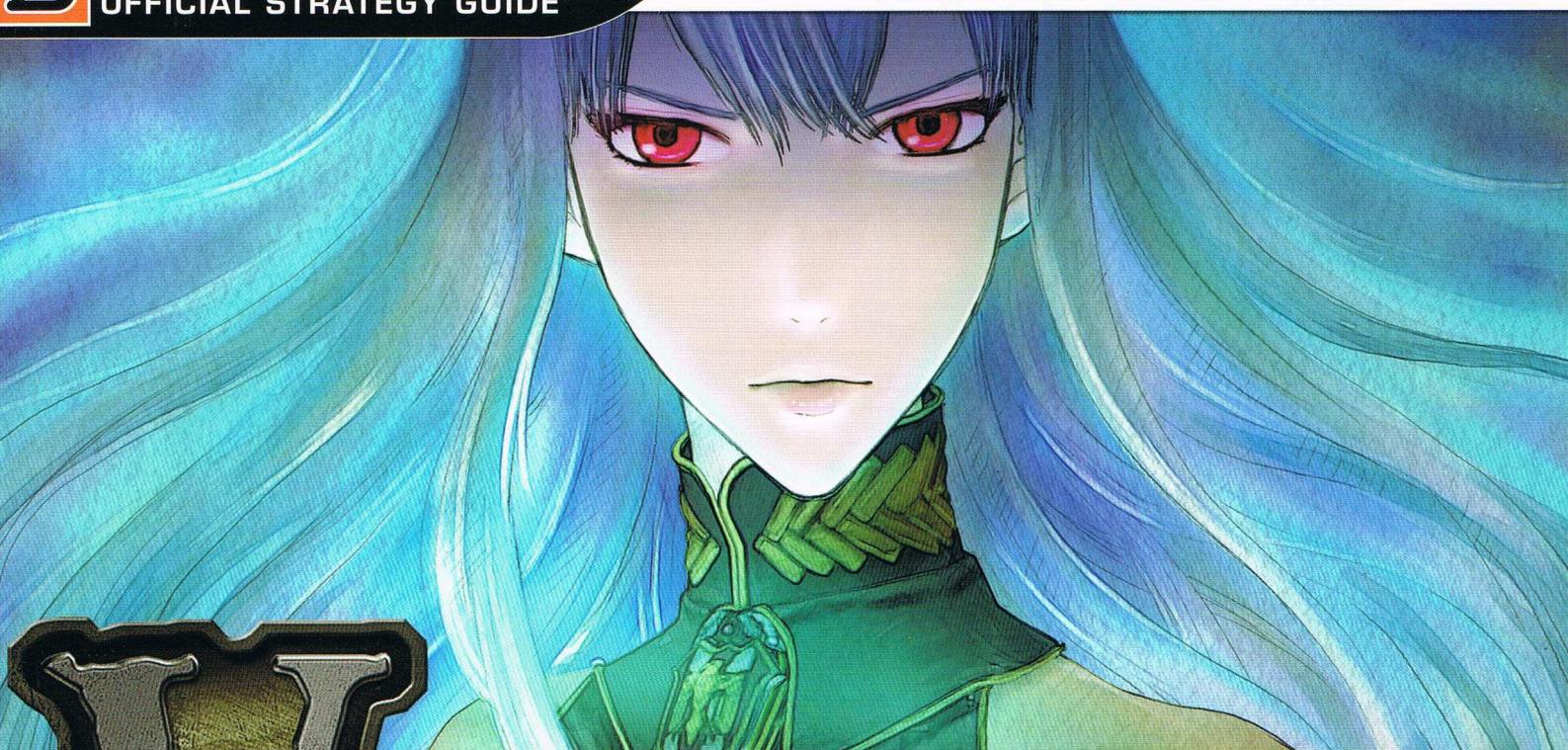




**BRADYGAMES®**  
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



# VALKYRIA CHRONICLES™



COVERS PLAYSTATION® 3  
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME **TEEN**  
RATED BY THE  
**ESRB** **T**

**SEGA®**

Written by Casey Loe

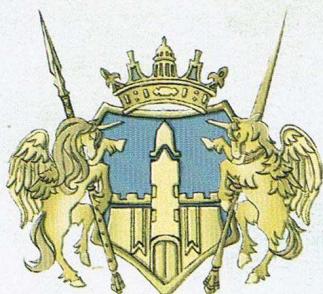
# VALKYRIA CHRONICLES

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# Characters



## The Defenders of Gallia



### WELKIN GUNTHER

Tank Commander and Leader of Squad 7

Age, 22

A lover of nature since childhood, Welkin's free time was spent observing animal and plant life near his home. He is credited with discovering six new insect species. He is peaceful by nature, but he will not hesitate to defend the ones he loves, such as his Darscen sister, who often faces harsh discrimination.

## ALICIA MELCHIOTT

Squad 7 Scout

Age, 19

While a team captain in the Bruhl Town Watch, Alicia also worked as a live-in apprentice at the local bakery. In light of her experience both from the town watch and her military education, she was appointed as a non-commissioned officer to Squad 7. A country girl, Alicia saw no shortage of physical exercise in her youth, building a physique with exceptional resilience to injury that's the envy of her squad.

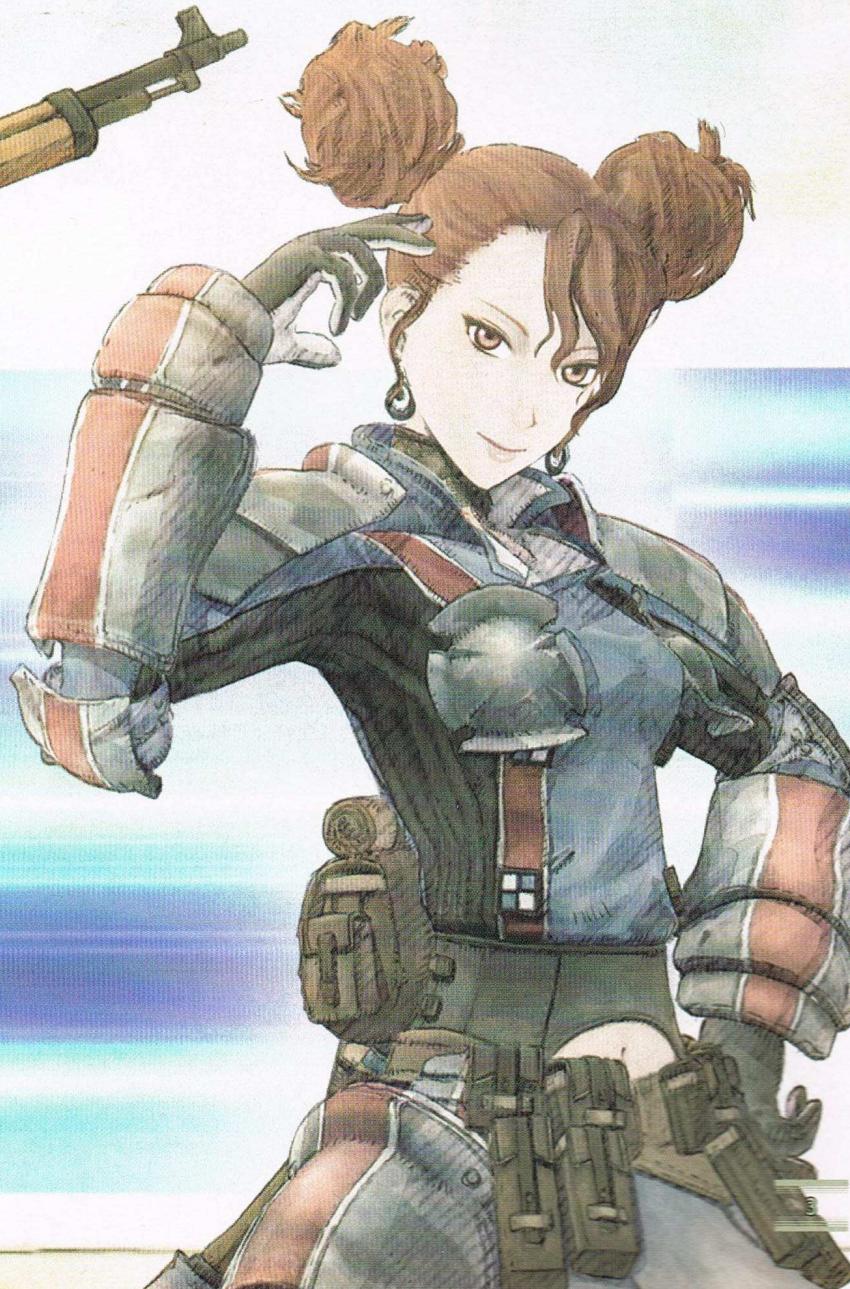


## BRIGITTE "ROSIE" STÄRK

Squad 7 Shocktrooper

Age, 27

Formerly a bartender and songstress, Brigitte still bears the nickname "Rosie," given to her by the bar-going regulars. Despite her education ending at a middle-school level, experience with her town watch earned her the rank of Corporal. Due to a traumatic childhood experience, she has a strong dislike of Darcensens.



## LARGO POTTER

Squad 7 Lancer

Age, 36

Since his initial conscription during EWI, Largo has survived countless missions, making him the most experienced of the 7s. Believing that frontline experience is everything, he has consistently rejected all offers of promotion and continued his career as a foot soldier. He enlisted at the same time as Eleanor Varrot and the two were posted to the same squad. Their vastly divergent views soon had them engaging in epic quarrels.



## ZAKA

Squad 7 Tank Commander

Age, 33

Born the son of a poor family of Darcen laborers, Zaka worked in a Fouzen factory from a young age, picking up a broad knowledge of machines and weaponry. Despite his often-grim countenance, Zaka has a kind, gentle heart. Much of his free time in the labor camps was spent entertaining the children.



## ISARA GUNTHER

Squad 7 tank pilot

Age, 16

Daughter of the late Darcen engineer, Professor Theimer, Isara was adopted into the Gunther family as Welkin's sister. Taking to engineering in her father's footsteps, she elected a mechanic's path in secondary military education, earning several credentials before enlisting. The constant prejudice Isara faced since childhood due to her Darcen blood has fostered not bitterness, but respect for the brother who always stood up for her.

## ELEANOR VARROT

3rd Regiment Captain

Age, 35

Drafted during EW1, Eleanor joined Gallia's militia as a Sniper, electing to remain in the military after the war's end. Her work ethic quickly got her promoted. During the war, she and Largo were posted to the same squad. They were both decorated after one operation saw them defeat five enemy tanks on their own.



## FALDIO LANDZAAT

Tank Commander and Leader of Squad 1

Age, 23

An archaeology student at the same university as Welkin, Faldio's knowledge of history is considerable. His secondary and university military education earned him an officer's rank and credentials as a tank commander. Born a Randgrizer, he personifies blithe charm and gregarious warmth. In Welkin's words, "every girl on campus knew him by name and by reputation."

## CORDELIA GI RANDGRIZ

Crown Princess of Gallia

Age, 16

The death of her parents, the former Archduke and Duchess of Gallia, left Cordelia as heiress to the throne, although her young age has precluded her coronation as yet. Reported to be a bright and cheery girl while her parents were alive, the appointment of Maurits von Borg as her regent marked an end to all outward shows of emotion.



# The Imperial Aggressors

## MAXIMILIAN

Imperial Prince and General

Age, 29

Said to grant opportunities to talented subordinates regardless of social rank, Maximilian is also known to ruthlessly dispose of anyone deemed useless to his purposes. Though born as the crown prince, his mother's low station precluded his rise to legitimacy within the court and he was relegated to prince status.



## SELVARIA BLES

Brigadier General

Age, 22

Undefeated since she began work as one of Maximilian's commanders, her forays into the nations around the Empire have struck with the force of a tidal wave. After being identified as a Valkyria in her early childhood, she was held at an imperial research facility and used as a test subject in their experiments.



## RADI JAEGER

Major General

Age, 36

Jaeger was previously a general for his homeland, the kingdom of Fhirald, until it was lost in an Imperial invasion in EW1 to which he himself also fell prisoner. Freed by Maximilian, he agreed to lend the young commander his keen eye for strategy in exchange for a promise that Fhirald would be restored its autonomy.



## BERTHOLD GREGOR

Major General

Age, 51

Gregor was born into the rank of count in a family with close ties to the Imperial court. He worships the emperor, dedicating his life to uniting Europa under his rule. A specialist in shock-and-awe tactics, he uses superior numbers to annihilate the opposition. Gregor's leg was injured by Jaeger during the Fhirald invasion.

# Tactical Briefing



Valkyria Chronicles is like no game that you've played before. Its unique mix of turn-based strategy and real-time action may take a bit of getting used to, but those who master the nuances of its systems will be well rewarded on the field of battle. Pull up a chair, commander—it's time for your general briefing!

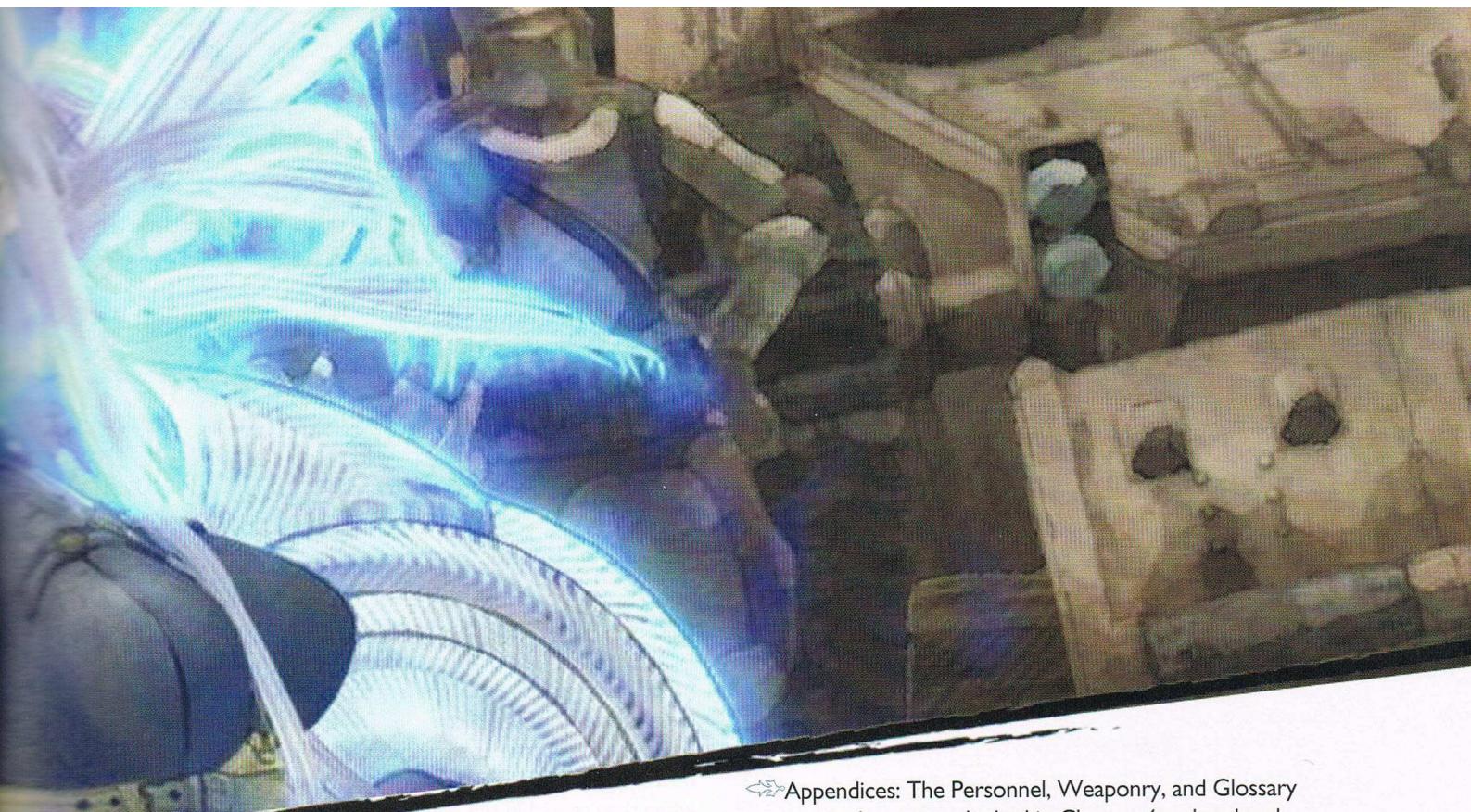
## ON THE GALLIAN FRONT



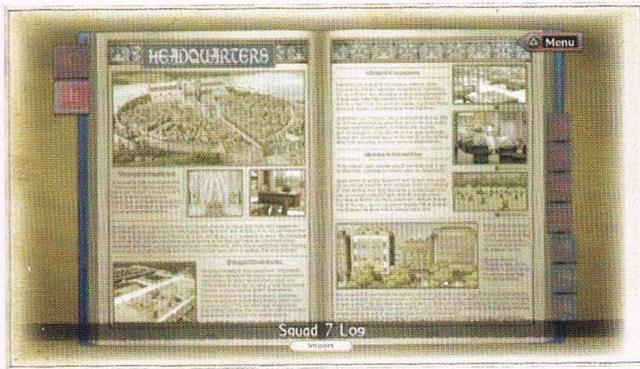
The story of Gallia's involvement in the Second European War is chronicled in a book titled "On the Gallian Front." Each chapter of this tome tells the tale of Squad 7, the group of reluctant soldiers who are the heroes of *Valkyria Chronicles*.

Each chapter consists of a series of numbered episodes that must be viewed to progress. Scenes that are marked with an asterisk instead of a number are optional "sub-event" scenes that don't need to be viewed to proceed. Each chapter also consists of at least one battle that is marked with a map instead of an art panel. When a battle is coming up, press the **A** button to pull up the menu and save your game.

"On the Gallian Front" is a thick tome that contains far more than the game's standard chapters. Press the L2 and R2 buttons to highlight the tabbed appendices on the side of the book, and press the **X** button to confirm your selection. The tabs include:



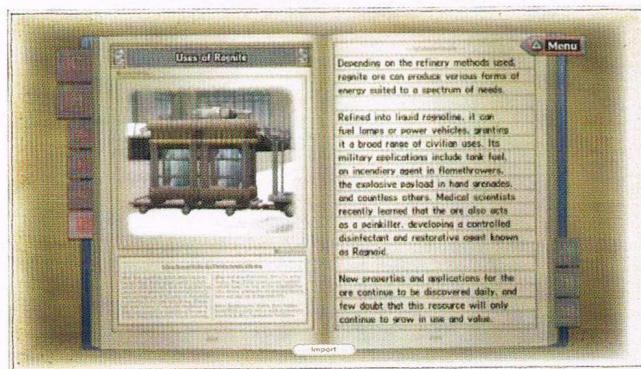
Headquarters: Return to Randgriz and access its resources at any time after Chapter 3.



Skirmishes: Offers an assortment of practice battles that are unlocked as you play through the game. You can play each skirmish as many times as you like, which makes this a great way to earn EXP and DCT (money). Most skirmish battles are based on chapter battles that you've already fought, but offer adjustable difficulty settings.



Appendices: The Personnel, Weaponry, and Glossary appendices are unlocked in Chapter 4 and updated constantly as you're introduced to new characters, weapons, and game terms. The Decorations section is unlocked during Chapter 10 and another pair of appendices is unlocked after completing the game.

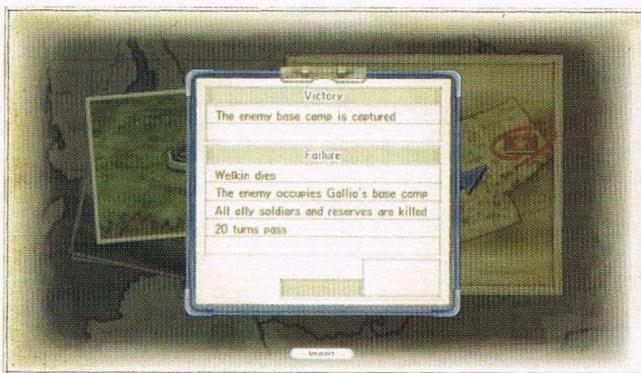


Reports: Reports do not have their own tab; instead, they are interspersed throughout the chapters and marked with bookmarks. You can unlock reports by contributing to Ellet's book fund at Castlefront St. in the Headquarters tab. All reports contain a series of optional event scenes and some also contain a battle that leads one of your characters to unlock his or her hidden Potential.



## THE FLOW OF BATTLE

By selecting the battle section of a chapter, you'll receive a briefing that explains the conditions of victory and defeat. After that, you'll see a map where you can position a set number of units with which to begin the battle. Select "Deploy" when you're ready to start fighting.



The battles unfold in a turn-by-turn order, with each turn consisting of a Player Phase followed by an Enemy Phase. When the battle ends in victory, you'll be ranked on your performance. In turn, this ranking determines how much EXP and DCT (money) you earn. Rankings are based solely on the number of turns it takes to complete the battle, so the goal is to achieve victory as quickly as possible.

## COMMAND POINTS

During the Player Turn, it costs one or more Command Points (CP) when you take control of a unit, give an order, or summon a soldier from your reserves. When you run out of CP, you cannot take any actions besides viewing battlefield data and ending your turn.

ACTION	CP COST
Soldier Action	1
Tank Action	2
Request Reinforcements	1
Issue an Order	1~6

At the beginning of your turn, you receive a preset number of CP, plus 1 additional CP for each leader on the battlefield. (If a leader retreats, he or she will no longer provide CP.) CP are vitally important, so you always try to deploy as many leaders as possible. If you end a turn with unspent CP, it will carry over to the next turn, although you can't have more than 20 CP at one time.

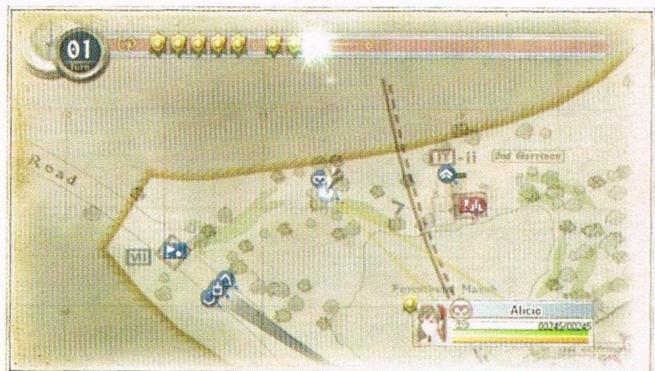
Leaders are storyline characters like Welkin, Alicia, Largo, and Rosie. They have stars in the shape of Command Points by their names.



All of these rules apply to your enemy as well. Hunt down and eliminate Imperial army leaders to reduce the amount of CP the computer has to spend each turn.

## ANATOMY OF AN ACTION

At the beginning of each turn, you're in the "Command Mode." During this time, you can scroll over a map-like overhead view of the battlefield. The blue icons represent your units, while the enemy units appear in red. Note, however, that you'll only see the positions of enemy units when they're within the sight lines of one of your units. The map view also indicates camps (marked by a flag) and bases (marked by a flag and star), as well as certain stage-specific gimmicks.



By selecting a unit, you lose a CP (2 CP for a tank) and the camera shifts to an over-the-shoulder view known as "Action Mode" in which you control the chosen unit in real time. You can move that character freely, but as you do, the number of Action Points in its AP bar will dwindle. When the AP runs out, your chosen unit will no longer move. While no other unit on the battlefield can move during an action, they are perfectly capable of reacting to your character's presence by firing at him or her, or in the case of allies, alongside him or her.



At any point during Action Mode, press the RI button to enter “Target Mode.” Doing so freezes time so that you can take time to aim (move the Left Analog Stick or Control Pad, or tapping the L1 and RI button) or switch weapons (press the O button). You can only attack once per action, but you can enter and exit Target Mode (press the O button) as often as needed to line up a shot. After completing an attack, and possibly enduring a counterattack, the game returns to Action Mode where you can continue to move—but not attack—as long as there is AP to spare.



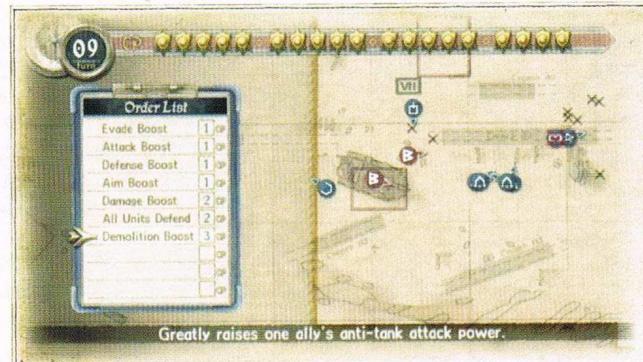
During Action Mode, you can use any number of “Terrain Actions.” This includes such things as crawling in grass, ducking behind cover, or climbing a ladder. There are also special actions like flipping switches, disarming landmines (only done by Engineers), and triggering special events. When utilizing a special action, the X button appears on-screen along with a description of the action. These actions do not count as an attack and do not consume additional AP.



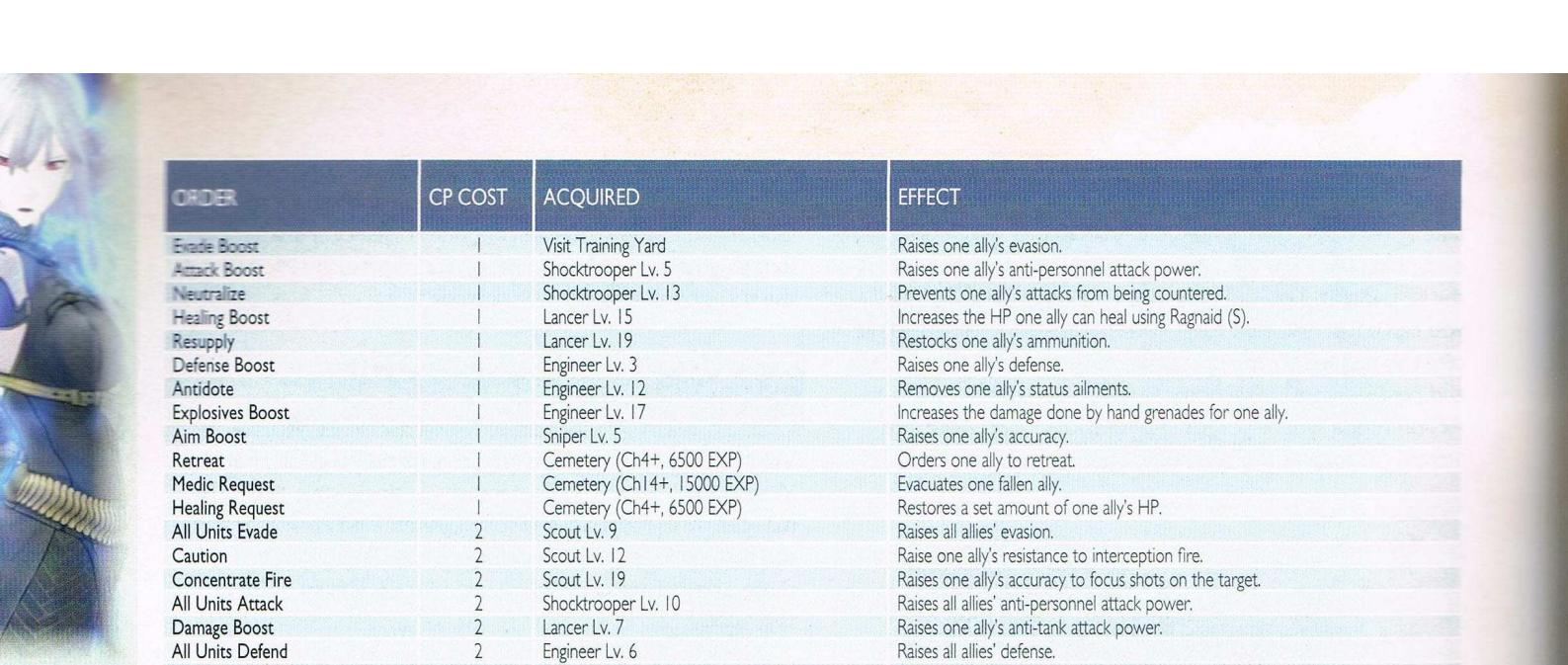
When you’re finished with your chosen unit, press the O button to end that character’s action and return to Command Mode. You can continue to select characters as long as you have CP to spare, or end Command Mode (and the turn) by pressing the O button.

## ISSUING ORDERS

While in Command Mode, you can spend your CP to make Welkin issue an order. Orders have a single-shot effect that may boost an ally’s stats, remove a wounded character from the battlefield, or directly damage a foe. The CP costs for these effects range anywhere from 1 to 6 CP, so use them sparingly.



There are two ways to learn orders. Most orders are acquired when a character class hits a certain level at the Training Field, but some can only be purchased with EXP points from a character known as the “Aged Gentleman” who hangs out at the War Cemetery at the Randgriz Headquarters.

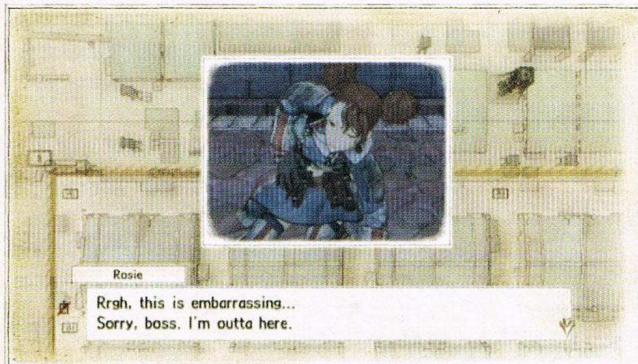


ORDER	CP COST	ACQUIRED	EFFECT
Evade Boost	1	Visit Training Yard	Raises one ally's evasion.
Attack Boost	1	Shocktrooper Lv. 5	Raises one ally's anti-personnel attack power.
Neutralize	1	Shocktrooper Lv. 13	Prevents one ally's attacks from being countered.
Healing Boost	1	Lancer Lv. 15	Increases the HP one ally can heal using Ragnaid (S).
Resupply	1	Lancer Lv. 19	Restocks one ally's ammunition.
Defense Boost	1	Engineer Lv. 3	Raises one ally's defense.
Antidote	1	Engineer Lv. 12	Removes one ally's status ailments.
Explosives Boost	1	Engineer Lv. 17	Increases the damage done by hand grenades for one ally.
Aim Boost	1	Sniper Lv. 5	Raises one ally's accuracy.
Retreat	1	Cemetery (Ch4+, 6500 EXP)	Orders one ally to retreat.
Medic Request	1	Cemetery (Ch14+, 15000 EXP)	Evacuates one fallen ally.
Healing Request	1	Cemetery (Ch4+, 6500 EXP)	Restores a set amount of one ally's HP.
All Units Evade	2	Scout Lv. 9	Raises all allies' evasion.
Caution	2	Scout Lv. 12	Raise one ally's resistance to interception fire.
Concentrate Fire	2	Scout Lv. 19	Raises one ally's accuracy to focus shots on the target.
All Units Attack	2	Shocktrooper Lv. 10	Raises all allies' anti-personnel attack power.
Damage Boost	2	Lancer Lv. 7	Raises one ally's anti-tank attack power.
All Units Defend	2	Engineer Lv. 6	Raises all allies' defense.
All Units Aim	2	Sniper Lv. 10	Raises all allies' accuracy.
Penetration	2	Sniper Lv. 15	Makes one ally's attacks ignore any enemy defenses.
Sniper Support	2	Cemetery (Ch4+, 6500 EXP)	Attacks one specified enemy foot soldier unit.
Heal All	2	Cemetery (Ch9+, 10000 EXP)	Restores a set amount of all allies' HP.
Awaken Potential	2	Cemetery (Ch9+, 10000 EXP)	Awakens one ally's innate abilities (Potentials).
Recon Request	2	Cemetery (Post-ending, 50000 EXP)	Makes all enemy units' current positions visible.
First Aid	3	Shocktrooper Lv. 16	Fully restores one ally's HP.
Demolition Boost	3	Lancer Lv. 8	Greatly raises one ally's anti-tank attack power.
Attack Weak Spot	3	Sniper Lv. 18	Makes all of one ally's attacks do critical damage.
Mortar Support	3	Cemetery (Ch 9+, 10000 EXP)	Attacks the area around one specified enemy unit.
Awaken All	3	Cemetery (Ch 14+, 15000 EXP)	Awakens all allies' innate abilities (Potentials).
Artillery Support	6	Cemetery (Ch 14+, 15000 EXP)	Attacks all enemy units.

## Characters and Classes

### LEADERS AND RECRUITS

Squad 7 is composed of both officers and soldiers. The officers are your leaders: Welkin, Alicia, Rosie, Largo, and eventually, Zaka. These characters provide CP for each turn in which they're deployed in combat, plus they cannot be permanently killed. While a normal soldier would bleed out and perish, leaders retreat to safety. Remember, though, that many battles have special conditions where the loss of certain leaders (usually Welkin) may lead to the loss of a battle.



Leaders join automatically at certain points in the story, but you must seek out recruits by visiting the Command Room on the Headquarters tab. The Command Room contains a list of all available recruits who you can add to your squad. Your squad has a maximum size of 20 units, but you can return to the Command Room at any time to replace fallen units or cycle out other ones.



There are a few recruits who only appear when special conditions are met but, for the most part, recruits appear randomly. Any two players will see a different assortment of recruits early in the game, but as the game continues the missing recruits appear to offer their services.

## THE FIVE CLASSES

All soldiers and leaders fit into one of five character classes. You'll need a good mix of all five to handle the challenges you'll face on the battlefield.

### Scout



**Stats:** Scouts, the most mobile class by far, have two to three times as many Action Points as any other class. They're good defenders with great battlefield instincts; they can spot and intercept enemies with the widest and longest range of any class. Their HP and combat damage are only average, but when you need a job done quickly, they're usually the best choice.

**Standard Equipment:** Standard Scout equipment includes a combat rifle, one grenade, and a small Ragnaid canister.

**Usage Notes:** Players who are aiming for high ranks should use Scouts whenever possible. Although Scouts lack the firepower of Shocktroopers, they can do in one action what that class does in three. As long as you can get in close to perform headshots, their accurate weapons are surprisingly potent.

**Advancement:** When Scouts achieve elite status at level 11, they're given a rifle-mounted grenade launcher that is capable of firing their grenades at high arcs over long distances.

### Shocktrooper



**Stats:** Shocktroopers are the deadliest class on the battlefield. A close-range volley from their machine guns can put an end to a soldier, regardless of his class. They're sturdy too, with plenty of HP and great defensive stats. Their interception fire doesn't have a wide arc or long range, but it's brutally powerful. Unfortunately, they have weak mobility. The challenge for Shocktroopers isn't winning the battle, it's actually reaching it!

**Standard Equipment:** Shocktroopers carry a machine gun, a grenade, and a small Ragnaid canister.

**Usage Notes:** When you must defend a base, or if your starting positions are close to the action, Shocktroopers are tough to beat. However, when a map involves a lot of travel, they're best left on the sideline; you can always bring them in as reinforcements after you occupy an enemy base.

**Advancement:** After reaching elite status at level 11, Shocktroopers earn flamethrowers as a secondary weapon. Flamethrowers attack in an arc that can hit multiple foes. When aimed downward, these Flamethrowers can hit foes who dodge or hide in grass. Flamethrowers cause less damage than close-range machine gun fire, but they are just as effective against crouching foes as standing ones. Elite Shocktroopers can also develop machine guns with increased clip sizes!

## Lancer



**Stats:** Lancers are the only soldier class who can effectively deal with enemy tanks and artillery. Against humans, though, their anti-armor lances are inaccurate and cannot be used to intercept foes or counterattack. Lancers have high defense and tons of HP, but their mobility is similar to the sluggish Shocktroopers. While heavy armor slows them down, its anti-blast properties make them all but immune to explosive effects like grenades and landmines.

**Standard Equipment:** Lancers wield anti-tank lances with a standard compliment of three anti-armor shells. They also pack small Ragnaid canisters, but no grenades.

**Usage Notes:** Lancers are typically used for only one purpose: destroying enemy tanks! But don't count them out entirely for other purposes. Because their lances are explosive, they can be used to destroy sandbag barricades just like grenades. And while they're tough to hit on a reliable basis, few human soldiers can survive a headshot from their weapons.

**Advancement:** When Lancers reach elite status at level 11, the R&D Facility will offer enhanced mortars in addition to anti-tank lances. Mortars inflict far less damage to tanks, but they fire in an arc and explode on impact, dealing heavy damage to human targets and cover. To use them, you need to visit the Squad Barracks to manually equip some Lancers with lances and others with mortars in order to battle tanks effectively.

## Engineer



**Stats:** Engineers have the lowest HP, the weakest defense, and are among the most feeble classes on offense. However, they have a wide array of invaluable abilities. They can disarm landmines, heal humans and tanks, and completely refill the ammo and grenades of any character. Their mobility is second only to Scouts and they can intercept foes and counterattack.

**Standard Equipment:** Engineers wield the same rifles as Scouts, so any combat rifle upgrade will affect both classes. Each carries three grenades, a large Ragnaid canister (which heals more HP than the smaller ones), and a set of tools that allows them to fix sandbags, barricades, and towers in action mode or target tanks for more serious repairs.

**Usage Notes:** Engineers are primarily used for their ability to repair tanks and refill the ammo of Snipers and Lancers simply by approaching them. On occasion, their ability to disarm mines (as a free action) or heal heavy damage will come in handy. There are even times when they get to be offensive powerhouses, thanks to their large reserve of grenades. Just keep them off the frontlines, or they'll get cut down in no time.

**Advancement:** When Engineers attain elite status at level 11, they receive a stat boost but do not unlock any additional weapons or abilities.



## Sniper



**Stats:** Snipers are the rarest and most specialized class. Their stats are weak across the board, their only weapon runs out of ammo after three shots and they can't counterattack or intercept foes. However, they can eliminate targets from halfway across the map and their headshots are fatal against even the toughest foes.

**Standard Equipment:** Snipers wield a sniper rifle with a scope (tilt the Right Analog Stick forward and back to zoom in and out when in Target Mode). The only other equipment they carry is a small Ragnaid canister.

**Usage Notes:** The efficacy of Snipers varies dramatically based on the terrain in which they're placed. On maps with an elevated perch or tower from which to shoot, they can dominate the map. But just because they excel at long range doesn't mean they're useless at short range. In fact, their ability to kill a powerful foe with a headshot is great at any distance. When your plans do call for heavy Sniper support, pair them with an Engineer who can refill their ammo.

**Advancement:** When Snipers attain elite status at level 11, they receive a stat boost but do not unlock any additional weapons or abilities.

## HEAVY ARTILLERY

The soldiers of Squad 7 will receive some powerful backup from the tanks piloted by Welkin and Zaka. You can't use tanks on every map and their consumption of CP may make you reluctant to use them on larger battlefields. However, their ability to smash through certain types of terrain, provide cover for allied soldiers, and decimate enemies with their mighty arsenal of weapons make them invaluable in certain battles.



Tanks have two HP bars, one for their body and one for their treads. The treads have fewer HP, but targeting them merely immobilizes the tank instead of destroying it. Tanks are immune to most standard weapon fire but are vulnerable to direct hits from anti-armor weapons (such as anti-tank lances), the anti-armor rounds fired by other tanks, and grenades. The exception is the glowing radiator plate on the back of each tank. Even normal weapons fire can damage a tank if targeted at the radiator plate, plus anti-armor weapons will inflict massive amounts of damage. Tanks don't heal between turns unless they're in an allied base or camp, but Engineers can repair the damage.



### CUSTOMIZING TANKS

By selecting "Develop Weapons" at the R&D Facility, you can develop a dazzling array of upgrades for your tanks. Upgrades in the Body Enhancements category function like normal weapon upgrades in that they're automatically equipped and have no drawbacks. The upgrades in the "Treads & Other" and "Attack Support" categories, however, must be fitted like pieces in a puzzle and there isn't room for all of them. Note that each piece is exclusive to one tank or the other.



## The Edelweiss



**Stats:** The Edelweiss will typically be the tougher, albeit less mobile, of your two tanks. Its anti-armor rounds make it a potent threat against enemy tanks, while its mortar rounds allow it to recoup its CP cost by disposing of multiple enemies with a single attack.

**Weaponry:** The Edelweiss is always equipped with an unlimited number of anti-armor shells and a machine gun that can fire a 7-shot clip both as a Target Mode attack and as interception fire. The Edelweiss also comes equipped with a mortar that it can fire once per turn (or more if you equip magazine upgrades). The mortar detonates with a huge explosion that can cause heavy damage to all units and destructible objects in its blast radius. Beginning in Chapter 11, the Edelweiss is fitted with smoke rounds (one per turn) that can unleash a vast smokescreen over a section of the battlefield, limiting the ability of units to target each other and engage in counterattacks and interception fire.

## The Shamrock



**Stats:** The Shamrock joins your army in Chapter 11. If you stayed abreast of your tank upgrades, it will have fewer HP and weaker armor than the Edelweiss. However, the lighter Shamrock has more AP per turn and, after a few upgrades, its configurable array of weapons will prove more effective than the Edelweiss's in certain situations.

**Weaponry:** In addition to equipping optional upgrades in the R&D Facilities "Outfit Tanks" menu, you can change the Shamrock's arsenal of weapons at any time. The standard configuration features the same combination of anti-tank shells, mortar, and machine gun that the Edelweiss uses. However, you can select a Gatling gun configuration that replaces both the anti-tank shells and mortar with powerful guns that can rip through human soldiers, or a flamethrower configuration that replaces both weapons with one that can deal close-range damage to targets regardless of cover.

## PERSONAL AND CLASS POTENTIALS

While everyone in your army can be divided into one of the five classes, any two characters in the same class can differ in several ways. They have different stats, diverse friends with which they can execute team attacks, and each has a different set of Potentials. Potentials are abilities that automatically give characters bonuses or penalties in certain situations.

For example, a Country Bred character gets an accuracy boost while standing on dirt; an Acrobat gets an attack boost in high places; and a character with a Desert Allergy loses HP while fighting on sand. Potentials don't always trigger and don't necessarily have a huge effect

when they do (the bonus or penalty is usually 40%), but since they're the single greatest factor that differentiates characters, it's important to review each character's Potentials when deciding who to deploy in combat.



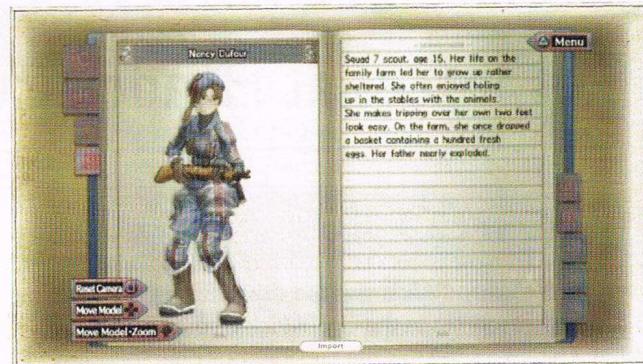
Each character can have up to eight Potentials: four personal and four based on class. Characters have all but one of their personal Potentials when they join your army, but you need to level up their class at the Training Field to unlock their class Potentials. Class Potentials are only unlocked through training and—unlike personal Potentials—always have a positive effect. Note that while everyone within a class will learn their new class Potentials at the same time, they will each learn different ones.



## Unlocking Personal Potentials

Soldiers in *Valkyria Chronicles* level up as a class, not as individuals. There is only one way in which individual characters evolve: by unlocking their final personal Potential. Each recruit has a single blank personal Potential slot and that character will need to earn five or more “Ellet Points” in combat to fill the slot with a new—and often exclusive—personal Potential. (Note that “Ellet Points” are a hidden stat; there is no way to view how many each character has.) A character who unlocks his final personal Potential will also unlock the second half of his personnel profile, which often explains the source of the new trait. As with normal personal Potentials, this final Potential may be a detriment instead of a bonus.

There are several ways to earn Ellet Points (see the following chart). Merely earning the points isn’t enough, though; between battles, you must visit Ellet on Castlefront St., where she may comment about “the rising star of Squad 7.” That means one of your recruits has chalked up five Ellet Points and their final Potential will now be unlocked. The easiest way to determine who unlocked their Potential is to look for the “new” tags in the Personnel tab.



ACTION	ELLET PTS.
Deployed in combat	1
Killed an enemy	2
Healed an ally	2
Repaired tank or cover	2
Occupied enemy base	3
Saved dying ally	4

## FULFILLING A LEADER'S POTENTIAL

The officers of Squad 7 won’t fulfill their hidden Potentials so easily. Instead, each character must complete the battle in a particular report to unlock their final Potential. You can unlock new reports by contributing to Ellet’s book fund on Castlefront St.



## CHARACTER DEATH

Although leaders never permanently die, recruits can—but not before you receive a fair shot at saving their lives. When a character hits 0 HP, you have two turns to win the battle or reach the fallen comrade’s body with any other character. Your appointed savior will then summon a medic to carry your fallen soldier off the battlefield, where he or she makes a full recovery. If your enemy reaches the body first or if you end three phases, that character will be gone forever.



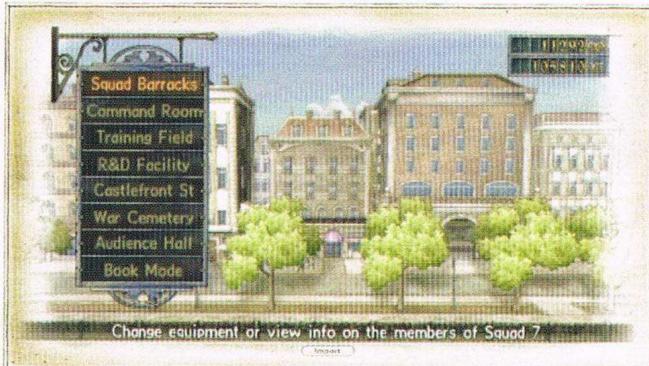
Obviously, you should fight hard to save your fallen characters, but completists will face a conundrum here: you’ll also need to allow at least one death if you hope to earn all of the medals in the Decorations tab. Don’t worry about Squad 7 being short-handed if you let a character perish, as the game will always provide replacement recruits in the Command Room.



