (Kronos)
4 (Athena)
5 (Poseidon)
6 (Hercules)
7 (Atlas)

Kyllen Units
-------------
A (Athena)

```
B (Kronos)
C (Ares)
D (Artemis)
E (Hercules)
F (Poseidon)
G (Atlas)
```

You did so well on the last mission that the programmers quadrupled the size
of the map! Now you have to navigate between multiple screens. Again both
you and the Kyllens have equal forces and once again both of you have
identical units. You begin this battle some distance from the Kyllens, which
allows you to decide where the battle will begin. I reccomend moving all
your units as far Southwest as you can the first turn. This will bring your
Ares and Artemis within range of your opponent's units. You won't be able to
attack, but your opponent should try and split his forces on his turn,
sending several units at them while holding others back. This will allow you
to move in with your other units and destroy his expeditionary party, giving
you the advantage in numbers. From this point, the enemy Atlas is your top
priority as it deals the most damage. The enemy Kronos, meanwhile, should be
out of range of your units until near the end of the battle, freeing you up
to take out the support units.

Once you win, you get the following message:
"With the surprise capture of Trochinux, Kyllen are unable to coordinate any
fleet actions against us. However, our victory is only a temporary one.
Kyllen Supreme Command will reroute existing FTL comm stations in an attempt
to engage us. Eventually, we will be forced to flee."


----------
Mission 3
----------
"The 48th Battle Group has entered the system to recapture Trochinux. Our
forces must defend the FTL comm station if we are to survive. Kyllen Supreme
Command thinks it can capture the comm station and send for reinforcements
to mop up any resistence. Nuetralize their plans."
Passcode: JRQDGNP
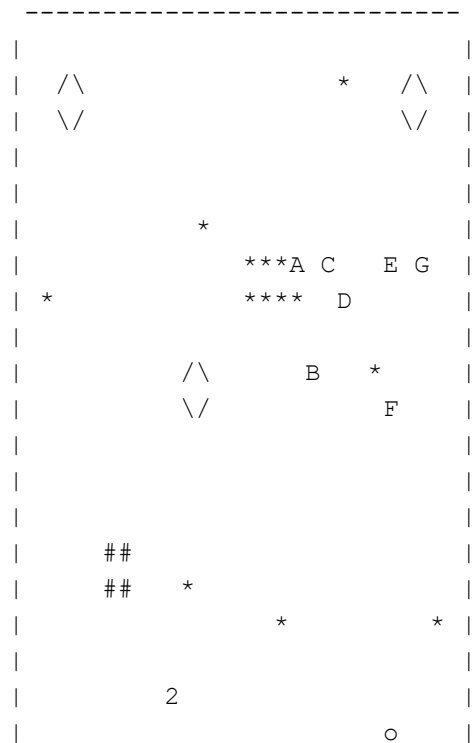
Map Size: 28 x 24 (4 Screens)
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|   o/\                     |
|    \/       6            |
|         5                |
 ---------------------------
```

Human Units
------------
1 (Athena)
2 (Ares)
3 (Artemis)
4 (Poseidon)
5 (Kronos)
6 (Hercules)
7 (Atlas)

Kyllen Units
-------------
A (Artemis)
B (Ares)
C (Kronos)
D (Athena)
E (Poseidon)
F (Hercules)
G (Atlas)

Yep, it's the exact same map as last time, except now the positions are
reversed. That, and the alignment of the Human forces is slightly different
from Mission 2. In this incarnation, your units are slightly closer to the
enemy than before. I suggest not moving forward at all, but instead
consolidating your position (by moving your outlying ships to the West). The
enemy will try and do exactly what you did in the last mission (assuming
you followed my advice), but instead of being able to hit a split force, it
will attack your entire fleet in three waves. The first wave will be their
Artemis and Ares. Hit the Artemis with your Athena then Kronos, and hit the
Ares with your Atlas then Hercules. You might be able to reach the enemy
Hercules as well, but unless you can hit it with all three of your remaining
units you probably won't be able to kill it (if you damage it enough,
however, it may not attack next turn for fear of being destroyed). The
second wave consists of the Athena, Hercules, and Atlas. If you still have
all your units (and you should), you should be able to take out all three in
one turn with minimal loses . The third wave is comprised of the Poseidon
and Kronos. At this point saving ships is only a matter of keeping score. If
you're lucky, the Kronos will not be able to reach you on its turn, making
it a sitting duck for your attacks.

Once you win, you get the following message:
"As we defended the comm station against Kyllen forces, a slave revolt on
Troch has overthrown what little remains of Kyllen authority. However, a
concentrated enemy attack seems inevitable. All humans from Troch have been
evacuated to our rapidly growing armada."


----------
Mission 4
----------
"We cannot ignore our people even if Kyllen forces have anticipated our next
move. They plan to transplant a human slave population from Evahli to a more
secured region. Engage the empty transport convoy that is entering this
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system. Do not let them reach Evahli."
Passcode: RCZKTLN


Map Size: 48 x 44 (9 Screens)
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Human Units
------------

1 (Hermes)
2 (Atlas)
3 (Hades)
4 (Kronos)
5 (Artemis)
6 (Ares)
7 (Athena)
8 (Poseidon)
9 (Hercules)
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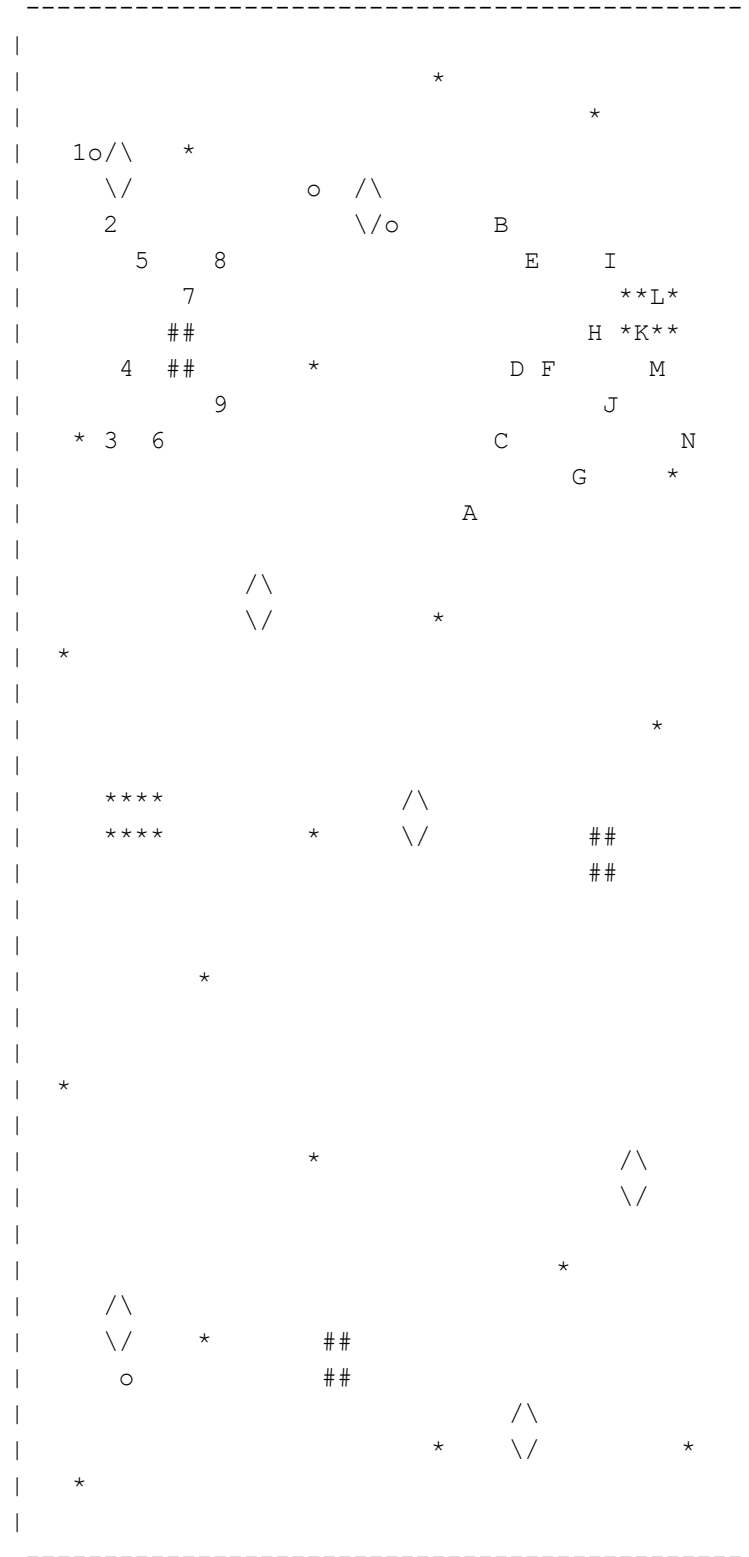
```
Kyllen Units
-------------
A (Cerberus)
B (Atlas)
C (Hades)
D (Kronos)
E (Artemis)
F (Ares)
G (Athena)
H (Kronos)
I (Poseidon)
J (Hercules)
K (Hades)
L (Hera)
M (Hera)
N (Hera)
```

Now we move on to the second biggest maps this game has to offer, although
you probably won't be going anywhere in the Southern two-thirds for this
mission. This is the first mission where the Kyllen forces outnumber you.
This is also the first time that you are able to scout planets for
technology. You begin the mission with a single scout ship, the Hermes,
which can be used to scout for new technology on the various planets about.
Of course the primary concern of this mission is defeating a numerically
superior foe, who incidently also has more and better ships then you. Your
opponent, however, does have a weakness. Firstly, the Heras he commands will
not attack (but they will counterattack). Secondly, he doesn't seem to have
the range physics down. What I reccomend is that you pull all your forces
back into a 3 x 3 square around Evahli (the moon to the right of your
Hermes) and wait for your opponent to approach. Make sure you have your
Atlas, Kronos, and Poseidon in the frontline. As your enemy approaches, hit
his ships with the Kronos (from a safe range so that he cannot counter-
attack). After this, either finish the unit off with your Poseidon or Atlas,
taking advantage of their respective high attacks (move right next to your
foe if using the Poseidon for a short-range hit, or be at least two squares
away with the Atlas to use a long-range attack). Also do not be afraid to
let your enemy fire first, ensuring that you get to hit first in the second
attack and hopefully taking them out before they can counterattack. If you
use these techniques well you should come out of this battle with more than
half of your initial force!

Once you win, you get the following message:
"The people of Evahli are eternally grateful for our intervention. They have
informed us that other Rebel factions, inspired by our initial victory, are
challenging Kyllen rule everywhere. Our next goal will be to unify these
groups under one commander. Do not let us down."


----------
Mission 5
----------
"Our fleet has decided to rendezvous with other Rebel factions that have
blossomed out of our victories. Negotiations are underway to assimilate
these new additions into our fleet. However, Kyllen Supreme Command has
somehow learned of our meeting and has launched a massive ambush with the
intention of destroying our entire rebellion with one strike. Repel the
attack."
Passcode: PWDNRSX

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Map Size: 62 x 60 (12 Screens)
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Human Units
------------
1 (Athena)
2 (Artemis)
3 (Poseidon)
4 (Hercules)
5 (Hermes)
6 (Hercules)
7 (Athena)
8 (Poseidon)

Kyllen Units
-------------
A (Athena)
B (Kronos)
C (Poseidon)
D (Hades)
E (Ares)
F (Cerberus)
G (Atlas)
H (Hades)
I (Kronos)
J (Artemis)
K (Hercules)
```

