Playlist set up in the link:  
https://www.youtube.com/playlist?list=PLPtqnhGe44XYDqw5wXocwVTl2FwNpTkDq  
  
So the songs are clustered into groups of three (except for the last song). The first three songs display a pumping up for going to battle. They display a tone that builds up a happy momentum, starting hard and going into a more rocking tune. The next three songs involve music on the way to battle. One is now ready, but whether you are speeding down on a shuttle or a war droid, you are doing it at high speeds. It starts with a faster, lighter song, eventually going into more louder and heavier songs to ease the switch from going to battle to getting into the first fight.  
  
The next three songs are for the first battle itself. They are meant to build up in speed. First song tricks you into thinking it is a hard song, with the next one being even harder and faster, and the last one being a lot harder, a lot faster, and a lot more brutal to listen to, letting your body reflect the violent brutality of the music.  
  
One may need a morale push though. So the next three songs turn potential tiredness into quicker paces. They vary in speed because music can slowly speed up in tune which may subconsciously bring the heart and mind to a faster pace, moralizing the troops and fighters in the battle without even knowing it. Then comes the Battle Apex where the songs themselves emphasize lyrically the attacking nature of the soldiers. They are fast and brutal, as is the nature of the playlist, but the lyrics help the troops focus on what exactly they should be doing in case they tire. The Final Push is meant to be fun. The enemy is practically defeated. Our allies should be enjoying their thought of victory, so while the songs continue in speed they also provide a more fun aspect and also kid-like transformation.  
  
The victory songs are meant to be just that. Remembrance, thinking of the family, thinking of friends, and setting a relaxing mood is what is victory songs are about. We don't need songs mentioning victory because victory itself is already established. The subcontext of victory should be attained instead. Lastly, a song about drunkenness which I think emphasizes what might happen after a battle.  
  
Preparing for battle  
-Wait and Bleed  
-Kickstart My Heart  
-Detroit Rock City  
Riding down to the planet  
-Staring at the Sun  
-Wirtshaus Gaudi  
-Gematria (The Killing Name)  
Fighting battle  
-Supreme Pain for the Tyrant  
-Disciple  
-You Suck  
Morality push  
- Mr. Highway's Thinking About the End  
-Battle Song  
-You Be Tails, I'll Be Sonic  
Apex of battle  
-Love Lost in a Hail of Gunfire  
-Raining Blood  
-Attack  
Final push  
-Pay to Cum (American Hardcore Version)  
-Gimme Choko!!  
-Through the Fire and the Flames  
Victory  
-Who's Your Daddy  
-I Believe In A Thing Called Love  
-Road to Nowhere  
Post Battle Drunkenness  
-Farewell to Drunkenness