# Resources at Headquarters

## VISITING RANDGRIZ HQ

Heroes Welkin and Alicia visit the city of Randgriz in Chapter 3 and new resources in the city unlock throughout the game. This area serves as the hub for your operations, so visit it after every battle to spend your money and EXP and search for new developments that may lead to new orders, Potentials, and reports. When navigating your logbook, press the L2 and R2 buttons to scroll to the Headquarters tab, or press the **A** button to select it from the Tab Select menu.



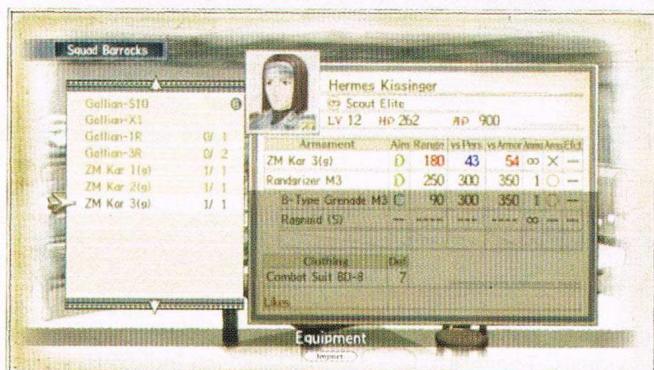
## COMMAND ROOM

You can select the members of your squad from the list of recruits in the Command Room. Select the soldiers you desire by scrolling through the menu on the left and pressing the **X** button to admit the soldier to your squad. If your squad is full, press the R1 button to select your current squad roster and the **X** button to discharge existing members. You can recruit them again whenever you like.



## SQUAD BARRACKS

You can view more detailed stats in the Squad Barracks. This is also where you can change their weapons. After developing a new weapon at the R&D Facility, each member of that class automatically equips it. You'll also acquire unique weapons from enemy aces and Princess Cordelia, which only a single character can equip.



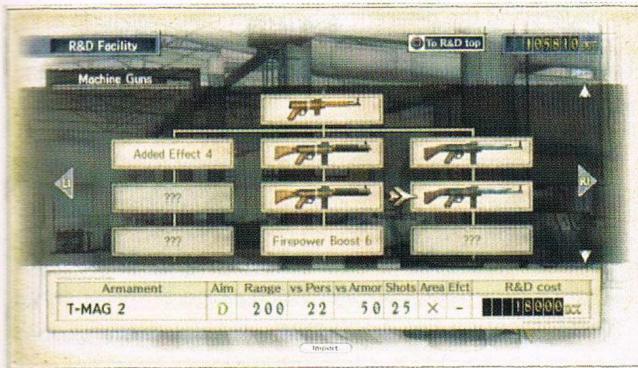
## TRAINING FIELD

Instead of leveling up characters individually, all the EXP you earn in combat goes to your squad. You may freely distribute the EXP between classes at the Training Field. Leveling up your soldiers boosts their stats and unlocks new class Potentials and orders. When you raise a class to level 11, it gains the elite status. Elite status provides a significant stat boost and, for certain classes, new weapons.

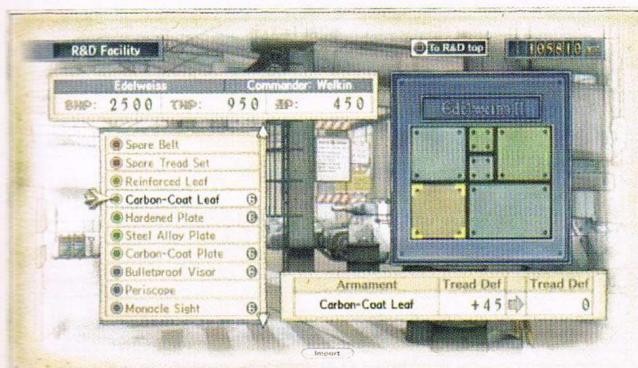


## R&D FACILITY

You can spend your DCT at the R&D Facility commissioning upgrades for your soldiers' weapons, armor, and tanks. New items are unlocked after each battle, but you typically need to purchase the lowest item in each upgrade tree before a new option appears below it. At first, the upgrades are linear, but each weapon's upgrade tree splits into two or three different branches later on. This branching effect makes it difficult to choose between accuracy, firepower, clip size, and added stat-reduction effects. (Note that pursuing two different branches results in commissioning two different weapons, not one weapon with both properties.) Once a weapon or armor upgrade has been commissioned, it is automatically equipped by every member of that class.



If you choose "Outfit Tanks" instead of "Develop Weapons," you can change tank parts by placing commissioned upgrades on a rectangular grid with a limited number of slots. The "Outfit Tanks" menu even allows you to reconfigure the Shamrock's weapons.



## CASTLEFRONT ST.

Intrepid reporter Ellet hangs out on Castlefront St., where she publishes an independent newspaper. You can accomplish two things here: First, if you've earned enough Ellet Points for a character (see "Unlocking Personal Potentials" in the previous section), Ellet will unlock their final Potential. Second, you can contribute to Ellet's book fund to unlock reports that contain additional events and battles.



## WAR CEMETERY



The Aged Gentleman who hangs out in the War Cemetery knows the burdens of leadership. He offers to teach

Welkin new orders, that is, if he can remember them. New batches of orders become available in Chapters 4, 9, and 14. After unlocking a new chapter, the Aged Gentleman may or may not remember one of these orders and offer to teach it in exchange for EXP points. (If you miss one, it will eventually come around again.) Visit him once every chapter and before you spend all of your EXP at the Training Field.

## AUDIENCE HALL



After your first encounter with Princess Cordelia, you can visit her in the Audience Hall. This is where she rewards

your accomplishments with medals that are stored in the Decorations tab. She also provides a few special weapons that typically have better stats than the ones developed at the R&D Facility.



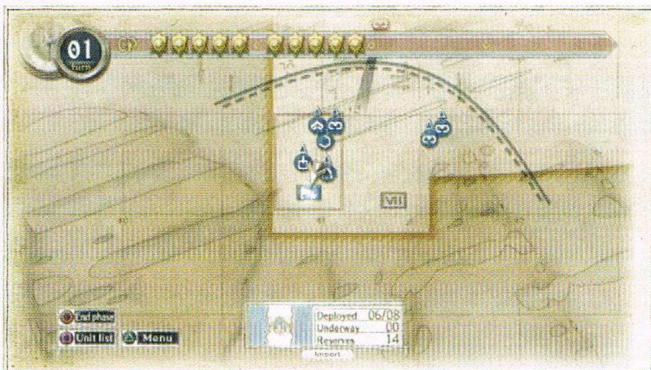
# Combat Tactics

## DEPLOYMENT & REINFORCEMENTS

At the beginning of most battles, you can place up to 10 units of your choice. The other units of Squad 7 remain in your reserves, where they can be called upon as reinforcements. It's wise to deploy all of your leaders, as well as a good mix of characters in other classes. Rotating your active party of soldiers is a good way to ensure that everyone unlocks their hidden Potentials.



It's not required to fill every empty deployment slot. At any point during the Player Phase, you can summon reinforcements to your base or to an enemy camp that you've overtaken, but only if you have open deployment slots on the battlefield. Select the flag icon over a base or camp to see the number of open deployment slots available, then press the **X** button to view your reserves and summon them to that camp for 1 CP each. If you're already fully deployed, you can take command of an existing unit, move it to the flag of one of your camps and press the **X** button to have it retreat back to your reserves.



Waiting to summon a few units allows you to assess your needs on the battlefield before selecting units. It also enables you to have those units start at distant camps, which can save a ton of CP when using slow classes like Lancers and Snipers. However, new recruits won't arrive until the beginning of the next turn, so plan well in advance. If the enemy takes control of the camp, your request for reinforcements will be canceled.

## SIGHT LINES

While in Action Mode and Command Mode, your units are connected to enemy units by glowing lines known as "sight lines." These lines reflect where you know your enemies to be and which enemies are aware of your own units' presence. When hiding from enemy units, the color of your sight lines indicates when they reach safety.

In Action Mode, the sight lines are color-coded. Those who understand the differences between them will have a significant edge in combat.

Yellow Line: You and the enemy are both aware of each other, but you are too far away for the enemy to intercept.

Red Line: You and the enemy are both aware of each other and you are within range of the enemy's interception fire. Look out!

Blue Line: You are aware of the enemy, but the enemy hasn't noticed anyone yet. Someone's about to get a bullet in the back of the head...

Green Line: You and the enemy are both aware of each other, but the enemy is currently reloading and can't intercept.



The blue sight lines confirm that Ramsey has successfully hidden from most of the enemies on this map.

## TAKING AIM

Upon entering Target Mode, the sight lines disappear and an orange-and-white targeting reticule appears in the center of the screen. It automatically locks onto the nearest foe, but you can press the L1 and R1 buttons to snap to other targets or adjust the aim manually with the Left Analog Stick or the Control Pad.

When the reticule lands on an enemy, a box appears at the top of the screen that shows how many shots are required to eliminate that foe, in addition to how many shots your character will fire. The symbols to the right illustrate how effective your weapon is against human targets, armored targets (such as tanks), and enemies spread over a wide area. A circle means the weapon is effective, a triangle means it will do only limited damage, and an "X" means you shouldn't even bother.

So you're firing five shots against an enemy that takes five shots to defeat. Sounds good, right? Remember that there's no guarantee those shots will hit. The size of the targeting reticule changes based on your weapon's accuracy and how often you hit the center of the target varies based on your character's accuracy stats and bonuses. After pulling the trigger, the bullets could land anywhere within the circle, so the more space in the reticule, the less accurate the shot. If you're firing at pointblank range, get close to your foe so that his entire body is within the reticule and each bullet will usually hit. If the reticule is larger than the target, there's a chance that one (or more) shot will miss. There's also a chance that a character with a high evade score will duck underneath the volley of shots.

You can target either the head or body of each standing enemy. Headshots cause roughly triple damage, but since the head is a smaller target than the body, it's more difficult to hit on a consistent basis. Nevertheless, skilled players will aim for headshots often; the damage boost compensates for the decreased accuracy and there's a decent chance that the missed shots will end up hitting the body anyway.



You will always fire a full volley of bullets (five for the Scout and Engineers' rifle and 20 for the Shocktrooper's machine gun). If you're going to fire more bullets than what is needed to finish a foe, try to put them to good use by positioning your character so that there's another enemy directly behind your target. Few things are more satisfying than a double kill!!

## TAKING COVER

With a close-range headshot, even the lowly Engineer has a good chance to eliminate the mighty Shocktrooper.



Note, however, that only standing characters are vulnerable to headshots; characters who are crouching

behind cover will enjoy total immunity to headshots and a 20% reduction in combat damage overall. This bonus applies as long as your character is in a crouching position.

The most typical form of cover is sandbag barricades, although many maps have other forms of cover (such as trenches). When approaching usable cover, the "X: Crouch" prompt will appear. If it doesn't, whatever you're hiding behind won't provide special protection.



## OTHER FORMS OF COVER

Terrain Actions allow you to employ other forms of cover. For example, characters who are lying down flat in tall grass receive a 40% damage reduction and are immune to headshots. Using a ladder to climb to the top of a Sniper tower won't provide defensive cover, but it will provide a 20% attack damage boost.

Characters who are within the confines of one of their team's bases or camps will receive a 10% damage reduction bonus on top of any other bonuses. They'll also recoup 50% of their lost HP and get a full ammunition restock every turn.



## EXPLOSIVE WEAPONS AND FLAMETHROWERS

Fighting against crouching foes can be frustrating, since many weapons inflict minimal damage against Lancers and Shocktroopers when headshots are removed from the equation. Instead of spending large amounts of CP picking away at a target, you can normally use an explosive weapon (such as a grenade, mortar shell, anti-tank round, or any Lancer weapon) to destroy your target's cover or at least knock him out of it.

Flamethrowers are another option. Both Elite (level 11+) Shocktroopers and the Shamrock tank can equip flamethrowers, that cause the same amount of damage against crouching or crawling foes as they do against standing ones. While initially weak, players who repeatedly commission flamethrower upgrades will find them to be a powerful weapon late in the game.

## DESTROYING TANKS & ARTILLERY

Battling a tank or other heavy artillery unit head-on is rarely the right choice. The CP cost of having a tank or Lancer blast a tank's body three or four times is excessive, especially considering how often you will miss. The right choice is almost always to do whatever it takes to sneak your tank or Lancer behind the enemy and target its radiator plate, even if your Lancer needs a little help from a Defense Boost to arrive safely.

When other forms of artillery may not have radiator plates, there is typically another way to defeat them, such as locating a nearby ragnite barrel and shooting that to cause an explosion.



## INTERCEPTION FIRE



Whenever an active character is within the sight line of an enemy Shocktrooper, Scout, Engineer, or machine-gun-equipped tank, he or she risks being peppered with interception fire. Interception fire makes it tough for weaker units to get close enough to pull off headshots. In addition, it makes traveling through packed battlefields extremely dangerous. Enemies need to be aware of your presence before they can turn to shoot, so stealthily sneaking up behind a foe will protect you from interception fire.

You can also use interception fire as a defensive strategy. If you set a Shocktrooper at a critical junction on the battlefield, that Shocktrooper can blast enemy targets during the enemy's own turn. When protecting important targets like bases, set up a firing-squad of units, since it will allow you to dispose of multiple attackers without using any CP.

Characters will only use interception fire against active units. This creates strange situations where a character can be surrounded by enemies, but survive indefinitely until you select that character. Before you select a character, always make sure you're aware of which enemy units can react to his action. If that character will come under enemy fire, send a different unit to clear a path first.



## COUNTERATTACKS

Another way that inactive units can react is through counterattacks. Whenever a unit is attacked but survives, if the attacking character is within their range they will be subject to a full clip of return fire from the victim. However, Lancers, Snipers, and even tanks with machine guns are unable to counterattack. When you're on the receiving end of a counterattack, you should end the action before the counterattack turns into a steady stream of interception fire.

Certain tactics can also limit or eliminate your risk of enemy counterattacks. Attacking an enemy from behind for example, will make them panic and greatly reduce the accuracy of their return fire. Taking cover before attacking can also prevent many of your enemies shots from landing. One of the safest approaches though, is to use weapons like grenades and anti-tank lances, the blast will knock the target down and prevent a counterattack entirely. This makes grenades the weapon of choice for injured characters who don't have enough HP to survive a counterattack.



## TEAM ATTACKS

Team Attacks are a final way that an inactive character can participate in combat. Beginning in Chapter

5, when an active unit stands near an allied Shocktrooper, Scout, Engineer or machine-gun-equipped tank and attacks a target that the character is also facing, the inactive unit will also join in the attack. Up to three characters can participate in a team attack and their names will appear in the upper-right corner of the screen if they're within range.



Team Attacks are where your units' friendships come into play. While any two allied characters can join a team

attack, the allied character will fire with more accuracy if the active character is on his list of friends (viewable in the character profile).

## AMMUNITION AND RELOADING

While standard rifles and machine guns have unlimited ammo, grenades, anti-tank lance shells, and



sniper rifle rounds are strictly limited. There are four ways to refill ammo:

→ On each turn, every unit will receive one of each type of expendable ammo that they use.

→ Whenever a unit begins a turn in an allied camp or base, that unit will have all of its ammo completely refilled.

→ Whenever an Engineer walks by an allied unit, all of that unit's ammunition will be replenished. This does not use up the Engineer's attack and a single Engineer can replenish any number of units in one turn.

→ The "Resupply" order will refill any one unit's ammunition.



## HEALING AND REPAIR

There are several ways to heal wounded soldiers, but only a few ways to repair a damaged tank.



- ☞ At the beginning of each new turn, each human soldier will heal 20% of his or her max HP.
- ☞ When a unit begins a turn in an allied base or camp, he or she will heal an additional 30% HP. Tanks that begin a turn in a base or camp will have 30% of their max HP repaired.
- ☞ All soldiers carry a substance called Ragnaid that can be used to heal a wounded soldier. To use it, select it as you would a weapon and target the soldier that you wish to heal (this will count as your attack for the action). If you don't target another unit, the soldier will heal himself. Engineers carry large Ragnaid bottles that recover 250 HP, while all other soldiers carry small bottles that recover only 100 HP. If an Engineer selects his tools and targets a tank in this manner, he will repair up to 1000 HP worth of damage to the tank.
- ☞ There are also several orders that can heal one or all of your wounded units.

## BATTLING ENEMY ACES

In addition to enemy soldiers and leaders, you'll face a third tier of foes known as "aces." Aces wear the same red armor as leaders, but they don't provide a Command Point. They have a unique name and possess stats that are often double that of their peers. You occasionally find them leading the charge on the battlefield, but other times they are hidden in a remote corner of the battlefield that most players would never think to visit.



Hunting down and eliminating enemy aces isn't easy, but those who do will be rewarded. In addition to a nice bonus of EXP and DCT at the end of the fight, you'll also receive the ace's weapon, an Imperial gun that can't be developed at the R&D Facility. These unique weapons can only be equipped to a single character. Note that these weapons aren't superior to Gallian weapons, but they possess higher stats in certain categories and lower ones in others.



## EARNING "A" RANKS

The ranking that is given at the end of each mission is based on only one thing—the number of turns it



takes to complete the mission. While racing through each mission may lead to passing up some bonuses associated with defeating leaders, aces, and tanks, the reward for an A Rank is usually worth it. Typically, it provides 30-40% more EXP and DCT than a B Rank.

Throughout this book's walkthrough, you'll find separate A Rank strategies to help make achieving this goal a reality. Here are a few general tips for A Rank seekers:

- ☞ Use Scouts. Their high mobility often makes them the only unit you can afford to use when seeking an A Rank.
- ☞ Use orders. When your entire game plan rests on the shoulders of a single unit, you better make sure that she's protected by orders like Evade Boost and Defense Boost.
- ☞ Save before firing. When seeking an A Rank, you can't afford to waste CP on a missed shot. Before using the action of a Sniper or Lancer, save your game so you can reload if the shot misses.
- ☞ No unnecessary combat. Blowing away standard soldiers accomplishes little if they aren't directly in your way. It's often faster and easier to take a few shots while running by them and spend that action's attack on a dose of Ragnaid.

story mode



## prologue

# Encounter at Bruhl

### victory conditions:

All enemies are defeated.

### failure conditions:

Welkin dies; Alicia dies; 20 turns pass.

#### SCORE AND RANKINGS

Base	EXP	DCT
	80	200

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1	A	160	400
2	B	120	300
3	C	80	200
4-20	D	0	0

## DEPLOYMENT

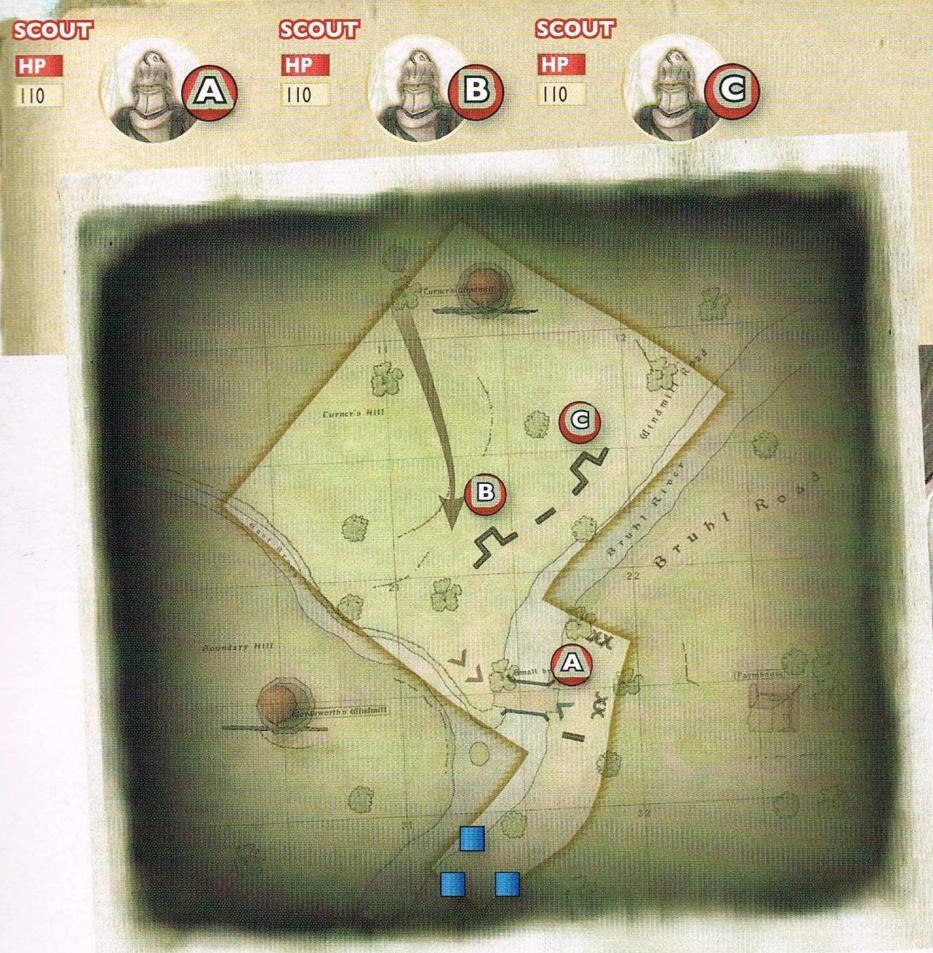
This may be a training battle, but that doesn't mean you aren't being graded. The speed with which you dispatch the three enemy Scouts will determine how much money and EXP you earn and, when you gain the ability to spend it in Chapter 3, you'll be glad that you fought like a champion from day one.

Your team consists of Welkin, Alicia, and an unnamed town watchman. If you're aiming for an A Rank (the highest possible rank), you must complete this battle in a single turn, which means using only a single character. Both Welkin and Alicia are perfectly capable of doing the job.



This first battle is a tutorial and it's full of valuable advice, so pay close attention. If this is your first time playing Valkyria Chronicles, you may want to follow the tutorial first, and then reload your game to aim for an A Rank.

## ENEMY LIST



### Engaging the Imperial Scout

You receive three CP (Command Points) at the beginning of each turn. Each time you select a character to control, one CP is consumed. You can only attack once per action, so you must make sure that each of your three actions ends in a kill.

The tutorial states to send your chosen character running to the sandbags, where he or she will have good defensive cover. However, if you want to drop this enemy Scout in a single action, you need to aim for his head and the odds of scoring a hit from that distance aren't great. Instead, hop over the sandbag and get as close to the guard as possible while his back is turned. As soon as he begins to turn in your direction, press the R1 button to enter Target Mode. Enemies can't attack while you're in Target Mode, so you have plenty of time to line up a shot. Note that if you're aiming at the Scout's body, the data box at the top of the screen indicates that you'll need to score seven hits to kill him and that your soldier can only fire five shots per attack. If you use the Control Pad or Right Analog Stick to move your crosshairs over his head, though, the seven will become a two, meaning you only need to score two out of five shots to get the kill. Headshots are less accurate than body shots, but at this range you couldn't possibly miss.



CHARACTERS  
BRIEFING  
STORY MODE

REPORTS  
RECRUITS

EQUIPMENT

POTENTIALS

MEDALS AND SECRETS



### Three Command Points, Three Kills

A character can only attack once per action, but they can move as long as they have AP (Action Points) to spare. After killing the first Scout and before you press the **○** button to end your turn, have your character run down the bridge as far down the path toward the second enemy as possible. If you select the same character for a second action, he'll have fewer AP with which to move and fewer still on the third action. So it's important not to let any AP go to waste.

Don't worry if your enemies get a few shots in; your troops can take it. Before you select a character for a second action, press the **△** button to save your game. Now you can afford to take a second shot from the cover of the sandbags, where a successful headshot will require a bit of luck. If you miss the shot, just reload your game from the Command Mode and try again.



After defeating the second soldier, follow the yellow Sight Line to run straight at the third one. End your turn when you run out of AP, then select the same character for a third time. Although you will have less than half your usual amount of AP, you should be near enough that you can close the distance and get a short-range headshot kill even with a shortened AP bar. Note that this reckless charge will expose you to fire from the enemy Scout, but they are typically too weak to cause fatal damage without carefully aimed headshots.



Mission accomplished! Not only have you learned the basics of Valkyria's combat system, but you've also learned a few of the riskier tactics necessary to score an A Rank.

# 01 chapter

## Defense of Bruhl

### Victory conditions:

The enemy leader is defeated (part 1); Welkin reaches the destination (part 2).

### Failure conditions:

Welkin dies; Alicia dies; 20 turns pass.

#### SCORE AND RANKINGS

Base	EXP	DCT
	160	680

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-2	A	320	1360
3	B	240	1020
4	C	160	680
5-20	D	0	0

#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	1 on this map

## DEPLOYMENT

The trio of Alicia, Welkin, and a nameless town watchman has returned to face a far tougher challenge. This time, your character choice makes a big difference. Of the three characters, only Alicia has a grenade, making her the only character who is capable of easily punishing enemies who are hiding behind cover.

01

Gallian Imperial

Welkin  
Alicia  
Town Watchman

Alicia Melchiott  
Scout  
LV 1 HP 230 AP 800

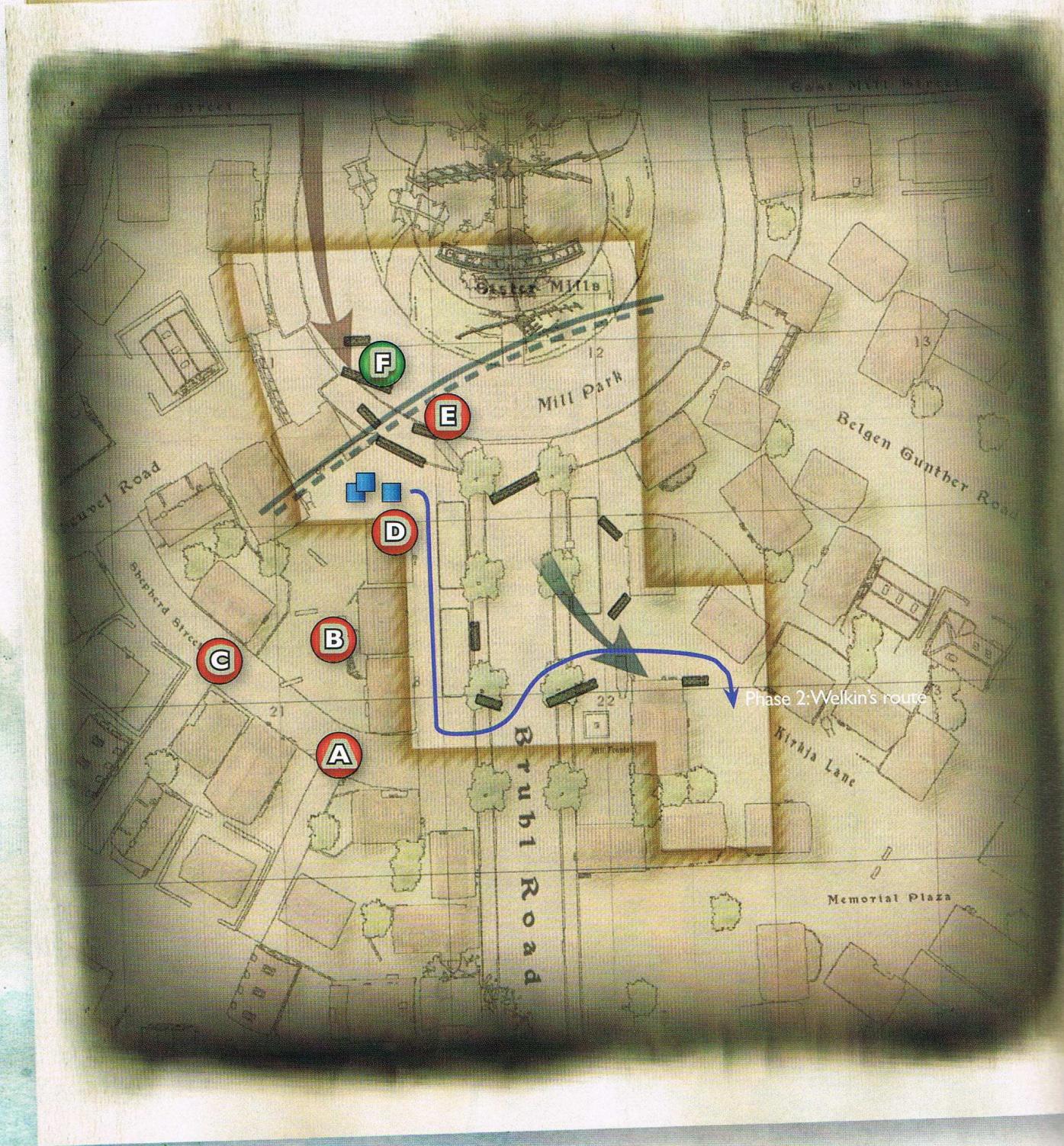
Armament: Gallian-1 Aim Range: vs Pers vs Armor vs Arm Efect

C	350	17	40	∞	X	-	
B-Type Grenade M1	C	90	250	300	1	○	-
Ragnaid (S)	-	-	-	-	∞	-	-

Clothing: Combat Suit BD-1 Def: 0

Likes: 00230/00230

## ENEMY LIST





## USING COVER, DESTROYING COVER

The lower part of the map is dotted with sandbag barricades that provide excellent cover for soldiers on both sides of the battlefield. To gain a defensive advantage from a barricade, approach it and press the **X** button to crouch. When crouching behind cover, shots to your character will cause roughly 25% less damage, and—more importantly—your characters cannot be targeted with deadly headshots. Note that it doesn't matter from which direction the shots are coming; even if an enemy is right behind on the same side as the barricade as your character, you'll still receive all the same defensive bonuses.



You can fire from behind sandbags just as effectively as you can while standing. Raising your character's head to aim his gun won't expose him to any additional damage.

The first Scout can be defeated with the usual two shots to the head, but the second one is a lot smarter. Since he's hiding behind cover, it takes nine shots to do the job instead of the usual seven. It's rarely a good idea to spend two actions on a single enemy—it simply wastes CP and exposes your character to counterattacks. So in situations like this, you typically want to use grenades. Have Alicia enter Target Mode from fairly close range, then press the **□** button to cycle her weapon from the Gallian-1 rifle to the B-Type Grenade M1. The target reticle will change to a throwing arc, which you can adjust to determine the grenade's landing zone. When the arc turns yellow, it means that the grenade will land directly on your foe, but that isn't always a good thing. A thrown grenade will bounce, so you'll get more predictable results by aiming at your target's feet. While grenades can destroy sandbag barricades, the sandbags will absorb some of the damage, allowing the enemy scout to survive. For a kill, make sure the grenade lands on the same side of the cover as your target.



## STEP 1: Shattering the Chain of Command

The goal here is to find and defeat the enemy leader at the open square in the northern part of the map. Those aiming for a high rank should simply run past any enemy they can't easily kill, such as the Scout crouching behind the sandbags. You'll take plenty of hits doing so, but the attacks won't be fatal, especially if your characters are behind cover at the end of their turns.



Enemy leaders wear red uniforms and have a star by their name, which reflects the extra Command Point they provide to the Imperial army. Killing a leader robs the enemy of one CP per turn, so they're priority targets even when killing them isn't a specific objective.

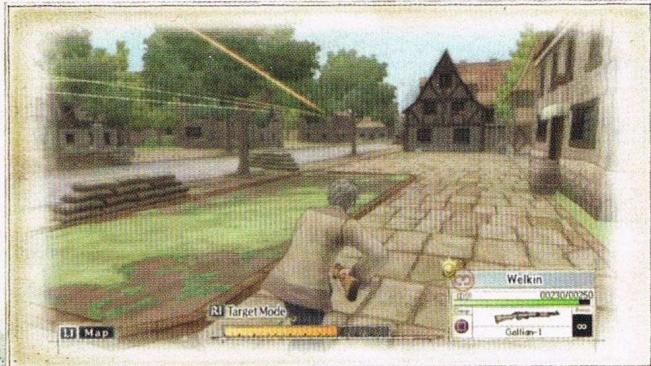
This enemy leader is crouching behind sandbags and, thanks to the typical stat bonuses that enemy leaders enjoy, it would take about 12 shots to defeat him with a rifle. Fortunately, a well aimed grenade can do in the leader in a single blast. However, only Alicia has a grenade, and if she's already used it, it won't be replenished until the start of the next turn. If you don't have a grenade handy, use your remaining CP to clear out any nearby foes instead while waiting for the grenade to regenerate.



## STEP 2: Welkin's Mad Dash to Safety

When the enemy leader falls, the turn will end immediately. All three of your soldiers will automatically take new positions in the northern part of the map and an enemy tank will roll up and fire a mortar shell at the poor town watchman.

The new objective is to get Welkin to safety ASAP. This is a simple matter of having him run down the cobblestone sidewalk along the street to the south, and then turning left near the end of the road and dashing down the dirt path between the enemy Scout and the parked truck. (This may take two actions to accomplish, but you should have plenty of CP to spare.) The Imperial Scouts will fire at Welkin as he passes, but they can't do enough damage to bring down a moving target. There's no point stopping to fight, as it will only expose Welkin to more damage.



## A RANK STRATEGY

Those who aim for an A Rank in this level will have to learn an important lesson about *Valkyria Chronicles*: Never waste time wiping out an army when you only need to kill a few select targets. A Rank hunters must conquer this map in only two turns, which means reaching and killing the enemy leader within 3 CP, since Welkin's mad dash will take the entire second turn. Use Alicia exclusively and have her run straight for the enemy leader, pausing only to pick off one or two easy targets. Simply run past everyone else; they'll do some damage, but not enough to kill her. Save the game before using your third CP, because all will be lost if the grenade takes a bad bounce and you fail to kill the enemy leader.



# 02 chapter



## Retreat from Bruhl

CHARACTERS

BRIEFING

STORY MODE

REPORTS

RECRUITS

EQUIPMENT

POTENTIALS

MEDALS AND SECRETS

### victory conditions:

The enemy tank is destroyed.

### failure conditions:

Bruhl's main gate is destroyed; Welkin dies; Alicia dies; 20 turns pass.

	EXP	DCT
Base	280	1320

### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-3	A	560	2640
4	B	420	1980
5	C	280	1320
6-20	D	0	0

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	2 on this map
Ace	500	500	1 on this map
Light Tank	300	300	1 on this map

## DEPLOYMENT

With Welkin away, Alicia has only a pair of town watchmen for backup. They begin the battle in a good defensive position, and benefit from the fact that the enemy will rarely target them. The Imperial army will attack the gate with tank cannon blasts and thrown grenades, usually destroying the gate (ending the battle) on turn 4 or 5. Fortunately, Welkin will arrive on the scene at the beginning of turn 3 and he brings more than enough firepower to stop the enemy assault before that can occur.



## ENEMY LIST

<b>SHOCKTROOPER</b> HP 170	<b>LIGHT TANK</b> HP body 1400 HP tread 400	<b>SCOUT (LEADER)</b> HP 142	<b>SCOUT</b> HP 110
<b>SCOUT</b> HP 110	<b>SCOUT</b> HP 110	<b>SHOCKTROOPER</b> HP 170	<b>SCOUT</b> HP 110
<b>SCOUT (LEADER)</b> HP 142	<b>SEGULER THE WALL (ACE)</b> HP 200		
<b>I</b>	<b>J</b>		



## STEP 1: Circle the Wagons to Conserve CP

Your units begin in an advantageous position, as they'll get free shots at any enemies who approach the gate. To increase your interception-fire potential, have the eastern watchman climb the tower to his left and face to the west. You can also have Alicia throw a grenade to destroy the sandbag barricade that's across the street and closest to the gate, thereby depriving your foes of cover.

Any unused CP will be transferred over to later turns, when you can put it to much better use. So after making a few tweaks to your defensive position, end the turn early. You'll be surprised how many kills your defenders will rack up during the enemy's turn!



## STEP 2: Getting Alicia into Position

Leave your base to the watchmen and send Alicia north along the eastern wall of houses. Finish off the gray-clad Scout (unless he was already defeated by interception fire), then inch along the wall until you spot the enemy Scout Leader. Stop at the corner before he gets a clear shot and on your second action, spring around and surprise him with a close-range headshot. Next, have Alicia continue north until she's just south of the wooden wall and end her action there. Save any extra CP for turn 3, where the CP-gobbling Edelweiss can put them to good use.



## STEP 3: Welkin to the Rescue



Welkin and Isara drive the Edelweiss onto the battlefield on turn 3, and its stunning arsenal of weapons will prove more than capable of obliterating the Imperial army's tank and saving the gate. But its awesome might comes at a cost; every Edelweiss action costs 2 CP instead of 1. But if you've saved up a few extra CP from last turn, you can end this battle in a single turn.

First, pilot the Edelweiss straight through the wooden wall, smashing it to pieces. You can also steamroll sandbag barricades and even enemy soldiers (who will be knocked away but not harmed). Drive as far as possible, then enter Target Mode to find three enemy soldiers. Press the **B** button to cycle through your weapons until you find the one that fires in an arc and drop a shell in between them.



Keep steering the Edelweiss toward the enemy tank, which you'll approach from behind. This provides a clear shot at its glowing blue radiator plate, which is highly vulnerable to damage. Blast it with one anti-armor shell, which should leave it one radiator plate shot away from destruction. But before you finish it off, turn your attention to this map's hidden enemy ace.





## Enemy Ace

### Seguler the Wall

Some maps contain enemy aces, or individually named villains who are far stronger than enemy leaders. Some aces are out on the front lines, leading the charge, while others are spies hiding far from the beaten path.

Seguler is located in the part of the map from which Welkin entered. It would eat up a ton of CP to send Welkin back in that direction, but if Alicia is standing at the wooden fence, she'll be within a single CP of finding and defeating him with a grenade. Whenever you defeat an enemy ace, you receive bonus EXP and money at the end of the mission. You also get to keep the ace's gun, which is an Imperial weapon that can't be acquired otherwise. You can equip it to a Scout or Engineer of your own when you gain access to the Squad Barracks in Chapter 3.



### A RANK STRATEGY

To earn an A Rank, you must complete this mission in the same turn in which Welkin appears. Since you only get 4 CP a turn, you need to save some from previous turns; you'll require at least 6 CP so Welkin can reach the enemy tank and destroy it and more if you want to fight the enemy ace. Fortunately, there's no way that the enemy will breach the main gate in only three turns, so you can conserve plenty of CP by ignoring that front entirely. For example:

- ① **Turn 1:** Pass the turn without doing anything.
- ② **Turn 2:** Use 2 CP to send Alicia north along the eastern row of houses, killing the normal enemy Scout with her first action and the enemy Scout Leader with her second. End the turn with her just south of the wooden wall.
- ③ **Turn 3:** Take command of the Edelweiss and use four CP to smash through the wall, approach the enemy tank, and take a shot at it. Saving two CP for the tank's final action, have Alicia throw a grenade at the enemy ace and have your town watchmen gun down the other enemy leader, if he's still alive. Finally, have Welkin pull up to the enemy tank and put an anti-armor shell through its radiator plate.

### A VISIT TO RANDGRIZ

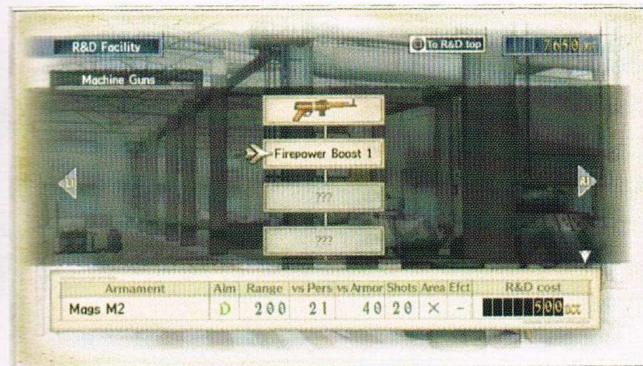
Kiss your town watchmen buddies goodbye, because Alicia and Welkin have hit the big time. Chapter 3 will bring them to the Gallian capitol of Randgriz, where they are promoted and put in charge of their own squad. The first priority is to do some recruiting; head to the Command Room and select a good mix of Scouts, Shocktroopers, Lancers, Engineers and Snipers to fill out Squad 7.



Next, visit the Training Field and level them up class by class. Leveling your troops will increase their stats, unlock class-specific potentials, and allow Welkin to use new orders in combat. Make leveling your Scouts and Shocktroopers the priority, since they're the classes you'll use the most on the next few maps.



After spending your EXP, it's time to burn through some cash. Visit the R&D Facility and purchase every weapon and armor upgrade, along with a few goodies for the Edelweiss if possible. Your troops will equip the weapon and armor upgrades automatically, but you must manually insert certain tank upgrades into the Edelweiss's equipment grid by selecting "Outfit Tanks" and "Change Parts." (The game will also automatically go to the equipment grid after you purchase something.)



Finally, visit the Squad Barracks to look over your recruits and equip someone with the ZM Kar 1(g) rifle. You'll note that the ZK Kar 1(g) is more powerful than the standard Gallian-2, but has diminished range and accuracy, so whoever wields it must focus on close-range combat.



If you can't afford to buy all the cool stuff in Randgriz, or if a low rank prevents you from leveling up your troops, you'll be interested in the skirmish that is unlocked just before the battle of Chapter 3. Skirmishes are optional battles that can be fought at any time, as often as you like. Most of the later skirmishes are repeats of previous battles, but this first one is new, so check it out by pressing the R2 button twice to highlight the Skirmishes tab.



# 03 chapter

## West Bank of Vasel City

### victory conditions:

The enemy base camp is captured.

### failure conditions:

The enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; Welkin dies; 20 turns pass.

#### SCORE AND RANKINGS

Base	EXP	DCT
1600	3120	

TURN	RANK	EXP	DCT
1	A	3200	6240
2-3	B	2400	4680
4-6	C	1600	3120
7-20	D	0	0

#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	4 on this map
Ace	500	500	1 on this map
Light Tank	300	300	2 on this map

## DEPLOYMENT

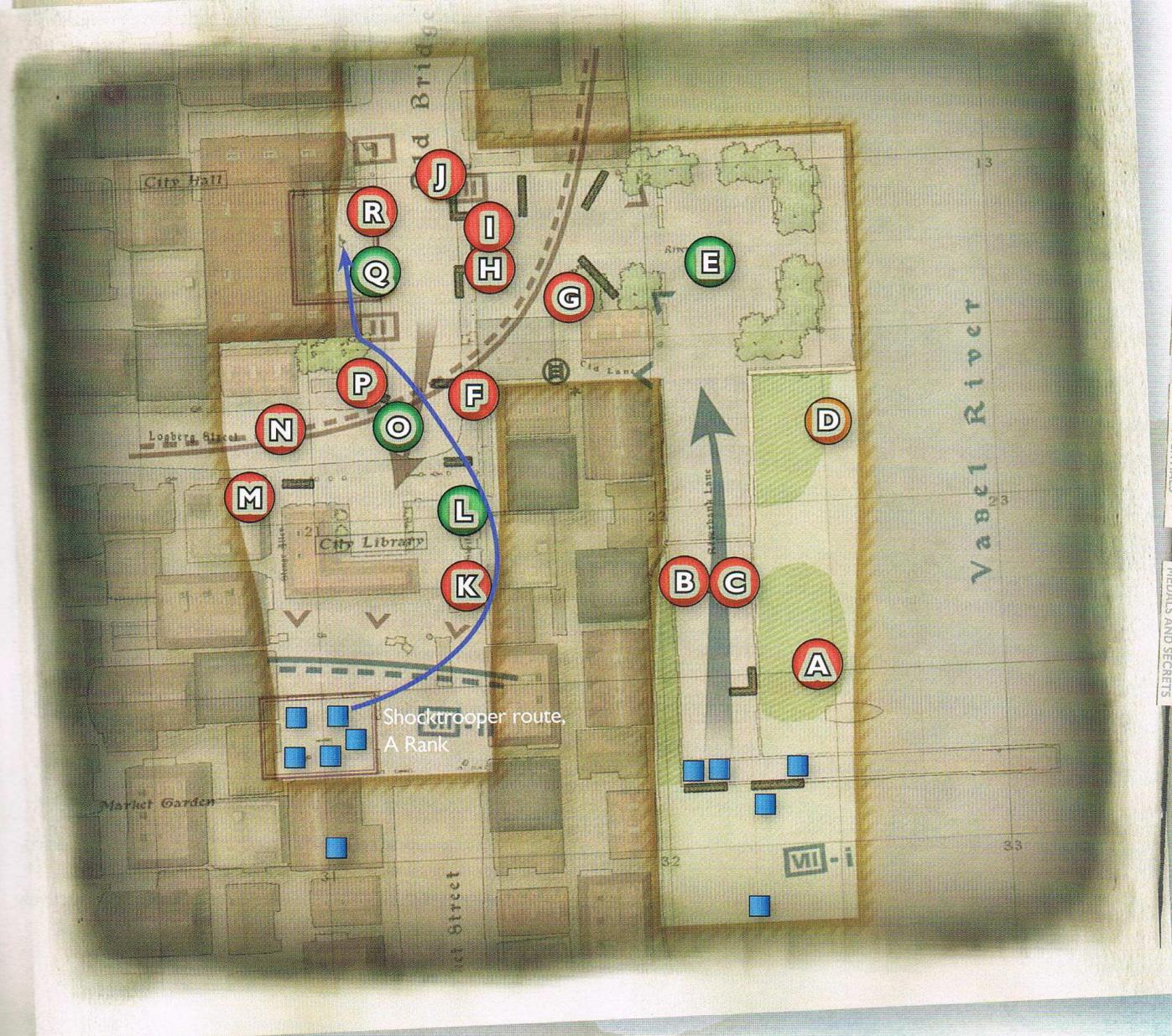
This constitutes your first mission as a full team and your quartet of leaders are already on the field, which leaves four slots to fill in your west camp (make two of them Shocktroopers). Position them in the slots to the left and right of Largo so they can gun down incoming foes. Fill the lone slot on the eastern camp with a Sniper, whose only job is to bring down a particularly pesky enemy ace.

It's easy to ride a single Shocktrooper to an A Rank on this map, but it's more fun to aim for a B Rank. This can be just as lucrative, since you'll earn plenty of bonuses by wiping out all the enemy tanks and leaders, as well as the hidden ace.



