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# VANGUARD BANDITS

## THE OFFICIAL STRATEGY GUIDE

HUMAN ENTERTAINMENT  
**HUMAN**

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## ALDEN

Known as the "Ice Wolf" by anyone unfortunate enough to encounter him in battle, Lord Alden is the cool and collected ruler of the snowy realm of Hibernia. He has remained neutral in the conflict between the Kingdom and the Empire, preferring to observe the war, rather than ally himself with one of the combatants. The only person Alden truly relies upon is Melior, whom he consults for advice and moral support. Alden's greatest passion is the game of chess; he is considered the best player on the Continent.

I have no intention of supporting the Kingdom or the Empire. I shall merely witness history unfold.



Why is a bear better than a woman? Because a bear doesn't get angry if you have another bear.



## ANDREW

A devastatingly handsome (in his not-so-humble opinion) ninja in the service of Marquis Dionne-Lehve, Andrew considers himself the ultimate ladies' man, and believes that his outrageously long sideburns have the ability to attract anyone with a uterus, using a magnetic force not yet understood by science. In his blindingly fast Vedocorban ATAC, Andrew can swiftly strike his enemies and twirl away like a tornado before they even realize he's there.

## BARLOW

Yes...well...what exactly is there to say about Barlow? Not much, frankly, other than he's obviously the designated comic-relief character of **BANDITS**, because we all know that fat people are funny. He's first encountered in the company of Andrew and Devlin, trekking across the land in search of, most likely, a big slice of cake. (In the Japanese version of **BANDITS**, all Barlow ever talked about—literally throughout the *entire* game—was cake. It was *very* disturbing.) Barlow also seems to have an oral fixation, what with his everlasting lollipop wedged firmly between his lips.

I will protect peace and candy!



Come on, Father! Admit this training is a waste of time! We both know I'm strong enough to fight the Empire!



## BASTION

Bastion is a headstrong, reckless 15-year-old lad caught in the throes of adolescence, and fascinated by the hair growing in strange new places on his body. Under the direction of his strict and overbearing father, Kamorge, he hopes to become a soldier and wage war against the Junaris Empire. He roams the land with his dad, his adopted sister Milea, and his ATAC engineer Puck, avoiding the Imperial Army—which he doesn't know has been searching for him since birth—while training in the ways of ATAC combat.



## CECILIA

This bubbly, bodacious, borderline-hyperactive blonde might appear to be a mere maidservant, but she's actually a ninja-for-hire in the service of Princess Sadira. When she's not scrubbing the tubs and washing the windows of the Imperial Palace, she's gathering intelligence and escorting the Princess on dangerous missions to the Imperial border. However, as Bastion soon learns, Cecilia's true personality is much more serious than she lets on, and she is heavily troubled by the dangerous secret she harbors....

My mom said I gave her three ulcers because I was always bouncing off the walls! He-hai!



Like, I know Daddy is allied with the Empire and all, but I totally wish he could tell them "no" sometimes!



## CLAIRE

The daughter of Duke Logan and heir to the Nordilain Duchy, this fiery young woman, like, totally picked up a Valley-girl accent during her studies at the Continent's most prestigious military academy, where she and fellow redhead Sadira were bitter rivals for the attention of teachers *and* students (wink wink, nudge nudge). She and her father are very close, although he often embarrasses her to death by telling tales of her awkward childhood. Claire is prone to temper tantrums (just like Daddy) and loves a good fight (again, just like Daddy).

## DEVLIN

An excitable young man with formidable combat skills and a confident, cocky attitude, Devlin is a vagabond who has taken it upon himself to protect innocent travelers and traders from being caught in the crossfire of the war between the Kingdom and the Empire. The latest group of people with whom he's joined include the husky Barlow (who has quickly bonded with him) and the mysterious Andrew. However, Devlin has a few mysteries of his own—such as where he came from and why he's chosen his particular way of life.

The insanity of war drives the most honorable of men to commit the most heinous of crimes.



The duty of the Dionne-Lehve family has always been to protect Gratia, the key to unlocking the Ultragunner.



## DIONNE

No relation to Celine, although he does have a lovely baritone, Marquis Dionne-Lehve is the ruler of the country that bears his name. He is the latest and greatest in a long line of Dionne-Lehves who are sworn to protect Gratia, the stone which fuels the legendary Ultragunner ATAC. Dionne surrounds himself with a small group of soldiers and mercenaries which are considered the strongest warriors on the Continent: among them is Andrew, the infamous sexist-pig ninja. Dionne's ATAC is the Roaring Lion, which is insanely powerful.



## DUYERE

As the only son of Emperor Degalle, this young prince is all too aware of his impending ascent to the throne of the Junaris Empire; while he claims to despise the burdens of his noble birth, he often revels in the luxuries that his nobility affords him. (Bastard.) Unfortunately for the future Emperor, his only real skills are bitching and moaning; little sister Sadira (with whom he has a serious case of sibling rivalry) is a far superior warrior. Duyere manages to hold his own in combat only because he uses the fast and furious Sarbelas, an excavated ATAC.

This will be a glorious day in the history of the Empire. I shall write my legacy with the blood of the helpless!



It is entirely unacceptable that Sadira should be allowed to fight when I am not!



## FAULKNER

The leader of the Imperial Army and the most powerful man on the Continent, the deranged Faulkner is hell-bent on conquering the Kingdom and gaining revenge for his fallen father. Unfortunately for everyone, Faulkner's ambitions don't end there; he secretly schemes to assume command of the Junaris Empire and take over the known world. Hey, you gotta admire him for setting his goals high. He enjoys sending Zakov to do the Empire's dirty work, and allows the demented Madoc to design equally demented ATACs despite Sadira's orders to the contrary.

## FRANCO

As the chief advisor to Princess Sadira, the gentlemanly Franco has the unenviable task of guiding the Continent's most spoiled child through the most awkward phase of her young life. He tends to play the good cop to Halak's bad cop, preferring to spoil Sadira (to whom he is practically a father, since the Emperor spends no quality time with her) while allowing Halak to discipline her. Franco also uses his considerable combat skills to protect Sadira on her voyages to the front lines of the Empire's war against the Kingdom.

I wish there was some way I could lessen Princess Sadira's burden, but she must carry it alone.



The day approaches when the Pharastia Kingdom will be restored to its former glory!



## GALVAS

A man who seems to have been born without a sense of humor, Galvas is the Corps Commander of the Avalon Principality, the last remaining nation-state of the once-mighty Pharastia Kingdom. Under the command of Duke Zeira, he defends Avalon's eastern border against the endlessly encroaching Empire. While he seems almost incapable of emotion, he still mourns the loss of his brother, Alugard, who was killed when the Empire invaded the capitol of the Kingdom fifteen long years ago. Galvas is unquestionably the most experienced soldier in the Kingdom Army.

## GANLON

A veteran commander in the Kingdom Army, Ganlon has never been an exceptional leader, merely a competent one—but he has proven himself reliable enough to become a part of Duke Zeira's inner circle. His latest assignment is the defense of Araba Castle, a strategic location near the front lines of the Kingdom/Empire conflict. He tends to stutter and stammer when he talks, which is probably why he has never attempted to become friends with any other of the Kingdom's high-ranking soldiers. Well, either that or he's just stuck-up.

We, ah, have repaired the damage to the castle, so, uh, there should be no problem defending it now.



Neglecting your official duties as a Princess, you are! Stay and fulfill them, you must!



## HALAK

This heavily wrinkled and very grumpy old woman is, along with Franco, one of Princess Sadira's advisors, and she has no lack of advice to give. While Franco prefers to allow Sadira some freedom in making her decisions, allowing her to learn life lessons with minimal interference, Halak prefers to boss her around and try to keep her from doing anything too stupid. She only occasionally succeeds.

## IONE

Even at her relatively young age, Ione is one of the highest-ranking soldiers in the Kingdom Army, thanks to her natural talents for leadership and ATAC combat (no doubt inherited from her father, Kaidul, who serves in the Avalon Defense Force). Her cool, calm demeanor and wry sense of humor make her instantly likable. She and Reyna have become very close friends, and usually sortie together while patrolling the borders of the Avalon Principality. There's a vague sexual tension between her and Zeira, but neither of them will ever act upon it, since mixing business and pleasure is a very bad idea.

I always relish any opportunity to damage the Junaris Empire.



We need to start worrying about our own people. Duke Zeira, not those of the Kingdom.



## KAIDUL

Not much is known about Kaidul, and that's just the way he likes it. This reticent gentleman has served in the Avalon Defense Corps from an early age, to the point where military service has consumed his life. Amazingly, he found the time to sire a daughter, Ione, who also serves in the Defense Corps and has proven to be equally adept at the art of war. Kaidul is currently stationed in the capitol of Avalon, maintaining order while Duke Zeira and the rest of the Defense Corps wage battles against the Empire and the Muspel Nation.



## KAMORGE

Bastion's father is a gruff old man who has been training his son from birth in the arts of ATAC combat, hoping that he will one day be able to join the fight against the Junaris Empire. While Kamorge might seem cold and distant, he definitely has a caring side, as demonstrated by his adoption of Milea after her parents were killed by Imperial troops. While Bastion is aware that the Empire is searching for Kamorge, he doesn't know the *real* reason why—and Kamorge has no plans of revealing his shocking secret anytime soon.

On the field of battle, "fair" knows not who the deserving are. Bastion. It is a lesson you must learn.



You have to prove yourself worthy of facing me in war before I deem you worthy of joining me in peace!



## LOGAN

The leader of the Nordilain Duchy, Duke Logan loves nothing more than the glory of battle and the ecstasy of triumph. (Except, perhaps, his inexplicably large sideburns.) He is the most aggressive fighter on the Continent, using the mighty Crimson ATAC to smite his foes. An ally of the Junaris Empire, Logan is at war with both the Kingdom and the neutral country of Hibernia. Logan's wife died soon after his only daughter, Claire, was born, and he now tends to rely on Claire for emotional support. (When parents become children—on the next Oprah.)

## MADOC

As the Imperial Army's chief engineer, Madoc is not only in charge of repairing damage to the Empire's corps of ATACs, but coming up with new and more powerful ATAC designs, a skill for which he has no equal. However, as age takes its inevitable toll on Madoc's mind, his designs have become increasingly exotic—and, in the case of his latest creation, homicidal. Sudira has banned Madoc from designing ATACs meant to kill enemy pilots, but Faulkner allows the work to continue in secrecy, as he plans to use Madoc's designs to achieve his own evil goals.

This new ATAC is the culmination of my life's work! The perfect mix of aesthetics and functionality!



Is there anything with which I can assist you, Lord Alden? Absolutely anything at all!



## MELIOR

The fresh-faced Melior is the right-hand woman of Lord Alden, ruler of the frigid climes of Hibernia. She is perhaps the only person on the Continent whom Alden unconditionally trusts, and he often confides in her. "Behind every good man is a good woman" is the perfect cliché to describe their relationship. Melior is also a skilled combatant, although Alden rarely requires her aid. A lifelong native of Hibernia, Melior has a close relative from whom she has been estranged for several years. Will the war bring them back together, or drive them further apart?



## MILEA

This demure young woman is the lone estrogen-equipped member of the group of adventurers with whom Bastion begins the game. Milea was adopted by Kamorge as an infant when her parents (of whom Kamorge was a friend) were needlessly slain in a border skirmish between Kingdom and Imperial forces. While Bastion thinks of her as a sister, Milea's feelings for Bastion run somewhat deeper—although they are tempered by his occasional lapses into sexist behavior, and his inability to do his share of the chores.

You never thank me for the hard work I do, Bastion. You've always taken me for granted!



Kyu-Kyu! Don't widdle under the couch like you did last time! Come here, silly!



## NANA & KYU-KYU

Thank heaven for little girls...and thank heaven that they eventually turn into women. The adorable Nana and her pet platypus Kyu-Kyu—so named because he croaks “Kyu! Kyu!” in various inflections to express his feelings—live in the arid Muspel Nation, where Nana's daddy is an ATAC pilot (and quite a skilled one, at that). She's never been outside of Muspel's borders, and longs to see the Continent when she grows up. Unfortunately, she has a *lot* of growing up to do, as evidenced by her ability to throw a fit at any moment.

## PUCK

Doogie Howser has nothing on Puck, who is the youngest—and arguably the most skilled—ATAC engineer on the Continent. His father arranged for him to travel with Bastion and Kamorge, so he could gain real-world experience, but there doesn't seem to be much that Puck doesn't already know. In addition to his uncanny repair skills, Puck also messes around in the art of ATAC design, although he has yet to actually construct one. It is the friendly mug of Puck that you see when you access **BANDITS'** Equip screen.

Geez, that was too easy! All I had to do was patch up the bipolar circuit array and rewire the cortex tap!



I am Duke Radcot, the ruler of the great Muspel Nation. I am certain we could spend many hours conversing...



## RADCOT

Duke Radcot is the plump and pompous leader of the Muspel Nation. A desert rat with an appetite for fatty foods and wide-hipped women, Radcot doesn't have the combat skills (or a sufficiently large army) to overthrow his neighboring nations with force, instead relying upon intrigue to accomplish his goals. Radcot is waging a hit-and-run war against the Avalon Principality, which prevents them from committing more resources to defend the Kingdom; some suspect Radcot's actions are motivated by a secret alliance with the Empire.

## REYNA

A free-spirited soldier in the Avalon Defense Force, Reyna is a hard worker and a valiant fighter who engages the enemy with deceptive speed and a laser-sharp spear. While she loves to kick butt, Reyna is also a well-rounded and well-traveled individual who has journeyed across the Continent in search of new and exciting experiences. She is a close friend of Ione, and a shameless flirt with most men, although they're always shocked to discover she's anything but a stereotypical blonde, filled as she is with ideas and opinions.



Bastion, your face is very handsome when you're wearing that look of determination.

I'm going to stop the war.  
I'm going to restore  
peace to our land and our  
people. And I will not fail!



## SADIRA

The Imperial Princess is, like most 17-year-old girls, a bundle of energy and attitude with manic-depressive swings thrown in for good measure. Unlike her older brother Duyere, she feels that the war with the Kingdom should be ended, and she has secretly begun taking steps to bring peace to the Continent. While she occasionally appreciates the efforts of Franco and Halak to guide her into adulthood, she more often resents their presence and craves to be independent. With her strong will and hair-trigger temper, Sadira is *not* someone to back down from a confrontation.

## SHION

This extremely intelligent and multit talented gentleman acts as a consul to Duke Logan and his daughter, Claire, for whom he harbors a secret crush. When Shion isn't repairing or redesigning the ATACs of the Nordilain Army, he's escorting Claire onto the battlefield and displaying his combat skills, which he perfected by studying the techniques of the Continent's most legendary warriors.



I consider myself your  
friend as well as your  
advisor, Claire. I rather  
enjoy making you happy.

The people of the Kingdom  
need the Prince to  
return. They need him to  
lead them to salvation.



## THOMSON

A general in the Kingdom Army and a veteran of the war against the Empire, Thomson continues to fight with valor, despite his growing disgust at the carnage being caused by the seemingly endless conflict. The border town of Eiza, which Thomson and his men called home, was recently captured by the Imperial Army. With their families being held hostage and their route to the Kingdom blockaded, Thomson's army has been forced to retreat into the nearby mountains, where they hope and pray for the Kingdom Army to send reinforcements.

## ZAKOV

The most incompetent commander in the Imperial Army, this mustachioed moron (who speaks with a bizarre Eurotrash accent) believes he is about to inherit Faulkner's position as the Empire's military leader, when the brutal truth is that he's lucky not to have been executed for his sheer stupidity. Faulkner delights in sending this poor sap into no-win situations just to watch him fail again and again. Faulkner is a sick puppy. Zakov tends to lodge his nose up Madoc's butt in the hopes of earning the aged engineer's trust—and latest ATAC designs.

Flugging inferior personnel is none of the many benefits that come with a position of authority.



There's nothing better than a good fight, Bastien.



## ZEIRA

The leader of the Avalon Principality, Duke Zeira is a humble man who grew up on a ranch and who rules his nation with a velvet glove instead of an iron fist. Under his savvy direction, the Avalon Defense Force has somehow managed to hold the Imperial Army at bay, but he knows that time is running out. He places much trust (and responsibility) upon his inner circle of military personnel, including Kaidul, Ione, Reyna, and the laugh-a-minute Galvas. He commands the Toreadore, an excavated ATAC that looks like a horsie.



Why, yes, I am a juicy hunk of man-beef, thank you.



You amuse me greatly! And now I must kill you!



What do you mean, there's no Santa?!



So she did what? To your WHAT?!



HAHAHAACCKK... P-TOOIE!



Oh, man, I think I just popped a 'roid or something!

## BANDITS E.Y.I.

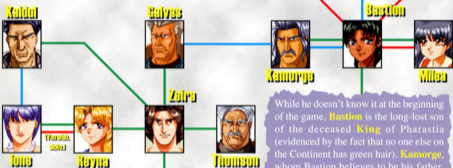
- ▶ There are 17 playable characters in the game—that is, characters whom the player gets to control in combat (or who fight on the player's behalf).
- ▶ There are 45 characters in the game, including the various types of soldiers, but not counting the beloved Kyu-Kyu.
- ▶ Each character has anywhere from one to six faces which are used in the game to display his or her emotions. (The strip to the left, for example, shows the many expressions of Duke Logan.) The more often a character appears in the game, the more faces he has, simply because he or she has more dialogue.

To learn oh-so-much more about the ways in which **BANDITS'** cast of characters are related to each other—which is heavy-duty spoiler information, hence our keeping it separate from these semi-mysterious mini-bios—turn the page to *Six Degrees of Bastion*.

— Friends  
— Relatives  
— Lovers

Get onto the proper mission branch (see *Mission Branches* on pages 30-31) and **Bastion** hooks up with **Cecilia** or **Sadira**, depending on who digs him more (see *Friends and Morale* on pages 28-29).

**Andrew** is the strongest mercenary in **Dionne's** army, and he had a torrid affair with **Cecilia** when she was a young, naive ninja-in-training. Of course, Andrew loves no one more than himself.



**Zeira** has stocked the Avalon Defense Corps with his buds, although **Ganlon** is the one person of whom he's never been especially fond. (Hence, no big surprise that Ganlon is about to betray Zeira and join the Empire.) The ever-serious **Galvas** believes his brother Alugard to be dead, when in fact he's in hiding under the alias Kamorge. **Ione** and **Kaidul** have a tenuous relationship at best, while **Ione** and **Reyna** are such good friends that they're practically sisters. As for **Thomson**, he and his wife are trapped deep within Imperial territory, with no hope of escape....



While he doesn't know it at the beginning of the game, **Bastion** is the long-lost son of the deceased **King** of Pharastia (evidenced by the fact that no one else on the Continent has green hair). **Kamorge**, whom Bastion believes to be his father, is actually Alugard, who was the King's most experienced soldier and bodyguard. **Milea** is Bastion's adopted sister, but their feelings definitely go beyond the brother/sister variety—well, Milea's feelings, at least.



The father of young **Puck** (whom we never see during the game) is the estranged son of the Empire, the mad ATAC inventor of the day. Puck hates Madoc for how he treated Puck's dad, and dreams of the day when his skills surpass his grandfather's.

**Alden** and **Melior** have an unusually close relationship, but there's nothing naughty about it, at least not that's ever implied in the game; **Barlow** and **Devlin** are also close, although the origins of their friendship are left unexplored. The surprise link here is Melior and Devlin, who are estranged bro and sis.



Alden



Melior



Devlin



Barlow

**Savaro's** wife was killed by the Empire, but Degalle convinced him it was the Kingdom's doing. After Savaro and the King slew each other, Degalle took Savaro's orphaned son, **Faulkner**, under his wing. Faulkner is now all grown up, and a very bad man.

Degalle



Savaro



Faulkner



Sadira



Halak

Emperor **Degalle** had two children: Prince **Duyere**, the heir to the Empire, and Princess **Sadira**, with whom he has an almost nonexistent relationship. **Halak** is Degalle's mother (and thus Duyere's and Sadira's grandma), although this is mentioned only once in the game, while **Franco** is merely a kind-hearted advisor to Sadira, bound out of duty rather than family ties.



Duyere



Franco

The extremely pathetic **Zakov** has but one friend in the entire Empire: **Madoc**, from whom he regularly begs favors. Madoc doesn't mind having Zakov indebted to him, and so usually grants the favors while expecting *major* repayment in the near future.



Zakov

Claire



Logan



Shion

The only real twist to this threesome is that **Shion** has a crush on the considerably younger **Claire**. He'll never act upon it, of course, simply because he knows **Logan** would tear him limb from limb and perform unholy acts upon his severed body parts.

Redcot



Nana



While it's hard to believe that a woman could control her gag reflex long enough to breed with **Redcot**, it must be possible, because **Nana** is the fruit of his loins.

On the next four pages, you will find a brain-warping amount of information on the 32 wondrous ATACs to be seen (and/or controlled) in the wondrous world of **VANGUARD BANDITS**. Each ATAC has a uniquely groovy appearance, but they do share some aspects in common. First, an ATAC won't work unless it has a stone installed. With some exceptions, the stone can be of any type—and, in point of fact, you'll need to use certain stones with certain ATACs to access the special attacks of certain characters. Second, an ATAC boosts the statistics of its occupant, especially his Hit Points.

Some characters will only use a particular ATAC throughout the game—Bastion, for example, will never leave the Ultragunner after he obtains it, and Zeira would sooner croak than let anyone else take the helm of the Toreadore. Other characters, however, can freely switch between any of the ATACs in your possession, which is most helpful if you've collected a few extra ATACs during the game (and you will). To plop a character into a different ATAC, simply access the Equip screen and choose the ATACs option. Voila! Check this option after each mission to see if you have any new ATACs at your disposal, and to place your weaker characters into stronger ATACs to keep them alive (and keep their morale high).

The ATAC Viewer on the Options screen keeps track of how many ATACs you've sighted, but there's a slight catch: an ATAC isn't added to the count unless you witness it in the 3D combat sequence. Whenever you're playing a mission with a previously unseen ATAC, turn the **Battle Animation On** to catch a glimpse and add the ATAC to your collection.

Here's a sample of ATAC data, with the various categories labeled and explained 'cause we're crazy like that:

## ATAC NAME

Displays the name of the ATAC (mmm-DUH).

## ATAC TYPE

This indicates the ATAC's movement type (collect all six!).

ALBA		
ATAC TYPE: NORMAL		
	FIRST SIGHTING	
	MISSION 1: DESTINY ARRIVES	
	ATAC STATS	HP _____ 40
		MP _____ 10
		BAS _____
		POW _____
DEX _____		
AGI _____		
DEF _____		
WEP _____ 0		

## ATAC STATS

Hit points, movement points, and vital statistics at a glance.

## FIRST SIGHTING

This is the first mission in which the ATAC can be seen in combat (an important distinction, as noted above).

Yo, whaddup, dawgz?  
Marquis Blonne is in  
the HIZ-N0000000SE!

Duke Logan, has Blonne  
found your snuff again?

Actually, Lord Grado, I  
believe he found my  
gangsta-rap collection.



# ALBA

ATAC TYPE: NORMAL



FIRST SIGHTING  
MISSION 1:  
DESTINY ARRIVES

ATAC STATS

HP	60
MP	4
BAS	0
POW	0
DEX	0
AGI	0
DEF	0
WEP	0

# ALTAGRAVE

ATAC TYPE: NORMAL



FIRST SIGHTING  
MISSION 18:  
ICE-COLD CLAIRE

ATAC STATS

HP	60
MP	4
BAS	0
POW	0
DEX	0
AGI	0
DEF	0
WEP	0

# AMPHISIA

ATAC STATS

HP	60
MP	5
BAS	3
POW	0
DEX	3
AGI	0
DEF	0
WEP	0



FIRST SIGHTING  
MISSION 18:  
ICE-COLD CLAIRE

ATAC TYPE: NORMAL

# ANDORAS

ATAC STATS

HP	15
MP	4
BAS	0
POW	0
DEX	0
AGI	0
DEF	0
WEP	0



FIRST SIGHTING  
MISSION 2:  
BANDIT BRIGADE

ATAC TYPE: NORMAL

# BAHAMUT

ATAC TYPE: HEAVY



FIRST SIGHTING  
MISSIONS 6/7:  
RACOT'S TRAP/  
THE AUSPEL ARMY

ATAC STATS

HP	60
MP	4
BAS	0
POW	0
DEX	0
AGI	0
DEF	0
WEP	0

# BARAZAPH

ATAC TYPE: NORMAL



FIRST SIGHTING  
MISSION 1:  
DESTINY ARRIVES

ATAC STATS

HP	15
MP	4
BAS	0
POW	0
DEX	0
AGI	0
DEF	0
WEP	0

# BARBATOS

ATAC STATS

HP	20
MP	4
BAS	0
POW	0
DEX	0
AGI	0
DEF	0
WEP	0



FIRST SIGHTING  
MISSION 1:  
DESTINY ARRIVES

ATAC TYPE: NORMAL

# CRIMSON

ATAC STATS

HP	60
MP	5
BAS	1
POW	5
DEX	0
AGI	0
DEF	0
WEP	0



FIRST SIGHTING  
MISSION 19:  
LOGAN'S SIEGE

ATAC TYPE: NORMAL

# DANTARIUS

ATAC TYPE: LIGHT



FIRST SIGHTING

MISSION 8:  
DIONNE'S TEST

ATAC STATS

HP \_\_\_\_\_ 15  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_

# EIGOL

ATAC TYPE: NORMAL



FIRST SIGHTING

MISSION 39:  
HOWL OF THE  
ICE WOLF

ATAC STATS

HP \_\_\_\_\_ 20  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_

# EINLAGER

ATAC STATS

HP \_\_\_\_\_ 25  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_



FIRST SIGHTING

MISSION 3:  
TRAGIC FAREWELL

ATAC TYPE: NORMAL

# FLAROS

ATAC STATS

HP \_\_\_\_\_ 30  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_



FIRST SIGHTING

MISSION 8:  
DIONNE'S TEST

ATAC TYPE: LIGHT

# GLAIVE

ATAC TYPE: NORMAL



FIRST SIGHTING

MISSION 4:  
EREBU RECLAIMED

ATAC STATS

HP \_\_\_\_\_ 20  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_

# HAIZURON

ATAC TYPE: NORMAL



FIRST SIGHTING

MISSION 4:  
EREBU RECLAIMED

ATAC STATS

HP \_\_\_\_\_ 25  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_

# HAUROL

ATAC STATS

HP \_\_\_\_\_ 15  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_



FIRST SIGHTING

MISSION 1:  
DESTINY ARRIVES

ATAC TYPE: NORMAL

# KORBELAN

ATAC STATS

HP \_\_\_\_\_ 25  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_  
 POW \_\_\_\_\_  
 DEX \_\_\_\_\_  
 AGI \_\_\_\_\_  
 DEF \_\_\_\_\_  
 WEP \_\_\_\_\_



FIRST SIGHTING

MISSION 2:  
BANDIT BRIGADE

ATAC TYPE: FLIGHT

# NO. 69

ATAC TYPE: NINJA



FIRST SIGHTING

MISSION 56:  
ULTIMATE WEAPON

ATAC STATS

HP \_\_\_\_\_ 150  
 MV \_\_\_\_\_ 3  
 BAS \_\_\_\_\_ 15  
 POW \_\_\_\_\_ 0  
 OEX \_\_\_\_\_ 15  
 AGI \_\_\_\_\_ 15  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0

# RAHABOR

ATAC TYPE: NORMAL



FIRST SIGHTING

MISSION 5:  
HORDALAIN ASSAULT

ATAC STATS

HP \_\_\_\_\_ 20  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_ 0  
 POW \_\_\_\_\_ 0  
 OEX \_\_\_\_\_ 1  
 AGI \_\_\_\_\_ 0  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0

# RATATOSK

ATAC STATS

HP \_\_\_\_\_ 20  
 MV \_\_\_\_\_ 1  
 BAS \_\_\_\_\_ 0  
 POW \_\_\_\_\_ 0  
 OEX \_\_\_\_\_ 0  
 AGI \_\_\_\_\_ 0  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0



FIRST SIGHTING

MISSION 2:  
BANDIT BRIGADE

ATAC TYPE: NORMAL

# ROARING LION

ATAC STATS

HP \_\_\_\_\_ 60  
 MV \_\_\_\_\_ 1  
 BAS \_\_\_\_\_ 0  
 POW \_\_\_\_\_ 0  
 OEX \_\_\_\_\_ 0  
 AGI \_\_\_\_\_ 0  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0



FIRST SIGHTING

MISSION 8:  
DIOGNE'S TEST

ATAC TYPE: HEAVY

# SARBELAS

ATAC TYPE: LIGHT



FIRST SIGHTING

MISSION 3:  
TRAGIC FAREWELL

ATAC STATS

HP \_\_\_\_\_ 60  
 MV \_\_\_\_\_ 6  
 BAS \_\_\_\_\_ 0  
 POW \_\_\_\_\_ 0  
 OEX \_\_\_\_\_ 0  
 AGI \_\_\_\_\_ 0  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0

# SERATA

ATAC TYPE: NORMAL



FIRST SIGHTING

MISSION 4:  
EREBU RECLAIMED

ATAC STATS

HP \_\_\_\_\_ 40  
 MV \_\_\_\_\_ 1  
 BAS \_\_\_\_\_ 0  
 POW \_\_\_\_\_ 0  
 OEX \_\_\_\_\_ 0  
 AGI \_\_\_\_\_ 0  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0

# SHARKING

ATAC STATS

HP \_\_\_\_\_ 120  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_ 0  
 POW \_\_\_\_\_ 6  
 OEX \_\_\_\_\_ 0  
 AGI \_\_\_\_\_ 0  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0



FIRST SIGHTING

MISSION 15:  
THE DEADLIEST ATAC

ATAC TYPE: HEAVY

# SOLARUS

ATAC STATS

HP \_\_\_\_\_ 40  
 MV \_\_\_\_\_ 5  
 BAS \_\_\_\_\_ 0  
 POW \_\_\_\_\_ 0  
 OEX \_\_\_\_\_ 0  
 AGI \_\_\_\_\_ 0  
 DEF \_\_\_\_\_ 0  
 WEP \_\_\_\_\_ 0



FIRST SIGHTING

MISSION 3:  
TRAGIC FAREWELL

ATAC TYPE: NORMAL

# SYLPHEED

ATAC TYPE: FLIGHT



FIRST SIGHTING  
MISSION 2:  
BANDIT BRIGADE

ATAC STATS

HP \_\_\_\_\_ 60  
MV \_\_\_\_\_ 7  
BAS \_\_\_\_\_ 3  
POW \_\_\_\_\_ 0  
DEX \_\_\_\_\_ 0  
AGI \_\_\_\_\_ 3  
DEF \_\_\_\_\_ 0  
WEP \_\_\_\_\_ 0

# TREADDOR

ATAC STATS

HP \_\_\_\_\_ 60  
MV \_\_\_\_\_ 5  
BAS \_\_\_\_\_ 5  
POW \_\_\_\_\_ 0  
DEX \_\_\_\_\_ 0  
AGI \_\_\_\_\_ 0  
DEF \_\_\_\_\_ 0  
WEP \_\_\_\_\_ 0



FIRST SIGHTING  
MISSION 4:  
EREBU RECLAIMED

ATAC TYPE: CAVALRY

# ULTRAGUNNER

ATAC STATS

HP \_\_\_\_\_ 80  
MV \_\_\_\_\_ 5  
BAS \_\_\_\_\_ 5  
POW \_\_\_\_\_ 5  
DEX \_\_\_\_\_ 5  
AGI \_\_\_\_\_ 0  
DEF \_\_\_\_\_ 0  
WEP \_\_\_\_\_ 0



FIRST SIGHTING  
MISSIONS 12/45:  
LEGENDARY LIGHT/  
FAULK, THE FILER

ATAC TYPE: NORMAL

# VEDOCORBAN

ATAC TYPE: INFANTRY



FIRST SIGHTING  
MISSIONS 8/9:  
DIONNE'S TEST/  
DESERT ESCAPE

ATAC STATS

HP \_\_\_\_\_ 20  
MV \_\_\_\_\_ 6  
BAS \_\_\_\_\_ 1  
POW \_\_\_\_\_ 0  
DEX \_\_\_\_\_ 2  
AGI \_\_\_\_\_ 6  
DEF \_\_\_\_\_ 0  
WEP \_\_\_\_\_ 0

# WAIBAN

ATAC TYPE: FLIGHT



FIRST SIGHTING  
MISSION 4:  
EREBU RECLAIMED

ATAC STATS

HP \_\_\_\_\_ 40  
MV \_\_\_\_\_ 5  
BAS \_\_\_\_\_ 5  
POW \_\_\_\_\_ 0  
DEX \_\_\_\_\_ 5  
AGI \_\_\_\_\_ 0  
DEF \_\_\_\_\_ 0  
WEP \_\_\_\_\_ 0

# YURANGOL

ATAC STATS

HP \_\_\_\_\_ 20  
MV \_\_\_\_\_ 4  
BAS \_\_\_\_\_ 1  
POW \_\_\_\_\_ 0  
DEX \_\_\_\_\_ 0  
AGI \_\_\_\_\_ 0  
DEF \_\_\_\_\_ 0  
WEP \_\_\_\_\_ 0



FIRST SIGHTING  
MISSIONS 6/7:  
RACOT'S TRAP/  
THE MUSPEL ARMY

ATAC TYPE: NORMAL

# ZULWARN

ATAC STATS

HP \_\_\_\_\_ 40  
MV \_\_\_\_\_ 5  
BAS \_\_\_\_\_ 10  
POW \_\_\_\_\_ 0  
DEX \_\_\_\_\_ 0  
AGI \_\_\_\_\_ 5  
DEF \_\_\_\_\_ 5  
WEP \_\_\_\_\_ 0



FIRST SIGHTING  
MISSIONS  
23/24/41/44

ATAC TYPE: HEAVY



There are three types of items in **VANGUARD BANDITS**—weapons, stones, and amulets—and you're going to make use of all of 'em. Oh, yes, you are! Don't talk back to me! I swear I'll turn this strategy guide around right now!

But I digress. **Weapons** are, as you probably guessed, used in combat by ATACs to whack the other ATACs silly. The more powerful a weapon, the higher it boosts the character's WEP stat—and a higher WEP means more damage is caused by the character's attacks. (Because of this, you will never need to boost a character's WEP stat until near the end of the game, when he already has his most powerful weapon.)

**Stones** are the power sources of the ATACs, but they also affect the attacks (and Support skills) which can be used by a character. There are some attacks which require a certain stone and character, and a few which require a certain stone, character *and* ATAC. (Sounds complicated, but when you see the tables on the following pages, you'll understand.)

**Amulets** are the goodies you haven't heard about until now. These miscellaneous items soup up various statistics or enable Dormant skills, but they don't come cheap, no sirree Bob.

All of these delightful thingies are purchased via the between-missions Shop option, but there's a catch (like you didn't expect one?): the shopkeeper is only open for business during certain chapters of the game. And while you're still reeling from that news, here's catch number two: certain items are only available at certain shops. The good news is that you're always offered more effective and powerful items as the game progresses. And, hey, here's when you can buy stuff:

**Kingdom/Ruin Branches: Chapters 4, 10, 14, 18**  
**Empire Branch: Chapters 4, 8, 12, 16,**  
**18 (Cecilia Branch) or 19 (Sadira Branch)**

There are very few unique items for sale in the fifth Empire shop; it's mostly just an extra opportunity to stock up on much-needed items before the final chapters.

The rule of thumb when buying new items is this: always go for better weapons first, followed by more powerful stones (for those characters which can make use of them—check their stats!), and the luxurious amulets if you have any cash left over. Don't forget to sell off your old crap as you purchase new crap, unless you want some hand-me-downs to distribute among your party. Hey, old weapons are cooler than old sweaters, at least.

Many of the characters in **BANDITS** can only use a specific ATAC, and these characters come equipped with specific weapons and stones which they use throughout the game. Zeira, for example, only uses the Toreadore ATAC, the standard features of which include Gunganir (a massive jousting spear) and Royal Jade (a Level 4 Wind stone), along with power steering and anti lock brakes.

# WEAPONS

There really are few things in life as satisfying as giant robots beating the bolts out of each other.

Name	Shops	Effect	Cost	Andrew	Barlow	Bastion	Cecilia	Claire	Devlin	Franco	Galvas	Halak	Milea	Reyna
Gradius	1	WEP+4	5000											
Preshuze	1-2	DEX+1,WEP+7	9800											
Quicksilver	1-2	AGL+1,WEP+7	11000											
Darkblade	2-5	DEX+1,WEP+10	16000											
Durandar	3-5	DEX+2,WEP+12	36000											
Spear	1	WEP+4	6000											
Partisan	1-2	DEF+1,WEP+8	11000											
Trident	2-5	DEF+1,WEP+10	17500											
Halberd	3-5	DEF+2,WEP+13	37000											
Shimmersword	2	AGL+1,WEP+7	11000											
Slashing Iron	2-5	AGL+1,WEP+10	15500											
Widowmaker	3-5	AGL+2,WEP+13	33300											

The weapons which a character can use are affected by the type of ATAC the character is using. This chart indicates the weapons which a character can use in the ATAC with which he starts the game (Andrew in the Vedocorban, Barlow in the Ratatosk, et cetera). If you switch a character to a new ATAC, you might also need to use a new weapon type.

Frequent bad hair days as a result of pulling hair and screaming "And I would have gotten away with it, too. If not for you kids!" when his plans are foiled.

Muscular wrist from constantly holding weapons; steps to fiddle under things.

Two-inch lifts in boots, although his bandoliers weigh the hell off. School's in there instead.

Sleeps under eyes from lack of sleep; stays up all night trying to decide the first thing he'll do when he takes over the world. (We suggest having the Backstreet Boys tortured for ten or twenty years.)

Contents: PocketStation, pack of Juicy Fruit, "Little Book of Evil Eyebrow Arching."

Secretly enjoys going commando.



**Faulkner At A Glance**

## SPECIAL WEAPONS

Money can't buy these weapons; they're permanently associated with certain ATACs.

Name	Effect	ATAC
Bloodblade	DEX+2,WEP+14	Crimson
Caliban	WEP+16	TIC-TAC
Demirune	BAS+2,WEP+12	Bahamut
Dragontrail	WEP+10	Waiban
Eternus	ALL+1,WEP+15	Ultragunner
Fridgia	DEX+2,WEP+12	Altgrave
Ginsunami	WEP+20	Sharking
Gunganir	DX+2,DF+1,WP+20	Toreadore
Knuckle	PW+4,DX+4,WP+15	No. 86
Mystaria	DEX+2,WEP+13	Sarbelas
Skorsek	POW+2,WEP+14	Roaring Lion
Soulstab	DEX+3,WEP+17	Zulwarn
Steelburn	AGL+2,WEP+12	Sylpheed

## STONES

People who live in glass houses shouldn't throw them. (And they shouldn't walk around naked.)

Name	Shops	Effect	Cost
Onyx	1	Earth 1 (NONE)	2000
Topaz	1	Earth 2 (BAS+1)	7000
Garnet	2	Earth 3 (BAS+2)	12000
Tiger's Eye	3-5	Earth 4 (BAS+3)	28000
Turquoise	1	Water 1 (NONE)	2000
Aquamarine	1	Water 2 (DEF+1)	7000
Sapphire	2	Water 3 (DEF+2)	12000
Lapis Lazuli	3-5	Water 4 (DEF+3)	28000
Opal	1	Fire 1 (NONE)	2000
Jasper	1	Fire 2 (POW+1)	7000
Ruby	2	Fire 3 (POW+2)	12000
Kunzite	3-5	Fire 4 (POW+3)	28000
Beryl	1	Wind 1 (NONE)	2000
Emerald	1	Wind 2 (AGL+1)	7000
Olivine	2	Wind 3 (AGL+2)	12000
Jade	3-5	Wind 4 (AGL+3)	28000

## AMULETS

See if you can find the amulet with a double-entendre name. (E) means Empire-branch shops only.

Name	Shops	Effect	Cost
Holy Headband	2-3,4-5(E)	BAS+4	12000
Str. Gauntlet	1	POW+2	3500
Power Tiara	2-3,4-5(E)	POW+4	9800
Fairy Earring	1	DEX+2	2800
Dex. Ring	2-3,4-5(E)	DEX+4	10800
Thieves' Ring	1	AGL+2	3200
Wind Necklace	2-3,4-5(E)	AGL+4	10000
Armor Amulet	1	DEF+2	4000
Rainbow Gem	2-3,4-5(E)	DEF+4	12800
Warrior C.O.A.	2-4	Forward Menace	13800
Assassin C.O.A.	2-4	Rear Menace	9999
Knight C.O.A.	3-4	Massive Menace	35000
Magic Hat	4-5	Parry	5800
Big Bracelet	4-5	Deflect Attacks	6200
Duel Rose	4-5	Chivalry	9800
Assassin Cape	4-5	Assassination	19800
Pegasus Boots	4-5(E)	MV+1	24800
Family Jewels	4-5	ALL+1,HP+20	65000

## SPECIAL STONES

These way-cool stones don't do it for the money, my friend—they do it for the love.

Name	Effect	ATAC
Sardonis	Earth 5 (BAS+4)	Sarbelas
Carnelian	Earth 5 (BAS+4)	Bahamut
Hawk's Eye	Water 5 (DEF+4)	Altagrave
Ocean Mist	Water 5 (DEF+4)	TIC-TAC
Sunstone	Fire 5 (POW+4)	Roaring Lion
Bloodstone	Fire 5 (POW+4)	Crimson
Star Diamond	Wind 5 (AGL+4)	Sylpheed
Royal Jade	Wind 5 (AGL+4)	Toreadore
Dark Eye	PW+1,DF+1,WP+1	Sharking
Evil Eye	BS+1,PW+1,DF+1,WP+1	No. 86
Black Diamond	ALL+1	Zulwarn
Gratia	ALL+1	Ultragunner

Green hair from frequent swimming in the Continent's heavily chlorinated lakes.