Interestingly enough you actually have less ships in this mission then in
the previous one. This mission does, however, offer you the first chance to
build new units during battle. The drawback, as you can see on the map, is
that the space station to do this with is in the mid-Southwest of the map,
three screens from your starting position and through both enemy fleets. The
Kyllens also have less units, but all they've really lost since the last
mission is the three Heras (which were largely a non-threat anyway). You
cannot win this mission on strength alone, you need to take control of the
space station in the mid-Southwestern section of the map. To do this, run
South along the far Western border and make for the space station, thereby
allowing you to build new units. The enemy has you beat on range since most
of your units cannot reach further then 3 squares, so you need to close with
your attacking units. Watch out for the enemy Atlas units; these ships will
tear your fleet apart. While moving South, you might also want to try and
lure away some enemy units by sending out a decoy (your Artemis or Hermes
preferably, because of their greater movement ranges). If you space your
movements right, the enemy will chase this ship and never be able to quite
catch up, allowing you to move your other units in on the space station. On
the flipside, leave your slower units behind to fight the enemy. When your
faster units seize the space station, crank out two single-turn units per
turn. Quantity, in this mission, is its own quality.

Once you win, you get the following message:
"We captured the human spy who betrayed us during our rendezvous. A thorough
interrogation has allowed us to learn the location of a massive construction
yard that is preparing several warships for emergency wartime protocol. It
is vital that we do something to eliminate this."


----------
Mission 6
----------

"We are now on the offensive. Our next goal is to disrupt the enemy ship
production capability. With you strike force, destroy the fleet that is
protecting the Lombar Heavy Marauder Shipyards. We expect nothing less than
total victory."
Passcode: TZBMHKL


Map Size: 62 x 60 (12 Screens)
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Human Units
------------
1 (Atlas)
2 (Hades)
3 (Hercules)
4 (Hades)
5 (Achilles)
6 (Atlas)
7 (Hercules)


Kyllen Units
-------------
A (Ares)
B (Kronos)
C (Kronos)
D (Kronos)
E (Ares)
F (Kronos)
G (Kronos)
H (Ares)
I (Kronos)
J (Ares)
K (Artemis)
L (Artemis)
M (Artemis)
N (Artemis)
P (Artemis)
Q (Artemis)
R (Athena)
S (Athena)


The secret to completing this mission is to fall back to the Southeastern
corner and seize the space station there. Trying to gain control of the
space station in the Northwestern corner while fighting with your initial
force is not going to get you very far; although your ships are superior to
the Kyllens, they have almost three times the units as you. This mission has
a shield refinery. You want to get as many of your units as you can there.
By placing a unit along one of the corner of the refinery, you can raise its
shields back to full power. This is needed if you want any chance of
survival. By putting the bulk of your fleet around the refinery the only way
to lose your units is if the Kyllens reduce them to zero shields in a single
turn (which is a possibility). The Kyllens like to build bigger units,
namely Kronos units, so it will be some turns before anything is produced
in their space station. Counter this by building Cerberus units in yours.
Their attack range and attack power is somewhat less than a Kronos, but you
can build them in a fourth the time. From here I reccomend you do no more
than move the units you build to the shield refinery, then let the enemy
come to you. Eventually the Kyllen space station will not be able to produce
any more units, giving you the victory when they run out. (Don't forget that
your units' shields are refilled only when you move to one of the refueling
points, not by being on a refueling point. To effectively use the refinery

you need to move your ships between refueling points to keep their shields
high.)

Once you win, you get the following message:
"Our victory at the Lombar shipyards has turned out to be a mixed blessing.
Kyllen Supreme Command is sending the Fourth and Fiften Task Forces to
retake the shipyards. We have no choice but to fall back and reasses our
strategy. High casualties from our last battle prevent us from engaging in
any battle."


----------
Mission 7
----------
"Our last battle left us with many casualties. If we do not take action now,
our wounded friends will surely perish. Lead an assault on Donel, a planet
that is stockpiling medical supplies. Our goal is to secure the target as
soon as possible before the Kyllens send in reinforcements."
Passcode: CKXLDCN


Map Size: 60 x 62 (12 Screens)
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Human Units
------------
1 (Athena)
2 (Atlas)
3 (Artemis)
4 (Achilles)
5 (Ares)
6 (Kronos)

Kyllen Units
-------------
A (Poseidon)
B (Poseidon)
C (Poseidon)
D (Poseidon)
E (Poseidon)
F (Kronos)
G (Perseus)
H (Kronos)
I (Artemis)
J (Kronos)
K (Artemis)
L (Kronos)
M (Atlas)
N (Atlas)
P (Kronos)
Q (Atlas)
R (Atlas)
S (Artemis)
T (Artemis)
U (Artemis)
V (Artemis)
W (Atlas)

Well you actually get a decent amount of units for this mission. Since you
begin the mission with fourteen units, units that are identical share the
same number (i.e. all Human Artemis units are desiganted 3). The Kyllens

have twenty-two units, so you are slightly outnumbered. They also have the
space station, so they can rebuild too. This all adds up to make this
mission a real challenge. Basically all you have to do is charge the
station, seize it, and destroy the fleet guarding it, preferably in less
than four turns because the Kyllens will start sending units out at that
point. Seriously, for a medical station this one has more security then
anywhere I can think of. Good luck, you'll need it here!