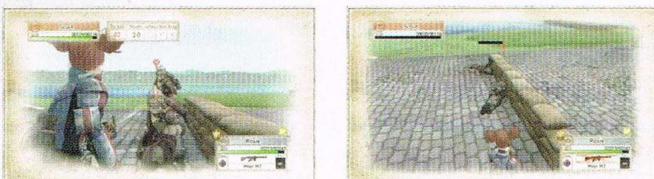
## ENEMY LIST

SCOUT	A	SCOUT	B	SCOUT	C	TY THE IMMORTAL (ACE)
HP	116	HP	116	HP	116	HP
SHOCKTROOPER (LEADER)	E	SHOCKTROOPER	F	SCOUT	G	SHOCKTROOPER
HP	206	HP	176	HP	116	HP
ENGINEER	I	LIGHT TANK	J	SHOCKTROOPER	K	SCOUT (LEADER)
HP	124	HP	body 1450 tread 425	HP	176	HP
SCOUT	M	SCOUT	N	LIGHT TANK (LEADER)	O	SCOUT
HP	116	HP	116	HP	body 1450 tread 425	HP
SHOCKTROOPER (LEADER)	Q	SHOCKTROOPER	R	SCOUT	P	
HP	206	HP	176			



**STEP 1: Pacifying the East Bank**

Kick off this map with a bang by having Rosie run or crawl through the grass to the west until she's beside the two soldiers behind the sandbags. Position her so she's perfectly in line with the two, then unload at the nearest soldier. If you're lucky, her 20-round clip will cut through both!



Next, have Alicia run north through the grass. Ignore the first scout who pops out to attack, since you can't eliminate him without a grenade. Try to save that grenade for Ty the Immortal, an enemy ace who appears from behind the grassy patch to the north.

**Ty the Immortal****Enemy Ace**

When Ty the Immortal reveals himself, have Alicia toss her grenade at him. The grenade won't cause much damage, but if you end your action as he's preparing to counterattack, he should stay frozen in the standing position, deprived of the defensive bonus from crawling in the grass.



If you're trying to conserve CP, have your Sniper take him out with a headshot (your odds of hitting are roughly 50/50, so save your game first). If you don't have a Sniper, try to drive up to Ty with the Edelweiss and blow him away with a mortar shell. At the end of the fight, you'll earn the ZM MP 1(g) machine gun.

**STEP 2: Holding Down the Fort**

Meanwhile, there isn't much to do on the city side of the map. You could go after the nearby enemies, but why waste CP when the Imperial troops will throw themselves before your firing squad? From your positions behind the sandbags, your troops can automatically intercept all of the nearby Scouts and Shocktroopers during the enemy's turn.

**STEP 3: Clearing the Courtyard**

The heart of your offense is Welkin's Edelweiss. On turn 1, send it as far north as possible, pausing to drop a mortar shell on that Scout in the grass, then pass the turn and save your remaining CP. On turn 2, roll up the ramp to the courtyard and fire another mortar shell (you receive one per turn) to take out the central sandbag barrier and the two Imperial soldiers behind it. (Don't go after the tanks until you can get behind them.) Once the Edelweiss has cleared a path, send Rosie or Alicia up the ladder in the alley south of the courtyard. Press the **X** button at the ladder to climb it for a free shot at the back of an enemy Shocktrooper.



Next, send a Shocktrooper from your base to the courtyard. Her goal is to take out the red-colored enemy leaders, permanently reducing the enemy's CP so they can't effectively retaliate with their tanks.

## STEP 4: Mopping Up and Taking Over

On the next turn, have the Edelweiss roll toward the enemy base to put Welkin in position to blow away each enemy tank with anti-armor shells. Once both tanks are destroyed and the two enemy leaders outside the fort have fallen, have your Shocktrooper charge toward the enemy base, killing the final enemy leader and the Scout behind him. When there are no enemies inside the fort, approach the flag and press the **X** button to take over.



### ③ Turn 1, Action 3+:

On your next action, ignore the Scout and charge at the red enemy-

leader Shocktrooper to the north. Take him out and run to the edge of the sandbag barricade before ending your action. This should put you in position to defeat the last man in the base (a Scout), hop over the sandbags, and conquer it for the win. If you can't end your action within a step or two of the sandbags, you won't be close enough—you'll need to use a fifth CP to seal the deal. Before you occupy the base, spend your remaining CP on killing Ty the Immortal so you can earn his weapon and an enemy ace bonus. If you have CP left over, go after the enemy leader at the top of the ramp.



## A RANK STRATEGY

If you're gunning for a single-turn A Rank, position your best Shocktrooper to the right of Largo. This unit will be doing almost everything. If your Shocktroopers are level 3, choose one with the Melee Skills potential since you'll be engaged in plenty of close-range combat. Salinas and Alex are both nice choices, since each has a Killer skill that will be useful and there are no applicable negative potentials.

### ① Turn 1, Action 1:

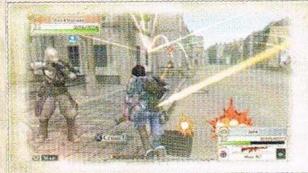
Send your Shocktrooper after the enemy Shocktrooper to the

northeast and gun him down with headshots at close range. Don't end your action; instead, keep charging at the next foe (to the north) until you run out of AP.



### ② Turn 1, Action 2:

Resume your charge, gunning down the Scout, leaping over the cover, and running behind the tank (where it can't fire) to the base. Once again, you'll end your action at uncomfortably close range to the Scout just north of the tank.



## BACK AT HEADQUARTERS...

After watching the final two events of Chapter 3, pay a visit to headquarters. In addition to a handful of new tank upgrades at the R&D Facility, you can now visit Ellet at Castlefront St and the Aged Gentleman at the War Cemetery.



Ellet has three functions. First, you can read her newspaper, which is updated after each battle. Second, you can fund research that unlocks reports, or optional chapters in your logbook that often contain

additional battles. (However, the first one that's available, "Ellet Embedded," contains only event scenes.) Finally, if you leave Castlefront St and immediately return again, Ellet may say something about the "rising star in Squad 7." This means that one of your soldiers has unlocked his or her final personal potential. When this occurs, check the Personnel tab to discover that that soldier also has a second paragraph in his or her story.

At the War Cemetery, Welkin can mourn his fallen soldiers and receive a visit from a man who will offer to sell new orders in exchange for EXP. Each order costs a different amount of EXP, which is probably too pricey at this point. Visit him again once per chapter, when he may randomly remember a new order to teach you.



# QA chapter

## The Battle for the Bridge

### victory conditions:

The enemy base camp is captured.

### failure conditions:

10 turns pass; Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are defeated.

	EXP	DCT
Base	3600	4520

### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-2	A	7200	9040
3-4	B	5400	6780
5-6	C	3600	4520
7-10	D	0	0

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	4 on this map
Light Tank	300	300	5 on this map

## DEPLOYMENT

Just because you can place eight units at the beginning of this battle doesn't mean you should. This chapter introduces the ability to call for reinforcements, which is a handy way to have units enter the battle near the heart of the action without having to waste CP. To call for reinforcements, though, you need to leave a few empty slots, so begin with a limited deployment that consists of a Sniper, Lancer, and a Scout (preferably one with the City Folk or Camp Defender potentials), and no more than three other units. Make sure that Rosie, Largo, and Alicia are among them; even if you don't intend to use them, you'll need the bonus CP that each one provides.



## ENEMY LIST

### SCOUT



HP  
123

**A**

### SCOUT (LEADER)



HP  
155

**B**

### LIGHT TANK (LEADER)



HP  
body 1500  
tread 450

**C**



HP  
182

**D**

### LANCER



HP  
208

**E**

### LIGHT TANK



HP  
body 1500  
tread 450

**F**

### SNIPER



HP  
106

**G**

### LANCER



HP  
208

**H**

### LIGHT TANK (LEADER)



HP  
body 1600  
tread 500

**I**

### SCOUT



HP  
123

**J**

### LIGHT TANK (LEADER)



HP  
body 1500  
tread 450

**K**

### SHOCKTROOPER (LEADER)



HP  
212

**L**

### LIGHT TANK



HP  
body 1600  
tread 500

**M**

### SCOUT



HP  
123

**N**

### SHOCKTROOPER



HP  
182

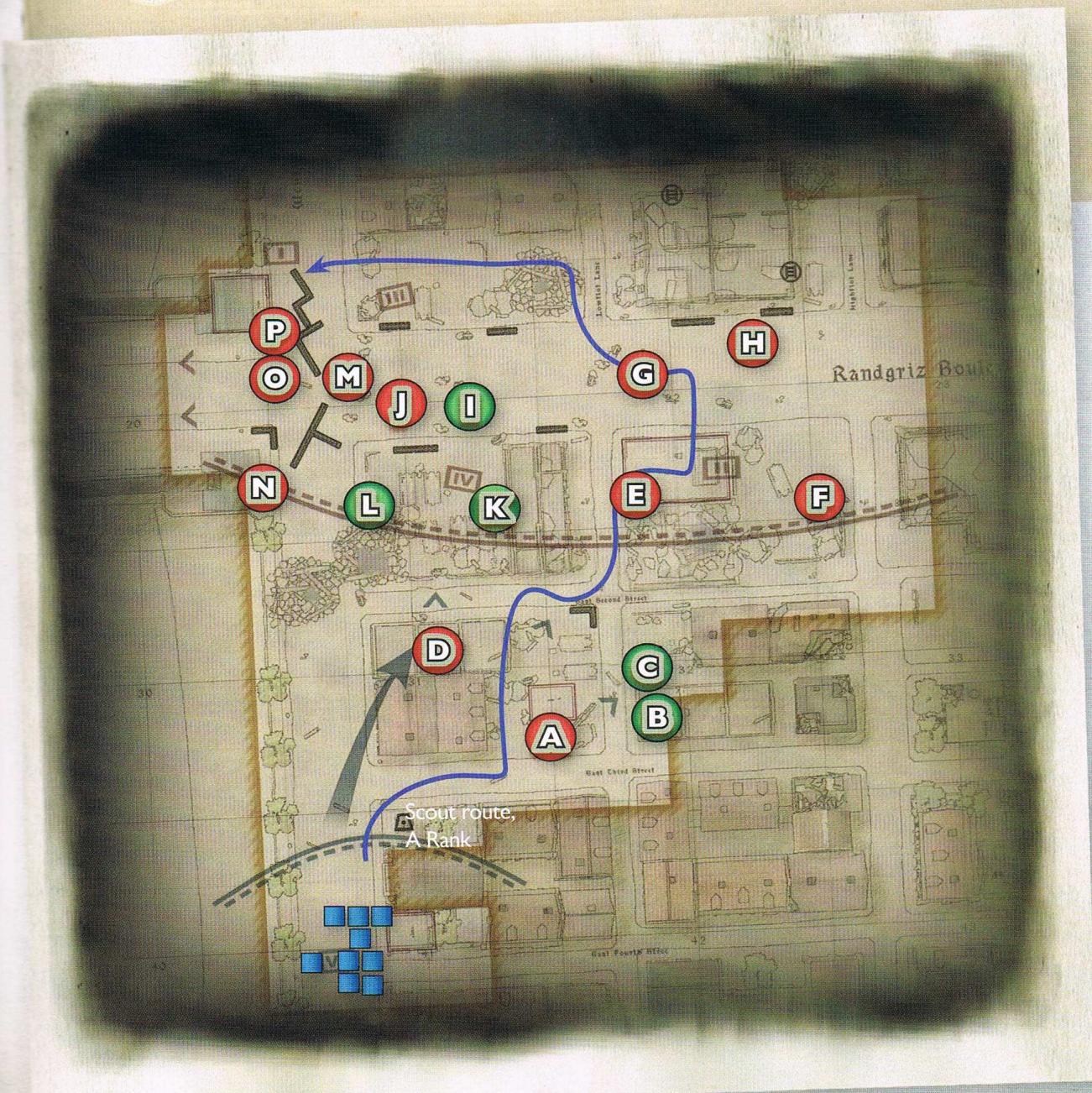
**O**

### SCOUT



HP  
123

**P**



### STEP 1: Weakening the Imperial Command

The first goal is to take the two smaller enemy camps outside of their base at the bridge. To start, send a Scout northeast to the first camp and try to hit the enemy Scout in the back of the head. Next, occupy the camp and flee down the alley to the northwest (toward Shocktrooper D) all within a single action.



Have a Sniper blast the ragnite barrel south of enemy Tank C. You can get a clear view of the battlefield by climbing the tower near your base, but you can hit the barrel just as easily from the ground, while advancing toward your newly conquered camp. Take a second action and perform a headshot from the camp at the enemy Scout Leader south of the tank. If your Sniper has AP to spare, have him retreat (press the  $\times$  button) to the newly unfurled Gallian flag.



Destroying the ragnite barrel leaves the tank damaged, so send a Lancer to finish it off. Get as close as possible to the tank by using one CP and attempt the shot from that location. The tank is a leader; so the Imperial army will have two fewer CP when its turn rolls around.



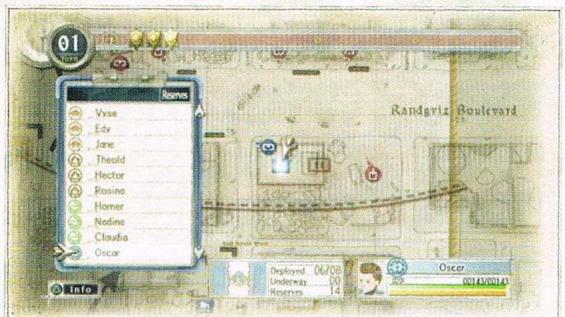
### STEP 2: Taking the Enemy's Central Camp

Take control of your Scout again and throw a grenade at the Shocktrooper down the alley to the west. Next, move her northeast to the enemy's central camp, take another action, and perform a headshot on the Lancer. Raise the Gallian flag and take a defensive position behind the sandbags to the north. Call for reinforcements before ending the turn.



#### CALLING FOR REINFORCEMENTS

In Command Mode, select the blue flag of your newly conquered camp to summon reinforcements to that position at a cost of one CP each. In this situation, a Sniper and a Lancer would make a fine choice. Your units won't arrive until the start of your next turn, so the enemies in the area have no choice but to target your Scout, who should be able to survive and possibly score some kills on the counterattack.



**STEP 3: Wreaking Havoc on Randgriz Boulevard**

Begin turn 2 by having your Sniper eliminate any nearby enemies, including the ones on the roof across the street. Move your Scout to the southeast corner of the camp, where a crack in the wall allows you to target the ragnite barrel behind the tank to the east. (If the tank has already moved, send your Lancer after it instead.)

Send your Scout north, down the road between the Sniper's building and big rubble pile. Hang a left after the rubble pile, and put a bullet in the ragnite barrel behind another tank, then duck back behind the wall. Have your Lancer finish off the tank to the east, then run after your Scout. Taking the enemy base will be easier with a second Scout, so you may want to summon reinforcements. If you don't have enough deployment slots, have your Sniper approach the flag and select the "retreat" command.

**STEP 4: Taking the Enemy Base**

To earn a B Rank on this map, you get four turns to finish the job. The Scouts will do the dirty work; have them attack the enemy base by using a grenade to blow away the cover around the enemy Shocktrooper and finish him off with a headshot. You will take fire from other foes, so before you move in, use a Defense Boost from the Orders menu to ensure that your Scout can survive. Use a second grenade against the final base guardian (a Scout) or two attacks worth of rifle fire. Before you finish him off and raise your flag, send your Lancers after the remaining tanks to earn as many bonus points as possible.

**A RANK STRATEGY**

You must complete this map within two turns to earn an A Rank, which forces you to use a condensed version of the same strategy.

**① Turn 1:**

As in the B Rank strategy, start by taking the nearest enemy camp and have your Sniper and Lancer defeat the enemy Scout Leader and tank. Then have your Scout kill the Shocktrooper and move on to take over the next camp. After occupying it, end her action behind the tent in the eastern side of the camp. You don't need any reinforcements, but if you summon a Lancer, you can use it to destroy a tank or two if you have CP to spare.

**② Turn 2:**

Begin turn 2 by using the Defense Boost and Evade Boost orders to make your Scout nearly indestructible. Run down the alley between the rubble pile and the Sniper's building, turning left past the rubble. Toss a grenade at the lower Shocktrooper in the enemy base to destroy his cover, then finish him off with your next action. Have your Lancer do some damage if you have CP to spare, saving your last two CP so your Scout can defeat the enemy Scout and occupy the enemy base.

**BACK AT HEADQUARTERS...**

Completing this chapter unlocks a new skirmish and, if you visit the Headquarters tab, you can commission weapon upgrades for your Scouts, Snipers, and Engineers, and new uniforms for everyone. If you lost soldiers or realized their final potentials, now is a good time to rotate in some new recruits.



05

chapter

# Wildwood Warfare at Kloden

## victory conditions:

The enemy base camp is captured.

## failure conditions:

Welkin dies; the enemy occupies Gallia's base camp; all Gallian foot soldiers are defeated; 20 turns pass.

Base	EXP	DCT
	5560	7920

### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-4	A	11120	15840
5-6	B	8340	11880
7-9	C	5560	7920
10-20	D	0	0

### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	5 on this map
Ace	600	600	1 on this map
Medium Tank	500	500	1 on this map

## DEPLOYMENT

As on the previous map, it's best to keep the Edelweiss out of action, since the enemy is prepared for a tank attack. In fact, there isn't much point in attacking from your southern base at all, since most of the enemy forces are aligned to defend against an attack from that direction. Instead, slip in from the north to catch them off guard. On the other hand, if you want to destroy General Jaeger's new Lupus tank, the Edelweiss is up to the challenge. But destroying the Lupus isn't a victory condition and you don't receive a reward for it.

Either way, begin with a limited deployment so that you have open slots for reinforcements. At the northern base, place Rosie on the easternmost deployment point and place Alicia and another Scout behind her. At the southern base, throw down Largo for the additional CP and an engineer for support if you intend to use the Edelweiss.



## ENEMY LIST

### SCOUT (LEADER)

HP	162
	A

### ANTI-TANK CANNON

BHP	350	THP	0
body		tread	

### SHOCKTROOPER (LEADER)

HP	218
	C

### SHOCKTROOPER

HP	188
	D

### LANCER

HP	212
	E

### LANCER

HP	212
	F

### MEDIUM TANK (LEADER)

BHP	350	THP	0
body		tread	

### SHOCKTROOPER

HP	188
	H

### SCOUT (LEADER)

HP	162
	I

### ANTI-TANK CANNON

BHP	350	THP	0
body		tread	

### SHOCKTROOPER

HP	188
	K

### L.T. NONNENHOF (ACE)

HP	242
	L

### SCOUT

HP	129
	M

### SHOCKTROOPER

HP	188
	N

### SCOUT (LEADER)

HP	162
	O





## WATCH OUT FOR LANDMINES

Two kinds of landmines have been scattered throughout this stage. The smaller kind detonates when a human soldier steps on or near them, but they can't harm tanks. Humans aren't heavy enough to trigger the larger kind, but tanks are and will take heavy tread damage if they do. Engineers can disarm either kind without using their attack for the action; to do so, just approach them and press the **X** button. If you know where they are, though, it's just as easy to run around them.

When you hear the telltale click of an activated landmine, don't panic. Mines don't detonate until you step off them, so it is possible to end that character's action and send an Engineer to disarm it without taking damage.



### STEP 1: Taking the Enemy's Northern Outpost

Have Rosie run around a landmine on her way to the enemy's northwest camp, but don't give it too wide a birth, or it will cost an extra CP to get there. You should run out of AP just as an enemy with an anti-tank cannon comes into machine-gun range. Blow him away, then have a Scout come in and hit the other enemy (a Scout Leader (A)) with three close-range headshots. Occupy the camp, then send your Scout along the water's edge toward the next camp to the southeast.



### STEP 2: Taking the Enemy's Southern Outpost

Use your Scout a second time, running toward the chain-link fence to the south. Run around it to the left (east) to stay out of the Shocktrooper's range and approach the camp from the side. Toss a grenade at the feet of the enemy Scout Leader, then run behind the tent to prevent the tank from targeting you on the enemy's turn.



You can't occupy the camp, because the Shocktrooper is still in position. Take control of your second Scout and use two CP to run him down from his starting position to join your first Scout at the enemy camp (again going around the fence, not through it). Throw a grenade at the Shocktrooper when your Scout gets within range. If it destroys the Shocktrooper, have your Scout occupy the camp and join the first Scout behind the tent. If it doesn't, use a third CP to finish the job with a rifle. Switch to Aiming Mode as soon as you take control of your Scout. Now that you've caught the Shocktrooper's eye, you won't last long under his machine-gun fire.



With the camp conquered, use any remaining CP to request reinforcements. You'll want an Engineer to keep you stocked with grenades, a Sniper to take out the enemy ace, and a Lancer to blow away the tank. If you have less than 3 CP, get as many as possible—in that order—before ending the turn.

### STEP 3: Taking the Imperial Troops from Behind

With your Scouts safely hidden behind the tent, the Imperial army can't target anyone during its own turn. When your recruits arrive at the beginning of turn 2, they'll be in the heart of enemy territory and ready to cause a great deal of damage.

Have the Lancer approach the nearby medium tank and destroy it with a single shot to its radiator plate. After doing so, have her retreat.



At around this time, an enemy Shocktrooper Leader should be approaching the northern outpost. Drop a CP to have Rosie intercept and defeat him, earning a few bonus points and depriving your foes of a Command Point.



## Lieutenant Nonnenhof

Taking over the enemy's southern camp usually lures Lt. Nonnenhof out of the larger compound to the east. If you have a Sniper, meet him halfway down the road and drop him with a single headshot. Doing so earns you an SM MP 2(g) at the end of the battle.



### STEP 4: Bombing the Enemy Base Camp

Rather than entering the enemy's compound from the front, send a small group (one Scout and one Engineer) to sneak into the base via an unmarked trail that runs along the southern edge of the map and ends at the rear entrance to the base. The path is a long one, so try to break it into two turns, beginning as soon as your Engineer arrives.



The start of the trail is a few steps east of the enemy's captured second camp. After using a grenade to blow away a fallen tree, hang a sharp left to find a steep trail that eventually leads to an enemy anti-tank cannon. If the enemy has sent a Scout to back him up, take out the Scout first, since the anti-tank cannon can't turn around to fight back. (In fact, if you're low on CP and don't plan on attacking from the main entrance, there isn't any reason to destroy the anti-tank cannon.) Don't go any further than the anti-tank cannon until the second turn of this phase; if you proceed farther down the trail or enter the enemy compound through the front gate, you'll trigger an event scene in which a powerful enemy tank appears and the final base becomes fortified with new enemy soldiers.



On the next turn, advance east to trigger that event, then have both soldiers hurl grenades from the elevated trail into the base. If you're using a Scout and an Engineer, you should have plenty of grenades, since the engineer can endlessly refill the Scout's grenade slot. When the base is clear of soldiers, either unit can sneak behind the tank to occupy it and end the battle. But for those of you who can't imagine leaving the enemy's Lupus tank in one piece...



Keep an eye on which direction the grenade-wounded soldiers are facing.

If they turn to face the entrance to the base, have your soldier on the hill finish them. If they're facing the hill, the soldier you send to the base can pick them off.



## DESTROYING THE LUPUS (JUST FOR FUN)

Defeating the Lpus tank is a difficult process that earns you nothing—not even bonus points at the end of the

fight. But those who don't use the southern path to sneak around the base will have no choice but to face it head on. Lancers aren't much use here, since they'll be cut down by its powerful guns. Instead, maneuver the Edelweiss past the Lpus to get a shot at its radiator plate. Have Engineers ready to repair the Edelweiss if it gets badly damaged.



## A RANK STRATEGY

You have four turns to earn an A Rank, but it's possible to do in two by spending all of your CP on the two Scouts from the northern deployment and having them rush straight past the enemy's central camp as they hurry toward the base. But there's no bonus for beating it in two turns instead of four, so spend at least one extra turn destroying the enemy leaders, tank, and ace.

- Turn 1:** Take the northern and southern camps with your two intrepid Scouts and a little help from Rosie. Summon the usual reinforcements (Sniper, Engineer, and Lancer) and pass the turn.
- Turn 2-3:** Have Rosie take out one (or both) of the enemy Shocktroopers along the northern path, have your Lancer destroy the enemy tank, and have your Sniper finish off Lt. Nonnenhof. Also, start moving your Engineer and a Scout down the trail to the enemy anti-tank gun, but no further.
- Turn 4:** On your final turn, have your Scout and Engineer approach the final base and use hand grenades to bombard everyone inside it. If everything goes well, you'll earn the maximum possible bonus with plenty of CP to spare.

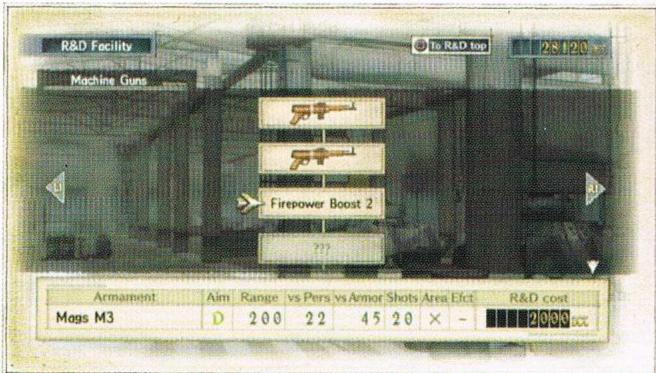


## BACK AT HEADQUARTERS...

If you return to your headquarters at the beginning of Chapter 6, you'll find that Ellet has some new interview content to sell. Visit her at Castlefront St. to unlock the second report, "A Taste of Home," for 3100 DCT. This adds a new section between Chapters 5 and 6 to your logbook, which consists of three new event scenes. This report doesn't lead to any new battles, but future reports will, so you'll want to stay on top of Ellet's research.



If you visit the R&D Facility, you can commission upgrades to your standard machine guns, anti-tank lances and hand grenades, as well as buy new enhancements for the Edelweiss. There should also be a few new recruits waiting in the Command Room.



# 06

## chapter



# Battle of Barious Desert

## victory conditions:

The enemy base camp is captured.

## failure conditions:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

### SCORE AND RANKINGS

	EXP	DCT
Base	6600	9880

### RANKING BONUSES

Turns	Rank	EXP	DCT
1-3	A	13200	19760
4-5	B	9900	14820
6	C	6600	9880
7-20	D	0	0

### KILL BONUSES

Enemy	DCT	EXP	# of Enemies
Leader	250	250	5 on this map
Ace	600	600	1 on this map
Light Tank	300	300	3 on this map

## DEPLOYMENT

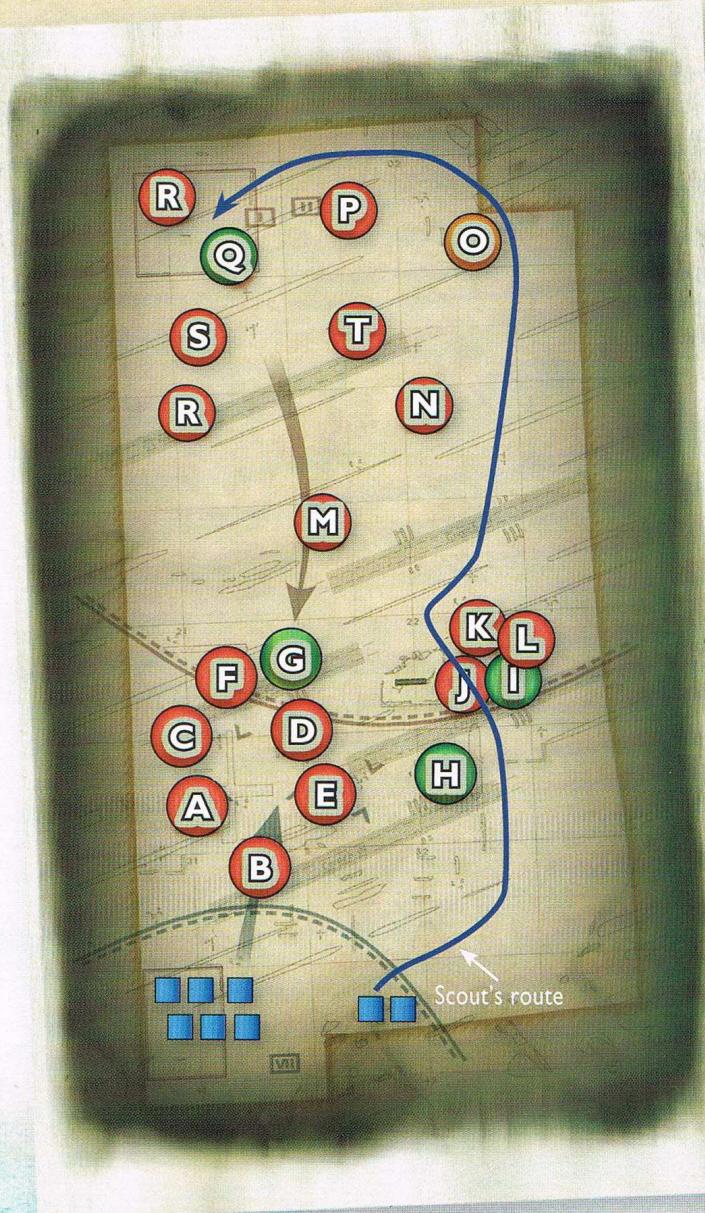
The two deployment slots on the bluff seem ideal for Snipers, and indeed, any Snipers you place there won't lack for targets. But those targets will be far away and difficult to hit, so Scouts may be a better choice. With the bluff as a starting point, your Scouts can take the enemy's central outpost on the first turn of the battle, cutting off enemy reinforcements and putting you well on your way to an A Rank.

Those Scouts will be doing most of the heavy lifting, but Welkin and his crew can help protect them from Sniper headshots by providing a distraction. Place a small team of soldiers in the trio of slots northeast of Welkin, including Rosie (her extra CP more than compensates for her desert allergies), an Engineer (preferably the Desert-Born Herbert), and a Sniper or second Shocktrooper to fill out the team. Place Largo in the back for his CP, and leave the other two slots open for reinforcements.



## ENEMY LIST

SHOCKTROOPER HP 194 A	SCOUT HP 136 B	LANCER HP 216 C	SHOCKTROOPER HP 194 D
LANCER HP 216 E	SHOCKTROOPER HP 194 F	LANCER (LEADER) HP 256 G	SCOUT (LEADER) HP 201 H
SHOCKTROOPER (LEADER) HP 254 I	SNIPER HP 112 J	SNIPER HP 112 K	LANCER HP 216 L
SHOCKTROOPER HP 94 M	LIGHT TANK BHP THP body tread 1800 550 N	MALYA THE DUST (ACE) HP 250 O	LIGHT TANK BHP THP body tread 1800 550 P
SHOCKTROOPER (LEADER) HP 254 Q	* SNIPER HP 112 R	SHOCKTROOPER (LEADER) HP 254 S	LIGHT TANK HP THP body tread 1800 550 T
SHOCKTROOPER HP 194 U			



**STEP 1: Taking the Enemy's Midway Camp**

The Imperial army's midway camp is well defended and it will only get harder to breach as new reinforcements are summoned. Fortunately, their soldiers don't seem to be anticipating an attack from the southeast, where they have only one Scout, one Shocktrooper, and a pair of Snipers.

Have your first Scout run around the wall to the south, head east until the bluff joins the desert sands, and then charge north, sticking close to the walls of the ruins for cover. When you reach the trench, crouch down, step to the right, and blow away the Scout. But don't forget about the Shocktrooper Leader atop the stone building. It's possible to sneak along the trenches and get close enough to finish him in a single attack, but that's a very risky maneuver. Play it safe by having the second Scout get as close as she can and firing from outside of machine gun range to wound him, then have the first Scout join her for a team-attack kill.



Once the Scout and Shocktrooper are down, have one Scout climb the stairs to the west of the base and throw a grenade at the Sniper behind the sandbags to destroy the cover. Next, eliminate the second Sniper and occupy the enemy base. Have your other Scout try to take out the Lancer northwest of the base, and have both Scouts end their actions behind the cover of the base's north wall.

None of the enemy tanks to the north will block the path as you advance to the enemy's base, but if you want to smash a few for the bonus points, summon a Lancer to your newly conquered camp.

**STEP 2: Distracting the Enemy's Western Flank**

Your Scouts have taken the enemy's camp but are in no position to defend it, so have Welkin's troops advance a bit northward to catch the enemy's eye. Have the Edelweiss go straight north and it should run out of gas just within machine-gun range of an enemy Shocktrooper. Have Rosie join it (eliminate the Scout along the way) and try to take out the other Shocktrooper with the third member of Welkin's team. You can completely ignore the Lancers for now, since they can't destroy the Edelweiss in a single turn, and your Engineer can come up from the base to repair whatever damage is done.



Leave anyone who's capable of counterattacking standing out in the open beside the tank. This should enable them to do a fair amount of damage to the enemy Lancers.

**STEP 3: Get Within Striking Distance of the Base**

While avoiding the mines around the camp, send one of your Scouts northward. As she crosses the trench north of the base, a sandstorm will dampen the visibility of everyone on the battlefield and allow you to approach the rubble wall where Malya the Dust, an enemy ace Sniper, is lying in wait. Defeat him and take over his position, and strike at the enemy outpost on your next turn.

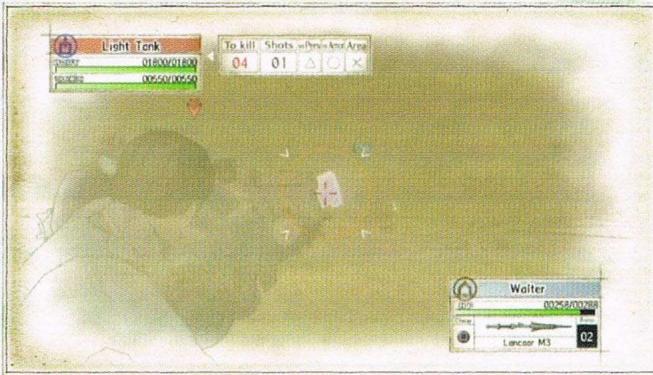




## A SANDSTORM RAGING

The sandstorm will blow for the duration of the turn in which you trigger it and return on every other turn after that. The sandstorm makes it difficult for your troops to get a visual lock on enemy targets, which impairs their ability to counterattack and also hides enemy positions on your map.

If you have the CP to spare, move your Lancer north toward your Scout's cover. If you can get behind any tanks, walk up and blast their radiator plates with a close-range shot. The sandstorm will allow you to get in close without provoking interception fire.



## Malya the Dust

**Enemy Ace**  
If you cut through the middle of the northern battlefield, Malya the Dust will pick off your troops at his leisure. However, if you send a Scout straight for his cover in the northeast corner of the map, you can gun him down with close-range headshots without him firing back. Not only will this eliminate a potent threat, but it will earn you a ZM SG 1(g) Sniper Rifle at the end of the fight.



## Don't Forget to Repair the Edelweiss

Before you end the second turn, send your Engineer from his starting position to fix the Edelweiss, then have him join Rosie to help counterattack the Lancers. Use your spare CP to machinegun or snipe the remaining enemy leaders in the area to earn a few bonus points and rob the enemy of some CP during the Enemy Phase.



## STEP 4: Striking the Base from Behind

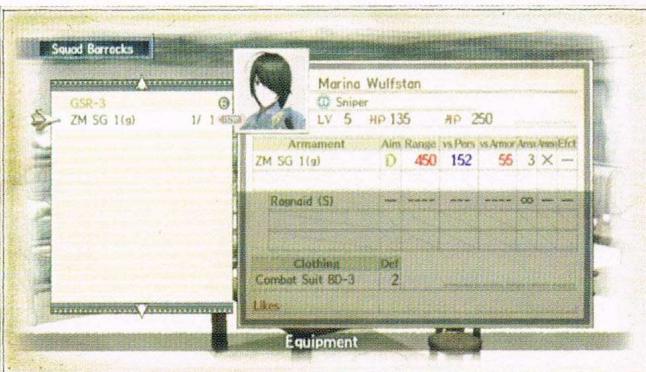
Malya the Dust's clever hiding spot should have kept your Scout safe from the enemy tanks, allowing you to run north of them (along the top edge of the map) into the enemy base. The Shocktrooper won't see you coming, so get in close and toss a grenade to blow his cover. End the action before he can retaliate, then spend another CP to finish him off. The Scout's final act is to kill the Sniper (if he's still within the confines of the base) and hoist the Gallian flag.



As usual, don't be in a hurry to occupy the enemy base if you have CP to spare. Have your Lancer attempt to destroy as many of the light tanks as possible, while Welkin's team finishes off any enemy leaders in his part of the map.

## BACK AT HEADQUARTERS...

If you visit Headquarters at the beginning of Chapter 7, you can commission rifle upgrades for the Scout and Sniper and buy new sets of armor for every class. There should be a few new recruits available, plus you can return to the barracks to equip a Sniper with the ZM SG 1(g). Although the weapon has weak range, its shots are so powerful that it can often kill with a body hit.



There is some big news at Castlefront St. as Ellet investigates a story on Largo's Passion. This will cost 3500 DCT and unlocks a new report between Chapters 4 and 5. This is the first report with a battle and completing it unlocks a new potential for Largo. There is also a new skirmish set in the Kloden Wildwood, so you have plenty of training opportunities before you face the rigors of Chapter 7.



## A RANK STRATEGY

You get three turns to earn an A Rank on this map, which has many more CP than is needed. As in the previous strategy, you can do everything with a single pair of Scouts, but you may want to involve other units to dispose of the remaining enemy leaders and tanks.

**1 Turn 1:**

Fill your two placement slots on the bluff with Scouts, ideally Alicia and the



Desert-Born Freesia. Have them approach the enemy's midway camp from the southeast, killing the Scout, Shocktrooper Leader, both Snipers, and the nearest Lancer. You have CP to spare, so issue a few orders to boost the accuracy and defense of the Scout who will be doing most of the dirty work.

**2 Turn 2:** Have a single Scout run north to where Malya the Dust is hiding, eliminate him, and take over his cover.

**3 Turn 3:** Have your chosen Scout head west, passing all the tanks, and enter the enemy base. Use a grenade against the Shocktrooper leader (followed by a hail of bullets), then kill the Sniper (if applicable) to take over the base for a quick and easy victory.



# 07 chapter

## Desert Duel with Maximilian

### victory conditions:

The giant enemy tank is destroyed.

### failure conditions:

Gallia's base camp is destroyed; Welkin dies; the enemy occupies Gallia's base camp; 20 turns pass.

#### SCORE AND RANKINGS

	EXP	DCT
Base	8800	14280

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-9	A	17600	28560
10-11	B	13200	21420
12-15	C	8800	14280
16-20	D	0	0

#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Ace	600	600	1 on this map
Heavy Tank	3000	3000	1 on this map

## DEPLOYMENT

This climactic boss fight is packed with surprises—most of which favor Maximilian and his Imperial army. Your mission is to destroy the Batomys tank, so you must rely on your Lancers to do the brunt of the work. Deploy at least four of them (including Largo), two at the top and two at the bottom. Equip each group with an Engineer, a class that does quadruple duty here. You'll need them to reload the Lancers, heal the wounded, repair the Edelweiss, and throw grenades at critical points during the battle!

That leaves two slots for Rosie and Alicia, who will team up to handle the human enemies on the map. Place the slower Rosie in the lower-right slot of the southern camp, so she can get to the action in time.



## ENEMY LIST

BATOMYS	A
BHP THP	
body tread	N/A N/A

LANCER	B
Lv.	HP
6	220

SHOCKTROOPER	C
Lv.	HP
6	220

SCOUT	D
Lv.	HP
6	142

SHOCKTROOPER	E
Lv.	HP
6	220

SNIPER	F
Lv.	HP
6	115

SELVARIA	
Lv.	HP
N/A	N/A

KANAZAR THE LION (ACE)	
Lv.	HP
N/A	225

* LANCER	
Lv.	HP
6	220

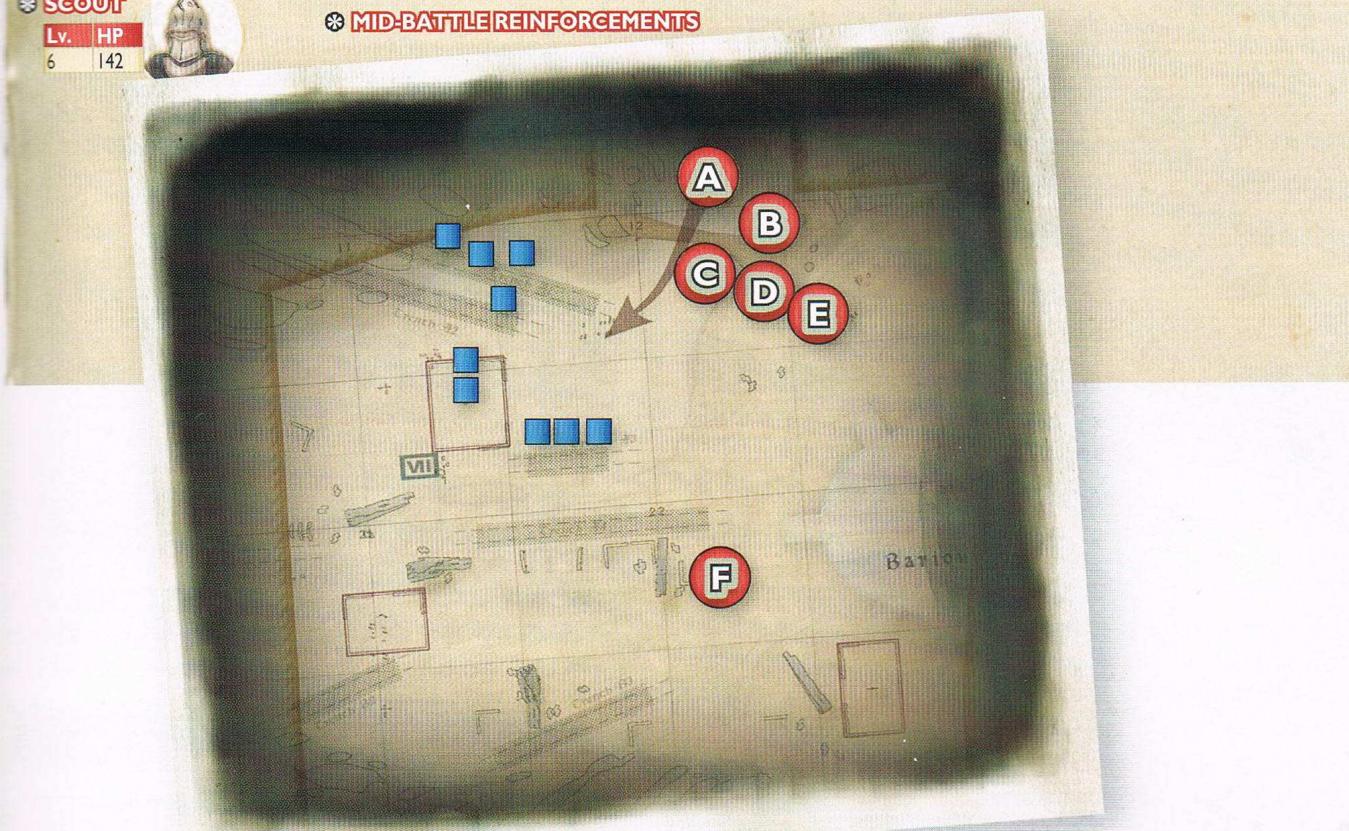
* SHOCKTROOPER	
Lv.	HP
6	220

* SHOCKTROOPER	
Lv.	HP
6	220

* SCOUT	
---------	--

* SCOUT	
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### \* MID-BATTLE REINFORCEMENTS



### STEP 1: Crowd Control

On turn 1, have Rosie turn around, charge up the hill, and blow away the enemy Sniper. Then have her take a few steps back to the trench along the hill and crouch down at its edge, facing to the northeast. Send Alicia to join her, crouching in the same trench but a short distance back, where she'll be targeted less than the heartier Rosie.

With those two units in a fortified position at the center of the map, you can ignore every other enemy soldier. As soon as they attempt to run toward either of your southern camps, they'll get cut down by Rosie and Alicia's interception fire. The only exception is the Lancer, who you may need to hunt down during a later turn.



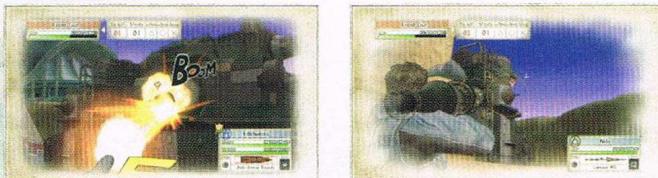
## STEP 2: Lancing the Guns of the Batomys

The Batomys has six mounted guns that can destroy a Lancer caught outside of cover. These weapons are capable of both counterattacking and interception fire. Destroying them won't damage the tank, but it will make your troops much safer.

Have a Lancer from a northern deployment spot slowly approach the Batomys. When the front gun begins to swivel, back up to get out of its range and shoot rockets at it from that position. Each gun has 1200 HP, so it will take either three Lancer hits to destroy, or a tank shell and one Lancer blast. Use characters with attack-boosting Potentials if possible (the Veggie-Maniac Potential unlocked in Largo's report is amazing here) and you may connect with a few double-damage hits. Remember that each Lancer can only hold three rounds, and they'll miss often, so you'll need to double-team the guns or get a refill from an Engineer after that third shot.



After destroying the front gun, pass the turn to save your remaining CP for turn 2, when the other five guns are exposed. More exposed guns mean more danger for your Lancers, so use your Edelweiss to soften up the guns on the right side of the Batomys, and use the cover provided by the ruins to protect your Lancers when attacking the left side of the Batomys.



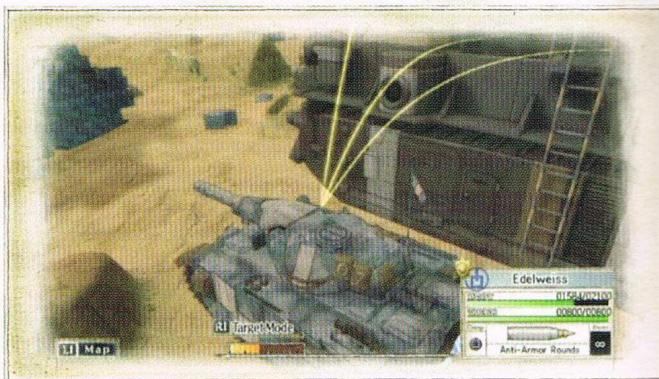
If your Lancers get caught by interception fire, don't forget that Engineers can heal as well refill ammo.