Bicycle gears to keep the twig and burris in a tight package.

Taped wrists in case of emergency gymnastics.

No cushioned soles, no goofy air-pump buttons, just the overwhelming stench of foot fungus.



## Bastion At A Glance



Okay, this strategy guide is going to turn into a college lecture for a few pages, but unlike the *Mission: Impossible* movie, it'll make sense in the end. We are gathered here today to talk about the various attacks in the game, and they're much more complicated than you think. (Heck, they're much more complicated than *we* thought.)

**Attack Fact #1:** There are **34 attacks** which are used by player characters, and **12 attacks** which are used exclusively by PlayStation-controlled characters.

**Attack Fact #2:** Certain attacks can only be done with **certain weapons**. For example, Reyna can't do the Slash or Strong Slash when she's equipped with the Spear, but she *can* do the Thrust and Long Thrust.

**Attack Fact #3:** Certain attacks can only be done with **certain stones**. For example, the Quicksand attack can only be done if a character is equipped with a Level 2 Earth stone (Topaz) or higher.

**Attack Fact #4:** Certain attacks can only be done by **certain characters** or **certain ATACs**. For example, the Bahamut is the only ATAC which can execute the Terra Shock attack, while Devlin is the only character who can use the Burning Soul attack.

**Attack Fact #5 (is your brain full yet?):** Every attack requires a character's stats to be at a **certain level**. For example, a character can't use the Tackle unless he has BAS and POW of 10 or higher; Devlin can't use the Burning Soul attack unless he has BAS 16, POW 20, and 7 for his other stats.

Now that you're aware of all this, you can play through the game while steering your characters' stats toward the attacks you want them to have. For example, if you want Devlin to have the Burning Soul—and you should, because it's an awesome attack—you need to give his BAS and POW more attention than his other stats. As another example, you want to keep Bastion's stats balanced, since many of his stronger attacks require equally high numbers for all six stats.

So, how does one boost a character's stats? By whacking other people in battle. Every time a character successfully attacks an enemy, he's given a certain number of **experience points (XP)**. Attacking enemies with levels higher than your own earns considerably more XP than picking on girlie-men whose levels are

below yours. Attacking enemies with more powerful strikes, and attacking from strategically superior positions—in other words, the side or behind—also earns more XP than a full-frontal assault.



For every **500 XP** earned, the character goes up a level, and earns three points to distribute among his six stats. The highest a stat can go is 32, although it's *very* unlikely that you'll be able to max out more than one stat, even with the considerable help of weapons and amulets. (The highest stat required by an attack is 25 POW, for Duke Logan's Raging Heat and Marquis Dionne's Bursting Fire.)

When your character is attacked, you can take one of four actions: **Attack**, **Defend**, **Avoid**, and **Counter**.

**Attack** is a full-fledged counter-attack, with the usual FP cost, but no AP cost (sweet!). These attacks usually have a much higher chance of striking, since the enemy has obviously dropped his guard to attack you. You can't use an Attack if the enemy is attacking you from behind.

**Defend** allows you to suck it in and take the hit at a cost of 30 FP, while considerably lessening the damage you take from the attack. With its somewhat high FP cost, and the fact that you're almost guaranteed to take damage, you might want to gamble with Avoid more often than not. You also can't use Defend if you're being attacked from behind, since you can't see what you're defending against.

**Avoid** gives you a chance to dodge the attack completely, at a cost of 20 FP. Of course, if you get whacked, you take the full amount of damage. If you're attacked from behind, Avoid is always your only choice.

**Counter** is an attempt to deflect the enemy's attack and counter with a 1.20-strength attack, at a cost of 20 FP. If you miss the deflection, the enemy attack does full damage and then some. You can only attempt a Counter when the enemy is attacking from the front, so it's obviously not something you're going to use much. There's also a chance that you will deflect the enemy attack without counter-attacking, which is a major bummer. Simply choosing an Attack is usually a better choice than attempting a Counter.

The nine **Support skills** (which are basically magic spells) are similar to Attacks in that a character needs certain stones and statistics to use them. It's *very* important to note that three of the nine Support skills allow you to restore HP to your ATACs—the only way to achieve this during combat. Thus, the more Support skills you manage to acquire, the better.

And finally, we have the **Dormant skills**. These skills are automatically earned by a character when his stats reach certain levels, and they are automatically used. About half the Dormant skills take effect on the battlefield, while the other half kick in on the 3D combat screen. Not every character will receive every Dormant skill, however; we've indicated which characters receive which skills on the super-de-duper charts to follow. Now turn the page, if you would be so kind, and lose yourself in the wonderful world of statistics.

## RANGES

### 1 (Adjacent Squares)



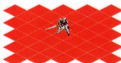
### 2 (Diagonals)



### 3 (Long-Range)



### 4 (Really Long-Range)



How did I get so bloody small?!

## ATTACKS

This chart is so very large that we've split it into two sections. Below are some handy-dandy details about each attack (including, most useful of all, their names)...

Name	Range	Type	AP	FP	Power	Hit %
Slash	1	Normal	30	5	0.80	+20
Thrust	1	Normal	30	5	1.00	0
Strike	1	Normal	30	5	1.20	-20
Tackle	1	Collision	35	5	1.15	-40
Long Thrust	2	Normal	35	5	1.00	-20
Strong Slash	1	Normal	50	10	1.25	+10
Strong Thrust	1	Normal	50	10	1.40	0
Kick	1	Normal	15	5	0.60	-20
Quicksand	2	Can't Move	40	15	0.30	-30
Earthquake	2	Knockdown	45	15	1.20	+20
Terra Shock	2	Collision	55	40	1.75	+40
Ice Shards	2	Normal	30	15	0.85	-10
Ice Storm	2	Avoid Down	40	10	0.50	+10
Mirage Mist	2	Hit % Down	40	10	0.60	0
Blizzard Break	1	Collision	80	10	2.05	+25
Tidal Wave	2	Knockdown	30	30	2.66	+30
Fireball	1	Normal	25	24	1.35	+15
Melting Flare	2	Defend Down	40	15	0.30	-20
Flare Bomb	2	Knockdown	50	25	1.55	0
Raging Heat	2	Knockdown	40	5	2.50	+20
Bursting Fire	2	Knockdown	10	80	3.15	0
Tornado	2	Attk. Down	40	15	0.50	+10
Turbulence	4	Knockdown	10	30	0.75	+20
Wind Strike	1	Knockdown	35	20	1.56	+10
Somersault	1	Collision	56	28	1.75	+50
Spiral Dive	3	Collision	35	55	2.12	+33
Sonic Blade	3	Knockdown	40	33	1.80	+20
Flashing Fang	1	Collision	44	12	1.25	-20
Blinding Light	2	Hit % Down	40	25	0.10	+10
Lightning Strike	2	Knockdown	50	15	1.60	+10
Splitting Smash	2	Knockdown	80	15	2.16	0
Soaring Dance	2	Collision	5	90	2.56	-10
Reyna's Trick	1	Collision	70	20	1.92	+40
Burning Soul	1	Knockdown	30	50	2.14	-10

# ATTACKS

...and over here are the stats (and stone) necessary to use each attack. Do not let this information fall into the wrong hands. Eat these pages if you must. We guarantee that our inks are Olestra-free.

## ANDREW'S FAVORITE BLONDE JOKES

Name	Stone	ATAC/Char	BAS	POW	DEX	AGL	DEF	WEP
Slash	NONE	N/A	2	0	0	0	0	0
Thrust	NONE	N/A	5	0	0	0	0	0
Strike	NONE	N/A	5	0	0	0	0	0
Tackle	NONE	N/A	10	10	0	0	0	0
Long Thrust	NONE	N/A	5	0	0	0	0	0
Strong Slash	NONE	N/A	8	7	6	0	0	0
Strong Thrust	NONE	N/A	8	6	7	0	0	0
Kick	NONE	N/A	10	0	7	0	0	0
Quicksand	Earth 2	N/A	12	0	7	0	0	0
Earthquake	Earth 4	N/A	15	0	10	0	0	0
Terra Shock	Earth 5	Bahamut	22	15	10	10	15	10
Ice Shards	Water 1	N/A	0	0	8	0	6	0
Ice Storm	Water 2	N/A	0	0	10	0	8	0
Mirage Mist	Water 4	N/A	0	0	12	0	10	0
Blizzard Break	Water 5	Altagrave	12	10	20	10	12	10
Tidal Wave	Water 5	TIC-TAC	18	18	20	18	18	18
Fireball	Fire 1	N/A	0	10	0	0	0	0
Melting Flare	Fire 2	N/A	0	12	0	0	0	8
Flare Bomb	Fire 3	N/A	10	20	0	0	0	15
Raging Heat	Fire 5	Crimson	15	25	5	5	12	20
Bursting Fire	Fire 5	Roaring Lion	15	25	5	5	12	20
Tornado	Wind 1	N/A	0	0	10	8	0	0
Turbulence	Wind 2	N/A	0	0	12	10	0	0
Wind Strike	Wind 3	N/A	0	0	18	12	0	0
Somersault	Wind 4	Vedo(And/Cec)	7	7	20	15	7	7
Spiral Dive	Wind 5	Sylpheed	7	7	20	15	7	7
Sonic Blade	Wind 5	Toreadore	7	7	20	15	7	7
Flashing Fang	Gratia	Ultragunner	7	7	7	7	7	7
Blinding Light	Gratia	Ultragunner	9	9	9	9	9	9
Lightning Strike	Gratia	Ultragunner	11	11	11	11	11	11
Splitting Smash	Gratia	Ultragunner	17	17	17	17	17	17
Soaring Dance	Gratia	Ultragunner	20	20	20	20	20	20
Reyna's Trick	Water 4	Reyna	16	7	20	7	7	7
Burning Soul	Fire 4	Devlin	16	20	7	7	7	7

 How do blonde brain cells die? Alone.

 What do you call a dead blonde in a closet? The 1995 Hide and Seek World Champion.

 How do you make a blonde's eyes sparkle? Shine a flashlight in her car.

 Why did the M&Ms plant fire their blonde workers? They kept throwing away the Ws.

 Why don't blondes get coffee breaks? Because it takes too long to retrain them.

 What do you call six blondes standing side by side? A wind tunnel.

 What do you call a brunette standing between two blondes? An interpreter.

 Why do blondes like sunroofs? More legroom.

 How do you get a blonde pregnant? (Punchline pause.) And you're calling them stupid?

## SUPPORT

Support skills are groovy—especially the three which allow you to recover HP, the only way in the game to do so.

Name	Rn.	AP	Stone	BAS	Effect
Turn Quake	1	50	Earth 1	8	Change Dir.
Earth Heal	1	60	Earth 3	15	HP Rec.
Gaia Protect	1	30	Earth 2	10	DEF Inc.
Cooling Mist	2	55	Water 2	10	FP Rec.
Pouring Rain	2	30	Water 3	15	AGL Inc.
Blazing Phoenix	1	60	Fire 4	18	Self-Sac.
Searing Flame	1	40	Fire 2	10	WEP Inc.
Roaring Wind	1	40	Wind 3	10	DEX Inc.
Holy Light	2	90	Gratia	18	Full Rec.

## TERRAIN

This chart shows the AP cost to move across each type of terrain square for each type of ATAC.

Name	Inf.	Lig.	Hea.	Cal.	Nin.	Flt.
Plain/Road	10	10	12	5	8	10
Wild	12	10	15	15	10	10
Forest	15	12	15	20	10	10
Snow	20	15	20	25	12	10
Rock	15	12	15	20	10	10
Cliff	20	18	20	20	10	10
City/Castle	15	10	15	20	10	10
Desert	18	14	20	25	12	10

Double the AP cost of the first square.

Add 5 AP for each ally-occupied square.

## DORMANT

Please note that the Dormant skills with N/A stats can't be earned during the game; only certain characters possess them. On the facing page is a chart of which characters can use each of these skills.

Name	BAS	POW	DEX	AGL	DEF	WEP	Effect
Reflect Attack	6	12	0	0	0	0	Deflect frontal attacks.
Parry	6	0	12	0	0	0	Avoid frontal attacks.
Chivalry	0	12	0	0	10	0	Increased frontal attack POW.
Assassinate	0	0	10	12	0	0	Increased rear-attack POW.
Mental Vision	12	0	10	8	0	0	Increased Counter hit percentage.
Hoverjets	12	0	0	8	0	0	AP cost is 10 for all squares.
Bad Back	N/A	N/A	N/A	N/A	N/A	N/A	Halak's curse.
Second Attack	16	0	0	10	0	0	Attacks can be used twice in one turn.
Forw. Menace	10	0	0	0	8	0	Control Zone* in front of ATAC.
Rear Menace	10	0	0	0	10	0	Control Zone behind ATAC.
Mass Menace	12	0	0	0	12	0	Control Zone on all sides of ATAC.
Stealth Motion	12	0	0	16	0	0	Move through enemy ATACs (10 AP).
Rapid Motion	18	0	0	12	0	0	Range +1.
Snow Motion	N/A	N/A	N/A	N/A	N/A	N/A	AP cost is 10 for each snow square.
Forest Motion	N/A	N/A	N/A	N/A	N/A	N/A	AP cost is 10 for each forest square.
Desert Motion	N/A	N/A	N/A	N/A	N/A	N/A	AP cost is 10 for each desert square.



\* The Control Zone is a flashing square that appears in front of, behind, or all sides of an ATAC, depending on the type of Menace it's equipped with. An ATAC can stop in a Control Zone, but cannot walk through it.

# CPU-ONLY ATTACKS

These twelve attacks will never be accessible by the scurvy likes of you; it's only the PlayStation-controlled ATACs which are allowed to bust these powerful moves in your direction, dang it.

Name	Range	Type	AP	FP	Power	Hit %	ATAC/Char
Shadow Binding	2	Can't Move	5	0	0.20	0	Zulwarn
Dark Thunder	1	Fall	10	0	1.70	+20	Zulwarn
Shadow Blade	4	Fall	20	5	2.24	+40	Zulwarn
Heaven's Gate	2	Fall	30	0	2.88	+33	Zulwarn
Slash	1	Normal	30	5	1.20	+35	Sharking
Strong Slash	1	Normal	50	10	1.60	+20	Sharking
Cutting Wheel	4	Collision	45	0	1.50	+25	Sharking
Somersault	1	Collision	56	28	1.75	+50	Cecilia
Gaia Blade	1	Knockdown	60	25	1.98	-10	Sarbelas
Jab	1	Normal	30	5	1.10	+50	No. 86
Uppercut	1	Normal	50	10	1.50	+35	No. 86
Knockout	4	Collision	45	0	1.40	+40	No. 86

DORMANT													
Name	Alden	Andrew	Barlow	Bastian	Cecilia	Claire	Devlin	Dionne	Franco	Galvas	Halak	Ione	Kamerge
Reflect Attack													
Parry													
Chivalry													
Assassinate													
Mental Vision													
Hoverjets													
Bad Back													
Second Attack													
Forw. Menace													
Rear Menace													
Mass Menace													
Stealth Motion													
Rapid Motion													
Snow Motion													
Forest Motion													
Desert Motion													

The Interview option might seem like a cute way to kill time in between missions, but it's actually an extremely important aspect of **BANDITS**, for a good reason: the morale of the members of your party directly affects how you reach four of the game's five endings.

Every character starts the game with a morale of 0, but this value can dip as low as -128 and soar as high as +127. The chart to the right shows the seven emoticons on the Interview screen, and the numeric ranges they represent.

FACE	MORALE
	-128 to -97
	-96 to -85
	-64 to -33
	-32 to +31
	+32 to +63
	+64 to +95
	+96 to +127

When you talk to a character on the Interview screen, it improves two morale ratings: their feelings about you, and your feelings about them. Morale is also considerably affected during battles (if a character is defeated or isn't an active participant in a battle, his morale goes down) and cut-scenes (if you're kind toward a character, his morale goes up). The chart on the facing page indicates how morale is affected when you speak to a character at the Interview screen. (Bastion's feelings toward a character always go up by 2 after a conversation.) Remember that you can speak three times at the Interview screen, so if a particular character is especially down, you can use all three speaking opportunities to boost his spirits.

The column of icons below each character on the Interview screen displays their emotions toward the characters listed on the left. For example, if you wanna know how Sadira feels about Bastion, you find Sadira's name on the left, and read across until it intersects with the column below Bastion. The icon shows her feelings for him.



Something *very* important to keep in mind is that not every character in your party will remain with you. Therefore, you shouldn't waste conversations at the Interview screen with characters you know are gonna be gone. For example, if you're on the Kingdom branch, don't bother speaking with Kamorge or Ione, as both of them will have left your party well before you're halfway through the game. (The chart on the facing page indicates which characters are with you at the end.)

If you really want to hear what everyone has to say, save the game, then chat with everyone at the Interview screen in groups of three, reloading the game to chat with each new group. Load for a final time and have your "real" conversations when you're ready to move on.

Alrighty then. Having explained morale, we must now explain the two situations in **BANDITS** when your party's morale directly affects which mission branch you climb into.

**Morale Check #1:** Before the final chapter (19) of the Kingdom branch, the game averages out the morale of every member of your party. If the average is +8 or higher, you move to Mission 23 (good ending). If the average is +7 or lower, you're off to Mission 24 (bad ending).

**Morale Check #2:** After Mission 38 (chapter 16 of the Empire branch), the game compares the morale of Sadira and Cecilia. If Sadira's is higher, you're off to Sadira's branch. If Cecilia's is higher, you're off to hers. And if they're equal, you go to Sadira's.

K=KINGDOM EC=EMPIRE (CECILIA)  
ES=EMPIRE (SADIRA) R=RUIN

# INTERVIEWS AND MORALE



**ALDEN**

Interview Morale +1  
Branch Ending K



**ANDREW**

Interview Morale +4  
Branch Endings K, R



**BARLOW**

Interview Morale +2  
Branch Endings K, R



**CECILIA**

Interview Morale +4  
Branch Ending EC



**CLAIRE**

Interview Morale +3  
Branch Ending ES



**DEVLIN**

Interview Morale +2  
Branch Ending K



**DIONNE**

Interview Morale +1  
Branch Ending K



**FRANCO**

Interview Morale +1  
Branch Ending ES



**GALVAS**

Interview Morale +2  
Branch Ending None



**HALAK**

Interview Morale +1  
Branch Ending ES



**IONE**

Interview Morale +1  
Branch Ending None



**KAMORGE**

Interview Morale +1  
Branch Ending None



**MILEA**

Interview Morale +4  
Branch Endings K, R



**MINI-ME\***

Interview Morale +10  
Branch Endings K, E



**NANA**

Interview Morale +2  
Branch Ending K



**REYNA**

Interview Morale +3  
Branch Endings K, R



**SADIRA**

Interview Morale +4  
Branch Endings ES, R



**ZEIRA**

Interview Morale +2  
Branch Ending K

\* Mini-Me is not a character in **VANGUARD BANDITS**, but a 1/8th-sized clone of Dr. Evil. Our apologies for the error. Man, we're dumb.

There are 20 missions, or “chapters,” from the humble beginning of **VANGUARD BANDITS** to the thrilling conclusion, which makes it a pretty darn beefy game right off the bat—but there are an insane **56 missions** in the entire game, divided into three major branches: **Kingdom** (24 missions), **Empire** (20 missions), and **Ruin** (12 missions). There are also five potential endings, depending on the branch you take and the decisions you make.

The chart on the opposite page shows you all the missions in the game and the branches they’re on; the information below tells you exactly how to access each branch. (We’ll also touch upon this vital info in the walkthrough for each mission.) Use this chart to figure out where you’re at in the game, and where you’re going.

- 1 When you have defeated the final enemy in Mission 3, if Bastion has reached Level 8 or higher, you’re given a multiple-choice response: “**We must attend to Kamorge!**” and “**I shall find that murderer!**” (the dude who done disposed of Bastion’s dad). Select “Kamorge” and you move onto Mission 4; select “murderer” and you’re onto Mission 25 and the **Empire** branch.
- 2 After completing Mission 5, there’s a cut-scene in which you’re paid a visit by a messenger of the Muspel Nation. You’re given a multiple-choice response: “**Actually, Zeira, I’ll meet with him.**” and “... ..” (the universal RPG term for thoughtful silence). Select “I’ll meet with him” and the messenger invites you to visit Duke Radcot. Another multiple-choice: “**Yes. Tell him I will depart soon.**” and “**I’m afraid not.**” Select “Yes,” and you move onto Mission 6; select “I’m afraid not,” and you move onto Mission 7.
- 3 If Bastion’s HP are reduced to zero in Mission 6 or Mission 7, you move onto Mission 9; if Bastion survives Mission 6/7, you move on to Mission 8.
- 4 After completing Mission 10 or 11, if you have already completed the game once—in other words, if you’re playing through for the second (or third) time—you will be given a multiple-choice during your conversation with Princess Sadira: “**I intend to end the war.**” and “**I will conquer the Continent!**” If you select “end the war,” you move onto Mission 12; if you select “conquer the Continent” a second time, you move onto Mission 45 and the **Ruin** branch.
- 5 After completing Mission 14, there’s a cut-scene in which Bastion and the Scooby Gang discuss various matters. If you played through Mission 9 (in which you and Nana escape the Muspel Nation), little Nana shows up and join your party—which is a very good thing, as she uses Radcot’s powerful Bahamut ATAC.
- 6 After completing Mission 18, there’s a cut-scene in which Bastion and Milea chit-chat at the castle of Crocasis Castle, the home of Lord Alden. If Bastion is at Level 19 or lower, Milea asks to join your party and fight in an ATAC! The multiple choices are “**Of course, Milea. I would be honored.**” and “**I’m sorry, Milea, but I can’t do that.**” Choose “Of course” and Milea fights with you in an Altgrave ATAC for the rest of the game; choose “I’m sorry” and she, uh, doesn’t.
- 7 This is probably the trickiest branch in the game, because you’re never given a clue that it’s coming—and never given a clue when it’s gone. After Mission 22, the game analyzes the morale of all the people in your party (see *Interviews and Morale* on pages 28-29). If their combined morale adds up to +8 or more—in other words, if almost everyone likes you—you move onto Mission 23 (the good ending). If their combined morale is +7 or less, you move onto Mission 24 (the bad and quite depressing ending).
- 8 After completing Mission 38, the game analyzes the morale of Sadira and Cecilia to see which of them is happier with you. If Sadira is happier, or she’s just as happy as Cecilia, you move onto Mission 39. If Cecilia is the happier chickie-girl, you move onto Mission 40. Decide early on in the Empire branch which of the two foxes you wish to end the game (and spend your life) with, and keep her happy via the Interview screen.

## KINGDOM

MISSION 1 (P.36)

MISSION 2 (P.41)

MISSION 3 (P.46)

MISSION 4 (P.52)

MISSION 5 (P.57)

MISSION 6 (P.61)

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## RUIN

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## EMPIRE

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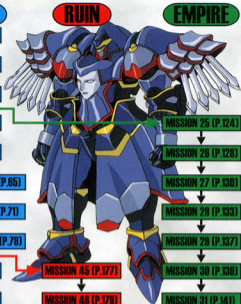
MISSION 40 (P.164)

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CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

CHAPTER 5

CHAPTER 6

CHAPTER 7

CHAPTER 8

CHAPTER 9

CHAPTER 10

CHAPTER 11

CHAPTER 12

CHAPTER 13

CHAPTER 14

CHAPTER 15

CHAPTER 16

CHAPTER 17

CHAPTER 18

CHAPTER 19

CHAPTER 20

## TAKE 'EM FROM BEHIND

★ Your first order of bid-ness with any character is to quickly earn the **Strong Slash** (or Strong Thrust) by jacking up your BAS, POW, and DEX. You don't need a stone for the Str. Slash, and it's a useful attack even in the later stages of the game.

★ One stat you *don't* need to jack up is **WEP**, because it increases as you purchase more powerful weapons. The only time you need to raise WEP is after your character has already purchased his strongest possible weapon, and even then, only give it a point or two.

★ There are **three directions** from which you can strike enemies: **the front, the side, and the back**. The back should always be your **first choice**: your attack does more damage (and occasionally *much* more), and all your enemy can do is attempt to avoid the strike (no blocking, counter-attacking, or parrying). Diagonal attacks count as coming from the side; you must be *directly* behind your foe, along a straight line, for the strike to be considered a back attack.

★ Conversely, you should always **cover your own back**; *never* give the PlayStation-controlled ATACs a free swat at your backside. Keep your back against a wall, the edge of the battlemat, a fellow ATAC (a technique demonstrated in Mission 2)—whatever it takes to keep you safe.



▲ Notice that Andrew's DEX and AGL have been pumped up (to give him the Somersault), while his WEP has wisely been left alone.

## FATIGUE IS YOUR FRIEND

★ Striking from behind is the most effective technique against your opponents, but some foes are just too strong (or smart) for this to work, in which case you need to try a different approach: **build up their FP** (Fatigue Points) until they become dizzy for a turn, at which point they are completely vulnerable to any and all attacks. That's right, 100% hit percentage. Excellent! Of course, on the following turn, the opponent's FP meter will be completely emptied. Bogus!



▲ Surrounding an enemy ATAC and hitting him from all sides is a very unsuited, and very effective, attack technique.

★ How do you cause FP to build? By using attacks which your opponent is **forced to block**. Blocking costs 30 FP, while avoiding uses only 20. Blockers also can't counter-attack, which is a nifty fringe benefit.

★ Any of the **Knockdown attacks** are your best choice for FP build-up, followed by your strongest non-Knockdowns. The PS-controlled opponent can't counter a Knockdown, and will usually choose to block a strong attack rather than take a chance by avoiding it. (The opponent *will* dodge if he has a 50% or higher chance, however.)

★ The best way to get those FP soaring is the **Turbulence attack**. With a +20 hit rate, a range of 4, an AP cost of

only 10, and the Knockdown attribute, it's ideal for slamming your foes to the turf. You'll want at least two members of your party to have Turbulence as the game progresses, because the FP technique becomes more and more crucial. There are somewhat similar attacks for other stones, such as the Gaia Buster, but Turbulence is second to none.

# STONES AND SUPPORT

★ The **Earth stones** are the best choice for your weaker/secondary characters because of their defensive and healing spells.

★ **Turn Quake (Earth 1-Support):** This spell shakes up an enemy, rotating him in a new direction, and hopefully presenting his delightfully vulnerable back to you.

★ **Gaia Protect (Earth 2-Support):** This spell increases the DEF of the character it's cast upon. Good for the guys fighting on the front lines.

★ **Earth Heal (Earth 3-Support):** This spell restores HP to the ATAC it's cast upon. The short range and high AP cost means that you'll have to keep your healer(s) close behind your fightin' men and women, but it's worth the hassle for the joy of being able to heal thyself.

★ **Quicksand (Earth 2-Attack):** This attack prevents the targeted ATAC from moving from its current square for several turns (although it can still defend and attack). Sounds great in theory, but doesn't work so well in practice, because the hit rate is lame (-30!) and the damage even lamer (0.30!!). You're invariably better off with other attacks.

★ **Earthquake (Earth 4-Attack):** A much better choice than Quicksand, and up there with Turbulence as an FP builder-upper.



▲ We printed this screenshot of the Cooling Mist in action mostly because it's one of the game's spiffier visual effects.

on boosting the AGL of your characters. Besides, the victor in a typical **BANDITS** battle isn't the guy who hits first, it's the guy who hits hardest.

★ **Ice Shards (Water 1-Attack):** Ehhh. With a -10 hit rate and 0.85 damage, there's nothing exciting about this attack at all. Standard slashes and thrusts are better bets.

★ **Ice Storm (Water 2-Attack):** This spell slows down the targeted ATAC for several turns. The decent hit rate almost balances out the crappy damage, but it's still nothin' special.

★ **Mirage Mist (Water 4-Attack):** This spell lowers the hit rate of the targeted ATAC, making it the only worthy Water attack of the bunch. It still doesn't do enough damage, but knocking down the hit rate of your stronger foes is a good time-killer in between Cooling Mists.

★ The **Fire Stones** provide offensive attacks and spells, both of which we like very much.

★ **Searing Flame (Fire 2-Support):** This spell boosts the WEP of the targeted ATAC. You may be tempted to use it on your weaker ATACs, but it's also lovely when used on already-strong ATACs to give them even more of a killing edge.

★ **Blazing Phoenix (Fire 4-Support):** This allows an ATAC to sacrifice itself and restore the HP and FP of the targeted ATAC. This is obviously not something you want to use often, but if you have a Fire-powered ATAC that's almost dead, what the hey?

★ **Fireball (Fire 1—Attack):** Unquestionably the best Level 1 attack, it does excellent damage and has a +15 hit rate. Why can't they all be like this?! (Yes, we know, because the game would be too easy. It was a rhetorical question, you boob.)

★ **Melting Flare (Fire 2—Attack):** Lowers the DEF of the targeted ATAC. This one's hard to hit with, so don't try it often, and don't try it when you have a better option available to you.

★ **Flare Bomb (Fire 3—Attack):** This does wonderful damage when it hits, which unfortunately isn't often. Use it when you have the best possible chance of striking—in other words, on a dizzied opponent, or when you're attacking from behind.

★ **Raging Heat (Fire 5—Attack):** Duke Logan busts out this funky-fresh maneuver, which is easily among the most damaging attacks in the game. Be afraid!

★ **Bursting Fire (Fire 5—Attack):** This attack is exclusive to Marquis Dionne, and it's far and away the strongest attack in the whole friggin' game, with a massive 3.15 rating. Of course, the 80 FP means you won't be using it on every turn, or even every other turn. But talk about a great finishing move!

★ The **Air stones** provide excellent attacks, with super-high hit rates (up to +50) and long ranges. We like 'em a lot. So will you.

★ **Roaring Wind (Wind 3—Support):** The only Wind-based spell, this boosts the DEX of the targeted ATAC. Not an especially crucial statistic in **BANDITS**, but if you have a true slowpoke in your midst, it might be worth casting on him or her.

★ **Tornado (Wind 1—Attack):** This reduces the Avoid rate of the targeted ATAC. Uses a bit more FP than the similar Ice Storm, but it's easier to learn (all you need is 10 DEX and 8 DEF).

★ **Turbulence (Wind 2—Attack):** This is, as described earlier in this chapter, the best FP attack to use against enemy ATACs. Highly recommended, and invaluable in the later missions.

★ **Wind Strike (Wind 3—Attack):** Less AP and more FP than Turbulence, along with a much shorter range that makes it much less useful overall.

★ **Somersault (Wind 4—Attack):** This attack is limited to Andrew and Cecilia, the ninja folk, and only if they're using the speed-demon Vedocorban ATAC. But with a +50 hit rate—I mean, come on, +50!—it is *so* worth using it whenever possible.

★ **Spiral Dive (Wind 5—Attack):** Sadira's big, bad attack isn't quite as impressive as one would like—only 2.12?—but it's still good enough to wipe out all but the strongest foes.

★ **Sonic Blade (Wind 5—Attack):** Duke Zeira savors the flavor of this exclusive attack, and with its long range and +20 hit rate, you'll also dig it.

★ And finally, we have the five attacks and one mega-cool support spell which are exclusive to the **Ultragunner**. The key to opening up all of these attacks is to keep Bastion's stats completely balanced (ranging from 7 all the way up to 20). The attacks don't get really good until Lightning Strike (which you get if all stats are 11 or higher); Splitting Smash and Soaring Dance are even tastier, although Soaring Dance uses an insane 90 FP, which means you'll spend the next turn resting and relaxing (or being attacked and getting dizzy for a turn). Save the Dance for situations when you have a turn to rest.

★ Bastion's support spell is **Holy Light**, which restores the HP and FP of every ATAC within a two-square range. Obviously, this is one hell of a spell, and if you obtain it, you should keep most of your party close to Bastion, ready to bask in his healing glow.



▲ With its incredible range and high hit rate, the Turbulence attack will quickly become your bestest friend in the whole wide world.

# VANGUARD BANDITS



Good or Evil.  
Dead or Alive.  
Read This Walkthrough  
or Suck Sword.  
Your Choice.



You are about to embark on a guided tour of all 56 missions in **VANGUARD BANDITS**. Please keep your hands inside the bus at all times. Do not feed the animals, and definitely do *not* taunt the monkeys. They have poop, and they're not afraid to throw it.

Because **VANGUARD BANDITS** has semi-randomized gameplay—such as, to give one tiny example, the hit percentages of various attacks—and because each battle can thus unfold in many different ways, it's impossible for us to give you specific walkthroughs. Believe me, we tried, and our brains are still recovering from the effort. (Then again, our brains get tired when we think too hard about where to go for lunch.) What we *have* done in place of step-by-step walkthroughs is outlined the major events which occur in each mission, listed which ATACs you'll be fighting, and formulated battle strategies which you may or may not choose to follow. (It's all about freedom of choice, man.) Combine these walkthroughs with the battle strategies and reams of charts on the previous pages, and you have all the knowledge required to defeat all 56 missions and see all five of **VANGUARD BANDITS'** endings, which run the gamut from superb to silly to just a bit scary.

We've also summarized the story developments which take place before and after each mission, because we thought you'd probably wanna know what the heck's going on, and because it also gives us an opportunity to rip on ourselves, which is strangely satisfying. So read on, sally forth, and whoop Imperial booty!

# The Plot Thickens

1



▲ The very first scene in **BANDITS** takes place on a scenic mountaintop, where Bastion and Kamorge prepare for battle by beating the crap out of each other with wooden sticks.

2



▲ How this ritual helps them better control their robotic warriors, we're not entirely sure. Perhaps it's best if we follow the "don't ask, don't tell" policy, y'know what we're sayin'?

3



▲ After Kamorge strikes Bastion upside the head to demonstrate his lack of skills, two more characters arrive on the scene: chubby, bespectacled Puck and skinny, stressed-out Milea.

4



▲ The nearby village of Fruah is under attack, and Milea pleads with father and son to intervene. Bastion agrees and scurries to his waiting ATAC, while Kamorge curses the Empire for finding him.

5



▲ Before leaping into battle, Bastion verbalizes his bloodlust, and Kamorge tries to calm him down with Yoda-like platitudes, to little avail. The kid wants to get it on!

6



▲ You have now officially entered **Mission 1: Destiny Arrives**, where you will experience combat for the very first time. How cute!

## Enemies


**IMPERIAL 1 (L3-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 56 5 5 4 4 3 1

**IMPERIAL 2 (L3-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 52 4 5 3 5 3 8

**IMPERIAL 3 (L2-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 50 4 4 4 3 3 7

**IMPERIAL 4 (L2-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 46 3 5 3 4 3 1

L = LEVEL F = FUNDS

 Alright, father...this  
time, I'm Darth Maul  
and you're Qui-Gon!

 I never should  
have taken you to  
see that movie  
fifteen times...


## Events

- ① After Bastion's second turn, **Ione** and **Reyna** appear on the eastern edge of the battlemat, and Bastion is given a choice of two comments. Regardless of what Bastion says, both gals charge into battle and attack the Imperial Soldiers. The different replies trigger different conversations between Bastion and Reyna. Select **"Who are you?!"** to amuse Reyna; select **"Do you fight for the Empire?"** to make Reyna mildly angry at your silliness.

## Encounters



After **Kamorge** strikes an **Imperial Soldier** from the side or rear for the first time in the battle, the Soldier responds with a smart-alecky "You fight well for an old man...but I harbor no respect for my elders!" Ooh, what a burn.

## Fruah Village


**ATACs good! Fire bad!**


# Strategy & Tactics

★ Your primary goal in this very easy mission is to prevent everyone else from **bogarting** Bastion's kills—especially if you have hopes of making your way onto the **Empire mission branch**, which requires Bastion to reach Level 8 after the first three missions (one of the more challenging tasks in the game). In fact, you don't want Kamorge to score *any* kills, because he is already strong like bull, and because...well, let's just say a palm-reader would surely notice Kamorge's abbreviated lifeline.

★ Here are step-by-step instructions for earning three kills with Bastion and advancing to Level 5. Because of **BANDITS'** semi-randomized combat, this walkthrough won't work *every* time—but it *will* work most of the time, which is about all you can expect. Save at the beginning of each turn, and restart from that point if events don't unfold the right way. This might seem like cheating, but we think of it more as making minor adjustments to the **space-time continuum**.

★ **Bastion (Turn #1):** Walk north five spaces, so you're standing



▲ Bastion questions Reyna when she barges into the battle, and does his best Regis Philbin impression: "Is that your *final* answer?"

**Enemies** chart on the previous page). Increase your **POW** to 6 (which does *not* include the white bars—they indicate the ATAC stat-boost, not Bastion's natural talents) and your **DEX** to 5. Move one square northeast, then face west (looking directly at Imperial 4) and end your turn.

★ Bastion is attacked by Imperial 4. Counter with a **Thrust** for your second kill and another 3500 smackers.

★ Bastion is attacked by Imperial 2. Counter with a Thrust.

★ **Bastion (Turn #5):** Walk behind Imperial 2 and attack with a **Thrust** for your third kill. You advance to **Level 5**. Jack up your **BAS** to 7, which gives you the lovely **Str. Slash** attack. Rock on!



▲ The roof, the roof, the roof is on fire. We don't need no water, let it burn...er, I mean, we must extinguish this blaze at once!

on the west side of the gap in the hedge. Face east and end your turn.

★ Bastion is attacked by **Imperial 4**. What a silly little man! Counter with a **Thrust**.

★ Bastion is attacked by **Imperial 3**. Counter with a Thrust.

★ **Bastion (Turn #2):** Attack Imperial 4 with a Thrust.

★ **Ione** and **Reyna** show up (**Event #1**). Either of the two responses will suffice, but the resulting conversations will be different, as noted in the Events box on the previous page.

★ Bastion is attacked by Imperial 4. Counter with a **Thrust**.

★ **Bastion (Turn #3):** Attack Imperial 4 with a **Thrust**.

★ **Bastion (Turn #4):** Attack Imperial 3 with a **Thrust**. You score the kill and advance to **Level 4**. You also gain 3500 bucks

(as noted in the



▲ Having already racked up two kills, Bastion is in prime position for his third. Move behind Imperial 2 and stab him in the back.

# The Plot Thickens



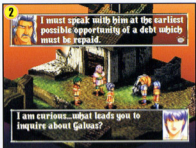
▲ After whipping the Imperials, everyone gathers in front of the flame-broiled home to introduce themselves. Ione and Reyna turn out to be soldiers of the Avalon Defense Corps.



▲ After a moment's consideration, the easily swayed Ione agrees to bring Kamorge and Galvas together. Reyna is dubious, but doesn't wanna rub Ione the wrong way, so she reluctantly agrees as well.



▲ While Kamorge and Bastion depart with their new friends to find Galvas, we're introduced to two new characters: Faulkner, leader of the evil Empire's forces, and Sadira, the Imperial Princess.



▲ Kamorge asks if they know a man named Galvas—the Corps Commander of the Pharastia Kingdom—and indeed they do. Kamorge then asks the ladies to take him to Galvas, but won't say why.



▲ When Bastion asks what will happen to the village, Kamorge says his presence is what caused the Empire to attack, but won't elaborate, leaving Bastion even more frustrated than the average teen.



▲ Sadira confronts her military man about the naughty things his soldiers are doing on the borders of the Empire, and announces her intent to observe Faulkner's troops firsthand.

# The Plot Thickens



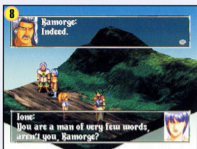
▲ We return to Bastion to find him headed for Araba Castle, located near the Kingdom/Empire border. It ain't long before Lone detects damage to her ATAC, and the parade grinds to a halt.



▲ We learn that Milea is an orphan who was taken in by Kamorge as an infant, and we also learn that Bastion has an amusing sexist streak. (Well, amusing if you're also a sexist.)



▲ Here's your first-ever pre-battle menu screen. Save the game, do some Interviews, take a good look at the Briefing, and select Mission when you're ready to move on.



▲ As the little Puckster uses chewing gum and bailing wire to patch up the Barazaph, Lone and Kamorge valiantly attempt to make conversation, while Bastion and Milea chat it up with Reyna.



▲ The idle chit-chat swiftly ends when Lone and Kamorge notice a battle under way in the distance. Everyone gets into their ATACs and heads out to see what the dilly, yo.



▲ In the blink of an eye (and the double-speed loading of a couple megabytes' worth of data), you're participating in **Mission 2: Bandit Brigade** on page 41 (hey, I can see it from here).

## Enemies



**BANDIT 1 (L6-F3500)**

HP BAS POW DEX AGL DEF WEP  
74 8 8 6 3 5 1



**BANDIT 2 (L5-F3500)**

HP BAS POW DEX AGL DEF WEP  
68 7 7 5 4 4 1



**BANDIT 3 (L4-F2000)**

HP BAS POW DEX AGL DEF WEP  
49 4 4 4 3 3 8



**BANDIT 4 (L4-F2000)**

HP BAS POW DEX AGL DEF WEP  
53 5 6 5 4 3 9



**BANDIT 5 (L4-F2000)**

HP BAS POW DEX AGL DEF WEP  
57 6 6 4 3 3 10



**BANDIT 6 (L4-F2000)**

HP BAS POW DEX AGL DEF WEP  
53 5 7 4 4 3 9



**BANDIT 7 (L3-F2000)**

HP BAS POW DEX AGL DEF WEP  
47 4 5 4 4 3 9



**BANDIT 8 (L3-F2000)**

HP BAS POW DEX AGL DEF WEP  
55 6 4 4 3 3 9



**BANDIT 9 (L3-F2000)**

HP BAS POW DEX AGL DEF WEP  
51 5 5 4 3 3 9

## Egas Canyon



## MISSION 2: BANDIT BRIGADE

## Events

**① Barlow** and **Devlin** move here after Kamorge attacks Bandit 7 at the beginning of the mission and remain here, back-to-back, for the rest of the battle. They never attack, choosing only to defend themselves when attacked by Imperials.

