

Base Wars FAQ

by Apathetic Aardvark

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Base Wars

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I am also known as SineNomine

Email: Jason@lelando.net
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Index/Table of Contents

Disclaimer.....	i
Version History.....	ii
Classes.....	iii
Teams & Players.....	iv
Weapons & Upgrades.....	v
FAQs.....	vi
Credits.....	vii

i) Disclaimer (Legal stuff)

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ii) Version History

1/14/04 - Started and finished the guide. This guide is mostly data tables with a small bit of Q&A.

iii) Classes

There are four types of robots in Base Wars. They are Tanks, Flybots, Cyborgs and Mcycles. There are many players from each class. Each class have their own unique attack, advantages and disadvantages.

Mcycle: The Mcycle generally has low HP. They are fast, but often have trouble turning around quickly if they overrun a ball. They don't make great fielders. Their battle skills are better though. While they do suffer from low hp and do only nine damage with their basic attack, it has the ability to spin the opponent backward giving the mcycle the chance to hit rapidly without fear of a counter attack. The attack may also be used to get from one end of the battle screen to the other very quickly.

Weight: 1050kg
Height: 3m
Power: 1020hp

Cyborg: The cyborg is the best all around unit. They have good speed, solid attacks and decent HP. The drop kick does 20 damage, it can also traverse the screen quickly. Cyborgs are seldom hit while doing a drop kick. Cyborgs make great fielders, base runners and often times hitters.

Weight: 1250kg
Height: 3m
Power: 1300hp

Tank: Tanks are slow but very strong. Their special attack is a ramming charge which will take off 30hp. Very few attacks can stop a tank from ramming its target. Tanks make excellent basemen and powerful sluggers, but lack the speed needed to be great fielders.

Weight: 1825kg
Height: 2m
Power: 1950hp

Flybot: Flybots are the most unique of the units, as they have no legs. They have the ability to hover during battle, though it will slowly cost them HP. While hovering, they are immune to most attacks. Their special may be used very rapidly, to essentially dribble an enemy around like a basketball. The flybot makes a good fielder and pitcher. They are slightly low on HP and a bit weak at the plate.

Weight: 925kg
Height: 2m
Power: 2100hp

iv) Teams & Players

There are twelve pennant mode teams in Base Wars. They each have nine players. Their batting order, hand, position, class and name may all be altered, but here are the defaults. No team has any real advantage in season mode. In single game [open mode] the "edit teams" have the best arsenal of weapons to use.

San Francisco
Owner: Collins

Class	Name	Pos.	Bats
Cyborg	Thomas	LF	RH
Cyborg	Pavich	RF	RH
Flybot	Smith	P	RH
Tank	White	SS	LH
Tank	Benson	CF	RH
Mcycle	Lewis	C	LH
Tank	Ford	1B	RH
Tank	Morgan	2B	RH
Tank	Johnson	3C	RH

New York
Owner: Harris

Class	Name	Pos.	Bats
Flybot	Bernard	CF	RH
Mcycle	Parker	2B	RH
Cyborg	Osborne	SS	LH
Flybot	Daniels	1B	LH
Tank	Black	3B	RH
Tank	Roberts	RF	RH
Flybot	Coleman	LF	LH
Flybot	Morris	C	RH
Flybot	Martin	P	RH

Toronto
Owner: Johnson

Class	Name	Pos.	Bats
Mcycle	Robbins	C	RH
Mcycle	Burton	3B	LH
Cyborg	Davis	1B	LH
Mcycle	Norris	RF	RH
Flybot	Hart	2B	RH
Mcycle	Hanson	LF	RH
Flybot	Scott	CF	RH
Mcycle	Wilson	P	RH
Mcycle	Taylor	SS	RH

Texas
Owner: Young

Class	Name	Pos.	Bats
Mcycle	Smith	LF	LH
Tank	Green	2B	RH

Cyborg		Martin		3B		RH
Tank		Sanders		1B		RH
Mcycle		Sky		RF		RH
Flybot		Fox		SS		RH
Cyborg		Pratt		CF		RH
Flybot		Lewis		C		RH
Cyborg		James		P		RH