## POSITIONING THE EDELWEISS

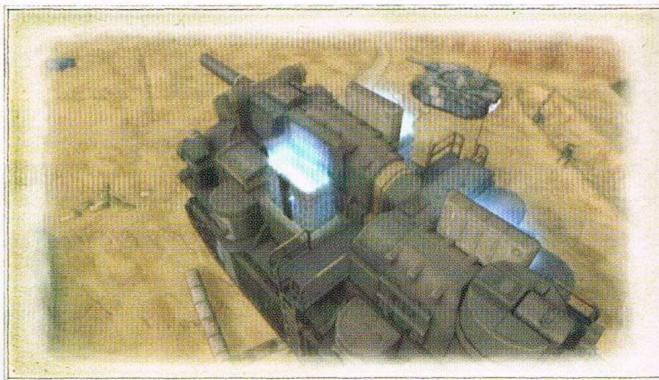
The Edelweiss's anti-armor shells are effective enough against the Batomys's mounted guns, but you need to maneuver the Edelweiss carefully when using it in this battle. In addition to the guns, the Batomys has an indestructible overhead turret that can hit anything within a narrow arc behind it or a wide arc in front of it. The damage it deals can be repaired if it hits the body of the tank, but as soon as you expose the radiator plate of the Edelweiss to an attack from the overhead turret, it's game over. Never end a turn facing away from the Batomys.

The Batomys also has front-mounted missiles, which it only fires when the Edelweiss is directly in its way and preventing it from moving along its scripted route. Don't block the Batomys's way, because the longer you delay its progress, the longer it will take before it exposes its radiators. To keep the Edelweiss out of danger, try to end turn 3 and each subsequent turn with the Edelweiss roughly parallel to the Batomys. You may take a body hit when it pulls ahead, but that damage can be easily repaired.



## STEP 3: Destroying the First Two Radiators

On the third turn of the battle, the Batomys will steamroll your camp (don't worry, as anyone inside will safely escape) and then pause to destroy a wall of blue rubble in its path. The energy required to destroy the rubble will force open the tank's three radiators for a single turn. Your goal is to get an Engineer or Scout up one of the ladders on the left, right, or rear side of the Batomys and lob a grenade into a radiator. (Alternatively, you can shoot it four times with an anti-tank lance.)





Once one radiator is destroyed, the other two will close. To get them to reopen, you must force Maximilian to use his cannon again by blocking his path with another wall of blue rubble. Look for blue walls that have a sharp edge pointing up to the sky, and blast them with a single shot from the Edelweiss' cannon, an anti-tank lance or a grenade to knock them over and into the Batomys's path.



If you knock over the nearest wall, the Batomys will use its cannon to destroy it on turn 5, thus providing a second crack at the radiators on turn 6. Destroy the next wall down the line to get a crack at the final radiator on turn 9.



Once the guns are destroyed, there isn't much to do on turns when the radiators aren't open except maneuver the Edelweiss out of danger, rescue fallen heroes, summon replacements, and move your soldiers in the north toward the southern part of the map. Try to carry over 10 CP each turn, so that you'll have the full 20 CP to deal with enemy reinforcements on turn 6, and again to finish off the Batomys on turn 9.

#### STEP 4: Surviving the Valkyrur's Onslaught

Just when you think you have everything under control, Selvaria shows up. Specifically, she appears after you destroy the second radiator with an army of henchmen that includes an enemy ace known as Kanazar the Lion.



Selvaria is like nothing you've ever faced before. No weapon can harm her, so don't even try to attack her. She can use interception fire at Sniper ranges, almost certainly killing any character within her line of sight. On enemy turns, she'll usually move two or three times and, if you don't take precautions, each action will likely end with the death of one of your men. No character class is strong enough to survive her energy bolts and crouching in a trench or behind sandbags will offer only limited protection.



The best option is to hide. A great hiding spot is the trench to the southwest of your second camp. Many of Selvaria's shots will not connect while in this trench and the Batomys will actually move to provide cover from any further attacks.



## Kanazar the Lion

### Enemy Ace

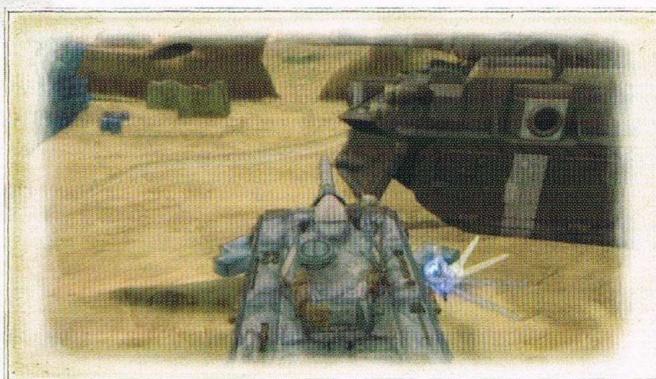
Selvaria may be indestructible, but her troops aren't so fortunate. If you plan ahead, you can send for a Sniper from the southeast camp (as well as an Engineer to refill her ammo) and have her walk to the middle of the temple platform. From there, she can shoot down Kanazar the Lion and every other soldier on the turn in which they first appear.

If you don't have a Sniper, leave Alicia and Rosie in place to defeat them as they move down the ramp, although one or both will fall to Selvaria. (As leaders, Rosie and Alicia will automatically withdraw instead of dying.) Alternatively, you can position your tank at the base of the ramp that connects the higher ground to the canyon floor and count on Welkin to gun down the soldiers as they run toward the Batomys. Just make sure to back up against a wall, so the Lancer can't hit the Edelweiss's engine. Whatever tactic you choose, Kanazar isn't likely to survive for long and his ZM Kar 2(g) Rifle will be yours!



### STEP 5: Delivering the Killing Blow

If you destroy the second radiator on turn 6, you'll spend turns 7 and 8 hiding from Selvaria and replacing the soldiers who have fallen to her Gatling beam. If you need to send someone on a rescue mission, you can keep them safe from Selvaria's interception fire by positioning the Edelweiss (which is immune to her attacks) to make a wall between her and whatever unit you're moving. When the third radiator opens on turn 9, use this technique to ensure that a Scout or Engineer can safely make it up the ladder and throw a grenade into the radiator. Depending on where Selvaria is waiting and which ladder you need to climb, you may need to reposition the Edelweiss several times to ensure your soldier's safety.



With the Edelweiss between Selvaria and your Engineer, you can safely approach the final Batomys ladder.

Once the third radiator blows, you can finally damage the Batomys. It will take 10-12 shots from anti-tank lances and anti-armor shells to bring it down, but since it's a giant target, there's no need to expose your Lancers to attacks. If you're entering turn 9 with a full 20 CP and plenty of Lancers and Engineers, you can destroy the Batomys in a single turn and secure a hard-earned A Rank.



## A RANK STRATEGY

To achieve an A Rank, you must destroy the Batomys within nine turns. There's no way to get the Batomys to expose itself to damage any earlier than turn 9, so spend the earlier turns saving up CP and positioning your units carefully so that you can destroy the final radiator and the Batomys within that single, climactic turn. This is a tough one, so here are the steps:

**1 Turn 1:** Send Alicia and Rosie to kill the Sniper and take a defensive position on the trench on the ramp. Have a Lancer destroy the Batomys's forward gun, then pass the turn.

**2 Turns 2-3:** Destroy every remaining gun on the Batomys and eliminate any surviving enemy soldiers.

**3 Turns 4-5:** Drop a grenade into the first of three Batomys's radiators and have Lancers or the Edelweiss



topple the next two blue walls in the Batomys's path. With all your leaders on the battlefield, you'll only carry over 10 CP per turn, so if you have more than that spend it moving your northern troops toward the center of the map. Have one of your Lancers retreat and summon a Sniper to your southeast camp.

**4 Turn 6:** Destroy the second radiator, which brings Selvaria and her troops to the battlefield. Have your Sniper pick off the Lancer in the group followed by the Shocktroopers if she has ammo to spare. Move your Lancers and Engineers to cover behind the ruins, where Selvaria can't see them. Count on Rosie, Alicia, and Welkin to dispose of the rest of the enemy troops, including the enemy ace.



### 5 Turns 7-8:

Continue to hide. If you lose any soldiers, have the Edelweiss



block off Selvaria and send someone on a rescue mission. You'll want two Engineers and two Lancers for turn 9, so if you're left with any less than that, summon replacements. If Alicia and Rosie have fallen, send them back to the battlefield. Carry over 10 CP at the end of turn 8.

**6 Turn 9:** Have the Edelweiss block Selveria so an Engineer can destroy the final radiator. Move the Edelweiss again to protect your Lancers, if necessary, and fire an anti-armor shell at the Batomys. Finally, have your Lancers empty their arsenals at the Batomys, get a refill from the Engineer, and finish the job.



## BACK AT HEADQUARTERS...

Not too much has changed back at HQ, but you can upgrade your machine guns and anti-tank lances and purchase a number of Edelweiss upgrades. If you visit Castlefront St, you'll find that many of the Lancers you used in the battle have unlocked their final Potentials. Since a lot of those Potentials are negative, now is a good time to swap them out for fresh troops.



# 08

## chapter

part 1

# Escape from the Forest Snare

### victory conditions:

Welkin and Alicia reach destination.

### failure conditions:

Alicia dies; Welkin dies; 20 turns pass.

#### SCORE AND RANKINGS

	EXP	DCT
Base	9960	16720

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-4	A	19920	33440
5-6	B	14940	25080
7-8	C	9960	16720
9-20	D	0	

#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	2 on this map
Ace	700	700	1 on this map

## DEPLOYMENT

Compared to Chapter 7's brutal tank war, the first battle of Chapter 8 is an intimate affair, with only Alicia and Welkin on your side and only four enemy soldiers. However, that doesn't mean it will be an easy battle, especially if you're determined to earn an A Rank and destroy the enemy ace. To give yourself an edge, visit the Squad Barracks and have both Alicia and Welkin equip the ZM Kar series rifles. These rifles sacrifice range and accuracy for power, but in these dark woods, you'll be fighting at such close range that the drawbacks won't matter.



## ENEMY LIST



### Treating Alicia's Wounds

Alicia begins the battle with a leg wound that dramatically impairs her mobility. She doesn't have enough AP to make it through the forest in the four turns necessary for an A Rank and her sluggish movement will make it hard for her to stay ahead of the mortar rounds. Fortunately, Welkin knows how to use the native ponisera plant to fix her wound. With each treatment, Alicia recovers one-third of her lost AP.

At the start of the battle, take control of Alicia and have her limp along the south wall to the east. You'll soon discover a patch of grass to her right, near a landmine. Walk through the grass toward the glowing fireflies, which mark the entrance to a trail. Spend a second CP on Alicia and have her follow the trail until you see a tall flower that glows blue. Have Alicia end her action near the flower. On Welkin's action, meet Alicia at the flower and press the  $\otimes$  button to trigger an event in which Welkin tends to her wound. You'll find two more ponisera plants deeper in the forest.



After treating Alicia's wound, have Welkin continue down the trail and shoot the enemy Scout Leader to his left. Approach the eastern bridge and end the turn.



### Skirting the Searchlights

After crossing the bridge, you'll see the beam of a searchlight. If you cross it, the location will become the epicenter of a mortar blast at the end of the turn. Dodging the beams often requires crawling through grass or running wide around an area, but it isn't necessary to dodge them. For example, if you're beginning the second turn with Welkin near the bridge and Alicia near the first flower, you'll have more than enough AP to get both characters past the mortar strike zone by the end of the turn. If you're running through the searchlights, turn your auto-map on to make sure you don't stop in the danger zone.



Watch out for an ambush attempt from the second enemy. If you hang a left and run through the first searchlight without maneuvering around it, both Alicia and Welkin can make it to his location on turn 2. Have the first character toss a grenade to flush him out, while the second character finishes the job with gunfire.



Start turn 3 by sending Alicia to the second flower to wait for Welkin. After he heals her, continue west to face the map's final two enemies.



### Ty the Immortal

At a small campsite in the northwest corner of the map, back-from-the-dead ace Ty the Immortal and an enemy Scout have prepared a deadly ambush. Those who don't covet Ty's ZM MP 3(g) machine gun can make it out alive by crawling through the grass and slipping down another game trail. But for those who are determined to send Ty packing should save their game first, because cutting through his 444 HP won't be easy.



Kick things off by having Welkin crawl through the grass to the right of the searchlight beam (you need to carefully avoid this one, or Alicia will get caught in the blast). When you're past the beam and a giant boulder is between you and the enemy, exit the grass, sneak around the edge of the boulder, and take a headshot at Ty. If you position yourself correctly, the Scout will be between Welkin and Ty, so when Ty counterattacks he'll end up gunning down the Scout instead of Welkin. Next, have Welkin dive back into the grass for safety.



Don't worry if Welkin doesn't cause much damage, because he was only the distraction. Have Alicia go next, but have her wait for the searchlight beam to pass and then go left. Ty will be facing Welkin, so she can sneak up to pointblank range and blow him away—if he doesn't dodge, that is.

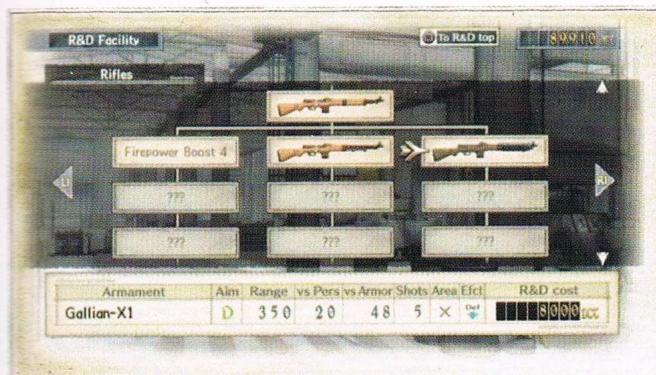


## Out of the Woods and Back to HQ

After killing Ty, both soldiers should be within two actions of your target destination, which can be easily reached by traveling to the northeast. You'll find the third flower on the way, but Alicia should be able to make it without it.



While Alicia and Welkin will remain trapped in the forest and separated from Squad 7 in the storyline, you're free to return to Headquarters to spend your newly earned EXP and invest in newly available upgrades for the Scout's rifle and both kinds of armor.



## A RANK STRATEGY

Earning an A Rank requires completion within four turns, which means a grand total of 16 actions. If you intend to kill the ace along the way, there is no margin for error, so save the game at the start of every turn.

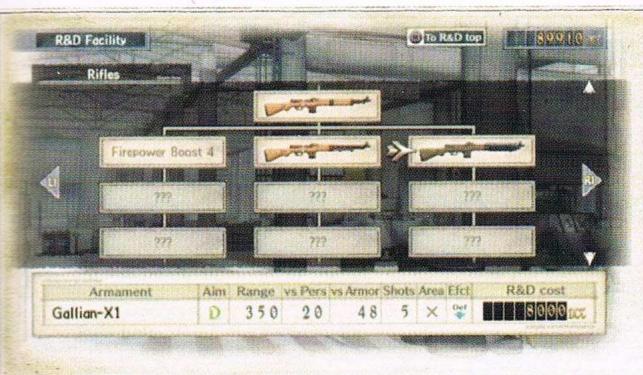
- Turn 1:** Begin by having Alicia take two actions to travel down the game trail and end at the first ponisera flower. Have Welkin meet her there, heal her, and then eliminate the first enemy (A) on the way to the bridge.
- Turn 2:** It doesn't matter who you use first in turn 2. Both characters will cross the bridge and throw a grenade or fire a shot at the enemy hiding in the grass. Welkin can go a little bit farther, ending in the grass near the second searchlight.

**Turn 3:** Have the faster Welkin go first, hanging a right at the third searchlight beam, crawling through the grass, and then attacking Ty the Immortal from the east, with the enemy Scout in between. When Ty's counterattack destroys the Scout, have Welkin dive into the grass for safety. Ty should now be facing Welkin, allowing Alicia to hang a left at the search light, sneak up behind Ty, and shoot him at pointblank range. After defeating Ty, send Alicia as far north as possible.

**Turn 4:** You're home free. Welkin should be within a single CP of the exit and Alicia can make it within two CP whether you use the final flower or not.

**Turn 5:** Head back to Headquarters to earn your A Rank.

**Turn 3:** Have the faster Welkin go first, hanging a right at the third searchlight beam, crawling through the grass, and then attacking Ty the Immortal from the east, with the enemy Scout in between. When Ty's counterattack destroys the Scout, have Welkin dive into the grass for safety. Ty should now be facing Welkin, allowing Alicia to hang a left at the search light, sneak up behind Ty, and shoot him at pointblank range. After defeating Ty, send Alicia as far north as possible.



## BACK AT HEADQUARTERS...

That was only the first of two battles in Chapter 8, but if you return to the R&D Facility, you'll find that you've unlocked a bunch of new upgrades. The most interesting option is for the basic rifle used by Scouts and Engineers, which you can upgrade in any of three ways. Note that if you purchase two upgrades, you won't get both bonuses in a single rifle; instead, you'll get two different rifles that you can switch between at the squad barracks.

The most intriguing of the three new upgrade tracks is the "Added Effect" track, which gives your bullets stat-lowering properties in addition to their usual damage. (You may have noticed that some of the Imperial troops are already wielding such weapons.) These may be a good choice for utility characters like Engineers.

You'll unlock new upgrade tracks for your other weapons at the end of this chapter's second battle.



# 08

## CHAPTER

part 2

# Reunion in the Forest

### victory conditions:

The enemy base camp is captured.

### failure conditions:

The Edelweiss is destroyed; Welkin dies; Alicia dies; the enemy occupies Gallia's base camp 20 turns pass.

#### SCORE AND RANKINGS

	EXP	DCT
Base	11160	19280

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-9	A	22320	38560
10-11	B	16740	28920
12-15	C	11160	19280
16-20	D	0	0

#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	4 on this map
Ace	700	700	1 on this map
Light Tank	300	300	2 on this map

## DEPLOYMENT

Welkin and Alicia have found their friends, but there's a blown-out bridge and an army of Imperial soldiers between Squad 7 and its leaders. Your goal is not to reunite your army but to take the enemy base, so you don't need to use Alicia. Have Welkin get to the southern camp as quickly as possible to take command of the Edelweiss and use it to smash open a path to the enemy base.

You have six open deployment slots and you'll want to make sure that in addition to Rosie and Largo, you have a Scout, Engineer, and Sniper. Place the Sniper in the northeast position (it's a dangerous spot, but you'll move him immediately), and the Engineer to his left. Your final slot would be best filled with another Shocktrooper.



## ENEMY LIST

SCOUT	 A	SHOCKTROOPER	 B	SHOCKTROOPER	 C	SHOCKTROOPER (LEADER)	 D
SCOUT	 E	MORTAR CANNON	 F	SNIPER	 G	SYTREET THE LYNX (ACE)	 H
SHOCKTROOPER	 I	LIGHT TANK	 J	SCOUT (LEADER)	 K	LANCER	 L
SHOCKTROOPER	 M	SHOCKTROOPER (LEADER)	 N	LANCER	 O	LANCER	 P
LANCER	 Q	LIGHT TANK	 R	SNIPER	 S	SHOCKTROOPER (LEADER)	 T



## STEP 1: Taking the Sniper's Nest

There's a pair of Snipers on the cliff south of the river. You'll want to wipe them out for safety's sake and place your own Sniper atop their tower, which will provide a clear shot at half the enemies on the battlefield.



To take the tower in the most efficient way possible, start by having your Sniper run as far to the northeast as possible and blow away the first Imperial Sniper at close range. Next, have your Engineer follow and use two grenades over two actions to blow away the second Sniper, an enemy ace known as Sytree the Lynx. Rather than waste two or more CP moving your Sniper into the tower on turn 1, wait until turn 2 when a full AP bar will allow you to close the distance in a single action.



### Sytree the Lynx

Sytree the Lynx has a preternatural ability to dodge attacks, ducking under everything from pointblank machinegun volleys to carefully aimed Sniper shots. It may take two grenades to finish the job, but at least they're guaranteed to hit.

#### Enemy Ace



## STEP 2: Mad Dash to the Edelweiss

There's no need to have Welkin penetrate the heavily defended enemy camp in the northern half of the map. After he blows away the only Shocktrooper positioned outside the gate, he can simply walk around the installation to the south. Have him dash right past the entrance and down a steep ramp to the stream below. Enemies may fire at him, but no one will follow.



While avoiding the landmines below, head to the west to the makeshift bridge and cross to the other side. Press the **X** button at the fallen rope bridge to shimmy up to the top. When you approach the Edelweiss, Welkin will automatically hop in and gun the engine. There's no need to hurry; to conserve CP, spread Welkin's trip over two turns.



### STEP 3: Taking the Enemy Camp

In addition to a pair of tanks and a massive army of enemy soldiers, the squad at your southern encampment will encounter enemy mortar fire. Fortunately, the mortar is randomly aimed, sometimes targeting completely empty areas. Move soldiers if you need to get them out of the blast radius, but keep your team in the original positions. Rather than engaging the enemy on turn 1, it's better to save those CP for turn 2.

On turn 2, it's time to hit the enemy as hard as possible, ideally taking their camp to cancel pending reinforcements. First, have your Sniper climb the tower and pick off every Shocktrooper. Have your own Shocktroopers clear out the rest, so your other troops will have nothing to fear but the enemy tanks. The enemy often moves one tank toward your camp on turn 1, allowing you to send a Lancer down the small trail south of your camp to blast the tank in its radiator plate. Fortunately, Imperial army Lancers rarely go out of their way to attack radiator plates, so it's safe to pull the Edelweiss forward a bit and have it mortar blast some foes or ram down some sandbags, provided you don't end a turn with any Lancers behind it.



After defeating the enemies who can fire back, destroy the remaining enemy tank or block its shots with the Edelweiss to take the enemy camp. If you use the Edelweiss, have the soldier who takes the camp return the favor by standing in a position that can block any Lancer shots to the Edelweiss engine.

### STEP 4: Smashing Through the Gates

When you're ready to finish the job, send the Edelweiss smashing through the stonework gate that separates your camps from the enemy's base. While you're moving your tank, have it end every action by blasting an anti-armor shell at the enemy tank (which isn't blocking the way, but might kill whoever you send through to take the enemy base). When the tank is gone and the gate is clear, have your Sniper look to the left and put a bullet through the helmet of the lone Shocktrooper in the base. With the coast clear, the nearest foot soldier can take the base.



If you have extra CP, have your Sniper blast the enemy leader in the mortar camp before completing the map.

## A RANK STRATEGY

The previous strategy should lead to an A Rank win if everything goes well, but those who are gunning for the quickest win possible can employ a riskier super-Scout strategy.

- 1 Turn 1:** Have Welkin run to the Edelweiss in a single turn, then spend another 2 CP to send the Edelweiss halfway to the wall. Have Rosie eliminate any Lancer in a position to hit the Edelweiss from behind and end her turn standing in front of the radiator plate.
- 2 Turn 2:** Send the Edelweiss through the wall and drop a mortar shell on the Shocktrooper in the Imperial base. Have Welkin order a Defense Boost for your Scout, and send her sprinting for the flag. She'll take plenty of hits, but should arrive with enough HP to occupy the base.



# 09 chapter



## Kidnapping of Cordelia

### VICTORY CONDITIONS:

The armored car's engine is destroyed;

### FAILURE CONDITIONS:

The armored car explodes; the armored car reaches the harbor; Welkin dies; the enemy occupies Gallia's base camp; 20 turns pass.

#### SCORE AND RANKINGS

	EXP	DCT
Base	12360	22000

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-4	A	24720	44000
5-6	B	18540	33000
7-9	C	12360	22000
10-20	D	0	0

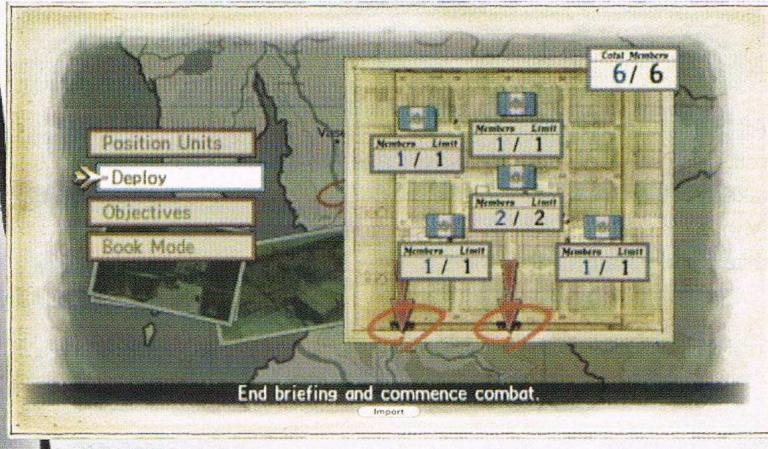
#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Destroyer Tank	1500	1500	1 on this map

## DEPLOYMENT

On this map, the only objective is to stop a single vehicle. Your six units begin scattered all over the city, which works to your advantage—whichever way the kidnappers go, someone is close by. When a member of Squad 7 gets close, make its attack count. With explosive weapons strictly prohibited for the princess's safety, this means using lots of Shocktroopers.

Place Largo in the center of the map, where you have an extra deployment slot. Place Alicia in the southeast position, where she can take out a nearby Sniper. Fill the rest of your deployment slots with Shocktroopers (including Rosie).



## ENEMY LIST

SCOUT	A
Lv. 6	HP 162

GALLIAN APC	B
BHP	THP
body	tread
N/A	N/A

LANCER	C
Lv. 9	HP 232

SCOUT	D
Lv. 9	HP 162

SNIPER	E
Lv. 9	HP 124

* SCOUT	
Lv. 9	HP 162

* SCOUT	
Lv. 9	HP 162

* SCOUT	
Lv. 9	HP 162

* SHOCKTROOPER	
Lv. 9	HP 218

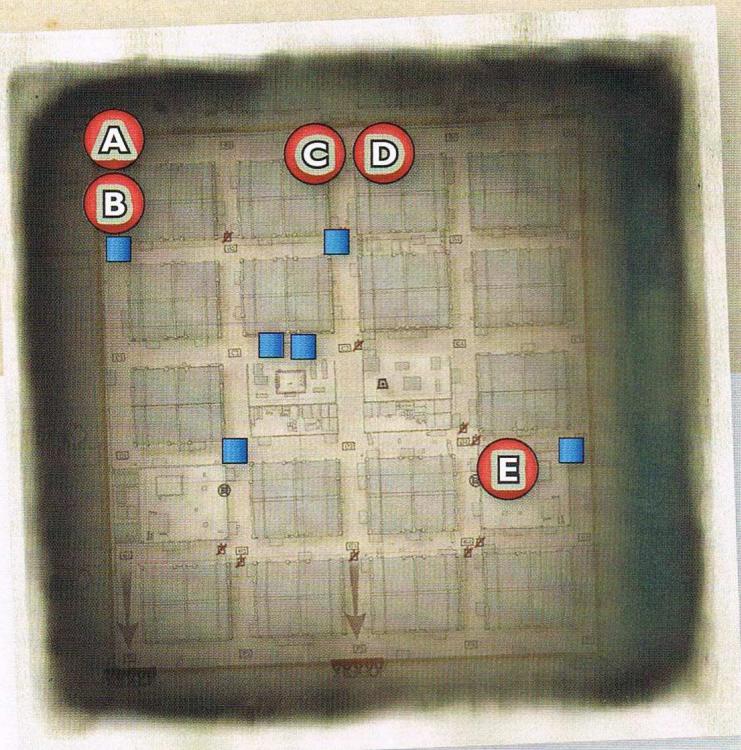
* SHOCKTROOPER	
Lv. 9	HP 218

* SHOCKTROOPER	
Lv. 9	HP 218

* SHOCKTROOPER	
Lv. 9	HP 218

* SHOCKTROOPER	
Lv. 9	HP 218

### \* ENEMY REINFORCEMENTS



### STEP 1: Hunting Down the Conspirators

There are only a handful of enemies on this map, but since the conspirators can only move their armored car once per turn, they'll have plenty of CP left over to mess with your plans. Once you know where they are, picking them off isn't difficult.

Have Alicia (or whoever you started in the eastern deployment point) search for the ladder on the west side of the building to her southwest. It's tough to spot at night, but it's worth the trouble, as you'll find a sitting-duck enemy Sniper up top. Next, have whoever's east of the Edelweiss head straight north to locate an enemy Scout and Lancer, and get the first visual on the enemy vehicle. Gun them both down and hide behind the nearby shipping container to avoid getting mowed down by the enemy tank.



If you've been purchasing accuracy boosts for your rifles, you can forget the ladder and take out the Sniper from the street.



Here's another fun two-for-one opportunity. With both heads inside the targeting reticle, the odds are good that each will take a couple of headshots.

## STEP 2: Trapping the Escape Vehicle

The armored car will attempt to take the quickest route to the harbor, but will change its course if the Edelweiss gets in its way. Simply by moving the Edelweiss one intersection to the east on turn 1, you force the enemy car to head further east, then south, then south again. That's three turns in which you'll know exactly where it will be. Make sure there are Shocktroopers waiting to destroy it. Move your Shocktroopers into position before enemy reinforcements arrive from the northeast and south.



## STEP 3: Freeing the Princess

Have your Shocktroopers attack the armored car by using only their machine guns to shoot the radiator plate in its back. Under normal circumstances, it takes about six full clips fired at pointblank range to stop the car. However, if you've learned the Demolition Boost order by training your Lancers to level 8, you can use it at a cost of 3 CP and the recipient will destroy the armored car with a single clip! That's an easy A Rank with two turns to spare.



## BACK AT HEADQUARTERS...

After witnessing the final events of Chapter 9, you'll unlock a new tab in your logbook and the ability to visit the Audience Room in Randgriz. At the Audience Hall, Princess Cordelia will hand over the medals that you've earned for your combat experiences, which you can review by selecting the Decorations tab.



There are also lots of weapon upgrades at the R&D Facility and a new report available at Castlefront St. The "Squad 7's R&R" report doesn't contain any battles or unlock any potentials, but it does provide a rare opportunity to see your squad leaders in swimsuits. Although at 50,000 DCT, that's a privilege that doesn't come cheap!

10

## chapter



part 1

## Infiltration of Fouzen

## victory conditions:

Welkin reaches the destination.

## failure conditions:

Welkin dies; the enemy occupies Gallia's base camp; 20 turns pass.

## SCORE AND RANKINGS

Base	EXP	DCT
	13600	24880

## RANKING BONUSES

TURNS	RANK	EXP	DCT
1-3	A	27200	49760
4-5	B	20400	37320
6	C	13600	24880
7-20	D	0	0

## KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	8 on this map
Ace	700	700	1 on this map
Light Tank	300	300	2 on this map

## DEPLOYMENT

To complete this mission, you must drive the Edelweiss from one end of a vast map to the other. As long as you have to spend 4-6 CP per turn on the tank, you should avail yourself to its arsenal of weapons to blow away lots of Imperial soldiers and tanks. So outside of Largo and Rosie, there's no need to deploy any Shocktroopers, Snipers, or Lancers on this map. All the Edelweiss needs in terms of backup is a small support team of one Scout and one Engineer.



## ENEMY LIST

<b>SNIPER</b> HP 127	<b>SNIPER</b> HP 127	<b>SNIPER</b> HP 127	<b>SNIPER (LEADER)</b> HP 142
<b>SCOUT</b> HP 168	<b>SCOUT</b> HP 168	<b>SHOCKTROOPER</b> HP 224	<b>SHOCKTROOPER</b> HP 224
<b>SHOCKTROOPER (LEADER)</b> HP 254	<b>LIGHT TANK</b> BHP THP body tread 1850 570	<b>LANCER</b> HP 236	<b>SHOCKTROOPER</b> HP 224
<b>SCOUT (LEADER)</b> HP 201	<b>LANCER</b> HP 236	<b>LANCER (LEADER)</b> HP 256	<b>LIGHT TANK (LEADER)</b> BHP THP body tread 1850 570
<b>LANCER (LEADER)</b> HP 256	<b>SNIPER (LEADER)</b> HP 142	<b>SNIPER (LEADER)</b> HP 142	<b>OZWALD THE IRON (ACE)</b> HP 245



## STEP 1: Decimating the Imperial Sniper Corps

Have an Engineer or Scout approach the iron train car just west of your starting position. Press the **X** button to ride it to the map's eastern bluffs, where the first of four Snipers will be dead in your sights. Continue north along the cliff, spending one CP each to down the Snipers with a close-range headshot. At the north end of the cliff, that character can take a trail down to the barracks, but don't head in that direction until the Edelweiss clears out the Shocktroopers.

## STEP 2: The Edelweiss's Long Journey

If you're aiming for an A Rank, you must reach your destination within five turns. To traverse that kind of distance, use the Edelweiss three times per turn. End turn 1 at the entrance to the first bridge, after gunning down a pair of Scouts. Spend your second turn pacifying the Shocktroopers in the barracks area, then stop near the second bridge and blast an anti-armor shell at the enemy tank coming from the other side.



Gray landmines on brown dirt can be difficult to locate. Proceed slowly to either disarm or avoid them.

Even using 6 CP a turn, you should have plenty of CP, so have your Engineer and Scout (one will come from the Snipers' cliff) follow close behind. If the Imperial tank harms the Edelweiss during the Enemy Phase, you can repair it with ease.





### STEP 3: Ambush at the Enemy Camp

On turn 3, finish off the enemy tank but note that the Edelweiss will run low on AP at the crossroads just south of the enemy camp. Use your remaining CP to call a support team and let them perform a headshot against the enemy Lancer at the crossroads. Also, use grenades to flush out the Lancer in the grass to the west.



There's no need to take the enemy camp, but on turn 4, drop a mortar shell on the camp's Shocktroopers (targeting the leader specifically) to rob the empire of CP and protect your support team from retaliation. Then, roll southwest to the end of the third bridge and fire anti-tank shells into the enemy tank until it's destroyed.



### STEP 4: Support Team to the Rescue

Send one character after the tank to get a headshot on the two Lancer leaders. Next, have the other character ride the train south of the grass to the west cliff. Once there, locate the Sniper Leaders standing close to each other and toss a grenade to dispose of them. By continuing north, you'll walk into an ambush by Ozwald the Iron, an enemy ace.



### Ozwald the Iron

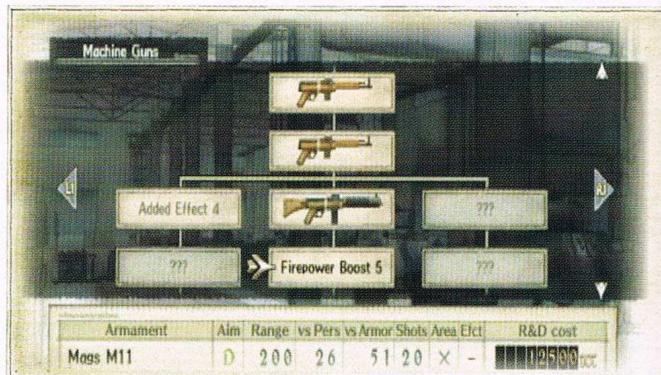
As aces go, Ozwald isn't too difficult. Try to enter Target Mode as soon as you step past the cliff's north building so that Ozwald can't hit you with more than a single burst from his ZM Kar (3)g. You can take him out with a single action of pointblank headshots.



With the cliffs pacified and the Lancers dead, you're home free! The Edelweiss can roll to its destination on turn 5, confident that Squad 7 has slain every enemy leader, tank, and ace along the way.

## BACK AT HEADQUARTERS...

There have been more than enough updates at Headquarters to justify taking a mid-chapter trip. First, hit the R&D Facility and upgrade the weapons of your Shocktroopers, Snipers, and Edelweiss. Next, visit the Audience Hall where, if you made it through the last battle without casualties or with an A Rank, you'll find new medals. You may also receive a bonus set of royal weapons, which are more powerful than anything available at this point in the game.



# chapter

10



part 2

## Liberation of Fouzen

### VICTORY CONDITIONS:

Bridge is destroyed underneath the train.

### FAILURE CONDITIONS:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

#### SCORE AND RANKINGS

Base	EXP	DCT
	14880	27880

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-6	A	29760	55760
7-8	B	22320	41820
9-10	C	14880	27880
11-20	D	0	0

#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	4 on this map
Ace	700	700	1 on this map
Medium Tank	500	500	3 on this map

## DEPLOYMENT

This battle is a tough one, with several distinct phases that require entirely different teams. Put a Lancer, Scout, and Engineer in the west deployment slots and another Lancer, Shocktrooper, and Engineer in the slots to the northeast. It's best to leave the two slots that fall within your base empty, so you can summon reinforcements if needed and because the characters in those slots will take a mortar shell at the beginning of the enemy's turn.



# ENEMY LIST





To earn an A rank, you must complete the map within six turns. This should be enough time for those who pursue an aggressive strategy. However, with an obstacle packed battlefield, a constant stream of enemy reinforcements, and a super-powered train peppering a third of the battlefield with Gatling-gun fire on every turn, winning won't be easy.



### STEP 1: Cutting Off Enemy Lines

The first objective is to take out the small makeshift bridge in the northwest. Since the second objective requires the slow-moving Edelweiss, it's important to set that plan in motion right away.

First, send the Edelweiss west down the bridge. Fire a mortar shell at the distant Shocktrooper when it runs out of AP (the shell should destroy some sandbags and metal barricades). Have an Engineer disarm the landmines beneath the Edelweiss before they detonate and finish off the Shocktrooper with a rifle blast. Spend a few more CP to move the Edelweiss and Engineer toward the west passage that runs beneath the train tracks.



With the Shocktrooper history and the barricades gone, you can have soldiers ride the train that runs along the west side of the map. Make the first passenger your Lancer, so spend two CP getting him as close as possible. Have a Scout follow to ride the same train when the Lancer returns. The Edelweiss, Engineer, Lancer and Scout are the only units who matter at the moment, so pass the turn to save your remaining CP.

On turn 2, have your Lancer board the train and ride it to an uninhabited plateau to the north. Locate the control box that activates a nearby elevator. Press it and ride the elevator down to the ground floor. Enter Target Mode as soon as the doors open and launch a shell into the radiator plate of the tank to the south. Send the Lancer back up the elevator and onto the train and switch over to the Scout.



Once off the elevators, the Scout should be behind a Trooper Elite. Blow him away with close-range headshots, then approach the base to the north. You have only one grenade, so if your Scouts have attained elite status (by reaching level 11) and have rifle-mounted grenade launchers, use that to target the makeshift bridge from outside of the camp. If you haven't acquired the elite status, rush the camp, toss a grenade at the barricade, and eliminate the Scout. Occupy the base on this turn but don't destroy the bridge yet.





## SURVIVING GREGOR'S ARMORED TRAIN

It's no wonder your superiors are so intent on destroying the Imperial army's armored train—that thing is a *beast*. It runs along elevated tracks on the north end of the map, from which it can target almost any character below with interception fire. If it's on the west side of the map, it will torment your Scout as she attempts to destroy the makeshift bridge and take over the enemy base. If it's in the center of the map, it will interfere with the soldiers you send to activate the central elevators.

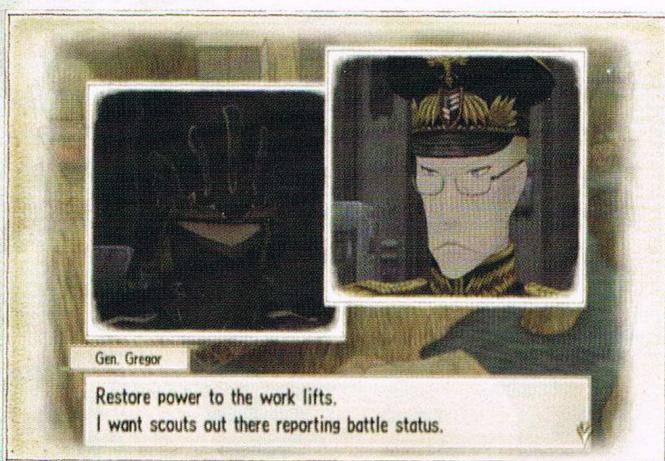
On the east side of the map, it will blast your troops as they attempt to reach Zaka's bomb.

Shocktroopers and Lancers can survive its bullets, but if you have an important task for a Scout or Engineer south of the train, give them protection with a Defense Boost order. Try to end your turns with vulnerable characters behind cover that can protect them from attacks from the north.



### STEP 2: Crossing the Barricaded Bridge

When the makeshift bridge falls, Gregor activates an elevator in the center of the map. That's your next destination, but reaching it isn't easy. The Imperial army has eight barricades and six anti-tank landmines on the bridge, as well as a medium tank and plenty of soldiers.



Restore power to the work lifts.  
I want scouts out there reporting battle status.

As the tank approaches the bridge, drop a mortar shell so that it lands directly in between the first four barricades, destroying all four. Next, have the Engineer refill the tank's ammo, toss a grenade at the nearby Lancer (B), and disarm all the land mines. After destroying the second batch of barricades, have it plow right past the enemy tank so it can turn around and hit it with an anti-armor shell in the radiator plate.



### STEP 3: Getting the Elevators Online

The next objective is to get a human soldier to press the button that activates the elevator between your base and the central part of the map. You should have an Engineer or Scout in the area, but getting them past the enemies in this area won't be easy, especially if the armored train is around. As long as you're still on turn 3 or 4, you can a burn a few CP by having the Edelweiss blow away the enemy Shocktroopers and another CP to give your button-presser a Defense Boost order.



After pressing the button, have your Engineer ride back up to the base for a rest. Let your next team (a Shocktrooper, Lancer, and another Engineer) ride the elevator back down. Have your Shocktrooper help pacify the area, then join the Lancer by taking the north elevator for a ride. Meanwhile, have your Engineer go after the enemy ace to the southeast.



## Tavyse the Beast

### Enemy Ace

Before you fight the enemy ace, have your Shocktrooper clear a path for your Engineer by blowing away the Scout Elite leader hiding between the barracks to the east of the elevator. Doing so should enable your Engineer to reach a train car that can take him to the southeast corner of the map.

Once there, Sniper Tavyse the Beast is waiting to crush anyone near the makeshift bridge. (Destroying it would staunch the flow of reinforcements, but isn't worth the effort.) Like the last ace Sniper, Tavyse is great at dodging, so utilize grenades for the best results. After Tavyse falls, activate the nearby elevator that goes back to your base.



## STEP 4: Detonating the Railway Bomb

Wait until a new turn rolls around before attempting to strike the enemy's northeast compound. Have your Lancer charge behind the enemy tank, blast it in the radiator plate, and end her action before she's cut down by interception fire.



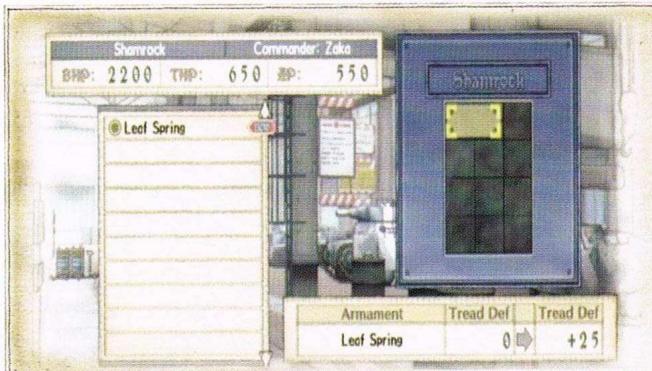
You can ignore the enemy Lancers, but the Scout and Shocktrooper have a good defensive position and aren't easy to kill. If you have plenty of CP to spare and your treads are in good shape, bring the Edelweiss up the elevator and have it roll over the landmines and drop a mortar shell on the enemy troops. If your CP is low, have Rosie take the base for a defensive boost and take out the enemy soldiers from there.

Once the path is clear, have a soldier activate the final elevator and ride it down to the glowing yellow spot on the map. You should spot the bomb to the north at the base of a bridge strut. A Shocktrooper is the best option here, but any class will do in a pinch.



## BACK AT HEADQUARTERS...

After unlocking a new skirmish at the beginning of Chapter 11, there are several interesting things waiting in the R&D Facility. You can now upgrade virtually all of your weapons and armor and the "Clip Size Up" track is now available for the machine gun. The second Reinforce Body upgrade is available for the Edelweiss and, since it increases the tank's AP in addition to all its defensive stats, purchase it immediately. You can also buy a series of upgrades for Zaka's Shamrock, the newest addition to Squad 7.



11

## chapter



## Battle at Marberry Shore

victory  
conditions:

The enemy base camp is captured.

failure  
conditions:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

## SCORE AND RANKINGS

	EXP	DCT
Base	17520	34280

## RANKING BONUSES

TURNS	RANK	EXP	DCT
1-6	A	35040	68560
7	B	26280	51420
8-10	C	17520	34280
11-20	D	0	0

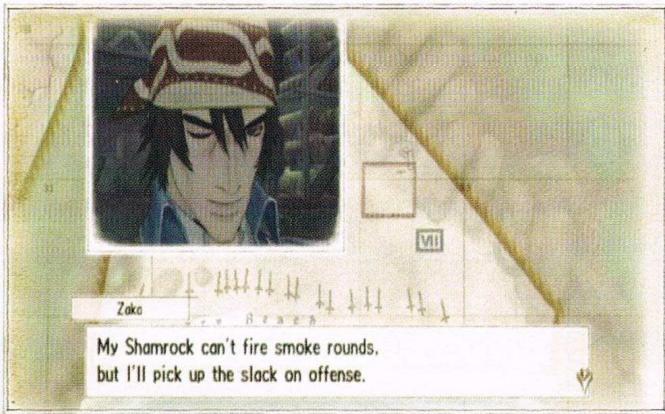
## KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	3 on this map
Ace	700	700	1 on this map
Medium Tank	500	500	2 on this map
Heavy Tank	750	750	2 on this map

## DEPLOYMENT

This mission involves hopping from one occupied camp to another, so start with a limited deployment of Alicia, Rosie, and Largo. You can recruit others on future turns. If you haven't promoted your Scouts to elite status yet (by reaching level 11), do so before attempting this battle, as the elite-exclusive rifle grenades will come in handy here. But the MVP of this battle is the Edelweiss, which has the ability to fire one smoke round per turn.

This battle marks the debut of Zaka and his Shamrock tank. However, a second tank is the last thing you need; instead, leave his tank idling at its starting position and enjoy the additional Command Point he provides.