**② Franco**, **Halak**, and **Sadira** appear here after Bandit 6's first turn and stay put until attacked, after which they attack the Imperials.

## Encounters



After **Sadira** strikes a Bandit for the first time, a shocked and surprised **Bastion** says "I thought those three were Imperials, but they're fighting on our side!" All hail Bastion, master of stating the bloody obvious!

# Strategy & Tactics

★ You now have control of **Ione** and **Reyna** along with Bastion, but Kamorge will once again do his own thing for the entire battle. If you're aiming for the **Empire mission branch**, you need Bastion to boost another two levels during the battle. If you're sticking to the **Kingdom mission branch**, you want Bastion and Reyna to score one or two kills each (while ignoring Ione, who won't be sticking with you but for a few more missions).

★ **Barlow** and **Devlin** are in almost zero danger of dying, since they're guarding each other's backs; each enemy attack only does a few HP of damage. In other words, focus on earning your kills and let **BANDITS'** equivalent of Farley and Spade protect their own butts.

★ **Franco**, **Halak**, and **Sadira** will eventually be attacked by a Bandit, and once it happens, they go on an ATAC-destroying rampage. Don't bother trying to attack those northern Bandits, as their fates are already sealed; focus on the ones around Barlow and Devlin, and destroy them before the mighty trio does it for you and claims your XP.



▲ If you're trying for the Empire mission branch, back Ione and Reyna into the southern canyon wall to let Bastion score all the kills.

★ If you're only using Bastion, and want to hit the **Empire branch**, here's a darn reliable walkthrough to jack him up to Level 7. Please keep in mind that this walkthrough will only work if you wisely used our stat adjustments from Mission I (pg. 37); otherwise, your mileage may vary.

★ **Bastion (Turn #1):** Attack Bandit 7 with a side **Thrust**.

★ **Reyna (Turn #1):** Move south one square. Face north, end the turn, and don't do anything on subsequent turns. Just stay put and watch the action.

★ **Ione (Turn #1):** Move south to the square just east of Reyna. Face north, end the turn, and hold still for the remainder of the battle.

★ **Bastion (Turn #2):** Move behind Bandit 7 and spank his bottom with a **Strong Slash** for the kill.

★ **Bastion (Turn #3):** Attack Bandit 8 from behind with a **Strong Slash** for the kill.



▲ Barlow proves to be a little sensitive about his huskiness as he and Devlin move into a defensive position.

★ If you're fighting with Bastion and Reyna (and staying on the **Kingdom branch**), move Ione as far south as she can go, to avoid attracting curious Bandits. Your primary goal will be to raise the wimpy Reyna two levels, so she can earn the **Strong Thrust** attack (8 BAS, 6 POW, 7 DEX). Your secondary goal is to start balancing out Bastion's stats, as having equally high numbers in all six categories is the only way to earn his most powerful attacks later in the game. Remember the battle basics: cover your back, hit the enemy from behind whenever possible—which should be easy, since they're going after Barlow and Devlin—and *don't* let Bastion or Reyna go over the FP (Fatigue Point) limit, which leaves them dizzied. Ideally, you should end the mission with both Bastion and Reyna at Level 6 (but Reyna needs two kills for this to happen).



▲ Sadira is displeased with the renegade Imperials, as indicated by her louder-than-usual verbal outburst.

★ **Bandit 1**, the strongest enemy ATAC on the battlefield, moves in and attacks Devlin head-on. This also moves him into attack range, which we like!



▲ After wasting Bandit 8, you're ready to commit assault and battery upon Bandit 1, the strongest ATAC on the battlefield.

**Level 7** and counting. Start balancing out Bastion's stats, as having equally high numbers in all six categories is the only way to earn his most powerful attacks later in the game. Move to the north side of Bandit 9 and end your turn.

★ **Bandit 9** turns and attacks Bastion instead of Devlin. Silly rabbit! Attack him with a Strong Slash for a confirmed kill. The XP are almost worthless, but the 2000 bucks are nothing to moan and groan about.

★ **Bastion (Turn #4):** Move behind Bandit 1 and attack from the back with de **Thruster**, which advances Bastion to Level 6. At this point, you can juice whatever stats you'd like, but we strongly suggest earning the **Tackle** attack by simply boosting your **POW** to 9.

★ **Bandit 1** moves to the west side of Devlin and attacks him again. Grrrr!

★ **Bastion (Turn #5):** Strike Bandit 1 with a Strong Slash from the side to soften him up a little more.

★ Kamorge attacks Bandit 1 from the south instead of striking Bandit 7 and stealing your kill. Excellent!

★ **Bastion (Turn #6):** Whack Bandit 1 with a Strong Slash for the kill, and over 400 XP. Whoo, doggie! You are now at



▲ Bandit 9 is your fourth and final kill of the mission, by which point you're at Level 7 and almost ready for the Empire branch.



# The Plot Thickens



▲ After beating the bandits, Bastion searches for more survivors, but there aren't any to be found. Ione and Reyna both remark upon the carnage (which is thankfully left to the imagination).



▲ Kamorge puts an end to the verbal abuse and apologizes for Bastion's tantrum. Franco tries to make friends, but Bastion shoots him down with more harsh words, which sets Sadira off.



▲ As the Princess leaves, Franco and Kamorge exchange phone numbers and words of respect, being the grizzled veterans that they are.



▲ Princess Sadira and her escorts arrive to survey the scene. Bastion doesn't recognize her immediately, and flips when he learns who she is, going off on the girl for a good dozen paragraphs.



▲ Devlin joins in the venting and tells Bastion that both the Empire *and* the Kingdom have committed atrocities. Sadira explains to Bastion that her goal is to silence the violence and increase the peace.



▲ As Bastion prepares to leave with Barlow and Devlin in tow, a third survivor appears. His name is Andrew, and you'll learn to love him in, as he would say, "a completely heterosexual way."



▲ Just as Faulkner is about to leave the Imperial castle, Prince Duyere tracks him down in the ATAC hangar and demands to come along, seeing as how Sadira is already romping around the war zone.



▲ After pointing out that Duyere's ATAC isn't at full strength, Faulkner finally relents, under the condition that Duyere fully complies with his orders. Duyere says he will, but he's a notorious fibber.



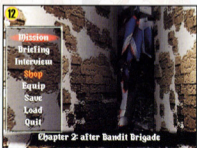
▲ Kamorge is in the middle of telling his son to chill out (using much bigger words than I know) when the party is ambushed on both sides. Kamorge recognizes them as elite Imperial troops.



▲ Faulkner tells him a good lie (as the heir to the Empire, he can't risk his life in battle) instead of the truth (he's the worst fighter since Bobo the Incontinent Clown), but Duyere won't be denied.



▲ Back to Bastion's party, where Andrew memorably introduces himself, and Bastion expresses his concern about Devlin's disparaging comments regarding the Kingdom.



▲ Take care of the usual pre-mission business (save the game, talk to your pals to boost their morale, and gaze upon the Briefing), then begin **Mission 3: Tragic Farewell** on page 46.

## Enemies

	<b>BODYGUARD 1 (L6-F5000)</b> HP BAS POW DEX AGL DEF WEP 87 10 9 5 5 5 8
	<b>BODYGUARD 2 (L5-F5000)</b> HP BAS POW DEX AGL DEF WEP 85 10 9 4 4 5 7
	<b>BODYGUARD 3 (L5-F5000)</b> HP BAS POW DEX AGL DEF WEP 81 9 8 6 6 3 7
	<b>BODYGUARD 4 (L4-F5000)</b> HP BAS POW DEX AGL DEF WEP 79 9 8 4 4 4 7
	<b>DUYERE (L3-F12000)</b> HP BAS POW DEX AGL DEF WEP 112 9 5 9 7 3 16
	<b>FAULKNER (L12)</b> HP BAS POW DEX AGL DEF WEP 126 13 14 9 8 12 14
	<b>IMPERIAL 1 (L3)</b> HP BAS POW DEX AGL DEF WEP 52 4 4 5 4 3 8
	<b>IMPERIAL 2 (L3)</b> HP BAS POW DEX AGL DEF WEP 52 4 4 4 5 3 8
	<b>IMPERIAL 3 (L3-F3500)</b> HP BAS POW DEX AGL DEF WEP 56 5 4 4 4 3 8
	<b>IMPERIAL 4 (L3-F3500)</b> HP BAS POW DEX AGL DEF WEP 52 4 4 5 4 3 8

## Maqui Bridge



## Encounters



**Duyere** shouts “Death to anyone who stands in the Empire’s path!” after his first attack upon **Bastion**, **Devlin**, **Ione**, or **Reyna**; each of them comes up with a unique retort.

**Barlow**, perhaps because his mouth is always crammed full of candy, doesn’t say anything if he’s attacked first.

# Strategy & Tactics

★ This is **Kamorge's final mission**, and he spends the entirety of it on the Maqui Bridge, guarding Bastion's backside. The only way to "assist" him is to position Reyna behind him and let her use the Long Thrust, but this does such puny damage (and earns so few XP) that it's not worth the trouble. Instead, have her face off with the rest of the gang against Duyere and his muscular posse of Bodyguards.

★ If you're staying on the **Kingdom branch**, you want everyone but the soon-to-depart Ione to score kills. Use Ione as a sacrificial lamb while Bastion and his friends rack up the XP. Almost everyone should gain a level if you spread the love wisely; we finished the mission with Bastion at Level 7, Reyna at Level 6, and Barlow and Devlin at Level 5.

## Events

① **Kamorge** stands here for the duration of the battle, defeating Imperials 1 and 2 in short order. That's when **Faulkner** jumps into the fray and takes on Kamorge himself. In the second round of combat between them, Faulkner strikes a fatal blow and knocks Kamorge out—but Faulkner's own ATAC is too damaged to continue. Faulkner retreats and leaves Imperials 3 and 4 behind to cross the bridge and attack your party.

② **Duyere** won't be around for the entire battle, but there are two separate circumstances which trigger his departure. **#1:** After his fourth turn (in which he does something—resting turns don't count), his ATAC poops out, and he splits the scene with Bodyguard 1, causing Faulkner to grumble. **#2:** If Faulkner retreats (see Event 1), Duyere also leaves the battle, but Bodyguard 1 stays behind to play.

③ When you have defeated the final enemy ATAC, if (and *only* if) **Bastion** is at Level 8 or higher, you receive a multiple-choice prompt: "**We must attend to Kamorge!**" and "**I shall find that murderer!**" If you choose the former, you advance to Mission 4 (on page 52); if you choose the latter, you advance to Mission 25 (the start of the Empire branch, on page 124).

★ If you're aiming for the **Empire branch**, you can fight recklessly, since none of your party members will be with you at game's end—thus, you don't need to worry about their morale. All you really need is for Bastion to stay alive and earn enough XP to hit Level 8, so have him attack the

stronger Bodyguards.

★ It's easy to defeat Prince

**Duyere** by ganging up on him, since his DEF stat is atrocious, but you won't get many XP, him being Level 3 and all. It's mostly for pride—and for the whopping 12,000 fundage points he gives you. You'll suffer extra casualties, since you're leaving your ATACs open to Bodyguard retaliation, so you have to decide if the cash is worth the morale-lowering.

★ **Bodyguard 1** is the strongest enemy on the battlefield, but he usually leaves with Duyere before you can kill him. Focus your attention on Bodyguards 2, 3, and 4, who stick around for the duration.

★ The most difficult choice in this mission is where to **position your ATACs**. We suggest staying close to the bridge and letting the enemy come to you, guarding your backs and strictly counter-attacking until Duyere and Bodyguard 1 retreat. Once they're both gone, get a little more aggressive, and prepare for the two straggler Imperials crossing the bridge; Bastion should be able to take them on (and defeat them) by himself.



▲ In a remarkably cool (and lengthy) 3D battle, Faulkner and Kamorge duel with their swords *and* their words.

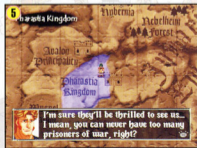
# The Plot Thickens



▲ At the end of the battle, if Bastion has reached Level 8, you're given a choice. If you choose "murderer," go to **screen #21** on page 51; if you choose "Kamorge," or aren't Level 8, keep readin'.



▲ ...where we learn that Kamorge is really Alugard, former bodyguard of the King, and that the King and Faulkner's dad killed each other over a misunderstanding caused by Emperor Degalle.



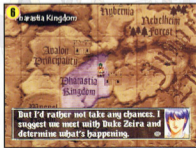
▲ The shell-shocked members of Bastion's party head for Araba Castle, and they're almost at the gate when Andrew mentions that Araba has been invaded by Imperial troops.



▲ In a heart-tugging scene, Bastion cradles the mortally wounded Kamorge in his arms. Kamorge says to find Galvas and have him "guide the holy lineage to the light." We then enter a flashback...



▲ While a stunned Bastion tries to cope with these revelations, Kamorge drops the ultimate bomb: Bastion is the long-lost Prince of the Kingdom. Then Kamorge croaks, leaving Bastion quite bummed.



▲ Reyna and Lone conclude that it would be most wise to return to Avalon and speak with Duke Zeira. Andrew leaves your group as you arrive, mentioning something about a booty call, but he'll be back....



▲ As Bastion continues to mourn the loss of Kamorge/Alugard, Reyna chats with Duke Zeira, the level-headed leader of Avalon. He introduces himself to Bastion, who's too rude to reply.



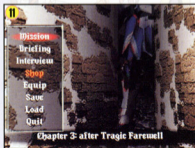
▲ Zeira explains that he's heading out to rescue Galvas, and he asks for Bastion's help, mentioning that Galvas has all the answers to Bastion's burning questions.



▲ He sweetens the deal by mentioning that the Imperials who attacked Kamorge, including the nefarious Faulkner, are in Araba. This grabs Bastion's attention by the soft and dangles.



▲ Bastion agrees to join Zeira's assault party, as long as he's given the opportunity to slay Faulkner. Zeira agrees, and Bastion smiles at the chance to quench his bloodthirst.



▲ The intermission screen has arrived. Save the game, talk to your buddies, say a little prayer, spank the shopkeeper, and select Mission to begin **Mission 4: Araba Reclaimed.**



▲ As Zeira's army approaches Araba, Faulkner holds a meeting/pep rally with his squad leaders, including the incompetent Commander Zakov. Faulkner chuckles as he explains his plan.

# The Plot Thickens



▲ Just as Faulkner is about to start cackling madly, a messenger informs him that Duyere has left the castle to attack the Avalon forces on his own, to make up for the Maqui mishap.



▲ Faulkner scraps the original plan and declares that everyone will join Duyere on the battlefield...except Zakov, whom Faulkner orders to stay behind and guard the castle.



▲ Meanwhile...two Imperial guards enter Araba's dungeon and notice that the guards they're supposed to be relieving are missing in action.



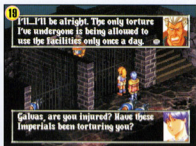
▲ Faulkner grits his teeth, rolls his eyes, and realizes that he needs to leave Araba and assist Emperor Degalle's idiotic heir.



▲ This leads to a heated exchange, during which Zakov's Eurotrash accent gets thicker and thicker. Faulkner wins the argument, of course, thanks to superior logic and higher rank.



▲ Lone and Reyna sneak up behind the guards and swiftly knock them out with judo chops patented by Austin Powers. One frisking of the guards later, Lone has the key to Galvas's cell.



▲ While the girls are afraid that Galvas has been roughed up, he's only suffering from a full bladder. As the chicks escort Galvas from the premises, Andrew emerges from the shadows. Hmm.



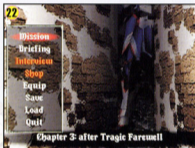
▲ Now then...if you chose to chase after Faulkner, you're given a brief scene of Bastion expressing his rage. Channel that anger, Bastion!



▲ ...for another sample of Bastion's rage. When you're good to go, select Mission...



▲ Okay, no more cut-scenes: it's time to start fighting. Turn to page 52 and read the strategies 'til ya can't read no more.



▲ The intermission screen awaits thee. Save the game and check out the Briefing screen...



▲ ...and you begin **Mission 25: Faulkner's Trap**. Flip ahead to page 124, if you would be so kind.

## Enemies

	<b>BODYGUARD 1 (L6-F5000)</b> HP BAS POW DEX AGL DEF WEP 87 10 9 5 5 5 8
	<b>BODYGUARD 2 (L5-F5000)</b> HP BAS POW DEX AGL DEF WEP 85 10 9 4 4 5 7
	<b>BODYGUARD 3 (L5-F5000)</b> HP BAS POW DEX AGL DEF WEP 81 9 8 6 6 3 7
	<b>BODYGUARD 4 (L4-F5000)</b> HP BAS POW DEX AGL DEF WEP 79 9 8 4 4 4 7
	<b>DUYERE (L4-F12000)</b> HP BAS POW DEX AGL DEF WEP 118 10 6 9 7 4 16
	<b>FAULKNER (L12-F8000)</b> HP BAS POW DEX AGL DEF WEP 126 13 14 9 8 12 14
	<b>IMPERIAL 1 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 58 5 5 6 4 3 8
	<b>IMPERIAL 2 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 62 6 4 5 4 4 8
	<b>IMPERIAL 3 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 54 4 5 5 5 4 8
	<b>IMPERIAL 4 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 58 5 4 5 5 4 8
	<b>IMPERIAL 5 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 58 5 5 5 4 3 9
	<b>IMPERIAL 6 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 58 5 6 5 4 3 8
	<b>IMPERIAL 7 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 62 6 4 5 4 4 8
	<b>IMPERIAL 8 (L4-F3500)</b> HP BAS POW DEX AGL DEF WEP 62 6 5 5 4 3 8

## Araba Castle



## Encounters



At the start of the battle, **Devlin** warns **Bastion** not to do anything stupid. Reply with “**I understand.**” to calm Devlin down, or “**I don’t care!**” to get him fired up (and boost his attack power).



**Bastion** and **Sadira** get into a rather dramatic shouting match if he attacks her when she appears with her escorts on the eastern edge of the battlefield.

# Strategy & Tactics

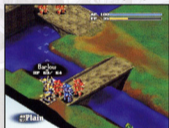
★ You're more of a **spectator than a participant** in this mission, as the bulk of the battlefield is occupied by the forces of the Empire and the Kingdom as they beat each other senseless. The outcome of the battle can go either way, although the Empire almost always wins. (If only Zeira would make better strategic choices instead of always attacking the weakest ATAC within his movement range.)

★ At the start of the mission, your only "goal" is not to die. You can move Bastion, Barlow, and Devlin up to the bridge and attack the two Imperial ATACs (which we recommend—see the next paragraph), or walk south and let the battle unfold while you say "ooh!" and "ahh!" at the proper moments. (If you move away from the bridge, Imperials 3 and 4 also move away and engage the Kingdom Army.) When the Imperial forces eliminate the Kingdom soldiers, they cross the bridge and come after your wimpy butt, so you might as well fight sooner rather than later.

★ Move Bastion and Devlin to the bridge on their first turns and eliminate the Imperials ASAP. In such a narrow space, you can't hit 'em from behind, but you *can* whack 'em from the side. Try positioning Barlow on the west edge of the battlefield, with Devlin in the square just northeast of Barlow

(above the bridge), and Bastion two squares south of Devlin. One of the Imperials should go after Barlow and leave himself open for side-swipes.

★ Once Ione and Reyna arrive, you're ready for Zakov



▲ Hack away at the first two Imperials until Ione and Reyna show up, then go after Zakov (who gives you big-time XP).

and his escorts. Stay on the bridge and let them come to you, or get onto the main battlefield and confront them in the open. This is Ione's final battle, and again, you shouldn't allow her to get *any* kills, while allowing everyone else to rack up XP. Every character except Ione can and should gain one level during this mission.

★ The grunt ATACs on both sides of the big beef invariably get eliminated, at which point the big boys slug it out. This is when you can join in the fray and bump off one or two high-level Imperials, including Faulkner himself. If there are a lot of Imperial ATACs left, though, you should start the mission

over, or occupy the castle and complete the mission before the Imperial ATACs chase you down and start mowing

down your weakened troops.

★ It's not obvious how to **occupy Araba Castle**, so here's how it's done: move any ATAC *directly* in front of the castle entrance (the black tunnel) and end your turn. Araba is seized, and the Imperials retreat.

## Events

① Exactly 36 turns after Duyere makes the first move of the battle—recklessly charging the Kingdom Army—Zakov notices that the Kingdom is holding its own, and decides to use Galvas as a sacrificial lamb. When he learns Galvas has escaped, he charges into battle with **Imperials 5-8**, defying Faulkner's orders in his zeal to recapture the hostage. Immediately thereafter, **Ione and Reyna** show up and let everyone know that Galvas has been rescued, and that the castle is now empty. At that point, the mission objective changes from staying alive to occupying Araba. Ione and Reyna appear on the battlefield and are immediately under your control.

② Eight turns after Ione and Reyna join you, the trio of **Princess Sadira, Franco, and Halak** appear at the eastern edge of the battlefield. Sadira is appalled at Faulkner's actions, but rather than leave the horrific scene, she decides to stay and watch the battle unfold. She also spots Bastion's ATAC out of the corner of her eye. Sadira and her escorts will retreat when you occupy the castle.

## Enemies



ZAKOV (L9-F5000)

HP BAS POW DEX RGL DEF WEP  
97 11 11 8 6 1 12



# The Plot Thickens



▲ Lone, Zeira, Galvas, and Ganlon have a power lunch in Araba, at which Galvas is told that Kamorge is dead. Galvas spills the beans that Kamorge was a pseudonym of Alugard—and Galvas's brother.



▲ Ganlon wonders to himself what Faulkner will think of this development, and Zeira declares that everyone gotta be goin' to Dionne-Lehve for a talk with the Marquis about his Ultragunner knowledge.



▲ Milea chews Bastion out for being a coward and a quitter, and gets Bastion to remember his hatred of the Empire. Puck seconds Milea's emotion.



▲ Lone shares Kamorge's final words with Galvas, and he quickly understands: Bastion is the next King, and Galvas has to help him find the legendary Ultragunner ATAC.



▲ Bastion is told of his true identity, and gets just a little upset at the news, deciding to run away and lure the Imperial Army away from Avalon. What a bloody martyr!



▲ Devlin interrupts the sweet moment with an angry outburst, Reyna accidentally declares her lust for Bastion, and Bastion sums up the scene with a daily affirmation. Hugs all around!



▲ Galvas is pumped about Bastion's return, but Bastion is skeptical, and cautions Galvas that he's gonna handle the situation much like Barry White's voice—slow and smooth.



▲ Ganlon quickly offers to guard Araba, and Lone is ordered to stay behind and assist him. She's not thrilled with the assignment, but when duty calls, ya gotta answer the phone.



▲ ...and finds out that Zeira and Dionne fought each other when Zeira was young and naive. Zeira was soundly spanked, of course.



▲ Galvas thinks this is a very bad idea, but Zeira calms him down and tells him to let Bastion take control of his own destiny. Bastion decides that visiting the Marquis would be most wise.



▲ During the journey to Dionne-Lehve, Bastion asks Duke Zeira about the Marquis...



▲ The Duke brags about how he could defeat the Marquis in a rematch, but the ego inflation is interrupted by a group of aggressive AT&Cs.

# The Plot Thickens



▲ If you've followed our strategies, you should have enough cash (66000+) to buy stronger weapons and stones for *everyone* at the Shop, before heading into **Mission 5: Nordilain Assault**.



▲ The disgusting dude is requesting Duke Logan's help in taking back Araba Castle from the Kingdom, since Nordilain and the Empire are allies, but Claire wishes that her father could decline the demand.



▲ A soldier rushes into the room to inform Claire and Shion that Avalon ATACs have been sighted, and Claire decides to attack them to impress her dad.



▲ A pre-battle cut-scene introduces us to Claire and Shion. The former is complaining about a mysterious guy from the Empire, and the latter is patiently listening to her whining.



▲ We learn that Shion is Claire's advisor (much as Halak and Franco are to Sadira) and that he has a crush on Claire. What a hornytoad.



▲ Claire and Shion are nowhere to be seen at the start of the battle, but their arrival has only been delayed, not postponed....

## Enemies



**BANDIT CHIEF (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
83 10 12 7 4 6 13



**BANDIT 1 (L7-F2000)**  
HP BAS POW DEX AGL DEF WEP  
67 7 9 6 5 4 9



**BANDIT 2 (L6-F2000)**  
HP BAS POW DEX AGL DEF WEP  
61 6 8 6 6 4 8



**BANDIT 3 (L5-F2000)**  
HP BAS POW DEX AGL DEF WEP  
59 6 6 5 5 4 9



**BANDIT 4 (L5-F2000)**  
HP BAS POW DEX AGL DEF WEP  
55 5 7 5 5 4 9



**BANDIT 5 (L4-F2000)**  
HP BAS POW DEX AGL DEF WEP  
53 5 6 5 4 3 9



**BANDIT 6 (L4-F2000)**  
HP BAS POW DEX AGL DEF WEP  
49 4 6 5 5 3 9



**CLAIRE (L8-F5000)**  
HP BAS POW DEX AGL DEF WEP  
79 7 13 9 8 6 11



**NORDILAIN 1 (L6-F3000)**  
HP BAS POW DEX AGL DEF WEP  
66 6 10 5 5 5 9



**NORDILAIN 2 (L6-F3000)**  
HP BAS POW DEX AGL DEF WEP  
66 6 9 6 5 5 9



**NORDILAIN 3 (L6-F3000)**  
HP BAS POW DEX AGL DEF WEP  
66 6 8 7 5 5 9



**SHION (L9-F3000)**  
HP BAS POW DEX AGL DEF WEP  
84 9 10 6 7 11 13

## Muilama Plat.



## Events

**① Claire, Shion, and three Nordilain soldiers appear on the southwest corner of the battlefield after the 39th turn (or if you defeat the Bandit Chief before that), and waste no time mixing it up with you. If you reduce Claire to less than half of her 79 HP, she retreats from the fight (along with the rest of her group).**

## Encounters



**Claire** will get into an exchange with three of your party members after she fights them for the first time: **Bastion, Galvas, and Zeira**. Here's a sample: "Like, no offense, Galvas, but I hear you're totally ancient. So I won't feel guilty about killing you, since you're on the verge of croaking anyway." Ain't she the sweetest little thang?

# Strategy & Tactics

★ **Galvas and Zeira** are now members of your party, although Zeira still isn't yet under your control, and still fights like a crazy man, charging into battle all by his noble lonesome and (usually) attacking the weakest enemy ATAC with an unguarded back. Galvas starts at Level 10, which immediately makes him one of your strongest party members, and he also starts with the **Searing Flame** skill. Because he won't be with you for the entire game, you want to minimize his kills, and avoid chatting with him at the Interview screen, since his morale won't have an effect on the endgame. And for the ultimate insult, you should consider yanking him out of the Serata and allowing Barlow or Devlin (our choice) to drive it instead.

★ As for your other characters, everyone should be equipped with **new weapons** (a Partisan for Reyna, a



▲ While the insane Duke Zeira takes on three bandits at once, you can come up behind him and pick them off one by one.



▲ Claire shows up at the southwest corner of the battlefield, giving you plenty of time to prepare for her forces to attack.

★ Let your **lower-level characters** earn the kills at first. Bastion and Galvas should only swat bandit ATACs to lower their HP, while allowing Barlow, Devlin, and Reyna to strike the killing blows. Each one of them should advance one level in this battle, with one of them perhaps advancing two.

★ There's another reason to let your weaker ATACs rock and roll early on: **Bastion and Galvas** will be your main men against Claire, Shion, and the trio of Nordilain warriors, who are considerably stronger than the bandits. You have to make a choice when they appear, depending on how strong (or weak) your party is.

★ If your party is weak and you just wanna finish the mission, go after Claire. It should only take one or two strikes to get her under 50% of her HP, which causes her and her posse to split. If, however, you have the strength



▲ Attack Shion and the Nordilain soldiers before you attack Claire—once her ATAC is weakened, the battle is over.

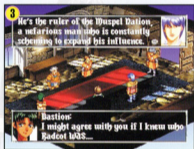


to fight the whole gang and build your XP and fundage, go after the Nordilain guys and Shion, saving Claire for last. You will suffer a few casualties if you decide upon the longer battle, but such is the risk/reward dynamic of **BANDITS**.

# The Plot Thickens



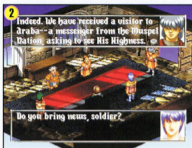
▲ After triumphing over Claire, Bastion and the Scooby Gang discuss Lone's decision to assign spies to examine the dirty dealings between Nordilain and the Empire.



▲ Lone explains that Muspel is ruled by the nefarious Duke Radcot, whom we know is evil because he's considerably overweight. Bastion has to choose whether or not to meet with the portly fellow.



▲ Select "Yes. Tell him I will depart soon." and you put yourself on the path to **Mission 6**; select "I'm afraid not." and you put yourself on the path to **Mission 7**.



▲ Then a soldier bursts into the room and lets loose with the news: a messenger from the Muspel Nation is knocking at the front door, requesting an audience with Bastion.



▲ Select "... .." and you put yourself on the path to Mission 7; select "Actually, Zeira, I'll meet with him" and, after the messenger extends an invitation, you're given another choice.



▲ At the end of the scene, after everyone's filed out of the room, Zeira asks Lone to keep an eye on Ganlon, who's been acting strange lately. Oh, if only they knew!

# The Plot Thickens



▲ If you're on the **Mission 6** path, Galvas yells at Duke Zeira about not dissuading Bastion from heading to the Muspel Nation to meet with Radcot.



▲ Zeira tells Galvas to chill out, and to allow Bastion to be a leader. Bastion then sweet-talks Galvas, who proudly declares that he would lay down his life for his leader.



▲ The moment Bastion crosses the border into the Muspel Nation, he's greeted by an ambassador. Seems that Radcot wants to meet in the desert (!). Skip to the next page for **Mission 6: Radcot's Trap**.



▲ If you're on the **Mission 7** path, Galvas and Zeira talk about the upcoming meeting with Dionne. Zeira says that Bastion will be tested on the battlefield, to show Dionne his physical and spiritual strength.



▲ Galvas then complains about Bastion's young and inexperienced pals, and receives no end of grief about being a stubborn old goat. It's always fun to watch him blush.



▲ As Bastion approaches the border of Dionne-Lehve, he's besieged by a not-so-mysterious attacker. Skip ahead to **Mission 7: The Muspel Army** on page 65.

## Enemies



MUSPEL 1 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
88 10 8 10 8 5 M



MUSPEL 2 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
84 9 9 10 8 6 B



MUSPEL 3 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 8 7 1 5 B



MUSPEL 4 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 8 7 1 4 M



MUSPEL 5 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 5 B



MUSPEL 6 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 4 M



MUSPEL 7 (L7-F3500)

HP BAS POW DEX AGL DEF WEP  
88 11 8 5 7 4 B



MUSPEL 8 (L7-F3500)

HP BAS POW DEX AGL DEF WEP  
88 11 8 6 6 4 B



MUSPEL 9 (L6-F3500)

HP BAS POW DEX AGL DEF WEP  
88 11 8 7 5 4 B



RADCOT (L12)

HP BAS POW DEX AGL DEF WEP  
194 25 9 8 7 11 B

No, this isn't a fake fur around my neck. Yes, I get letters from animal-rights activists. But, come on, how cool do I look compared to a flannel-wearing, tree-hugging hippie?



## Vukryou Desert



### Events

① When Bastion walks across the desert to speak with Radcot, he's suddenly surrounded by **seven Muspel soldiers** (in addition to the two flanking the Duke).

### Encounters



Before **Bastion** strolls across the desert to chat with Duke Radcot, he's given a warning by the well-meaning and endlessly-stressed **Galvas**. Reply with "Stop worrying, Galvas! We'll be fine!" to calm Galvas's fears and boost his morale; respond with "If Radcot attacks, he's a fool." to talk smack about the Muspel Army and make Galvas more than a bit concerned about Bastion's egotism.



When **Galvas** and **Radcot** cross swords, Galvas declares that Bastion will never be a pawn in Radcot's game, and used vivid mental imagery to make his point.

# Strategy & Tactics

★ The **Muspel** forces outnumber you **ten to six**, and their ATACs are considerably stronger than yours—including, of course, **Duke Radcot**, who's packing nearly 200 HP on his corpulent frame. So how do you complete this seemingly impossible mission? By reducing Radcot to **less than 50%** of his HP before Bastion is reduced to zero—which isn't as hard as it seems, although you'll most likely suffer two or three ATAC losses before chopping Radcot down. Just keep moving all of your ATACs toward Radcot (without getting trapped behind a wall of Muspel soldiers) and hit him with anything and everything. The goal is to get him dizzied, and strike him from behind with a powerful attack.



▲ Survive against the Muspel forces long enough and Radcot moves into the fray, giving you a chance to knock him out.

defeat as many Muspel soldiers as you can (for XP and cash) before Bastion gets captured, Bastion's first action should be to walk west and join up with his friends. Don't have Bastion counter-attack on the first turn, or his FP will quickly go over the limit. Wait until the second turn, when he has the support of his buddies, before going on the offensive.

★ Defeating Radcot is better for your party's morale, but offing a lot of Muspel soldiers can boost almost everyone by a level. The ideal result is to defeat a few soldiers, *then* defeat Radcot, but it's almost impossible to do without suffering several ATAC

losses.



▲ The ring of Muspel soldiers around Bastion watch in amazement as he performs Pee-Wee Herman's Big Shoe Dance.

★ Once the Duke is half the man he used to be, Radcot and any remaining Muspel soldiers disappear, and you move onto the **Mission 8 path**. If Bastion gets knocked out first, the game isn't over; instead, you move onto the **Mission 9 path**. (Check out *The Plot Thickens* on the following pages for additional enlightenment.) Allowing Bastion to be captured also sets up an event later in the game in which you receive another party member. This is the *only* way to add this person to your party, so you gotta make your choice now.

★ Whether you decide to take down Radcot, or to



▲ See the star circling above Radcot's head? He's dizzied, which means sweet victory is just one Strong Slash away.

# The Plot Thickens



▲ If you survived the battle with Radcot and are on the **Mission 8** path, you take a trip to Dionne-Lehve while Galvas chews out Bastion for being so foolish as to travel to the Fat Man's turf. Bastion agrees...



▲ ...and changes the subject to Radcot mentioning Faulkner's name. Another subject change later, Galvas confesses his doubt about the upcoming visit with Dionne...



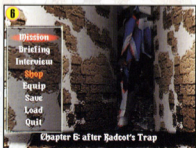
▲ ...but Bastion asks him to have some faith and show some trust in his fellow man. Galvas agrees to try (although Yoda would tell him there *is* no try).



▲ Marquis Dionne recognizes Duke Zeira, but Galvas cuts off their reminiscing with the sad-but-true story of Prince Bastion. Dionne acknowledges that the supreme spirit is here...



▲ ...and that it's really a stone named Gratia. But he won't give it up, which makes Galvas very angry. Dionne explains that Bastion must engage in ATAC combat to prove himself a man of "pure heart."



▲ Save the game, take a deep breath, discuss the situation with your friends and your loved ones, and proceed to **Mission 8: Dionne's Test** on page 68.

# The Plot Thickens



▲ If you lost the battle with Radcot and Bastion was kidnapped, you're on the **Mission 9 path**. Bastion bemoans his cruel fate while being held prisoner inside Radcot's palace.



▲ Bastion reluctantly agrees, and is about to split when yet another visitor arrives: the mysterious Andrew. Who is this guy, anyway? The answers are coming, dear reader.



▲ Bastion is freaked by Andrew's offer, and demands some answers if they're both able to escape Muspel alive. Andrew just smirks and chuckles at his naive young friend.



▲ Bastion soon receives two visitors: the adorable Nana and her pet platypus, Kyu-Kyu. Bastion tells her how he ended up in the palace, and she offers to show him an escape route, if he takes her along.



▲ After ditching the palace, Bastion spots his ATAC nearby, but realizes he can't hop into it without being caught. Andrew offers to distract the guards while Bastion makes his getaway.



▲ Alas, the escape attempt fails, and Bastion is soon surrounded by Muspel soldiers. Save the game, do calisthenics, and advance to **Mission 9: Desert Escape** on page 71.

## Enemies



MUSPEL 1 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
88 10 8 10 8 5 14



MUSPEL 2 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
84 9 9 10 8 6 13



MUSPEL 3 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 5 13



MUSPEL 4 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 4 14



MUSPEL 5 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 5 13



MUSPEL 6 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 4 14



MUSPEL 7 (L7-F3500)

HP BAS POW DEX AGL DEF WEP  
88 11 8 5 7 4 12



MUSPEL 8 (L7-F3500)

HP BAS POW DEX AGL DEF WEP  
88 11 8 6 6 4 12



MUSPEL 9 (L6-F3500)

HP BAS POW DEX AGL DEF WEP  
88 11 8 7 5 4 12

## Echial Field



## Strategy

★ This mission is much like Mission 6, except for one crucial difference: **no Duke Radcot**. But you still have nine powerful Muspel soldiers which must be defeated, making this mission more difficult overall. If Bastion's HP are reduced to zero, he's captured (as in Mission 6) and taken to **Mission 9**; if you manage to fend off the Muspel horde, you move onto **Mission 8**. Allowing yourself to be captured now means you gain a party member later on (if you stay on the **Kingdom branch**).

★ Bastion starts with **your other ATACs** instead of being surrounded by Muspels as in Mission 6, allowing him to bunch up with his friends before forging ahead into battle. But don't forge *too* far ahead, or you'll be quickly surrounded—like Duke Zeira, who blindly charges at the Muspels. Allow Zeira to draw their attention, then come up and smack the Muspels from behind. The enemy attacks in distinct waves of four, two, and three ATACs, giving you time to bash through one group before the next attacks (which is triggered by Zeira, as he makes his way to the east).

★ You should be able to survive this mission with **no losses** (except for Zeira, but that's a given), and everyone should advance one or two levels. By the end of the battle, Bastion and Reyna should be at Level 10/11, and Barlow and Devlin at Level 9/10. (We don't care about Galvas, since he'll eventually split.)

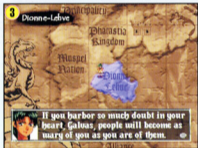


▲ Duke Zeira spends the entire battle getting gang-tackled, but this is a good thing, as you can smack the Muspels from behind while they smack Zeira from all sides.

# The Plot Thickens



▲ If you survived the battle with Radcot and are on the **Mission 8 path**, you take a trip to Dionne-Lehve while Galvas chews out Bastion for being so foolish as to travel to the Fat Man's turf.



▲ Bastion asks him to have some faith and show some trust in his fellow man, and old dog Galvas agrees to try learning a new trick.



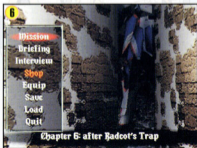
▲ ...and that it's really a stone named Gratia. But he won't give it up, explaining that Bastion must engage in combat to prove himself of "pure heart."



▲ Bastion agrees, and after a brief discussion of the connection between Faulkner and Radcot, Galvas confesses his doubt about the upcoming visit with Marquis Dionne.



▲ Marquis Dionne recognizes Duke Zeira, but Galvas cuts off their reminiscing with the sad-but-true story of Prince Bastion. Dionne acknowledges that the supreme spirit is here...



▲ Save the game, give yourself a hug, and proceed to **Mission 8: Dionne's Test** on page 68, just two short pages from now!



▲ If you lost the battle with Radcot and Bastion was kidnapped, you're on the **Mission 9 path**. Bastion bemoans his cruel fate while being held prisoner inside Radcot's palace.



▲ Bastion reluctantly agrees, and is about to split when yet another visitor arrives: the mysterious Andrew. Who is this guy, anyway? The answers are coming, dear reader.



▲ Bastion is a little freaked by Andrew's offer, and demands some answers if they're both able to escape Muspel alive. Andrew just smirks and chuckles at his naive young friend.



▲ Bastion soon receives two visitors: the adorable Nana and her pet platypus, Kyu-Kyu. Bastion tells her how he ended up in the palace, and she offers to show him an escape route, if he takes her along.



▲ After ditching the palace, Bastion spots his ATAC nearby, but realizes he can't take it without being caught. Andrew offers to distract the guards while Bastion makes his getaway.



▲ Alas, the escape doesn't go well, and Bastion is soon surrounded by Muspel soldiers. Save the game, do some calisthenics, and advance to **Mission 9: Desert Escape** on page 71.



## Enemies



MERCENARY (L6-F2000)  
HP BAS POW DEX AGL DEF WEP  
69 8 1 5 4 4 8



MERCENARY (L8-F2000)  
HP BAS POW DEX AGL DEF WEP  
69 1 1 1 3 5 10



MERCENARY (L10-F4000)  
HP BAS POW DEX AGL DEF WEP  
100 10 10 1 1 9 13



ANDREW (L12-F4400)  
HP BAS POW DEX AGL DEF WEP  
90 9 10 10 23 8 12



DIONNE (L15-F12000)  
HP BAS POW DEX AGL DEF WEP  
156 14 21 10 8 12 22

## Encounters



While this brief mission doesn't really have what

you'd call encounters, it does have a tremendous amount of text, in the form of comments made by Bastion's friends (**Devlin**, **Reyna**, **Milea**, **Puck**, **Barlow**, **Galvas**, and **Zeira**) at the end of each fight—and what they say depends on whether Bastion wins or loses. This means you have a whopping ten chunks of text to digest (when you win the first fight, lose the first fight, win the second fight, et cetera). Here, for example, is what Reyna says when you win fight #1: “That’s the way, uh-huh, uh-huh, I like it, uh-huh, uh-huh!” (A rare **BANDITS** pop-culture reference.)



## Regio Castle



## Events

- Each new ATAC enters the arena in the center, which is quite handy to know. Defeat your enemies at the edge of the arena so that when the next ATAC appears, you have a turn or two to rest and recuperate before your next foe maneuvers within attack range.

