

Chapter 1 : Vanguard Bandits - Wiki Guide | Gamewise

The Vanguard Bandits Strategy guide is unlike any guide you have ever seen. This is class, all the way. The page Vanguard Bandits full-color hint guide is an industry-first hardcover book with a full dust jacket, three placeholder ribbons, two sheets of character and memory card stickers, and an offer for a free limited-edition Vanguard Bandits Poster.

So I suppose I ought to pass on the most obvious way I could lead this review off and just go straight to the game proper. Which I suppose is appropriate for the situation, since Vanguard Bandits is a game that does not exert much effort as far as pleasantries are concerned, either. First things first, this is not a role-playing game. If you want exploration, puzzle-solving, any kind of independent movement whatsoever, you will not find it here. As far as structure is concerned, it almost exactly resembles the combat sequences in Shining Force III, albeit with a little less emphasis on terrain interaction and complex objectives. Battles take place between squads of little sprite robots on 3D terrain, which you can rotate with the shoulder buttons. When one robot launches an attack at another, the scene shifts to a 3D cutscene, where you see the outcome of the single combat. Well, perhaps I should call things by their right names. Strictly speaking, the giant robots are called ATACs, a term which should raise a little chuckle from all the other pathetic scum who read every Robotech novel when they were in junior high. The comparison to Xenogears may be a little off, though - I think the game is some kind of heir in spirit to Vaststeel, the action-strategy mech game for the Turbograft-CD that Working Designs brought out way back in the day. Discussions of the story in a Working Designs game naturally bring up the subject of their philosophy in translation. Back to the combat system, which is nine-tenths of the game anyway. While it should be completely friendly to players of stuff like SF, Tactics, or the Ogre games, there are a few unique odds and ends to distinguish Vanguard Bandits. In an echo of the Battletech system, one of the primary strategic issues is managing both the energy you use to execute attacks and the unwanted by-products of those attacks. Each mech has two meters, AP and FP never mind what they mean. AP are expended when you move and attack, and are replenished each turn. So you have to balance your aggression with the considerations of a possible response. And terrain, and positioning, equipment, special skills, support abilities, all that fun stuff that makes a strategy game more than just chess with nicer graphics. The graphics, speaking of which before I got lost there are indeed pretty nice, as far as this sort of thing goes. There also seems to be a funny little bug in the post-cutscene loading routine. In maybe one scene out of five or seven, the closing load freezes the screen for an unusual amount of time and produces some unsettling drive noises. Nothing untoward ever happened, but it always felt as if something was about to crash. This is, make no mistake, a niche product. Oh, and before I forget, the soundtrack and effects are about as bland as the mind could conceive, so dull that, like I say, I almost forgot to mention it. I suppose the best way to put it is that the PlayStation now has its own Albert Odyssey - a game that will be enjoyed by some, disliked by others, ignored by a great many, and have very little significance in any kind of long-term sense.

Chapter 2 : Vanguard Bandits FAQs, Walkthroughs, and Guides for PlayStation - GameFAQs

For Vanguard Bandits on the PlayStation, GameFAQs has 9 FAQs (game guides and walkthroughs).