## ENEMY LIST

<b>SCOUT ELITE</b> HP 196 A	<b>LIGHT TANK</b> BHP 2400 THP 550 body tread 2400 550 B	<b>SCOUT ELITE</b> HP 196 C	<b>TROOPER ELITE</b> HP 261 D
<b>TROOPER ELITE</b> HP 261 E	<b>TROOPER ELITE</b> HP 261 F	<b>SCOUT ELITE</b> HP 261 G	<b>GATLING BUNKER</b> BHP 2000 H
<b>HEAVY TANK</b> BHP 2600 THP 700 body tread 2600 700 I	<b>SCOUT ELITE</b> HP 196 J	<b>TROOPER ELITE (LEADER)</b> HP 291 K	<b>GATLING BUNKER</b> BHP 2000 L
<b>TROOPER ELITE (LEADER)</b> HP 291 M	<b>SCOUT ELITE</b> HP 196 N	<b>TROOPER ELITE (LEADER)</b> HP 291 O	<b>MEDIUM TANK</b> BHP 2400 THP 550 body tread 2400 550 P
<b>HEAVY TANK</b> BHP 2600 THP 700 body tread 2600 700 Q	<b>CAPT. NONNENKOF (ACE)</b> HP 360 R	<b>SCOUT ELITE</b> HP 196 S	<b>TROOPER ELITE</b> HP 261 T





### STEP 1: Clearing the Beach

For your first action, drive the Edelweiss to the northwest and fire a smoke shell at the two invulnerable guns positioned where the beach meets the cliffs. The smoke will make it impossible for the guns to get a bead on your units, allowing everyone to travel safely to the nearest enemy camp. Fire off a few shots at the nearby enemies, then take defensive positions behind the sandbags to finish the job. Before you end the turn, recruit a Sniper and another Scout.



The smoke dissipates on turn 2, which makes steering the Edelweiss much easier. Your tanks can't travel through the metal gate to the northeast, so send the Edelweiss to the northwest to reach an elevated area. Note, however, that there's already a tank in that location. Wedge the Edelweiss into the groove between the ledge and the enemy tank and blast its radiator plate.



### UNDER COVER OF SMOKE

The Edelweiss's new smoke rounds are a powerful addition to your arsenal. You only need to use them twice, but there are other uses for a smoke screen. From the Edelweiss's current position, it can fire smoke rounds into most of the enemy hot spots on the battlefield.



Battling foes within a smoke screen is tough. For example, your weapons won't auto-target and you

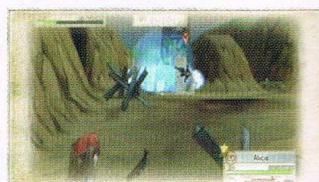
can't view any combat data. It's a bit easier to see what's going on when you're firing at foes outside the smoke, plus you'll reap the same defensive benefits.

If you fire an explosive weapon like grenades or an anti-tank lance into smoke, the resulting blast will blow away the smoke. The smoke will also dissipate naturally at the end of the turn.



### STEP 2: Taking the Northern Camp

Have your Sniper climb the tower to the northwest to pick off one of the Shocktroopers, then have your Scouts fire rifle-mounted grenades to knock the other two out of cover. If you get close enough, you can finish off the troopers with Scout team attacks from outside their range.



With the path mostly clear, send a Scout along the east wall to get behind the first Gatling bunker and destroy it with a shot to a ragnite barrel. Next, move slower units (like Rosie and Largo) toward your Scout's position and get them in place for the assault on the north camp on your next turn.



Commence the invasion by having the Edelweiss fire a smoke round just past the enemy tank. The smoke cloud should allow Largo to walk around the enemy tank and blast its radiator plate without provoking interception fire. The blast will clear the smoke, so be prepared to end Largo's action immediately. Use long-range rifle grenades to knock the base's other defenders out of cover, then let your Sniper finish them off from atop the perch to the south.



Take the base, and summon a Sniper. If only one is available, make her return to the first camp, retreat, and then summon her to the north camp. It's a lot quicker than walking!

When the soldiers are history, send someone to destroy the ragnite barrel behind the Gatling bunker. Going around the barricades would get your character shot, so throw a grenade at the barricade and crawl along the west wall to reach the staircase to the ragnite barrel. Now it's a matter of putting a bullet into the ragnite barrel to clear the western camp. With the bunker destroyed, take over the western camp and request reinforcements, if needed, for the final battle (consider a Lancer, a Shocktrooper, an Engineer, and two Scouts).



#### STEP 4: Conquering the Enemy Base

You have six turns to score an A Rank on this map, so if you're still at turn 5, you can spread this final phase over two turns. Begin by having the Edelweiss drop a smoke round between the two indestructible guns. Send a Scout through, then have her hide inside the smoke while firing a grenade at the enemy Shocktrooper near the sandbags.



#### STEP 3: Taking the Western Camp

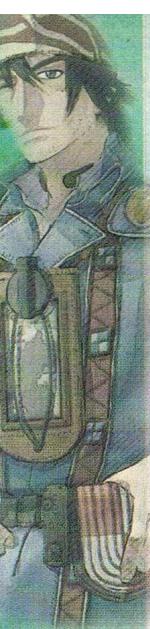
The road between the newly conquered north camp and the enemy's west camp is defended by another Gatling bunker and several enemy soldiers.

Since none of the soldiers are crouching, let your Sniper pick them off from close range. Stay close to the west wall while advancing to avoid the Gatling gun.



Rather than rushing headfirst into the enemy's fortifications (watch out for the tanks), send your troops along the west wall so they can sneak behind the building—just look for the landmine along the way. The enemy ace Capt. Nonnenkopf is behind the building, facing the other direction.

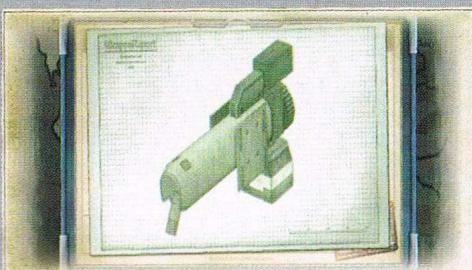




## Enemy Ace: Capt. Nonnenkof

### Enemy Ace

You can attempt to eliminate Capt. Nonnenkof with a headshot, but he will likely dodge it. Have a character with the Undodgeable Shot potential do the honors, or use a pair of grenades for a guaranteed kill. At the end of the map, the prize you receive is a superior Imperial Flamethrower.

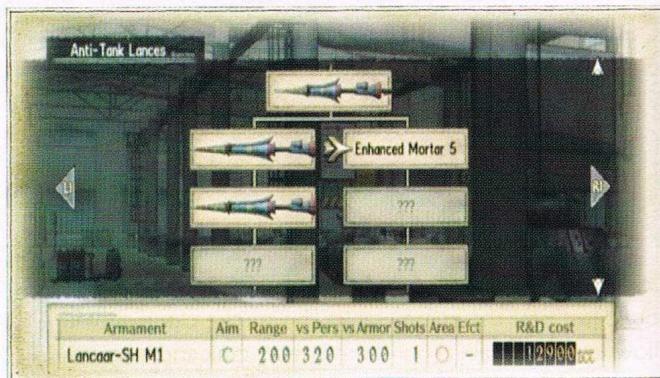


With your final actions, have your Scouts and Engineers use grenades to destroy the enemy's cover and finish them off with long-range team attacks. Sneak a Lancer in and destroy the two tanks from behind, then plant your flag at the Imperial base.



## BACK AT HEADQUARTERS...

Those who have upgraded their Lancers to elite status will notice that a new line of Lances are available in the R&D Facility. Known as enhanced mortars, these Lances explode like grenades on impact and deal heavy damage to human soldiers. Against tanks, however, they cause only a small fraction of damage.



The Lancers who wield these mortars excel at human crowd control. It's worth buying this upgrade to check it out, but visit the Squad Barracks afterward to re-equip all but a few of your Lancers with the standard anti-tank Lance.



# 12

## chapter

### Recapture of Bruhl

#### victory conditions:

The enemy base camp is captured.

#### failure conditions:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

#### score and rankings

	EXP	DCT
Base	20240	37680

#### ranking bonuses

turns	rank	exp	dct
1	A	40480	75360
2-4	B	30360	56520
5-6	C	20240	37680
7-20	D	0	0

#### kill bonuses

enemy	dct	exp	# of enemies
Leader	250	250	5 on this map
Ace	850	850	2 on this map
Medium Tank	500	500	3 on this map

### DEPLOYMENT

There are two ways to complete this map. One is to spread it out over two or more turns by conquering the enemy's central camp and then taking out every enemy leader between that and their base. The other way is to aim for a single-turn A Rank by making a frantic dash with only the Shamrock and a Scout. The rewards are richer this way, but it's nowhere near as fun.

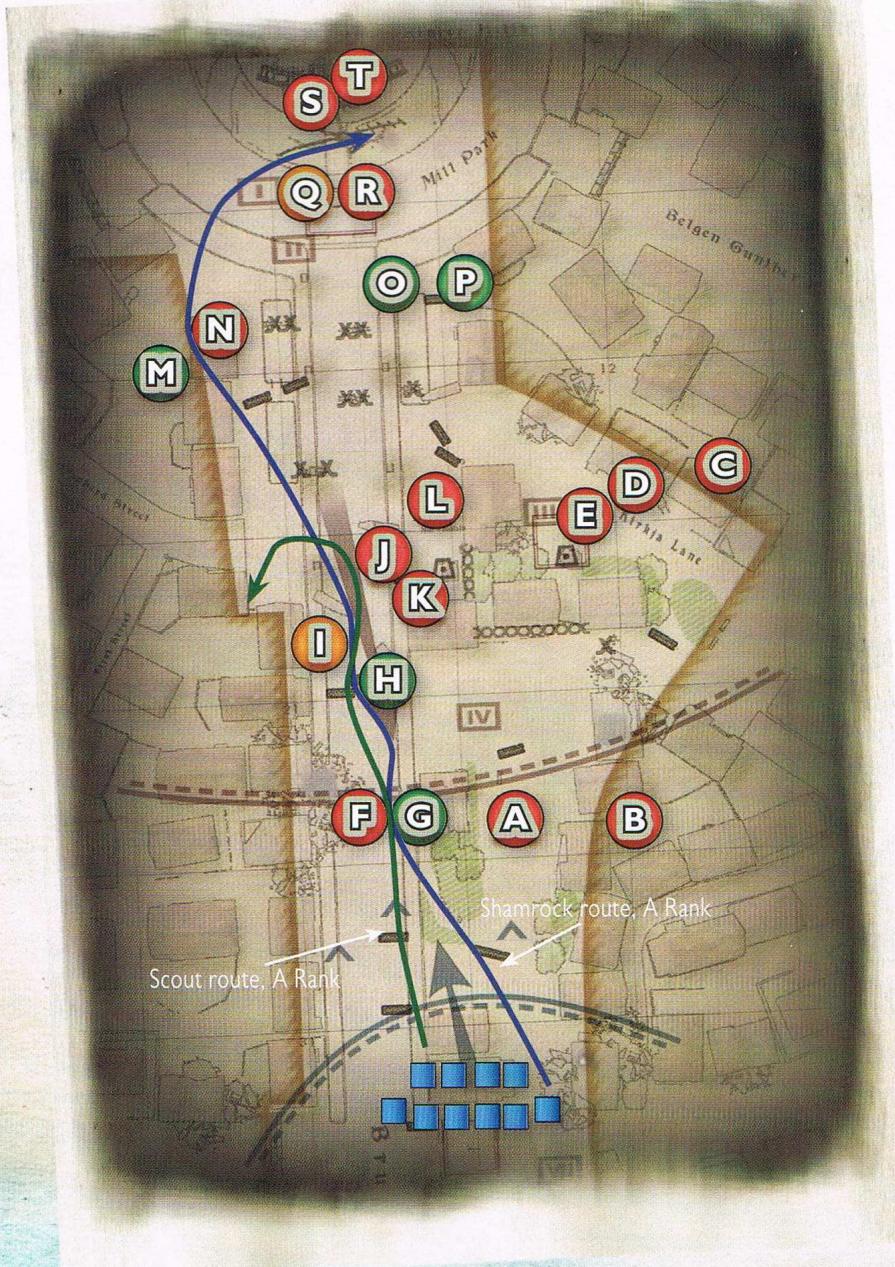
Whatever your choice, you should use all your leaders and place Rosie in the upper-right deployment slot. If you're going for a multi-turn strategy, leave at least three empty slots for reinforcements.

FF-4	Brigitte Stark
VB FW 1(g)	Trooper Elite
0/10	LV 11 HP 335 AP 450
	Armament
	Aim Range vs Pers vs Armor/Imm/Arm/Elit
Mogs M3R	D 200 31 59 oo X
VB FW 1(g)	B 90 380 60 oo O
B-Type Grenade M3	C 90 300 350 1 O
Rognoid (S)	---
	Clothing
	Def
Combat Suit BD-8	7
	Likes Large Cherry

Some of the special weapons you've taken from past aces will come in handy here. If you're going for the other strategy, give Rosie the VB FW 1(g) flamethrower you won on the last map. If you're going for an A Rank, give your Scout a ZM Kar 3(g) for a little extra firepower.

## ENEMY LIST

TROOPER ELITE HP 267 A	SNIPER ELITE HP 141 B	SNIPER ELITE HP 141 C	TROOPER ELITE HP 267 D
SNIPER ELITE HP 141 E	TROOPER ELITE HP 267 F	SNIPER ELITE (LEADER) HP 156 G	SCOUT ELITE (LEADER) HP 235 H
YOSNOA THE HOUND (ACE) BHP 2500 THP 650 body tread I	HEAVY AT CANNON HP 600 J	TROOPER ELITE HP 267 K	SNIPER ELITE HP 141 L
SNIPER ELITE (LEADER) HP 156 M	HEAVY AT CANNON HP 600 N	TROOPER ELITE (LEADER) HP 297 O	LANCER ELITE (LEADER) HP 298 P
MASH THE HUNTER (ACE) HP 290 Q	HEAVY AT CANNON HP 600 R	SNIPER ELITE HP 141 S	SNIPER ELITE HP 141 T



## STEP 1: Taking the Midway Camp

The enemy army is packed with Snipers, Lancers, and artillery cannons. They are all deadly foes, but only during the Enemy Phase. To minimize the damage, try to end the battle within two turns, taking care to ensure that the enemy doesn't have any targets during the Enemy Phase.

To accomplish this, use only Rosie on turn 1 (or any other Shocktrooper). Have her march north along the grassy hill on the east side of the map. She should always have a target at the end of each AP bar. Her first action should end with a dead Trooper Elite, and her next should begin with the death of the Sniper on the roof. On her third action, turn right to slip past a landmine and some barricades and enter a patch of tall grass from which she can gun down a Trooper Elite. It's possible to reach the base on her fourth action, but she can't take the base until she dispenses with the Sniper in the tower. Toss a grenade at the Sniper tower to knock him down, then gun him down with your fifth action. While heading toward the flag to take the base, look to the roofs and blow away the last enemy Sniper unfurling the flag.

Summon a variety of units to your new camp, including a traditional Lancer, a mortar-using Lancer or an Engineer, and a Sniper. If you end the turn without moving any other units, the enemy will have to waste its turn taking distant pot shots at the units in your starting deployment slots.

## STEP 2: Massacre on Bruhl Road

When reinforcements arrive, try to dispose of everything with a point value before taking over the enemy base. Start by picking off the Shocktroopers, then send your troops after the enemy aces and leaders. Many enemies hide behind sandbags, so use the Lancer mortar (or something similar) to blast them out. After doing so, let a Sniper or Shocktrooper finish them off.

Remember that this area is littered with mines. If you don't have an Engineer to disarm them, send a Lancer to stomp on them. If you've been keeping up with the blast-suit upgrades, they won't take any damage.

Don't forget about the foes on the south side of the map; using the Edelweiss is probably the easiest way to hit the two leaders at that end of the battlefield.



### Yosnoa the Hound

Yosnoa the Hound is the first enemy-tank ace. Send the Lancer west from your midway camp across the street, so he can slip behind a tree and an abandoned truck to blast Yosnoa in the radiator plate. After the battle, you'll earn an Enhanced Block Pin, a 3x3 Edelweiss part that provides 400 THP.





## Enemy Ace

### Mash the Hunter

Mash the Hunter is this map's second enemy ace. You must dispose of him and a neighboring heavy AT cannon before you can occupy the enemy's base. A Shocktrooper with the VB FW 1(g) flamethrower can destroy both with a shot that can't be dodged, if it's aimed correctly. If a Shocktrooper isn't readily available, destroy Mash's cover with a grenade.



② **Actions 4-5:** Have Alicia run down Bruhl Road past the Yosnoa's scorch mark, running along the sidewalk on the west side of the street. If you take any damage, heal—don't attack—at the end of your first turn. Upon reaching Mash and the heavy AT cannon, approach from behind and to the west to stay out of the Shocktrooper's range.



### A RANK STRATEGY

You need to clear this map in a single turn to earn an A Rank. The following strategy hits both enemy aces, but does allow a few enemy leaders to escape unharmed.

① **Actions 1-3:** The Shamrock has just enough AP to get behind Yosnoa the Hound and destroy it in three turns. In the process, defeat the enemy Shocktrooper and Scout, then pass Yosnoa, turn left to get behind the parked truck, and blast it through the gap. At the end of the action, try to position the Shamrock so it's blocking the fire from the nearby Shocktrooper.



③ **Actions 6-9:** Toss a grenade at Mash to destroy his cover, then save your game. If you have a high-level Scout and the ZM Kar 3(g), it's possible to destroy the heavy AT cannon within three turns. If you don't have it, hide behind the cannon and target the Shocktrooper across the street. Most of your shots will hit the cannon, but will still provoke a counterattack from the Shocktrooper that will deal additional damage to the heavy AT cannon. With the cannon caught in the middle, it won't survive for long.



## Showdown at Naggiar (I)

## VICTORY CONDITIONS:

The enemy base camp is captured.

## FAILURE CONDITIONS:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

## SCORE AND RANKINGS

	EXP	DCT
Base	21640	44840

## RANKING BONUSES

TURNS	RANK	EXP	DCT
1-5	A	43280	89680
6-7	B	32460	67260
8-10	C	21640	44840
11-20	D	0	0

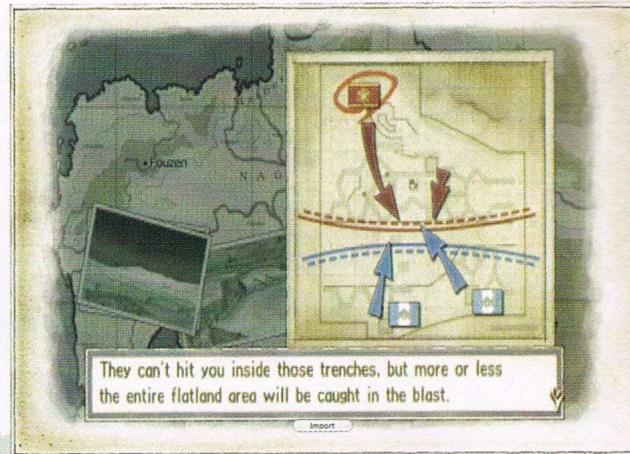
## KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	2 on this map
Ace	850	850	1 on this map
Heavy Tank	700	700	1 on this map

## DEPLOYMENT

You have a choice of the base from which to deploy in this battlefield. Note that to destroy this map's enemy ace, you must strike from the west base. That said, let Rosie and Largo hold the fort in the eastern base while you arrange a strike team in the west. By leaving Largo and Rosie in the southern deployment slots, Rosie can intercept any foe who wanders into the area.

There's a vast wasteland in the middle of this battlefield, and anyone who's standing in it at the end of a turn will be blown to pieces. Between that and the Sniper tower, your choices should be obvious: create a strike team with three Scouts and one Sniper. You have five turns to score an A Rank on this map, but your trio of high-mobility Scouts can win it in three.



## ENEMY LIST

✖ REINFORCEMENTS



## STEP 1: Crossing the Field of Fire

Have your Sniper climb the nearby ladder to the Sniper tower. She'll come under fire as soon as she reaches her perch, so move quickly to the north railing and put a bullet in the pesky Scout below. This should create clean shots at the Shocktroopers; take them both out if possible to make things easier for the Scout brigade.



One by one, send your Scouts charging through the wasteland to reach the network of trenches on the other side of the map. Have the first two eliminate any soldiers along the way, and let the third Scout go left to deal with this map's enemy ace.



## Sima the Younger

You can catch Sima by surprise by approaching him from the wasteland, then blow away his cover with a rifle-mounted grenade. This should cause enough damage to finish him off with long-range gunshots, but he may dodge the attack. If you can't pin him down, have another Scout use a second grenade for the kill.



The enemy camp on the west side of the map is a good place to heal your Scouts' wounds. Also note that defeating the Trooper Leader holding it will deprive the Imperial army of CP. Have one Scout climb the ladder to reach the target, take a few steps to the side (don't block the ladder), and toss a grenade. Send a second Scout up the ladder to double-team him and take the base.



## STEP 2: Taking the Midway Camp

There are plenty of enemies around the trench maze, so proceed with caution while walking the halls. After spotting them, send a Scout from another direction to hit them from behind. On the other hand, if they're facing away, then ignore them.



The next goal is the midway camp, which is guarded by a pair of crouching Shocktroopers. The All Units Defend order makes this mission much easier, but it's possible to complete without issuing the order. The trick is to dash behind a sandbag, take cover, and throw a grenade between the Shocktroopers. End your turn while they're getting up and let a second Scout pick one off, ideally from an angle that prevents the other from using interception fire. Next, have another Scout take out the remaining Shocktrooper and take over the base, but only if you have at least 3 CP to spare! You'll need them because Selvaria and your tanks will appear after you hoist the Gallian flag. Remember that it costs 2 CP to get the Edelweiss out of the path of destruction. Save the third CP for reinforcements; request a Shocktrooper with plenty of HP at your midway camp when the next turn rolls around.



### STEP 3: Surviving the Valkyrur's Onslaught

Selvaria is as indestructible as ever and she's heading straight for your base. Your tanks are on the scene and, if you have the Edelweiss, blast her with an explosive weapon (try the mortar). Fire the shell while driving forward to one of the tank grooves in the wasteland. If you don't end each turn while underground, Selvaria will obliterate the Edelweiss with one attack.

If you have additional CP, just repeat the process with the Shamrock, but you may as well let her destroy it. As a leader, Zaka can't die and you only need one tank to keep Selvaria immobilized.



### STEP 4: Rushing the Enemy Camp

There are several ways to take the enemy camp, but the easiest one involves loading up a Shocktrooper with orders. First, give her a Defense Boost and send her through the gate to the west and onto the surface to locate her first victim. End your turn south of the tents and proceed west to avoid one foe and sneak up on another.

There should be a tank and perhaps two soldiers in the base. You may not have a Lancer handy, but you can splurge on the Demolition Boost order, which enables your Shocktrooper to destroy the tank with a machine-gun clip to the radiator plate. Once the tank is out of the way, simply gun down the remaining soldiers and take the base for the win.



### BACK AT HEADQUARTERS...

A new report awaits back at Headquarters. Titled "War Without Weapons," it features an optional battle that is the key to unlocking Rosie's final potential!



# 1A chapter

## Showdown at Naggiai (2)

### victory conditions:

### failure conditions:

The enemy base camp is captured (Part 1); both heavy tanks are destroyed (Part 2).

Welkin dies; all ally soldiers and reserves are killed; 20 turns pass; the enemy occupies Gallia's base camp (Part 2 only).

### SCORE AND RANKINGS

	EXP	DCT
Base	24480	72160

### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-3	A	48960	85280
4-6	B	36720	59040
7-8	C	24480	32800
9-20	D	0	0

### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Ace	850	850	1 on this map
Heavy Tank	1500	1500	2 on this map
Destroyer	700	700	1 on this map
Tank			

## DEPLOYMENT

The best part of this battle is getting caught by the Imperial army's trap, which forces you to claw out of it. Once you understand the enemy's plan, you can clear this map with an A Rank and maximum bonus points with relative ease. The general walkthrough is designed to help players who have sprung the trap without making any special preparations, while details on the quick-win strategy are located in the "A Rank Strategy" section.

The game begins with Largo, Rosie, and both tanks. You should add a Scout and, perhaps, a Sniper; you can summon others from the midway camp. Alicia is already on the battlefield, but as her own computer-controlled faction. She gets 2 CP a turn and will attack enemy targets until the enemy's camp is taken.



## ENEMY LIST

### REINFORCEMENTS

**SIMA THE ELDER**  
HP 272 

**CANNON BUNKER**  
BHP 2000 

**HEAVY AT CANNON**  
HP 600 

**TANK DESTROYER**  
BHP THP  
body tread  
1700 500 

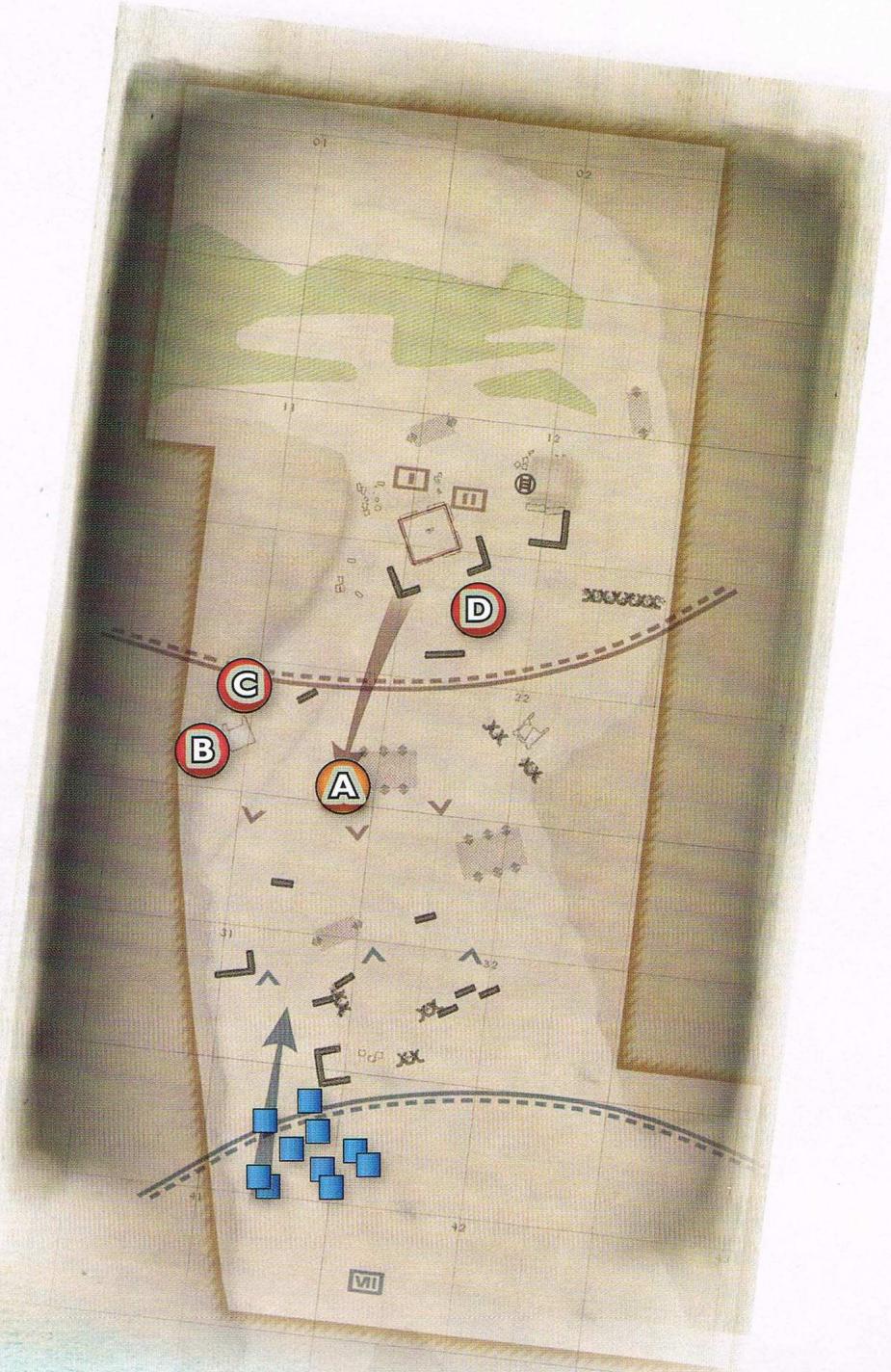
**\* DROMEDARIUS (X2)**  
BHP THP  
body tread  
N/A N/A 

**\* LANCER ELITE (X3)**  
HP 286 

**\* SCOUT ELITE (X2)**  
HP 216 

**\* TROOPER ELITE (X3)**  
HP 279 

**\* SNIPER ELITE (X4)**  
HP 147 



**STEP 1: Triggering the Enemy Ambush**

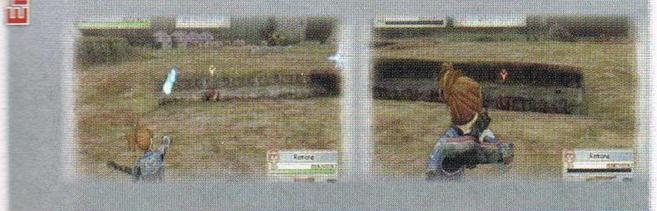
Your side begins with no camp to defend and a suspiciously easy goal: Take over the sparsely defended enemy camp in the center of the map. A Scout can make it to the camp in two actions and is capable of putting those actions to good use by defeating a hidden enemy ace along the way.



The terms of victory and defeat change at this point. You must defeat both tanks to win, but you'll lose the battle if the enemy takes back the camp. There's no way a lone Scout can defend it when surrounded by Snipers, so have him retreat and request more reinforcements for the next turn. Request a Sniper, two Lancers (to deal with the northern tank), and a Shocktrooper (to hold the fort).

**Sima the Elder****Enemy Ace**

Sima the Elder is crouching in a pit just south of the enemy camp. He's a Shocktrooper, so approach him with caution. Hit him with the grenade from behind, but be careful when following up with a headshot; fire from a safe distance so that he can't raise his gun to use interception fire.



The trap is sprung after taking the enemy's base. Two powerful Dromedarius tanks appear in the northwest and southeast corners of the map and begin setting the battlefield ablaze with their incendiary mortars. The northwest tank is defended by two Lancers, a Sniper, and a Shocktrooper, while the southwest tank is more guarded by two Scouts, two Shocktroopers, a Sniper and a Lancer. Defeated enemy guards are usually replaced by reinforcements on the next turn. Another pair of Snipers appears on the bluffs west of the base, but they do not get replaced. And there's more bad news: Alicia collapses at this point, leaving you to handle the enemy reinforcements without Valkyrur backup!

**STEP 2: The War on the Southern Front**

Send your Shamrock toward the southeast Dromedarius, but don't burn your CP trying to get behind it on turn 1. Use a single action and park the Shamrock northwest of the enemy soldiers. With the Shamrock in the way, they'll waste their turns by attacking your tank instead of going after your soldiers. If you have a Sniper in your original deployment, move him a short distance to the west and let him pick off the enemy Lancer and Sniper.





On turn 2, have the Shamrock get behind the Dromedarius and blast it in the body with an anti-armor shell. Two more anti-armor shells to the radiator plate will finish it off. Devote

the rest of your efforts to the northern front. The enemy soldiers to the south will think twice about crossing the Edelweiss to go after your initial deployment. If the need arises, you can even sacrifice the Shamrock.



### STEP 3: The War on the Northern Front

The first priority is to clear out the Imperial Snipers. Have your own Sniper climb the building to the east and defeat both Snipers on the bluff (hit one on the way to the ladder to conserve CP). If you end the turn with extra CP, use it to take out the one to the north.



Your Lancers have a long way to travel to reach the northwest Dromedarius. Fortunately, the path is filled with tall grass that they can crawl through, so no escort is needed. To access the grassy path, which begins to the northeast, travel south around the Sniper's building. Have each one pause along the way to fire a shot at the Dromedarius.

If you destroyed the southeast Dromedarius on turn 2, then focus your turn 3 efforts on the northwest one. Even with 9 CP between them, you likely won't get either Lancer behind the Dromedarius. If you wait until each Lancer's second and third turns to begin firing, though, you should be close enough to hit the body of the tank and destroy it with six or so anti-tank lance blasts. If you stay down in the grass the entire time, there's no need to worry about counterattacks or interception fire.



## A RANK STRATEGY

If you know when and where the enemy tanks will appear, you can prepare a devastating counter-ambush that will end this battle without a single imperial shot being fired. The trick is to spend the first two turns maneuvering units to the southeast and northwest corners of the map. Also, don't take the enemy camp until turn 3. You don't need to worry about the destroyer tank and enemy reinforcements from the camp, as Alicia will destroy them.

**1 Turn 1-2:** Send the Shamrock to the northwest, moving it three times per turn, and have it mortar blast and the enemy ace during its first two turns. Send Largo to the southeast (two actions per turn should be enough) to cache a few extra CP for turn 3.

**2 Turn 3:** Send your Scout to take the base. When the enemies appear, Largo and the Shamrock should be in place to destroy them with close-range shots to their radiator plate.

## BACK AT HEADQUARTERS...

At the end of Chapter 14, a new skirmish is unlocked plus a "report" full of events that must be viewed before you can proceed to Chapter 15. The cool thing about the report is that, while it isn't numbered, it does count as a chapter as far as the Aged Gentleman is concerned. Visit him at the War Cemetery when the report is unlocked and again when Chapter 15 is unlocked to get two chances to buy an order before your next battle.



Remember to visit with Ellet, who has three entirely new reports for sale. Each one contains a battle and two of them unlock a leader's final potentials. They're also a great way to level up your troops before the spate of tough battles ahead.



15

chapter

part 1

## Fight for Ghirlandaio

## VICTORY CONDITIONS:

All three switches are activated.

## FAILURE CONDITIONS:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

## SCORE AND RANKINGS

	EXP	DCT
Base	25960	74910

## RANKING BONUSES

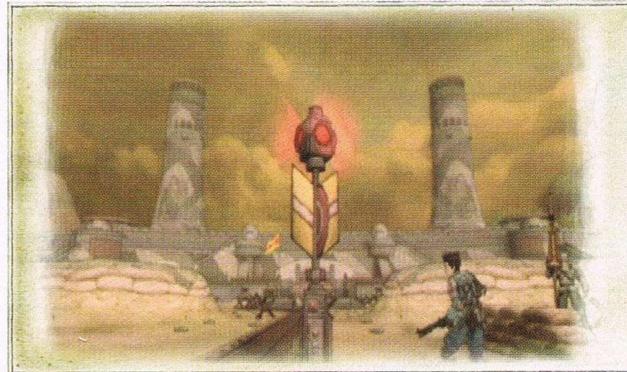
TURNS	RANK	EXP	DCT
1-3	A	51920	88530
4-5	B	38940	61290
6	C	25960	34050
7-20	D	0	0

## KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	3 on this map
Ace	950	950	2 on this map
Medium Tank	500	500	3 on this map

## DEPLOYMENT

Mobility is important on this large map, but you need plenty of firepower to reach the three switches in one piece. In addition to Alicia, Largo and Rosie, bring an extra Scout and Shocktrooper and leave a slot or two open for recruits.



## ENEMY LIST

<b>SCOUT ELITE</b> HP 222	<b>TROOPER ELITE</b> HP 285	<b>SCOUT ELITE</b> HP 222	<b>MEDIUM TANK</b> BHP THP body tread 2500 650
<b>HEAVY GATLING</b> HP 600	<b>LANCER ELITE</b> HP 290	<b>MEDIUM TANK</b> BHP THP body tread 2500 650	<b>TROOPER ELITE (LEADER)</b> HP 315
<b>HEAVY GATLING</b> HP 600	<b>MATZ THE CLEANER (ACE)</b> BHP THP body tread 1900 600	<b>TROOPER ELITE</b> HP 285	<b>TROOPER ELITE (LEADER)</b> HP 315
<b>MEDIUM TANK</b> HP 285	<b>TROOPER ELITE</b> HP 285	<b>OZWALD THE STEEL (ACE)</b> HP 295	<b>CANNON BUNKER</b> HP 2600
<b>GATLING BUNKER</b> HP 2600	<b>GATLING BUNKER</b> HP 2600	<b>SNIPER ELITE (LEADER) X2</b> HP 165	<b>CANNON BUNKER</b> HP 2600



**STEP 1: Converging on the First Switch**

The Imperial army is expecting company. There are armed squads at key junctions on the map, as well as lone ambushers lurking in distant corners. The first switch is protected by a Shocktrooper, a heavy Gatling gunner, and a medium tank, all of which are oriented to defend against an attack from your base. However, if you use the paths to either side of your base, you can sneak behind their positions.

Begin by sending the Shamrock down the eastern path and crush the enemy Scout's sandbags in route to the enemy tank's radiator plate. Blow away the tank, then head northeast to pull off a similar trick on your next turn.



Meanwhile, send a Shocktrooper down the western path and use a flamethrower to flush out the Scout hiding in the grass. When the coast is clear, have Largo fire his lance at the Gunner to destroy it. All this commotion will likely arouse the suspicions of the crouching Shocktrooper to the south. Run up to it and destroy it with a flamethrower-wielding Shocktrooper from your base. You can take control of the enemy camp and flip the switch now, or wait until your next turn when you'll have the added satisfaction of cutting off enemy reinforcements.



If you aren't sure where a foe is hiding, just turn on the gas and sweep the entire field. You don't need to see your target to kill him.

**STEP 2: Alicia's Roundabout Journey**

After the Shamrock blazes the trail, send Alicia north along the eastern path. Finish off the Scout who tangled with the Shamrock and continue north along the map's eastern wall. Upon reaching the patch of grass in the northeast corner, crawl through it for a defensive bonus and prepare to toss a grenade at Ozwald the Steel. Finish him with rifle shots, then locate the ladder on the castle wall and access the ramparts. Shoot down the enemy Sniper leader, then hang back and heal for a turn or two.

**Ozwald the Steel**

Once Ozwald's position is revealed, there isn't much he can do. From the safety of the tall grass, toss a grenade to cut off his interception fire, then pass the turn before he can counterattack. Finish him with rifle rounds to earn the ZM Kar 5(g), the best of the Imperial series of field rifles.



### STEP 3: The Battle for the Second Switch

The Imperial army clearly expects a direct attack from the south, as they are guarding the second switch with an obscene amount of anti-tank landmines, anti-personnel landmines, and indestructible barricades. A direct attack would be suicide, so send the Shamrock west around the cliff wall to hit Matz the Cleaner's medium tank in the back. In the meantime, let Largo travel the opposite route (east around the cliff wall) to take a shot at the other medium tank.



### STEP 4: The Deadly Road to the Final Switch

Although the second and third switches appear to be near one other on the map, there's actually an unbreachable wall located between them. Alicia can descend from the walls to reach it, but the third switch is right in the sights of a pair of Gatling bunkers and another medium tank. The Shamrock can handle the tank and the soldiers in the base if you send it northeast around the trenches, but the bunkers are virtually indestructible and there are no ragnite barrels behind them.



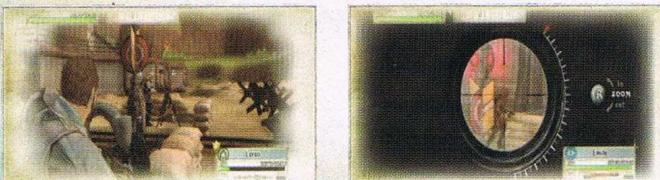
### Matz the Cleaner

#### Enemy Ace

From behind its radiator plate, Matz the Cleaner is no different from any of the other tanks on this map. Blow it away with the Shamrock's anti-armor cannon to earn an accuracy-boosting Firing Calculator. You should have plenty of room for this new piece on the Edelweiss's parts grid!



After downing the tank, Largo finds the second switch just a short distance to the northeast. He can take out the heavy Gatling gun with ease, but the enemy Shocktrooper leader is another story. You can summon a Sniper from the newly conquered camp to dispose of him, or get some support from the Shamrock's mortar or one of your own Shocktroopers.



There are plenty of creative solutions to this problem, including having the Edelweiss roll up to a spot near the second switch and fire a smoke grenade over the wall. Note, however, that there are landmines near the switch. An easier method is to have the Shamrock destroy all of the living guardians of the switches, then load Alicia up with defensive orders like Defense Boost and Caution so she can survive the Gatling Bunkers long enough to reach the switch and end the battle with an easy A Rank.



If you have the Awaken Potential order (available randomly at the War Cemetery), use it on Alicia. Between her Resist Crossfire, Mysterious Body and Valkyria Potentials, Alicia will likely reach the switch with more HP than she started with!

15

## chapter



part 2

## Selvaria's Last Stand

## victory conditions:

Selvaria is defeated.

## failure conditions:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

## score and rankings

	EXP	DCT
Base	27400	85660

## ranking bonuses

TURNS	RANK	EXP	DCT
1-8	A	54800	89780
9-11	B	41100	62540
12-16	C	27400	35300
17-20	D	0	0

## kill bonuses

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	3 on this map
Medium Tank	500	500	1 on this map
Heavy Tank	1500	1500	2 on this map
Destroyer	700	700	2 on this map
Tank			

## DEPLOYMENT

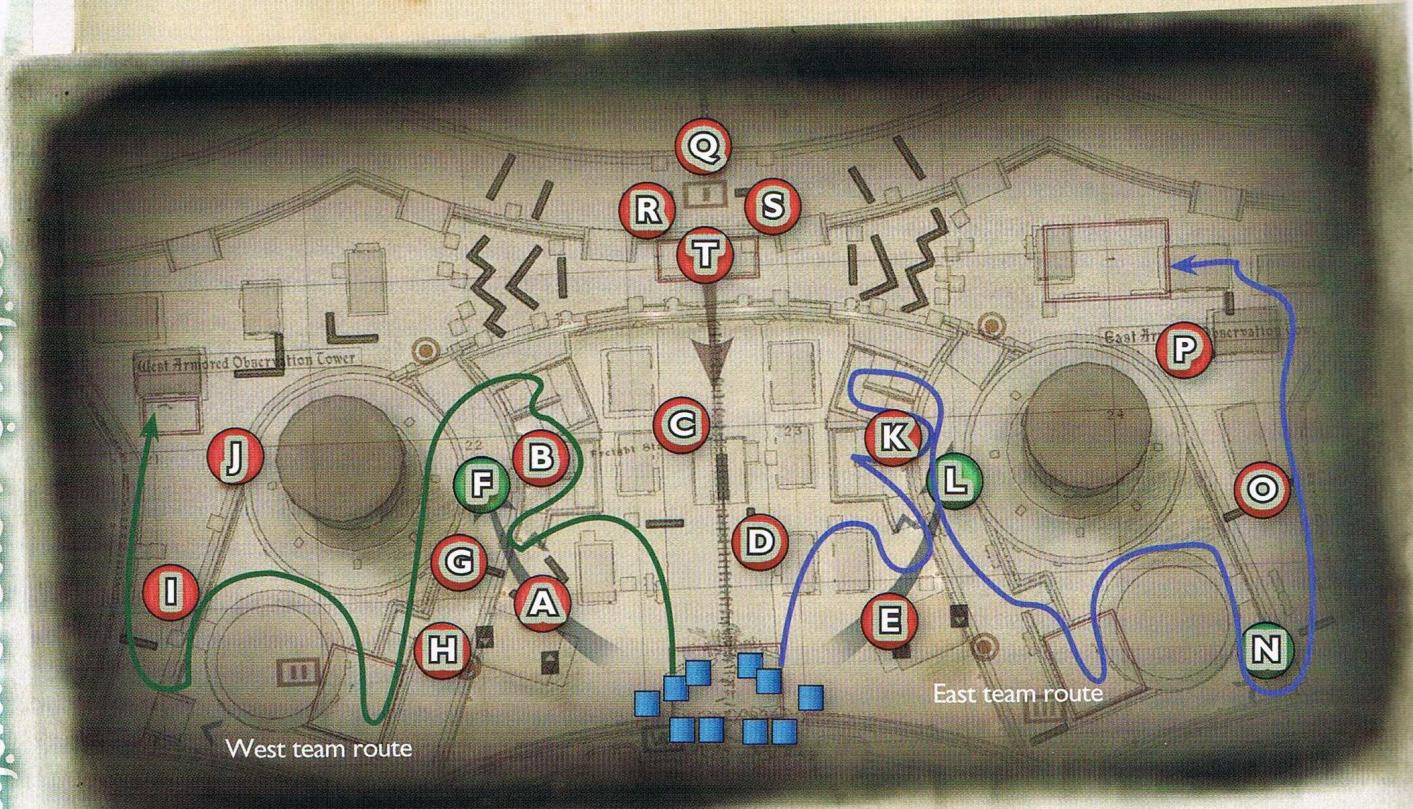
As you'd expect from Selvaria, this is one of the toughest battles yet. Make sure your Scouts are leveled up with the best possible equipment, as they'll be doing most of the work. For a commanding win, go with two small teams that can clear one wing of the castle before converging on Selvaria.

Use a pair of Scouts for the west team, ideally a pair of friends. Use another Scout and a Lancer (placed in the upper-right deployment slot) for the east team. Put Rosie in one of the two upper-middle slots and let her hide for the entire fight. Don't deploy anyone else, or they'll just end as target practice for Selvaria and her Snipers.