Just between you and me, I don't wear this cape for any particular reason other than chicks dig it. Just ask Superman and Batman, those man-sluts.



# Strategy & Tactics

★ If you've already made it this far into the game without any major struggles, you should be able to defeat the **first two mercenaries** with the greatest of ease. The **third merc** is more challenging, but still not strong enough to give you any real difficulty. **Defeating Andrew and Dionne**, however, is very difficult indeed—to the point where you'll have to resort to a very naughty technique to win. But more on that later.

★ The first merc fights in the Barazaph ATAC, the second merc in the **Dantarius**, and the third merc in the **Flaros**. This is the **first mission** in the game where you'll encounter the latter two ATACs.

★ Just in case you're wondering: no, you can't **walk out of the arena**. You'll only get as far as the entrance before you're automatically prevented from going any further. Besides, running away from the test isn't exactly the best way to prove your bravery to the Marquis (although it certainly proves your lack of testosterone).



▲ Keep your back against the arena wall so your mercenary foes can't give you the dreaded ATAC anal probe.



▲ Your pals give you words of encouragement from the sidelines after each victory. Reyna even flashes you. (No, not really.)

from the start of the battle): move behind your enemies and strike with the Strong Slash, then avoid their attacks on your backside. Save after every successful hit, and reset/continue if you miss an attack, or if your enemy lands an attack. By cheating your brains out, you can get through the entire battle without losing a single HP. (Don't you feel dirty just reading this paragraph?) Completing the mission with this technique takes a *long* time, but it *does* work, and it's the only way to defeat Andrew and Dionne short of insane luck. (Beating them both means another one or two experience levels and 16,400 bucks.)

★ Whether you lose against the first ATAC or defeat Dionne, you still advance to Mission 10. The benefits in defeating your arena foes are many: improved stats for Bastion, mo' money, and improved morale for your party members (the more fights you win, the happier they get). If you come out of this mission with **three wins and one experience level** (up to 11/12), you're doing fine.

★ If you've decided to **fight honest**, here's how: keep your back against a wall at all times, counter-attack only when your FP are low, strike from behind only when you're confident of a killing blow, and rest on every third turn or so to restore the FP meter. This technique will get you through the first three ATACs, but Andrew has such a high DEX rating that he won't give you any time to rest. This is when you need to start cheating.

★ And here is the **cheating-bastard technique** (which you can also use



▲ You won't defeat Andrew and Dionne without winning-the-lottery-sized luck or our patented Dirty, Dirty Cheater Technique.

# The Plot Thickens



▲ Regardless of how well (or poorly) Bastion fared in the arena, Marquis Dionne sees the strength in the boy's heart and gives him Gratia, which lights up when it touches the palm of Bastion's ATAC.



▲ The party is crashed by Ganlon, and Zeira instantly realizes that he's up to no good. Ganlon snatches the precious stone and runs away—but to where is he running?



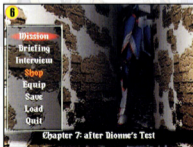
▲ But everyone's spirits come crashing back down to earth when Andrew informs the group that they're under attack by the Muspel Army.



▲ Dionne explains that the glow was caused by Bastion; the magic stone only reveals its power to someone worthy of using it. This is why the Empire wanted to kidnap Bastion shortly after his birth.



▲ Bastion and Co. valiantly attempt to catch up, but Ganlon has too much of a head start. Zeira tries to keep Bastion's spirits up by suggesting that Ganlon will eventually have to stop.



▲ Save the game, snap into a Slim Jim, wave your hands in the air like you just don't care, and proceed to **Mission 10: Radcot's Attack** on page 74.

## Enemies



MUSPEL 1 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
88 10 8 10 8 5 14



MUSPEL 2 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
84 9 9 10 8 6 13



MUSPEL 3 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 5 13



MUSPEL 4 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 4 14



MUSPEL 5 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 5 13



MUSPEL 6 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 4 14



▲ The six-pack of Muspel ATACs devour Andrew like a school of piranha while Bastion dashes west to reunite with his buddies.

## Events

- ① After Bastion and each of the six Muspel soldiers have moved once, **Andrew** appears in his Vedocorban ATAC and tells Bastion that every little thing is gonna be alright.
- ② After 14 more turns, **Bastion's buds** (Reyna, Barlow, Devlin, Zeira, and Galvas) appear on the west side of the map and join him in battle.

## Vukryou Desert



②

①

## Strategy

- ★ Too spent from an encounter with an all-you-can-eat buffet to pursue you, Duke Radcot has sent **two-thirds of his nine-man army** to recapture you, but the odds don't stay at six-to-one for long. After your first turn, during which you should move west or south as far as possible, **Andrew** appears on the south side of the desert to lend a hand in his wicked ATAC, the Vedocorban. Where he got it from, and how he learned to fight so well in it, are questions which will soon be answered.
- ★ You barely have time to say hello to Andrew before the rest of your buds show up on the western edge of the desert. (This is why you should move west, to meet with them, or south, to hook up with Andrew.)
- ★ This mission is a cakewalk once your pals have trudged east through the sifting sands to help you cook the Muspel weenies, and you shouldn't suffer but one lost ATAC while boosting everyone a level. Your main concern is making sure you don't get surrounded by the Muspelians before your pals can help you. (If you walk west instead of south at the beginning, Andrew will suffer this fate.) Defeat the last Muspel dude and you're onto **Mission 11: Ganlon's Betrayal**

# The Plot Thickens



▲ After the desert run, Bastion is escorted to Dionne's palace, where he learns that Andrew is a mercenary in Dionne's employ. It's all startin' to make sense now, eh?



▲ Galvas chews out Andrew over what he perceives as a lack of respect for Bastion, but Andrew explains that he's merely a casual dude who's too laid-back to refer to people by their titles.



▲ Because Bastion is worthy, Gratia is revealing the location of Ultragunner to him.



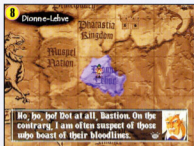
▲ Dionne explains that the glow was caused by Bastion; the magic stone only reveals its power to someone worthy of using it. This is why the Empire wanted to kidnap Bastion shortly after his birth.

▲ As everyone mulls over the implications of this news, Nana runs into the room and demands to play with Bastion. Galvas chases her around, hoping to deliver a major spanking, but fails.





▲ With Gratia in hand, Zeira suggests returning to Araba for the latest news before starting the search for Ultragunner. A fine idea.



▲ Before leaving Dionne-Lehve, Bastion thanks Dionne for his help, and Dionne wishes Bastion well on his journeys.



▲ Dionne also assigns Andrew to assist Bastion in his search for the Royal ATAC.



▲ Andrew asks for additional compensation in exchange for his new duty, but Dionne merely agrees not to fire him.



▲ As the party walks north out of Dionne-Lehve, they're intercepted at the border by Muspel troops. I guess Radcot wants Gratia really, *really* badly.



▲ Save the game, eat a sandwich, get the lead out, and proceed to **Mission 11: Ganlon's Betrayal** on page 78.

## Enemies



MUSPEL 1 (L9-F3500)  
HP BAS POW DEX AGL DEF WEP  
88 10 8 10 8 5 M



MUSPEL 2 (L9-F3500)  
HP BAS POW DEX AGL DEF WEP  
84 9 9 10 8 6 B



MUSPEL 3 (L8-F3500)  
HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 5 B



MUSPEL 4 (L8-F3500)  
HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 4 M



MUSPEL 5 (L8-F3500)  
HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 5 B



MUSPEL 6 (L8-F3500)  
HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 4 M



MUSPEL 7 (L7-F3500)  
HP BAS POW DEX AGL DEF WEP  
88 11 8 5 7 4 B



MUSPEL 8 (L7-F3500)  
HP BAS POW DEX AGL DEF WEP  
88 11 8 6 6 4 B



MUSPEL 9 (L7-F3500)  
HP BAS POW DEX AGL DEF WEP  
88 11 8 7 5 4 B



MUSPEL 10 (L9-F2000)  
HP BAS POW DEX AGL DEF WEP  
79 9 8 7 7 5 B



MUSPEL 11 (L9-F2000)  
HP BAS POW DEX AGL DEF WEP  
79 9 7 7 8 6 B

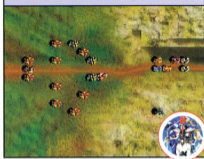


MUSPEL 12 (L9-F2000)  
HP BAS POW DEX AGL DEF WEP  
79 9 7 7 8 5 B



RADCOT (L12-F12000)  
HP BAS POW DEX AGL DEF WEP  
194 25 9 8 7 11 B

## Echial Field



## Encounters



This isn't really an encounter,

but an interesting event: **whomever strikes the fatal blow** against Duke Radcot makes a unique



statement upon snatching Gratia from his chubby palm. (Reyna's declaration, by way of example, is "Bastion! I've retrieved Gratia for you!") Eight characters and eight different statements: collect them all!

In my day, we didn't have these fancy hardcover strategy guides! We just stapled together pieces of paper with coffee stains on them, and we liked it! We LOVED it!



# Strategy & Tactics

★ At the start of the mission, the traitorous **Ganlon** hands Gratia over to Duke Radcot, and gets an ATAC-sized dagger in the back as thanks. D'ohh! Radcot gloats about the power which the Ultragunner will grant him, and fantasizes about cutting General Faulkner down to size, along with his plans for “**assembling the largest harem in history!**” Gag me with a spoon!

★ **Andrew and Dionne** fight alongside you for the first time in this mission, but like Duke Zeira, neither of them are yet under your control. The PlayStation makes their tactical decisions, leaving you to order around Bastion, Galvas, Barlow, Reyna, and Devlin.

★ The Muspel Army has **superior numbers**, but you have superior overall strength, especially with mighty Marquis

Dionne on your side. Radcot's forces also make the silly tactical decision of **attacking in waves** instead of overwhelming you with their might; the second wave of four ATACs doesn't start moving until you provoke them by charging at them, or after about 57 turns. (Duke Zeira, being the foolish man that he is, usually charges into the second wave before they've started moving, and even goes after Radcot.)

★ **Hang back** at the start of the battle and slice through the first wave of Muspel ATACs before the second wave goes into motion. After that, it shouldn't



▲ Stay on the east side of the battlefield and let the Mascot soldiers come to you while Duke Zeira plays rough with Duke Radcot.

be hard to finish off the other soldiers and focus your energies on Duke Radcot, who doesn't go down easily (but will definitely go down after you surround and dizzy him). Make sure to spread the love (and the kills) around to the different characters. Don't have Bastion kill a Muspel soldier if he's several levels stronger; let the weaker Barlow or Reyna do it instead. You should be able to get through this mission without losing a single ATAC, with Bastion at Level 12/13, and your other pals (Barlow, Devlin, and Reyna) at 11/12.

★ After Radcot is defeated and Gratia is reclaimed, **Princess Sadira appears** at the top of the nearby mountain, asking for an audience with Bastion. That strange sucking sound you hear is the plot starting to thicken....



▲ Ganlon reveals his traitorous nature mere moments before getting bumped off by Radcot. Serves the st-st-stutterin' jerk right.



▲ Don't let a PlayStation-controlled ATAC score the killing blow on Duke Radcot, or you lose mucho XP and 12,000 precious bucks.

# The Plot Thickens



▲ After giving Bastion guff regarding his royal heritage, Sadira acknowledges that she knows Bastion is hot on the trail of the Ultragunner, and she wants to know what he intends to do with it.



▲ If this is your first time playing through the game, Bastion automatically answers the question like so: "I don't want Ultragunner because of the power and privilege with which it will grant me."



▲ If you choose "end the war," you proceed with the regular dialogue, and move onto the Mission 12 path. If you choose "conquer," Sadira expresses shock: "Are you serious, Bastion?!"



▲ Sadira follows up her inquiry with a blatant threat, which sends Galvas into a conniption fit, although he stays quiet long enough for Bastion to answer.



▲ If, however, this is your second (or third, or 28th) time playing through **BANDITS**, you're given a choice of responses: "I intend to end the war," or "I will conquer the Continent!"



▲ Choose the "conquer" option once more to confirm your insatiable thirst for power and place yourself onto the third mission branch, **Ruin**, starting with Mission 45.



▲ Before leaving Dionne-Lehve, Bastion thanks the Marquis for his help. Dionne wishes Bastion well, and assigns Andrew to assist in the search for the Ultragunner ATAC.



▲ The crew returns to Araba and checks in with Lone, who's bummed that Ganlon turned out to be a traitorous fool. Bastion then suddenly remembers a temple he saw in his Gracia-sparked vision.



▲ Reyna knows the temple of which Bastion speaks, because she saw it several years earlier during a touristy trip across the Continent. Unfortunately, the temple is now within Imperial territory.



▲ Bastion recognizes the temple as soon as he arrives, and realizes he's about to fulfill his destiny. Unfortunately, the magic moment is short-lived.



▲ Andrew delivers the bad news (as he usually seems to do): Imperial forces have arrived, and they're pissed. Bastion offers to stay and fight, but everyone shoos him inside the temple to retrieve Ultragunner.



▲ Save the game, gird your loins, make your peace, and proceed to **Mission 12** (on page 82) or **Mission 45** (on page 177), depending on the path you're on.



# Enemies



**GANLON (L12-F5000)**  
HP BAS POW DEX AGL DEF WEP  
130 14 11 8 12 8 15



**KINGDOM 1 (L10-F4000)**  
HP BAS POW DEX AGL DEF WEP  
103 12 10 9 7 7 13



**KINGDOM 2 (L10-F4000)**  
HP BAS POW DEX AGL DEF WEP  
103 12 10 6 10 7 13



**MUSPEL 1 (L9-F3500)**  
HP BAS POW DEX AGL DEF WEP  
88 10 8 10 8 5 14



**MUSPEL 2 (L9-F3500)**  
HP BAS POW DEX AGL DEF WEP  
84 9 9 10 8 6 13



**MUSPEL 3 (L8-F3500)**  
HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 5 13



**MUSPEL 4 (L8-F3500)**  
HP BAS POW DEX AGL DEF WEP  
86 10 8 7 7 4 14



**MUSPEL 5 (L8-F3500)**  
HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 5 13



**MUSPEL 6 (L8-F3500)**  
HP BAS POW DEX AGL DEF WEP  
86 10 7 7 8 4 14



**MUSPEL 7 (L7-F3500)**  
HP BAS POW DEX AGL DEF WEP  
88 11 8 5 7 4 12



**MUSPEL 8 (L7-F3500)**  
HP BAS POW DEX AGL DEF WEP  
88 11 8 6 6 4 12



**MUSPEL 9 (L7-F3500)**  
HP BAS POW DEX AGL DEF WEP  
88 11 8 7 5 4 12



**MUSPEL 10 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
79 9 8 7 7 5 11



**MUSPEL 11 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
79 9 7 7 8 6 10

# Echial Field



# Events

- ① 62 turns after the start of the battle, **Ganlon** appears on the north side of the battlefield with **two Kingdom soldiers**, and has a conversation with Bastion. (Their conversation is slightly different, depending on whether or not Duke Zeira has been defeated, because Zeira throws in his two cents if he's still around.) Ganlon confesses his naughtiness and enters the battle to finish Bastion off, the bastard.

You know, a lot of dirty-minded boys ask me to prove that I'm a natural redhead. That's when I use my steel palm to slap them into unconsciousness.



**MUSPEL 12 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
79 9 7 7 8 5 11

# Strategy & Tactics

★ This mission takes place on the **same battlefield as Mission 10** (a clever recycling trick used throughout the game), but the situation is somewhat different. On your way back to Araba from the kingdom of Marquis-Dionne, you're confronted at the border by Duke Radcot and the soldiers of the Muspel Nation. The Duke ain't lookin' to borrow a dollop of Grey Poupon, as you probably realize; he wants to kidnap Bastion and force him to manipulate the Ultragunner for his own nefarious purposes.

★ Radcot is about to launch his attack when Nana speaks up and asks what her father is doing. Holy Plot Point, Batman! Radcot freaks out and mentions about a dozen ways in which he plans to desecrate Bastion's dead body, but Bastion stays calm and decides that the only proper thing to do is return Nana to her father. Nana makes her dad swear not to attack, which he does—but being a notorious trickster, he orders his army to kidnap Bastion instead.



▲ Stuttering Ganlon arrives about halfway through the battle and reveals that he's a traitorous dingleberry.

your bacon, but you're oh-so-very wrong. He's been working for the Empire all along, and he intends to finish the job Radcot started. You shouldn't have lost any ATACs while fighting the Muspel Nation to this point, but Ganlon and his men (along with the other half of the Muspel soldiers) are powerful enough to finish off your weaker soldiers, so you have to engage them with your strongest troops. Even so, you're *almost* guaranteed to suffer some losses—they have twice as many ATACs as you, after all. Zeira will distract the second and third waves of Muspel soldiers, and weaken them, before he croaks and lets them attack. We were able to get through this losing only one ATAC, not counting the uncontrollable Zeira, by staying back and letting the Muspel dudes attack us. If you come up with anything better, well, we're firing our game-testers.



▲ Radcot goes from would-be world-conqueror to concerned parent when he realizes his daughter is inside Bastion's ATAC.

★ The tactics for this mission are **largely the same** as Mission 10, although you get to control Andrew, which is a distinct advantage. The Muspel Army has superior numbers, but attacks in waves instead of overwhelming you, which gives you (almost) enough time to take on the first group of six ATACs before you have to deal with the second (two ATACs) and third (four ATACs).

★ Here's where things get a little complicated. After the battle has raged for a good while—you'll probably be near the end of the first wave—Ganlon appears with two Kingdom escorts. You might think he's there to help save



▲ Ganlon shows remorse after you defeat him, but he's not sorry enough to call off his Kingdom escorts.

# The Plot Thickens



▲ After giving Bastion grief regarding his royal bloodline, Sadira acknowledges that she knows Bastion is hot on the trail of the Ultragunner, and she wants to know what he intends to do with it.



▲ If this is your first time playing through the game, Bastion automatically responds: "I don't want Ultragunner because of the power and privilege with which it will grant me."



▲ If, however, this is your second (or third, or 29th) time playing through **BANDITS**, you've given a choice of responses: "I intend to end the war," or "I will conquer the Continent!"



▲ If you choose "end the war," you proceed with the regular dialogue, and move onto the **Mission 12** path. If you choose "conquer," Sadira expresses shock: "Are you serious, Bastion?!"



▲ Choose the "conquer" option once again to confirm your thirst for power and place yourself onto the third mission branch, **Ruin**, starting with **Mission 45**.



▲ Meanwhile, back in the Muspel Nation, Duke Radcot is sulking over his humiliation when a messenger enters his chambers to deliver the news that Bastion has returned to Araba.



▲ Radcot talks about forming a new army and trying again, but the messenger cuts those plans short with a dagger to Radcot's abdomen. Faulkner doesn't like it when people scrooge up, does he?



▲ The most horrible part about the assassination is that poor Nana witnesses the entire thing from a nearby room, and overhears the assassin mention Faulkner's name. How traumatic!



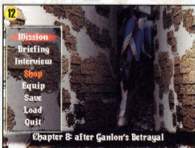
▲ The crew returns to Araba and checks in with Ione, who's bummed that Ganlon turned out to be a traitorous fool. Bastion then suddenly remembers a temple he saw in his Gratia-sparked vision.



▲ Reyna knows the temple of which Bastion speaks, because she saw it several years earlier during a touristy trip across the Continent. Unfortunately, the temple is now within Imperial territory.



▲ Bastion recognizes the temple as soon as he arrives, but Imperial forces show up right behind him, and he's forced to run into the temple while his friends hold off the bad guys.



▲ Save the game, put on a pair of clean undies, and proceed to **Mission 12** (on page 82) or **Mission 45** (on page 177), depending on the path you've chosen.

## Enemies



### FAULKNER (L15)

HP BAS POW DEX AGL DEF WEP  
140 15 15 11 10 13 15



### IMPERIAL 1 (L11-F5000)

HP BAS POW DEX AGL DEF WEP  
93 9 10 12 8 9 13



### IMPERIAL 2 (L11-F5000)

HP BAS POW DEX AGL DEF WEP  
93 9 10 12 7 10 13



### IMPERIAL 3 (L10-F3500)

HP BAS POW DEX AGL DEF WEP  
86 9 8 10 7 7 13



### IMPERIAL 4 (L10-F3500)

HP BAS POW DEX AGL DEF WEP  
86 9 8 10 6 8 13



### IMPERIAL 5 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
76 7 7 7 8 9 8



### IMPERIAL 6 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
76 7 7 7 8 9 8



### IMPERIAL 7 (L9-F3500)

HP BAS POW DEX AGL DEF WEP  
76 7 7 7 8 9 8



### IMPERIAL 8 (L9-F2000)

HP BAS POW DEX AGL DEF WEP  
75 8 7 9 13 4 11



### IMPERIAL 9 (L9-F2000)

HP BAS POW DEX AGL DEF WEP  
75 8 7 9 13 4 11



### IMPERIAL 10 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
66 5 10 6 9 5 8



### IMPERIAL 11 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
66 5 10 6 9 5 8



### IMPERIAL 12 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
66 5 10 6 9 5 8



### IMPERIAL 13 (L7-F3500)

HP BAS POW DEX AGL DEF WEP  
68 6 8 6 6 5 9

## Melania Delta



## Events

**①** 39 turns after the start of the battle, **Bastion** appears in the northwest corner, and he's riding high in the **Ultragunner**, which elicits admiring comments from every ally in the battle. Unfortunately, his appearance also triggers the gleeful Faulkner into displaying his very special **prisoner of war**: Milea. (**Imperial 13**, the ATAC holding Milea, also appears on the battlefield at this time.) Bastion is about to give the Ultragunner to Faulkner when Sadira shows up and orders Milea to be released. Tempted as he is to defy Sadira's command, Faulkner relents and sets Milea free.

**②** 28 turns after Bastion appears in the Ultragunner, Lord Alden and his companion Melior appear on the northeast plateau. Alden chats with Faulkner and Bastion (and Zeira, if he's still in the battle), and says he's come to observe the Ultragunner's historic debut. He leaves when you defeat the final Imperial ATAC.

# Strategy & Tactics

★ The only real challenge in this mission is keeping everyone alive until Bastion shows up in the Ultragunner, and since the Imperial forces have to march across the **two-square-wide bridges** to attack, your job is made considerably easier. We suggest letting Andrew, Galvas, and Reyna handle the **east bridge**, since they start near it, while letting Andrew and Reyna get the kills, since Galvas won't be with you throughout the game. Send Barlow and Devlin onto the **south bridge** (which the PlayStation-controlled Zeira automatically charges onto).



▲ Ladies and gentlemen, feast your eyes on the brand-new 2000 Ultragunner, an ATAC for the new millennium!

20 turns after Bastion shows up in the Ultragunner, giving you time to thin out several of the weaker Imperial ATACs.

★ Bastion has a very powerful attack in the form of **Lightning Strike**, but don't waste it on the weaker Imperial ATACs unless you're softening them up to allow your other ATACs to score the kills. Use Bastion's full-on bad-boy powers only on Faulkner or Imperials 1-4.

★ **Faulkner will retreat** when his ATAC is whittled down to 50% or less of its HP, leaving you to defeat the remaining Imperials—which frankly shouldn't be much of a challenge. If you've done the earlier missions properly, spreading out your XP and kills among all your party members, you should be able to finish this mission while losing only one ATAC at the most. (We usually get through without losing any ATACs at all.) Just remember that staying on the bridges and letting



▲ Lord Alden and Melior camp out in the northeast corner of the map with a big bag of popcorn and observe the battle below.

the Imperials come to you is definitely the way to go.

★ **Four Imperials** attack each bridge at the start of the mission, while the stronger ones (Imperials 1-4 and Faulkner) stay back. They won't start moving until about



▲ Faulkner giggles like a schoolgirl as he makes Bastion choose between the Ultragunner and Milea's life.

★ Everyone in your party (excepting Galvas, who should not be scoring *any* kills, and Zeira, who you can't control) should be at **Level 12 or 13** by this point, and Bastion should be very close to 18 BAS, which gives him the all-important **Holy Light** skill. In fact, you'll want to temporarily ditch the preferred method of keeping all Bastion's stats even; jack up his BAS to 18 as soon as you can to activate the Holy Light, then return to raising his stats evenly. Holy Light allows you to restore your ATACs' HP, which is absolutely crucial for getting through some of the later missions.

# The Plot Thickens



▲ Having driven away Faulkner and his fiendish posse, everyone asks Bastion about the experience of controlling the Ultragunner. Bastion instead decides to explain how he found it inside the temple.



▲ Everyone oohs and ahs over Bastion's story, but he doesn't think it's a big deal. Galvas informs him that the tale will become a legend in time, which creeps Bastion out.



▲ Unfortunately, Milea is nowhere to be found, leaving Bastion and the Gang in a deep funk. Zeira volunteers to send out a search party...



▲ The flashback sequence clearly shows that Bastion thought the Ultragunner was merely a statue, until the power of Gratia revealed the statue to be, in point of fact, the real deal, Lucille.



▲ Bastion asks where poor Milea is, and if she's alright. Puck shows up and announces that Milea has run away. Bastion freaks, and everyone leaves to look for her.



▲ ...but things get funkier when a soldier reports to Zeira that a coup d'état has been staged in the capital of Avalon, with the mutineers taking hostages and demanding to see the Duke.



▲ Reyna thinks Ione can handle the situation on her own, but Zeira knows that he's gotta make an appearance to prevent innocent lives from being lost.



▲ Bastion readily decides to come with Zeira, over the Duke's objections, simply because Zeira has been helping Bastion since the beginning. So long, Milea.



▲ As everyone journeys west, takes a pit stop, and prepares to leave Araba, Galvas surprises Bastion by asking to stay behind and guard the castle.



▲ Andrew deduces the real reason, however: Galvas is going to continue the search for Milea. Galvas denies Andrew's claim until he's blue in the face, and proudly declares he'll keep the castle safe.



▲ Bastion grants Galvas's request, and everyone heads to Aylin, the capital city of Avalon, to restore a little law and order to this crazy world.



▲ Transfer an ally into the Alba ATAC (which is free now that Bastion is in the Ultragunner) and proceed to **Mission 13: Kaidul's Revolt** on the very next page.

## Enemies


**AVALON 1 (L13-F3000)**

 HP 85 BAS POW DEX AGL DEF WEP  
 100 11 10 9 14 8 16

**AVALON 2 (L13-F3000)**

 HP 85 BAS POW DEX AGL DEF WEP  
 100 11 10 13 10 8 16

**AVALON 3 (L12-F3000)**

 HP 85 BAS POW DEX AGL DEF WEP  
 106 13 12 6 7 10 9

**AVALON 4 (L12-F3000)**

 HP 85 BAS POW DEX AGL DEF WEP  
 106 13 12 6 7 10 9

**AVALON 5 (L11-F2000)**

 HP 85 BAS POW DEX AGL DEF WEP  
 79 8 9 9 9 8 14

**AVALON 6 (L11-F2000)**

 HP 85 BAS POW DEX AGL DEF WEP  
 79 8 9 9 9 8 14

**AVALON 7 (L10-F2000)**

 HP 85 BAS POW DEX AGL DEF WEP  
 85 10 9 8 7 7 13

**AVALON 8 (L10-F2000)**

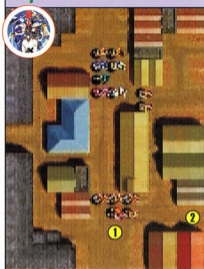
 HP 85 BAS POW DEX AGL DEF WEP  
 85 10 9 8 7 7 13

## Strategy

★ At long freakin' last, you're given **control of Duke Zeira**—but he starts the mission in an exceedingly crappy strategic position. Send all your ATACs to help him out; not only does this save Zeira's butt, it also keeps your slightly outnumbered ATACs in a tight little group.

★ Once again, Bastion's primary role in the mission will be that of softener-upper, whittling down the HP of the Avalon ATACs and allowing others to score the kills (although Bastion will most likely advance a level simply from the sheer number of non-lethal blows he throws). If Bastion has the Holy Light skill available, he should alternate between healing allies and hitting enemies. With their high levels, the Avalon ATACs will give you a very good fight, but as long as everyone's backs are guarded, you should be able to win with, at most, a single defeated ATAC.

## Aylin



**coup d'état**: a sudden decisive exercise of force in politics; **especially**: the violent overthrow or alteration of an existing government by a small group

## Events

- ① Duke Zeira marches forward to chat with Kaidul, the leader of the revolt. He demands that Zeira cease his alliance with the Kingdom, now that Bastion can presumably defend the Kingdom on his own. Zeira begs to differ, which is when he's surrounded by four Avalon soldiers. (Bastion and the others are also surrounded by ATACs.) Kaidul pays with his life for his foolishness.
- ② Three turns after the start of the mission, Lone arrives and says that she's freed the hostages. (Her announcement is slightly different, depending on whether or not Zeira has been defeated, which is *very unlikely*.)

# The Plot Thickens



▲ Duke Zeira is deeply depressed after the events of the previous mission. Ione offers to resign from the Corps, but Zeira tells her he needs her more than ever. He also admits that Kaidul was right.



▲ Reyna enters the scene and delivers bad news: there were spies from the Junaris Empire within the ranks of the mutineers. Ione realizes that her pop was goaded into launching the coup d'état.



▲ Zeira further concludes that the coup was merely a plot by the Empire to distract Bastion, giving the Imperial Army enough time to determine the best way to battle the Ultragunner.



▲ Bastion marvels at how clever Faulkner is, and realizes that he needs to be less predictable in the future if he's gonna defeat the evil Empire.



▲ Back to Araba Castle, where Galvas sadly reports that he couldn't find Milea. Bastion calls off the search, and Galvas reports much better news: word of the Ultragunner is spreading across the land.



▲ Finally, Galvas shares the sad tale of a group of Kingdom soldiers being led by a General Thomson, who's trapped deep within Imperial territory and needs help.

# The Plot Thickens



▲ Bastion thinks that helping Thomson is a fine idea, and everyone prepares to head into Imperial territory. Now, if you went through Mission 8 on your way here, skip to screen 11 below.



▲ Bastion doesn't think this is such a hot idea, and tells Nana that there's no way he'll allow a little girl to join him on the battlefield.



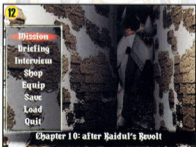
▲ After a brief journey to the east, Andrew picks up a clash of ATACs. You've found Thomson, awright, and he needs your muscle.



▲ If, however, you went through Mission 9: Desert Escape, a bizarre event unfolds: Nana shows up at Araba inside her father's ATAC and asks to join Bastion's army!



▲ That's when Reyna volunteers to take care of the little munchkin. You now have the very powerful Bahamut (and very inexperienced but eager-to-learn Nana) in your party.



▲ Hit the Shop and upgrade everyone's weapons and stones; snap up a few amulets, too. When you're ready to roll, advance to **Mission 14: Thomson's Tragedy** on the very next page.

## Enemies



IMPERIAL 1 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
82 9 9 8 6 4 12



IMPERIAL 2 (L8-F3500)

HP BAS POW DEX AGL DEF WEP  
82 9 9 8 6 4 12



IMPERIAL 3 (L6-F3500)

HP BAS POW DEX AGL DEF WEP  
70 7 6 5 5 4 10



IMPERIAL 4 (L6-F3500)

HP BAS POW DEX AGL DEF WEP  
70 7 6 5 5 4 10



IMPERIAL 5 (L12-F3500)

HP BAS POW DEX AGL DEF WEP  
98 11 11 8 7 9 14



IMPERIAL 6 (L12-F3500)

HP BAS POW DEX AGL DEF WEP  
98 11 11 8 7 9 14



IMPERIAL 7 (L13-F3500)

HP BAS POW DEX AGL DEF WEP  
96 10 9 14 9 8 13



IMPERIAL 8 (L13-F3500)

HP BAS POW DEX AGL DEF WEP  
96 10 9 14 9 8 13



KINGDOM 1 (L11-F3000)

HP BAS POW DEX AGL DEF WEP  
104 13 10 8 8 5 10



KINGDOM 2 (L11-F3000)

HP BAS POW DEX AGL DEF WEP  
104 13 10 8 8 5 10



KINGDOM 3 (L11-F3000)

HP BAS POW DEX AGL DEF WEP  
104 13 8 8 5 9 10



THOMSON (L14-F4000)

HP BAS POW DEX AGL DEF WEP  
115 13 14 8 9 15 13



ZAKOV (L16-F5000)

HP BAS POW DEX AGL DEF WEP  
127 15 16 11 9 15 14

## Darafa Field



## Events

① After the first four Imperial ATACs are defeated, **Galvas** (or Bastion, if Galvas has been knocked out of the battle) asks if Thomson and his men are alright. Thomson replies in the affirmative—then calls in Commander **Zakov** and four much stronger Imperial ATACs, which appear on the west side of the map. Thomson and the surviving Kingdom ATACs are now your enemies, and need to be attacked and defeated. Sad but true.

## Encounters



**Bastion** and **Zakov** exchange rather harsh unpleasantries after the first time they attack each other.



One of the **Kingdom Soldiers** gets quite upset at **Thomson**

after the first time Thomson attacks any of your ATACs. Thomson commands him to follow orders or face severe disciplinary action in the form of paddle-spankings.

# Strategy & Tactics

★ Bumping off the **first four Imperials** is very, *very* easy—the weakest of your ATACs (except Nana, if she joined you after Mission 13) should be at least two levels higher than the strongest Imperial. The real challenge of this mission is knowing that the Kingdom soldiers are going to become your enemies, and positioning yourself so you can attack them from the side or behind as soon as they turn traitor. Of course, you also want to kill the wimpy Imperials, too, so as to collect the mild amount of fundage they give you, which makes for a delicate balance. When in doubt, go for safe positioning and allow the Kingdom soldiers to score the kills. The Kingdom dudes will be worn down by their scraps with the Imperials, and thus easier to defeat later.

★ Another approach is to send only a few ATACs to help the Kingdom soldiers, while positioning the majority of your ATACs on the **west side** of the battlefield, ready and waiting for Zakov and his men to appear.



▲ At the start of the battle, you can help the Kingdom soldiers squish the Imperial ATACs like grapes, or just watch the fun.



▲ After the fourth Imperial is beaten, Thomson turns traitor, and the Kingdom soldiers become enemy targets.

you can swoop around the southwest corner and attack Zakov from behind! Clever, eh? With your newly purchased equipment and your battle-honed skills, you shouldn't lose a single ATAC in this mission (although it's okay to lose Galvas). Make sure your weaker ATACs get the kills and the XP.

★ Once the **final Imperial** is defeated, Thomson and his men go bad, while Zakov and *his* men pop up in the northwest corner, leaving you under siege from both sides. The good news is that the Kingdom troops are weakened from battling with the Imperials, and it also takes Zakov's men a few turns to reach you.

★ You can also jam Bastion in the **northwest corridor** to prevent Zakov and most of his men from coming through the passage—they're not bright enough to walk around the bushes and attack from the southwest. In fact, Bastion and one or two other ATACs (Reyna, for example) can hold off Zakov, while everyone else deals with the Kingdom troops. After Thomson and his men are gone,



▲ Thomson's men express their outrage at the general's orders, but he tells them to obey or face his elderly wrath.

# The Plot Thickens



▲ A mourning Galvas asks a dying Thomson why he betrayed the Kingdom, and Thomson tells him about the nearby town of Eiza, in which the families of he and his men reside.



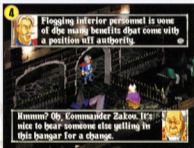
▲ Bastion tells Thomson to hang on, but Thomson knows he's toast, and begs Bastion to head for Eiza and rescue the hostages. Bastion agrees to do so, and Thomson shuffles off this mortal coil.



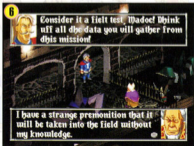
▲ Zakov wants to take Madoc's latest ATAC design, the Sharking, on his next sortie. Slight problem, though: Sadira had the Sharking banned from use, because it was designed to kill enemy pilots.



▲ The Empire took the families hostage...then killed Thomson's beloved wife to show just how serious they were. Thomson chose to cooperate, rather than let his men suffer the same pain he had.



▲ Meanwhile, back in the Empire, a crazed ATAC engineer named Madoc barks out orders at his puny underlings when he's paid a surprise visit by Commander Zakov.



▲ Madoc can't resist Zakov's offer, however, and agrees to let Zakov take it for a spin...under the condition that the Commander "steals" the Sharking from its hangar.

# The Plot Thickens



▲ We cut to the map screen, where Bastion and his band of Merry Men charge south to Eiza, where they stumble upon...something we aren't allowed to see until the start of the next mission. D'ohh!



▲ Franco enters her chamber and tells her that Zakov has taken the Sharking for a spin, despite her orders to the contrary.



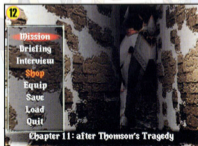
▲ Franco chases after her as she runs away, because he's sworn to protect Sadira with his life and stuff like that.



▲ Cut to the Imperial Palace, where Sadira is catching up on her schoolwork and struggling to stay awake after staying up all night reading naughty books.



▲ She immediately ditches her homework (I mean, do you ever use algebra in real life, anyway?) and decides to pursue the bad man, even though she's not sure exactly how to stop him.



▲ Save the game, hide the women and children, head for the hills, and proceed to **Mission 15: The Deadliest ATAC** on that there page right across from this here page.

## Enemies


**IMPERIAL 1 (L8-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 82 9 8 7 6 4 9

**IMPERIAL 2 (L8-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 82 9 8 7 6 4 9

**IMPERIAL 3 (L14-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 93 10 12 10 12 10 13

**IMPERIAL 4 (L14-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 93 10 12 10 12 10 13

**IMPERIAL 5 (L14-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 93 10 12 10 12 10 13

**IMPERIAL 6 (L13-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 92 9 10 14 9 8 13

**IMPERIAL 7 (L13-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 92 9 10 14 9 8 13

**IMPERIAL 8 (L13-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 92 9 10 14 9 8 13

**ZAKOV (L17-F18000)**

 HP BAS POW DEX AGL DEF WEP  
 224 15 21 11 13 15 28

## Eiza Township



## Events

- ① After the first two Imperial ATACs are defeated, **Zakov** shows up in the southeast corner of the battlefield inside the **Sharking**, with six very strong Imperials backing him up. Considering you only have five or six ATACs (Bastion, Galvas, Barlow, Reyna, Devlin, and possibly Nana) to fight with, this is bad. Considering the Sharking is strong enough to wipe out any of your ATACs (except for Bastion's Ultragunner) with a few hits, this is very bad.

- ② After Zakov attacks one of your ATACs for the first time, **Sadira** and **Franco** appear in the northeast corner of the battlefield. Sadira demands that Zakov return to the palace with the forbidden ATAC, and he's about to obey her command—until he has a delightful realization. If Sadira attacks Zakov, she's essentially pledging her allegiance to the Kingdom. But despite knowing the consequences of her actions, Sadira enters the battle anyway, bringing Franco along. (Both of them are PlayStation-controlled, unfortunately, but at least they're on your side.)

## Encounters



**Bastion** and **Sadira** exchange words at the end of the battle:

**"Sadira!"** cries Bastion, and **"What have I done?"** replies Sadira. (What you've done is stand up for yourself, girlfriend!)

# Strategy & Tactics

★ Since you know that Zakov and his half-dozen Imperial buddies will be arriving on the battlefield as soon as you bump off the pair of wimpy Imperial guards, attacking the Imperials on the open eastern side of the field is a foolish idea, since it leaves you vulnerable once Zakov strikes. Here's something you can try instead: position Bastion and Galvas at Eiza's entryway, with Reyna and Barlow behind them to thrust and/or use the Turbulence attack. Devlin then charges at the gate, leading the Imperials toward the city, and allows his buds to help him finish them off. When Zakov appears, you'll already be in an ideal defensive position, and after he strikes you, Sadira and Franco will appear and charge at him from behind.

★ The disadvantages to this approach, unfortunately, are numerous. Unless you're careful with your attacks, Bastion will rack up most of the kills and XP, which leaves your other ATACs



▲ Zakov shows up in the Sharking when you defeat the first two of the Imperials. (Oh, no, I'm picking up Zakov's accent!)



▲ Franco and Princess Sadira drop into the battle and get funky after Zakov takes a swipe at any of your ATACs.

weak, and which might make Bastion so strong that he doesn't get the chance to add another ATAC to his party (which occurs a few missions from now). It also takes Sadira and Franco several turns to reach Eiza's gate—but if you get Zakov dizzied, you might be able to bump him off even before Sadira and Franco arrive. The major advantage to this method is that you should only lose one or two ATACs (and make sure one of them is Galvas, since he won't be with you at the end of the game).

★ If you're more confident of your abilities, you can bunch up your ATACs between two of the large hedges; most of Zakov's men will continue to attack from only one direction, instead of attacking from the rear (which is actually okay, since it allows all of your ATACs to get into the action).

★ You're now well past **BANDITS'** halfway point, which means your ATACs should be pretty darn strong. Here are the levels you should have reached (or almost reached) by this point:

★ **Andrew:** Level 15; **Barlow:** Level 16; **Bastion:** Level 17; **Devlin:** Level 16; **Galvas:** Level 11 (whom you haven't been giving him any kills or XP, since he's eventually parting ways with you); **Nana:** Level 15; **Reyna:** Level 16; **Zeira:** Level 14.

# The Plot Thickens



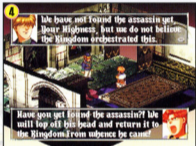
▲ Sadira warms up in front of the fire and mulls over what she's done—but her privacy is soon invaded by Bastion, who's come to mack on her. No, actually, he's come to thank her.



▲ Bastion says that he once considered everyone in the Empire to be evil, but that Sadira has shown him there are Imperials who want to end the war—including, of course, the Princess.



▲ After some additional small talk, Bastion hits the road—and Franco crawls out of the bushes, causing Sadira to chew him out (which is always unpleasant to watch). They decide to return to the Empire.