It can only be reproduced electronically, and if placed on a web page or site, may be altered as long as this disclaimer and the above copyright notice appears in full. All copyrights and trademarks are acknowledged that are not specifically mentioned in this FAQ. Please give credit where it is due. The Muspel Army 4. Warrior of Honor 4. Light and Darkness good 4. Faulkner The Filcher 4. Cave of Cretins 4. Clashing in the Snow 4. Refuge in Nordilain 4. Howl of The Ice Wolf Sadira 4. Continental Invasion Cecilia 4. The Journey Begins Cecilia 4. B - Add some info at Chapter 6. A young man must find his destiny to lead the rebellion against the Junaris Kingdom and to save the people of his world from an eternity of oppression. He and his friends are unwillingly drawn into a holy war being waged by a bloodthirsty general and his army of darkness. This is my first faq. If you have comment, correction, suggestion send me e-mail at. I have got all the endings: You can see this FAQ too at: Try to kill enemies as much as possible. You will need a lot of money to buy weapons, stones, and amulets. Always attack enemies from behind if you can. Because the attack will do more damage, and enemy can not counter, attack, defend your attack. Make your character and your allies attack one enemy at a time. Try to make FP enemy reach If this happens, make all your characters attack him because the enemy will be dizzy and can not do anything. Be careful when your FP almost reach Always buy weapons first then amulets or stones. Try to make your friends morale high. If you interview them, you can see the morale between you and your friends. Try to make your friends staying alive in battle, because if not the rate of morale of your friends that die will be decrease. If before the colour is red, it will turn to pink. If before the colour is pink, it will turn to orange. You will have to choose one of the answers. Sometime if you choose the first answer, your mission will be different from the mission if you choose the second answer. Just fight until they all die. Do you fight for the Empire? No matter what do you choose, the result will be the same. The difference only in what they say. Kamorge, Ione, and Reyna Shop: Attack the closest bandits first. They will not die because they always defend. Attack the enemy in front of you. Let Kamorge alone attack the enemy behind you. If Faulkner runs, he will run too. If you kill him, you will get a lot of money. After Duyere killed, kill his bodyguards then kill the Imperials. We must attend to Kamorge! I shall find that murderer! Ione, Reyna, Devlin, and Barlow Shop: Rage around showily 2. Attack 2 Imperials in the bridge until they die. Ignore the enemies in the center. Let the others attack them. After a while, Zakov come. After you killed 2 Imperials in the bridge, attack Zakov and 4 Imperials. If you want a quick win, just get someone in the front gate of the castle. Kill all the bandits, then kill new enemies that come. If you want a quick win, just attack Claire. If she lows in HP, she will run away with her men. Tell him I will depart soon 2. The Muspel Army 2 - Chapter 6. But you will only get Ruin branch, if you have already got good Kingdom ending. If you win this battle, you will go to Chapter 7. But If you lose, you will go to Chapter 7. Just attack Radcot, ignore the Muspels. Kill 4 Muspels in the front of you the closest. After that, kill the rest. At any rate, run away 2. Run first until Andrew and your friends come, then kill all the enemies. Just kill enemies as much as you can. Kill the closest Muspels first, then kill the rest. I intend to end the war. I will conquer the Continent! Make two of your strongest characters guard the bridges. Make them side by side. So enemies can only attack you in the front. After you killed all the enemies in the bridge, kill the rest. Make four of your characters attack 4 Avalons that surround you and make 1 character I suggest Andrew to help Zeira. Just attack the enemies from the back. After a while new enemies come and Thomson and his Kingdoms become enemies. Fight them until they all die. Kill 2 Imperials first. Then kill all new enemies that come. Concentrate your attack at 4 Imperials in front of you until they all die. Then concentrate your attack at 2 Imperials in front gate until they all die. Then kill all the rest of the enemies. Kill Claire and Shion first because they are the strongest. After that, kill the rest of the enemies. Kill the weakest one first. From Nordilains, Claire and last one Logan. Kill the Nordilains first. After a while a lot of enemies come. Attack them all first. After that kill Claire, Shion and Logan. Fight 4 Imperials in front of you first. Then move slowly and attack 2 Imperials not the Sharking from far away until they die. I suggest you use Turbulence from the distance range 4 because they can not attack

you, only defend.

Chapter 3 : Vanguard Bandits Cheats & Codes for PlayStation (PSX) - calendrierdelascience.com

The hard-backed, perfect bound, beautifully designed strategy guide of Vanguard Bandits is the first of its kind, and it is vastly superior in every way imaginable to the magazine style strategy guides that have been the industry standard.