----------
Mission 8
----------
"The 51st Kyllen Battle Group has intercepted a portion of our fleet. Our
forces must reach Denra to supply Rebels with much needed weapons and
medical supplies. We are using converted slave transports to transfer this
precious cargo. The survival of these transports is paramount. All Rebel
forces are ordered to protect the convoy so at least four can safely reach
Denra."
Passcode: KCCRZRT


Map Size: 60 x 62 (12 Screens)
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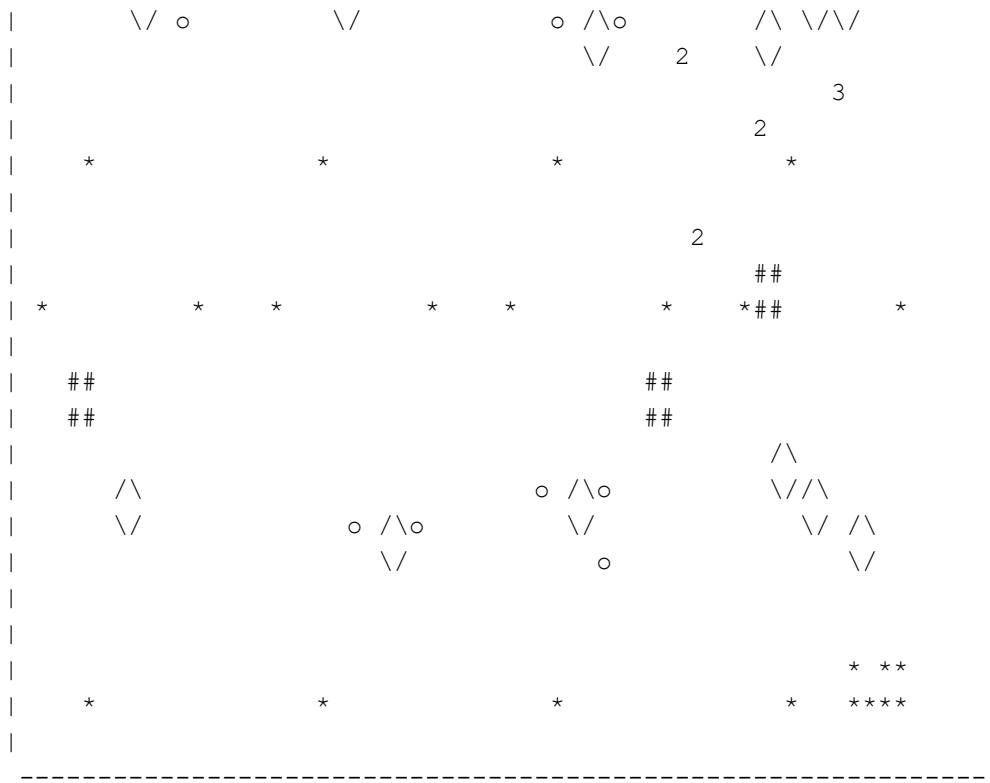
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Human Units
------------
1 (Artemis)
2 (Hera)
3 (Theseus)
4 (Hermes)
5 (Pandora)

Kyllen Units
-------------
A (Artemis)
B (Artemis)
C (Artemis)
D (Artemis)
E (Kronos)
F (Perseus)
G (Cerberus)
H (Cerberus)
I (Ares)
J (Hades)
K (Hades)
L (Perseus)
M (Cerberus)
N (Hades)
P (Cerberus)
Q (Atlas)
R (Ares)
S (Atlas)

Again you have more than nine units in this mission, so again the numbers
only refer to the unit type and are repeated multiple times for the other
units you control that are the same class (i.e. all Hera units are
labeled 2). This mission is actually easier than the last, both because
of the shield refinery and the reduced numbers of enemy units. From the
beginning you want to make a beeline for the refinery and hunker down
there. Make good use of the refinery and you should be able to outlast
the Kyllens, no problem. As it is, getting to the refinery is the most

difficult part. Your Heras are you weakest units, but losing them will
not in fact make you lose the mission. To make it easier, place your
stronger units "on top" of the Pandora. They will enter inside its hanger
bay, allowing you to utilize its superior movement range. Do watch out
though, if it is destroyed everything inside of it will be as well.


----------
Mission 9
----------
"Our developing spy network has learned of a possible weakness in fleet
activity. Several battlegroups are undergoing wartime activation and
await their shield recharge. Destroy the 32nd Battle Group as it is
preparing to be resupplied. We will pose as a refueler convoy to catch
them offguard."
Passcode: MBNVXJC

Map Size: 60 x 62 (12 Screens)
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Human Units
------------
1 (Cerberus)
2 (Narcissus)
3 (Ares)
4 (Perseus)
5 (Hermes)

Kyllen Units
-------------
A (Artemis)
B (Atlas)
C (Kronos)
D (Poseidon)
E (Artemis)
F (Poseidon)
G (Ares)
H (Artemis)
I (Athena)
J (Poseidon)
K (Athena)
L (Ares)
M (Artemis)
N (Atlas)
P (Kronos)
Q (Atlas)
R (Ares)
S (Artemis)
T (Hercules)
U (Hercules)
V (Hercules)
W (Hercules)