▲ Meanwhile, in the palace, Prince Duyere is given some horrific news by the Imperial Chief of Security—the Emperor has been assassinated in his sleep, and Duyere is suspected of ordering the hit.



▲ Duyere wants to know how he can prove his innocence, and Mr. Security has an idea so crazy it just might work: have Duyere claim the throne, thereby forcing the killer to take further action.

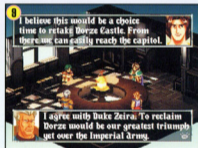


▲ Duyere agrees to the plan, then makes a sad request: he wants to see his father one final time before Degalle's body is laid to rest.

# The Plot Thickens



▲ Back to Araba Castle, where Avalon spies inform Bastion and his buds of the Emperor's demise.



▲ Zeira suggests that the best course of action is to go after Norze Castle, deep within Imperial territory, because it'll make an excellent place from which to launch an attack on the Imperial capital.



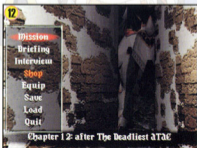
▲ Zeira tells Bastion to get over it. Regardless of whether or not Sadira considers Bastion a butt-munch, it's the perfect time to strike the Empire.



▲ Everyone is shocked at the news—and realizes that Dugere isn't ready to run the Empire.



▲ Everyone thinks this is a wise choice, and high-fives each other. Actually, we switch to the map screen, where Bastion is having pangs of guilt.



▲ Save the game, clean the lint out of your belly-button, and advance to **Mission 16: Norze Reclaimed** on page 97, which immediately follows page 96, because we dig numerical order.

# Norze Castle



## Events

- ① Roughly 65 turns after the start of the battle, the impatient **Imperial General** holed up inside Norze Castle decides to join the battle and expedite your defeat; he brings **Imperials 1-3, 11, and 14** out of the castle with him.

I was a loner growing up, perhaps because I called my peers "inaguts" and insisted they bow in my presence. I was the frequent victim of a primitive but effective torture called a "wedge."



IMP. GENERAL (L17-F5000)						
HP	BAS	POW	DEX	AGL	DEF	WEP
129	75	11	12	10	11	11

## Enemies



IMPERIAL 1 (L16-F5000)						
HP	BAS	POW	DEX	AGL	DEF	WEP
111	11	10	12	8	9	22



IMPERIAL 2 (L16-F5000)						
HP	BAS	POW	DEX	AGL	DEF	WEP
103	9	10	12	8	11	19



IMPERIAL 3 (L16-F5000)						
HP	BAS	POW	DEX	AGL	DEF	WEP
103	9	18	12	8	11	19



IMPERIAL 4 (L15-F3500)						
HP	BAS	POW	DEX	AGL	DEF	WEP
100	10	10	11	10	11	14



IMPERIAL 5 (L15-F3500)						
HP	BAS	POW	DEX	AGL	DEF	WEP
100	10	10	11	10	11	14



IMPERIAL 6 (L15-F3500)						
HP	BAS	POW	DEX	AGL	DEF	WEP
100	10	10	11	10	11	14



IMPERIAL 7 (L14-F3500)						
HP	BAS	POW	DEX	AGL	DEF	WEP
110	10	10	11	9	10	10



110	10	10	11	9	10	10
IMPERIAL 8 (L14-F3500)						
HP	BAS	POW	DEX	AGL	DEF	WEP
110	10	10	11	9	10	10



10	15	10	11	9	10	13
IMPERIAL 9 (L13-F2000)						
HP	BAS	POW	DEX	AGL	DEF	WEP
75	6	10	9	8	10	11



15	8	10	9	8	10	11
IMPERIAL 10 (L13-F2000)						
HP	BAS	POW	DEX	AGL	DEF	WEP



15	6	10	9	8	10	11
IMPERIAL 11 (L13-F2000)						
HP	BAS	POW	DEX	AGL	DEF	WEP



15	6	10	9	8	15	11
IMPERIAL 12 (L15-F2000)						
HP	BAS	POW	DEX	AGL	DEF	WEP



91	9	10	10	10	9	10
IMPERIAL 13 (L15-F2000)						
HP	BAS	POW	DEX	AGL	DEF	WEP



91	9	10	10	10	9	10
IMPERIAL 14 (L15-F2000)						
HP	BAS	POW	DEX	AGL	DEF	WEP

MISSION 16: NORZE RECLAIMED

# Strategy & Tactics

★ If your ATACs aren't **powered up and properly positioned**, you're going to suffer serious losses in this mission. Heck, the first time we tackled it—long before we were the studly **BANDITS** players that we are now—the only ATACs we had left by the bloody conclusion were Bastion and Andrew, and Andy was clinging to life with about 20 HP. The key to this mission, then, is minimizing your losses by staking out a solid position on the hilltop above Norze, where you start and end the battle.

★ One **ATAC formation** that worked quite decently for us was to move Zeira, Bastion, Nana, and Galvas onto the left (north) side of the hill, and Andrew, Barlow, Reyna, and Devlin onto the right (east) side, grouped together and waiting for the Imperials to attack. These alignments make use of the assist boost and also allow the ATACs to use their skills (Searing Flame and Holy Light in particular) on each other for added strength. (See the screenshot



▲ Galvas is pumped, but don't let his excitement goad you into leaving the mountain and giving up your advantageous terrain.



▲ Spreading your ATACs out in this particular formation blocks both paths up the mountain and keeps everyone's back covered. Excellent.

at 18, for the Holy Light; Reyna should have her BAS at 16 and DEX at 20 for Reyna's Trick (which she can't use until purchasing the Lapis Lazuli stone); Devlin should have his BAS at 16 and POW at 20 for the Burning Soul attack; Zeira should have his DEX at 20 and AGL at 15 for the Sonic Blade (and almost-as-nifty Wind Strike). If you haven't been boosting these stats since the beginning of the game, it's way too late to start now. (**Adjusting the**

**proper stats** is, as we mentioned earlier in the book, unquestionably the coolest *and* trickiest aspect of **BANDITS**.)

at left for a slightly different and particularly effective ATAC grouping.) If you keep the enemy ATACs from storming up the hill, you can finish the mission with *no* losses, and with everyone having gained a level or two.

★ By now, most of your characters should have, or be on the verge of having, high enough stats to earn their very **special attacks**. Andrew should have his DEX at 20 and AGL at 15, for the Somersault (which he can't actually use until he purchases the Jade stone during the next Shop visit); Bastion should have all his stats at 17, for the Splitting Smash, and his BAS



▲ When the Imperial General joins the fray, he brings four tough soldiers with him. You might need to break formation near the end of the battle to finish them off.

# The Plot Thickens



▲ Everyone gathers 'round the campfire in Norze while Galvas informs Bastion that some of the Imperial soldiers went down fighting instead of surrendering as Bastion had hoped. Bummer deluxe.



▲ Puck comes in to let Bastion know that he found a powerful Waiban AT&C within Norze, and Bastion gives him the go-ahead to refurbish it and make it suitable for Kingdom use.



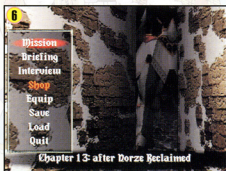
▲ Off to the map screen for a very brief period of time, as Bastion and his buds march into the dark heart of the Empire.



▲ Galvas is thrilled to be within Norze's walls for the first time in many years, but Andrew observes that the old man is starting to look exhausted, which Galvas quickly denies.



▲ After a brief intermission, Zeira reports that Duyere has claimed the throne and traveled to the Imperial capitol, where he lies in wait for Bastion to attack.



▲ Assign someone to the Waiban if you wish, save the game, chit-chat with your friends, and move along to **Mission 17: Faulkner's Ambition** on the next page.

## Enemies

	<b>B.G. CHIEF (L20-F5000)</b> HP 845 POW DEX AGL DEF WEP 147 18 21 14 10 12 20
	<b>BODYGUARD 2 (L19-F5000)</b> HP 845 POW DEX AGL DEF WEP 145 18 19 15 10 11 19
	<b>BODYGUARD 3 (L17-F5000)</b> HP 845 POW DEX AGL DEF WEP 135 16 17 13 10 14 19
	<b>BODYGUARD 4 (L17-F5000)</b> HP 845 POW DEX AGL DEF WEP 137 17 16 12 11 11 19
	<b>DUYERE (L16-F12000)</b> HP 845 POW DEX AGL DEF WEP 182 20 16 18 19 10 19
	<b>IMPERIAL 1 (L17-F3500)</b> HP 845 POW DEX AGL DEF WEP 116 18 11 11 12 15 11
	<b>IMPERIAL 2 (L17-F3500)</b> HP 845 POW DEX AGL DEF WEP 116 18 11 11 12 15 11
	<b>IMPERIAL 3 (L17-F3500)</b> HP 845 POW DEX AGL DEF WEP 116 18 11 11 12 15 11
	<b>IMPERIAL 4 (L16-F3500)</b> HP 845 POW DEX AGL DEF WEP 118 14 14 10 11 10 11
	<b>IMPERIAL 5 (L16-F3500)</b> HP 845 POW DEX AGL DEF WEP 118 14 14 10 11 10 11
	<b>IMPERIAL 6 (L16-F3500)</b> HP 845 POW DEX AGL DEF WEP 118 14 14 10 11 10 11

## Events

- ① 15 turns after the start of the battle, **Duyere** wonders aloud where the heck the Imperial reinforcements are, and the Chief of Security says they should've already arrived in the capital. Hmmm and hmmm again.

## Royal Capital



## Encounters



**Duyere** and the **Bodyguard Chief** have one of three verbal exchanges, depending on what happens during the battle. If either Duyere or the Chief is reduced to less than 50% of his HP, the Chief suggests that both Duyere and himself retreat, and Duyere agrees. If the Chief is defeated, Duyere yelps with surprise and flees the battle. And if Duyere is defeated, the Chief drags his boss's broken ATAC off the battlefield.

- ② Nine turns after Event 1, **Duyere** gets frustrated to the point of silliness, and charges out of the capital with an **entourage of four Bodyguards**, including the Bodyguard Chief, which are considerably stronger than the six Imperial ATACs already in the process of attacking you.

# Strategy & Tactics

★ Unless your stats are **seriously out of whack**—and if you have this guide, your stats should be just fine—you're going to breeze through this mission while losing only one or two ATACs at the most (and that's if you experience a brain fart). The biggest factor in how quickly you kick booty is whether or not Bastion has the **Holy Light** skill at his disposal. (If his BAS is 18 or higher, he's got it.) With the Holy Light, you can let everyone else fight the Imperials while Bastion stands in the center of the group, shining the Light on anyone who's hurtin'. Without the Holy Light, you simply need to rely on the conventional battle techniques of guarding your butt, keeping your ATACs in a tight group, et cetera. Whether you have the Light or not, you should stay near the entrance gates and let the Imperials approach you, instead of running forward into the open-air courtyard and making it harder to watch your rear. (An advanced technique if



▲ Charge at the "wall" of four Imperials and take them out quickly, giving you time to prepare for Duyere and his Bodyguards.



▲ The new Emperor talks decent smack, and unlike your earlier encounter with him, his defense is as high as his other skills.

in which **Galvas** is a member of your party. You'll be missed, old man. We've had joy, we've had fun, we've had seasons in the sun—and we've avoided letting you score kills throughout the game because we knew you were leaving, you magnificent bastard.

your ATACs are strong enough is to take out the wall of four Imperials as quickly as possible, then charge ahead to the capital entrance and surround it with your soldiers, so that Duyere and his Bodyguards are immediately surrounded when they appear.)

★ This mission is notable for two reasons. **#1:** It's the **last mission** before Bastion has the chance to add a new ATAC to his party—but he only gets that chance if he's at Level 19 or less. You might wanna avoid having him attack the enemies for that reason, letting him simply use the Holy Light to avoid getting too strong for his own good. **#2:** It's the **last mission**

# The Plot Thickens



▲ After being thoroughly spanked, Duyere flees the capital with Chief Matisse in tow. Duyere hasn't suffered any injuries, but his pride has taken a mortal wound from the crushing defeat.



▲ Faulkner's troops surround Duyere and Matisse as the boy and his bud are placed under arrest for conspiring to assassinate Emperor Degalle. Duyere can't believe it, but Matisse can.



▲ ...because Faulkner sabotaged his ATAC before he left the palace. Duyere is dragged back to the palace and thrown onto death row, where he spends the next 28 years appealing.



▲ Matisse is in the midst of reinflating Duyere's ego when Faulkner shows up (wearing his mischievous little grin) and explains why the reinforcements didn't show up: they were never sent.



▲ He realizes that Faulkner is the one who had Degalle killed, and his deduction is quickly followed by his death. This enrages Duyere, who tries to attack Faulkner to no avail...



▲ Meanwhile, back in the capitol, Galvas sheds tears of joy for the victory which has been claimed—the first time the old man has wept in his long life. He obviously needs a nap.



▲ Zeira brings Galvas back down to earth by reminding him that the war is far from over. Galvas dries his eyes and acknowledges the Kingdom's next goal: earn the alliance of Hibernia.



▲ As everyone files out of the meeting chambers, Galvas takes Underoo—er, Andrew aside and asks him to take care of Bastion. Andrew grins, nods, and gives Galvas a farewell smoochie.



▲ On the trip to Hibernia, Zeira explains its origins to Bastion: the country was formed by a former ruler of Pharia, to watch over the Kingdom and to intercede in the event of governmental chaos.



▲ Galvas, however, won't be making the trip; Bastion asks him to stay behind and guard the capital while preparing for the final assault on the Empire. Galvas reluctantly agrees to the B-Boy's request.



▲ Galvas thinks to himself about how he's grown to love Bastion and his friends, and about how proud Alugard would be of Bastion. (Don't you just wanna give Galvas a big hug?)



▲ Bastion and his buds are greeted at the entrance to Crocasis Castle by Melior, the cutie whom Bastion last saw while claiming the Ultragunner. She swiftly escorts you inside.

# The Plot Thickens



▲ As Bastion enters Alden's chamber, an Imperial messenger leaves. Makes sense that the Empire would try to win Alden's favor, but it still leaves Bastion rather unsettled...



▲ Turns out that Devlin is Melior's brother (!) and left Hibernia several years earlier to do some good and help the citizens affected by the war. Now she wants to know why he's joined Bastion's army.



▲ Alden then wheels out a mystery guest: Milea, who was brought here after the battle at the Melania Temple and nursed back to health. She's been singing Bastion's praises to Alden...



▲ ...as he goes into his pitch about why Alden needs to join with the Kingdom. Unfortunately, Bastion is interrupted in mid-shmooze by Melior, who wants to speak with Devlin. Uh, yeah, okay.



▲ Devlin explains that Bastion has the leadership and the drive to end the war forever. Alden asks Zeira and Andrew their opinions of Bastion, and they're just as glowing as Devlin's.



▲ ...and it's Milea who puts Bastion over the top. Alden agrees to an alliance, and Bastion gives bear hugs of joy to his friends.



▲ Fast-forward to the evening, with Bastion and Milea chit-chatting on a castle balcony. Milea apologizes for running away, and Bastion apologizes for not protecting her in the first place.



▲ Now here's where things get complicated. If you're at Level 20 or higher, you'll only talk to Milea a bit longer before you're summoned by Reyna to fight off Imperial invaders.



▲ Choose "Of course" and she joins your party at Level 12, driving an Amphisia ATAC. Choose "I'm sorry" and you royally screw up a golden opportunity, you dweeb.



▲ She explains how she was found by Alden and Melior as they were returning to Hibernia, and how they helped her to recuperate from her injuries.



▲ If, however, you're at Level 19 or lower, Milea tells you that she's learned how to use an ATAC, and that she wants to fight with you. Decision time: "Of course, Milea" or "I'm sorry, Milea."



▲ Save the game and hit the Shop, making sure to buy the stones needed to use certain characters' special attacks. Proceed to **Mission 18: Ice-Cold Claire** on page 106.

## Enemies


**CLAIRE (L18-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 115 11 23 15 18 10 19

**NORDILAIN 1 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 95 8 26 10 10 8 19

**NORDILAIN 2 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 95 8 26 10 10 8 19

**NORDILAIN 3 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 95 8 26 10 10 8 19

**NORDILAIN 4 (L16-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 110 12 16 11 10 13 16

**NORDILAIN 5 (L16-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 110 12 16 11 10 13 16

**NORDILAIN 6 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 110 12 16 11 10 13 16

**SHION (L19-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 112 11 16 12 16 19 20

## Encounters



**Claire** is a smack-talker if ever there was one, and she has conversations with three different Kingdom combatants the first time she fights 'em: **Alden** (whose eyes she wants to claw out for dissing her dad), **Andrew** (who attempts to seduce her into surrendering, with extremely disappointing results), and **Bastion** (whose Ultragunner she mocks).

## Taliu Tundra



## Strategy

★ Bastion should definitely have the **Holy Light** by now, so your strategy from this mission onward is going to involve keeping your ATACs within range of his magic touch. You don't even need to move especially far in this scenario; Claire and her soldiers charge across the battlefield at you, giving you time to establish a solid group of ATACs with Bastion in the middle.

★ You won't gain much experience in this mission, since the Nordilain soldiers, while their POW ratings are huge, have relatively low levels compared to yours. The only ATAC in your party who can shoot up several levels is puny Milea, if she joined your party during the pre-mission cut-scene. (Bastion gives her a few words of advice at the start of the battle.) This is also the first time you fight with Alden in your party, and he is immediately controllable, unlike Zeira.

# The Plot Thickens



▲ With Claire and her posse having been whooped, Bastion and the Gang return to Aiden's throne room to discuss. Everyone's worried about Nordilain's allegiance with the Empire...



▲ Alden leaves Melior in charge of Hibernia while he's away, pinching her butt as he leaves. (No, not really, but Andrew certainly would have.)



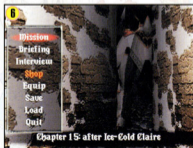
▲ ...but as everyone also acknowledges, it's too late to worry about it. Bastion has to proceed with the invasion and hope that Nordilain doesn't attack in the meantime...or that Galvas can fight them off.



▲ Andrew is in the middle of telling a joke as the group walks northeast when he pauses and points out the not-very-funny situation.



▲ The party has been surrounded by bad guys, but are they soldiers from Nordilain, or from the Empire? You're gonna find out when you read the next caption, so I'm not gonna tell you now.



▲ Save the game, recycle your aluminum cans and old newspapers, play naked Twister with your friends, and proceed to **Mission 19: Logan's Siege** on page 108.

## Enemies


**CLAIRE (L18-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 115 11 23 15 8 10 19

**LOGAN (L25-F12000)**

 HP BAS POW DEX AGL DEF WEP  
 184 16 32 15 12 19 22

**NORDILAIN 1 (L18-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

**NORDILAIN 2 (L18-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

**NORDILAIN 3 (L18-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

**NORDILAIN 4 (L18-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

## Events

- ① If you reduce Duke Logan to less than 50% of his HP, he remarks at your impressive strength, asks for another opportunity to kill you, and runs away to fight another day (or, in this case, **Mission 20: Warrior of Honor**).

## Strategy

★ Just about everyone except Milea and/or Nana should be at Level 20 by now, so this battle is just about as easy as Mission 18—except for, of course, the presence of Duke Logan, who is the strongest foe you've faced in the game so far. Dispose of Claire and the Nordilain soldiers quickly, then focus on Logan and enjoy all the XP you receive for whacking him in the noggin. Unless you get Logan dizzied and then strike from behind with a super-strong attack (such as Bastion's Lightning Stirke or Splitting Smash), you won't be able to defeat him outright—but in this case, you should be satisfied with his retreat.

## Okisa Trail



## Encounters



**Logan** is as much of a chat-

terbox as his little girl, and will have boisterous exchanges with three of your ATACs: **Alden** (who's long been at war with Logan), **Bastion** (who agrees to show Logan just how strong the Ultragunner is), and **Zeira** (who pisses Logan off when he calls the white-haired Duke a "whipping boy" of the Empire).



▲ Stay in a cute and effective square formation, with Bastion in the middle, and allow Logan and Da Boyz to approach you.

## Enemies



**CLAIRE (L20-F5000)**

HP BAS POW DEX AGL DEF WEP  
123 12 25 16 19 11 20



**IMPERIAL 1 (L20-F5000)**

HP BAS POW DEX AGL DEF WEP  
139 16 18 14 12 16 19



**IMPERIAL 2 (L20-F5000)**

HP BAS POW DEX AGL DEF WEP  
139 16 18 14 12 16 19



**IMPERIAL 3 (L20-F5000)**

HP BAS POW DEX AGL DEF WEP  
139 16 18 14 12 16 19



**IMPERIAL 4 (L20-F5000)**

HP BAS POW DEX AGL DEF WEP  
139 16 18 14 12 16 19



**IMPERIAL 5 (L19-F3500)**

HP BAS POW DEX AGL DEF WEP  
140 18 11 12 15 11 22



**IMPERIAL 6 (L19-F3500)**

HP BAS POW DEX AGL DEF WEP  
140 18 11 12 15 11 22



**IMPERIAL 7 (L19-F3500)**

HP BAS POW DEX AGL DEF WEP  
140 18 11 12 15 11 22



**IMPERIAL 8 (L18-F3500)**

HP BAS POW DEX AGL DEF WEP  
130 16 14 19 11 8 18



**IMPERIAL 9 (L18-F3500)**

HP BAS POW DEX AGL DEF WEP  
130 16 14 19 11 8 18



**IMPERIAL 10 (L18-F3500)**

HP BAS POW DEX AGL DEF WEP  
130 16 14 19 11 8 18



**IMP. GENERAL (L22-F4000)**

HP BAS POW DEX AGL DEF WEP  
139 15 18 13 16 17 19



**LOGAN (L25-F12000)**

HP BAS POW DEX AGL DEF WEP  
184 16 32 15 12 19 22



**NORDILAIN 1 (L18-F3000)**

HP BAS POW DEX AGL DEF WEP  
102 9 26 10 10 10 19

## Xenia Forest



**NORDILAIN 2 (L18-F3000)**

HP BAS POW DEX AGL DEF WEP  
102 9 26 10 10 10 19



**NORDILAIN 3 (L18-F3000)**

HP BAS POW DEX AGL DEF WEP  
102 9 26 10 10 10 19



**NORDILAIN 4 (L18-F3000)**

HP BAS POW DEX AGL DEF WEP  
102 9 26 10 10 10 19



**NORDILAIN 5 (L19-F3000)**

HP BAS POW DEX AGL DEF WEP  
112 11 24 10 10 13 19



**NORDILAIN 6 (L19-F3000)**

HP BAS POW DEX AGL DEF WEP  
112 11 24 10 10 13 19



**SHION (L21-F3000)**

HP BAS POW DEX AGL DEF WEP  
120 12 18 13 17 20 20

## Encounters



**Bastion and Logan**  
share their hostile  
feelings after the first  
time they strike each other.

# Strategy & Tactics

★ This is one crazy battle, what with the *menage a trois* of carnage between Nordilain, the Empire, and the Kingdom. The Nordilain soldiers attack both the Kingdom and Imperial troops, while the Empire goes after Nordilain (unless most of Logan's ATACs are gone, in which case they turn their attention to you). You should obviously go after both sides, preying on the weakest ATACs as Nordilain and the Imperials bludgeon each other, and racking up kills like crazy. Just because most of your party members now have their strongest attacks is no reason for you to slack off.

★ The Imperials will invariably weed out the Nordilain ATACs, simply by virtue of their overwhelming numbers, but Duke Logan will most likely survive the onslaught; he and the Imperial General are usually the last two enemy ATACs on the battlefield, allowing you to focus your efforts on whipping 'em good.



▲ Staying around Bastion is a solid strategy, but won't net you as many kills. Try an aggressive approach when there are only a few enemy ATACs left in the battle.



Have you noticed that every woman in this game wants me? Cocola, Claire, Melior, Miles, Reyna, Sadira... and I wouldn't be surprised if Hekia wanted to hook up. It's gotta be the green hair....



▲ The battle goes from frantic to chaotic when nearly a dozen Imperial ATACs crash the party and spike the punch.

★ The safest strategy for this mission is to keep everyone in a circle around Bastion, allowing him to use the Holy Light as needed and allowing everyone to get an assist bonus from their friends and neighbors. There are, alas, two problems with this usually-sound strategy in this particular mission: 1) You want Bastion to gain enough battle experience to earn his final attack, **Soaring Dance**, which requires all of his stats to be 20 or higher; 2) You won't get as many kills in this ATAC-rich mission if you don't spread out into the battlefield and mix it up with the bad guys. Of course, with those increased kills come increased casualties. Tough choices, dude.

## Events

① About 48 turns after the start of the battle between Logan's men and Bastion's buds, no less than **eleven Imperial soldiers** join the battle: ten grunts and one high-level General. The Imperials attack both Nordilain and Kingdom ATACs; their choice of targets depends on how many Nordilain ATACs are left to attack.



# The Plot Thickens



▲ Having just survived an insane battle, Bastion and his buds get out of their ATACs and gather at the lakeshore to check for injuries and give each other soothing Swedish massages.



▲ Logan also declares a truce with Hibernia, which Lord Alden is more than a little suspicious about, but Logan gives his word as a warrior, and that's as good as gold.



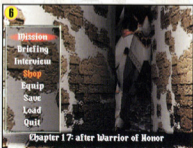
▲ Onto the map screen, where we watch Bastion and Friends march east to a fortress near the Imperial palace. They'll have to fight through it if they're going to reach Faulkner.



▲ Duke Logan shows up, but he's not looking to continue the fight with fists; he's there to congratulate Bastion on his victory, and curse the Empire for their interference.



▲ As Logan splits, Claire informs the group that her daddy's spy-boys have been unable to figure out what the bloody hell Faulkner is up to. That can't be good, now, can it?



▲ Save the game, shoot the breeze, squeal like a pig, and make your way in an orderly fashion to **Mission 21: Zulwarn Unleashed** on page 112.



## Enemies


**FAULKNER (L28)**

 HP BAS POW DEX AGL DEF WEP  
 658 20 29 31 29 27 29

**IMPERIAL 1 (L21-F18000)**

 HP BAS POW DEX AGL DEF WEP  
 232 15 17 12 21 19 26

**IMPERIAL 2 (L21-F18000)**

 HP BAS POW DEX AGL DEF WEP  
 232 15 17 12 21 19 26

**IMPERIAL 3 (L21-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 145 11 11 14 16 16 18

**IMPERIAL 4 (L21-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 145 11 11 14 16 16 18

**IMPERIAL 5 (L20-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 130 15 14 16 14 18 20

**IMPERIAL 6 (L20-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 130 15 14 16 14 18 20

**IMPERIAL 7 (L19-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 130 15 14 16 14 18 20

**IMPERIAL 8 (L19-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 112 11 16 12 16 19 20

## Events

① At the start of the battle, **Faulkner** pops up in the **Zulwarn ATAC** and emits an ominous black pulse-wave which “curses” all of your ATACs (except for Bastion’s Ultragunner). For the rest of the mission, everyone except Bastion has 50 AP at the start of their turn, instead of the usual 100.

② **18 turns** after the start of the battle, Faulkner applauds the efforts of Bastion and his buds, but stresses that they will inevitably croak.

## Vanilin Fort



## Strategy

★ At the front of this book, we rambled on and on about the grooviness of the Turbulence attack, and this mission proves it beyond a doubt. You see, while Imperials 5-8 (the weaker dudes who start at the south side of the battlefield) move to attack you, Imperials 1-4 (including the two Sharkings) stay put in front of the fortress walls. This forces you to attack them, which puts you at a serious advantage: the Sharkings can cause enormous damage with the long-range Cutting Wheel attack.

★ So how can you defeat those unmoving Imperials without losing several of your own guys in the process? Move your Turbulence-using ATACs three squares away from Imperials 3 and 4 and slowly wear ‘em down to zero, then do the same to Imperials 1 and 2.

★ If you’re feeling brave (or foolish), charge in and attack the Sharkings at close range, using Bastion’s Holy Light to keep everyone’s health up, and frequently swapping between different ATACs to spread out the damage. This strategy is, suffice to say, for advanced players only.

# The Plot Thickens



▲ Bastion and the Gang take a break and hold a meeting inside the fortress they just conquered, and realize that the Zulwarr and the Sharkings have made their job a whole lot harder.



▲ The good news is that Dionne has joined your party for the final assault against Faulkner, because if he's not defeated now, the Continent will be enslaved by the Empire and life will generally suck.



▲ ...as well as a very Andrew-like comment, which causes Bastion to chuckle heartily and regain his lost confidence. Laughter truly is the best medicine, although it's not very effective on STDs.



▲ Marquis Dionne arrives on the scene with even more bad news: he and Galvas tried to invade the Empire from the south, and were driven back by the Sharking hordes.











▲ During the eastward journey to the Imperial capitol, Bastion's mind is clouded with self-doubt. Dionne recognizes this and quickly dispels the bad thoughts with words of encouragement...



▲ This is the final shopping excursion in the game, so spend everything you've got and buy everything you want. Save the game and proceed to **Mission 22: Capital Clash** on page 114.

## Enemies

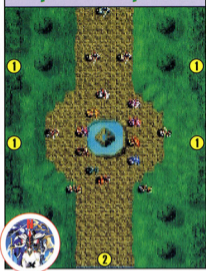
	IMPERIAL 1 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 2 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 3 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 4 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 5 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 6 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 7 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 8 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 9 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	IMPERIAL 10 (L22-F18000)
	HP BAS POW DEX AGL DEF WEP
	226 13 19 11 19 19 26
	ZAKOV (L23-F18000)
	HP BAS POW DEX AGL DEF WEP
	244 17 23 13 16 24 28

## Encounters

**Zakov** talks serious smack to **Bastion**, **Devlin**, **Reyna**, and **Zeira** during their initial beefs.



## Imperial Capitol



## Events

- Four Imperial reinforcements** come onto the battlefield as you defeat each of the first four Sharking ATACs (not counting Zakov and Imperials 1 and 2). The first reinforcement (Imperial 8) appears in the northeast hedge hole after you defeat Imperial 3; the second (Imperial 7) in the northwest hole after beating Imperial 6; the third (Imperial 10) in the east hole after beating Imperial 4; and the fourth (Imperial 9) in the west hole after defeating Imperial 5.
- Sadira** appears on the battlefield when you beat the last Imperial.

# Strategy & Tactics

★ You start this mission at a **serious disadvantage**: your ATACs are spread out in two widely spaced lines, instead of grouped together, and there are powerful Sharking units literally on all sides of you. A few of your ATACs also suffer massive strikes at the start of the battle from the Sharkings' Cutting Wheel attacks, which you can't defend against. What we're trying to say is that, unless you play extremely well and get a little lucky, or if you have Milea and/or Nana in your party, you're going to suffer quite a few losses in this mission.

★ The key to survival, as it generally is with all of the later missions, is to get everyone **bunched up around Bastion** and his Holy Light as soon as possible. Get your ATACs on the west side (including Bastion) in a huddle, and bring the eastern ATACs over to Bastion and the others as soon as possible.

In **BANDITS**, as in most aspects of life, there is strength in numbers.

★ The Sharkings' most potent attack is the **Cutting Wheel**, and the Imperial soldiers use it whenever they're attacked from long range. Unless you're using the Turbulence attack, which they can't Counter, you're better off engaging the Sharkings in close-range combat. The less frequently they spin the Wheel o' death on you, the better.

★ By the end of this mission, all of your ATACs should be at **Level 20** or higher, with several of 'em at Level 25 (if you've been a wise player and spread out the experience and kills among all your companions). The next mission is the final battle on the Kingdom branch, and your party's morale determines whether you get the good ending or the bad ending. If the Interview screen has more smiley faces than frowny ones, you're okay. If your dudes and dudettes are unhappy campers, you're screwed. But let's worry about that after we catch up on the latest dramatic plot advancements....



▲ At the start of this mission, your ATACs are lined up and far apart from each other. Get them bunched up around Bastion, stat!



▲ Once your ATACs are grouped, you're ready to absorb the onslaught of Sharkings. Use the Holy Light often, and don't move behind a Sharking unless you're sure of a killing blow.

# The Plot Thickens



▲ Bastion asks Sadira where she's been and why the Sharkings are running rampant. Sadira answers by requesting to join Bastion in his assault on the Imperial Palace.



▲ When Halak shows up, breathing heavily and screaming at Sadira to leave, it's obvious that one of two things are about to happen. The old bag is preparing to pass gas...



▲ Unfortunately, Sadira is dragging her heels with guilt, which gives Faulkner time to catch up. Now it's Franco who has to sacrifice himself for the silly redhead.



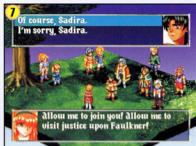
▲ We then enter a flashback sequence with Sadira and Franco waiting for Halak to arrive at a clandestine location, presumably to talk about top-secret stuff.



▲ ...or Faulkner is hot on her heels. And while either possibility is horrible, the latter is what happens. Faulkner cackles as Halak sacrifices herself, buying time for Sadira and Franco to run.



▲ Halak limps onto the screen just before Sadira splits, and both Franco and Halak are zapped by a pulse-wave from the Zulwarr, the effects of which will be seen in the next mission (gulp).



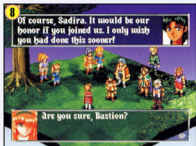
▲ Back to the present, where Sadira once again asks to join Bastion and try to save the lives of Franco and Halak. Multiple-choice time: “Of course, Sadira,” and “I’m sorry, Sadira.”



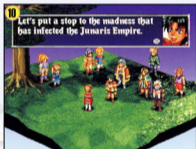
▲ With Sadira on your team, it's time for Bastion to make a final morale-boosting statement: “Let’s bring peace to the Continent!” or “Let’s bring an end to Faulkner’s life!”



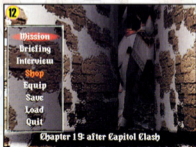
▲ Off to the map screen, where Sadira mourns the imminent destruction of her birthplace...



▲ Regardless of your answer, Sadira ends up joining you, but the former makes for better morale, where the latter causes Sadira to scream like a banshee until Bastion relents and allows her to join the group.



▲ The former statement makes everyone feel warm and fuzzy inside, while the latter gets everyone riled up and ready to rumble (not to be confused with the crappy next-gen game).



▲ ...and then off to the final intermission menu. Save the game, but *don't* start the next mission right away: turn the page for important info!



# The Plot Thickens

**13**

Bastion  
Regna  
Devlin  
Barlow  
Zeira  
Andrew

Bastion:  
(Who should I speak with?)

▲ This is it. The final chapter. The final conflict. The end of days (not to be confused with the crappy Ab-nold film). Go to the Interview screen and check it out.

**15**

Bastion  
Regna  
Devlin  
Barlow  
Zeira  
Andrew

Do you think it's too early to start planning our victory party, Bastion? I'll be in charge of the beer!

▲ If the average morale is +7 or lower, you're off to **Mission 24: Darkness and Light**—the bad ending. Go ahead and finish the game, even though you know deep down that you suck.

**17**

Faulkner:  
Warm greetings, my foolish foes.

▲ You know you're playing Mission 23 (good) when Faulkner's first words are these. Turn to page 119.

**14**

Zeira  
Andrew  
Dana  
Raidul  
Wilea  
Dionne

Bastion, when all of this is over, I'd like for the both of us to embark on a journey...just like before.

▲ Talk to three folks and boost their morale. If the average morale for all your characters is +8 or higher (see pages 28-29 for more info), you're off to **Mission 23: Light and Darkness**—the good ending.

**16**

Devlin  
Barlow  
Zeira  
Andrew  
Dana  
Raidul

This is it, Bastion. Focus your heart and your soul on Faulkner...then kill him and save the world! Easy, eh?

▲ (Actually, you need to reach the bad ending anyway if you want to play through all 56 missions. We're just giving you a hard time.)

**18**

Faulkner:  
And here they are.

▲ ...and you know you're playing Mission 24 (bad) when this is his initial utterance. Turn to page 122.

## Enemies



**CLAIRE (L23-F5000)**

HP 228 BAS 19 POW 28 DEX 16 AGL 18 DEF 29



**DUYERE (L23-F12000)**

HP 204 BAS 22 POW 18 DEX 20 AGL 22 DEF 19



**FAULKNER (L30-F20000)**

HP 662 BAS 28 POW 29 DEX 31 AGL 29 DEF 29



**FRANCO (L23-F4000)**

HP 149 BAS 17 POW 16 DEX 20 AGL 16 DEF 21



**HALAK (L24-F4000)**

HP 155 BAS 18 POW 18 DEX 20 AGL 16 DEF 19



**IMPERIAL 1 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 11 AGL 19 DEF 26



**IMPERIAL 2 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 17 AGL 19 DEF 26



**IMPERIAL 3 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 17 AGL 19 DEF 26



**IMPERIAL 4 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 17 AGL 19 DEF 26



**IMPERIAL 5 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 17 AGL 19 DEF 26



**IMPERIAL 6 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 17 AGL 19 DEF 26



**IMPERIAL 7 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 17 AGL 19 DEF 26



**IMPERIAL 8 (L22-F18000)**

HP 226 BAS 18 POW 19 DEX 17 AGL 19 DEF 26



**LOGAN (L24-F12000)**

HP 190 BAS 17 POW 32 DEX 16 AGL 18 DEF 22

## Imperial Palace



## Encounters



**Bastion** says mean stuff to **Faulkner** and

**Logan** after his first clashes with them, while cutey-



patootie **Sadira** says sad stuff to **Duyere**, **Franco**, and **Halak** after her first clashes with them.



**SHION (L24-F18000)**

HP 234 BAS 19 POW 24 DEX 15 AGL 21 DEF 21

MISSION 23: LIGHT AND DARKNESS

# Strategy & Tactics

★ The final mission! **YES!!** And it's probably the toughest mission in the entire game! **NO!!** With the seemingly constant flow of Sharkings from the sides, you might think it's nearly impossible to keep everyone alive, but the delightful truth is that you should be able to defeat all of Faulkner's ATACs while losing only one or two of your own. What's the secret?

Aggression, dear reader, aggression.

★ You will be sorely tempted to get in a huddle right from the start, and let the first six enemy ATACs (Claire, Duyere, et cetera) come after you, but that's a mistake which leaves you fatally undermanned for the endgame. (Bastion needs at least three or four fellow ATACs if he's going to have any chance at defeating the darn-near-invincible Faulkner.)

★ Move your ATACs north from the start, and use your sheer numbers to overwhelm the bad guys. You have several turns before Claire and Shion come down the steps, and you should be able to eliminate Franco and/or Halak before they do. You can also bump off one or two more ATACs before Duyere and Logan join the battle.



▲ Don't wait for Franco and Halak to advance toward you; charge and overwhelm them with your array of ATACs.



▲ A rockin' song plays in the background during the final clash between buff Bastion and freakin' Faulkner.

whittling away at Faulkner with the Turbulence attack. After taking roughly 200 HP of damage (which takes quite a while to inflict), he finally decides to move and comes down the steps to attack. If you have most of your ATACs, you can forsake the boring Turbulence approach and charge him with everyone at once, surrounding him completely and overwhelming him with attacks. Once you've made him dizzy—which is not at all easy to do, as he recovers FP with, uh, dizzying speed—allow Bastion to strike the killing blow.

★ In fact, Bastion is literally the only character who *can* strike the killing blow. If anyone else reduces Faulkner to zero HP, he automatically restores himself to about 150 HP and taunts Bastion for not giving him a good fight. Yes, indeed, Faulkner is a righteous bastard to the end.



★ Once the first wave of Sharking reinforcements come onto the screen, it's time to change tactics. Form a huddle around Bastion and use the Holy Light strategy. Don't be afraid to stray from the group, however, when you have a chance to whack a Sharking from the back. As long as your total number of enemies is at a manageable number (no more than four), you should be able to keep everyone alive.

★ Faulkner watches the battle from his perch at the top of the stairs, and remains there even after you've eliminated all of his underlings. If you still have most of your ATACs after wiping out the Imperials, all is well and victory will soon be yours. If you're down to two or three ATACs, you're screwed, but you might as well try to win anyway before starting over again.

★ Use the Holy Light to get everyone healed up, then start

## Events

- ① About 57 turns after the start of the battle, **Imperials 1-4** appear on the pedestals on the west and east sides of the battlefield.
- ② About 57 turns after Imperials 1-4 appear, another wave of **Imperials (5-8)** shows up on the pedestals.
- ③ After taking roughly 200 HP of damage, **Faulkner** leaves his position at the top of the staircase to attack Bastion and his pals.

# Ending #1 (Bastion)



▲ Faulkner is vanquished, and you've just earned the first (and arguably the best) of **BANDITS'** five ending sequences. Bastion asks everyone if they're still illin' from the Zulwarr's spell...



▲ Logan gets serious and swears his allegiance to Bastion, under the condition that Bastion spars with him once a season. Bastion foolishly agrees, and his muscles will curse him for years to come.



▲ Sadira and Franco are the last folks to leave, with Sadira requesting that Bastion pay her frequent "visits" (ahem) and warning Milea that she's not gonna give Bastion up without a fight.



▲ ...and Logan confesses embarrassment at being manipulated by Faulkner. He also jokingly offers Claire's hand in marriage, which repulses Claire and enrages both Milea and Sadira.



▲ A shamed Dyuere apologizes for the major mess he caused, calls an end to the war between the Kingdom and the Empire, and swears to restore honor and pride to a nation in ruins.



▲ Save the game after the final scene, 'cause you definitely want credit for finishing that hellish mission. Back to the title screen you go, with a few extra options at your disposal...