Edit [1] [2] A battle scene in Vanguard Bandits. Each ATAC has a number of attacks available to it, depending on its weapon and gemstone; many major characters also have one or more special attacks not available to other characters in the game. Most attacks can only be made on adjacent squares; some can hit enemies further away, the Turbulence attack in particular having a range of four squares. Attacks from the side and rear have higher success rates and leave the defender fewer options; thus, flanking is a vital strategy in Vanguard Bandits. Attacks can be classified into three types: Most attacks fall into this category. If the attack succeeds, the defender is knocked down and thus unable to respond with a counterattack. Used only by particularly heavy attacks, Collision rams the defending ATAC full force, always toppling it unless the attack is evaded or parried. Additionally, some attacks can cause temporary negative status effects on the victim, such as reduced speed or attack power. When attacked, the defending ATAC has several options: Once the attacker has carried out their attack, the defender responds with an attack of their own. While this can cause significant damage, it also costs high FP all AP costs are converted to FP for the purpose of counterattacking. Additionally, the counterattack will be canceled if the attacker uses a successful Knockdown or Collision attack. Cannot be used against rear attacks. The defender braces themselves and takes defensive maneuvers, thus reducing the damage received. Costs 30 FP and cannot be used against rear attacks. The defender attempts to avoid the attack, thus preventing any damage. This is the only move that can be performed against rear attacks, and costs 20 FP. The defender preempts the enemy attack, thus doing damage while protecting oneself from harm. However, if it fails the defender receives more damage. Can only be used against frontal attacks and costs 20 FP. If the defending character has the appropriate skill, some enemy attacks can also be parried, resulting in no damage to the defender. As well as attacks designed to inflict damage, players can also use special abilities which assist friendly ATACs, such as increasing a stat, recovering HP or reducing FP. One skill, Turn Quake, is designed to be used on enemies; it rotates them in a random direction. Terrain plays an important role in the game. Moving across difficult terrain such as forests and deserts requires more AP than normal, although not all ATACs suffer equally from this effect some not at all. Some terrain is completely impassable. Edit All-Terrain Armored Combatants, or ATACs, are the main fighting force of the various armies in the game; indeed, the entire combat system revolves around them. Despite their high technological complexity, ATACs still utilize traditional weapons such as swords and spears. However, they can also use special attacks such as fireballs, earthquakes, flying shards of ice and tornadoes, depending on their gemstone. Edit Vanguard Bandits focuses on the interactions between the nations and individuals on the Continent of Eptina. There are seven different nations that are allied or in conflict: Commonly referred to as The Kingdom, this is the remains of the Kingdom Army who are working to restore Pharastia to its former glory. The Kingdom is portrayed as the good side of the story, at least nominally. They are allied with the Avalon Principality. The Kingdom is involved in a long-standing war with the Empire, which has conquered parts of the Pharastian Kingdom, including its capital. The Empire supposedly started the war in order to seize Prince Bastion, the only person who can unlock Ultragunner. The Empire was formed by a citizen named Degalle who spoke out against the fighting taking place. However, Degalle became corrupt with his newly acquired power. Its army is led by the calculating General Faulkner, and the Empire is laid out as the evil, antagonistic element in the game. Its army in particular is often associated with pillaging and looting innocent towns, even their own although the Kingdom is also said to commit similar atrocities. This small nation was formed by Duke Zeira and has a principle of hard work. Avalon supports the Kingdom but is engaged in its own conflict with the Muspel Nation to the south. This large country is filled with vast forests and is ruled by a fierce warrior named Duke Logan. Often in conflict with the Duchy of Hibernia. A desert country that became rich by using its resources and raw materials. Although it claims to be neutral, it constantly attacks the Avalon Principality and may secretly be allied with the Junaris Empire. The majority of the nation is