Once again you get a mission where you command a fleet of crappy units.
The Kyllens, of course, begin right next to a space station so things are
only going to get harder. This mission is pretty much a repeat of the
sort of things thrown at you in Mission 7, only its even harder now.
There are no easy ways to defeat the Kyllens here, and there is little
advice I can offer you. Sorry.

```
-----------
Mission 10
-----------
"Tekaan Nics is a valuable quadrant of Kyllen territory. If we can secure
this region we will have gained an open corridor into the heart of their
civilan population. Although we refuse to attack defenseless civilians,
we will use this potential threat as a diversion so we can conduct
further fleet actions with near impunity. Destroy all Kyllen vessels."
Passcode: QQKFVWD


Map Size: 60 x 62 (12 Screens)
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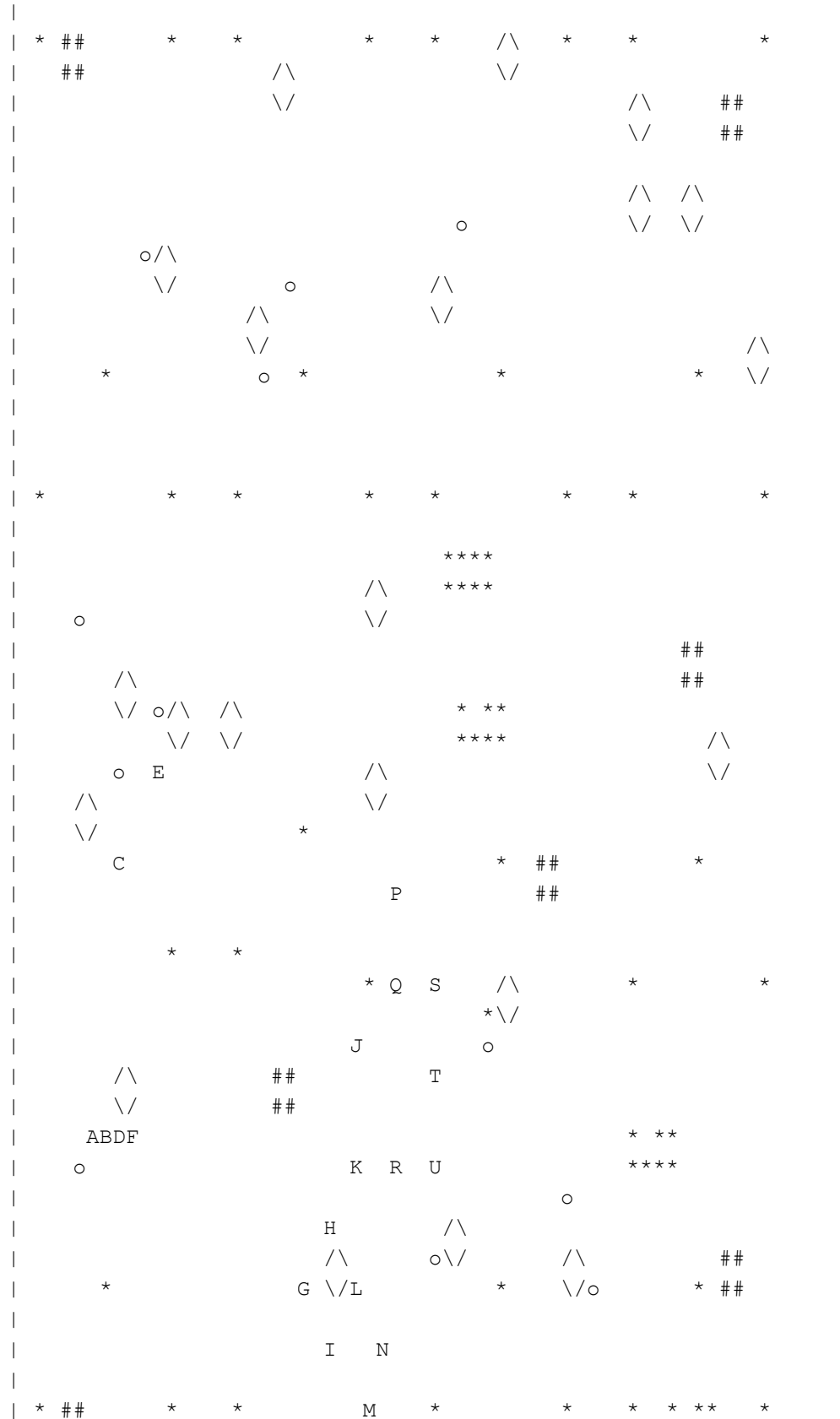
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Human Units
------------
1 (Kronos)
2 (Narcissus)
3 (Atlas)
4 (Theseus)
5 (Ares)
6 (Cerberus)
7 (Hercules)
8 (Hermes)
9 (Achilles)


Kyllen Units
-------------
A (Cerberus)
B (Cerberus)
C (Hercules)
D (Cerberus)
E (Hercules)
F (Cerberus)
G (Artemis)
H (Artemis)
I (Artemis)
J (Perseus)
K (Perseus)
L (Artemis)
M (Artemis)
N (Artemis)
P (Atlas)
Q (Atlas)
R (Poseidon)
S (Kronos)
T (Kronos)
U (Poseidon)


As you can see, there are no facilities of any kind in this mission. It
is a straight-up fight between you and the Kyllens. Use your ranged
attacks effectively. Endeavor to make sure your loses occur on your own
turn (so that they can make a final attack before dying). Also watch out
for your enemy's ranged attacks; thankfully the computer doesn't seem to
use them very effectively, merely utilizing range out of convenience.
All-in-all, this mission is much easier than the last three. Enjoy the
reprieve while you can...

Once you win, you get the following message:
"Congratulations. We hope the capture of Tekaan Nics will force Kyllen
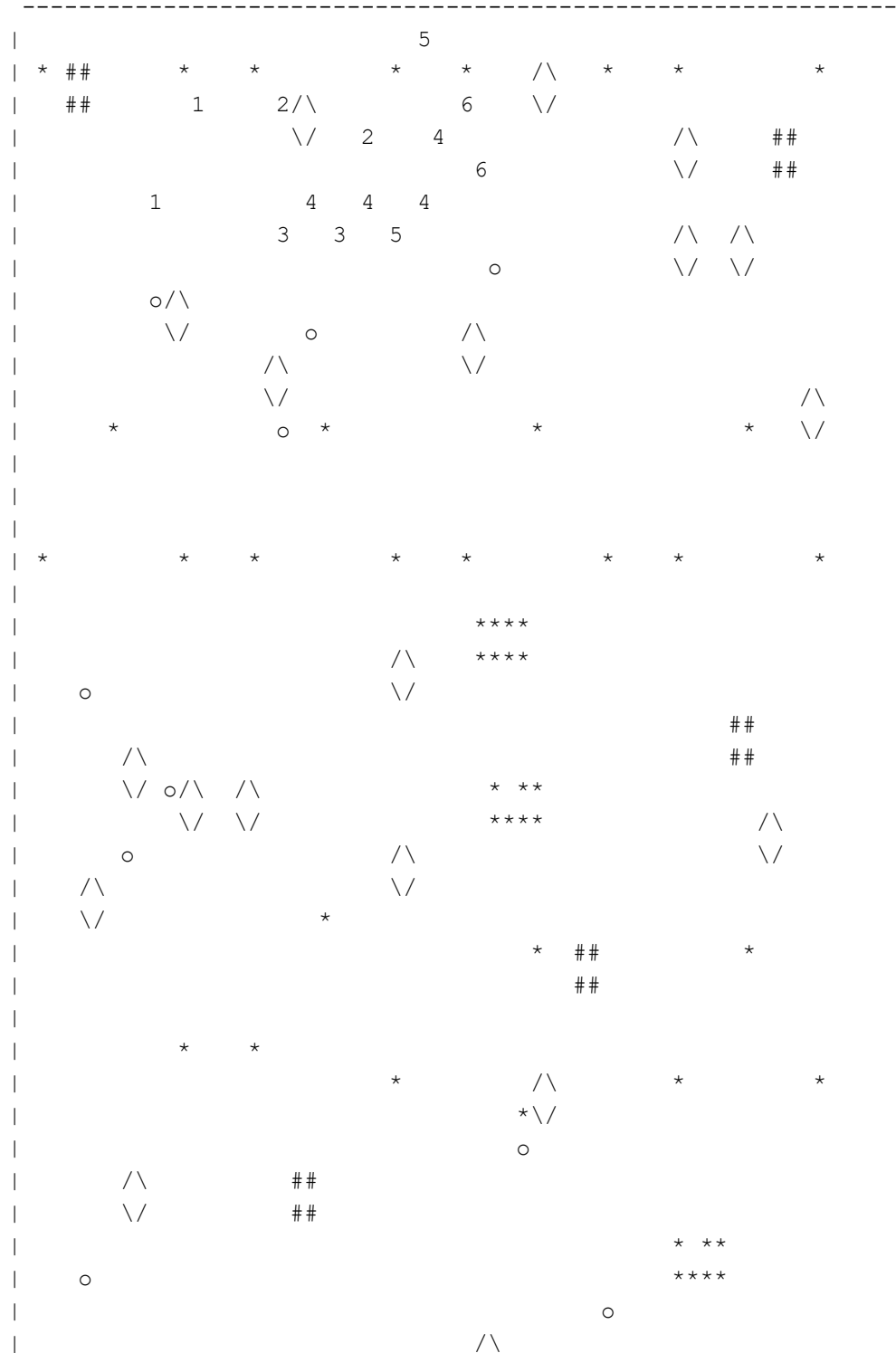```

Supreme Command to divert precious warships from its Supreme Fleet in an
attempt to prevent other population centers from falling into Rebel
hands. Our next move will be to secure this belief by means of
deception."


-----------
Mission 11
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"Having secured Tekaan Nics, we will now feign an attack on a Kyllen
civilian population. Using your strike fleet, make a run for Kolia. Lure
their limited planetary defense force into attacking you, then break off
and assault the defense force itself. Accomplishing this will convince
the Kyllens to divert valuable vessels from the Supreme Fleet to defend
their civilian populations."
Passcode: NZSTDTP

Map Size: 60 x 62 (12 Screens)

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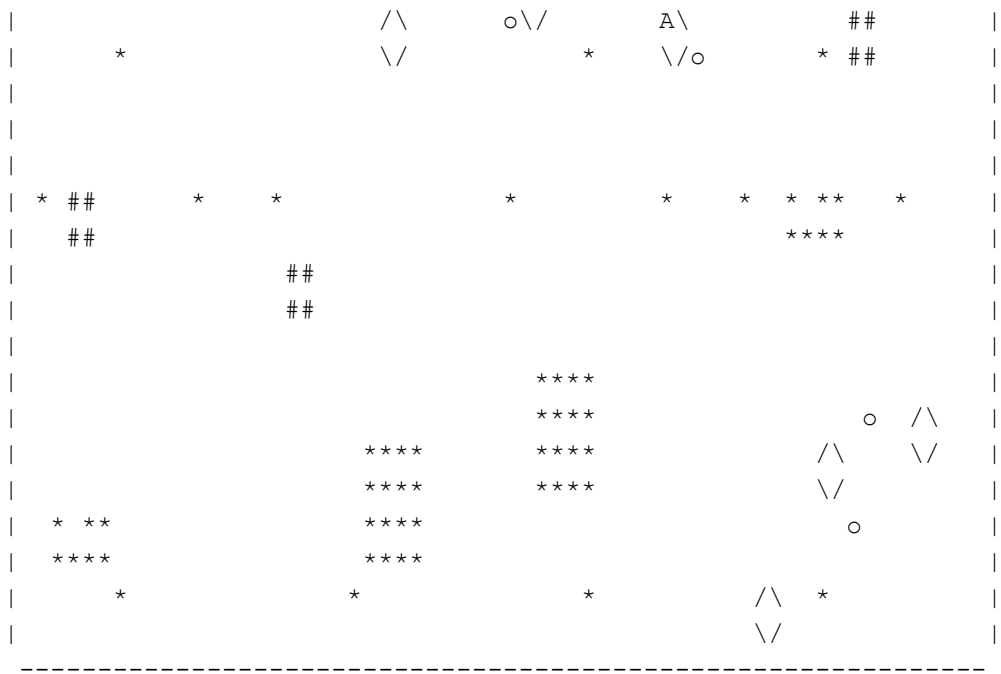 ---------------------------------------------------------------
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```

Human Units
------------
1 (Ares)
2 (Artemis)
3 (Hermes)
4 (Atlas)
5 (Perseus)
6 (Poseidon)


Kyllen Units
-------------
A (Hades)
B (Hades)
C (Artemis)
D (Artemis)
E (Artemis)
F (Artemis)
G (Artemis)
H (Artemis)
I (Ares)
J (Ares)
K (Hercules)
L (Hercules)
M (Theseus)
N (Theseus)
P (Theseus)
Q (Theseus)
R (Theseus)
S (Theseus)
T (Perseus)
U (Perseus)


Same map again. This mission looks easy enough, seeing as only one enemy
unit visible, but that is the key here; there are many more enemy units,
you just can't see them. Like the Klingons from Star Trek, the Kyllens
have cloaking devices. I reccomend lining your units up in a column and
then moving down towards the lone Hades that does not possess a cloaking
device. Take as long as you like getting ready, the Kyllens will not
attack you until you get near the Hades unit. Once you do get close to
it though, the other Kyllen units will start pouring out of the planet
```