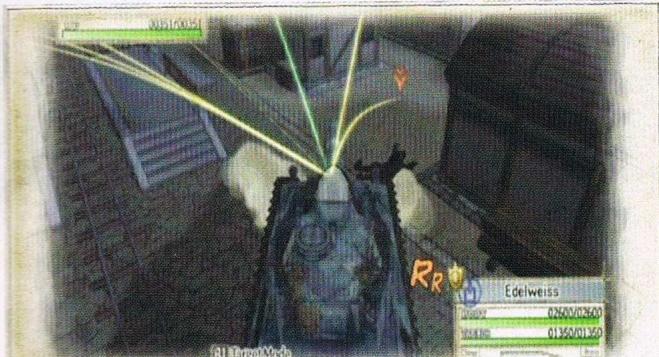
## ENEMY LIST

<b>HEAVY GATLING</b> HP 600 A	<b>TROOPER ELITE</b> HP 351 B	<b>MEDIUM TANK</b> BHP 2500 THP 650 body tread	<b>HEAVY TANK</b> BHP 3000 THP 750 body tread
<b>TROOPER ELITE</b> HP 351 E	<b>SNIPER ELITE (LEADER)</b> HP 168 F	<b>LANCER ELITE</b> HP 334 G	<b>TROOPER ELITE</b> HP 351 H
<b>SCOUT ELITE</b> HP 294 I	<b>TANK DESTROYER</b> BHP THP body tread 1900 600 J	<b>TROOPER ELITE</b> HP 351 K	<b>SNIPER ELITE (LEADER)</b> HP 168 L
<b>HEAVY GATLING</b> HP 600 M	<b>SNIPER ELITE (LEADER)</b> HP 168 N	<b>HEAVY GATLING</b> HP 600 O	<b>HEAVY TANK</b> BHP THP body tread 3000 750 P
<b>TANK DESTROYER</b> BHP THP body tread 1900 600 Q	<b>SNIPER ELITE</b> HP 183 R	<b>SNIPER ELITE</b> HP 183 S	<b>SELVARIA</b> HP N/A T



## STEP 1: Smoke Out Selvaria

Selvaria may have swapped her Valkyria lance for a gun, but she can still use interception fire anywhere on the map. The All Units Defend order provides your characters with a good chance to survive her bullets; however, there is another option. Send the Edelweiss to the northeast, rolling over the Shocktrooper and his cover, and blast a smoke round at Selvaria when it hits a dead end. Although the smoke round won't reach her level, it will detonate when it hits the castle wall and create a cloud that hovers in mid-air.



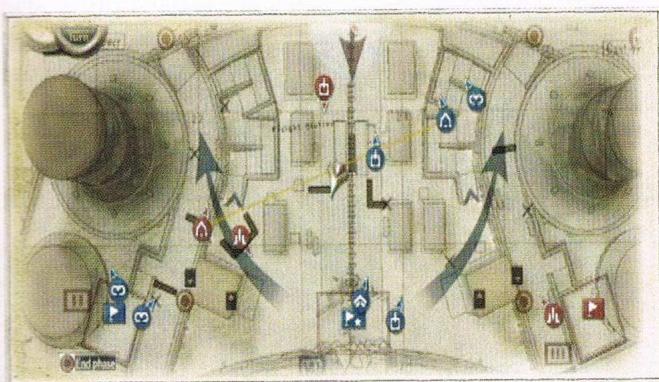
The smoke will thwart Selvaria's interception fire, but it doesn't diminish her ability to move during the Enemy Phase, so end the turn with all your human soldiers safely behind cover. Completing both Phase 2 and 3 on turn 1 will cost all 10 of your CP, but the turn will end with Selvaria unable to target your troops.

## STEP 2: East Team, Run for the Stairs!

Send your Lancer between the two buildings to the northeast, then turn around and blast the tank in the radiator plate.

Have your Scout destroy the Shocktrooper that was run down by the Edelweiss, charge halfway up the stairs, and end her action before she enters the range of the Shocktrooper on the staircase.

Start a new action to shoot down that Shocktrooper; then run up the stairs until you're approximately within rifle-grenade range of an enemy Sniper Elite leader. Spend your third CP to eliminate him with a grenade, then run back down a flight of stairs and end the action by pressing up against a north wall. If you have a CP to spare after the west team acts, have your Lancer follow your Scout up the stairs and seek similar cover.



**STEP 3: West Team, Run for the Enemy Camp!**

Send your Scout tag team directly north from their starting positions to avoid provoking any fire from the Gatling gun to the west. Hang a left past the first building, then head up the stairs. Have the first Scout shoot down the enemy Shocktrooper, then continue to the west parapet and end his turn near a Sniper Elite leader.

Let the second Scout take the same route to join the other Scout and gun down the Sniper with a team attack. Have the first Scout creep south until he's within rifle-grenade range of the crouching Shocktrooper and fire off a grenade to wound him and destroy his cover. Next, let the second Scout stand right next to the first Scout (stay out of range of the Shocktrooper) and gun down the trooper with a team attack. Without ending the action, have the second Scout hit the switch that activates the elevator, then run down the stairs to occupy the enemy camp. With your fifth CP, send your first Scout to join his partner in the camp.



The next goal is to reach the northern camps on both sides of the castle. From this position, you can strike from the east or west, depending on where Selvaria is located. You can even put all your eggs in the west team's basket, because she usually moves in that direction. If you want to destroy all the tanks and leaders, then make sure the east team continues their operation. You have eight turns in which to earn an A Rank on this map and there are plenty of obstacles on either side of the castle to block Selvaria's shots.

**STEP 4: Clearing the West Wing**

Kick off turn 2 with the All Units Defend order, as you'll send lots of units running into the path of bullets. Pick the healthiest of the west team's Scouts and send him down the hall past the sandbags; watch out for an enemy Scout firing from the upper level. If you have a high-accuracy rifle, take him down from below; if not, stay on the move and hit him from the upper level.

On your second action, make a mad dash past a machine-gun firing tank to reach the enemy base. Occupy it, then retreat so the tank can't retaliate during the Enemy Phase. At the end of the turn, summon a Shocktrooper and a Scout if you intend to attack Selvaria, and a Lancer if you want to get revenge against the tank.

**STEP 5: Clearing the East Wing**

Back in the east wing, have your Lancer march up the stairs and south toward the elevator, then end each action by taking a shot at the Gatling gun. Once down the staircase (toward the camp and out of Selvaria's range), have your Scout follow and then pause to activate the elevator and occupy the base (if need be). Next, send her on a short walk behind the tower near the east wall of the base to find the final Sniper Elite leader.



You do the same thing on the next turn to reach the northern camp. Have the Lancer walk along the east ramparts and take out the Gatling gun, then send your Scout along the east wall to take down an enemy trooper. Have her circle around the buildings to reach and occupy the northeast base. Remember to make her retreat and summon a new team to take out the tank and—if she's on this side of the map—Selvaria.



#### STEP 6: Converging on Selvaria

With units on both sides of the battlefield, you're ready to put down Selvaria. If there isn't a sight line, do a bit of scouting to find her position. If she's in the center of the map, blast a smoke grenade at her from the Edelweiss's current position. If she's on either side, let the Edelweiss ride the elevator to either wing and drive north to find her.



Try to catch Selvaria in the smoke cloud if possible. If that's not possible, put your units in the smoke cloud and fire at her from within. Selvaria dodges frequently, but you only need one successful headshot with a Shocktrooper clip at close range (or twice from a distance) to finish the job. (If you're using Scouts, it will take about four clips.)



If you can't afford the Edelweiss's CP, then try using an All Units Defend order and get Selvaria in a baseball-style pickle. Have one unit run up a stairway behind Selvaria and take a shot, then have another unit run up a different stairway from behind and fire from there. Getting the units into position is tough, but once you can attack from behind, Selvaria is essentially trapped!



### A RANK STRATEGY

Although the previous strategy will lead to an A Rank, there is a quicker way to win this battle. Deploy Largo and Rosie in the upper-center slots and place Alicia to their right. You don't need anyone else; even here, the good old super-Scout strategy works like a charm.

**1 Turn 1:** Juice up Alicia with Defense Boost, Caution, and—if possible—Awaken Potential orders. Have her charge between the two buildings north of her starting position and up the stairs. Kill enemies if possible, but don't waste any AP. On the second level, charge down the stairs to the enemy camp. Hunt down the Sniper behind the tower and pass the turn.



**2 Turn 2:** Give

Alicia the same orders from turn 1, then have her charge past another tank and Gatling gun on the way to the second camp. Once there, head west to the camp directly behind Selvaria. Analyze her position to determine if she can interfere as you eliminate the two Scouts and take over the base. If she can, have the Edelweiss drive north past the Shocktrooper on the ground level and fire a smoke round for cover. After Alicia takes the camp, summon a bunch of Shocktroopers to join her there.



**3 Turn 3:** There

are two ways to finish Selvaria. One way is to fire a smoke grenade and dispose of her with headshots fired from within the cloud. Another way is to use an All Units Defend order and send a Shocktrooper out to the sandbag cover located behind her. Use alternate fire between that soldier and one in your base to land a kill shot.

# chapter

16

## Diverting the Marmota

### VICTORY CONDITIONS:

Marmota reaches the target point.

### FAILURE CONDITIONS:

Marmota's course is not changed; Welkin dies.

#### SCORE AND RANKINGS

	EXP	DCT
Base	28920	90465

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-3	A	57840	90095
4-5	B	43380	65835
6	C	28920	36575
7-20	D	0	0

#### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Ace	1000	1000	1 on this map

## DEPLOYMENT

This mission isn't so much of a battle as it is a race. A massive dreadnaught is barreling down after you and, the more characters you have, the more you'll need to move out of the way every turn. Anyone who falls behind will be killed (or retreat, in the case of your leaders), with no opportunity for a rescue.

Needless to say, you should limit deployment to only Alicia, and perhaps a lone companion Scout. (If you have trouble navigating tanks through minefields, select an Engineer instead.) The



Sherlock		Commander: Zola			
BHP:	2300	TRP:	800	DP:	550
Armament		Aim	Range	vs Pers	vs Armor/Arm/Area
Anti-armor	Anti-Armor Rounds	G	900	190	1050
Gatling gun	Lekk Belt	C	450	40	58
Flame Thrower	Flame Intensifier	G	200	470	62
Mortar	Increased Payload	C	250	280	350
Machinist	Erme 11	G	200	48	60
CHANGE PARTS		Body Def	450	Tread Def	110

## ENEMY LIST

LANCER ELITE
HP 298

TROOPER ELITE
HP 297

TROOPER ELITE
HP 297

LANCER ELITE
HP 298

SHUNTER THE MOUNT (ACE)
HP 600

TROOPER ELITE
HP 297

CHARACTERS

BRIEFING

STORY MODE

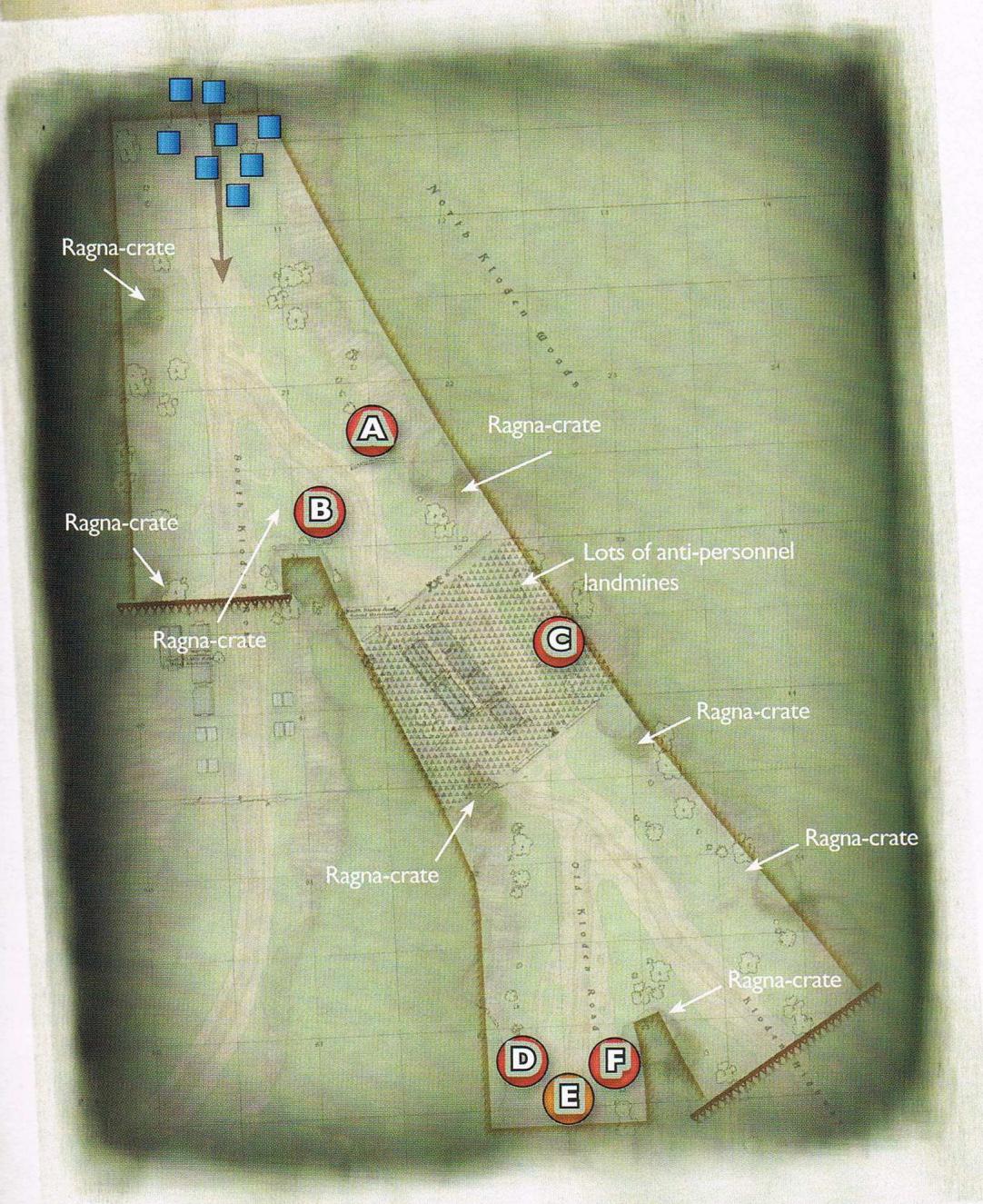
REPORTS

RECRUTS

EQUIPMENT

POTENTIALS

MÉDALS AND SECRETS



**STEP 1: Collapsing the Cliff Walls**

The goal is to guide the Marmota down the correct path on the map—the map forks twice—by blasting objects known as Ragna-crates, which make landslides out of the sheer cliff walls. Once a Ragna-crate has been shot, it won't explode until the end of your turn. Your map is then updated with the expected area of the landslide, thus providing a chance to get your troops out of the way (if you have extra CP).

The Ragna-crates located along the straightaways cause landslides that merely slow down the Marmota. That's good news if you have a large party that needs to stay a step ahead of the Marmota, but bad news if you're aiming for an A Rank. To achieve an A Rank, try to cause landslides that only block the alternate routes. By doing so, it forces the Marmota to travel down the main road.



At the first fork, you want the Marmota to turn left (to the east). To change its course, shoot the two Ragna-crates on the west fork.

**STEP 2: Fording the Minefield**

The slow-moving Edelweiss will consume a lot of CP, as it's important to keep both tanks at the head of the group to clear landmines and defeat the enemies on this map. At the entrance to the minefield, blow away the barricades with a mortar shell and plow on through. Detonating the landmines will provide your human soldiers a safe path to travel, but watch out for a few anti-tank landmines near the end.

**STEP 3: Killing Shuntr's Ambush Party**

End a turn with the Shamrock and Edelweiss at the exit to the minefield and try to begin a new turn with plenty of CP when you mortar the final barricade and enter the southern part of the map. After doing so, you'll catch the eye of three distant foes—including a Sniper and Lancer. If you're more than a turn ahead of the Marmota, spend 6 CP to send the Shamrock after the trio and incinerate all of them with your flamethrower. Shuntr will survive the attack and, if you can't afford the CP to finish him off, make sure that none of your human soldiers leave the minefield until you do.

**Shuntr the Mount**

**Enemy Ace**  
Like all ace Snipers, Shuntr is good at evading attacks. Unlike all the others, though, Shuntr has a ton of HP. Have your tanks attack with flamethrowers and mortar shells to burn through his 600 HP. If you only deployed a few characters here, you should have plenty of CP to spare.

**STEP 4: Creating the Second Detour**

In the southern part of the map, you need to make the Marmota turn right (south). You'll find two Ragna-crates on the left route; a Scout or the Shamrock can hit them within a single turn. If you're far ahead of the Marmota, then you'll have to kill a turn or two before it reaches the fork and the mission ends. All you really need to worry about is staying out of the path of its mortars. If you haven't destroyed any unnecessary Ragna-crates to slow it down, you'll earn an A Rank for an 8-turn win.

# Breaching Jaeger's Blockade

## VICTORY CONDITIONS:

Jaeger is defeated.

## FAILURE CONDITIONS:

Welkin dies; the enemy occupies Gallia's base camp; 20 turns pass.

### SCORE AND RANKINGS

	EXP	DCT
Base	30440	93325

### RANKING BONUSES

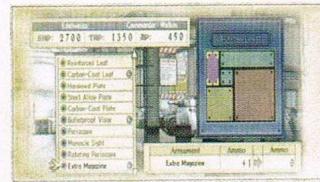
TURNS	RANK	EXP	DCT
1-5	A	60880	93475
6-7	B	45660	68175
8-9	C	30440	37875
10-20	D	0	0

### KILL BONUSES

ENEMY	DCT	EXP	# OF ENEMIES
Leader	250	250	4 on this map
Ace	1000	1000	1 on this map
Medium Tank	3000	3000	1 on this map
Heavy Tank	750	750	3 on this map

## DEPLOYMENT

Your tanks will do a lot of work, so make sure they have the best gear. Try to outfit each tank with magazine parts that will increase its mortar ammo by at least +1. (For the Shamrock, you could use its flamethrower configuration.)



Each tank will need a partner, so deploy Alicia and another Scout of your choice. Deploy Rosie and Largo near your southern base (which they may need to protect) and save the rest of your slots for mid-battle reinforcements.



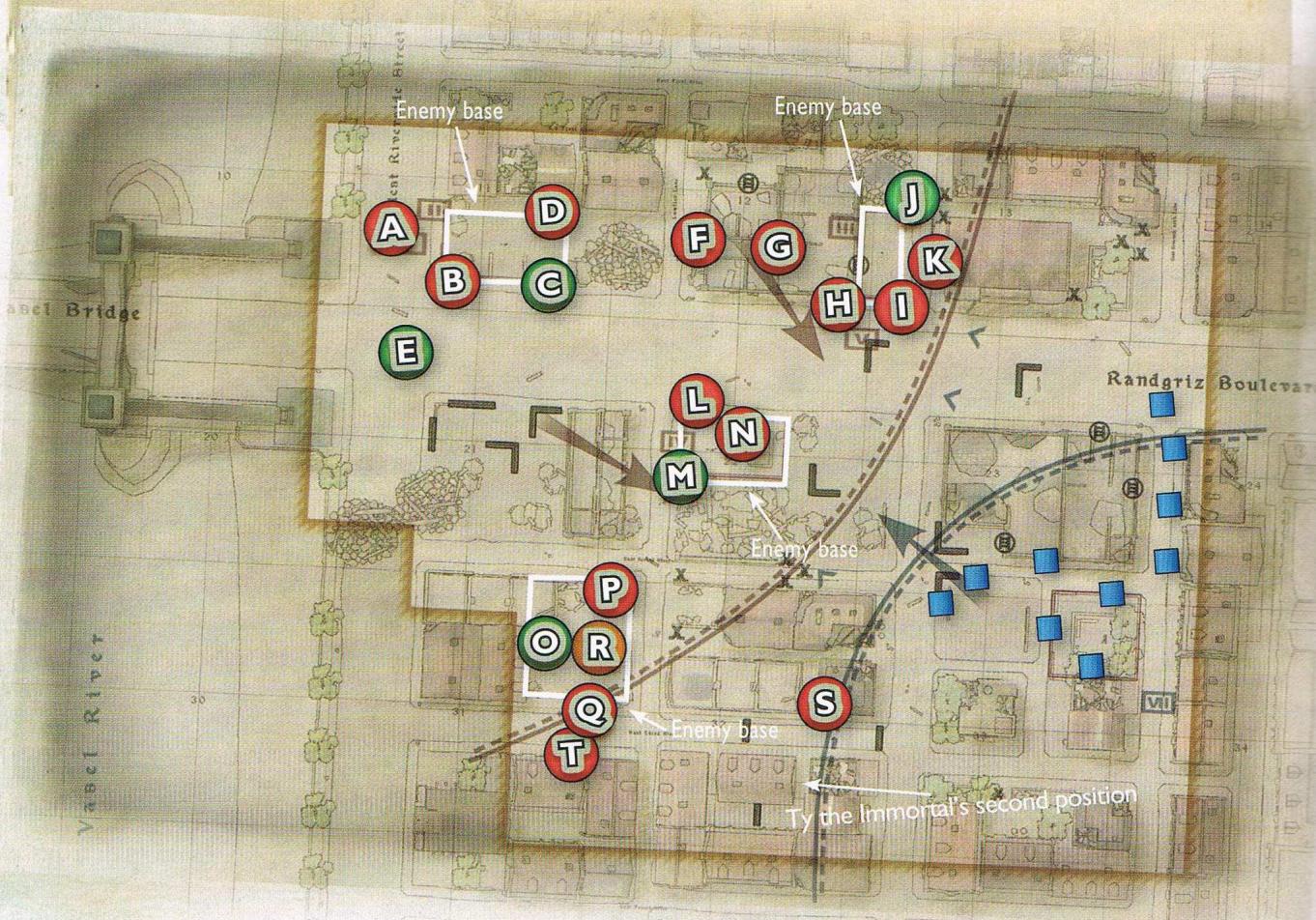
### FACING DOWN THE LUPUS REGNUM

Jaeger's tank is so heavily armored that it will take approximately a dozen Lancer blasts just to expose its radiator plate. Plus, any damage you do will be completely repaired at the beginning of the next turn, as long as Jaeger has a single camp under his control. The trick here is to capture the camps as quickly as possible, both to expose Jaeger's tank to damage and stem the flow of reinforcements.



## ENEMY LIST

<b>HEAVY TANK</b> BHP THP body tread 3000 750	<b>LANCER ELITE</b> HP 342	<b>TROOPER ELITE (LEADER)</b> HP 333	<b>SNIPER ELITE</b> HP 189
<b>LUPUS REGNUM</b> HP N/A	<b>LANCER ELITE</b> HP 342	<b>SNIPER ELITE</b> HP 189	<b>HEAVY AT CANNON</b> HP 600
<b>TROOPER ELITE</b> HP 363	<b>TROOPER ELITE (LEADER)</b> HP 333	<b>HEAVY TANK</b> BHP THP body tread 3000 750	<b>HEAVY AT CANNON</b> HP 600
<b>SCOUT ELITE (LEADER)</b> HP 274	<b>TROOPER ELITE</b> HP 363	<b>SCOUT ELITE (LEADER)</b> HP 274	<b>TROOPER ELITE</b> HP 363
<b>TROOPER ELITE</b> HP 363	<b>TY THE IMMORTAL (ACE)</b> HP 555	<b>TROOPER ELITE</b> HP 363	<b>HEAVY TANK</b> BHP THP body tread 3000 750



## STEP 1: Steamrolling Enemy Fortifications

Since each camp is filled with crouching enemy soldiers and covered by artillery units, tanks and Snipers, you'll have a hard time taking them on foot. Therefore, begin turn 1 by sending the Shamrock to the enemy camp on the south side of the map's main road. If you have a fully upgraded flamethrower, try to eliminate everyone in the base with a single attack. If not, a pair of handy mortar shells should do the trick. Carefully park the Shamrock so that its radiator plate isn't exposed to Lancer fire from across the street. In addition, this acts as a shield for whichever Scout you send to take the base.



Before sending a Scout, have the Edelweiss roll due west until it has a clear shot at the heavy AT cannon on the roof. Blow it to pieces with an anti-armor shell, then turn north toward the enemy camp. On your second action, steamroll the pair of Shocktroopers in the camp, rotate the Edelweiss so its radiator plate is to the wall, and fire an anti-armor shell into the heavy tank's plate.



This should leave approximately 2 CP for the turn. Use one to send a Scout to claim the camp on the south side of the street, and another one to summon an Engineer to that position. Your Shamrock will likely take a beating during the Enemy Phase.



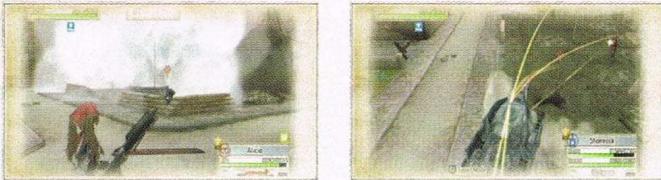
You can claim the northern camp on the next turn after the Edelweiss defeats a Shocktrooper or two with interception fire. After taking the camp, have your Scout climb the ladder and take down the Sniper and Lancer on the neighboring roof.

## STEP 2: Taking the Remaining Camps

Like the Edelweiss, Jaeger's Lupus can fire one smoke grenade per turn and it usually targets one of his own camps in hopes that the smoke will slow things down. Remember that you can clear the smoke by using an explosive weapon, so send a grenade or mortar shell into the heart of the smoke followed by a tank to squash any survivors. With heavy use of the Shamrock and Edelweiss, it's quite possible to claim the southern camp on turn 2 and the western camp on turn 3.



You must eliminate virtually every enemy on the northern half of the map to claim the camps, but a few will likely flee to the south. When this occurs, they start moving toward your own base. When you have a CP to spare, place Rosie behind cover in your base and have Largo hunt down the southern heavy tank. Also, consider sending a small team after Ty the Immortal.



### Ty the Immortal

#### Enemy Ace

Ty the Immortal begins the game in the enemy's southern camp, but tends to move toward a concealed alley in the center block of the southernmost row of the map. The alley is too narrow for tanks to enter, so send in some soldiers. You'll need one to grenade away Ty's cover and another one to enter from the other side and take him out with a clip to the back of his head.



### STEP 3: Destroying the Lopus Regnum

After claiming the final camp, summon Lancers to the camps that are closest to Jaeger's tank. The Lopus Regnum is protected by a massive piece of armor that even covers the radiator plate; it takes about a dozen or so anti-tank lance and anti-armor cannon shots to punch through it. The armor is quite large with no weak spots, so position your Lancers out of interception fire range while attacking. Destroying it will typically take two full turns, so have your Lancers end their turns in a base for a full ammo refill, or have an engineer refill them when they're empty.

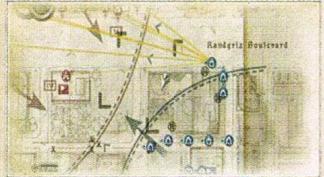


After the armor is destroyed, the Lopus Regnum emerges. It now has an exposed radiator plate, so get in close. It should take two good shots to the radiator plate to end this battle.

## A RANK STRATEGY

While capturing the enemy camps makes this battle easier, it isn't absolutely necessary. If you field an army of Lancers and conserve most of your CP from turn 1, you can take out the Lopus as early as turn 2!

- 1 **Turn 1:** Send one Lancer west along the small road south of Randgriz Boulevard, so that she can reach the Lopus's radiator plate on turn 2. Pass the turn and conserve 9 CP.



- 2 **Turn 2:** Have each Lancer march at the Lopus, firing their lances when they run out of AP. After destroying the armor, give a Defense Boost to the Lancer you moved on turn 1 and have her run directly behind the tank to empty her lance into the radiator plate.



If you want to take out the enemy ace too, then deploy a Sniper and an Engineer and spend turn 1 sniping him from the rooftop north of your base. (Ty the Immortal is very good at dodging, so you'll need an engineer for refills.) Also, move the Edelweiss to safety near your base to prevent damage to it during the enemy phase. You should be around 20 CP and ready to strike on turn 3.

18

## chapter

part 1

## Marmota's End

## victory conditions:

## failure conditions:

The Valkof is destroyed.

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

## SCORE AND RANKINGS

	EXP	DCT
Base	31960	95185

## RANKING BONUSES

TURNS	DCT	EXP	# OF ENEMIES
1-3	A	63920	95855
4-6	B	47940	68515
7-10	C	31960	38175
11-20	D	0	0

## DEPLOYMENT

The most important thing to do to prep for this fight is train your Snipers up to level 15. This isn't because a high-level Sniper will be particularly useful; instead, the Penetration order that is learned at level 15 is very important during this battle.



There are no bases to capture here, so get a full eight-man deployment. Your core team should include a Lancer and an Engineer, plus it wouldn't hurt to have a few spares of each as well as a Sniper—and Alicia and Rosie, of course!

## ENEMY LIST

**TROOPER ELITE**  
HP 369



**LANCER ELITE**  
HP 346



**SNIPER ELITE**  
HP 192



**TROOPER ELITE**  
HP 369



**TROOPER ELITE**  
HP 369



**TROOPER ELITE**  
HP 369



**ANTI-TANK TURRET**  
HP 2500



**ANTI-TANK TURRET**  
HP 2500



**GATLING TURRET**  
HP 2500



**GATLING TURRET**  
HP 2500



**GATLING TURRET**  
HP 2500



**LANCER ELITE**  
HP 346



**RIGHT HEAT SINK**  
HP 300



**ANTI-TANK TURRET**  
HP 3200



**VALKOF**  
BHP 21000



**ANTI-TANK TURRET**  
HP 3200



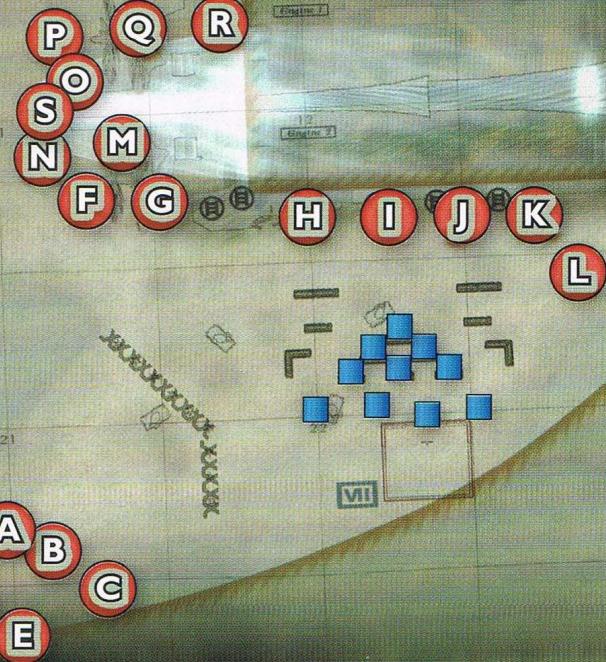
**LEFT HEAT SINK**  
HP 300



**TROOPER ELITE**  
HP 369



**LANCER ELITE**  
HP 346



**STEP 1: Protect Your Tanks**

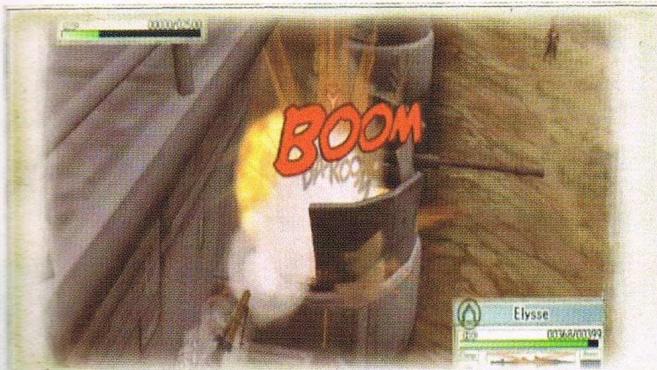
The Imperial army is extremely aggressive about going after your tanks in this battle, and they have more than enough firepower to blast the Edelweiss to smithereens. Begin the battle by having the Edelweiss roll up to the barricades to the southwest and fire a mortar shell to take out the enemy Sniper and a Shocktrooper or two. Next, back the Edelweiss into your base to receive a defensive bonus and some healing. Have the Shamrock blow away the enemy Lancer to the northeast, then send the Shamrock back into your base and park it in front of the Edelweiss's radiator plate.



When the catwalks are clear, enter Target Mode and look up to see a blue heat sink at either end of the catwalk. Hit both of them with anti-tank lance blasts, or clips from a Shocktrooper's machine gun. After several direct hits, the shield around the Valkof shatters. Send an Engineer up to join your Lancer to refill his ammo and heal him when the Valkof turns its beam in his direction.

**STEP 2: Disable the Marmota's Side Guns**

This part is optional, but destroying a few of the Gatling guns on the east side of the Marmota (guns I, J, and L) will make it easier to move your troops on the ground. Taking them out is as easy as sending a Lancer up any of the ladders and firing a pointblank shot into the back of the gun. Remember that Cordelia will heal your group after every third turn.

**STEP 3: Infiltrate the Marmota**

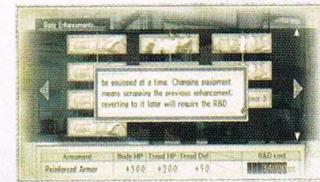
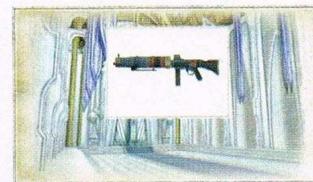
Have your Sniper blow away the enemy trooper (F) on the upper railing of the west corner of the Marmota. Next, send your best Lancer to fire a shot at the damaged plating between the two anti-tank cannons. A piece of metal will fall, forming a path to an upper catwalk. Send Largo up there, but be ready for an enemy ambush from a Shocktrooper on the third level. Hit him with a headshot from your anti-tank lance, or hang back and send for Rosie to fix things.

**STEP 4: Destroy the Valkof**

Welkin suggests that everyone point their guns skyward, but one Lancer is all that it takes. The Valkof may have lots of HP, but you can reduce the number of shots it takes to destroy it in half by giving your Lancer the Penetrate order. Your Lancer likely won't miss from the catwalks and the Engineer will provide plenty of ammo. Bring the Valkof down by the end of turn 3 to earn an A Rank.

**BACK AT HEADQUARTERS...**

The game's final enemy has revealed itself, but that doesn't mean there isn't time to return to HQ. First, visit Princess Cordelia, who may hand over a weapon or two from the 30-series of Gallian royal weapons. Next, pay a visit to the R&D Facility to find some upgrades for a few gun types, as well as the ultimate upgrades for the Edelweiss! Note that you can only equip one level 3 enhancement for the Edelweiss at a time and that Reinforced Armor is clearly the top choice.





part 2

## Final Showdown

## victory conditions:

Maximilian is defeated.

## failure conditions:

Welkin dies; the enemy occupies Gallia's base camp; 20 turns pass.

## SCORE AND RANKINGS

	EXP	DCT
Base	33480	99100

## RANKING BONUSES

TURNS	RANK	EXP	DCT
1-3	A	66960	99300
4-5	B	50220	69900
6-7	C	33480	39500
8-20	D	0	0

## DEPLOYMENT

Shocktroopers and Lancers are the key classes here, so make sure to bring some extras. A good deployment consists of two Lancers (on either side of the battlefield), three Shocktroopers, and an Engineer for emergency healing and tank repair. Put Alicia and a Sniper in the two slots in the rear and make sure the Shamrock is back to its standard configuration so you'll have a second anti-armor cannon in the mix.



## ENEMY LIST

### TOWER

HP  
600



### TOWER

HP  
1600



### MAXIMILIAN

HP  
N/A



### ARMORED TOWER

HP  
1000



### ARMORED TOWER

HP  
1000



### TOWER

HP  
700



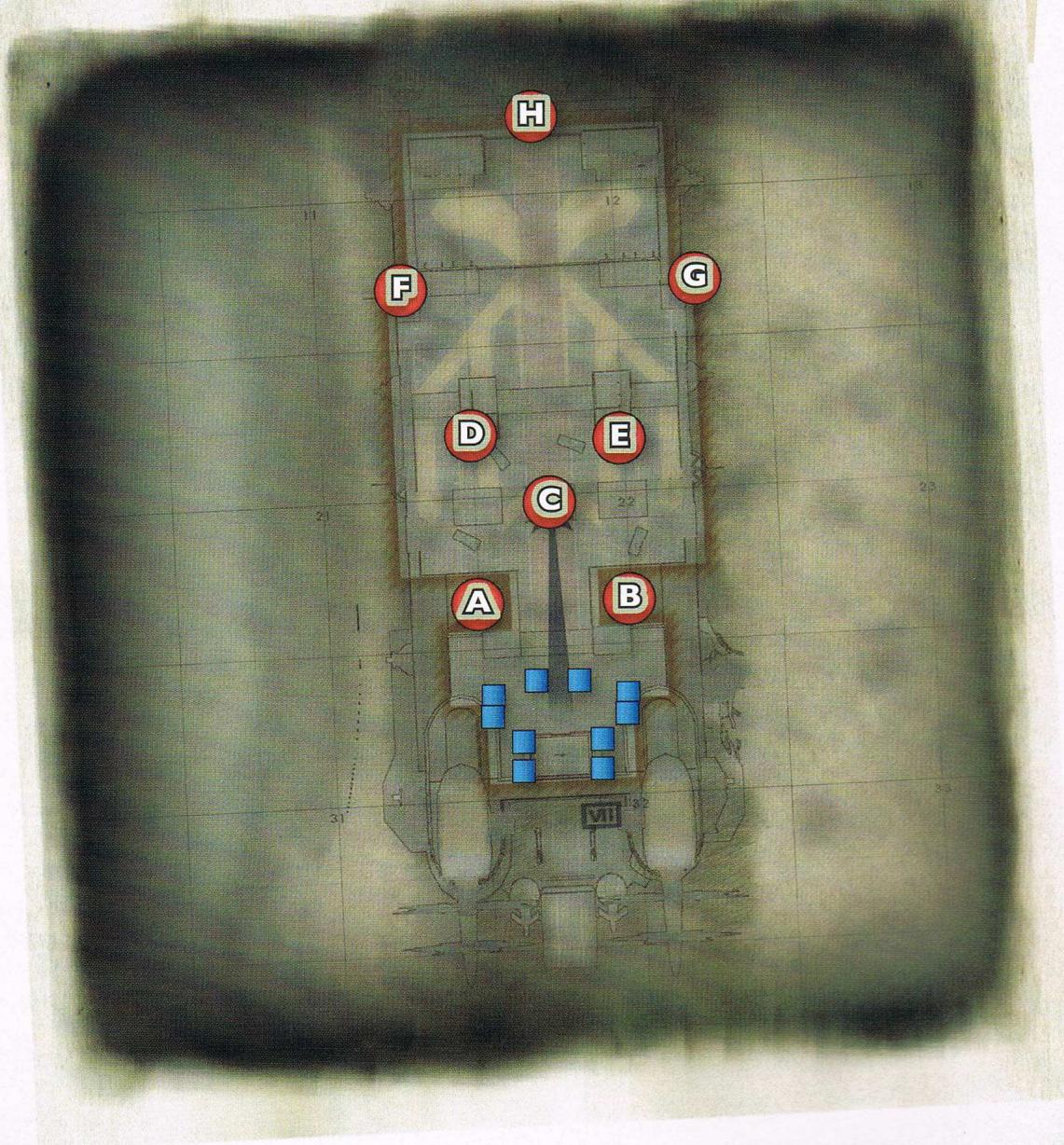
### TOWER

HP  
700



### TOWER

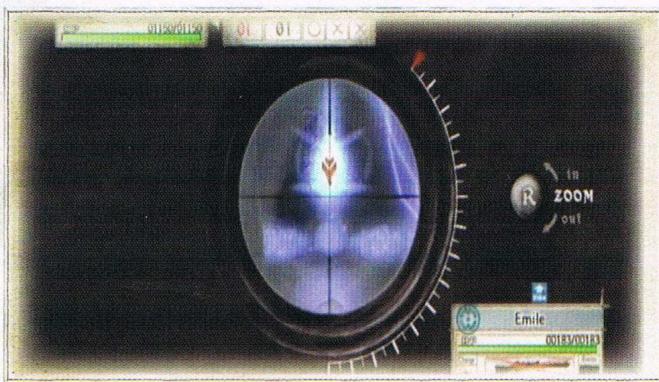
HP  
1150





### STEP 1: Take Out the Power Towers

Maximilian draws his energy from the seven towers scattered around the Marmota's deck. At the beginning of each turn, he selects three from which to draw power. Those three towers must be destroyed before Maximilian will become vulnerable to attacks. There's no point in preemptively destroying towers, since the three towers he chooses will be restored to full health at the start of each turn.



At the start of the battle, towers A, B, and H will be lit. Have your Lancers move to the sides to hit towers A and B from close range (this should take a single hit). Have your Sniper take aim at tower H from his starting position. Note that tower H is particularly vulnerable to sniping, while other towers aren't.

Each tower has its own vulnerabilities; for example, the armored towers near the center of the map are weak against explosive weapons. It's also important to hit the towers from the correct angle, since those same armored towers can be destroyed in one blast from the Edelweiss from certain points (such as while you're on the ramp, aiming upwards) but may require a second hit if you're firing from only a short distance away.



### STEP 2: Force Maximilian Into Overdrive

Once Maximilian is vulnerable, give a Shocktrooper the Penetration order (this more than doubles her damage capability) and send her in for the kill. At his starting position, there's a spot below Maximilian where you can fire at his head, but the edge of his raised platform will block his own counterattacks.



When Maximilian loses about half his HP, he discards his shield and warps to another part of the battlefield. Unless you have the CP to chase him down and finish him, you should pass the turn to save your remaining CP for round 2.

### STEP 3: Put an End to Maximilian's Reign

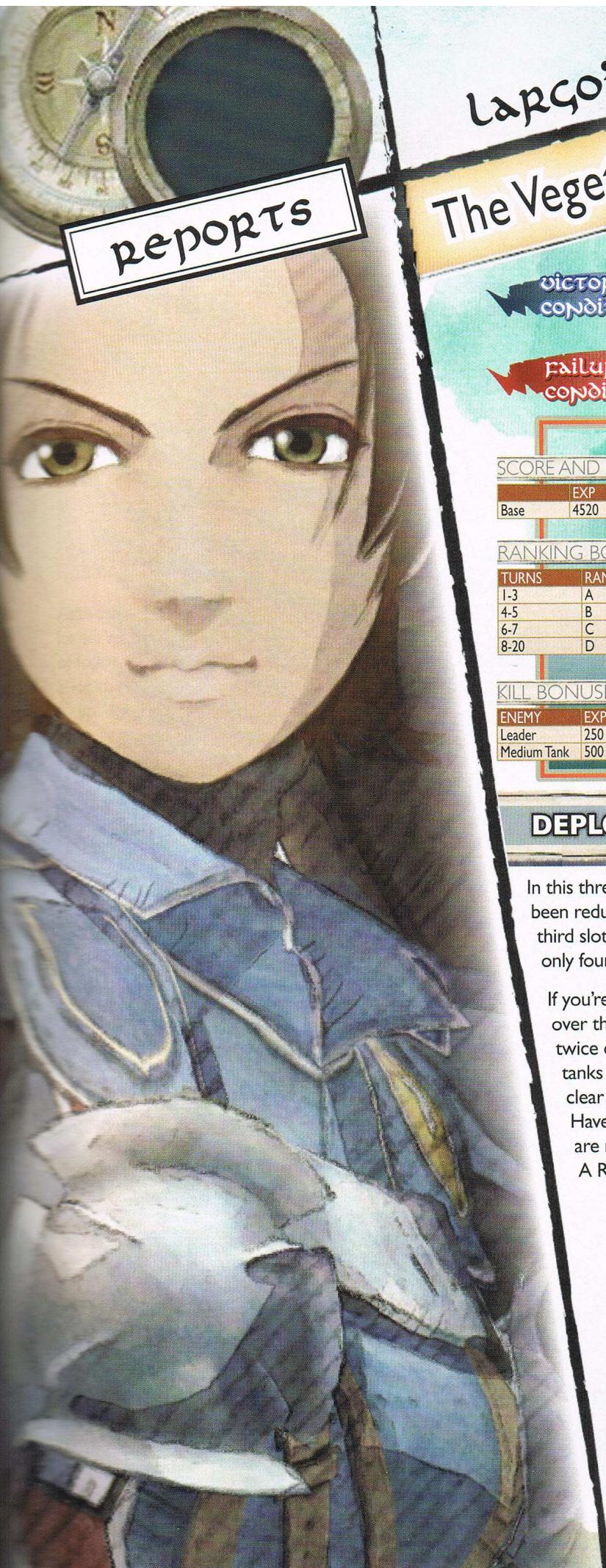
On turn 2, Maximilian taps into three new towers chosen at random. If he's using distant towers that are difficult to reach, remember that you can always fire a smoke grenade to remove his interception fire from the equation.

When the towers are gone, and if you have 7 or more CP remaining, send a Shocktrooper in to finish the job. The battlefield is littered with rubble and railings that you can use to protect your Shocktrooper from counterattacks. If you can't find cover, add a Defense Boost order on top of the almighty Penetration order.



With close-range headshots and a few lucky Potential activations, you can end the Second European War in three to five actions.





# Largo's passion

## The Vegetable Route Incident

reports

### victory conditions:

Both enemy tanks are destroyed.

### failure conditions:

Any ally falls in action; Welkin dies; 20 turns pass.

#### SCORE AND RANKINGS

Base	EXP	DCT
	4520	6120

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-3	A	9040	12240
4-5	B	6780	9180
6-7	C	4520	6120
8-20	D	0	0

#### KILL BONUSES

ENEMY	EXP	DCT	# OF ENEMIES
Leader	250	250	2 on this map
Medium Tank	500	500	2 on this map

## DEPLOYMENT

In this three-man operation, you need to use Largo and Welkin, who has been reduced to a lowly Scout. Whether you use Rosie or Alicia in the third slot really doesn't matter; your team has a long way to travel on only four CP per turn, so you can't afford to move them anyway.

If you're aiming for an A Rank, you have 12 total actions to spread over three turns. Largo can't move far, meaning you must move him twice on each of the first two turns or he won't make it to the tanks in time. Your other two actions are best spent having Welkin clear a path for Largo, but Welkin can't handle every enemy alone. Have Largo chip in and take a shot on occasion. Anti-tank lances are notoriously inaccurate, so avoid using them if you want that A Rank.



Have Welkin walk along the grass as much as possible to trigger his Nature Lover Potential. The defense boost will prove invaluable.

## ENEMY LIST

SCOUT (LEADER) HP 175	SHOCKTROOPER HP 200	SCOUT HP 142	SHOCKTROOPER (LEADER) HP 230
GATLING TURRET BHP THP body tread 116 0	SCOUT HP 142	LANCER HP 220	MEDIUM TANK BHP THP body tread 2500 650
MEDIUM TANK BHP THP body tread 2500 650	I	G	H



### TURN 1: Blazing a Trail to an A Rank

From the starting point, have Welkin turn left (west) and circle south around the house. That enables him to hit the enemy Scout leader with close-range headshots from behind. After that enemy falls, continue northwest to a building with ladders on both sides. Go up the ladder, peek over the ledge to spot two foes to the west, and descend down the other side.