## Allies (?)



CLAIRE (L23)

HP BAS POW DEX AGL DEF WEP  
228 19 20 16 18 14 29

OLIVER (L23)

HP BAS POW DEX AGL DEF WEP  
204 22 18 20 22 12 19

FAULKNER (L30)

HP BAS POW DEX AGL DEF WEP  
662 28 29 31 29 21 29

FRANCO (L23)

HP BAS POW DEX AGL DEF WEP  
149 11 16 20 15 15 21

HALAK (L24)

HP BAS POW DEX AGL DEF WEP  
155 18 18 20 16 18 19

LOGAN (L26)

HP BAS POW DEX AGL DEF WEP  
190 11 32 16 19 19 22

SHION (L24)

HP BAS POW DEX AGL DEF WEP  
234 14 24 15 21 20 21

## Events

- ① At the start of the battle, Faulkner emits a black pulse-wave from the Zulwarn, as he did in Mission 21—and the wave hypnotizes Bastion, placing him under Faulkner's control. Your friends are now your enemies, and the only way to "win" is by slaying all of your former allies. The game won't let you attack the bad guys, even if you want to, because you *are* a bad guy.

## Encounters



Each of **Bastion's** friends tries to awaken him after he attacks them for the first time, but their efforts are sadly wasted. He's gone to the Dark Side.

## Imperial Palace



## Strategy

★ Pretty much everyone who plays through **BANDITS** without this guide will get the bad ending on their first play-through, which is enormously frustrating, and for that we apologize. Heck, even *with* this guide, you're gonna get the unhappy finale if you don't keep your ATAC losses to an absolute minimum and maintain everyone's morale as you progress through the game. The good news is that you have to finish this mission anyway if you want the anal-retentive satisfaction of completing all 56 missions—and if you want to see the Faulkner ending.

★ You don't need to do anything in this mission, since Faulkner is overwhelmingly powerful, and the PlayStation's AI isn't bright enough to defeat him. Of course, you might as well have a little "fun" and take some whacks at your appalled companions, just to read their distraught comments.

# Ending #2 (Faulkner)



▲ With the last of Bastion's companions defeated, Faulkner yelps with joy at the realization that the Continent is now his to control.



▲ Also note that Prince Duyere and Duke Logan were considered worthy of making the cut, as they stand a few steps behind Bastion.



▲ After a few moments, Bastion realizes what's happened, and sinks into deep depression just as Faulkner announces that the power of the Zulwarr has given him immortality. Sucks for the Continent.



▲ Cut to a few hours later, in the throne room of the Imperial Palace, where Faulkner proudly assumes control of the Junaris Empire, and where Bastion stands like a frickin' zombie.



▲ As Faulkner is in the middle of his speech, Bastion finally starts to shake the Zulwarr's hypnotic spell, and silently wonders what the hell's going on.



▲ Save the game after the evil ending credits and you're sent back to the title screen, with no new options unlocked because you got the bad ending. Ouch.

## Enemies


**FAULKNER (L12)**

 HP BAS POW DEX AGL DEF WEP  
 126 B M 9 8 12 M

**IMPERIAL 1 (L9-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 97 B M 10 8 9 5 8

**IMPERIAL 2 (L9-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 97 B M 10 11 6 5 8

**IMPERIAL 3 (L6-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 66 B 1 1 4 4 9

**IMPERIAL 4 (L6-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 70 B 1 6 6 4 5 9

**IMPERIAL 5 (L6-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 62 B 5 1 6 5 5 9

**IMPERIAL 6 (L6-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 66 B 5 5 6 5 5 9

## Events

① If Bastion manages to defeat all six of the Imperials, **Faulkner** comments on what an impressive feat it is, and challenges Bastion to step up; he also leaves the bridge to pursue Bastion. (Defeating all six Imperials, by the way, is a *very* impressive feat—we send a chorus of golf claps in your direction if you manage to pull it off.)

② After Bastion attacks Faulkner for the first time, his ATAC shuts down from excessive damage. Just as Faulkner's about to haul Bastion away, Princess **Sadira** shows up and demands to know why Faulkner has left his post at the Imperial Palace. Faulkner notes with interest that Bastion and Sadira have met before.

## Mogron Trail



▲ The cast of **VANGUARD BANDITS** auditions for the plum role of "Person Who Just Learned The Definition Of The Word 'Elephantitis.'"

# Strategy & Tactics

★ There's no way to "win" this mission in the traditional sense, since Faulkner is literally invincible, but you can definitely take out Imperials 3-6 (riding in the weaker Barbatos ATACs) and possibly beat Imperials 1 and 2 (in the more powerful Einlagers) before your HP bottoms out. Start by moving behind Imperial 5 and stabbing him in the butt with a Thrust. You should get a second turn before Number 5 can move; finish him off with a Slash and make a mad dash for the southwest corner. You didn't actually think you were gonna fight these guys in the open, did you?!

★ Once you squeeze into the corner, the Imperials will be forced to line up and attack you one at a time, allowing you to avoid their blows with ease (they usually only have a 30-40% chance of success) and then smack them with the Strong Slash. You can also cheat—er, alter the space-time continuum by quicksaving before each encounter, and reloading if you miss or if the enemy hits. When you advance to Level 9 (and, if you defeat the Einlagers, to Levels 10 and 11), boost your DEF and POW to make defeating the remaining Imperials easier. (You'll still have to balance out your remaining stats later on.) Even without cheating, you shouldn't have trouble defeating all the Barbatos ATACs; it's the Einlagers that pose a challenge, since they have a slightly better chance of hitting you, and they do more damage when they connect.

★ If you smack down all six Imperials, Faulkner leaves the bridge to chase after you, and while it's amusing to keep running away from him, you eventually have to engage him in combat, which causes your ATAC to shut down and ends the mission. (You also score quite a bit of experience if you strike Faulkner before the shutdown, maybe even enough to advance to Level 12.) The good news is that your bacon is saved by Sadira, but we'll leave that for the story-advancing screenshots on the following pages....

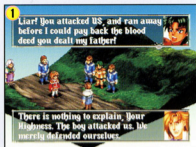


▲ Start the mission by popping the pooter of Imperial 5, who doesn't even get a chance to defend himself (heh, heh)...



▲ ...and run into the southwest corner, where your foes are kind enough to line up and march to their collective defeat.

# The Plot Thickens



▲ Faulkner tells Sadira that Bastion attacked first, but an enraged Bastion begs to differ, and tells Sadira he was pursuing Faulkner to have his revenge for the slaying of Kamorge.



▲ Faulkner is asked to explain his presence, and makes up a tall tale about hearing reports of Bastion's group and considering them serious enough to personally investigate.



▲ As a grumbling Faulkner leaves, Bastion yells and screams and expects to be tortured. Instead, Sadira makes him a member of her advisory council and a citizen of the Empire. Neato!



▲ Franco and Sadira are shocked at the news, but Bastion thinks she helped Faulkner to find Kamorge. Sadira says that she's never spoken to Faulkner about Bastion or his friends.



▲ Sadira, caught in a sticky situation, makes a canny decision: she thanks Faulkner for capturing Bastion, and declares herself in custody of him. Faulkner tries to dissuade her, but she insists, much to his chagrin.



▲ Bastion is extremely skeptical of Sadira's gesture, but eventually accepts the invitation to return with her to the Imperial Palace and find out just what the heck is happenin' here.



▲ We rejoin Bastion inside Sadira's chambers, where she introduces Franco (her chief advisor) and Halak (her "assistant" of sorts, but mostly an old hag).



▲ Bastion agrees to join Sadira's group for a short while, although he still hungers to stick a short sword a long way down Faulkner's throat at the earliest possible opportunity.



▲ Off to the map screen, where Bastion and his new friends travel west. Cecilia has staked out a group of Imperial renegades who've established a hideout inside a massive cave.



▲ Sadira knows about Faulkner's corruption, but can't openly accuse him; instead, she has formed a secret corps to investigate Faulkner's evil doings and stop them whenever she can.



▲ Next, we're introduced to the fifth member of Sadira's group, a hyperactive ninja maid named Cecilia. After her, a surprise guest: little Puck, who fell asleep in Bastion's ATAC.



▲ Buy new weapons and butter up Cecilia or Sadira (depending on the ending you want) at the Interview screen, then proceed to **Mission 26: Cave of Cretins** on the next page.

## Muilama Plat.



## Strategy

★ You're going to shoot up a *lot* of levels in this very simple and straightforward mission. Focus on the battle basics—hit your enemies from behind, counter-attack if you have enough FP to spare, stay close to maximize the assistance effect—and let your weaker party members (Cecilia, Franco, and Sadira) score the majority of the strikes and kills, while Bastion and Halak mostly observe, and place themselves behind the weaker ATACs to guard their backs. (Bastion and Halak will probably have to get a bit more active when the Bandit Chief and his three amigos arrive.) Your goal is to get everyone except Cecilia to Level 10 or higher by mission's end; with CC, you'll probably have to settle for Level 8 or 9.

## Events

① About 60 turns after the start of the battle, the **Bandit Chief** and **Bandits 1-3** appear on the north side of the battlefield, squeal with delight at the sight of Princess Sadira, and charge directly into the fray.

## Enemies



**BANDIT CHIEF (L11-F2000)**  
HP BAS POW DEX AGL DEF WEP  
95 12 19 7 7 6 19



**BANDIT 1 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
79 9 10 6 7 6 9



**BANDIT 2 (L8-F2000)**  
HP BAS POW DEX AGL DEF WEP  
69 7 9 6 7 6 9



**BANDIT 3 (L7-F2000)**  
HP BAS POW DEX AGL DEF WEP  
71 8 8 6 5 5 9



**BANDIT 4 (L6-F2000)**  
HP BAS POW DEX AGL DEF WEP  
65 7 6 6 5 5 9



**BANDIT 5 (L6-F2000)**  
HP BAS POW DEX AGL DEF WEP  
61 6 7 6 6 4 9



**BANDIT 6 (L6-F2000)**  
HP BAS POW DEX AGL DEF WEP  
57 5 7 6 4 3 10



**BANDIT 7 (L6-F3500)**  
HP BAS POW DEX AGL DEF WEP  
66 6 7 7 4 4 9



**BANDIT 8 (L6-F3500)**  
HP BAS POW DEX AGL DEF WEP  
70 7 6 6 4 5 9



**IMPERIAL 1 (L9-F5000)**  
HP BAS POW DEX AGL DEF WEP  
97 11 10 8 9 5 8

## Encounters



**Sadira** and the traitorous **Imperial Soldier** exchange verbal hostilities after their initial exchange of physical hostilities.



# The Plot Thickens



▲ Franco suspects that the Imperial soldier whom they bumped off was being bribed by the rebels in exchange for information. Sadira gets very sad that the Empire has fallen into such disarray.



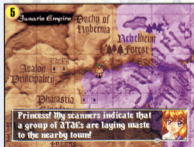
▲ Bastion isn't so quick to chuckle about the error, but is still enamored by Cecilia's good nature and good looks.



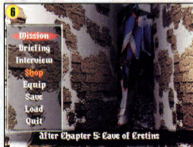
▲ As Sadira and her advisors walk away, Bastion stops Cecilia and asks why she didn't mention the Imperial if she knew he was there. She apologizes for her absent-mindedness and laughs it off.



▲ Bastion's raging hormones are always getting him into trouble—oh, *man*, can this writer relate.



▲ On their way back to the Empire, Cecilia detects some kung-fu fighting in a nearby town. Sadira asks if it's more naughty Imperials, but Cecilia can't be sure.



▲ Save the game, slap yourself silly, juggle chainsaws (not really), and proceed to **Mission 27: Harsh Reality** on page 130.

## Enemies


**KINGDOM 1 (L1-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 105 12 13 8 10 6 9

**KINGDOM 2 (L1-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 105 12 13 8 8 8 9

**KINGDOM 3 (L8-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 82 9 9 6 7 6 8

**KINGDOM 4 (L8-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 82 9 9 6 7 6 8

**KINGDOM 5 (L8-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 82 9 9 6 7 6 8

**KINGDOM 6 (L9-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 84 9 12 7 6 6 8

**KINGDOM 7 (L9-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 84 9 12 7 6 6 8

**KINGDOM 8 (L9-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 84 9 12 7 6 6 8

## Encounters



**Bastion** shares his disgust at the Kingdom's behavior with the first **Kingdom Soldier** he attacks, but the heartless Soldier doesn't give a dang.

## Events

- ① Three Kingdom reinforcements appear as you defeat the starting ATACs: **Kingdom 6** after whipping Kingdom 3, **Kingdom 7** after wasting Kingdom 4, and **Kingdom 8** after humiliating Kingdom 5.

## Rakton Plaza



## Strategy

★ As with most of the missions on the Empire branch, this one's pretty darn straightforward as long as you put the battle basics to use: stay in a group and use the assist factor like it's going out of style. Once again, you want to let your weaker characters score more kills to get 'em caught up with the stronger units. If you're feeling frisky, go ahead and spread out to fight foes on an individual basis instead of letting the Kingdom dudes come to you. (In fact, you might *have* to pursue at least one of 'em, as they tend to get stuck behind the houses while trying to confront you.) Everyone should gain another experience level before the mission is complete. Bastion mourns the loss of his innocence when the final Kingdom dude takes a tumble....

# The Plot Thickens



▲ Bastion is very distraught over learning that the Kingdom's soldiers are just as eager to hurt, maim, and kill as the Empire's soldiers. He even talks about joining his father in death. Time for therapy...



▲ Bastion sets himself a new goal: to learn more about the world and about his father, Kamorge. Why was Dad so fond of the Kingdom and so fearful of the Empire? Inquiring minds wanna know!



▲ Back in the meeting room, Franco starts spreadin' the news: Commander Zakov is preparing a raid on Araba Castle, and he needs Sadira to send whatever ATACs she can afford to spare.



▲ ...or for one of Cecilia's pep talks. She tells him not to give up hope, and whether it's her moving words or her bouncing jumbles that do the trick, Bastion's mood enormously improves.



▲ Sadira watches the conversation between Bastion and Cecilia and seethes with jealousy—until Franco notices her stare and calls her on it. Too embarrassed to respond, Sadira storms back to the palace.



▲ Bastion asks to come along with Sadira, and the Princess thinks that's a fine idea—at least until Cecilia *also* asks to come along, to which Sadira very reluctantly agrees.



# The Plot Thickens



▲ Sadira gets grumpier when Halak demands that she stay behind and fulfill her obligations as a member of the royal family—public appearances, bar mitzvahs, et cetera.



▲ As the journey to Araba begins, Bastion comments that this is the largest group of ATACs he's seen. Cecilia agrees that it's absolutely huge. (The ATAC group, we mean.)



▲ Bastion and Cecilia both comment on what a bizarre situation it is as they prepare to attack....



▲ Bastion and Cecilia run out the door as Sadira curses the wretched Halak. Franco chuckles a hearty chuckle at the amusing antics of his frustrated little ward.



▲ There's something goofy in the air as Bastion and CC approach the castle: instead of the expected group of Kingdom defenders, there's literally no one awaiting the Imperial attack.



▲ Save the game, shave your legs, switch your brand of toothpaste just for the heck of it, and proceed to **Mission 28: Traitorous Warrior** on the next page.

## Enemies



**GANLON (L11-F5000)**

HP BAS POW DEX AGL DEF WEP  
136 15 12 9 12 8 15



**IMPERIAL 1 (L10-F3500)**

HP BAS POW DEX AGL DEF WEP  
82 8 9 9 9 6 8



**IMPERIAL 2 (L10-F3500)**

HP BAS POW DEX AGL DEF WEP  
82 8 9 9 9 6 8



**IMPERIAL 3 (L10-F3500)**

HP BAS POW DEX AGL DEF WEP  
82 8 9 9 9 6 8



**IMPERIAL 4 (L9-F3500)**

HP BAS POW DEX AGL DEF WEP  
68 5 8 8 12 4 9



**IMPERIAL 5 (L9-F3500)**

HP BAS POW DEX AGL DEF WEP  
68 5 8 8 12 4 9



**IMPERIAL 6 (L9-F3500)**

HP BAS POW DEX AGL DEF WEP  
68 5 8 8 12 4 9



**KINGDOM 1 (L10-F3000)**

HP BAS POW DEX AGL DEF WEP  
94 11 10 1 9 6 8



**KINGDOM 2 (L10-F3000)**

HP BAS POW DEX AGL DEF WEP  
94 11 10 1 9 6 8



**KINGDOM 3 (L9-F3000)**

HP BAS POW DEX AGL DEF WEP  
84 9 12 1 1 5 8



**KINGDOM 4 (L9-F3000)**

HP BAS POW DEX AGL DEF WEP  
84 9 12 1 1 5 8



**ZAKOV (L14-F5000)**

HP BAS POW DEX AGL DEF WEP  
119 14 15 10 8 14 13

## Araba Castle



## Events

① At the start of the battle, **Bastion** realizes that **Ganlon**, the head of the forces at Araba, is selling out the Kingdom and turning over the property in exchange for more power within the Empire. This really pisses off the short-tempered Bastion, who attacks Ganlon and chews him out for his traitorous behavior. Ganlon is shocked, and a little pissed in kind. Zakov orders his men to capture Bastion and Cecilia, while the Kingdom and the Empire decide they should fight and kill each other like they always have.

# Strategy & Tactics

★ This is one of the stranger missions in the game, simply because it's so completely mental: you and Cecilia against a group of a dozen ATACs who *also* happen to be attacking each other. If you stay out in the main area of the battlefield,



▲ Bastion really hates it when people commit shameful acts (betraying their country, singing Celine Dion ballads in the shower, et cetera).

hide until one side eliminates the other (with the Empire almost always winning), but it's obviously a better idea to try for as many kills as possible; you should be able to raise Bastion and CC at least a level each.

★ The best strategy we've found is to have Bastion attack Ganlon until he flees the battle due to excessive damage; once the traitor is gone, Bastion and CC dash onto the bridge and continue the fight, while the Imperial and Kingdom forces start going after each other. If you're extremely fortunate, you'll get Zakov to leave his back open for Bastion and CC to take shots at him.

you're going to be quickly surrounded and squashed by the combined might of the Kingdom and the Empire, so your best course of action is to dash for the western bridge, where you and CC can take on the ATACs one or two at a time.

If you're feeling especially silly, you can run all the way across the bridge and



▲ Position Bastion and Cecilia on the bridge and watch the Kingdom and the Empire scrap directly in front of them.

## Encounters



**Bastion** goes off on both **Ganlon** and

**Zakov** after attacking them for the first time.



**Cecilia** and **Zakov** exchange words after their first scuffle, with Zakov vowing to file a complaint.



The happy trio of **Bastion**, **Ganlon**, and

**Zakov** all have something to say when their HP have been reduced to zilch. Ganlon's death message, because he flees the battle if he's reduced to 50% or less of his HP, is very rarely seen.

## Events

- ② **Ganlon** runs off the battlefield if he's reduced to 50% or less of his HP.
- ③ **Bastion** yells out a hoot and a holler of triumph if he's the **last ATAC standing** on the battlefield. Then he belatedly realizes that what he did was quite silly.

# The Plot Thickens



▲ After the PR disaster at Araba, Faulkner tells Bastion that he's to be court-martialed, and that he's under house arrest. Sadira says "Shyeah, right!" and storms out of the room with Bastion in tow.



▲ We cut to Sadira's chambers, where Sadira explains to Bastion that he can't be attacking potential Imperial allies. Cecilia apologizes for not stepping in and stopping the madness.



▲ Thomson explains that he was forced to serve the Empire, because Faulkner would've slain Thomson's wife otherwise. As usual, Faulkner is quite the ruthless bastard.



▲ As Bastion is goin', an old man named Thomson is comin'. He takes an extra-long look at the green-haired boy and asks Faulkner for a little background on Bastion. Hmm.



▲ Thomson knocks on the door and barges into the meeting, asking for a private moment with Bastion, who notices Thomson's robes and accuses him of betraying the Kingdom à la Ganlon.



▲ Bastion grants Thomson his moment, but not a private one, since Sadira and the others are essentially Bastion's family. Thomson asks two questions of Bastion...

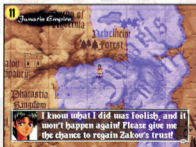
# The Plot Thickens



▲ ...and determines that Bastion is the long-lost Prince of the Pharastia Kingdom. This revelation is met with shock, surprise, disbelief, and in Halak's case, uncontrolled flatulence.



▲ Bastion realizes that the war between the Kingdom and the Empire is basically his fault. Franco and Halak basically agree as they leave the suddenly uncomfortable room.



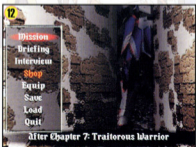
▲ Cut to the map screen, where Zakov launches an attack on Araba. Bastion asks to join Sadira in the attack, and she agrees, seeing a chance for Bastion to regain Imperial favor.



▲ Thomson explains that Kamorge was the code-name of Alugard, the King's chief bodyguard, who disappeared along with Bastion fifteen years earlier. As he leaves, he warns Bastion to be cautious.



▲ Sadira and Cecilia also leave Bastion to absorb the news, although Cecilia takes a few moments to give Bastion a mighty pimp-slap and scream that he's not the only one with a burden to bear.



▲ Save the game, teach your dog to fetch a beer from the fridge, scrub the toilet, and proceed to **Mission 29: Bastion's Secret** on the very next page.

## Enemies



**GANLON (L13-F5000)**

HP 136 BAS 15 POW 12 DEX 9 AGL 12 DEF 8 WEP 15



**KINGDOM 1 (L10-F3000)**

HP 94 BAS 11 POW 10 DEX 7 AGL 9 DEF 6 WEP 8



**KINGDOM 2 (L10-F3000)**

HP 94 BAS 11 POW 10 DEX 7 AGL 9 DEF 6 WEP 8



**KINGDOM 3 (L9-F3000)**

HP 84 BAS 9 POW 12 DEX 7 AGL 7 DEF 5 WEP 8



**KINGDOM 4 (L9-F3000)**

HP 84 BAS 9 POW 12 DEX 7 AGL 7 DEF 5 WEP 8



**KINGDOM 5 (L11-F3000)**

HP 100 BAS 12 POW 11 DEX 7 AGL 9 DEF 7 WEP 8



**KINGDOM 6 (L11-F3000)**

HP 100 BAS 12 POW 11 DEX 7 AGL 9 DEF 7 WEP 8



**KINGDOM 7 (L12-F4000)**

HP 103 BAS 11 POW 14 DEX 7 AGL 8 DEF 10 WEP 9



**KINGDOM 8 (L12-F4000)**

HP 103 BAS 11 POW 14 DEX 7 AGL 8 DEF 10 WEP 9

## Araba Castle



## MISSION 28: BASTION'S SECRET

## Encounters



**Bastion and Ganlon** continue their feud from Mission 28 when

they cross swords for the first time in *this* mission.



Not really an encounter, but we're cheating to fit everything on one page:

**Ganlon** runs away if he's reduced to under 50% of his HP, and openly weeps if he's reduced to 0 HP.

## Strategy

★ The object of this semi-challenging mission is to defeat all the Kingdom soldiers before they defeat Zakov, who's planted in front of **Araba's entrance**. Scurry across the bridge as quick as you can and gang up on the multitude of ATAC foes, including Ganlon, who once again runs away when he's whittled down to under 50% of his HP.

★ Your weaker ATACs, as always, should claim the majority of the kills to catch up with the stronger ones. Bastion probably won't need any leveling up after the multiple kills he racked up in Mission 28, but he can soften up the stronger Kingdom dudes with Slashes and Thrusts. And, just for kicks, you should let Zakov die to hear his amusing final words.

# The Plot Thickens



▲ Franco and Sadira call a meeting 'cause Faulkner is telling Prince Duyere that violence is the only way to conquer the Continent. Sadira's plan is to make peace instead, starting with Nordilain and Hibernia.



▲ Nordilain is already pals with the Empire, which makes it a good place to start, while Hibernia is a neutral country that'll require considerably more persuasion.



▲ We make a brief journey to the map screen, where Sadira marches north into Nordilain and asks for an audience with Duke Logan, which is quickly granted.



▲ Duke Logan listens to Sadira's pitch and agrees to sign a peace treaty with the Empire—but only if Sadira engages the Duke in five-on-five combat and manages to win.



▲ Bastion is nominated as the leader of the Imperial squad, while Logan assumes the helm of the Nordilain squad, which includes daughter Claire, advisor Shion, and two strong soldiers.



▲ Save the game, do some much-needed shopping for weapons and other stuff, dance 'til ya can't dance no' mo', and proceed to **Mission 30: Logan's Test** on page 139.

## Enemies


**CLAIRE (L13-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 97 9 18 13 9 8 15

**LOGAN (L18-F12000)**

 HP BAS POW DEX AGL DEF WEP  
 158 13 29 12 10 15 20

**NORDILAIN 1 (L11-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 76 6 15 9 9 6 10

**NORDILAIN 2 (L11-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 76 6 15 9 9 6 10

**SHION (L15-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 96 9 14 10 13 15 18


## Altaiga Forest

## Encounters



**Claire** and **Sadira** don't like each other at all, the reasons for which are revealed when they attack each other for the first time: Claire stole one of Sadira's boyfriends at military school.



**Bastion** and **Logan** have an amusing exchange of taunts after their first battlefield encounter, with each of them promising to spank the other.



**Bastion, Cecilia, Claire,**

**Franco, Halak, Logan, Sadira,** and **Shion** cry out with words of apology and/or embarrassment when they're eliminated.



## Strategy

★ Now, you *could* make a dash for the high ground on the north side of the battlefield, but you can fight just as effectively if you stay at the starting point, positioning your weaker ATACs to take the brunt of the Nordilain team's attacks (and thus build up their experience). Shion and Logan, having the beefiest levels, will be the toughest ATACs to kill—you'll need to utilize all your party members to wear them down and get them dizzied for finishing blows.

★ By this point in the game, Sadira's DEX and AGL (which you've been boosting at every opportunity, haven't you?) should reach 20 and 15, respectively, giving her the super-powerful **Spiral Dive** (which unfortunately blows so many FP that its usefulness is quite limited).

★ Here's the dirty little secret of this mission: it doesn't really matter whether you win or lose (other than the boosted morale, considerable experience, and big bucks which a victory brings you). Regardless of the outcome, you're moving onto **Mission 31: Clashing in the Snow**.

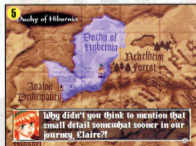
# The Plot Thickens



▲ If you defeated Duke Logan and his buds, he and Claire congratulate you, and the Duke agrees to the formal alliance with the Empire. Sadira is most pleased with herself.



▲ With the treaty in place, Logan gives Sadira something she definitely does *not* want: Claire as the newest party member. Sadira begs him to reconsider, but there's no changing the Duke's mind.



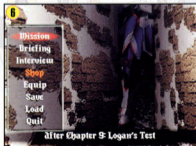
▲ Sadira goes into a conniption while Claire wonders if the Hibernians will recognize her. A few moments later, that question is answered when the party is surrounded by ATACs.



▲ If Duke Logan and his buds defeated you, he agrees to the alliance anyway, and Claire explains that he just wanted a good fight, which is why he tricked Sadira into beefing with him.



▲ As the party walks west to Hibernia, Claire starts getting nervous. When Sadira asks why, Claire explains that Nordilain and Hibernia are at war, with Logan even preparing to launch an invasion.



▲ Save the game, trade in your old car for a Mitsubishi 3000GT, pack a lunch for school tomorrow, and proceed to **Mission 31: Clashing in the Snow** on page 141.

## Enemies



**BARLOW (L11-F2500)**

HP BAS POW DEX AGL DEF WEP  
84 8 8 8 7 18 11



**DEVLIN (L13-F2500)**

HP BAS POW DEX AGL DEF WEP  
88 8 16 11 7 11 13



**HIBERNIA 1 (L12-F2500)**

HP BAS POW DEX AGL DEF WEP  
82 7 9 9 8 19 11



**HIBERNIA 2 (L12-F2500)**

HP BAS POW DEX AGL DEF WEP  
82 7 9 9 8 19 11



**HIBERNIA 3 (L12-F2500)**

HP BAS POW DEX AGL DEF WEP  
82 7 9 9 8 19 11



**HIBERNIA 4 (L12-F2500)**

HP BAS POW DEX AGL DEF WEP  
82 7 9 9 8 19 11



**HIBERNIA 5 (L12-F2500)**

HP BAS POW DEX AGL DEF WEP  
82 7 9 9 8 19 11



**HIBERNIA 6 (L12-F2500)**

HP BAS POW DEX AGL DEF WEP  
82 7 9 9 8 19 11



**SEC. CHIEF (L14-F4000)**

HP BAS POW DEX AGL DEF WEP  
94 9 11 10 8 22 15

## Taliu Tundra



## Events

- ① About 48 turns after the battle begins, **Barlow**, **Devlin**, and the **Security Chief** leave their perch and join the fray.

## Encounters



**Bastion** and **Devlin** have an exchange in which Devlin asks what the heck Bastion is doing, and Bastion recognizes Devlin from Mission 2: Bandit Brigade.



**Claire** and **Devlin** confess their love for each other after their first fight. No, actually, they confess their bitter hatred for one another.



# Strategy & Tactics

★ While most missions in **BANDITS** reward you for keeping your ATACs in a close group and watching each other's backs, this mission rewards and encourages you to be aggro, **charging at the enemies** and taking them out as quickly as possible. By the time Barlow, Devlin, and the Security Chief make their move, you should already be in the thick of battle with the Hibernian ATACs, who have higher-than-average DEF ratings and thus absorb more punishment than average foes. If you decide to hang back and let the Hibernians come to you, you're in for a surprise: the normal soldiers don't move until you move at them first. (Barlow, Devlin, and the Chief



▲ Unlike most missions, staying where you start is a bad idea; instead, move forward and immediately start smacking the Hibernians upside their heads.

★ Yet another reason you want to charge and attack the Hibernian soldiers right away is that the mission doesn't end until either **Devlin or the Security Chief are defeated**. In other words, you want to bump off the weaker Hibernians quickly, with minimal interference from Devlin and the Chief, whom you're not going to attack until all the other ATACs are disposed of. You should end the mission with eight kills: all of the Hibernians, Barlow, and either Devlin or the Chief. (The Chief has a higher level, and thus



▲ When Devlin or the Chief is defeated, Melior arrives and scolds her brother for being an overly aggressive ninny.

pursue you whether you move or not.)



▲ Your ATAC group is only as strong as your weakest character, so get Claire powered up a couple of levels.

dishes out more XP, so he's a more worthy target.)

★ This is your **first battle with Claire**, and her experience level will (or should, anyway) be lower than the other people in your party, so focus on allowing her to score some kills. With the powerful opponents in this mission, you should be able to raise her two levels (to Level 13) before it's over.

★ When the finishing blow is struck against Devlin or the Chief, a fresh-faced lass named **Melior** appears at the southern end of the battlefield with two powerful escorts to call off

Devlin's assault. A red-faced Devlin (if he's still standing) asks his sister to stop embarrassing him. That's right, his sister—family ties in **BANDITS** are invariably revealed in dramatic moments like these.

# The Plot Thickens



▲ Alden apologizes for Devlin's behavior, and Sadira apologizes for bringing along the devil-spawn of Logan. With that little matter out of the way, Sadira delivers her pitch for peace...



▲ ...but Alden declines, saying that an alliance would jeopardize all the work he's done. He also anticipates being at war with the Empire. Sadira sulks and stomps away.



▲ As Bastion is leaving, Devlin asks why Bastion is hanging with the Empire instead of trying to gain revenge for his father's death. Bastion explains that he *will* have his revenge, in time.



▲ Alden tells Bastion that he'll have to make a choice about his future, and soon. He also reveals that he knows of Bastion's royal lineage. Bastion sulks and stomps away.



▲ Cut to Sadira's chambers at the Palace, where Bastion is wondering what to do next, and Cecilia is giving him a shoulder to cry on. CC asks Bastion if she can tell *him* a secret, and it's a whopper...



▲ ...Cecilia is spying on Princess Sadira for an unknown third party. Bastion can respond with "I'm going to tell Sadira the truth!" and "I'll keep your secret...for now."

# The Plot Thickens



▲ If you choose "I'm going to tell Sadira the truth!", Cecilia points out that the Princess is much more likely to believe CC than Bastion. She also tells Bastion she's tired of carrying her burden alone.



▲ Sadira bursts in on Bastion and CC, and tries to run when she bumps into Claire, who immediately sees Sadira's jealousy and mercilessly teases her until Franco calls a meeting into order.



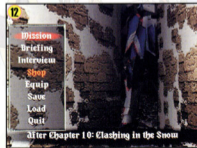
▲ Cut to the map, where the party walks west toward Dionne-Lehve's kingdom, but is ambushed by mystery ATACs while tiptoeing through the Kingdom.



▲ If you choose "I'll keep your secret," Cecilia thanks Bastion and confides that she's been a spy for so long that she's starting to forget her own identity. (This response also raises CC's morale.)



▲ Thomson explains that there's a Royal ATAC called the Ultragunner, and that Bastion's the only one who can use it, and that Marquis Dionne-Lehve has the stone which powers it.



▲ Save the game, do a little dance, make a little love, get down tonight, and proceed to **Mission 32: Thomson's Fate** on the facing page.

## Enemies


**GALVAS (L16-F5000)**

HP 158 POW 19 DEX 20 AGL 11 DEF 10 WEP 12 16


**KINGDOM 1 (L14-F4000)**

HP 127 POW 16 DEX 15 AGL 12 DEF 10 WEP 9 12


**KINGDOM 2 (L14-F4000)**

HP 127 POW 16 DEX 15 AGL 12 DEF 10 WEP 9 12


**KINGDOM 3 (L13-F4000)**

HP 125 POW 16 DEX 13 AGL 10 DEF 9 WEP 9 12


**KINGDOM 4 (L13-F3000)**

HP 116 POW 15 DEX 12 AGL 10 DEF 8 WEP 10 9


**KINGDOM 5 (L12-F3000)**

HP 94 POW 10 DEX 11 AGL 9 DEF 9 WEP 11 9


**KINGDOM 6 (L12-F3000)**

HP 94 POW 10 DEX 11 AGL 9 DEF 9 WEP 11 9


**KINGDOM 7 (L12-F3000)**

HP 94 POW 10 DEX 11 AGL 9 DEF 9 WEP 11 9


**KINGDOM 8 (L12-F3000)**

HP 94 POW 10 DEX 11 AGL 9 DEF 9 WEP 11 9

## Strategy

★ There's nothing very tricky about this mission, although you'll probably suffer one or two lost ATACs at the hands of the **POW-heavy Kingdom forces**, a few of whom are also equipped with the dreaded Turbulence attack. Move Bastion back into the group and stay near the starting point, keeping your ATACs in a tight formation, and allowing the Kingdom soldiers to storm directly at you. It doesn't matter when you defeat Galvas during the mission, so you might as well eliminate him sooner rather than later. If you're looking for a laugh, you can send your squad up the "stairs" to the plateau, but there's no real advantage to be gained (unless you'd prefer to lead your opponents up the stairs and hit them one at a time, which takes quite a while).

## Encounters



Mean old **Galvas**

has hostile exchanges with three of your party members after hitting them for the first time: **Bastion** (who can't make Galvas believe him), **Claire** (who plans to kick the old man's butt), and **Sadira** (whom Galvas can't wait to slay).

## Tokoma Valley



# The Plot Thickens



▲ A dying Thomson tells Bastion, in whose arms he's cradled, not to be upset with the stubborn Galvas, who was just doing his job.



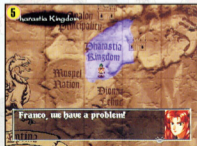
▲ Bastion promises to be cool with the old man in their next encounter.



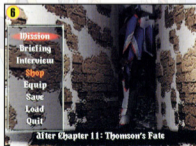
▲ Thomson also asks Bastion to bring peace to the Continent, and to rescue Thomson's wife. Bastion says that he will.



▲ Thomson takes his final breath, leaving Bastion and the others in a state of extreme sadness.



▲ Off to the map screen, where Bastion continues his march to the south and to Dionne-Lehve. Most unfortunately, the party is ambushed a second time. Who is it this time?



▲ Save the game, post your last will and testament on a website, and proceed to **Mission 33: Andrew's Test** on page 147, which is right across from this one, thus making it very easy to find.

## Enemies


**ANDREW (L18-F4400)**

 HP BAS POW DEX AGL DEF WEP  
 114 12 11 16 27 12 12

**MERCENARY 1 (L17-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 130 14 16 11 12 12 13

**MERCENARY 2 (L14-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 89 9 10 10 11 9 12

**MERCENARY 3 (L14-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 89 9 10 10 11 9 12

**MERCENARY 4 (L14-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 89 9 10 10 11 9 12

**MERCENARY 5 (L13-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 99 12 11 10 9 9 13

**MERCENARY 6 (L13-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 99 12 11 10 9 9 13

**MERCENARY 7 (L13-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 99 12 11 10 9 9 13

**MERCENARY 8 (L15-F2000)**

 HP BAS POW DEX AGL DEF WEP  
 95 10 19 11 7 9 15

**MERCENARY 9 (L15-F2000)**

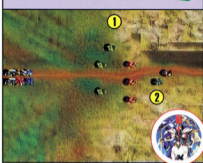
 HP BAS POW DEX AGL DEF WEP  
 95 10 19 11 7 9 15

## Encounters

**Andrew** has conversations with no less than *five* of your party members after hitting them for the first time: **Bastion**, **Cecilia**, **Claire**, **Halak**, and **Sadira**. (The conversations with Claire and Halak are the most amusing.)



## Echial Field



## Events

- When **Mercenary 2** is defeated, **Mercenaries 8 and 9** appear at this point on the battlefield to avenge their fallen brother.
- When Andrew is reduced to less than 50% of his HP, he compliments Bastion and leaves the battle.

## Strategy

★ The highlights of this straightforward mission are the **amusing exchanges** between Andrew and Bastion's female party members. The mission also hints at some sort of relationship between Andy and Cecilia, an intrigue which will be explained in the near future. And as for strategies? Stay in a group and let the mercenaries come to you. They're kind enough to **attack in waves** instead of all at once—the green guys, then the red guys, and Andrew and Merc 1 last.

★ The appearance of **two more ATACs** near the end of the mission is a surprise, but you should be more than able to handle them—in fact, you shouldn't lose more than one ATAC in this mission.

# The Plot Thickens



▲ On the way to Dionne-Lehve, Claire explains that Dionne and Logan clashed when they were young'uns. Logan says the fight was a "tie," which fills Sadira with hope that Dionne can be beaten...



▲ ...until Claire explains that Sadira's earlier battle with Logan was just a sparring match, not a full-fledged battle. Sadira curses out Claire for the hundredth time since she joined the party.



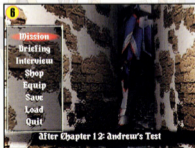
▲ At Dionne-Lehve's castle, Bastion explains why they've come, and Dionne asks Bastion two questions: why has he hooked up with the Empire, and what does he want to do with Ultragunner?



▲ Bastion's answers: he hasn't hooked up with the Empire—he just wants to join Sadira in bringing peace to the Continent—and all he's gonna do with Ultragunner is beat up the bad guys.



▲ Dionne agrees to hand over Gratia, if Bastion and his buddies defeat Dionne and his pals in five-on-five arena combat (but with only one ATAC from each side at a time).



▲ Save the game, check out the shop (although you should have already purchased the best weapons and stones four missions ago), and proceed to **Mission 34: Grabbing Gratia**.

## Enemies



MERCENARY 1 (L15-F2000)  
HP BAS POW DEX AGL DEF WEP  
107 13 13 11 10 10 13



MERCENARY 2 (L16-F2000)  
HP BAS POW DEX AGL DEF WEP  
97 10 11 11 13 10 12



MERCENARY 3 (L17-F4000)  
HP BAS POW DEX AGL DEF WEP  
130 14 20 11 12 12 13

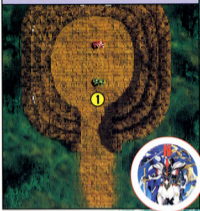


ANDREW (L18-F4400)  
HP BAS POW DEX AGL DEF WEP  
114 12 11 16 21 12 12



DIONNE (L22-F12000)  
HP BAS POW DEX AGL DEF WEP  
182 17 26 11 13 14 23

## Regio Castle



## Encounters

While this short mission doesn't really have what you'd call *encounters*, it does have a tremendous amount of text, in the form of comments made by Bastion's friends and Dionne's warriors. Let's start from the top:



**Claire**, **Franco**, **Cecilia**, **Sadira**, and **Bastion** each say

something when they enter the arena, and when they're knocked the frick out.



**Andrew** has very special (and usually naughty) comments

for four of your five ATACs when he clashes with them for the first time: **Claire**, **Cecilia**, **Sadira**, and **Bastion**.



## Events

- ① Each new ATAC enters the arena in the **center**, which is handy to know. Defeat your enemies at the edge of the arena so that when the next ATAC appears, you have a turn or two to rest before your next foe maneuvers within attack range.



**Dionne** has something special to share with three of the five

members of your team: **Claire**, **Sadira**, and **Bastion**.



**Bastion** celebrates his squad's victory at the end of the mission, but what he says depends on whether he fought or not. (He's rather pleased if he never needs to enter the arena.)

# Strategy & Tactics

★ This is an unusual mission in that characters **other than Bastion** will reap most of the XP rewards, since he's the last in line to fight—and he frankly shouldn't even make an appearance in the arena, if your ATACs are sufficiently powered up



▲ Keep your back against the arena wall, as demonstrated by Claire in this action-packed screenshot, to prevent Dionne's men from taking swats at your backside.

way to prove your bravery to the Marquis (although it certainly proves your lack of guts).

★ So what's the best strategy to use in these one-on-one clashes? Keep your back against a wall at all times, counter-attack only when your FP are low, strike from behind only when you're confident of a killing blow, and rest on every third turn or so to restore your FP meter.

★ If you're doing horribly at this mission and just want to get through it—or you want to power



▲ Dionne loves his Bursting Fire, which is strong enough to knock out any of your ATACs with one shot, but it also leaves him dizzy and delightfully vulnerable.