Minnesota

Owner: Davis

Class		Name		Pos.		Bats
Cyborg		Hill		1B		LH
Cyborg		Mueller		2B		LH
Tank		Jackson		C		RH
Cyborg		Newton		CF		RH
Mcycle		Arnold		RF		LH
Cyborg		Foster		3B		LH
Flybot		Brown		SS		RH
Tank		Sampson		P		LH
Mcycle		Lee		LF		LH

Detroit

Owner: Harper

Class		Name		Pos.		Bats
Tank		Clark		CF		RH
Tank		Griffin		LF		RH
Mcycle		Bach		RF		RH
Mcycle		Simpson		3B		LH
Tank		King		1B		RH
Mcycle		Moore		SS		RH
Flybot		Hunter		2B		LH
Cyborg		Johnson		C		RH
Mcycle		Lowery		P		LH

California

Owner: Gibson

Class		Name		Pos.		Bats
Cyborg		Greene		C		RH
Tank		Short		SS		RH
Flybot		Hansen		1B		LH
Flybot		Adams		2B		RH
Tank		Walters		LF		RH
Cyborg		Bennett		CF		RH
Tank		Lynch		P		RH
Cyborg		Clark		RF		RH
Flybot		Smith		3B		RH

San Diego

Owner: Denton

Class	Name	Pos.	Bats
Mcycle	Black	3B	RH
Cyborg	Brooks	C	RH
Flybot	Cooper	SS	LH
Cyborg	Jackson	1B	RH
Mcycle	Coleman	RF	LH
Tank	Gibson	CF	LH
Tank	Turner	2B	RH
Cyborg	Watts	P	RH
Flybot	Baker	LF	RH

Boston

Owner: Smith

Class	Name	Pos.	Bats
Cyborg	Scott	3B	RH
Cyborg	Kelley	CF	RH
Cyborg	Holmes	1B	LH
Cyborg	Wilder	LF	RH
Cyborg	Bryant	RF	RH
Cyborg	Gray	2B	RH
Cyborg	Nonken	SS	LH
Cyborg	Dunn	C	LH
Cyborg	Hill	P	RH

Houston

Owner: Jordan

Class	Name	Pos.	Bats
Flybot	Kane	2B	RH
Cyborg	Davis	SS	RH
Tank	Walters	3B	LH
Tank	Palmer	1B	RH
Mcycle	Powers	RF	LH
Flybot	Bush	LF	LH
Mcycle	Fields	CF	RH
Flybot	Hansen	C	RH
Cyborg	Gaines	P	RH

St. Louis

Owner: Wheeler

Class	Name	Pos.	Bats
Mcycle	Allen	1B	LH
Mcycle	Jones	SS	RH
Cyborg	Wright	RF	RH

Cyborg		Lee		3B		LH
Tank		Baker		P		LH
Flybot		Stanley		2B		RH
Flybot		Greene		LF		RH
Tank		Warren		CF		RH
Flybot		Roberts		C		RH

Chicago
Owner: Allen

Class		Name		Pos.		Bats
Cyborg		Jones		LF		RH
Tank		Walter		CF		LH
Cyborg		Gregg		RF		RH
Flybot		Henley		1B		LH
Flybot		Stark		2B		LH
Tank		Hunter		3B		LH
Mcycle		Walker		SS		RH
Tank		Elliott		C		RH
Mcycle		Meyer		P		RH

Edit Team A
not available in pennant mode

Class		Name		Pos.		Bats
Cyborg		Wolf		CF		RH
Cyborg		Blau		LF		RH
Tank		Bennett		RF		RH
Flybot		Mullins		3B		LH
Cyborg		Franz		1B		RH
Mcycle		Lopez		SS		RH
Tank		Kahn		2B		LH
Flybot		Russell		C		RH
Mcycle		Jackson		P		LH

Edit Team B

Class		Name		Pos.		Bats
Tank		Robins		P		RH
Tank		Lee		C		LH
Mcycle		Porwit		1B		RH
Cyborg		Miller		2B		LH
Flybot		Jones		3B		RH
Cyborg		Bolf		SS		RH
Tank		Flitman		LF		RH
Mcycle		Huff		CF		RH
Cyborg		Krogh		RF		LH

1. Weapons
2. Catch[glove]
3. Shoot [throw]
4. Unit [speed]
5. Engine [regeneration]
6. Shoulder [hitting power]

Teams earn money during Pennant Mode by playing games. 20,000 for each win and 5,000 for each loss. In addition to spending on items, repairs to players can be made, often increasing their max hp as well.