Activate Largo and take the direct path past the Scout leader's body. Save your game, then select Largo again. Instead of following Welkin up the ladder, charge straight at the Shocktrooper to the east of it. Let the Shocktrooper fire off a clip and enter Target Mode from only a short distance away. Even at such close range, the odds of scoring a fatal headshot are roughly 50/50.



For the final CP of the turn, have Welkin approach the Scout behind the house to the east (G). Take him out, then end the turn by making sure the eastern wall is between Welkin and the enemy Shocktrooper leader (D).

### TURN 2: Raiding the Enemy Compound

First, have Welkin take out the enemy Shocktrooper leader with a grenade. After doing so, run to the west to spot the enemy's Gatling turret (E). Have Welkin take cover behind the building until Largo can destroy it.



It will probably take two actions to get Largo within range. Although it's not a difficult shot, go ahead and save your game first. Next, continue west to end your turn as close to the tanks as possible, but don't turn the corner to the north or the last enemy soldiers will be alerted.



For your final action, have Welkin take out the enemy Scout and then head for cover. You can ignore the enemy Lancer; if no one is within his visual range, he usually stays put.

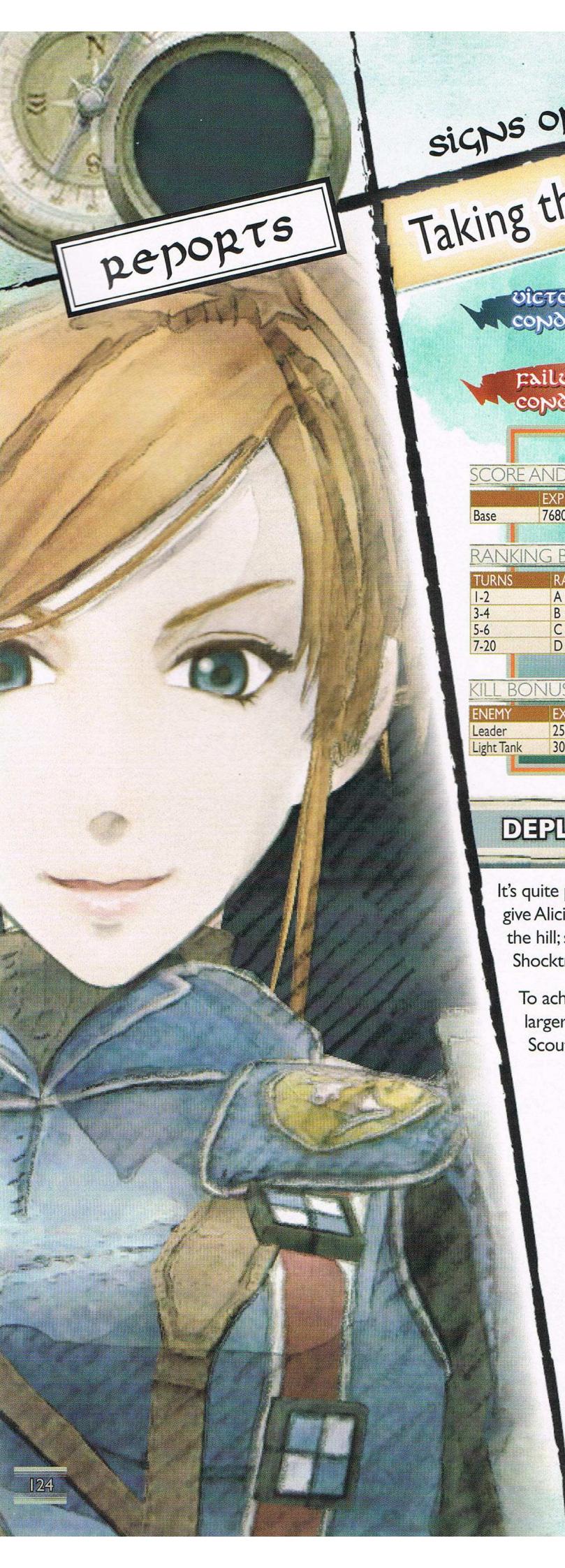


### TURN 3: Obliterating the Enemy Tanks

All that's left is to have Largo climb the ladder to reach the bluff high above the enemy tanks. Once there, you should have three anti-tank Lance rounds and two CP to spare. This is enough for three shots at the radiator plates below. When targeting the nearest one, make sure you have a clear shot!



After the final event scene, Largo's Personnel tab is updated with the second half of his story, plus his Veggie Maniac Potential is unlocked.



## reports

# signs of awakening Taking the Barious Highlands

### victory conditions:

The enemy base camp is captured.

### failure conditions:

Welkin dies; the enemy occupies Gallia's base camp; all ally soldiers and reserves are killed; 20 turns pass.

#### SCORE AND RANKINGS

Base	EXP	DCT
	7680	12000

#### RANKING BONUSES

Turns	Rank	EXP	DCT
1-2	A	15360	24000
3-4	B	11520	18000
5-6	C	7680	12000
7-20	D	0	0

#### KILL BONUSES

Enemy	EXP	DCT	# of Enemies
Leader	250	250	4 on this map
Light Tank	300	300	2 on this map

## DEPLOYMENT

It's quite possible to clear this report in only two actions by doing the following: give Alicia a Defense Boost; have her climb the two ladders to the top of the hill; slip behind the crouching guards to the east; and blow away the two Shocktroopers on either side of the base.

To achieve a perfect sweep of all the tanks and leaders, though, you'll need a larger army. Deploy a pair of Lancers, a Shocktrooper, a Sniper, and another Scout to clear out all the big targets while still securing an A Rank.



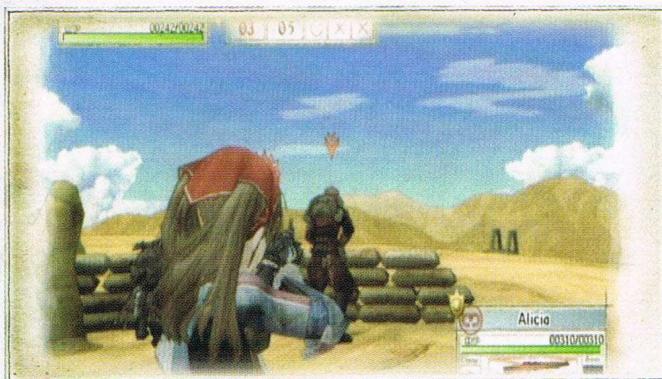
## ENEMY LIST

LANCER HP 228 A	LANCER HP 228 B	SHOCKTROOPER HP 212 C	SHOCKTROOPER (LEADER) HP 242 D
ENGINEER HP 148 E	LIGHT TANK BHP 1850 THP 570 body tread F	SHOCKTROOPER (LEADER) HP 242 G	SHOCKTROOPER (LEADER) HP 212 H
SHOCKTROOPER HP 212 I	SHOCKTROOPER HP 212 J	SHOCKTROOPER HP 212 K	SHOCKTROOPER HP 212 L
SNIPER HP 121 M	SHOCKTROOPER HP 212 N	SHOCKTROOPER (LEADER) HP 242 O	ENGINEER HP 148 P
SCOUT HP 155 Q	ENGINEER HP 148 R	SCOUT HP 155 S	LIGHT TANK BHP 1850 THP 570 body tread T



### STEP 1: Clearing a Path for the Southern Team

Have Alicia climb the two ladders near her starting position, then loop around the base to the southwest. This takes her behind a Shocktrooper leader (D) who she can take out. Ignore the crouching Engineer (E) and run to the south. To find an enemy leader (G) and two other soldiers who are preparing to ambush Squad 7's larger group. Toss a grenade to destroy their cover and kill the weaker soldiers outright.



### STEP 2: Moving In From the South

Have your Sniper shoot the Scout at the top of the ladder near the southern deployment point, then have a Shocktrooper climb to the middle level. Throw her grenade so that it lands between the Engineer and one of the barricades.



Next, have a Lancer climb the two ladders. If the enemy leader survived Alicia's grenade, finish him off with a close-range body shot from your anti-tank lance. Take another action, move to the west side of the base, and blast the central tank's radiator plate.



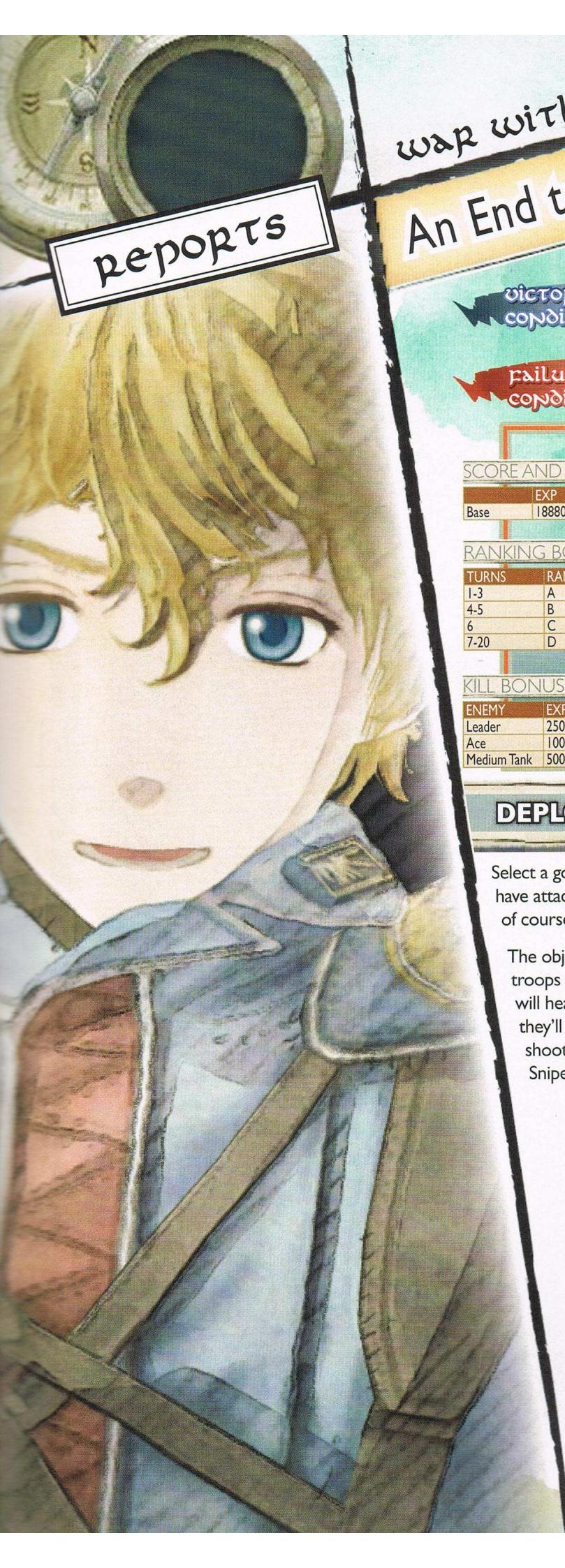
### STEP 3: Cleaning up and Taking Over

On turn 2, a second tank rolls toward the southern deployment point, which gives other Lancer something to destroy!



Have Alicia circle clockwise around the base, passing the crouching Engineer again. Traveling in this direction allows you to avoid the mine to the east and slip behind the two Shocktroopers guarding the entrance to the compound. There are Shocktroopers inside the enemy base. Dispose of them to secure the base and receive Alicia's Mysterious Body healing Potential.





## reports

# war without weapons

## An End to Darsen Hunting

### VICTORY CONDITIONS:

All enemies are defeated.

### FAILURE CONDITIONS:

Any Imperial unit escapes; Welkin dies; the enemy occupies Gallia's base camp; 20 turns pass.

#### SCORE AND RANKINGS

	EXP	DCT
Base	18880	41200

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
1-3	A	37760	82400
4-5	B	28320	61800
6	C	18880	41200
7-20	D	0	0

#### KILL BONUSES

ENEMY	EXP	DCT	# OF ENEMIES
Leader	250	250	4 on this map
Ace	1000	1000	1 on this map
Medium Tank	500	500	2 on this map

## DEPLOYMENT

Select a good mix of Shocktroopers and Scouts, preferably ones who have attack-boosting Potentials. Don't forget to bring along a Sniper and, of course, Largo for his CP!

The objective on this map is to hunt down and kill enough Imperial troops that the empire orders a full retreat. When this occurs, they will head to one of the three exits on the map. If they reach an exit, they'll hesitate for a turn. At this point, you get one last chance to shoot them down with a Scout or Sniper.



## ENEMY LIST

<b>LANCER ELITE</b> HP 286	<b>MEDIUM TANK (LEADER)</b> BHP 2500 THP 650 body tread	<b>TROOPER ELITE</b> HP 279	<b>TROOPER ELITE (LEADER)</b> HP 309
<b>TROOPER ELITE</b> HP 279	<b>SNIPER ELITE</b> HP 147	<b>TROOPER ELITE (LEADER)</b> HP 309	<b>TROOPER ELITE</b> HP 279
<b>TROOPER ELITE</b> HP 279	<b>TROOPER ELITE</b> HP 279	<b>SNIPER ELITE</b> HP 147	<b>TROOPER ELITE</b> HP 279
<b>TROOPER ELITE</b> HP 279	<b>TROOPER ELITE (LEADER)</b> HP 279	<b>LANCER ELITE</b> HP 286	<b>MEDIUM TANK</b> BHP 2500 THP 650 body tread
<b>FUJMOLT THE EDGE (ACE)</b> HP 450			<b>P</b>



## STEP 1: Cutting Off the Escape Routes

Virtually all of the enemies on this map are hiding in the grass, so the best way to flush them out is to roll over them with a tank. Have the Shamrock roll up the slope to the north (toward the big tree) and demolish the enemy Lancer on the way. Squeeze past the enemy tank and blast it in the radiator plate with your anti-armor cannon. Finally, roll over the grass to the north of the tree to knock two enemies out of their hiding places. Don't forget to give the Shocktrooper leader a face full of lead!



You can kill crawling foes with multiple flamethrower hits or a grenade and gunshot combo. However, it's easier to wait for them to flee before cutting them down.

With your tank in position at the north end of the map, the enemy's preferred escape route is effectively blocked. With your starting positions blocking the southern exit, focus your attention on the exit on the hill to the southwest. If your Sniper shoots down the enemy Sniper on the slope, followed by a Shocktrooper or two in that same direction, no enemies will dare try to reach it.

## STEP 2: Beating the Imps Out of the Grass

Between the Shamrock and the Sniper, it's possible to acquire four kills on turn 1, plus it's possible to get another four on turn 2. Send the Edelweiss into the grass to the northeast of its starting position to expose an enemy Shocktrooper and Sniper. Have it gun down one and leave the other one for your foot soldiers. Have the Sniper pick off the Shocktrooper that the Shamrock exposed and have the Shamrock blast the radiator plate of the second tank. With eight units down, the enemy should order its full retreat and the remaining foes will emerge from their hiding positions.



## Fujmolt the Edge

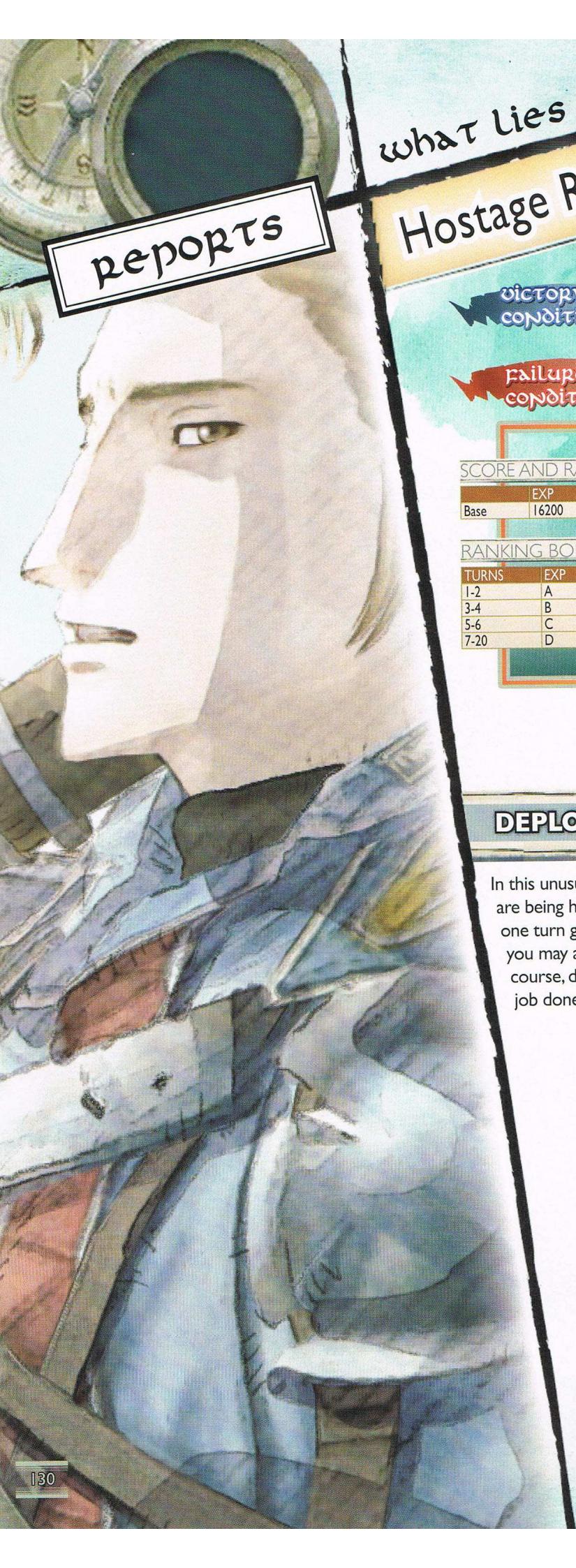
**Enemy Ace**  
Send your Shamrock through the grass just south of the northern exit to reveal a Shocktrooper ace. It may take a few CP to achieve a successful headshot Fujmolt with a flurry of machine gun rounds, but it's worth the trouble to get his superior Flamethrower.



## STEP 3: Hunting the Hunters

When everyone begins to flee, most of them head to the north where they pause at the sight of the Shamrock. That's your cue to have your Shocktroopers sneak up from behind and blow them away. Leave no one standing to receive Rosie's Song of Peace Potential.





reports

# what lies BEYOND hate

## Hostage Rescue Operation

### VICTORY CONDITIONS:

All enemies are defeated.

### Failure CONDITIONS:

Any allied unit is sighted; Welkin dies; 20 turns pass.

#### SCORE AND RANKINGS

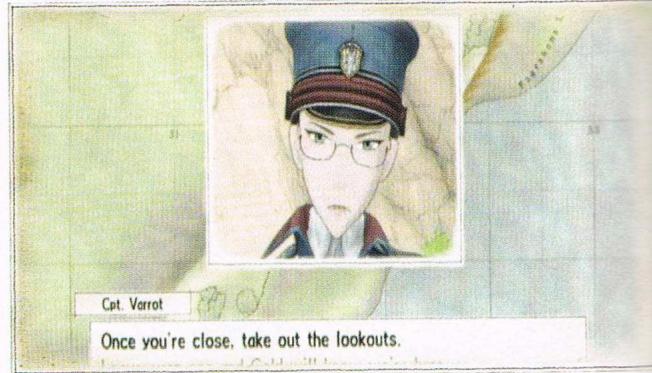
	EXP	DCT
Base	16200	31040

#### RANKING BONUSES

TURNS	EXP	DCT	# OF ENEMIES
1-2	A	32400	62080
3-4	B	24300	46560
5-6	C	16200	31040
7-20	D	0	0

## DEPLOYMENT

In this unusual mission, the objective is to sneak up on a house where hostages are being held and eliminate all three lookouts in a single turn. You can spend one turn getting your units in place and a second turn on the attack. However, you may as well use two Scouts and complete the mission on turn 1. Of course, don't forget to deploy Largo and Rosie for that extra CP to get the job done.



## ENEMY LIST



### Strike Fast, Strike Hard

Send your first Scout along the west wall, crawling through the grass to the west of the house. The blue sight line appears when you've spotted an enemy without being spotted; follow it to his location behind the water tower on the roof. Equip your rifle grenade launcher and fire a shot (from the grass) near the water tower.

Send the next Scout around the building to the east to catch the two remaining guards. Hit them while at close range to get the best chance for a kill.



CHARACTERS

BRIEFING

STORY MODE

REPORTS

RECRUITS

EQUIPMENT

POTENTIALS

MEDALS AND SECRETS

# reports

## flower of the battlefield Guarding the Refugee Camp

### VICTORY CONDITIONS:

Enemy held back (eight turns) or wiped out.

### Failure CONDITIONS:

Any Imperial unit enters the area; Welkin dies.

#### SCORE AND RANKINGS

	EXP	DCT
Base	23040	48600

#### RANKING BONUSES

TURNS	RANK	EXP	DCT
5	A	46080	97200
6	B	34560	72900
7	C	23040	48600
8	D	0	0

#### KILL BONUSES

ENEMY	EXP	DCT	# OF ENEMIES
Leader	250	250	4 on this map
Ace	1000	1000	1 on this map
Medium Tank	500	500	1 on this map
Heavy Tank	750	750	2 on this map

## DEPLOYMENT

There are no camps from which to summon reinforcements, so begin the mission with a full deployment of 10. You win this battle by defending your base for eight turns, or killing all of the attackers. Since the defensive method is only worth a possible D Rank, the following strategy focuses on a more lucrative counteroffensive.

Alicia and Zaka are occupied elsewhere, which provides two free slots in addition to Rosie, Largo, and the Edelweiss. A Sniper will have plenty of targets and an Engineer will refill lots of ammo, heal any wounded, and repair the Edelweiss. This makes quite an idea team!



# ENEMY LIST

<b>SCOUT ELITE</b> HP 229	<b>SNIPER ELITE</b> HP 153	<b>LANCER ELITE</b> HP 294	<b>TROOPER ELITE</b> HP 291
A	B	C	D
<b>TROOPER ELITE</b> HP 291	<b>TOYOLD THE BULL (ACE)</b> BHP THP body tread 3000 750	<b>TROOPER ELITE</b> HP 291	<b>TROOPER ELITE (LEADER)</b> HP 321
E	F	G	H
<b>TROOPER ELITE</b> HP 291	<b>ENGINEER ELITE</b> HP 189	<b>MEDIUM TANK (LEADER)</b> BHP THP body tread 2500 650	<b>HEAVY TANK</b> BHP THP body tread 3000 750
I	J	K	L
<b>SNIPER ELITE</b> HP 153	<b>LANCER ELITE</b> HP 294	<b>SCOUT ELITE</b> HP 229	<b>LANCER ELITE (LEADER)</b> HP 314
M	N	O	P
<b>SCOUT ELITE</b> HP 229	<b>TROOPER ELITE (LEADER)</b> HP 321	<b>TROOPER ELITE</b> HP 291	<b>TROOPER ELITE</b> HP 291
Q	R	S	T



### STEP 1: Fan Out and Find Cover

Each character must end every turn while in grass; if not, they'll be targeted by every enemy on the map. Move Largo, the Sniper, and the Engineer to the edge of the hill overlooking the dirt road. From this vantage point, have your Sniper shoot down the Shocktroopers to the east and let your Engineer go last so he can refill the Sniper's ammo.



Send Rosie east and have her lie down in a patch of grass just northeast of your compound. From this position, she can intercept any enemy Scouts or Shocktroopers who attempt to make a mad dash to the entrance.



You probably won't have enough CP on turn 1, but you should send the Edelweiss out to eliminate someone on turn 2. Next, park it to the west of the compound where none of the incoming tanks and Lancers can shoot it.

### STEP 2: Bide Your Time to Strike

On turn 2, have your Sniper gun down the Shocktroopers on the other side of the road (take out the leader first). Although the tanks are getting closer, don't rush to let Largo start destroying them. Moving them wastes a lot of your enemy's CP and, if you wait until turn 3, two of them will enter the grass. When this occurs, it makes things much easier for Largo to sneak behind their radiator plates.



If anyone makes it past Rosie and ends a turn within striking distance of your base, make them your top priority. If the enemies are in the grass, torch them using Rosie's flamethrower or run them down with the Edelweiss.

### STEP 3: Pick Off the Stragglers

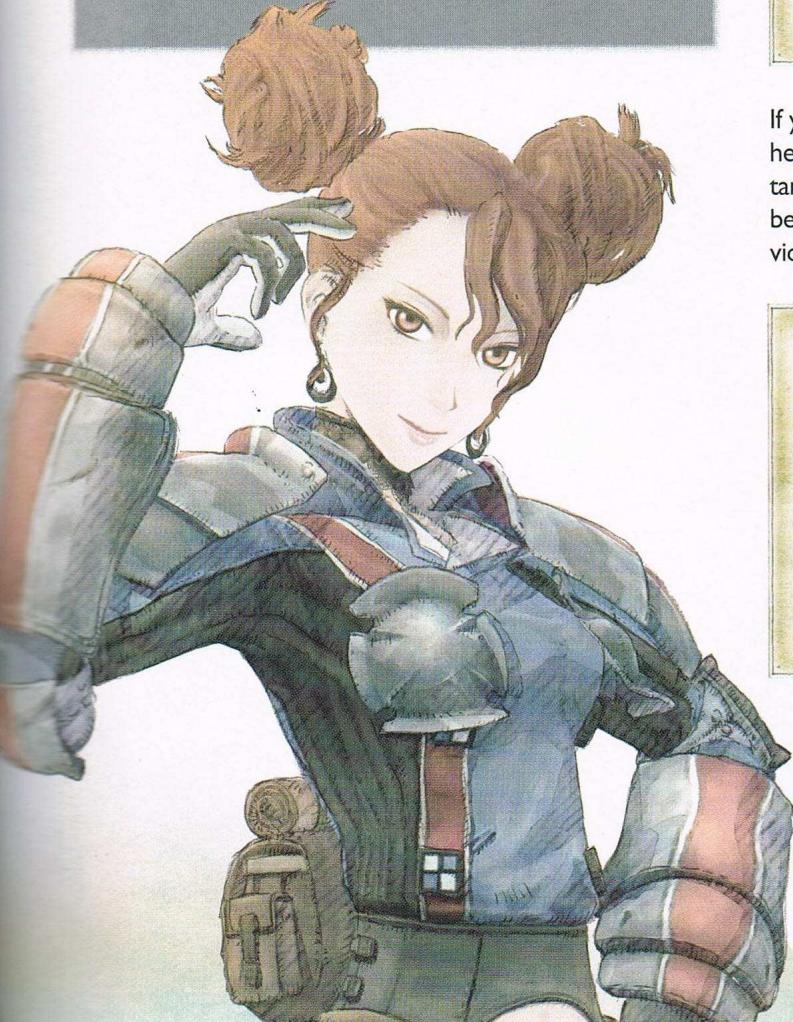
Most foes will gladly come to your troops, but there will always be a few stragglers. The soldiers located across the street to the north rarely leave their patch of grass, so send the Edelweiss to flush them out on turns 4 or 5. There may be other stragglers, so look for question marks and movement noises while on the Command Mode map screen.



### Toyold the Bull

#### Enemy Ace

The heavy tank piloted by Toyold the Bull doesn't seem much tougher than any of the other tanks. The only difference is that the reward for destroying it is the Firing Calculator, an item that will boost the Shamrock's accuracy!



# Recruits



## Leaders

Leaders join Squad 7 at set storyline points throughout the game. Unlike the other recruits, they cannot die; instead, they will retreat if their HP reaches 0 (zero). As leaders, they provide one Command Point for each turn that they're deployed in combat, so try to use them in every battle in which they're available.



**ALICIA MELCHIOTT**



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	230	235	240	245	250	255	260	265	270	275	300	305	310	315	320	325	330	335	340	345
Accuracy	30	31	32	33	34	35	36	37	38	39	45	46	47	48	49	50	51	52	53	54
Evade	30	31.2	32.4	33.6	34.8	36	37.2	38.4	39.6	40.8	62	63.2	64.4	65.6	66.8	68	69.2	70.4	71.6	72.8
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

**FRIENDS**

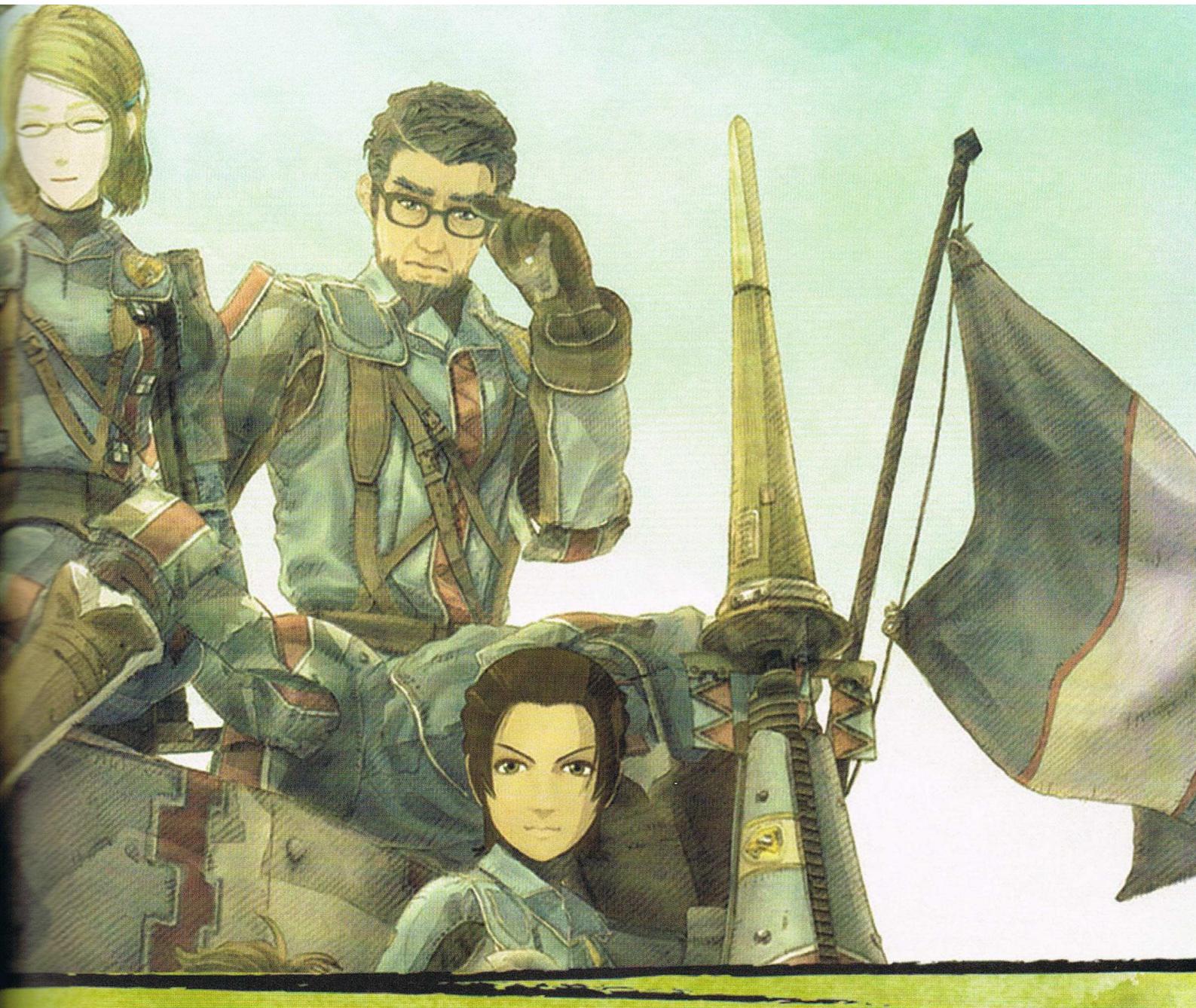


**POTENTIALS**

#1	#2	#3	#4
Country Bred	Maternal	Mysterious Body	Valkyria

**CLASS POTENTIALS**

#1	#2	#3	#4
Undodgeable Shot	First Aid Boost	Resist Crossfire	Double Movement



### BRIGITTE "ROSIE" STARK



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	235	242	249	256	263	270	277	284	291	298	335	342	349	356	363	370	377	384	391	398
Accuracy	10	11.3	12.6	13.9	15.2	16.5	17.8	19.1	20.4	21.7	33	34.3	35.6	36.9	38.2	39.5	40.8	42.1	43.4	44.7
Evade	10	10.6	11.2	11.8	12.4	13	13.6	14.2	14.8	15.4	26	26.6	27.2	27.8	28.4	29	29.6	30.2	30.8	31.4
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

#### FRIENDS

Largo	Cherry

#### POTENTIALS

#1	#2	#3	#4
Desert Allergy	Strong-Willed	Big Sister	Song of Peace

#### CLASS POTENTIALS

#1	#2	#3	#4
Undercover Fire	Undodgeable Shot	Dud Mine	Double Attack



## LARGO POTTER



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	265	274	283	292	301	310	319	328	337	346	405	414	423	432	441	450	459	468	477	486
Accuracy	10	10.6	11.2	11.8	12.4	13	13.6	14.2	14.8	15.4	21	21.6	22.2	22.8	23.4	24	24.6	25.2	25.8	26.4
Evade	10	10.4	10.8	11.2	11.6	12	12.4	12.8	13.2	13.6	19	19.4	19.8	20.2	20.6	21	21.4	21.8	22.2	22.6
AP	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Child of Nature	Loyal Teammate	Big-Hearted	Veggie-Maniac

### CLASS POTENTIALS

#1	#2	#3	#4
First Aid Boost	Tank Slayer	Dbl.Tank Damage	Ammo Refill



## WELKIN GUNTHER



### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Nature Lover	Calm Heart	Sibling Ties	Power of Love

### CLASS POTENTIALS

#1	#2	#3	#4
N/A	N/A	N/A	N/A

# Scouts



## MUSAAD MAYFIELD



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	225	230	235	240	245	250	255	260	265	270	295	300	305	310	315	320	325	330	335	340
Accuracy	13	13.7	14.4	15.1	15.8	16.5	17.2	17.9	18.6	19.3	25	25.7	26.4	27.1	27.8	28.5	29.2	29.9	30.6	31.3
Evade	20	21	22	23	24	25	26	27	28	29	50	51	52	53	54	55	56	57	58	59
AP	800	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS

Coby



Nina



### POTENTIALS

#1	#2	#3	#4
Child of Nature	Good Buddy	Bug in a Rug	Bloodthirsty

### CLASS POTENTIALS

#1	#2	#3	#4
Undodgeable Shot	Power Scout	Third Eye	Ultimate Evade



## HERMES KISSINGER



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	198	202	206	210	214	218	222	226	230	234	258	262	266	270	274	278	282	286	290	294
Accuracy	11	12.2	13.4	14.6	15.8	17	18.2	19.4	20.6	21.8	28	29.2	30.4	31.6	32.8	34	35.2	36.4	37.6	38.8
Evade	20	20.8	21.6	22.4	23.2	24	24.8	25.6	26.4	27.2	48	48.8	49.6	50.4	51.2	52	52.8	53.6	54.4	55.2
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS

NONE

### POTENTIALS

#1	#2	#3	#4
Meadow Bred	Fancies Women	Claustrophobic	Chronic Fatigue

### CLASS POTENTIALS

#1	#2	#3	#4
Stealth	First Aid Boost	Super Evasion	Concentration



## MELVILLE YOUNG



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	202	208	214	220	226	232	238	244	250	256	282	288	294	300	306	312	318	324	330	336
Accuracy	10	10.7	11.4	12.1	12.8	13.5	14.2	14.9	15.6	16.3	22	22.7	23.4	24.1	24.8	25.5	26.2	26.9	27.6	28.3
Evade	19	19.8	20.6	21.4	22.2	23	23.8	24.6	25.4	26.2	47	47.8	48.6	49.4	50.2	51	51.8	52.6	53.4	54.2
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS

Alex



Nina



Ted



### POTENTIALS

#1	#2	#3	#4
Desert Allergy	Chatty Cathy	Trooper Killer	Energetic

### CLASS POTENTIALS

#1	#2	#3	#4
Evasion Boost	First Aid Boost	Third Eye	Double Movement



## TED USTINOV

3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	200	204	208	212	216	220	224	228	232	236	260	264	268	272	276	280	284	288	292	296
Accuracy	10	10.9	11.8	12.7	13.6	14.5	15.4	16.3	17.2	18.1	24	24.9	25.8	26.7	27.6	28.5	29.4	30.3	31.2	32.1
Evade	20	21	22	23	24	25	26	27	28	29	50	51	52	53	54	55	56	57	58	59
AP	800	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

**FRIENDS**

Melville	Nancy	Cherry

**POTENTIALS**

#1	#2	#3	#4
Metal Allergy	Fancies Men	Fancies Women	Show-Off

**CLASS POTENTIALS**

#1	#2	#3	#4
Undodgeable Shot	Nocturnal	Dud Mine	Ultimate Evade



## WAVY

3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	198	202	206	210	214	218	222	226	230	234	258	262	266	270	274	278	282	286	290	294
Accuracy	15	15.7	16.4	17.1	17.8	18.5	19.2	19.9	20.6	21.3	27	27.7	28.4	29.1	29.8	30.5	31.2	31.9	32.6	33.3
Evade	23	24.5	26	27.5	29	30.5	32	33.5	35	36.5	58	59.5	61	62.5	64	65.5	67	68.5	70	71.5
AP	800	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

**FRIENDS**

Zaka	Nadine

**POTENTIALS**

#1	#2	#3	#4
Neat Freak	Darscen Bond	Camp Defender	Stonewall

**CLASS POTENTIALS**

#1	#2	#3	#4
Evasion Boost	Power Scout	Resist Crossfire	Double Movement



## MONTLEY LEONARD

3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	200	204	208	212	216	220	224	228	232	236	260	264	268	272	276	280	284	288	292	296
Accuracy	9	9.7	10.4	11.1	11.8	12.5	13.2	13.9	14.6	15.3	21	21.7	22.4	23.1	23.8	24.5	25.2	25.9	26.6	27.3
Evade	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	56	57.5	59	60.5	62	63.5	65	66.5	68	69.5
AP	800	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

**FRIENDS**

Nancy	Jann	Herbert

**POTENTIALS**

#1	#2	#3	#4
Meadow Bred	Aichmophobic	Impatient	N/A

**CLASS POTENTIALS**

#1	#2	#3	#4
Evasion Boost	Skilled Assassin	Third Eye	Full HP Recovery



## NOCE WORDSWORTH

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	200	205	210	215	220	225	230	235	240	245	270	275	280	285	290	295	300	305	310	315
Accuracy	11	11.9	12.8	13.7	14.6	15.5	16.4	17.3	18.2	19.1	25	25.9	26.8	27.7	28.6	29.5	30.4	31.3	32.2	33.1
Evade	19	19.8	20.6	21.4	22.2	23	23.8	24.6	25.4	26.2	47	47.8	48.6	49.4	50.2	51	51.8	52.6	53.4	54.2
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

**FRIENDS**

Alicia



Homer

**POTENTIALS**

#1	#2	#3	#4
Country Bred	Camaraderie	Bad Back	Welkin Hater

**CLASS POTENTIALS**

#1	#2	#3	#4
Sighting	First Aid Boost	Super Evasion	Concentration



## NANCY DUFOUR

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	185	190	195	200	205	210	215	220	225	230	255	260	265	270	275	280	285	290	295	300
Accuracy	16	16.9	17.8	18.7	19.6	20.5	21.4	22.3	23.2	24.1	30	30.9	31.8	32.7	33.6	34.5	35.4	36.3	37.2	38.1
Evade	19	19.8	20.6	21.4	22.2	23	23.8	24.6	25.4	26.2	47	47.8	48.6	49.4	50.2	51	51.8	52.6	53.4	54.2
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

**FRIENDS**

Ted

Montley

Emile

**POTENTIALS**

#1	#2	#3	#4
Meadow Bred	Good Buddy	Bug in a Rug	Klutz

**CLASS POTENTIALS**

#1	#2	#3	#4
Stealth	Power Scout	Dud Mine	Full HP Recovery



## RAMONA LINTON

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	187	192	197	202	207	212	217	222	227	232	257	262	267	272	277	282	287	292	297	302
Accuracy	15	15.9	16.8	17.7	18.6	19.5	20.4	21.3	22.2	23.1	29	29.9	30.8	31.7	32.6	33.5	34.4	35.3	36.2	37.1
Evade	19	19.8	20.6	21.4	22.2	23	23.8	24.6	25.4	26.2	47	47.8	48.6	49.4	50.2	51	51.8	52.6	53.4	54.2
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

**FRIENDS**

Edy

Cherry

Audrey

**POTENTIALS**

#1	#2	#3	#4
Neat Freak	Chatty Cathy	Chameleon	N/A

**CLASS POTENTIALS**

#1	#2	#3	#4
Undodgeable Shot	Nocturnal	Resist Crossfire	Ultimate Evade



## SUSIE EVANS

3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	187	192	197	202	207	212	217	222	227	232	257	262	267	272	277	282	287	292	297	302
Accuracy	14	14.7	15.4	16.1	16.8	17.5	18.2	18.9	19.6	20.3	26	26.7	27.4	28.1	28.8	29.5	30.2	30.9	31.6	32.3
Evade	20	21	22	23	24	25	26	27	28	29	50	51	52	53	54	55	56	57	58	59
AP	800	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Country Bred	Good Buddy	Trooper Hater	Humanitarian

### CLASS POTENTIALS

#1	#2	#3	#4
Sighting	First Aid Boost	Super Evasion	Full HP Recovery



## FREESIA YORK

3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	185	189	193	197	201	205	209	213	217	221	245	249	253	257	261	265	269	273	277	281
Accuracy	14	14.7	15.4	16.1	16.8	17.5	18.2	18.9	19.6	20.3	26	26.7	27.4	28.1	28.8	29.5	30.2	30.9	31.6	32.3
Evade	21	22.5	24	25.5	27	28.5	30	31.5	33	34.5	56	57.5	59	60.5	62	63.5	65	66.5	68	69.5
AP	800	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Desert Bred	Fancies Men	Under Pressure	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Evasion Boost	Nocturnal	Resist Crossfire	Concentration



## JUNO COREN

3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	183	187	191	195	199	203	207	211	215	219	243	247	251	255	259	263	267	271	275	279
Accuracy	15	15.9	16.8	17.7	18.6	19.5	20.4	21.3	22.2	23.1	29	29.9	30.8	31.7	32.6	33.5	34.4	35.3	36.2	37.1
Evade	21	22	23	24	25	26	27	28	29	30	51	52	53	54	55	56	57	58	59	60
AP	800	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Metal Allergy	Born Leader	Claustrophobic	Welkin Lover

### CLASS POTENTIALS

#1	#2	#3	#4
Stealth	Skilled Assassin	Super Evasion	Double Movement



## CHERRY STIJNEN

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	183	187	191	195	199	203	207	211	215	219	243	247	251	255	259	263	267	271	275	279
Accuracy	16	17.2	18.4	19.6	20.8	22	23.2	24.4	25.6	26.8	33	34.2	35.4	36.6	37.8	39	40.2	41.4	42.6	43.8
Evade	20	20.8	21.6	22.4	23.2	24	24.8	25.6	26.4	27.2	48	48.8	49.6	50.4	51.2	52	52.8	53.6	54.4	55.2
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS

Rosie	Ted	Ramona

### POTENTIALS

#1	#2	#3	#4
Child of Nature	Chatty Cathy	Fancies Men	Rosie Lover

### CLASS POTENTIALS

#1	#2	#3	#4
Undodgeable Shot	Skilled Assassin	Dud Mine	Ultimate Evade



## AIKA THOMPSON

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	195	201	207	213	219	225	231	237	243	249	275	281	287	293	299	305	311	317	323	329
Accuracy	15	15.7	16.4	17.1	17.8	18.5	19.2	19.9	20.6	21.3	27	27.7	28.4	29.1	29.8	30.5	31.2	31.9	32.6	33.3
Evade	22	22.8	23.6	24.4	25.2	26	26.8	27.6	28.4	29.2	50	50.8	51.6	52.4	53.2	54	54.8	55.6	56.4	57.2
AP	800	800	800	800	800	800	800	800	800	900	900	900	900	900	900	900	900	900	900	900
Defense	0	0	0	0	0	0	0	0	0	0	3	3	3	3	3	3	3	3	3	3

### FRIENDS

Vyse	Yoko	Dallas

### POTENTIALS

#1	#2	#3	#4
Pollen Allergy	Good Buddy	Runner's High	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Stealth	Nocturnal	Resist Crossfire	Double Movement

# Shocktroopers



## ALEX RAYMOND



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
HP	228	234	240	246	252	258	264	270	276	282	288	318	324	330	336	342	348	354	360	366	372
Accuracy	10	11.2	12.4	13.6	14.8	16	17.2	18.4	19.6	20.8	32	33.2	34.4	35.6	36.8	38	39.2	40.4	41.6	42.8	
Evide	11	11.6	12.2	12.8	13.4	14	14.6	15.2	15.8	16.4	27	27.6	28.2	28.8	29.4	30	30.6	31.2	31.8	32.4	
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450	
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20	

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Neat Freak	Night Vision	Scout Killer	Acrobat

### CLASS POTENTIALS

#1	#2	#3	#4
Melee Skills	Ambush Spotter	Neutralize	Ultimate Damage



## KEVIN ABBOTT



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	238	244	250	256	262	268	274	280	286	292	328	334	340	346	352	358	364	370	376	382
Accuracy	10	11.2	12.4	13.6	14.8	16	17.2	18.4	19.6	20.8	32	33.2	34.4	35.6	36.8	38	39.2	40.4	41.6	42.8
Evide	10	10.6	11.2	11.8	12.4	13	13.6	14.2	14.8	15.4	26	26.6	27.2	27.8	28.4	29	29.6	30.2	30.8	31.4
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Metal Head	Claustrophobic	Indecisive	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
First Aid Boost	Kamikaze	Dud Mine	Double Attack



## COBY CAIRD



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	232	239	246	253	260	267	274	281	288	295	332	339	346	353	360	367	374	381	388	395
Accuracy	13	14	15	16	17	18	19	20	21	22	33	34	35	36	37	38	39	40	41	42
Evide	12	12.6	13.2	13.8	14.4	15	15.6	16.2	16.8	17.4	28	28.6	29.2	29.8	30.4	31	31.6	32.2	32.8	33.4
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Country Bred	Born Leader	Bad Back	Alicia Hater