(which they should be). Claire should be able to hack her way through all the Mercenaries before falling, with Franco and Cecilia polishing off Andrew, and CC and Sadira finishing Dionne (who rather foolishly keeps using his Bursting Fire attack and leaving himself dizzy).

★ Just in case you're wondering: no, you can't **walk out of the arena**. You'll only get as far as the entrance before you're automatically prevented from moving any further. Besides, running away from the battle isn't exactly the best



▲ Andrew and Cecilia have a brief and tense conversation when they engage in combat for the first time.

Claire up to insane levels—move behind her enemies and strike with the Strong Slash, then avoid their attacks on her backside. Quicksave after every successful hit, and reset/continue if you miss an attack, or if your enemy lands an attack. By cheating your brains out, you can get through the entire battle without losing a single HP. Completing the mission with this technique takes a considerable length of time, since you're constantly resetting, but it *does* work.

# The Plot Thickens



▲ Dionne congratulates Bastion on the big win, and gives him Gratia. As Bastion puts the precious pebble in his palm, it explodes with light. What the hey?



▲ Dionne explains that Gratia recognizes Bastion as a man of pure heart and stylin' clothes, and will thus power the Ultragunner when Bastion manages to find the bloody thing.



▲ As the party is leaving, Andrew tells Cecilia that she's receiving a special gift: Andy's Vedocorban ATAC. They also exchange heartfelt words which strongly hint at a past between them.



▲ Off to the map screen, where the party encounters a landslide on the way back to Araba. Bastion and his buds are forced to detour west around the landslide, cutting through the Muspel Nation...



▲ ...where they're attacked by ATACs literally the moment they set foot across the border.



▲ Save the game, save your aluminum cans, save the whales, and proceed to **Mission 35: Rotten Radcot** on page 152.

## Enemies


**MUSPEL 1 (L17-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 120 14 13 15 10 11 15

**MUSPEL 2 (L17-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 124 15 12 15 10 11 15

**MUSPEL 3 (L16-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 122 15 12 12 12 10 14

**MUSPEL 4 (L16-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 122 15 13 11 12 10 14

**MUSPEL 5 (L15-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 116 14 13 11 11 9 14

**MUSPEL 6 (L15-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 120 15 12 11 11 9 14

**MUSPEL 7 (L14-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 122 16 13 10 10 7 13

**MUSPEL 8 (L14-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 122 16 13 10 10 7 13

**MUSPEL 9 (L14-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 122 16 13 10 10 7 13

**RADCOT (L20-F12000)**

 HP BAS POW DEX AGL DEF WEP  
 218 21 15 12 12 11 20

## Strategy

★ Although Sadira starts the mission surrounded by **four Muspel** ATACs, her stats should be high enough by now to allow her to survive their initial assault (if she dies, the game is over) and run to the west side of the battlefield to join her buddies. Meanwhile, your other ATACs should bunch up and use the assist factor to withstand the Muspels, who have a considerable movement advantage. If you try to maneuver behind them, you often use up all your AP in the process, with nothing left for attacking. There's an exception to this rule: it's okay to move behind a Muspel once he's worn down and ready for a killing blow. With their superior numbers, it's important to bump off the Muspels as quick as you can.

★ By the time **Radcot** starts moving at you from his starting point on the east side of the battlefield, you should have already eliminated one or two ATACs, and by the time he actually *reaches* you, about half of his troops should be gone. Unlike other missions, defeating Radcot won't cause the other Muspels to retreat, so kill him as soon as you can with the time-honored Turbulence-dizzying technique.

## Encounters



Princess **Sadira** doesn't like Duke **Radcot** one little bit, and lays a whopper of an insult upon him when they clash for the first time in the battle.

## Vukryou Desert



# The Plot Thickens



▲ Cecilia walks in on Bastion in the middle of some deep thoughts, and asks what he's mulling over. It's the Ultragunner, of course, and Bastion admits he doesn't know how its power will affect him.



▲ Sadira walks in on Bastion and CC, and summons them to a meeting while crying on the inside about their burgeoning affection. Claire tells Sadira that she needs to bust some moves on Bastion.



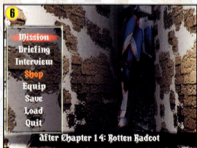
▲ ...and finds what he thinks is merely a statue of the Ultragunner. Nuh-uh. Gratia lights up in Bastion's amazed eyes. He walks toward the Royal ATAC...



▲ Bastion asks CC about her relationship with Andrew, and she admits that not only was he her tutor in the martial arts, but they also hooked up for a brief and regrettable period of time.



▲ After a brief jaunt across the map, Bastion and Friends arrive at the Melania Temple, home of the Ultragunner (and the Whopper). After some encouragement, Bastion walks inside...



▲ ...and you're taken to the intermission screen. Save the game, walk this way, talk this way, and proceed to **Mission 36: The Royal ATAC** on page 154 (hey, the next one!).

## Enemies

	<b>B.G. CHIEF (L21-F5000)</b> HP BAS POW DEX AGL DEF WEP 153 19 21 15 11 12 20
	<b>BODYGUARD 2 (L20-F5000)</b> HP BAS POW DEX AGL DEF WEP 151 19 19 16 11 11 19
	<b>BODYGUARD 3 (L19-F5000)</b> HP BAS POW DEX AGL DEF WEP 141 17 17 14 11 14 19
	<b>BODYGUARD 4 (L18-F5000)</b> HP BAS POW DEX AGL DEF WEP 143 18 16 13 12 11 19
	<b>DUYERE (L17-F12000)</b> HP BAS POW DEX AGL DEF WEP 172 17 14 16 16 9 19
	<b>FAULKNER (L23-F8000)</b> HP BAS POW DEX AGL DEF WEP 172 19 21 16 14 17 20
	<b>IMPERIAL 1 (L17-F2000)</b> HP BAS POW DEX AGL DEF WEP 103 11 11 10 15 15 14
	<b>IMPERIAL 2 (L17-F2000)</b> HP BAS POW DEX AGL DEF WEP 103 11 11 10 15 15 14
	<b>IMPERIAL 3 (L17-F2000)</b> HP BAS POW DEX AGL DEF WEP 103 11 11 10 15 15 14
	<b>IMPERIAL 4 (L16-F3500)</b> HP BAS POW DEX AGL DEF WEP 118 14 14 10 11 10 17
	<b>IMPERIAL 5 (L16-F3500)</b> HP BAS POW DEX AGL DEF WEP 118 14 14 10 11 10 17
	<b>IMPERIAL 6 (L16-F3500)</b> HP BAS POW DEX AGL DEF WEP 118 14 14 10 11 10 17

## Encounters



**Bastion** and **Faulkner** continue their feud in this mission when they fight each other, with Faulkner confessing that he knew where the Ultragunner was all along (which may well be a fat lie).



**Duyere** gets into a verbal jousting match with **Bastion** and **Sadira** when he scraps with either of them, and he refuses to admit that Sadira is anything but a traitor to her country.



**Duyere** and **Faulkner** have a conversation in four circumstances: when Duyere is reduced to under 50% of his HP, when Duyere is defeated, when Faulkner is reduced to under 50% of his HP, and when Faulkner is defeated. In all of these circumstances, they both retreat from the battle.

## Melania Delta



# Strategy & Tactics

★ With Bastion riding high in the Ultragunner, there should be very little difficulty getting through this mission without any losses, as he should have a high enough BAS level to use the HP-restoring Holy Light skill. You'll want to keep your other ATACs



▲ From this mission onward, you'll be keeping your ATACs in this cozy formation, so everyone stays within range of Bastion's bloody bright Holy Light.

you from the south bridge, but they're easily disposed of; it's the stronger Imperials to the east which will require most of your attention. When Duyere and Faulkner finally decide to get involved in the battle, go after Faulkner, whose higher level means additional XP for whomever's attacking him. Remember, when Faulkner retreats from the battle, so does Duyere.

★ The story scene between this mission and Mission 37 is so short that we've thrown it on this page in the interest of getting to the next batch



▲ Claire offers much-needed sanctuary to Bastion and Sadira.

within two squares of Bastion, so the Holy Light can reach them whenever Bastion needs to bust it out. Bastion should also be at almost 20 with all of his personal statistics, which gives him all but one of the Ultragunner's various insanely powerful attacks.

★ The simplest, and perhaps the most effective, strategy we found for this mission is simply to bunch your six-pack of ATACs together on the north bridge, with Bastion in the middle and his buddies surrounding him. The weaker Imperials will come at



▲ Duyere and Faulkner are the last enemies to attack you, and reducing either one of them to 50% or less of their HP makes them both go bye-bye.

of strategies ASAP. (Plus, we don't have enough cool artwork to fill up two-thirds of a page.)

★ After the battle, Sadira mourns the fact that she's an outcast from the Empire, but Claire cheers her up by allowing everyone to camp in Nordilain. They're on the way to Duke Logan's castle when they encounter a big bunch of ATACs near the border. A scrap ensues. Save the game, chew your food with your mouth closed, and proceed to

**Mission 37: Refuge in Nordilain** on page 156.

## Enemies


**GALVAS (L22-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 186 23 24 14 13 15 11

**GANLON (L21-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 164 18 15 12 13 16 11

**KINGDON 1 (L18-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 147 19 16 13 14 11 13

**KINGDON 2 (L18-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 147 19 16 13 14 11 13

**KINGDON 3 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 132 11 13 12 16 9 9

**KINGDON 4 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 132 11 13 12 16 9 9

**KINGDON 5 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 132 11 13 12 16 9 9

**KINGDON 6 (L18-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 131 15 16 13 14 11 13

**KINGDON 7 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 116 13 13 12 16 9 9

**KINGDON 8 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 116 13 13 12 16 9 9

**KINGDON 9 (L17-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 116 13 13 12 16 9 9

## Events

- ① **Galvas**, **Ganlon**, and **Kingdom ATACs 6 through 9** show up here after 30 turns, and join the fight after a brief chat (during which Galvas and Ganlon debate about how Bastion is using Ultragunner).

## Estel Mountain



## Encounters



**Bastion** has conversations with both

**Galvas** and **Ganlon** when he fights them. Galvas is almost convinced of Bastion's lineage, but is offended when Bastion declares that he doesn't want to support the Kingdom; Ganlon explains that he needs to stay in good graces with the Kingdom since his relocation to the Empire didn't work out.

# Strategy & Tactics

★ The strategy for this mission is much like the previous one; bunch everyone around Bastion and use his Holy Light skill when necessary to keep all your



▲ Position your squad in the hedge just south of where you start the mission and let the silly enemies come to you.

★ Heck, just about *everyone* should be at Level 20 by now, while we're chatting about stats; try to get your weaker ATACs into the action and boost 'em up, because we're headed into the home stretch of the game, and you need all your companions to be beefy.

★ You should also decide at this point if you want to finish the game on the Cecilia branch or the Sadira branch, 'cause there's an event coming up which has a huge effect on Sadira's morale (either good or bad). Both branches are interesting, although the Cecilia branch is definitely more melancholy. The choice is yours, homeslice.

ATACs fighting fit. Position your group just below the hedge in which you start the mission and let the Kingdom soldiers come to you. Unfortunately, you won't eliminate but one or two of them before Galvas and Ganlon arrive on the scene, which can be a little overwhelming, and might result in a casualty or two if you get sloppy.

★ If you haven't achieved it already, this should be the mission where Bastion gets all his stats pumped up to 20 and earns the final Ultragunner attack. Make sure to give Bastion plenty of kills if he's in need of stat points.



▲ Galvas still doesn't believe that Bastion is the Prince of the Kingdom, but the stubborn old goat *almost* sees the light by the end of the mission.

# The Plot Thickens



▲ Having defeated Galvas, Ganlon, and the Kingdom Krew, Bastion and his friends kick it at Duke Logan's crib, explaining how Sadira has been framed for the murder of her dad.



▲ Logan welcomes them to stay as long as they'd like, and Logan's faithful advisor Shion cleans up the guest rooms for them. We fade out...



▲ ...and fade in to Sadira having rather depressed thoughts on her balcony. Everything in her life is messed up, and she doesn't know how to go about making it better.



▲ Bastion greets Sadira and thanks her for sacrificing so much to help him understand (and pursue) his destiny. She says "Ain't no thing but a chicken wing on a string."



▲ The more Bastion speaks to Sadira, the more hot and bothered she becomes, wishing he would take her in his arms. When he still doesn't make the move, she screams at him to go away.



▲ Multiple-choice time, and this one has a huge effect on Sadira's morale: "Alright, Sadira. Good night." and "Please tell me what's wrong!"



▲ If you choose "Alright, Sadira," Bastion leaves Sadira, who knows she just royally screwed up. The eavesdropping Claire agrees, and they break into Logan's liquor cabinet to drown their sorrows.



▲ The next morning, a severely hung-over Claire and equally hurting Sadira join the rest of the crew in Logan's throne room for the news: seems the Empire has a new ATAC called Sharking.



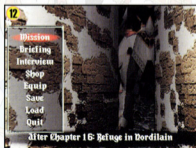
▲ The party walks north to the Nordilain border, where they encounter Imperial forces. Uh-oh....



▲ If you choose "Please tell me," Sadira and Bastion confess their love for each other (woooo!). The eavesdropping Claire is thrilled, and they break into Logan's liquor cabinet to celebrate.



▲ Sadira is enraged, and describes how she had the pilot-killing ATAC banned the moment she learned of its existence. Unfortunately, Faulkner had the Sharkings mass-produced in secret.



▲ Save the game, go shopping with your huge pile of fundage (spending as much as you can), and proceed to **Mission 38: Sharking Attack!**

## Strategy

★ The Sharkings are **brutal foes**, for several reasons. #1: They're excellent at dodging and blocking attacks. #2: They have a devastating long-range attack called the Cutting Wheel. #3: They're able to absorb massive amounts of punishment. And you get to fight *five* of them. But don't fret; if Bastion has the Holy Light as he should, you can keep just about everyone alive through the battle.

★ Go for the **six-pack approach** and keep everyone in two rows of three in the hedge just to the south of the bridge; this prevents the Sharkings from attacking you to the side or rear, and lets Bastion's Holy Light reach everyone. Several of your ATACs should be equipped with Jade (Wind 4) stones, so keep those characters in the back, using the Turbulence attack to dizzy the Sharkings. (Zakov tends to attack with the Cutting Wheel from behind his Sharking hordes, so focus on eliminating two regular Sharkings, which makes room for Zakov to attack you directly.) It's a long and tedious battle using the six-pack strategy, but it's basically the only way to absolutely guarantee that all your ATACs survive the mission.

★ Directly after this mission, you're set on either the **Sadira path** or the **Cecilia path** for the final three chapters of the game. You might even wanna let one of the chickies lose, to lower her morale, if you wanna get on the other girl's path.

## Encounters



Princess **Sadira** and Commander **Zakov** are not good friends, as you learn when they attack each other and say mean things.



**Bastion** and **Claire** each comment on the sheer strength of the Sharkings after fighting them for the first time in the mission.

## Enemies



**IMPERIAL 1 (L20-F18000)**  
HP BAS POW DEX AGL DEF WEP  
218 12 18 15 18 18 26



**IMPERIAL 2 (L20-F18000)**  
HP BAS POW DEX AGL DEF WEP  
218 12 18 15 18 18 26



**IMPERIAL 3 (L20-F18000)**  
HP BAS POW DEX AGL DEF WEP  
218 12 18 15 18 18 26



**IMPERIAL 4 (L20-F18000)**  
HP BAS POW DEX AGL DEF WEP  
218 12 18 15 18 18 26



**ZAKOV (L23-F18000)**  
HP BAS POW DEX AGL DEF WEP  
244 17 23 18 16 24 28

## Flavin Trail



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▲ The Japanese version of **BANDITS** was called *Epic of Stella*. You understand why we changed the name, yes?

# The Plot Thickens



▲ What Logan says at the beginning of the cut-scene indicates which branch you're on. If he says **"Congratulations on your victory!"**, you're on the **Sadira branch**.



▲ Cecilia volunteers to scurry across the Imperial border and locate Faulkner. Everyone's cool with the idea, but Bastion sees the pain in CC's eyes, and wonders what she's *really* up to.



▲ Everyone heads north to intercept the latest batch of Sharkings, and catches 'em just inside the Hibernian border. Proceed to **Mission 39: Howl of the Ice Wolf** on page 162.



▲ If Logan says "I take it that you were able to repulse their attack, Sadira?", you're on the **Cecilia branch**. Everyone decides to kill Faulkner 'fore he can do anything else naughty.



▲ Logan wants to come along, but Claire insists that he stay behind and guard Nordilain. Sadira thinks Claire's being harsh, but Claire explains the nature of her strange relationship with her pappy.



▲ The party heads northeast toward the Imperial capitol and hits a heavily guarded checkpoint. Proceed to **Mission 42: Zulwarr's Breath** on page 170.

## Enemies



ALDEN (L25-F12000)

HP BAS POW DEX AGL DEF WEP  
180 15 20 25 18 20 20

BARLOW (L20-F4000)

HP BAS POW DEX AGL DEF WEP  
126 14 12 12 10 30 11

DEVLIN (L23-F4000)

HP BAS POW DEX AGL DEF WEP  
140 15 25 16 14 14 15

HIBERNIA 1 (L19-F2500)

HP BAS POW DEX AGL DEF WEP  
108 10 12 14 13 23 12

HIBERNIA 2 (L19-F2500)

HP BAS POW DEX AGL DEF WEP  
108 10 12 14 13 23 12

HIBERNIA 3 (L19-F2500)

HP BAS POW DEX AGL DEF WEP  
108 10 12 14 13 23 12

HIBERNIA 4 (L19-F2500)

HP BAS POW DEX AGL DEF WEP  
108 10 12 14 13 23 12

HIBERNIA 5 (L19-F2500)

HP BAS POW DEX AGL DEF WEP  
108 10 12 14 13 23 12

MELIOR (L23-F5500)

HP BAS POW DEX AGL DEF WEP  
125 11 31 11 24 19 19

## Xenia Forest



## Strategy

★ At the start of the battle, Bastion and the Gang intercept **Commander Zakov** and his troops making their way into Hibernia. But when Lord Alden arrives to survey the scene, Zakov has a very rare moment of genius, and makes it seem as if Sadira was the one planning the attack.

★ You're down to **five ATACs**, but the bunching-'round-Bastion strategy is still the way to go, especially when the stronger foes (Alden, Barlow, Devlin, and Melior) get into the action. Barlow is probably the weakest of the big-name foes, but his huge DEF rating means he'll most likely end up as the last opponent on the battlefield, simply because he's so hard to damage. We found the best place to bunch up was between the two hedges where you start the mission, but you can always experiment with different areas for the heck of it. Do *not* waste your time climbing up the northern hill, since Alden and Melior will come down to your level soon enough.

## Encounters



**Bastion** tries to convince both **Alden** and

**Devlin** that he's not fighting with the Imperial Army when he scraps with them, but neither of them are especially inclined to believe it.



**Sadira** and **Alden** have a debate after their first encounter, but nothing is resolved. Sigh.

# The Plot Thickens



▲ After the unfortunate battle in Hibernia, everyone returns to Logan's castle to consider Alden's comment about Sadira being seen elsewhere in Hibernia.



▲ Franco mentions that Sadira is now the second-most hated person on the Continent (right after Howard Stern), which will make her life very difficult.



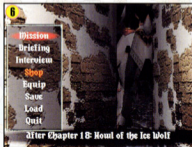
▲ No one's heard from Cecilia, but the assumption is that she'll find the party once they attack the capital. Logan once again asks to escort Bastion, and Claire once again shoots him down.



▲ Bastion floats the theory that madman Madoc, the Empire's ATAC designer, made a fake Sylpheed to parade around the Continent. Sadira agrees that Madoc could do it easily enough.



▲ With her reputation tainted beyond repair, there's only one option left for Sadira: kill Faulkner and clear her name.



▲ After a brief trip to the northeast, Bastion is stopped at a checkpoint. Save the game, tell your mom that you love her, and proceed to **Mission 40: Zulwarr's Heartbeat** on page 164.

## Enemies



**GALVAS** (L24-F5000)

HP BAS POW DEX AGL DEF WEP  
194 24 25 15 14 16 18



**GAMILON** (L23-F5000)

HP BAS POW DEX AGL DEF WEP  
172 15 16 13 20 19 18



**IMPERIAL 3** (L10-F3500)

HP BAS POW DEX AGL DEF WEP  
82 8 7 8 8 9 9



**IMPERIAL 4** (L10-F3500)

HP BAS POW DEX AGL DEF WEP  
82 8 7 8 8 9 9



**IDNE** (L24-F4000)

HP BAS POW DEX AGL DEF WEP  
179 24 16 17 19 18 18



**KRIDUL** (L23-F4000)

HP BAS POW DEX AGL DEF WEP  
149 17 17 16 19 16 19



**KINGDOM 1** (L20-F3000)

HP BAS POW DEX AGL DEF WEP  
146 15 15 15 16 12 16



**KINGDOM 2** (L20-F3000)

HP BAS POW DEX AGL DEF WEP  
146 15 15 15 16 12 16



**KINGDOM 3** (L20-F3000)

HP BAS POW DEX AGL DEF WEP  
146 15 15 15 16 12 16



**REYNA** (L23-F4000)

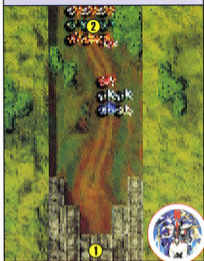
HP BAS POW DEX AGL DEF WEP  
149 17 19 22 15 17 18



**ZEIRA** (L25-F6000)

HP BAS POW DEX AGL DEF WEP  
196 19 25 21 19 18 18

## Vanilin Fort



## Events

- ① **Imperials 1 and 2** appear on the checkpoint at the start of the mission, but everyone finds it highly suspicious.
- ② After everyone in the party has had one turn, the Imperials disappear, and **nine Kingdom ATACs** appear at the north end of the battlefield (see the Enemies list). Then the delightful General **Faulkner** appears at the top of the checkpoint, riding high inside the Shadow ATAC, aka the Zulwarn. He places the Kingdom lads and ladies under a spell and orders them to attack you, then challenges you to defeat them and reach the Imperial capital. What a bastard.

# Strategy & Tactics

★ The bait-and-switch events at the beginning of this mission are interesting, but they can also leave you quite screwed when the Kingdom troops show up. Since you know the Kingdom is a-comin', however, you can use the first turn of the



▲ Faulkner's only assigned four Imperial ATACs to the checkpoint because he's counting on some unlikely backup—in the form of the Kingdom Army!

focus on knocking him out of the battle ASAP. Once he's gone, concentrate on the other big-name foes, leaving the generic Kingdom soldiers and their weak attacks for last. Bastion will be using the Holy Light a lot, and it's not a bad idea to set up one other ATAC (Halak gets our vote) with an Earth stone to use the Earth Heal skill. With proper position and judicious use of Bastion's Holy Light, you should make it through here with only one or two beaten 'bots.

battle to prepare for the northern assault by moving your ATACs to the south, and use the very checkpoint that you thought you were gonna have to bust through. Oh, the sweet irony.

★ By keeping your back against the wall, you force the Kingdom dudes to hit you from the front. It's still not going to be an easy battle, by any means; this is essentially the most difficult mission in the entire Empire branch, simply because you're up against so many strong and skilled opponents. Zeira's attacks, in particular, are able to devastate

your ATACs, so



▲ Squeeze your ATACs into the checkpoint and withstand the Kingdom assault by using plenty of Holy Lights and Earth Heals to keep yourself alive.

## Encounters



**Bastion** valiantly tries to

shake **Galvas**, **Reyna**, and **Zeira** out of their trances after he smacks them upside their heads, but Zulwarn's spell is too strong.

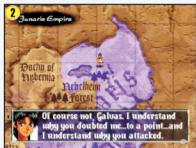


**Sadira** tries to bust out her feminine wiles on **Zeira**, but it doesn't work, and he remains hyp-mo-tized.

# The Plot Thickens



▲ Duke Zeira and Galvas apologize for allowing Faulkner to turn them on Bastion. Galvas even offers to quit the Kingdom Army...



▲ ...but Bastion gracefully declines. Galvas mentions how delighted he is that Bastion will return the Kingdom to greatness...



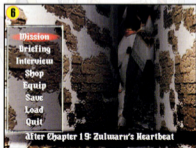
▲ ...but Bastion tells Galvas not to get his hopes up, because there's one insanely difficult task remaining: kill Faulkner.



▲ Bastion and his Merry Men bid farewell to the Kingdom folk, who wish him luck. He pledges to fight to the death.



▲ A short walk later, everyone's in the Imperial capital. Sadira surveys the scene and shares her sadness with her friends. Franco spots Faulkner in the distance, and the final battle begins.



▲ Save the game, buy whatever equipment you still need (which frankly shouldn't be anything except, perhaps, the Family Jewels), eat some junk food, and proceed to **Mission 41: Battle for Tomorrow**

# Imperial Palace



**VANGUARD BANDITS** isn't the first game from Human that Working Designs has brought to the U.S. Back in

1993, we released *Vasteel* for the NEC TurboGrafx-CD. *Vasteel*, like **BANDITS**, is a strategy/RPG with giant robots slapping each other silly; unlike **BANDITS**, it features two prematurely gray brothers struggling for control of a galactic empire. All you old-school gamers should check it out, yo.



## Enemies



**CECILIA** (L26-F4000)

HP BAS POW DEX AGL DEF WEP  
158 15 15 23 32 15 19



**DUYERE** (L25-F12000)

HP BAS POW DEX AGL DEF WEP  
212 23 19 21 23 19 20



**FAULKNER** (L30-F18000)

HP BAS POW DEX AGL DEF WEP  
662 28 29 31 29 21 29



**IMPERIAL 1** (L22-F18000)

HP BAS POW DEX AGL DEF WEP  
226 19 19 17 19 19 26



**IMPERIAL 2** (L22-F18000)

HP BAS POW DEX AGL DEF WEP  
226 19 19 17 19 19 26



**ZAKOV** (L25-F12000)

HP BAS POW DEX AGL DEF WEP  
252 18 24 14 17 25 29

## Encounters



**Bastion** has dramatic conversations with

two of the combatants after smacking 'em around for the first time: **Cecilia**, for whom he confesses a deep affection, and **Faulkner**, for whom he re-emphasizes his intense hatred.



**Sadira** has angry conversations after her first clash with *four* of this mission's participants: **Cecilia**, **Duyere**, **Faulkner**, and **Zakov**. She learns that CC is a bad girl, Duyere is a tool, Faulkner is an evil bastard, and Zakov is a bleedin' idiot.



MISSION 41: BATTLE FOR TOMORROW

# Strategy & Tactics

★ After the extreme challenge that was Mission 40, this final chapter of the Sadira branch is actually quite simple by comparison. There are two strategies you can use, and both have an excellent chance of getting you through the entire mission without a single ATAC loss.



▲ Cecilia confesses her sins when Bastion gives her a well-deserved ATAC-sized slap to the cranium.

★ If you'd prefer to use the huddling approach, move Bastion and the others into either the southwest or southeast corner, in the space behind the bush, which forces the enemies to attack you from the front and allows you to position Bastion so he can heal his friends without needing to move.

★ Whether you use the offensive or defensive approach, you'll eventually be left with a final enemy: Faulkner, who smirks his little smirk at the top of the stairs, and stays put even when everyone else has been beaten. Use the Holy Light to get everyone healed up, then start whittling away at Faulkner with the Turbulence attack, moving just out of his attack range after hitting him. Believe it or not, Faulkner will *never* move if you keep your distance, so you can literally zap him to zero HP with Turbulence (a long and boring, but rather effective, process) without suffering a single counter-attack. You can also forsake the Turbulence approach and charge Faulkner with everyone at once, surrounding him completely and overwhelming him with attacks to get him dizzy and vulnerable.

★ If you want to be aggressive, immediately go after Cecilia at the start of the mission and take her out (which, if you get lucky and all your attacks find the mark, shouldn't take but three or four turns). Now let Imperials 1 and 2 come to you and hit them hard, including attacks from behind. You want to kill them before Duyere and Zakov join the battle. If one or both of the Imperials are eliminated before D & Z make their move, you'll be okay. Use Bastion (and Halak, if she has an Earth stone, which she should) for healing and the others for hurting.



▲ Faulkner is a wiseguy to the end. Wear him down with the Turbulence and then charge up the stairs to finish him off.

# Ending #3 (Sadira)



▲ The battle is over, and Duyere is quite embarrassed at letting himself be so easily manipulated by Faulkner. He even offers to hand over what's left of the Empire to Sadira...



▲ Everyone returns to Nordilain to inform Duke Logan of the victory. Later that evening, Bastion and Sadira have a chat on her balcony. Bastion says he's returning to the Kingdom...



▲ ...and then everyone storms onto the balcony to congratulate the happy couple. Bastion is amused, but Sadira is mortified. Fade out. Game over. You're a winner, dude or dudette!



▲ ...but Bastion wisely suggests that Duyere accept his responsibilities and help to rebuild the Empire instead of running away. Duyere realizes Bastion is correct, and vows to be a strong leader.



▲ ...and he asks for Sadira to accompany him. Not just to demonstrate the newfound peace between the Kingdom and the Empire, but to shag her rotten. Mutual declarations of love soon follow...



▲ Save your progress to the Memory Card (unless you're mentally challenged and don't care), then watch the credits roll as you savor the **BANDITS** love theme.

## Enemies


**GALVAS (L24-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 194 24 25 15 19 16 18

**GARLON (L23-F5000)**

 HP BAS POW DEX AGL DEF WEP  
 172 19 16 13 20 19 18

**IMPERIAL 3 (L10-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 82 8 7 8 8 9 9

**IMPERIAL 4 (L10-F3500)**

 HP BAS POW DEX AGL DEF WEP  
 82 8 7 8 8 9 9

**IDNE (L24-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 179 24 16 11 19 18 18

**KRIDUL (L23-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 149 11 11 16 19 16 19

**KINGDOM 1 (L20-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 146 19 15 15 16 12 16

**KINGDOM 2 (L20-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 146 19 15 15 16 12 16

**KINGDOM 3 (L20-F3000)**

 HP BAS POW DEX AGL DEF WEP  
 146 19 15 15 16 12 16

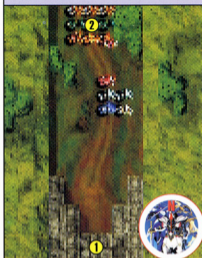
**REYNA (L23-F4000)**

 HP BAS POW DEX AGL DEF WEP  
 149 11 19 22 15 11 18

**ZEIRA (L25-F8000)**

 HP BAS POW DEX AGL DEF WEP  
 196 19 25 21 19 18 18

## Vanilin Fort



## Events

- ① Imperials 1 and 2 appear on the checkpoint at the start of the mission, but everyone finds it highly suspicious.
- ② After everyone in the party has had one turn, the Imperials disappear, and **nine Kingdom ATACs** appear at the north end of the battlefield (see the Enemies list). Then the delightful General **Faulkner** appears at the top of the checkpoint, riding high inside the Shadow ATAC, aka the Zulwarn. He places the Kingdom lads and ladies under a spell and orders them to attack you, then challenges you to defeat them and reach the Imperial capital. What a bastard.

# Strategy & Tactics

★ The bait-and-switch events at the beginning of this mission are interesting, but they can also leave you quite screwed when the Kingdom troops show up. Since you know the Kingdom is a-comin', however, you can use the first turn of the battle to prepare for the northern assault by moving your ATACs to the south, and use the very checkpoint that you thought you were gonna have to bust through. Oh, the sweet irony.



▲ Faulkner revels in the power that the Zulwam has granted him while Sadira—now here's a shocker—screams.

to devastate your ATACs, so focus on knocking him out of the battle right away. Once he's gone, concentrate on the other big-name foes, leaving the generic Kingdom soldiers and their weak attacks for last. Bastion will be using the Holy Light a lot, and it's not a bad idea to set up one other ATAC (Halak gets our vote) with an Earth stone to use the Earth Heal skill. With proper position and judicious use of Bastion's Holy Light, you should make it through here with only one or two beaten 'bots.

★ By keeping your back against the wall, you force the Kingdom dudes to hit you from the front. It's still not gonna be an easy battle; this is one of the tougher missions in the entire Empire branch, simply because you're up against so many strong and skilled opponents. (It's also a near-duplicate of Mission 40, except that you have a sixth ATAC with Cecilia.) Zeira's attacks, in particular, are able



▲ While this mission is all but identical to Mission 40, having six ATACs instead of five makes a surprising difference in difficulty (read: this mission is easier).

## Encounters



**Bastion** valiantly tries to

shake **Galvas**, **Reyna**, and **Zeira** out of their trances after he smacks them upside their heads, but Zulwam's spell is too strong.



**Sadira** tries to bust out her feminine wiles on **Zeira**, but it doesn't work, and he remains hyp-mo-tized.

# The Plot Thickens



▲ Zeira apologizes for trying to kill Bastion and his friends, and a gracious Bastion accepts his apology. Galvas also begs to be forgiven for his foolish behavior.



▲ Galvas tells Bastion that he can't wait for him to unite the Continent, but Bastion tells Galvas to relax, and that he's focused only on killing Faulkner. Everything else can wait.



▲ Reyna storms into the meeting and announces that Faulkner's forces have arrived, being led by Prince Duyere, who's most likely under the influence of Zulwarn.



▲ Zeira reveals that it was, in fact, Ganlon who framed Bastion and betrayed the Kingdom in the hopes of becoming Faulkner's second in command. What a silly man.



▲ We shift the scene to a meeting room where Zeira describes the effects of the Zulwarn's spell. Faulkner sounds dang near unstoppable, which makes for a very sulky audience.



▲ Save the game, purchase any equipment you still need—this is your last chance to shop, so spend all your dough—and proceed to **Mission 43: Continental Invasion** on page 173.

## Enemies



**BODYGUARD 1 (L23-F18000)**  
HP BAS POW DEX AGL DEF WEP  
244 17 27 14 15 14 29



**BODYGUARD 2 (L23-F18000)**  
HP BAS POW DEX AGL DEF WEP  
248 16 26 15 15 13 29



**BODYGUARD 3 (L22-F18000)**  
HP BAS POW DEX AGL DEF WEP  
234 15 25 14 15 16 26



**BODYGUARD 4 (L22-F18000)**  
HP BAS POW DEX AGL DEF WEP  
242 19 15 15 16 12 16



**DUYERE (L25-F12000)**  
HP BAS POW DEX AGL DEF WEP  
212 23 19 21 23 13 20



**ZAKOV (L25-F18000)**  
HP BAS POW DEX AGL DEF WEP  
252 18 24 14 11 25 29

## Encounters



**Sadira** tries to get through to her mule-headed brother

**Duyere**, but he's too far gone to respond to her pleas.



**Sadira** curses out **Zakov** for being a butt-head, but Zakov

merely gloats about the incredible power Faulkner's gonna grant him.



**Bastion** asks **Zakov** why he's helping

Faulkner to enslave the Continent, then insults him. Bastion sure knows how to get a person angry, doesn't he?

## Vanilin Fort



## Strategy

★ The strategy for #43 is much the same as #42: position yourself inside the fortress walls and let the enemies come to you. Speaking of which...your foes are *five* Sharkings and a Sarbelas, which makes for a very unfun time, and a battle almost as tough as the previous scrap. You'll be throwing around a lot of Holy Light spells, along with Halak's Earth Heal if you wisely equipped her with a Tiger's Eye. As long as you have everyone packed into the fortress, you should survive the mission with nary a casualty.

# The Plot Thickens



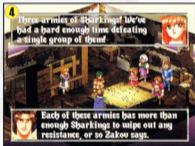
▲ Cecilia walks into the meeting chambers of the fortress, where Bastion is lost in thought. CC knows what he's thinking, however: he wants to head for the capital and fight Faulkner one-on-one.



▲ CC leaves the room after mentioning that she also has an important decision to make, and Bastion returns to the maze of his mind. Eventually, he decides on a plan of action...



▲ ...but he doesn't immediately mention it at the meeting. Instead, Sadira updates the group on Duyere's health condition: comatose. Sucks for him.



▲ Zeira explains that Faulkner has sent three squads of Sharkings to siege the Continent, and Bastion details his plan for stopping the Sharkings...and traveling to the Empire by himself.



▲ Sadira objects to Bastion's plan, but everyone else realizes it's the only way to go. As Bastion is leaving, Sadira tells him that she's afraid she'll never see him again. She might be right.



▲ Save the game, talk to your buddies for the final time, and proceed to **Mission 44: The Journey Begins** on page 175. It's a very nice page. You'll like it.

## Enemies



FAULKNER (L30-F20000)  
HP BAS POW DEX AGL DEF WEP  
662 29 29 31 29 21 29

## Encounters



**Cecilia** cries out if (and most likely when) she's defeated by Faulkner, and **Bastion** gets very upset that harm has befallen his honey-bunny.

## Strategy

★ There are a few very simple rules to this rather brief two-on-one battle. **Do not get dizzyed**, or Faulkner will kill you. Simple as that. **Do not attack in the first round** of the battle; defend against Faulkner's blow, since you're gonna nuke half his HP immediately after his strike. And **do not** try to engage Faulkner in a **fair fight**; we prefer to move into the southwest or southeast corner, with Bastion and CC keeping their backs to the trees or the "wall," which forces Faulkner to attack from the side or the front. If your luck is bad and your attacks keep missing, you can use the save-and-restore technique, saving before each attack and reloading if your attack misses. And that's it, really. Bump him off and savor the flavor of the fourth of **BANDITS'** five endings.

## Imperial Palace



MISSION 44: THE JOURNEY BEGINS

## Events

① After **Faulkner** strikes the first blow of the battle, **Cecilia** appears on the west edge of the battlefield and reveals that she was working for Faulkner all along. However, after Bastion's confession of love, CC decides to fight Faulkner instead of helping him to kill Bastion. This is very good news, but it makes Faulkner angry enough to attempt hypnotizing her with the Zulwarn. Bastion counters Faulkner's spell with a burst of light so powerful that it immediately reduces Faulkner to half of his HP (311, to be precise).

# Ending #4 (Cecilia)



▲ The final scene of this branch takes place on the very same plateau where you started the game. Bastion looks into the distance, admiring the view, and Cecilia agrees that it's beautiful.



▲ Cecilia says that most other people would have condemned her actions. Bastion agrees, and says that's why the two of them belong together.



▲ Bastion asks if Cecilia is ready for a journey, and good golly, she is. The scene fades out as they debate whether or not she should trade in the maid's outfit for something less saucy.



▲ CC asks if Bastion is angry at her for concealing that she was working for Faulkner; Bastion says that he's not, and that he should have confessed his love for her sooner.



▲ Cecilia wonders aloud if their love will last, and Bastion says he has faith in her. He's also happy he told his friends of his love for Cecilia, although Sadira was crushed (duh).



▲ Save your hard-earned data when prompted, and ba-da-bing, ba-da-boom, you're watching the end credits and returning to the title screen. Why not look at all the pretty ATACs?

## Enemies



### FAULKNER (L15)

HP 845 POW 15 DEX 11 AGL 10 DEF 13 WEP 15



### IMPERIAL 1 (L1)-F5000

HP 93 BAS 9 POW 10 DEX 12 AGL 8 DEF 9 WEP 13



### IMPERIAL 2 (L1)-F5000

HP 93 BAS 9 POW 10 DEX 12 AGL 7 DEF 10 WEP 13



### IMPERIAL 3 (L10)-F3500

HP 86 BAS 9 POW 8 DEX 10 AGL 7 DEF 7 WEP 13



### IMPERIAL 4 (L10)-F3500

HP 86 BAS 9 POW 8 DEX 10 AGL 6 DEF 8 WEP 13



### IMPERIAL 5 (L9)-F3500

HP 76 BAS 7 POW 7 DEX 7 AGL 8 DEF 9 WEP 8



### IMPERIAL 6 (L9)-F3500

HP 76 BAS 7 POW 7 DEX 7 AGL 8 DEF 9 WEP 8



### IMPERIAL 7 (L9)-F3500

HP 76 BAS 7 POW 7 DEX 7 AGL 8 DEF 9 WEP 8



### IMPERIAL 8 (L9)-F2000

HP 75 BAS 8 POW 7 DEX 9 AGL 13 DEF 4 WEP 11



### IMPERIAL 9 (L9)-F2000

HP 75 BAS 8 POW 7 DEX 9 AGL 13 DEF 4 WEP 11



### IMPERIAL 10 (L8)-F3500

HP 66 BAS 5 POW 10 DEF 6 AGL 9 DEF 5 WEP 8



### IMPERIAL 11 (L8)-F3500

HP 66 BAS 5 POW 10 DEF 6 AGL 9 DEF 5 WEP 8



### IMPERIAL 12 (L8)-F3500

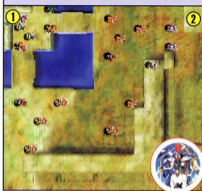
HP 66 BAS 5 POW 10 DEF 6 AGL 9 DEF 5 WEP 8



### IMPERIAL 13 (L7)-F3500

HP 68 BAS 6 DEF 8 AGL 6 DEF 5 WEP 9

## Melania Delta



## Events

- 39 turns after the battle begins, **Bastion** appears inside the Ultragunner. An excited **Faulkner** displays **Milea**, his captive chickie. Despite Milea's pleas, Bastion hands over the Ultragunner to Faulkner, and the battle ends as Milea is disposed of.
- After Bastion turns over the Ultragunner, Lord **Alden** and his companion **Melior** appear on the northeast plateau and comment on the silliness which just unfolded.

## Strategy

★ There's no real strategy to this mission, since it's basically over in a flash; just try to score one or two kills on the weaker Imperials before Bastion shows up and gives in to Faulkner's demands. (Show some backbone, man! Geez!)

# The Plot Thickens



▲ Bastion apologizes for wussing out and giving up the Ultragunner, but no one's accepting it. Everyone realizes Bastion's done a bad, bad thing.