1. Weapons

Name: Battle Gimmick

Cost: 12,500

Effect: Sends a small projectile straight in front of the user. When the button is released it returns. If you get the timing down, you can get many repeat hits at a close distance. The user may also move up and down while the gimmick is out of the hand, allowing for an off the screen return kill.

Name: Iron Glove

Cost: 5,000

Effect: Greatly increases the power of punches.

Name: Fire Gun

Cost: 9,800

Effect: This is a devastating weapon. 4 straight hits with this will win any battle. It shoots a bit slow, so it is possible to get out of the way between shots.

Name: Laser Gun

Cost: 68,000

Effect: Continuously firing gun. If an opponent gets caught in the stream of fire and you can hold them there, you will win the fight. This gun is great, except it drains your life every time you fire it.

Name: Hand Gun

Cost: 5,000

Effect: Slow firing gun which does moderate damage. It's not a great weapon since it takes time to 'reload'

Name: Muramasa

Cost: 35,000

Effect: This is one of two sword weapons in the game. This weapon lacks the ability to do damage if something runs into it while it is already extended, meaning, it is only useful for jabbing, not for preventing attacks. I would

not recommend this sword seeing as it is useless and expensive.

Name: Laser Sword

Cost: 60,000

Effect: Similar in range to the Muramasa, but similar in effect to the Laser Gun. The Laser Sword drains life only when in contact with another target, unlike the Laser Gun which drains it whenever you shoot, even if you hit air.

2. Catch

Super Catch - 1,000 - Increases fielding range

Ultra Catch - 1,500 - Increases fielding range even more

Hyper Catch - 4,000 - Maximum field range, great for slower units.

3. Shoot

Super Shoot - 2,000 - Increases throwing speed, allows for slow pitches

Ultra Shoot - 3,000 - Increases throwing speed more, slower pitches allowed

Hyper Shoot - 8,000 - Fastest throwing speed, slowest pitches.

This section needs a bit of clarifying. Regarding the pitching speed. If you press and hold the button until charged, you will fling the ball in a hurry. But, if you just tap it the ball will go VERY slowly, allowing you to change it's direction as it approaches the plate.

4. Unit

Super Unit - 3,000 - Increases running speed

Ultra Unit - 6,000 - Increases running speed more

Hyper Unit - 15,000 - Greatly increases running speed. Base running made easy.

5. Engine

Super Engine - 2,500 - HP regenerate fast in battle [3 per second]

Ultra Engine - 5,000 - HP regenerate faster in battle [5 per second]

Hyper Engine - 20,000 - HP regenerate very quickly in battle. [10 per second]

Regeneration rates are approximations, actual speeds may vary. Will also be affected by if you're using weapons which damage yourself.

6. Shoulder

Super Shoulder - 4,000 - Players will hit the ball further

Ultra Shoulder - 8,000 - Players will hit the ball much further, and lower

Hyper Shoulder - 20,000 - Players will cream the ball. Allows for high popups, long home runs or line drives.

vi) FAQs

1. I don't have a lot of money, which upgrades should I get?

The Ultra upgrade is generally good. Make sure to put a Hyper Shoot on your pitcher and perhaps a Hyper Engine with a good weapon on your Catcher and Second baseman, as most battles occur there.

2. Help, I'm down by a lot of runs, how can I win?

You can cause a forfeit by killing three of the other teams players. If you are not good on the battle field, hit them with fast pitches.

3. How do I heal my players?

Players will gain 50 HP for scoring a run, 100 HP for hitting a home run. You can repair them after the game of course.

4. When should I battle?

Generally speaking, the closer the runner is to the next base, the more HP he will have when a battle starts. If the first baseman is holding the ball, on first base, where you are standing, it is a BAD idea to run. If the ball is however at second base, you'll have a decent amount of active life when you reach second base.

5. Are charged attacks worth it, they take away my life?

Yes, if you connect with one you'll do mega damage to an enemy. This is a great advantage if you're the fielder and have a lot more active life to burn. You can also do damage to inactive life when you hit someone for overkill damage.

vii) Credits

CJayC - for creating GameFAQs.com, the best site on the Internet!