that the Hades it guarding. Because of this fact, I reccomend you keep
all your units close together and take the time to allow your slower
units to keep up with your faster units. Once the enemy shows his face,
the battle follows much the same tract as the last one. Follow the same
strategies as before and you should make it through this one alive.
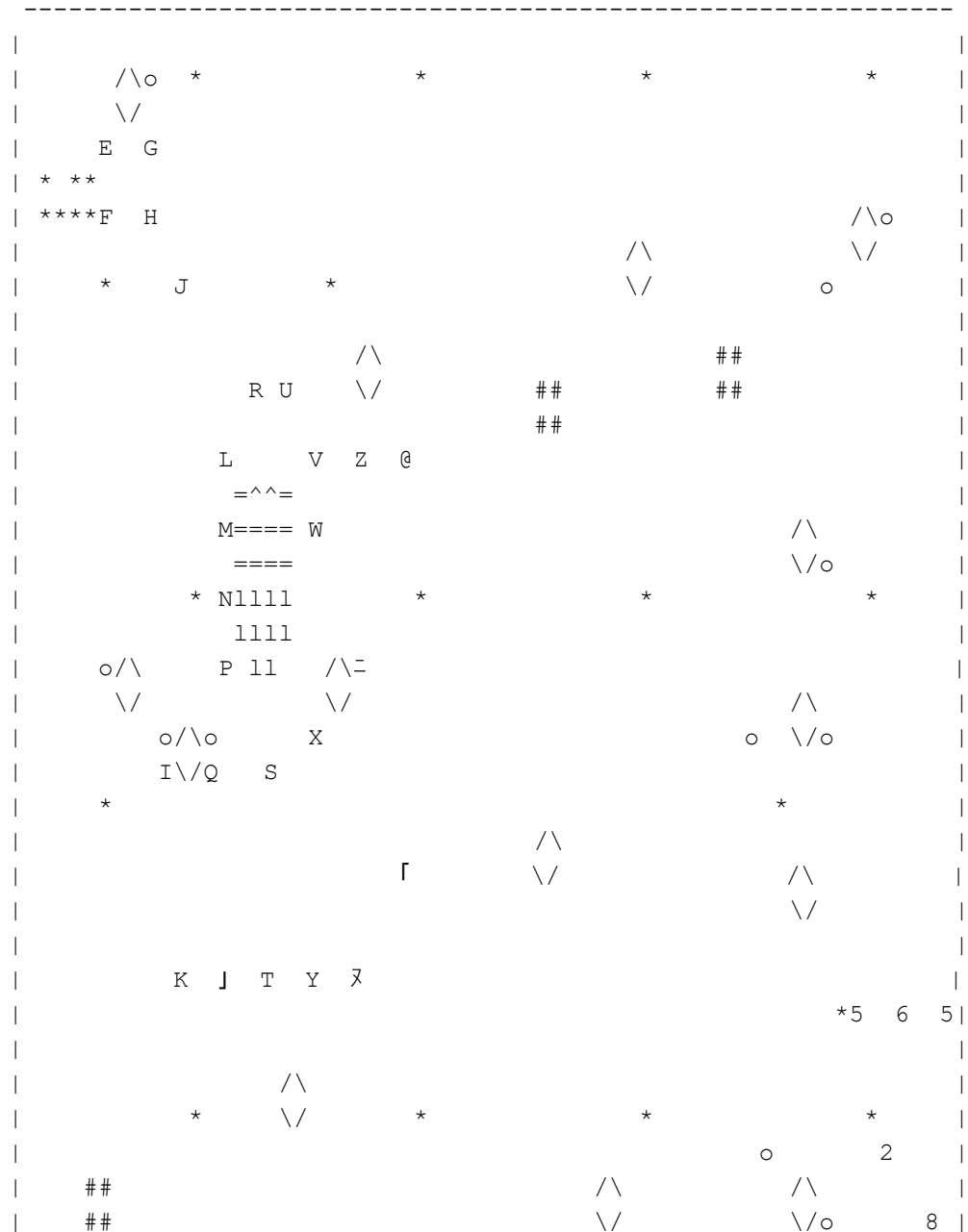
Once you win, you get the following message:
"Now that Kyllen Supreme Command has altered its battle plan according
to our strategy, we are searching for fragments of the Supreme Fleet
that have been forced to relinquish several ships to Kyllen planetary
protector forces. We are marshalling our most powerful warships for
this next battle."


-----------
Mission 12
-----------
"We will now conduct a direct attack on a portion of the Kyllen Supreme
Fleet. Our ultimate goal is to break down their destructive capability,
then lead a direct assault against their homeworld. Destroy everything
you see."
Passcode: LYHJLBN


Map Size: 60 x 62 (12 Screens)
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Human Units
------------
1 (Ares)
2 (Atlas)
3 (Perseus)
4 (Kronos)
5 (Hermes)
6 (Artemis)
7 (Narcisus)
8 (Theseus)
9 (Poseidon)

Kyllen Units
-------------
A (Athena)
B (Athena)
C (Athena)
D (Athena)
E (Ares)
F (Ares)
G (Ares)
H (Ares)
I (Kronos)
J (Ares)
K (Atlas)
L (Artemis)
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N (Artemis)
P (Artemis)
Q (Kronos)
R (Artemis)
S (Prometheus)
T (Atlas)
U (Artemis)

```
    V (Artemis)
    W (Artemis)
    X (Kronos)
    Y (Atlas)
    Z (Perseus)
    ⊑ (Kronos)
    ⅄ (Atlas)
    @ (Perseus)
    ⌈ (Atlas)
    ⌋ (Atlas)
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This mission has units all over the place, but, naturally, a contingent
of Kyllen units next to the space station. This mission is also the
first to include a Prometheus. This unit is the most powerful vessel in
the entire game, an unit used exclusively by the Kyllens. Whether you
are close or far away, this unit will destroy everything it faces. You
will undoubtedly lose many units simply trying to take it down. Clearly
the programmers wanted to make up for the reprieve you got in the last
two missions, so they slammed you with this one.


-----------
Mission 13
-----------
"To reduce the chance of detection, we have decided to utilize a small
task force in this mission. Our only hope lies in the element of
surprise. Ambush and secure the Paradon Shield Fuel Refinery to reduce
the effectiveness of future Kyllen fleet action. Eliminate all enemy
defenses."
Passcode: DLGFHQK

Map Size: 60 x 62 (12 Screens)
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 --------------------------------------------------------------------


Human Units
------------
1 (Perseus)
2 (Pandora)
3 (Atlas)
4 (Narcissus)
5 (Kronos)
6 (Ares)
7 (Achilles)

Kyllen Units
-------------
A (Theseus)
B (Theseus)
C (Ares)
D (Atlas)
E (Ares)
F (Ares)
G (Cerberus)
H (Cerberus)
I (Hades)
J (Kronos)
K (Kronos)
L (Poseidon)
M (Poseidon)
N (Cerberus)
```

```
P (Cerberus)
Q (Poseidon)
R (Cerberus)
S (Ares)
T (Atlas)
U (Ares)
V (Ares)
W (Theseus)
X (Hades)
Y (Theseus)
```

The Kyllens have control of two space stations and a shield refinery
when this mission begins. This leaves you with two choices: either you
seize the shield refinery first, or you try and seize one of the space
stations. The problem with doing the latter is that ships from the
shield refinery will come after you, but likewise if you let the space
stations go they will start churning out ships. Neither choice is
easy, and neither choice has any clear advantage. You can try
splitting your forces and trying both, but that path is even harder
then either of the previous choices. At least there is no Prometheus
here, be thankful for that.


-----------
Mission 14
-----------
"In an attempt to pave the way for our final assault on the Kyllen
homeworld, we will break through the Hodaak Defense Perimeter,
which is known throughout galatic legends to be impenetrable. This
quadrant represents a relatively weak link in the chain. Today we
will break a hole in their defenses and write a new legend. Destroy
everything in this quadrant. Good luck."
Passcode: HSJVLXF