considered poor, while its oppressive, scheming leader Duke Radcot lives in his own palace with his army, setting the stage for a revolt within the country. This is a snow-covered nation in the north, ruled by the man known as Lord Alden the Ice Wolf. Originally, Hibernia was created by a Pharastian king who partitioned off some of its territory and gave it to one of his brothers. At the start of the game, Hibernia has taken no action in the conflict, although it does go to war with the Empire eventually. This country is ruled by warrior mercenaries who lend their services to any group. While they have no formal alliances at the outset of the game, they are at war with the Empire. Their leader, Marquis Dionne, is one of the most powerful warriors on the continent. A country on a peninsula to the far south. Interestingly, the player never travels there and it is mentioned by name only once in the entire game. Edit Bastion Long lost prince of the Pharastia Kingdom, protagonist of the game. When the Empire seized the Kingdom capital, Alugard spirited Bastion then still a baby and raised him, teaching him how to fight. He eventually returns to become the leader of the Kingdom against the Empire but not in the Empire branch at the age of sixteen. She has a temper as fiery as her red hair, and follows a "shoot first, ask questions later" approach to thwarting hostility and injustice. Often in conflict with General Faulkner. General Faulkner General of the Junaris Empire, antagonist of the game. Faulkner is an evil, scheming man who will do anything to achieve his goals. He is out for revenge against the entire world for the death of his father, as well as other atrocities committed by the combatants in the war. Outwardly, he shows respect for the members of the Imperial family, but only so he can exploit them for his own nefarious purposes. He first pilots the Solarus which he gained from his father but later discovers the legendary and polar opposite of the Ultragunner, the Zulwarn. Her parents were killed by Imperial forces when she was very young, and Kamorge, who was a family friend, took her in. She eventually learns to pilot an ATAC. Despite his small size and large spectacles giving him the appearance of a young geek he is an extremely skilled ATAC engineer. He has a well-honed sense of honor, and dreams of the day when the Pharastian Kingdom will be restored to its former glory. Galvas is extremely inflexible and has nothing resembling a sense of humor. Duyere Prince of the Junaris Empire and the heir apparent to the Imperial throne. Unfortunately or fortunately for his opponents, he is brash, immature, naive and lacks leadership skill. General Faulkner uses him as a pawn for his plans. Duyere has a very intense rivalry with his sister, Sadira. Alden The silver-haired, pale-skinned ruler of Hibernia. He is at a constant state of hostilities with Duke Logan. Also considered to be the best chess player on the Continent although in the Ruin Branch, Milea beats him on their second game and wins the rights to his ATACs for two weeks. Zeira Duke Zeira is the ruler of the Avalon Principality. In the absence of their leader, Zeira helps the people of the Kingdom in their fight against the Empire, though he has taken some flak for this back home from people who believe Avalon has its own problems to worry about. He shows great confidence in both his combat skills and his ability to seduce the ladies. Cecilia Ninja maid working under Princess Sadira. Cecilia is a possible romantic interest for Bastion again, during the Empire branch which she appears exclusively in. She is also a double agent for General Faulkner, who uses her to keep track of Sadira. Claire The saccharine crimson-haired daughter of Duke Logan, with a distinct Valley Girl personality. While an irrefutably spoiled brat, she does have considerable combat ability. She and Sadira have a rivalry going back to their days in the academy.. He is only seen in a flashback. A hungry, pudgy pilot who often provides comedy relief. Devlin Devlin is a brash young man with a strong sense of honor. His family was entrusted long ago with the guarding of Gratia, the stone required to activate the Ultragunner. Logan Duke Logan is the ruler of Nordilain. He also has a lecherous side. Franco acts as a father figure to the young princess, since her real father lacks either the time or inclination to be a father to his daughter. Halak is the complete opposite of Franco in how she tries to rear Sadira. While Franco prefers freedom for Sadira to make her own mistakes, Halak prefers to boss the young princess around. She is the mother of Emperor Degalle and therefore, the grandmother of Duyere and Sadira. She has a somewhat androgynous appearance. Reyna A blonde-haired, spirited girl who fights for the Avalon Defense Corps.