▲ Bastion asks where Milea is, and Puck shows up to announce that she's run away. Bastion freaks out, and everyone leaves to look for her, but a frantic night of searching turns up nothing.



▲ The next morning, Duke Zeira decides he's returning to Araba to figure out how to save Avalon from destruction. Galvas and Devlin decide to tag along with him instead of continuing the search.



▲ Devlin, you see, wants to continue waging war against the Empire, as he's developed quite a taste for it. Bastion is disappointed, but understanding.



▲ Andrew, Barlow, Bastion, and Reyna head out and start a second search, but instead of finding Milea, they find a group of enemy ATACs. That's just great.



▲ Save the game, jump around, jump around, jump up, jump up and jump down, then proceed to **Mission 46: Futile Search** on page 179, which is a close relative of page 178.

## Enemies



**BANDIT CHIEF (L15-F2000)**  
HP BAS POW DEX AGL DEF WEP  
140 15 15 11 10 13 15



**BANDIT 1 (L10-F2000)**  
HP BAS POW DEX AGL DEF WEP  
85 10 11 6 7 6 10



**BANDIT 2 (L10-F2000)**  
HP BAS POW DEX AGL DEF WEP  
85 10 10 7 8 6 9



**BANDIT 3 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
83 10 10 7 6 5 9



**BANDIT 4 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
79 9 11 6 5 5 11



**BANDIT 5 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
83 10 10 6 7 5 9



**BANDIT 6 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
79 9 10 8 6 5 9



**BANDIT 7 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
76 7 7 7 8 9 8



**BANDIT 8 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
75 8 7 9 13 4 11

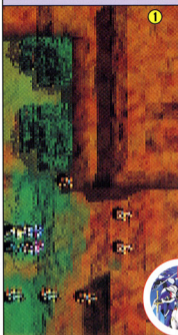


**BANDIT 9 (L9-F2000)**  
HP BAS POW DEX AGL DEF WEP  
75 8 7 9 13 4 11

## Events

① 29 turns after the battle begins, the **Bandit Chief** shows up on the high plateau in the northeast corner with **Bandits 7, 8, and 9**, and curses out his underlings for not finishing off a measly four ATACs. Then they start marching down the hill to join the battle, 'cause fighting is fun.

## Estel Mtn.

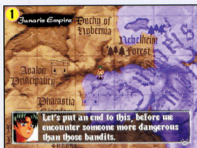


## Strategy

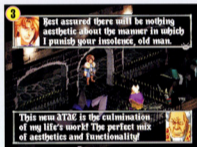
★ The **Organization of Hell's Bandits** outnumbers you by more than two-to-one, but you have time to eliminate half of the starting group of six ATACs and prepare for the stronger group of four. The only character of yours which might croak is the low-DEF Reyna, but everyone else should be fine. Because of time concerns, letting the enemy come to you (while you wait on the west edge of the battlefield, near the trees) is risky; instead, move behind the enemy ATACs to deliver cheap-shot strikes.

MISSION 46: FUTILE SEARCH

# The Plot Thickens



▲ After beating back the bandits, Bastion decides to give up the search for Milea and return to Araba before any more enemies show up. Everyone reluctantly agrees that Milea is MIA.



▲ ...and then shamelessly plugs his own ATAC design. Faulkner shoos him away to run more tests on the Ultragunner, and realizes that he needs to come up with a Plan B for conquering the Continent.



▲ Puck mentions that he's built a brand-new ATAC which runs on the power stone of an excavated model...and Bastion gets to take it for a spin when Imperial forces attack the castle.



▲ Meanwhile, in the Imperial palace, Faulkner talks to Madoc, the Empire's chief ATAC engineer, and asks him if he's been able to activate the Ultragunner. Madoc says "nuh-uh"...



▲ We now return to the meeting chambers of Araba Castle, where Reyna mentions the coup d'etat in Avalon, which required Duke Zeira and Galvas to split the scene.



▲ Save the game, hit the shoppy-shop for new stuffy-stuff, put Barlow or Reyna into Bastion's now-empty Alba ATAC, and proceed to **Mission 47: TIC-TAC!** on page 181.

## Enemies



**BODYGUARD 1 (L14-F5000)**  
HP BAS POW DEX AGL DEF WEP  
123 15 15 12 8 9 18



**BODYGUARD 2 (L13-F5000)**  
HP BAS POW DEX AGL DEF WEP  
121 15 14 13 7 8 17



**BODYGUARD 3 (L12-F5000)**  
HP BAS POW DEX AGL DEF WEP  
115 14 13 11 7 9 17



**BODYGUARD 4 (L11-F5000)**  
HP BAS POW DEX AGL DEF WEP  
113 14 12 10 9 6 17



**DUYERE (L11-F12000)**  
HP BAS POW DEX AGL DEF WEP  
152 15 12 13 13 6 18



**IMPERIAL 1 (L10-F3500)**  
HP BAS POW DEX AGL DEF WEP  
90 10 10 9 7 6 12



**IMPERIAL 2 (L10-F3500)**  
HP BAS POW DEX AGL DEF WEP  
90 10 10 9 7 6 12



**IMPERIAL 3 (L10-F2000)**  
HP BAS POW DEX AGL DEF WEP  
77 8 9 9 13 5 11



**IMPERIAL 4 (L10-F2000)**  
HP BAS POW DEX AGL DEF WEP  
77 8 9 9 13 5 11



**ZAKOV (L14-F5000)**  
HP BAS POW DEX AGL DEF WEP  
119 14 15 10 8 14 13

## Araba Castle



MISSION 47: TIC-TAC!

## Encounters



**Bastion** gives **Puck** praise after the first time Bastion gives someone a little TIC-TAC.



**Bastion** brags about the TIC-TAC to Mr. **Duyere** and Mr. **Zakov** when he initially encounters them.

## Events

- When **Duyere** is reduced to less than 50% of his HP, he flees the battle like a big ol' wussy. He also makes a pained comment when he's reduced to zero HP (which isn't easy to do because of his inclination to run away when he's getting worked).

# Strategy & Tactics

★ This mission features the debut of the **TIC-TAC**, and is a piece o' chocolate cake as far as the "difficulty" level, which gives you a chance to play with your new toy with a minimal chance of death. Your only real concern in this mission is scoring



▲ Zakov and the other Imperials aren't exactly intimidated by the TIC-TAC, but they will respect Bastion's authority soon enough. Oh, yes.

below 50% and causing him to retreat. Not only do you get to read his rarely-seen whining, you also get tasty fundage.

★ Let's do a **level check**, since we have some space to fill. **Andrew** should be at or about Level 14, with his Dexterity (the stat he must raise to 20 for the Somersault attack) at 15 or 16. **Barlow** should also be at Level 14, with balanced stats across the board (or whatever you want him to specialize in; we prefer keeping him even). **Bastion** should be at Level 15 or 16, and each of his stats should be at least 15 (with several at 20, thanks to the TIC-TAC). **Reyna** should be at Level 13 or 14.

group to defend Araba. Dash ahead of them at the start of the battle and go after Zakov and the Imperials right away. Duyere attacks you after a short while, and his bodyguards are close behind. Don't get *too* aggressive, however—Duyere and his bodyguards are strong enough to eliminate one of your weaker ATACs if they surround it. (Gang-tackling is an extremely effective strategy in **BANDITS**, especially with the assist bonus.)

★ If you want a **real challenge** in this mission, try this: **get Duyere dizzy** and then take him

down to zero HP, instead of merely knocking him



▲ Defeating Duyere isn't easy, but get him dizzy and it's doable.

# The Plot Thickens



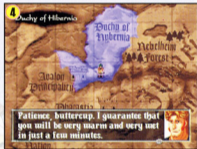
▲ We fade into the dining room of Araba, and learn that Galvas and Zeira have successfully snuffed the uprising in Avalon and returned to the castle.



▲ Andrew, who's always ready to get down and boogie, suggests celebrating by traveling to a lake in nearby Hibernia and going for a skinny-dip.



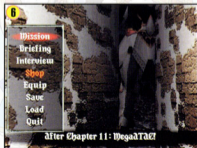
▲ Bastion isn't sure if taking a break is a good idea, but it doesn't take much cajoling to convince him. (The thought of Reyna stripping to her skivvies is no doubt a major factor in Bastion's decision.)



▲ After a short hike to the north and across the Hibernian border, the party finds nothing but snow. Andrew promises that they've almost reached the lovely lake...



▲ ...but the fun-time is put on hold when Bastion detects a nearby ATAC battle. Sigh.



▲ Save the game, learn the difference between the words "shameful" and "shameless," and proceed to **Mission 48: Snowy Reunion** on page 184. I mean, only if you want to.

## Enemies


**CLAIRE (L15-F5000)**

 HP BAS POW DEX AGL DEF UEP  
 105 10 20 13 11 8 15

**NORDILAIN 1 (L13-F3000)**

 HP BAS POW DEX AGL DEF UEP  
 84 7 19 9 8 6 12

**NORDILAIN 2 (L13-F3000)**

 HP BAS POW DEX AGL DEF UEP  
 84 7 19 9 8 6 12

**NORDILAIN 3 (L13-F3000)**

 HP BAS POW DEX AGL DEF UEP  
 84 7 19 9 8 6 12

**NORDILAIN 4 (L12-F3000)**

 HP BAS POW DEX AGL DEF UEP  
 90 9 12 8 8 11 10

**NORDILAIN 5 (L12-F3000)**

 HP BAS POW DEX AGL DEF UEP  
 90 9 12 8 8 11 10

**NORDILAIN 6 (L12-F3000)**

 HP BAS POW DEX AGL DEF UEP  
 90 9 12 8 8 11 10

**SHION (L17-F3000)**

 HP BAS POW DEX AGL DEF UEP  
 104 10 14 11 14 11 14

## Encounters



**Claire** engages in chit-chat with two of your party members. **Barlow** offers her some candy in the hopes that it will calm her down, but it only makes her angrier; **Bastion** is mistaken for a Hibernian soldier and sets Claire straight by bragging about the TIC-TAC.

## Taliu Tundra



## Strategy

★ Milea might seem like she's in serious trouble at the start of the mission, but she's actually the strongest ATAC on the battlefield, and should have no trouble protecting her own butt (unless she makes an especially unwise maneuver—and in the semi-random world of **BANDITS**, anything is possible). That being said, don't waste any time charging up the hill and attacking the first group of soldiers before Shion's squadron can mobilize. Concentrate on Claire and Shion, since they have the highest levels, and give you the most XP. Once they're gone, polish off the remaining Nordilain dudes, while trying not to let Milea score any kills (since she's not officially a member of your party yet, and thus doesn't get any XP or fundage for her troubles).

# The Plot Thickens



▲ After the battle, Andrew agrees that everyone should return to Avalon and report the scrap with Claire—but admits that he'd much rather head for the lake.



▲ We seamlessly transition to the lakeshore, where Milea explains what happened to her after Bastion gave the Ultragunner to Faulkner, and how she ended up in Lord Alden's ATAC.



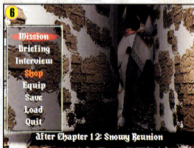
▲ Milea's storytime is interrupted when Andrew notices an ATAC headed straight for the lake: Sylphed, which is the property of the Imperial Princess. What the heck does Sadira want?



▲ Reyna agrees with Andrew (a historic first!), and Bastion & Co. complete the journey to the body of water, where they climb outta their ATACs and enjoy the refreshing waters.



▲ Turns out that she beat grandmaster Alden at chess, and thus won the rights to his ATAC for one week. She also very quickly learned how to control it, 'cause she's a frickin' genius.



▲ Save the game, admit that you sing Celine Dion songs in the shower, and turn to **Mission 49: Runaway Princess** on page 186, which I'm told is even crappier than this one.

## Enemies



**CECILIA** (L16-F2000)  
HP BAS POW DEX AGL DEF WEP  
109 13 12 10 13 9 12



**FRANCO** (L17-F4000)  
HP BAS POW DEX AGL DEF WEP  
125 14 13 15 13 12 11



**IMPERIAL 1** (L14-F4000)  
HP BAS POW DEX AGL DEF WEP  
107 11 11 9 15 10 9



**IMPERIAL 2** (L14-F4000)  
HP BAS POW DEX AGL DEF WEP  
107 11 11 9 15 10 9



**IMPERIAL 3** (L14-F4000)  
HP BAS POW DEX AGL DEF WEP  
107 11 11 9 15 10 9



**IMPERIAL 4** (L13-F4000)  
HP BAS POW DEX AGL DEF WEP  
101 10 12 9 13 9 9



**IMPERIAL 5** (L13-F4000)  
HP BAS POW DEX AGL DEF WEP  
101 10 12 9 13 9 9

## Encounters



**Bastion** and **Franco** have a brutally honest conversation after their first reluctant encounter, in which Franco confesses that Halak will have his hide if he doesn't bring Sadira back to the Palace with him.



**Sadira** talks to **Cecilia** and **Franco** after their first fights—but the Princess

refuses to return to the Palace, despite their impassioned pleas.

## Lake Sokuen



## Strategy

★ This mission is mighty similar to **Mission 48** in that you're protecting a **single ATAC** from a **group**—but Sadira isn't *quite* as capable in combat as Milea, and so will require you to watch her more closely, attacking her attackers when she gets in trouble. And as with Milea in the previous mission, don't let her score any kills, since she receives no credit for it.

★ Charge straight ahead and mix it up with the Imperials immediately; don't bother with tactics in this free-for-all mission. Cecilia and Franco enter the battle a couple of turns after the Imperial grunts, and they concentrate on Sadira, so you need to concentrate on them. It won't take long to eliminate them both.

## Events

- 1 **Cecilia** and **Franco** will leave the battle when you whittle them down to less than 50% of their HP.

# The Plot Thickens



▲ The first of three intermission scenes takes place at the Imperial Palace, where Madoc pays a visit to General Faulkner. The Big F wants to know if the Ultragunner is operational...



▲ ...and both men realize that Commander Zakov, being an idiot, will be the one to take Madoc's prototype out for a spin, since the test is a direct violation of Sadira's orders.



▲ Yes, she swore on her honor, but as she explains, runaways will "lie their brains out" to get what they want or need. (And this makes them different from most people *how*, exactly?)



▲ ...and Madoc tells him that it's a worthless hunk of junk. He also mentions that his latest ATAC design is ready for a test run. Faulkner grants permission for the test, seeing as how Sadira is gone...



▲ Scene two takes place on the lovely lakeshore, where Bastion asks Sadira to share what she claimed to know about the Ultragunner. Perhaps unsurprisingly, she knows diddly-squat.



▲ Bastion is enraged, but Sadira claims that she had to fib because she simply couldn't return to the Palace and be forced to live under the authority of mean old Halak.

# The Plot Thickens



▲ Bastion asks the group if they think Sadira should be allowed to stay with them, and being nice folks by nature, they agree.



▲ Reyna doubts that Sadira could even lead the group back to Araba Castle, and this gets the Princess in an angry mood. Not good, I repeat, *not* good.



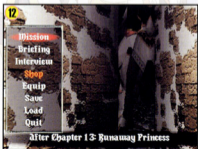
▲ ...until they detect a group of ATACs. Are they from the Kingdom? The Empire? And most importantly, will they *please* capture Sadira?



▲ Our third and final scene goes down on the map screen, where Bastion teases Sadira for running away at all. She insists that she'd do just fine on her own, thank you very much.



▲ Sadira takes the point and zig-zags wildly across the map until she's wandered deep into Imperial territory. Everyone is mildly amused by Sadira's lack of navigational skills...



▲ Save the game, save the world, and proceed to **Mission 50: Sharking Sortie** on page 189, which is so close you can taste it. (Unfortunately, it tastes nothing like chicken.)

## Enemies



IMPERIAL 1 (L14-F5000)

HP BAS POW DEX AGL DEF WEP  
115 13 14 11 9 10 16

IMPERIAL 2 (L14-F5000)

HP BAS POW DEX AGL DEF WEP  
115 13 14 11 9 10 16

IMPERIAL 3 (L14-F5000)

HP BAS POW DEX AGL DEF WEP  
115 13 14 11 9 10 16

IMPERIAL 4 (L13-F3500)

HP BAS POW DEX AGL DEF WEP  
92 9 9 14 9 10 13

IMPERIAL 5 (L13-F3500)

HP BAS POW DEX AGL DEF WEP  
92 9 9 14 9 10 13

IMPERIAL 6 (L13-F3500)

HP BAS POW DEX AGL DEF WEP  
92 9 9 14 9 10 13

IMPERIAL 7 (L13-F3500)

HP BAS POW DEX AGL DEF WEP  
92 9 9 14 9 10 13

ZAKOV (L17-F18000)

HP BAS POW DEX AGL DEF WEP  
224 15 21 11 13 15 28

## Strategy

★ The Sharking's most devastating attack is the long-range **Cutting Wheel**, and Zakov has no qualms about using it, so do *not* move east to attack the Imperials. Let the bad guys come west to you, where you can deal with them without the threat of Wheel bombardment.

★ **Imperials 4-7** attack you first, **Imperials 1-3** a few turns after that, and **Zakov** last. When Zakov finally makes his move, surround him and eliminate him immediately with the gang-tackle approach. (Unless you get lucky and dizzy him for a killing blow, he'll retreat when his HP drop below the magic 50% mark.) Imperials 1-3 are strong enough to cause your weaker ATACs some trouble, but Zakov is downright lethal, which is why we suggest you make him go away ASAP.

## Algini Fld.



## Encounters



**Zakov** remembers **Bastion** from Mission

47, and claims that he won't be defeated a second time; **Sadira**, meanwhile, asks Zakov what happened to his loyalty, and he asks Sadira why she sounds like such a spoiled brat. Hostility all around!

## The Plot Thickens



▲ Bastion asks Sadira about the strange ATAC that Zakov was piloting, since she'd obviously seen it before.



▲ Sadira explains that it's called the Sharking, and it's designed with an eye toward killing enemy ATAC pilots, instead of merely disabling their units.



▲ Reyna wonders aloud why the Sharking is in the southern region of the Empire, and Sadira doesn't have a clue. She does, however, know that she wants to keep leading the group into trouble.



▲ To the south she goes, soon stumbling into a village with an ATAC battle already under way.



▲ Bastion and the Gang decide to investigate the battle, because they're really nosy, and itching for more action.



▲ Save the game, purchase goodies at the Shop, and proceed to **Mission 51: Defending the Town** on page 191. It's over to the right. No, your other right.

## Enemies



**IMPERIAL 1 (L14-F5000)**  
HP BAS POW DEX AGL DEF WEP  
115 13 14 11 9 10 16



**IMPERIAL 2 (L14-F5000)**  
HP BAS POW DEX AGL DEF WEP  
115 13 14 11 9 10 16



**IMPERIAL 3 (L14-F5000)**  
HP BAS POW DEX AGL DEF WEP  
115 13 14 11 9 10 16



**IMPERIAL 4 (L13-F3500)**  
HP BAS POW DEX AGL DEF WEP  
92 9 9 14 9 10 13



**IMPERIAL 5 (L13-F3500)**  
HP BAS POW DEX AGL DEF WEP  
92 9 9 14 9 10 13



**IMPERIAL 6 (L13-F3500)**  
HP BAS POW DEX AGL DEF WEP  
92 9 9 14 9 10 13



**IMPERIAL 7 (L16-F2000)**  
HP BAS POW DEX AGL DEF WEP  
101 11 13 11 18 11 13



**IMPERIAL 8 (L16-F2000)**  
HP BAS POW DEX AGL DEF WEP  
101 11 13 11 18 11 13



**IMPERIAL 9 (L15-F3500)**  
HP BAS POW DEX AGL DEF WEP  
108 12 10 15 10 10 16



**IMPERIAL 10 (L15-F3500)**  
HP BAS POW DEX AGL DEF WEP  
108 12 10 15 10 10 16



**ZAKOV (L18-F18000)**  
HP BAS POW DEX AGL DEF WEP  
230 16 21 12 14 15 28

## Eiza Township



## Encounters



**Zakov** is a chatty fellow in this mission, exchanging words with three of your characters after smackin' them for the first time. He shoots down **Barlow's**



attempt to teach him breathing exercises; he asks **Bastion** if he said something uncomplimentary about Bastion's mom; and he talks trash to **Sadira** after the Princess talks trash of her own.

## Events

- ① About 24 turns after the start of the mission, **Zakov** appears with **Imperials 7-10** on the east side of the battlefield, and curses his luck at running into the same people who spanked his bottom in Mission 50.

# Strategy & Tactics

★ Since you paid your third visit to the Shop just before this mission, Andrew should now have the **Somersault** attack at his disposal (thanks to the Jade stone),



▲ With the Somersault in his arsenal, Andrew is even more potent (and even more of a wisecracker) than usual.

and Reyna should be able to pull off **Reyna's Trick** (thanks to the Lapis Lazuli). If they don't have these attacks, either you didn't buy the proper stones (and why not?!), or their stats are low (which means you're gonna be struggling from this point on). **BANDITS** rewards the player who spreads the love amongst all his characters instead of allowing one to hog the kills, and you'll find that out the hard way if you decide to build up one guy at the expense of the others.

★ The Imperials which are in combat with the Kingdom ATACs at the start of the mission have

already suffered a bit of damage, and their stats are fairly low, so rush in and snag some easy kills before Zakov's men arrive. Be careful that **Thomson** and his Kingdom brethren don't steal any kills; if there's a weak Imperial, focus on whacking him before a Kingdom unit gets a turn.

★ Zakov is still in the Sharking, and once he shuffles within range, focus your energies on bumping him off; he's even more dangerous in this mission than Mission 50, since there are more Imperials on the battlefield to back him up.



▲ Be careful not to leave any ATACs straggling behind, or Zakov's men will swarm them, as Milea has sadly discovered.

# The Plot Thickens



▲ With the Imperial baddies successfully spanked, Thomson marvels that the long-lost son of the King is alive, and declares that the Kingdom can't lose with Bastion on its side.



▲ Thomson changes the subject to something more immediate: what to do with the people of Eiza. He decides that evacuating them to the nearby Araba Castle is the best course of action...



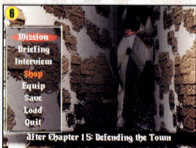
▲ That's when the Imperial ATACs show up, as noted by the always-cool Andrew, and decide to cause trouble.



▲ Bastion breaks the bad news that Faulkner took the Ultragunner, but Thomson doesn't panic, emphasizing that only Bastion has "the gift" for making the Ultragunner move.



▲ ...and Bastion agrees to help. In a matter of minutes (or button-presses), a mass of humanity is on the march. But just a few miles short of Araba, a child goes missing, and a search is mounted.



▲ Save the game, commit a random act of kindness, and turn to **Mission 52: Howling Dyuere** on page 194. (Plus, page-turning is an aerobic exercise. No, really!)

## Enemies



**B.G. CHIEF** (L21-F5000)  
HP 845 POW DEX 15 AGL 12 DEF 20



**BODYGUARD 2** (L20-F5000)  
HP 845 POW DEX 16 AGL 11 DEF 19



**BODYGUARD 3** (L19-F5000)  
HP 845 POW DEX 14 AGL 11 DEF 19



**BODYGUARD 4** (L18-F5000)  
HP 845 POW DEX 13 AGL 11 DEF 19



**DUYERE** (L17-F12000)  
HP 845 POW DEX 18 AGL 9 DEF 19



**IMPERIAL 1** (L17-F2000)  
HP 845 POW DEX 10 AGL 15 DEF 14



**IMPERIAL 2** (L17-F2000)  
HP 845 POW DEX 10 AGL 15 DEF 14



**IMPERIAL 3** (L17-F2000)  
HP 845 POW DEX 10 AGL 15 DEF 14



**IMPERIAL 4** (L16-F3500)  
HP 845 POW DEX 10 AGL 10 DEF 13



**IMPERIAL 5** (L16-F3500)  
HP 845 POW DEX 10 AGL 10 DEF 13

## Encounters



**Duyere** and **Sadira** tear each other's heads off (verbally, not literally) after their first encounter.



**Bastion** has an amusing exchange with any of Duyere's

**Bodyguards** after their initial scrap.

## Aultar Trail



## Strategy

★ As is usually the case in **BANDITS**, a couple of relatively easy missions (50 and 51) are followed up by a toughie. The most interesting aspect of this mission is the **abundance of places** where you can group your ATACs; our favorite tactic was to have everyone run across the bridge, leaving Bastion to stand on the bridge itself while his companions use their long-range attacks to strike the bad guys across the river.

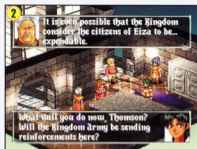
★ Whichever location you choose, keep your **strongest ATACs up front**, as they'll absorb a *lot* of punishment in this mission. (You'll also likely suffer one or two losses, unless you have an Earth-stone ATAC using Earth Heal spells.) Stay in a tight group until you've eliminated at least a few Imperials, then start breaking formation and whacking them from behind. The chance of suffering a gang-tackle at the start of the mission, when you're outnumbered 2-to-1, are simply too high.

★ If Bastion doesn't yet have the **Tidal Wave** attack—the most powerful in the TIC-TAC's arsenal—he should earn more than enough XP in this mission. Keep an eye on his stats, and remember that his DEX needs to be 20, and all his other stats at 18.

# The Plot Thickens



▲ Within the walls of Araba Castle, Thomson thanks Bastion and his friends (except for Sadira, who tries to take all the credit). When Reyna asks what Thomson is going to do next...



▲ ...he honestly doesn't know. Bastion sees that Thomson's spirit has been broken, and resolves to end the war before the same fate befalls him.



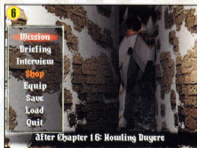
▲ Off to the meeting room we go, where Reyna explains that Zeira, who's assumed control of the Kingdom Army, is preparing to reclaim the city of Pharantis from the Empire.



▲ Bastion is so exhausted that he wants to let Zeira handle the attack on his own, but Milea insists that they catch up to Zeira and lend him their support. A grouchy, sleep-deprived Bastion agrees.



▲ As the group travels east, Sadira detects a Sharking ATAC and zooms ahead to investigate. Bastion and his frustrated friends race to catch up with her.



▲ Save the game, raise the roof, and turn to **Mission 53: Black Cloud** on page 196.

## Enemies



IMPERIAL 1 (L19-F18000)  
HP BAS POW DEX AGL DEF WEP  
212 11 11 15 18 11 26



IMPERIAL 2 (L19-F18000)  
HP BAS POW DEX AGL DEF WEP  
212 11 11 15 18 11 26



IMPERIAL 3 (L18-F18000)  
HP BAS POW DEX AGL DEF WEP  
206 10 11 14 18 16 26



IMPERIAL 4 (L18-F18000)  
HP BAS POW DEX AGL DEF WEP  
206 10 11 14 18 16 26



IMPERIAL 5 (L17-F18000)  
HP BAS POW DEX AGL DEF WEP  
204 10 16 14 11 15 26



IMPERIAL 6 (L17-F18000)  
HP BAS POW DEX AGL DEF WEP  
204 10 16 14 11 15 26



IMPERIAL 7 (L17-F18000)  
HP BAS POW DEX AGL DEF WEP  
204 10 16 14 11 15 26



IMPERIAL 8 (L17-F18000)  
HP BAS POW DEX AGL DEF WEP  
204 10 16 14 11 15 26

## Encounters



**Bastion** and **Sadira** each exchange words with the first **Imperial Soldier** they attack. Bastion's Soldier brags about the pending doom of the Kingdom Army, while Sadira's Soldier tells her that she's been declared a traitor to the Empire, and is to be brought back to the capitol for a court-martial.

## Rakton Plaza



## Strategy

★ Now here's a mission that's gonna leave you bruised and bleeding. There's no way to defeat the Sharkings in straight-up combat; instead, keep your ATACs in the northeast corner where they start the mission. Place Bastion into the southern corridor, and Sadira and Milea into the western gap, and let the Sharkings come to you. Position your Earth Healer so he or she can reach anyone who needs some dirty lovin', and have Andrew smack the Sharkings with Turbulence. While you can't use the gang-tackle strategy, you *can* (and should) focus your attacks on one Sharking at a time. Getting the Sharkings dizzied is the only way to take them out quickly enough to survive the mission.

# The Plot Thickens



▲ Reyna, in a massive understatement, says that the Continent is in dire straits if the Empire really has an army of Sharkings at its disposal.



▲ Bastion says that, with its massive resources, there's no reason why the Empire couldn't produce enough Sharkings to take over a dozen Continents.



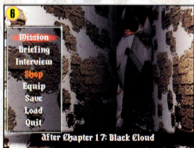
▲ Sadira is more determined than ever to kill Faulkner, and says that traveling directly northeast is the quickest way to the Imperial capital.



▲ Unfortunately, as Puck points out, that route takes the party directly through the Nordilain Forest. Alas, there's not enough time to take a longer route.



▲ The party has almost made it through Nordilain unscathed when they run into Duke Logan near the border. Sadira thinks she can sweet-talk him, but everyone else gets ready for a scrap.



▲ Save the game, take the blame, serve the shame, find a lion to tame, tell a joke that's lame, and proceed to **Mission 54: Nordilain's Secret** on page 198.

## Enemies


**CLAIRE (L20-F5000)**

 HP 8AS POW DEX AGL DEF WEP  
 123 12 25 16 13 11 20

**LOGAN (L25-F12000)**

 HP 8AS POW DEX AGL DEF WEP  
 184 16 32 15 12 19 22

**NORDILAIN 1 (L18-F3000)**

 HP 8AS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

**NORDILAIN 2 (L18-F3000)**

 HP 8AS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

**NORDILAIN 3 (L18-F3000)**

 HP 8AS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

**NORDILAIN 4 (L18-F3000)**

 HP 8AS POW DEX AGL DEF WEP  
 102 9 26 10 10 10 19

**SHION (L21-F3000)**

 HP 8AS POW DEX AGL DEF WEP  
 120 12 18 13 11 20 20

## Encounters


**Bastion** and **Sadira** have

 brief conversations with **Claire** when they scrap with her for the first time. Bastion gets pissed at Claire for assuming that Bastion is as thoughtless as Sadira, while Sadira pretends that she doesn't understand why Claire is so angry.

## Events

- ① **Logan** becomes enraged if daughter **Claire** is defeated, and Claire gets upset if daddy Logan is beaten. (Each of them also has a unique comment if they're the last to be beaten.)

## Xenia Forest



## Strategy

★ You start the mission with your ATACs spread out in a horizontal line, so the first order of business is to bunch everyone up in the middle of the battlefield and wait for Shion and his men to attack you. Their attacks are powerful, but their DEF ratings are low, so Bastion's Tidal Wave and Sadira's Spiral Dive will make short work of them (and after you've picked off a few, you can gang-tackle the others). The key is to eliminate all the Nordilain soldiers before Claire and Logan make it down the hill. Once the devastating Duke is within attack range, you *have* to gang-tackle and dizzy him before he unleashes his insanely strong attacks. Claire is pretty powerful, too, but focus on Logan and leave Claire for last.

# The Plot Thickens



▲ With Claire and Logan having been spanked, the march to the Imperial capital continues. Bastion asks Sadira if Claire's claims were true...



▲ ...and she angrily denies the charges, although Bastion and Milea believe that Claire was telling nothing but the truth.



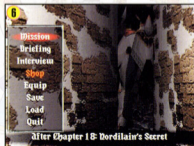
▲ As the party reaches the capital, Bastion notices that Sadira is missing and asks where the heck she went. Barlow says she went ahead to scout for Imperial ATACs...



▲ ...but everyone's a bit worried that she might be a traitor. Those fears turn out to be unfounded, as she returns to the group...















▲ ...and reports a massive battle just ahead. Everyone takes a deep breath and marches onward into the fray.



▲ Save the game, apologize to your mother for being such a brat when you were a kid, and proceed to **Mission 55: Final Battle** (a misnomer, we shall soon discover) on page 200.

## Enemies

	<b>BODYGUARD 1 (L23-F18000)</b> HP 8AS POW DEX AGL DEF WEP 244 11 21 14 15 14 29
	<b>BODYGUARD 2 (L23-F18000)</b> HP 8AS POW DEX AGL DEF WEP 248 18 26 15 15 13 29
	<b>BODYGUARD 3 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 234 15 25 14 15 16 28
	<b>BODYGUARD 4 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 242 11 24 12 11 15 28
	<b>DUYERE (L20-F12000)</b> HP 8AS POW DEX AGL DEF WEP 190 20 17 18 20 10 19
	<b>FAULKNER (L28-F8000)</b> HP 8AS POW DEX AGL DEF WEP 190 21 25 21 17 21 23
	<b>IMPERIAL 1 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 226 13 19 17 19 19 26
	<b>IMPERIAL 2 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 226 13 19 17 19 19 26
	<b>IMPERIAL 3 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 226 13 19 17 19 19 26
	<b>IMPERIAL 4 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 226 13 19 17 19 19 26
	<b>IMPERIAL 5 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 226 13 19 17 19 19 26
	<b>IMPERIAL 6 (L22-F18000)</b> HP 8AS POW DEX AGL DEF WEP 226 13 19 17 19 19 26

## Tolefas Village



## Encounters



**Duyere** and **Sadira** have a war of words after their first exchange of smackies.



**Bastion** and **Faulkner** don't like each other one little bit, as indicated by the conversation after their first encounter.

I am afraid I have nothing especially witty to say—my nickname is the "Ice Wolf," after all, not the "Laughing Hyena"—but I will confess that I have staggered Muller rotten.



# Strategy & Tactics

★ This mission is the most insanely action-packed in the entire game, with over two dozen ATACs mixing it up. But, tempted as you might be to leap, *Braveheart*-style, into the thick of things, it's a much better idea to stay at the southern edge of the battle, taking on the nearby Sharkings (Bodyguard 4 and Imperials 4 and

5) while letting the unprepared Kingdom Army take their licks. Kingdom ATACs 4 and 6, for example, will usually be gang-tackled by the Sharkings and eliminated within a few turns. The Kingdom soldiers usually dispose of Duyere on their own, but he's the weakest Imperial soldier on the battlefield, so that's not much of an accomplishment.

★ Zeira is a surprisingly ineffective fighter in this battle, usually getting eliminated before landing a single attack, but Galvas is much more competent. The problem is that he doesn't join the battle for a couple dozen turns (just as Faulkner watches and waits for a while before making his move). You might think it's a good idea to move around the southwest edge of the map and hang with Galvas until the Sharkings attack him, but it's usually not, unless you think you can take on ten Sharkings and survive. Better to attack the three southern Sharkings and eliminate them with your superior numbers while the northern Sharkings are engaged with the Kingdom Army. Stay close to the southwest ledge to protect your ATACs' backs. By the time the northern Sharkings have finished off the Kingdom ATACs, you should be ready for them, with your ATACs in a nice, tight formation.

★ You're going to suffer a lot of casualties in this battle, no matter how carefully you fight; Bastion and Sadira will probably be the only ATACs left standing when it's all over. (If you don't have anyone with the Earth Heal spell in your party, you'll have an even tougher time.)



▲ Faulkner is perturbed when Bastion and the Gang arrive, but with a dozen Imperial Sharkings on the battlefield, he really shouldn't be *too* worried.

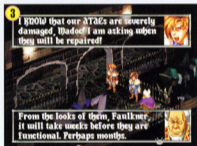


▲ Attack the Imperial ATACs on the southern edge of the battle and watch the Kingdom Army get massa-creed.

# The Plot Thickens



▲ Bastion explains to Zeira why he was away from the Kingdom for so long, and the Duke is left almost speechless. Galvas, meanwhile, thanks Bastion for saving Thomson and Eiza.



▲ Meanwhile, back at the capital, Duyere and Faulkner are panicking, because their ATACs will take weeks to repair. Madoc has several prototypes of yet another ATAC design...



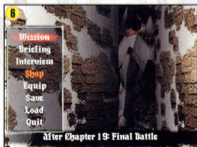
▲ Meanwhile, on the map screen, Bastion realizes that Sadira will always be a spoiled brat, and resigns himself to killing Faulkner and having his revenge.



▲ Reyna suggests that Zeira and Galvas finish off the Imperial Army while Bastion and his buds charge into the capital and knock off Faulkner. (But didn't Galvas and Zeira just get worked?)



▲ ...and he agrees to let Duyere and Faulkner use them, as long as he's allowed to join them on the battlefield. Duyere isn't in a position to say no, and Madoc leads them into his underground lair.



▲ Save the game, learn how to write your name in a foreign language, and proceed to **Mission 56: Ultimate Weapon** on page 203. (We're dangerously close to the end of the book. Sigh.)

## Enemies



BODYGUARD 1 (L23-F20000)

HP 334 BAS 32 POW 25 DEX 32 AGL 21 DEF 24 WEP 24



BODYGUARD 2 (L23-F20000)

HP 334 BAS 32 POW 24 DEX 32 AGL 21 DEF 24 WEP 24



BODYGUARD 3 (L22-F20000)

HP 328 BAS 31 POW 23 DEX 32 AGL 21 DEF 23 WEP 23



BODYGUARD 4 (L22-F20000)

HP 332 BAS 32 POW 22 DEX 31 AGL 25 DEF 23 WEP 23



DUYERE (L20-F20000)

HP 328 BAS 32 POW 18 DEX 32 AGL 32 DEF 11 WEP 22



FAULKNER (L28-F20000)

HP 344 BAS 32 POW 24 DEX 32 AGL 31 DEF 21 WEP 25



MADOC (L20-F20000)

HP 304 BAS 26 POW 29 DEX 29 AGL 25 DEF 21 WEP 21



ZAKOV (L25-F20000)

HP 338 BAS 32 POW 22 DEX 32 AGL 29 DEF 21 WEP 24

## Imperial Palace



MISSION 56: ULTIMATE WEAPON

## Encounters



**Bastion** laughs at **Faulkner** and scoffs at **Madoc**

after their first encounters.



**Sadira** shakes her head at **Duyere** and

curses old man **Madoc** after their initial battles.



When they cross swords, **Puck** teases

**Faulkner** and refuses to tell **Madoc** how he activated the Zulwarn.

## Events

① After 14 turns, **Puck** appears in the **Zulwarn** ATAC and joins the battle. You can't control him, but he's a bright boy, and makes quick work of any Imperial ATAC within range. It's fun to watch.

# Strategy & Tactics

★ Madoc's No. 69 ATACs might look ridiculous, but they're tougher than three-year-old beef jerky. If Puck didn't make his appearance in the all-but-Invincible Zulwain, finishing this mission would be all but impossible. Fortunately, all you



▲ Watching little Puck use the Zulwain to thrash Madoc's bizarre ATACs is easily one of the strangest damn sights in **BANDITS**.

really have to do is stay at the south end of the battlefield and let the Bodyguards come to you. Duyere and Zakov make their move a few dozen turns later, followed by Faulkner and Madoc, and Puck will already have nuked one or two of the Bodyguards by then. Stay in a group and keep Bastion alive while you let Puck do the gruntwork. Well, alright, you *do* have to 86 a few 69s on your own—Puck will be gang-tackled if you don't, and not even the Zulwain can survive that—but isn't it nice to have a PlayStation-controlled soldier on your side who doesn't suck?

# Ending #5 (Puck)



▲ Sadira makes Duyere apologize for his foolish behavior and declare a truce with the Kingdom. She thanks Bastion for such a swell time, and he thanks her for going away.



▲ This was a very bad idea, as Bastion and Madoc both point out; the Zulwarr is said to be possessed with malevolent spirits which have now presumably taken over Puck.



▲ After some very harsh words for Grandpappy, Puck talks to Bastion about their "new goals," and Bastion feels the spirits of the Zulwarr clouding his mind as we fade to black. A very weird ending, eh?



▲ As Bastion and the Gang decide what to do with Madoc, he asks Puck how the little guy was able to activate the Zulwarr. Puck says that he adjusted some doohickeys and gave it a drop of his blood.



▲ Reyna and Andrew, scared out of their wits, split the scene, and Bastion and Milea are about to follow when Puck stops them with a massive revelation: Madoc is his grandfather.



▲ Save your progress and pat yourself on the back; you've completed the third and most goofy of **BANDITS'** story arcs.

# SECRET MENU OPTIONS!

★ When you call up the Options screen, you'll notice a plethora of selections. **Sound Mode**, **Message Speed**, and **Vibration** are self-explanatory, but the others have an aura of mystery about them. Let's talk about the three locked options first, then go to Missions Won for the big finish. (The **ATAC Viewer** is covered on page 14, but here's a recap: when you see an ATAC in a battle sequence—not just on a battlefield—you can check it out with this option, which also lets you listen to the various in-game musical selections. Collecting all 32 ATACs requires you to play through almost every mission.)



▲ When you start playing **BANDITS**, this is what the Options screen looks like. No ATACs to view, no missions won, three locked selections—sad, really.

## SECRET #1: END CREDITS

★ To open the first locked option, **End Credits**, you need to finish the Kingdom mission branch (see pages 30-31) and get the **good ending** (Mission 23). Finishing the Kingdom branch with the **bad ending** (Mission 24) gets you zilch. End Credits lets you see the roll call of the men and women who worked on **BANDITS**, while listening to any of the musical selections that accompany the credits.

## SECRET #2: MUSIC

★ To open the second locked option, **Music**, you need to finish the Empire mission branch (see pages 30-31). It doesn't matter if you receive the Sadira ending or the Cecilia ending; either one will do. Music lets you listen to four songs: two versions of the opening theme, a love ballad, and a hard-rockin' tune.

## SECRET #3: OPENING MOVIE

★ To open the third locked option, **Opening Movie**, you need to finish the Ruin mission branch (see pages 30-31). Now you can choose to watch either the normal opening movie or a bizarre alternate opening which features a very clumsy Bastion, a very angry Madoc, and various other crazed visuals. The final page of this thick tome shows several wacky frames from the alternate opening.



▲ Here's what the Options screen looks like when you've bent **BANDITS** over your knee and spanked it silly. All the ATACs, all the missions, and all the glory!