Map Size: 60 x 62 (12 Screens)
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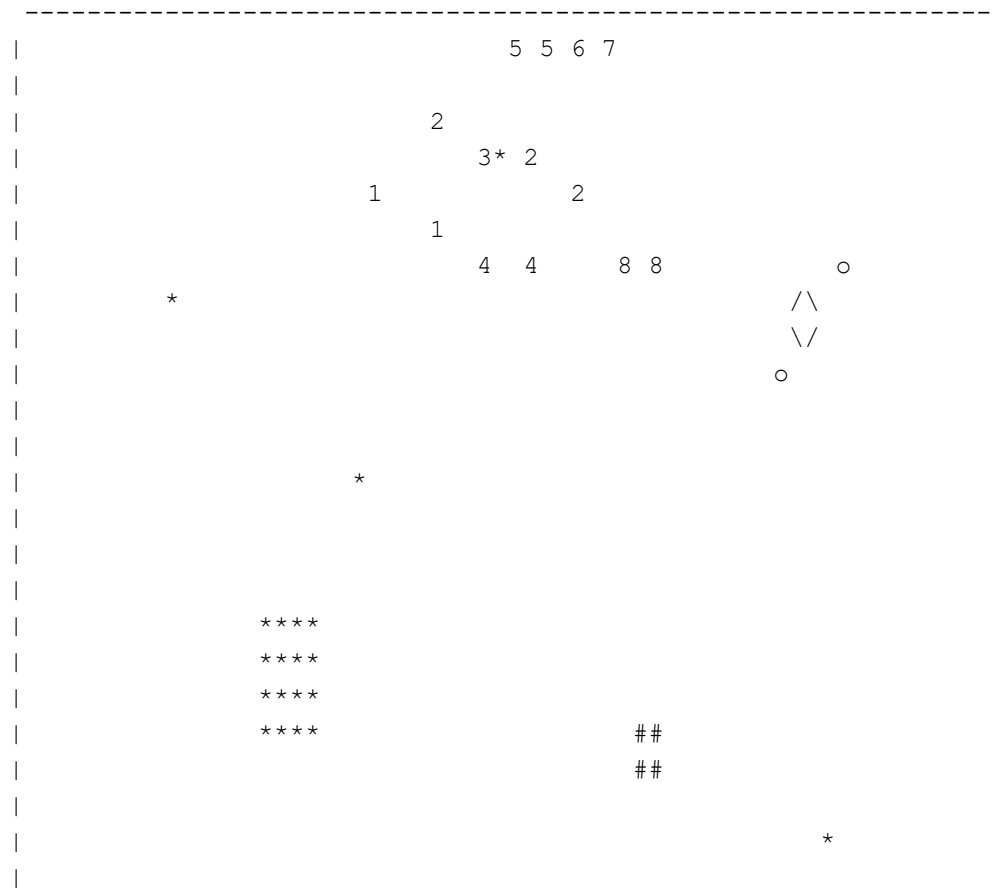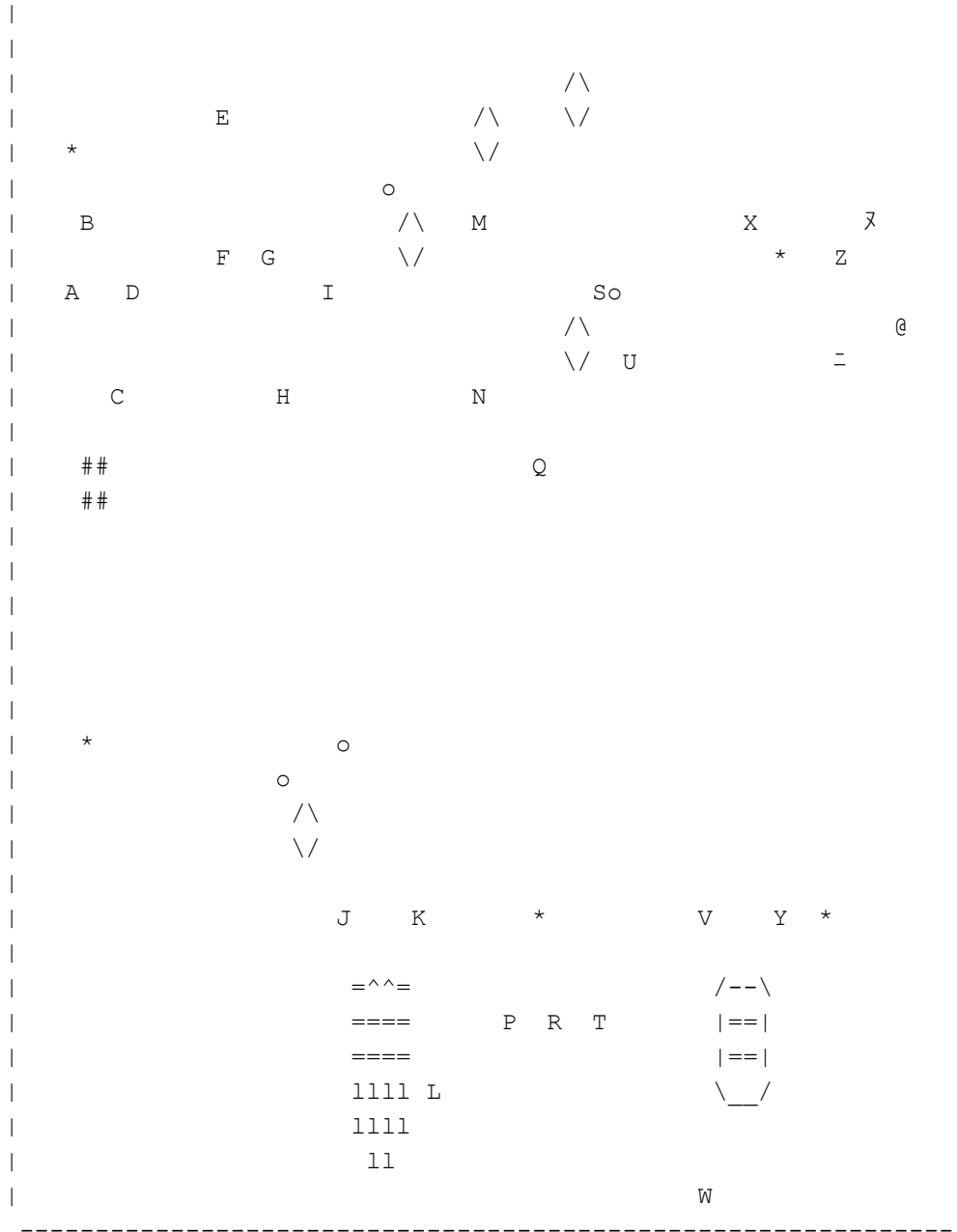
Human Units
------------

1 (Perseus)
2 (Atlas)
3 (Narcissus)
4 (Kronos)
5 (Ares)
6 (Hermes)
7 (Achilles)
8 (Poseidon)


Kyllen Units
-------------

A (Poseidon)
B (Athena)
C (Hercules)
D (Poseidon)
E (Athena)
F (Poseidon)
G (Poseidon)
H (Hercules)
I (Athena)
J (Atlas)

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K (Atlas)
L (Atlas)
M (Athena)
N (Kronos)
P (Athena)
Q (Kronos)
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S (Athena)
T (Athena)
U (Kronos)
V (Atlas)
W (Atlas)
X (Athena)
Y (Atlas)
Z (Kronos)
⌐ (Kronos)
⅄ (Athena)
@ (Kronos)
```

No I didn't get lazy, this map is almost entirely devoid of stars and
planets. As for strategy, this mission is actually simpler then the
number of units makes it look. The Athena and Hercules units are the
easiest to handle; hit them from out of their range and destroy them
without taking a hit. The Poseidon units are a little tricky, but if
you use your Kronos units you should be able to minimize the damage
you take. The Kronos and Atlas units are the tough ones here (as they
are in any mission they appear). It is hard to avoid taking damage
from these guys, although the Kronos units can still hit the Atlas
units without getting hit themselves. You'll find the biggest problem
here, however, the space station the Kyllens start with. They'll
start sending bad things your way as soon as they can, so you do have
a time element here, but you don't want to rush things so much that
you start taking unnecessary damage from the other units.


-----------
Mission 15
-----------
"We are now on the outskirts of Kylla Prime, the star system that is
at the dark center of Kyllen power. However, several military leaders
are attempting to evacuate with the hopes of coordinating a fleet
manuever that could possibly outflank us. Our forces have been spread
thin with orders to seek out and destroy any ships leaving the area.
Make sure that no Kyllen vessel leaves intact. Stop them from
reaching Orimux, where they can plan their counterattack with other
leaders."
Passcode: FZRJTVP

Map Size: 60 x 62 (12 Screens)
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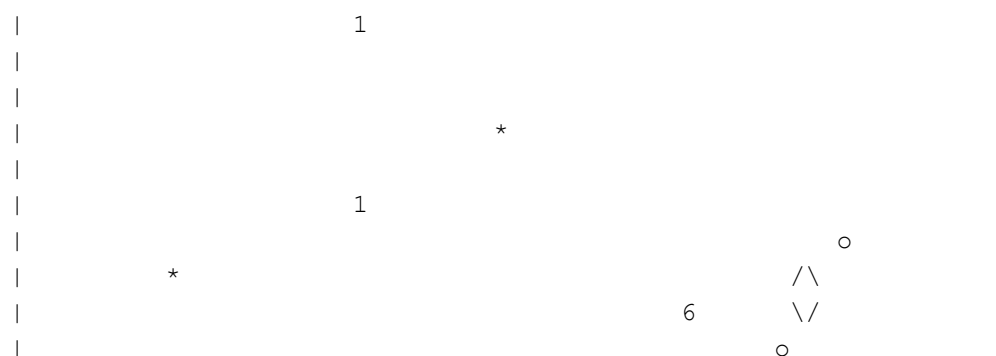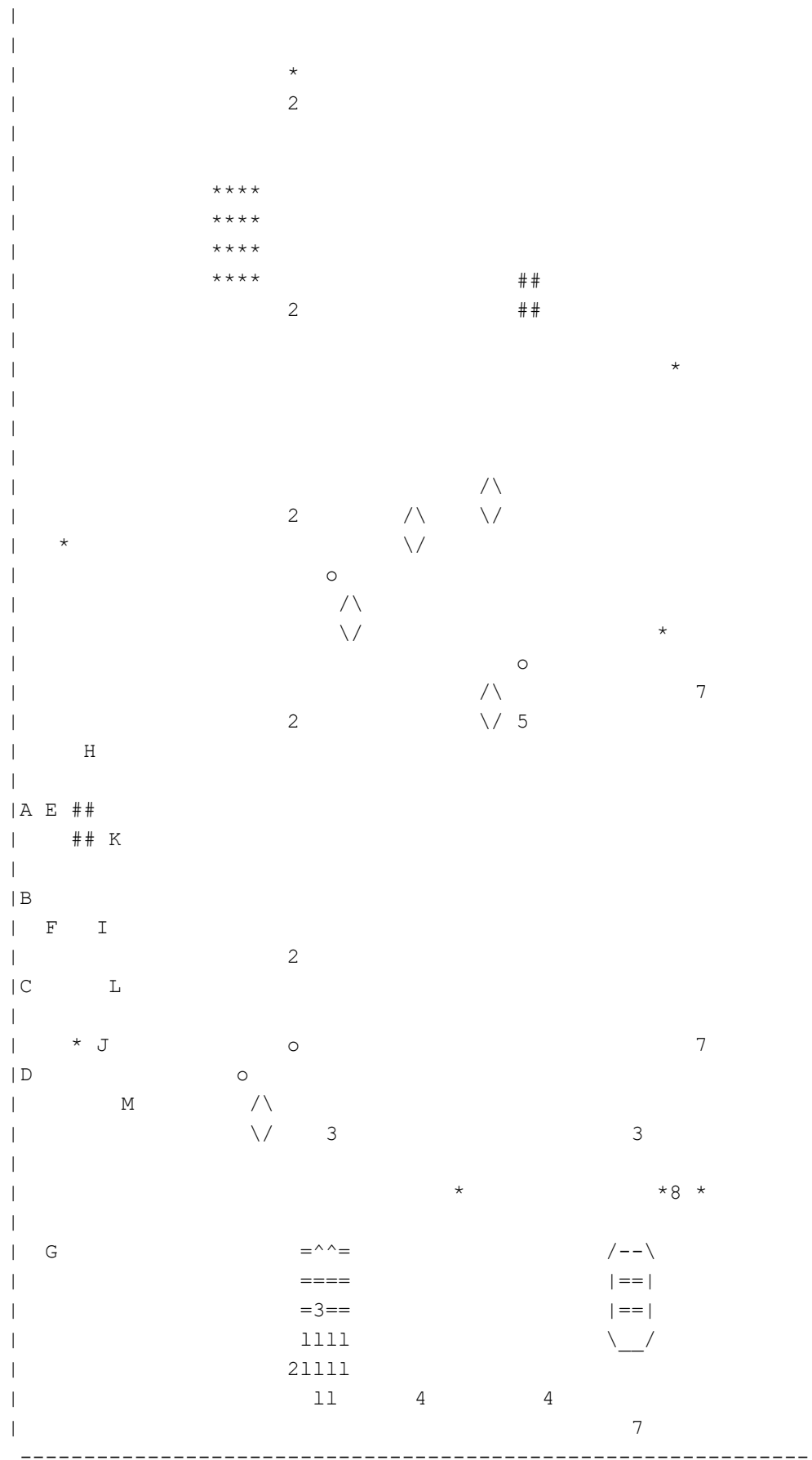

Human Units
-----------
1 (Artemis)
2 (Ares)
3 (Athena)
4 (Pandora)
5 (Kronos)
6 (Achilles)
7 (Atlas)
```

```
8 (Hermes)


Kyllen Units
------------
A (Cerberus)
B (Cerberus)
C (Cerberus)
D (Cerberus)
E (Artemis)
F (Artemis)
G (Pandora)
H (Poseidon)
I (Artemis)
J (Artemis)
K (Poseidon)
L (Poseidon)
M (Poseidon)
```