Chapter 4 : Welcome to the Vanguard Bandits Shrine!

Scroll down to read our guide named "Strategy Guide" for Vanguard Bandits on PlayStation (PSX), or click the above links for more cheats.

Understanding the Branches III. Introduction Vanguard Bandits is a very interesting game in the quality that it gives you the choice of how you will proceed through the game. There are three branches of story patterns, each taking you on a completely different story and different characters. The characters that may have been your ally in one branch may be a deadly foe in the next. The game spans 20 missions everytime you play, but there are 56 missions in total. Having completed all 56 myself, I feel I can help you fellow Vanguard Banditeers and tell you how to proceed. Understanding the Branches There are three different branches. This is a very weird happening of events, and makes little to no sense, and is VERY difficult to get to. If you want to try out all three branches and all five endings, you will need to read this guide to the upmost detail.

Kingdom Branch The Kingdom Branch is your default story, and most people will probably follow it their first time through Vanguard Bandits. It is fun, simple at times, but still fun, and in no way a bad choice for progressing. After Mission 3, if you are under level 8 you will continue with the Kingdom Branch. However, if you have reached level 8, you will be shown two options: B on the other hand will lead to another branch and will be explained later. After completion of Mission 5, another multiple choice question will come about. Tell him I will depart soon. If Bastion dies in either mission above, he will move onto two mediocre, but profitable missions, if he survives; he will move onto two story driven missions. Upon completion of one the last two missions above, and if you have completed the game once before, you will be shown the following option: B leads to Ruin, and will be discussed later in the walkthrough. After completeing your 11th Kingdom Mission, during a cutscene a character may join your party. It all depends on what path you chose earlier, if Bastion did indeed die in Option C you will get a powerhouse character making those mediocre missions a joy. After the 15th Mission, if Bastion is level 19 or lower, a multiple choice question will appear: Empire Branch This branch is much different than Kingdom, and offers a completely different experience. This is my personal favorite branch. However, it has only one option. Choosing B will move you over to the awesome Empire branch. Ruin Branch Ruin is very strange, with, uh, Puck leading the party through well, ruins. Ruin only has one option and one ending. B leads to Ruin, and you stay on that path the rest of the game. Different Endings Kingdom offers two endings, a good and a bad. Ruin has one set ending and will not be discussed here. If most of the characters like you, then you get the great ending. Otherwise, you will get the crap ending. If Sadira likes you more, or just as much as Cecilia, you get her ending. If Cecilia likes you more, you get her ending. Legal Stuff This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. Copyright DarkCrono x2 View in:

Chapter 5 : Vanguard Bandits Official Strategy Guide -- Five Stars

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Then I stuck my opinion at the end of it, lol. It sort of has to be, given how many things must go into comparing the various ATACs in the game. Basically, each ATAC scores points based on how much of a bonus it gives you to stats, how much HP it has, what its movement range is, and what attacks it can use. Stat boosts, range, and HP are on a straight 1-for-1 basis; e. The attacks and support skills it can use must also be taken into account. All attacks and support skills will score at least a 1, simply because they give you another option to choose from in battle. Attacks Support Skills Other Overall Score My Opinion I have further broken the list down into five tiers based on this scoring system; Tier 1 is the weakest, and Tier 5 is the strongest. One of the better ATACs in the game. If you could stick everyone in your party into an Alba, you could probably sleep-walk through the game. A very cool ATAC. You should get nothing less from one of the excavated models. I think the colors are a bit gaudy, but it looks pretty sweet. The attacks they get are severely limited, and that limits their usefulness. It really is a shame that you get to use it so little in the course of the game. I would guess, based on the other attacks it gets, that the Andoras also gets Kick. The Andoras is Tier 1 all the way. It only appears as an enemy early in the game, and for good reason. It might not deal out a lot of damage, but it makes a great support ATAC because it can heal, it can buff your DEF, it has some ranged attacks that can be used to soften up enemies and build up their FP, and it can take a beating. As an excavated model, though, I think it could have been better, if only by giving it a different weapon so it had a better array of attacks- as I said before, I have little to no love for spear ATACs. One of the lower end ones, too. Calling the Barazaph mediocre would be gross overstatement. Nothing more, nothing less. It deals massive damage, has a bonus to hit, is of the Knockdown type, uses fairly low AP 40 , and generates almost no FP only 5!!! It can drop almost any ATAC in the game within three hits. Too bad the only way you get to pilot it is if you use a Gameshark or other cheat device. It is one of the very few ATACs that use the lighter style of swords, and they all seem to get lucky with the critical hits. They certainly manage to hang in there through most of the game. A lot of that is the pilots though. Other than that, I have no complaints. The Einlager is a tough call as to which Tier it falls into, but I have to put it in Tier 2. Not bad, but not great. I really like the Flaros. It really seems to suit Devlin, for me at least. The Flaros can hold its own as well as any Tier 2, and better than some. Not a big deal, really. As these are always piloted by generic NPC pilots, they are just fodder. The Haizuron is very similar to the Einlager. I like the look of them, too; The general design reminds me of the Tallgeese gundam, which I always thought was pretty cool. This is just about the worst ATAC in the game. Unluckily, one of your pilots starts in it. Since Ione will leave part way through the game, she might as well be taking the crappier ATAC with her when she goes, right? It is a well-rounded ATAC, capable of surviving through the end of the game although just barely on some of the final missions. On a scale of one to ten, ten being best, I give the No. And the dialogue of Faulkner and the rest of the people who pilot them will have you in stitches- especially Zakov, lol. I would guess that "No. This is another tough one when it comes time to put them into Tiers They seem a lot tougher than this when they are fighting against you. This shows just how much of that is the pilot, though. I like the color scheme, but the head looks funny, coming to a point the way it does. The Roaring Lion is, simple put, bad ass. It looks cool, has a decent move selection, some support skills, and it comes with the single strongest attack in the game, Bursting Fire. It has a massive 3. It has a crappy selection of attacks, as do most with the Earth Stone move set. These combine to drop the score quite a bit. Lucky for you it DOES score so low, since you never get to pilot it without cheating. Same as the Alba, really. I will admit I like the color scheme of the Serata better though. The Sharking is a mean, nasty opponent. For those that are wondering, the Slash and Strong Slash are rated differently for the Sharking because they are actually different than the ones available to other ATACs. I think this was done to show that, as Sadira says, the Sharking was designed to kill the pilots of enemy ATACs, and so even its normal attacks are more damaging and deadly. Too bad it never gets there. The Solarus is on par with the Alba and Serata, which lumps it squarely into Tier 3. Too bad you never get your grubby little hands on the controls. I like the Sylpheed. It gets

a nice variety of attacks, the useful Cooling Mist support skill, and Tidal Wave is just awesome for its ability to take out foes. Either way, I do like the Toreadore, and it belongs right where it is, in the middle of Tier 4. That reduces the overall usefulness of the ATAC, in my opinion. Regardless, the Ultragunner is a sweet machine that sits pretty in Tier 5. If you have either Cecilia or Andrew piloting the Vedocorban, and you have a Wind 4 stone equipped, the Vedocorban gets the Somersault attack, which is unique to those two pilots when in this ATAC. A Fire stone will make a pretty good attacker out of it. What the hell are they all about, anyway? The only reason it seems better than it is would be because it comes equipped with the ability Desert Motion, which allows it to move over sand terrain for less AP. An unholy, evil beast of a machine that desires nothing but your destruction Tier 1 is the lowest, and Tier 5 is the highest. Just be sure you have something solid in the way of info to back it up.

Chapter 6 : Vanguard Bandits (Game) - Giant Bomb

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Chapter 7 : Vanguard Bandits - IGN

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Chapter 9 : Vanguard Bandits for PlayStation Reviews - Metacritic

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