Your eyes are not deceiving you, your forces do indeed begin right next to
a space station and shield refinery. However when they said your forces
were spread thin, they meant it! Not only that, but for once the crap
about stopping the enemy from getting somewhere actually matters. If any
enemy vessel touches the far Northeastern moon, you lose. Because of this
fact, you want to take out the Artemis units quickly. The Kyllens will not
initiate attacks here, unless you're on top of the moon Orimux, so use
that to your advantage. After seizing the space station, pull your units
back to that moon (the Kyllens will not even try and take it, so it needs
no guards). There's thirteen enemy units here, so strength should not be a
problem. Produce units with large movement ranges (I prefer the Cerberus)
in the space station, while simply hitting the Kyllens hard before they
can get to Orimux.

Once you win, you get the following message:
"We are on the brink of bringing the evil Kyllen Brotherhood to its knees.
However, the rest of the fleet is occupied in other quadrants fighting off
Kyllen counterattacks. We must seize the initiative with what we have
before Kyllen Supreme Command organizes a powerful retaliation."


-----------
Mission 16
-----------
"Our revolution has come to fruition. We are just inside the Kylla Prime
star system. Our ultimate objective is nothing short of the obliteration of
the 1st, 2nd, and 3rd Kyllen Task Force as well as the capture of Kylla
Prime itself. It is time to reclaim our honor and smash the Kyllen Brother-
hood at its very foundation. Lead the revolution to its greatest victory."
Passcode: GYWCKTH


Map Size: 60 x 62 (12 Screens)
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Human Units
-----------
1 (Hermes)
2 (Poseidon)
3 (Atlas)
4 (Kronos)
5 (Artemis)
6 (Ares)
```

```
7 (Perseus)
8 (Narcissus)

Kyllen Units
-------------
A (Atlas)
B (Artemis)
C (Artemis)
D (Artemis)
E (Kronos)
F (Kronos)
G (Artemis)
H (Atlas)
I (Artemis)
J (Prometheus)
K (Atlas)
L (Atlas)
M (Atlas)
N (Kronos)
P (Prometheus)
Q (Artemis)
R (Atlas)
S (Kronos)
T (Artemis)
U (Prometheus)
V (Artemis)
W (Kronos)
X (Kronos)
Y (Artemis)
Z (Kronos)
⌐ (Artemis)
⅄ (Kronos)
@ (Artemis)
Γ (Artemis)
⌐ (Atlas)
```

You made it to the last mission, how does it feel? Well don't start feeling
too good yet, you still got this mission to complete. This mission is quite
difficult, which is to be expected since it is the last mission of the game
and all. There are three Prometheus units to contend with, in addition to a
space station that will start producing immediately and a whole bevy of
Kronos and Atlas units. The Artemis units are not too bad, since they are
limited by weapons range, but the rest of the Kyllen fleet is going to rip
you a new one. You have to go on the offensive here, because all the
Kyllens will do is consolidate their position on their turns. I suggest
moving towards the Southeast and crossing the asteroid belt from the far
bottom. Move to the shield refinery and make a stand there. Stay out of
range of the Prometheus units and, when you can, seize the space station.
Build whatever you can, then just hit the Kyllens with everything you've
got. If you pull it all off, then you've won the game!


```
===============================================================================
SECRET MISSIONS
===============================================================================
```
This section provides a walkthrough for each of the secret missions. It is
setup exactly like the section above.

```
---------
Checkers
```

```
---------
"Prove your worth. Destroy all enemy pieces."
Passcode: CHCKRS

Map Size: 14 x 12 (1 Screen)
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| 2          B |
|1 3       C A|
| 2           B |
|1 3       C A|
| 2           B |
|1 3       C A|
| 2           B |
|              |
|              |
 --------------
```

Human Units
------------
1 (Kronos)
2 (Kronos)
3 (Kronos)

Kyllen Units
-------------
A (Kronos)
B (Kronos)
C (Kronos)

Welcome to the first of the three secret missions. The only way to access
these missions is with the passcodes provided; they are not a part of the
main story. This mission is by far the simplest of the secret missions,
although the initial setup can be a little misleading. The Kronos units are
not all exactly the same, as they appear. Instead, if you look closely on
the unit screen you will find that they each have a different upgrade. Those
labeled "1" or "A" have an engine upgrade, those labeled "2" or "B" have a
shield upgrade, and those labeled "3" or "C" have a weapons upgrade. Despite
this, the mission shouldn't be much of a problem for those who have played
through at least a few missions of the main game. I suggest passing entirely
ont he first turn, then attacking the units who attacked you on the second
with your weapon-enhanced Kronos. You should be able to take out virtually
all of the Kyllen's engine-enhanced units, and suffer no aditional damage
yourself. After that, wait for the next group of Kyllens to attack and
respond in turn. You should have victory in three to four turns.

Once you win, you get the following message:
"Nice work, commander. Continue on with your assignment. Next time, see how
many Rebel ships you can leave standing. Try to save as many as you can."


------
Chess
------
"Prove your worth. Destroy all enemy pieces."
Passcode: CHCKMT


Map Size: 14 x 12 (1 Screen)

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|39        IC|
|49        ID|
|59        IE|
|69        IF|
|79        IG|
|89        IH|
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```

Human Units
------------
1 (Hades)
2 (Perseus)
3 (Poseidon)
4 (Atlas)
5 (Kronos)
6 (Poseidon)
7 (Perseus)
8 (Hades)
9 (Artemis)

Kyllen Units
-------------
A (Hades)
B (Perseus)
C (Poseidon)
D (Atlas)
E (Kronos)
F (Poseidon)
G (Perseus)
H (Hades)
I (Artemis)


The second secret mission is a variation on Chess, and is more faithful to
that game then the previous mission is to Checkers. In this one you have
nine different pieces, adding a little more strategy to this mission as
well, and strategy is key here. You want to take full advantage of your
weapons range. Most of the units are Artemis units, low-range units. Hit
your opponent's Artemis units from far away and don't allow him to do the
same to you. Also, don't waste a long-range shot destroying an unit if you
can do the same thing with a short-range one (i.e. hit an Artemis with an
Artemis if you will kill it in one shot).

Once you win, you get the following message:
"Good job. You have done what few others have accomplished. You have truly
earned the right to be called the galactic savior of humanity."



---------
Invaders
---------
Passcode: ZNXNVR

The last secret mission is a tribute to the classic arcade game Space

Invaders. It plays identical to that classic game, merely the units have
been changed into units from War 3010: The Revolution. Hitting the B-button
or A-button will fire your laser, while hitting the left or right moves you
left or right. Only one enemy fires at you at a time, but they do so in a
constant manner. Win or lose, the level reloads infinately.


===========================================================================
LEVEL PASSCODES
===========================================================================
This section lists all the passcodes for both the regular and secret
missions. They do appear under each mission section, but I have provided
them here as well for convenient use.


Regular Missions:
Mission 1
-none

Mission 2
-YTBHMGH

Mission 3
-JRQDGNP

Mission 4
-RCZKTLN

Mission 5
-PWDNRSX

Mission 6
-TZBMHKL

Mission 7
-CKXLDCN

Mission 8
-KCCRZRT

Mission 9
-MBNVXJC

Mission 10
-QQKFVWD

Mission 11
-NZSTDTP

Mission 12
-LYHJLBN

Mission 13
-DLGFHQK

Mission 14
-HSJVLXF

Mission 15
-FZRJTVP

```
Mission 16
-GYWCKTH


Secret Missions:
Checkers
-CHCKRS

Chess
-CHCKMT

Invaders
-ZNXNVR



===============================================================================
UNIT DATA
===============================================================================
Here you will find data on all the units in the game. As all units appear on
both sides in War 3010: The Revolution, I have listed them by unit name here
and not under a faction heading. Each unit has a guide to mission appearance
and stats. (Note: On any mission with a space station you can build whatever
units you desire, thus the appearance guide only refers to units that begin
on the map.)

---------
Achilles
---------
Appears as a Human unit in missions: 6-7, 10, 13-15
Appears as a Kyllen unit in missions: Never
Class: Heavy Scout
Shields: 35
Movement Range: 6
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 4
Short-Range Weapon Attack: 55
Short-Range Weapon Range: 1


-----
Ares
-----
Appears as a Human unit in missions: 2-4, 7, 9-16
Appears as a Kyllen unit in missions: 2-6, 8-9, 11-13
Class: Medium Fighter
Shields: 35
Movement Range: 5
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 4
Short-Range Weapon Attack: 55
Short-Range Weapon Range: 1


--------
Artemis
--------
Appears as a Human unit in missions: 1-5, 7-8, 11-12, 15-16, Chess
Appears as a Kyllen unit in missions: 1-12, 15-16, Chess
Class: Light Fighter
Shields: 25
Movement Range: 8
```

```
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 3
Short-Range Weapon Attack: 55
Short-Range Weapon Range: 1


-------
Athena
-------
Appears as a Human unit in missions: 1-5, 7, 15
Appears as a Kyllen unit in missions: 1-6, 9, 12, 14
Class: Heavy Fighter
Shields: 35
Movement Range: 3
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 3
Short-Range Weapon Attack: 60
Short-Range Weapon Range: 1


------
Atlas
------
Appears as a Human unit in missions: 2-4, 6-7, 10-16, Chess
Appears as a Kyllen unit in missions: 2-5, 7-10, 12-14, 16, Chess
Class: Heavy Destroyer
Shields: 50
Movement Range: 4
Long-Range Weapon Attack: 70
Long-Range Weapon Range: 4
Short-Range Weapon Attack: 65
Short-Range Weapon Range: 1


---------
Cerberus
---------
Appears as a Human unit in missions: 9-10
Appears as a Kyllen unit in missions: 4-5, 8, 10, 13, 15
Class: Light Predator
Shields: 25
Movement Range: 6
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 4
Short-Range Weapon Attack: 55
Short-Range Weapon Range: 1


------
Hades
------
Appears as a Human unit in missions: 4, 6, Chess
Appears as a Kyllen unit in missions: 4-5, 8, 11, 13, Chess
Class: Heavy Predator
Shields: 40
Movement Range: 4
Long-Range Weapon Attack: 60
Long-Range Weapon Range: 4
Short-Range Weapon Attack: 65
Short-Range Weapon Range: 1


-----
Hera
-----
```

```
Appears as a Human unit in missions: 8
Appears as a Kyllen unit in missions: 4
Class: Slave Transport
Shields: 40
Movement Range: 5
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 2
Short-Range Weapon Attack: 50
Short-Range Weapon Range: 1


---------
Hercules
---------
Appears as a Human unit in missions: 1-6, 10
Appears as a Kyllen unit in missions: 1-5, 9-11, 14
Class: Light Destroyer
Shields: 35
Movement Range: 4
Long-Range Weapon Attack: 65
Long-Range Weapon Range: 3
Short-Range Weapon Attack: 55
Short-Range Weapon Range: 1


-------
Hermes
-------
Appears as a Human unit in missions: 4-5, 8-12, 14-16
Appears as a Kyllen unit in missions: Never
Class: Light Scout
Shields: 15
Movement Range: 8
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 3
Short-Range Weapon Attack: 50
Short-Range Weapon Range: 1


-------
Kronos
-------
Appears as a Human unit in missions: 2-4, 7, 10, 12-16, Checkers, Chess
Appears as a Kyllen unit in missions: 2-10, 12-14, 16, Checkers, Chess
Class: Heavy Marauder
Shields: 60
Movement Range: 2
Long-Range Weapon Attack: 60
Long-Range Weapon Range: 5
Short-Range Weapon Attack: 75
Short-Range Weapon Range: 1


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Narcissus
----------
Appears as a Human unit in missions: 9-10, 12-14, 16
Appears as a Kyllen unit in missions: Never
Class: Refueler
Shields: 35
Movement Range: 7
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 1
Short-Range Weapon Attack: 50
```

```
Short-Range Weapon Range: 1


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Pandora
--------
Appears as a Human unit in missions: 8, 13, 15
Appears as a Kyllen unit in missions: 15
Class: Warship Transport
Shields: 50
Movement Range: 7
Long-Range Weapon Attack: 50
Long-Range Weapon Range: 1
Short-Range Weapon Attack: 50
Short-Range Weapon Range: 1


--------
Perseus
--------
Appears as a Human unit in missions: 9, 11-14, 16, Chess
Appears as a Kyllen unit in missions: 7-8, 10-12, Chess
Class: Heavy Cruiser
Shields: 40
Movement Range: 2
Long-Range Weapon Attack: 65
Long-Range Weapon Range: 3
Short-Range Weapon Attack: 65
Short-Range Weapon Range: 1


---------
Poseidon
---------
Appears as a Human unit in missions: 1-5, 11-12, 14, 16, Chess
Appears as a Kyllen unit in missions: 1-5, 7, 9-10, 13-15, Chess
Class: Light Marauder
Shields: 40
Movement Range: 3
Long-Range Weapon Attack: 55
Long-Range Weapon Range: 4
Short-Range Weapon Attack: 70
Short-Range Weapon Range: 1


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Prometheus
-----------
Appears as a Human unit in missions: Never
Appears as a Kyllen unit in missions: 12, 16
Class: Mothership
Shields: 100
Movement Range: 1
Long-Range Weapon Attack: 70
Long-Range Weapon Range: 5
Short-Range Weapon Attack: 99
Short-Range Weapon Range: 1


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Theseus
--------
Appears as a Human unit in missions: 8, 10, 12
Appears as a Kyllen unit in missions: 11, 13
Class: Light Cruiser
```

```
Shields: 35
Movement Range: 3
Long-Range Weapon Attack: 55
Long-Range Weapon Range: 3
Short-Range Weapon Attack: 55
Short-Range Weapon Range: 1
```

```
===============================================================================
BACKGROUND INFORMATION
===============================================================================
If you've ever examined any of the planets or astrological phenomenom on the
various maps you've probably noticed that each of them has a little comments
section at the bottom that gives you some information on a piece of the
universe created in War 3010: The Revolution. In version 2.0 of this FAQ,
assuming it is ever made, this section will contain a collection of all of
the comments about the universe collected in these information screens.
Until that time, however, this section serves no greater purpose than to
inform you that this data can be found in the game.
```

```
===============================================================================
FREQUENTLY ASKED QUESTIONS
===============================================================================
Q. The map sizes don't seem to match up equally with the number of screens.
        Shouldn't they all be in multiples of 12 and 14?
A. Each screen of the map is not equidistant. It would seem that when a map
        spans multiple screens it picks up a few extra "border" squares.

Q. Are all the units named after Greek mythological figures?
A. Yes.
```

```
===============================================================================
CLOSING
===============================================================================
War 3010: The Revolution is (c) Advanced Productions

GI Joe is (c) Lionsgate/Fox

Star Trek is (c) Paramount

Space Invaders is (c) Atari
```