### CLASS POTENTIALS

#1	#2	#3	#4
Damage Boost	Undodgeable Shot	Dud Mine	Phoenix



## SALINAS MILTON



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	230	236	242	248	254	260	266	272	278	284	320	326	332	338	344	350	356	362	368	374
Accuracy	9	10	11	12	13	14	15	16	17	18	29	30	31	32	33	34	35	36	37	38
Evade	11	11.7	12.4	13.1	13.8	14.5	15.2	15.9	16.6	17.3	28	28.7	29.4	30.1	30.8	31.5	32.2	32.9	33.6	34.3
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Desert Allergy	Fancies Women	Lancer Killer	Tank Lover

**CLASS POTENTIALS**

#1	#2	#3	#4
Melee Skills	Ambush Spotter	Super Damage	Full HP Recovery



## HANNES SALINGER



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	232	239	247	254	262	269	277	284	292	299	337	344	352	359	367	374	382	389	397	404
Accuracy	10	11	12	13	14	15	16	17	18	19	30	31	32	33	34	35	36	37	38	39
Evade	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	24	24.5	25	25.5	26	26.5	27	27.5	28	28.5
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Child of Nature	Imp Hater	Daredevil	N/A

**CLASS POTENTIALS**

#1	#2	#3	#4
Undercover Fire	Kamikaze	Mid-Range Skills	Ultimate Damage



## MICA HAWKINS



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	228	234	240	246	252	258	264	270	276	282	318	324	330	336	342	348	354	360	366	372
Accuracy	11	12.5	14	15.5	17	18.5	20	21.5	23	24.5	36	37.5	39	40.5	42	43.5	45	46.5	48	49.5
Evade	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	25	25.5	26	26.5	27	27.5	28	28.5	29	29.5
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Metal Head	Pessimist	Jam Jinxed	N/A

**CLASS POTENTIALS**

#1	#2	#3	#4
Damage Boost	Fearless Will	Mid-Range Skills	Phoenix



## VYSE INGLEBARD



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	240	247	254	261	268	275	282	289	296	303	340	347	354	361	368	375	382	389	396	403
Accuracy	12	13.2	14.4	15.6	16.8	18	19.2	20.4	21.6	22.8	34	35.2	36.4	37.6	38.8	40	41.2	42.4	43.6	44.8
Evade	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	24	24.5	25	25.5	26	26.5	27	27.5	28	28.5
AP	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS

Alex	Aika	Hector

### POTENTIALS

#1	#2	#3	#4
Child of Nature	Born Leader	Challenge Lover	

### CLASS POTENTIALS

#1	#2	#3	#4
First Aid Boost	Undodgeable Shot	Super Damage	Double Attack



## LYNN



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	232	238	244	250	256	262	268	274	280	286	322	328	334	340	346	352	358	364	370	376
Accuracy	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	43	44.5	46	47.5	49	50.5	52	53.5	55	56.5
Evade	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	24	24.5	25	25.5	26	26.5	27	27.5	28	28.5
AP	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS

Zaka	Karl

### POTENTIALS

#1	#2	#3	#4
Child of Nature	Darsen Bond	Trooper Killer	Hard Worker

### CLASS POTENTIALS

#1	#2	#3	#4
Undercover Fire	Ambush Spotter	Dud Mine	Full HP Recovery



## WENDY CHESLOCK



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	213	219	225	231	237	243	249	255	261	267	303	309	315	321	327	333	339	345	351	357
Accuracy	18	19.5	21	22.5	24	25.5	27	28.5	30	31.5	43	44.5	46	47.5	49	50.5	52	53.5	55	56.5
Evade	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	25	25.5	26	26.5	27	27.5	28	28.5	29	29.5
AP	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS

NONE

### POTENTIALS

#1	#2	#3	#4
Metal Head	Shut-In	Outcast	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Damage Boost	Kamikaze	Dud Mine	Phoenix



## EDY NELSON



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	215	221	227	233	239	245	251	257	263	269	305	311	317	323	329	335	341	347	353	359
Accuracy	14	15.2	16.4	17.6	18.8	20	21.2	22.4	23.6	24.8	36	37.2	38.4	39.6	40.8	42	43.2	44.4	45.6	46.8
Evade	11	11.6	12.2	12.8	13.4	14	14.6	15.2	15.8	16.4	27	27.6	28.2	28.8	29.4	30	30.6	31.2	31.8	32.4
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Country Bred	Panicky	Born Leader	Rosie Hater

### CLASS POTENTIALS

#1	#2	#3	#4
Melee Skills	Undodgeable Shot	Super Damage	Phoenix



## AISHA NEUMANN



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	213	220	227	234	241	248	255	262	269	276	313	320	327	334	341	348	355	362	369	376
Accuracy	15	16	17	18	19	20	21	22	23	24	35	36	37	38	39	40	41	42	43	44
Evade	11	11.7	12.4	13.1	13.8	14.5	15.2	15.9	16.6	17.3	28	28.7	29.4	30.1	30.8	31.5	32.2	32.9	33.6	34.3
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Desert Allergy	Panicky	Lonely	Starting Dash

### CLASS POTENTIALS

#1	#2	#3	#4
First Aid Boost	Ambush Spotter	Neutralize	Ultimate Damage



## JANE TURNER



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	215	222	229	236	243	250	257	264	271	278	315	322	329	336	343	350	357	364	371	378
Accuracy	15	16.2	17.4	18.6	19.8	21	22.2	23.4	24.6	25.8	37	38.2	39.4	40.6	41.8	43	44.2	45.4	46.6	47.8
Evade	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	25	25.5	26	26.5	27	27.5	28	28.5	29	29.5
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Child of Nature	Imp Hater	Lancer Killer	Sadist

### CLASS POTENTIALS

#1	#2	#3	#4
Undercover Fire	Fearless Will	Mid-Range Skills	Full HP Recovery



## DOROTHY HOWARD



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	217	224	231	238	245	252	259	266	273	280	317	324	331	338	345	352	359	366	373	380
Accuracy	14	15	16	17	18	19	20	21	22	23	34	35	36	37	38	39	40	41	42	43
Evade	10	10.6	11.2	11.8	12.4	13	13.6	14.2	14.8	15.4	26	26.6	27.2	27.8	28.4	29	29.6	30.2	30.8	31.4
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS

Mica



Claudia



### POTENTIALS

#1	#2	#3	#4
Metal Head	Frail Body	Stage Fright	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Damage Boost	Kamikaze	Neutralize	Double Attack



## NINA STREISS



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	230	237	245	252	260	267	275	282	290	297	335	342	350	357	365	372	380	387	395	402
Accuracy	15	16	17	18	19	20	21	22	23	24	35	36	37	38	39	40	41	42	43	44
Evade	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	24	24.5	25	25.5	26	26.5	27	27.5	28	28.5
AP	350	350	350	350	350	350	350	350	350	350	450	450	450	450	450	450	450	450	450	450
Defense	10	10	10	10	10	10	10	10	10	10	20	20	20	20	20	20	20	20	20	20

### FRIENDS

Musaad



Melville



Rosina



### POTENTIALS

#1	#2	#3	#4
Country Bred	Camp Defender	Lancer Hater	Tank Hater

### CLASS POTENTIALS

#1	#2	#3	#4
First Aid Boost	Fearless Will	Super Damage	Double Attack

# Lancers



## JANN WALKER



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	262	271	280	289	298	307	316	325	334	343	402	411	420	429	438	447	456	465	474	483
Accuracy	10	10.3	10.5	10.8	11	11.3	11.5	11.8	12	12.3	17.5	17.8	18	18.3	18.5	18.8	19	19.3	19.5	19.8
Evade	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	7	7.2	7.4	7.6	7.8	8	8.2	8.4	8.6	8.8
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Pollen Allergy	Fancies Men	Largo Lover	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Tank Killer	Extra Shot	Dbl.Tank Damage	Ult. Anti-armor



## NILS DAERDEN



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	260	268	276	284	292	300	308	316	324	332	390	398	406	414	422	430	438	446	454	462
Accuracy	11	11.3	11.6	11.9	12.2	12.5	12.8	13.1	13.4	13.7	19	19.3	19.6	19.9	20.2	20.5	20.8	21.1	21.4	21.7
Evade	0	0.3	0.6	0.9	1.2	1.5	1.8	2.1	2.4	2.7	8	8.3	8.6	8.9	9.2	9.5	9.8	10.1	10.4	10.7
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

### FRIENDS

NONE

### POTENTIALS

#1	#2	#3	#4
City Kid	Lone Wolf	Camp Defender	Misogynist

### CLASS POTENTIALS

#1	#2	#3	#4
First Aid Boost	Stand Ready	Super Anti-armor	Ammo Refill



## THEOLD BOHR



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	260	267	274	281	288	295	302	309	316	323	380	387	394	401	408	415	422	429	436	443
Accuracy	13	13.3	13.6	13.9	14.2	14.5	14.8	15.1	15.4	15.7	21	21.3	21.6	21.9	22.2	22.5	22.8	23.1	23.4	23.7
Evade	0	0.4	0.8	1.2	1.6	2	2.4	2.8	3.2	3.6	9	9.4	9.8	10.2	10.6	11	11.4	11.8	12.2	12.6
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

### FRIENDS

NONE

### POTENTIALS

#1	#2	#3	#4
Child of Nature	Darscen Hater	Night Blind	Bully

### CLASS POTENTIALS

#1	#2	#3	#4
Anti-armor Boost	Tank Slayer	Poison Tolerance	Tank Destroyer



## WALTER NASH

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	260	267	274	281	288	295	302	309	316	323	380	387	394	401	408	415	422	429	436	443
Accuracy	12	12.3	12.5	12.8	13	13.3	13.5	13.8	14	14.3	19.5	19.8	20	20.3	20.5	20.8	21	21.3	21.5	21.8
Evade	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	11	11.5	12	12.5	13	13.5	14	14.5	15	15.5
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

### FRIENDS

Freesia	Jann

### POTENTIALS

#1	#2	#3	#4
Desert Bred	Pessimist	Night Vision	Cocky

### CLASS POTENTIALS

#1	#2	#3	#4
Anti-armor Boost	Stand Ready	Dbl.Tank Damage	Ammo Refill



## HECTOR CALVEY

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	258	265	272	279	286	293	300	307	314	321	378	385	392	399	406	413	420	427	434	441
Accuracy	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	20	20.5	21	21.5	22	22.5	23	23.5	24	24.5
Evade	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	7	7.2	7.4	7.6	7.8	8	8.2	8.4	8.6	8.8
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

### FRIENDS

Alex	Vyse	Rosina

### POTENTIALS

#1	#2	#3	#4
Metal Allergy	Born Leader	Intimate Company	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Tank Killer	Extra Shot	Super Anti-armor	Tank Destroyer



## AUDREY HEITINGA

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	248	255	262	269	276	283	290	297	304	311	368	375	382	389	396	403	410	417	424	431
Accuracy	20	20.3	20.6	20.9	21.2	21.5	21.8	22.1	22.4	22.7	28	28.3	28.6	28.9	29.2	29.5	29.8	30.1	30.4	30.7
Evade	1	1.4	1.8	2.2	2.6	3	3.4	3.8	4.2	4.6	10	10.4	10.8	11.2	11.6	12	12.4	12.8	13.2	13.6
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

### FRIENDS

Welkin	Salinas	Ramona

### POTENTIALS

#1	#2	#3	#4
Pollen Allergy	Good Buddy	Camaraderie	Mooch

### CLASS POTENTIALS

#1	#2	#3	#4
First Aid Boost	Tank Slayer	Poison Tolerance	Ult.Anti-armor



## ROSINA SELDEN



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	247	256	265	274	283	292	301	310	319	328	387	396	405	414	423	432	441	450	459	468
Accuracy	19	19.3	19.5	19.8	20	20.3	20.5	20.8	21	21.3	26.5	26.8	27	27.3	27.5	27.8	28	28.3	28.5	28.8
Evade	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	7	7.2	7.4	7.6	7.8	8	8.2	8.4	8.6	8.8
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Desert Allergy	Darscen Hater	Into Macho Men	N/A

**CLASS POTENTIALS**

#1	#2	#3	#4
Anti-armor Boost	Stand Ready	Poison Tolerance	Tank Destroyer



## YOKO MARTENS

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	245	253	261	269	277	285	293	301	309	317	375	383	391	399	407	415	423	431	439	447
Accuracy	21	21.3	21.6	21.9	22.2	22.5	22.8	23.1	23.4	23.7	29	29.3	29.6	29.9	30.2	30.5	30.8	31.1	31.4	31.7
Evade	0	0.3	0.6	0.9	1.2	1.5	1.8	2.1	2.4	2.7	8	8.3	8.6	8.9	9.2	9.5	9.8	10.1	10.4	10.7
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
City Kid	Born Leader	Largo Hater	N/A

**CLASS POTENTIALS**

#1	#2	#3	#4
First Aid Boost	Tank Slayer	Super Anti-armor	Ammo Refill



## ELYSSE MOORE

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	245	253	261	269	277	285	293	301	309	317	375	383	391	399	407	415	423	431	439	447
Accuracy	14	14.3	14.5	14.8	15	15.3	15.5	15.8	16	16.3	21.5	21.8	22	22.3	22.5	22.8	23	23.3	23.5	23.8
Evade	1	1.4	1.8	2.2	2.6	3	3.4	3.8	4.2	4.6	10	10.4	10.8	11.2	11.6	12	12.4	12.8	13.2	13.6
AP	350	350	350	350	350	350	350	350	350	350	400	400	400	400	400	400	400	400	400	400
Defense	6	6	6	6	6	6	6	6	6	6	12	12	12	12	12	12	12	12	12	12

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Neat Freak	Camp Defender	Scout Hater	Slow Starter

**CLASS POTENTIALS**

#1	#2	#3	#4
Tank Killer	Extra Shot	Dbl. Tank Damage	Ult. Anti-armor

# Engineers



## KNUTE YUNG



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	190	192	194	196	199	201	203	206	208	210	223	225	227	229	232	234	236	239	241	243
Accuracy	1	2.5	4	5.5	7	8.5	10	11.5	13	14.5	26	27.5	29	30.5	32	33.5	35	36.5	38	39.5
Evade	20	20.5	21	21.5	22	22.5	23	23.5	24	24.5	35	35.5	36	36.5	37	37.5	38	38.5	39	39.5
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	I	I	I	I	I	I	I	I	I	I

### FRIENDS

Susie Homer Cezary

### POTENTIALS

#1	#2	#3	#4
Metal Allergy	Night Vision	Engineer Killer	Lucky

### CLASS POTENTIALS

#1	#2	#3	#4
Undodgeable Shot	Demolition Man	Super Defense	Double Action



## HERBERT NIELSEN



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	160	162	164	166	169	171	173	176	178	180	193	195	197	199	202	204	206	209	211	213
Accuracy	0	1	2	3	4	5	6	7	8	9	20	21	22	23	24	25	26	27	28	29
Evade	21	21.7	22.4	23.1	23.8	24.5	25.2	25.9	26.6	27.3	38	38.7	39.4	40.1	40.8	41.5	42.2	42.9	43.6	44.3
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	I	I	I	I	I	I	I	I	I	I

### FRIENDS

Montley Ramsey

### POTENTIALS

#1	#2	#3	#4
Desert bred	Fatalist	Moody	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Repair Boost	Resist Counters	Super First Aid	Ultimate Defense



## KARL LANDZAAT



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	162	165	168	171	174	177	180	183	186	189	202	205	208	211	214	217	220	223	226	229
Accuracy	0	1.2	2.4	3.6	4.8	6	7.2	8.4	9.6	10.8	22	23.2	24.4	25.6	26.8	28	29.2	30.4	31.6	32.8
Evade	19	19.5	20	20.5	21	21.5	22	22.5	23	23.5	34	34.5	35	35.5	36	36.5	37	37.5	38	38.5
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	I	I	I	I	I	I	I	I	I	I

### FRIENDS

Kevin Lynn

### POTENTIALS

#1	#2	#3	#4
Metal Head	Lonely	Head-Lit Deer	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Undodgeable Shot	Poison Tolerance	Super Repair	Invincible



## HOMER PERSON



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	160	162	164	166	169	171	173	176	178	180	193	195	197	199	202	204	206	209	211	213
Accuracy	10	11.2	12.4	13.6	14.8	16	17.2	18.4	19.6	20.8	32	33.2	34.4	35.6	36.8	38	39.2	40.4	41.6	42.8
Evade	20	20.6	21.2	21.8	22.4	23	23.6	24.2	24.8	25.4	36	36.6	37.2	37.8	38.4	39	39.6	40.2	40.8	41.4
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Neat Freak	Frail Body	Lonely	Masochist

**GLASS POTENTIALS**

#1	#2	#3	#4
Undodgeable Shot	Poison Tolerance	Super First Aid	Ultimate Defense



## DALLAS WYATT



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	145	148	151	154	157	160	163	166	169	172	185	188	191	194	197	200	203	206	209	212
Accuracy	6	7.2	8.4	9.6	10.8	12	13.2	14.4	15.6	16.8	28	29.2	30.4	31.6	32.8	34	35.2	36.4	37.6	38.8
Evade	19	19.5	20	20.5	21	21.5	22	22.5	23	23.5	34	34.5	35	35.5	36	36.5	37	37.5	38	38.5
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Desert Allergy	Man Hater	Fancies Women	Alicia Lover

**GLASS POTENTIALS**

#1	#2	#3	#4
Defense Boost	Demolition Man	Super Repair	Double Action



## RAMSEY CLEMENT



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	143	145	147	149	152	154	156	159	161	163	176	178	180	182	185	187	189	192	194	196
Accuracy	6	7.5	9	10.5	12	13.5	15	16.5	18	19.5	31	32.5	34	35.5	37	38.5	40	41.5	43	44.5
Evade	20	20.5	21	21.5	22	22.5	23	23.5	24	24.5	35	35.5	36	36.5	37	37.5	38	38.5	39	39.5
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Metal Head	Fatalist	Maintenance Lazy	N/A

**GLASS POTENTIALS**

#1	#2	#3	#4
Repair Boost	Resist Counters	Super First Aid	Invincible



## NADINE



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	145	148	151	154	157	160	163	166	169	172	185	188	191	194	197	200	203	206	209	212
Accuracy	4	5	6	7	8	9	10	11	12	13	24	25	26	27	28	29	30	31	32	33
Evade	21	21.6	22.2	22.8	23.4	24	24.6	25.2	25.8	26.4	37	37.6	38.2	38.8	39.4	40	40.6	41.2	41.8	42.4
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	I	I	I	I	I	I	I	I	I	I

### FRIENDS

Zaka

Wavy



### POTENTIALS

#1	#2	#3	#4
Pollen Allergy	Darscen Bond	Camaraderie	Rear Guard

### CLASS POTENTIALS

#1	#2	#3	#4
Repair Boost	Resist Counters	Super Defense	Double Action



## CLAUDIA MANN



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	230	235	240	245	250	255	260	265	270	275	300	305	310	315	320	325	330	335	340	345
Accuracy	4	5	6	7	8	9	10	11	12	13	24	25	26	27	28	29	30	31	32	33
Evade	22	22.5	23	23.5	24	24.5	25	25.5	26	26.5	37	37.5	38	38.5	39	39.5	40	40.5	41	41.5
AP	600	600	600	600	600	600	600	600	600	600	650	650	650	650	650	650	650	650	650	650
Defense	0	0	0	0	0	0	0	0	0	0	I	I	I	I	I	I	I	I	I	I

### FRIENDS

Aisha

Dorothy



### POTENTIALS

#1	#2	#3	#4
City Kid	Shut-In	Unlucky	N/A

### CLASS POTENTIALS

#1	#2	#3	#4
Defense Boost	Demolition Man	Super Repair	Invincible

# Snipers



## EMILE BIELERT



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	138	140	143	145	148	150	153	155	158	160	173	175	178	180	183	185	188	190	193	195
Accuracy	16	18	20	22	24	26	28	30	32	34	46	48	50	52	54	56	58	60	62	64
Evade	0	0.2	0.4	0.6	0.8	I	1.2	1.4	1.6	1.8	7	7.2	7.4	7.6	7.8	8	8.2	8.4	8.6	8.8
AP	250	250	250	250	250	250	250	250	250	250	300	300	300	300	300	300	300	300	300	300
Defense	0	0	0	0	0	0	0	0	0	0	I	I	I	I	I	I	I	I	I	I

### FRIENDS

Nancy

Freesia

Oscar



### POTENTIALS

#1	#2	#3	#4
Meadow Bred	Frail Body	Good Buddy	Never Say Die

### CLASS POTENTIALS

#1	#2	#3	#4
Accuracy Boost	Roof Hunter	Critical Shot	Ammo Refill



## OSCAR BIELERT

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	138	140	143	145	148	150	153	155	158	160	173	175	178	180	183	185	188	190	193	195
Accuracy	10	11.6	13.2	14.8	16.4	18	19.6	21.2	22.8	24.4	36	37.6	39.2	40.8	42.4	44	45.6	47.2	48.8	50.4
Evade	1	1.4	1.8	2.2	2.6	3	3.4	3.8	4.2	4.6	10	10.4	10.8	11.2	11.6	12	12.4	12.8	13.2	13.6
AP	250	250	250	250	250	250	250	250	250	250	300	300	300	300	300	300	300	300	300	300
Defense	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Meadow Bred	Imp Hater	Night Vision	Coward

**CLASS POTENTIALS**

#1	#2	#3	#4
Nest Master	Extra Shot	Super Accuracy	Eagle Eye



## CEZARY REGARD

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	142	145	149	152	156	159	163	166	170	173	187	190	194	197	201	204	208	211	215	218
Accuracy	13	14.6	16.2	17.8	19.4	21	22.6	24.2	25.8	27.4	39	40.6	42.2	43.8	45.4	47	48.6	50.2	51.8	53.4
Evade	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	7	7.2	7.4	7.6	7.8	8	8.2	8.4	8.6	8.8
AP	250	250	250	250	250	250	250	250	250	250	300	300	300	300	300	300	300	300	300	300
Defense	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	

**FRIENDS****POTENTIALS**

#1	#2	#3	#4
Desert Bred	Darscen Hater	Sniper Killer	Acrophobic

**CLASS POTENTIALS**

#1	#2	#3	#4
Perfect Dodge	Backup Sniping	Super Accuracy	Eagle Eye



## MARINA WULFSTAN

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	125	127	130	132	135	137	140	142	145	147	160	162	165	167	170	172	175	177	180	182
Accuracy	16	18	20	22	24	26	28	30	32	34	46	48	50	52	54	56	58	60	62	64
Evade	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	7	7.2	7.4	7.6	7.8	8	8.2	8.4	8.6	8.8
AP	250	250	250	250	250	250	250	250	250	250	300	300	300	300	300	300	300	300	300	300
Defense	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	

**FRIENDS**

NONE

**POTENTIALS**

#1	#2	#3	#4
Pollen Allergy	Lone Wolf	Night Vision	My Way

**CLASS POTENTIALS**

#1	#2	#3	#4
Nest Master	Extra Shot	Penetrator	Ult. Accuracy



## CATHERINE O'HARA



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	123	126	130	133	137	140	144	147	151	154	168	171	175	178	182	185	189	192	196	199
Accuracy	15	16.6	18.2	19.8	21.4	23	24.6	26.2	27.8	29.4	41	42.6	44.2	45.8	47.4	49	50.6	52.2	53.8	55.4
Evade	1	1.4	1.8	2.2	2.6	3	3.4	3.8	4.2	4.6	10	10.4	10.8	11.2	11.6	12	12.4	12.8	13.2	13.6
AP	250	250	250	250	250	250	250	250	250	300	300	300	300	300	300	300	300	300	300	300
Defense	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1

### FRIENDS



### POTENTIALS

#1	#2	#3	#4
Meadow Bred	Pessimist	Camaraderie	Ammo Worries

### CLASS POTENTIALS

#1	#2	#3	#4
Accuracy Boost	Roof Hunter	Penetrator	Ammo Refill



## Equipment

The most common way to acquire new weapons is to develop them at the Randgriz R&D Facility, where new weapon upgrades become available after each battle. Whenever you develop a new weapon, you receive an infinite supply of it so every character in that class can equip it. Other weapons aren't as abundant; for example, the Imperial series of weapons (usually begin with a "ZM") can only be earned by defeating enemy aces on the battlefield. In addition, they can only be equipped by a single character. Royal weapons (the Gallian, Mags, GSM, and Lancaar MxR series) are similarly unique, although Princess Cordelia may randomly award multiple copies of the same weapon.

# Shocktroopers

Of all the classes, Shocktroopers gain the most when they reach elite status at level 11. In addition to the ability to wield flamethrowers, they gain 100 AP per turn, as opposed to the 50 AP bonus for most other classes. Getting these troops to that level won't come cheap; they're the most expensive class to level up in the game!

## LEVEL UP CHART

Level	What's Acquired
Level 3	New Class Potential
Level 5	Order: "Attack Boost Order"
Level 7	New Class Potential
Level 10	Order: "All Units Attack"
Level 11	New Class Potential
Level 13	Order: "Neutralize"
Level 16	Order: "First Aid"
Level 19	New Class Potential

	AVAILABILITY	DEV. NAME	DEV. COST	AIM	RANGE	POWER VS PERS	POWER VS ARMOR	CLIP SIZE	EFFECT	AMMO
Mags M1		Starting Equipment	Basic Machine Gun	--	D	200	20	40	20	--
Mags M2		R&D Facility: Ch. 2	Firepower Boost 1	500	D	200	21	40	20	--
Mags M3		R&D Facility: Ch. 5	Firepower Boost 2	2000	D	200	22	45	20	--
Mags M4		R&D Facility: Ch. 7	Firepower Boost 3	4500	D	200	23	45	20	--
Mags M10		R&D Facility: Ch. 8	Firepower Boost 4	8000	D	200	25	50	20	--
Mags M11		R&D Facility: Ch. 10	Firepower Boost 5	12500	D	200	26	51	20	--
Mags M12		R&D Facility: Ch. 11	Firepower Boost 6	18000	D	200	27	52	20	--
Mags M20		R&D Facility: Ch. 13	Firepower Boost 7	24500	D	200	30	54	20	--
Mags M21		R&D Facility: Ch. 15	Firepower Boost 8	32000	D	200	32	55	20	--
Mags M22		R&D Facility: Ch. 16	Firepower Boost 9	40500	D	200	34	56	20	--
Mags M30		R&D Facility: Ch. 18	Firepower Boost 10	50000	D	200	37	58	20	--
MAJ-X M1		R&D Facility: Ch. 8	Added Effect 4	8000	D	180	20	47	15	Attack Down
MAJ-X M2		R&D Facility: Ch. 10	Added Effect 5	12500	D	180	21	48	15	Attack Down
MAJ-X M3		R&D Facility: Ch. 11	Added Effect 6	18000	D	180	22	49	15	Attack Down
MAJ-X M10		R&D Facility: Ch. 13	Added Effect 7	24500	D	180	25	51	15	Attack Down
MAJ-X M11		R&D Facility: Ch. 15	Added Effect 8	32000	D	180	26	52	15	Attack Down
MAJ-X M12		R&D Facility: Ch. 16	Added Effect 9	40500	D	180	27	52	15	Attack Down
MAJ-X M20		R&D Facility: Ch. 18	Added Effect 10	50000	D	180	30	54	15	Attack Down
T-MAG 1		R&D Facility: Ch. 10 (Elite only)	Clip Size Up 5	12500	D	200	21	49	25	--
T-MAG 2		R&D Facility: Ch. 11 (Elite only)	Clip Size Up 6	18000	D	200	22	50	25	--
T-MAG 10		R&D Facility: Ch. 13 (Elite only)	Clip Size Up 7	24500	D	200	22	52	30	--
T-MAG 11		R&D Facility: Ch. 15 (Elite only)	Clip Size Up 8	32000	D	200	23	53	30	--
T-MAG 12		R&D Facility: Ch. 16 (Elite only)	Clip Size Up 9	40500	D	200	25	54	30	--
T-MAG 20		R&D Facility: Ch. 18 (Elite only)	Clip Size Up 10	50000	D	200	25	56	35	--
Mags MIR		Audience Hall: Ch. 10-11	--	--	D	200	30	55	20	--
Mags M3R		Audience Hall: Ch. 12-14	--	--	D	200	33	57	20	--
Mags M10R		Audience Hall: Ch. 15	--	--	D	200	37	58	20	--
Mags M20R		Audience Hall: Ch. 16-17	--	--	C	200	41	59	20	--
Mags M30R		Audience Hall: Ch. 18	--	--	C	200	44	60	20	--
ZM MP 1(g)		Enemy Ace: Ch. 3	--	--	C	200	35	58	20	--
ZM MP 2(g)		Enemy Ace: Ch. 5	--	--	C	200	38	59	20	--
ZM MP 3(g)		Enemy Ace: Ch. 8-1	--	--	C	200	43	60	20	--
ZM MP 4(g)		Enemy Ace: Ch. 14	--	--	C	200	53	61	20	--
ZM MP 5(g)		Enemy Ace: Ch. 17	--	--	C	200	56	63	20	--

# Snipers

Snipers are the rarest class in the game. In fact, you'll most likely only have two Snipers available when you form Squad 7. It can be difficult to justify leveling up a class with so few members, but it's well worth it. The "Penetration" order learned at level 15 is a must-have for the game's final chapters!

## LEVEL UP CHART

Level	What's Acquired
Level 2	New Class Potential
Level 5	Order: "Aim Boost"
Level 8	New Class Potential
Level 10	Order: "All Units Aim"
Level 13	New Class Potential
Level 15	Order: "Penetration"
Level 16	New Class Potential
Level 18	Order: "Attack Weak Spot"

	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	AIM	RANGE	POWER (VS MAN)	POWER (VS ARMOR)	CLIP SIZE	EFFECT	AMMO	
GSR-1		Starting Equipment	Basic Sniper Rifle	--	C	1000	70	50	I	--	3
GSR-2		R&D Facility: Ch. 3	Accuracy Boost 1	500	C	1000	75	55	I	--	3
GSR-3		R&D Facility: Ch. 4	Accuracy Boost 2	2000	C	1100	80	65	I	--	3
GSR-4		R&D Facility: Ch. 6	Accuracy Boost 3	4500	C	1100	85	65	I	--	3
GSR-10		R&D Facility: Ch. 8	Accuracy Boost 4	8000	B	1200	90	70	I	--	3
GSR-11		R&D Facility: Ch. 10	Accuracy Boost 5	12500	B	1200	95	72	I	--	3
GSR-12		R&D Facility: Ch. 11	Accuracy Boost 6	18000	B	1200	100	74	I	--	3
GSR-20		R&D Facility: Ch. 13	Accuracy Boost 7	24500	A	1500	110	79	I	--	3
GSR-21		R&D Facility: Ch. 15	Accuracy Boost 8	32000	A	1500	115	81	I	--	3
GSR-22		R&D Facility: Ch. 16	Accuracy Boost 9	40500	A	1500	120	83	I	--	3
GSR-30		R&D Facility: Ch. 18	Accuracy Boost 10	50000	A	1800	130	86	I	--	3
Brondel M1		R&D Facility: Ch. 8	Firepower Boost 4	8000	C	1000	100	72	I	--	3
Brondel M2		R&D Facility: Ch. 10	Firepower Boost 5	12500	C	1000	105	75	I	--	3
Brondel M3		R&D Facility: Ch. 11	Firepower Boost 6	18000	C	1000	110	78	I	--	3
Brondel M10		R&D Facility: Ch. 13	Firepower Boost 7	24500	C	1200	130	85	I	--	3
Brondel M11		R&D Facility: Ch. 15	Firepower Boost 8	32000	C	1200	135	88	I	--	3
Brondel M12		R&D Facility: Ch. 16	Firepower Boost 9	40500	C	1200	140	91	I	--	3
Brondel M20		R&D Facility: Ch. 18	Firepower Boost 10	50000	B	1500	160	95	I	--	3
Brondel M101X		R&D Facility: Ch. 8	Added Effect 4	8000	C	700	80	60	I	Accuracy Down	3
Brondel M102X		R&D Facility: Ch. 10	Added Effect 5	12500	C	700	82	62	I	Accuracy Down	3
Brondel M103X		R&D Facility: Ch. 11	Added Effect 6	18000	C	700	85	64	I	Accuracy Down	3
Brondel M104X		R&D Facility: Ch. 13	Added Effect 7	24500	C	1000	95	69	I	Accuracy Down	3
Brondel M105X		R&D Facility: Ch. 15	Added Effect 8	32000	C	1000	99	71	I	Accuracy Down	3
Brondel M106X		R&D Facility: Ch. 16	Added Effect 9	40500	C	1000	102	73	I	Accuracy Down	3
Brondel M107X		R&D Facility: Ch. 18	Added Effect 10	50000	C	1200	115	76	I	Accuracy Down	3
GSR-IR		Audience Hall: Ch. 10-11	--	--	C	1000	135	55	I	--	3
GSR-3R		Audience Hall: Ch. 12-14	--	--	C	1000	140	70	I	--	3
GSR-10R		Audience Hall: Ch. 15	--	--	C	1000	145	75	I	--	3
GSR-20R		Audience Hall: Ch. 16-17	--	--	B	1000	150	86	I	--	3
GSR-30R		Audience Hall: Ch. 18	--	--	B	1000	170	91	I	--	3
ZM SG 1(g)		Enemy Ace: Ch. 6	--	--	A	1000	152	92	I	--	3
ZM SG 2(g)		Enemy Ace: Ch. 8-2	--	--	A	1000	155	94	I	--	3
ZM SG 3(g)		Enemy Ace: Ch. 10-2	--	--	A	1000	158	96	I	--	3
ZM SG 4(g)		Enemy Ace: Ch. 12	--	--	A	1000	161	98	I	--	3
ZM SG 5(g)		Enemy Ace: Ch. 16	--	--	A	1000	183	100	I	--	3

# Lancers

In most chapters, Largo is the only Lancer that is needed. There are a few battles, however, in which you'll want all the anti-tank power available, so keep at least four Lancers in your reserves at all times. Try to hit level 8 or higher before Chapter 9, so you can put the Demolition Boost order to good use.

## LEVEL UP CHART

Level	What's Acquired
Level 2	New Class Potential
Level 4	New Class Potential
Level 7	Order: "Damage Boost"
Level 8	Order: "Demolition Boost"
Level 11	New Class Potential
Level 15	Order: "Healing Boost"
Level 19	Order: "Resupply"
Level 20	New Class Potential

	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	AIM	RANGE	POWER (VS MAN)	POWER (VS ARMOR)	CLIP SIZE	EFFECT	AMMO
Lancaar M1	Starting Equipment	Basic Tank Lance	--	D	600	120	850	1	--	3
Lancaar M2	R&D Facility: Ch. 3	Firepower Boost 1	700	D	600	125	900	1	--	3
Lancaar M3	R&D Facility: Ch. 5	Firepower Boost 2	2450	D	600	130	950	1	--	3
Lancaar M4	R&D Facility: Ch. 7	Firepower Boost 3	5110	D	600	150	1000	1	--	3
Theimer M01	R&D Facility: Ch. 8	Firepower Boost 4	8600	D	600	150	1100	1	--	3
Theimer M02	R&D Facility: Ch. 10	Firepower Boost 5	12900	D	600	155	1150	1	--	3
Theimer M03	R&D Facility: Ch. 12	Firepower Boost 6	17900	D	600	160	1200	1	--	3
Theimer M10	R&D Facility: Ch. 14	Firepower Boost 7	23700	D	600	190	1300	1	--	3
Theimer M11	R&D Facility: Ch. 15	Firepower Boost 8	30200	D	600	195	1350	1	--	3
Theimer M12	R&D Facility: Ch. 17	Firepower Boost 9	37300	D	600	195	1400	1	--	3
Theimer M20	R&D Facility: Ch. 18	Firepower Boost 10	45200	D	600	225	1500	1	--	3
Lancaar-SH M1	R&D Facility: Ch. 10 (Elite only)	Enhanced Mortar 5	12900	C	200	320	300	1	--	3
Lancaar-SH M2	R&D Facility: Ch. 12 (Elite only)	Enhanced Mortar 6	17900	C	200	340	325	1	--	3
Lancaar-SH M10	R&D Facility: Ch. 14 (Elite only)	Enhanced Mortar 7	23700	C	200	375	350	1	--	3
Lancaar-SH M11	R&D Facility: Ch. 15 (Elite only)	Enhanced Mortar 8	30200	C	200	410	375	1	--	3
Lancaar-SH M12	R&D Facility: Ch. 17 (Elite only)	Enhanced Mortar 9	37300	C	200	450	400	1	--	3
Lancaar-SH M20	R&D Facility: Ch. 18 (Elite only)	Enhanced Mortar 10	45200	C	200	500	450	1	--	3
Lancaar MIR	Audience Hall: Ch. 10-11	--	--	D	600	150	1000	1	--	3
Lancaar M3R	Audience Hall: Ch. 12-14	--	--	D	600	200	1150	1	--	3
Lancaar M01R	Audience Hall: Ch. 15	--	--	D	600	225	1300	1	--	3
Lancaar M10R	Audience Hall: Ch. 16-17	--	--	D	600	250	1450	1	--	3
Lancaar M20R	Audience Hall: Ch. 18	--	--	D	600	300	1600	1	--	3

# Scouts

Scouts will play an invaluable part of your strategy in nearly every battle. Their high mobility makes them an essential class for those seeking to earn an A Rank, so those players in particular will want to level them up to earn elite status (at level 11) as soon as possible.

## LEVEL UP CHART

Level	What's Acquired
Level 4	New Class Potential
Level 6	New Class Potential
Level 9	Order: "All Units Evade"
Level 12	Order: "Caution"
Level 14	New Class Potential
Level 17	New Class Potential
Level 19	Order: "Concentrate Fire"

# Engineers

You may not feel that you're gaining much by leveling up engineers, whose potentials tend not to have a huge effect. In addition, they gain little upon reaching elite status at level 11. However, Engineers are a bargain to level up, as they require around 40% less EXP per level than most other classes.

## LEVEL UP CHART

Level	What's Acquired
Level 3	Order: "Defense Boost"
Level 4	New Class Potential
Level 6	Order: "All Units Defend"
Level 9	New Class Potential
Level 12	Order: "Antidote"
Level 14	New Class Potential
Level 17	Order: "Explosives Boost"
Level 20	New Class Potential

	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	AIM	RANGE	POWER (VS MAN)	POWER (VS ARMOR)	CLIP SIZE	EFFECT	AMMO
Gallian-1		Starting Equipment	Basic Rifle	--	C	350	17	40	5	--
Gallian-2		R&D Facility: Ch. 3	Accuracy Boost 1	500	C	350	22	40	5	--
Gallian-3		R&D Facility: Ch. 4	Accuracy Boost 2	2000	C	360	23	45	5	--
Gallian-4		R&D Facility: Ch. 6	Accuracy Boost 3	4500	C	360	24	45	5	--
Gallian-S1		R&D Facility: Ch. 8	Accuracy Boost 4	8000	C	380	25	50	5	--
Gallian-S2		R&D Facility: Ch. 9	Accuracy Boost 5	12500	B	380	26	52	5	--
Gallian-S3		R&D Facility: Ch. 10	Accuracy Boost 6	18000	B	380	27	52	5	--
Gallian-S10		R&D Facility: Ch. 12	Accuracy Boost 7	24500	B	400	27	56	5	--
Gallian-S11		R&D Facility: Ch. 14	Accuracy Boost 8	32000	B	400	29	56	5	--
Gallian-S12		R&D Facility: Ch. 15	Accuracy Boost 9	40500	B	400	31	56	5	--
Gallian-S20		R&D Facility: Ch. 17	Accuracy Boost 10	50000	A	420	40	57	5	--
Gallian-A1		R&D Facility: Ch. 8	Firepower Boost 4	8000	C	360	26	51	5	--
Gallian-A2		R&D Facility: Ch. 9	Firepower Boost 5	12500	C	360	28	53	5	--
Gallian-A3		R&D Facility: Ch. 10	Firepower Boost 6	18000	C	360	30	53	5	--
Gallian-A10		R&D Facility: Ch. 12	Firepower Boost 7	24500	C	380	34	57	7	--
Gallian-A11		R&D Facility: Ch. 14	Firepower Boost 8	32000	C	380	36	58	7	--
Gallian-A12		R&D Facility: Ch. 15	Firepower Boost 9	40500	C	380	38	58	7	--
Gallian-A20		R&D Facility: Ch. 17	Firepower Boost 10	50000	C	400	42	60	7	--
Gallian-X1		R&D Facility: Ch. 8	Added Effect 4	8000	D	350	20	48	5	Defense Down
Gallian-X2		R&D Facility: Ch. 9	Added Effect 5	12500	D	350	21	48	5	Defense Down
Gallian-X3		R&D Facility: Ch. 10	Added Effect 6	18000	D	350	22	48	5	Defense Down
Gallian-X10		R&D Facility: Ch. 12	Added Effect 7	24500	D	360	25	54	5	Defense Down
Gallian-X11		R&D Facility: Ch. 14	Added Effect 8	32000	D	350	26	54	5	Defense Down
Gallian-X12		R&D Facility: Ch. 15	Added Effect 9	40500	D	360	27	54	5	Defense Down
Gallian-X20		R&D Facility: Ch. 17	Added Effect 10	50000	D	380	35	55	5	Defense Down
Gallian-IR		Audience Hall: Ch. 10-11	--	--	C	350	35	60	5	--
Gallian-3R		Audience Hall: Ch. 12-14	--	--	B	350	38	61	5	--
Gallian-SIR		Audience Hall: Ch. 15	--	--	B	350	32	62	5	--
Gallian-S10R		Audience Hall: Ch. 16-17	--	--	A	350	45	63	5	--
Gallian-S20R		Audience Hall: Ch. 18	--	--	A	350	48	65	5	--
ZM Kar 1(g)		Enemy Ace: Ch. 3	--	--	B	350	45	46	5	--
ZM Kar 2(g)		Enemy Ace: Ch. 7	--	--	B	350	48	51	5	--
ZM Kar 3(g)		Enemy Ace: Ch. 10-1	--	--	A	350	52	54	5	--
ZM Kar 4(g)		Enemy Ace: Ch. 13	--	--	A	350	55	60	5	--
ZM Kar 5(g)		Enemy Ace: Ch. 15	--	--	A	350	60	70	5	--



## Sub-Weapons

	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	AIM	RANGE	POWER (VS MAN)	POWER (VS ARMOR)	CLIP SIZE	EFFECT	AMMO
B-Type Grenade M1		Starting Equipment	Basic Hand Grenade	--	C	90	250	300	I	--
B-Type Grenade M2		R&D Facility: Ch. 5	Grenade Upgrade 1	300	C	90	275	325	I	--
B-Type Grenade M3		R&D Facility: Ch. 9	Grenade Upgrade 2	1900	C	90	300	350	I	--
B-Type Grenade M4		R&D Facility: Ch. 13	Grenade Upgrade 3	5300	C	90	350	375	I	--
B-Type Grenade M5		R&D Facility: Ch. 17	Grenade Upgrade 4	11100	C	90	400	400	I	--
Randgrizer M1		Scout elite status	--	--	D	250	250	300	I	--
Randgrizer M2		Matches grenade level	--	--	D	250	275	325	I	--
Randgrizer M3		Matches grenade level	--	--	D	250	300	350	I	--
Randgrizer M4		Matches grenade level	--	--	D	250	350	375	I	--
Randgrizer M5		Matches grenade level	--	--	D	250	400	400	I	--
FF-1		Trooper elite status	Basic Flamethrower	--	B	90	150	50	I	--
FF-2		R&D Facility: Ch. 8 (Elite only)	Firepower Boost 1	10500	B	90	150	50	I	--
FF-3		R&D Facility: Ch. 10 (Elite only)	Firepower Boost 2	15400	B	90	200	52	I	--
FF-4		R&D Facility: Ch. 11 (Elite only)	Firepower Boost 3	21000	B	90	250	52	I	--
FF-5		R&D Facility: Ch. 14 (Elite only)	Firepower Boost 4	27300	B	90	300	52	I	--
FF-6		R&D Facility: Ch. 15 (Elite only)	Firepower Boost 5	34300	B	90	350	52	I	--
FF-7		R&D Facility: Ch. 16 (Elite only)	Firepower Boost 6	41900	B	90	400	52	I	--
FF-8		R&D Facility: Ch. 18 (Elite only)	Firepower Boost 7	50100	B	90	450	57	I	--
FoG 01		R&D Facility: Ch. 8 (Elite only)	Added Effect 1	10500	B	90	130	46	I	HP Down
FoG 02		R&D Facility: Ch. 10 (Elite only)	Added Effect 2	15400	B	90	157	46	I	HP Down
FoG 03		R&D Facility: Ch. 11 (Elite only)	Added Effect 3	21000	B	90	185	47	I	HP Down
FoG 04		R&D Facility: Ch. 13 (Elite only)	Added Effect 4	27300	B	90	212	47	I	HP Down
FoG 05		R&D Facility: Ch. 15 (Elite only)	Added Effect 5	34300	B	90	240	49	I	HP Down
FoG 06		R&D Facility: Ch. 16 (Elite only)	Added Effect 6	41900	B	90	267	49	I	HP Down
FoG 07		R&D Facility: Ch. 18 (Elite only)	Added Effect 7	50100	B	90	350	54	I	HP Down
VB FW 1(g)		Enemy Ace: Ch. 11	--	--	B	90	380	60	I	--
VB FW 2(g)		Enemy Ace: Rosie's Interlude	--	--	B	90	500	70	I	--

## Edelweiss

WEAPONRY	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
82mm Cannon	Default	Tank Cannon Turret	0	Default stats	--
Barrel Protector	R&D Facility: Ch. 3	Reinforce Barrel 1	1500	Cannon: Range +200	--
Anti-Armor Rounds	R&D Facility: Ch. 3	Anti-Armor Shell 1	4200	Cannon: Power +60 vs Pers, +200 vs Armor	--
Increased Payload	R&D Facility: Ch. 5	Mortar Upgrade 1	7700	Mortar: Power +120 vs Pers, +50 vs Armor, Blast Radius +10	--
Enhanced Gun	R&D Facility: Ch. 8	Machine Gun 1	11700	Machine Gun: Power +13 vs Pers, +9 vs Armor	--
Reinforced Barrel	R&D Facility: Ch. 9	Reinforce Barrel 2	16300	Cannon: Range +200	--
Heavy Tank Gun	R&D Facility: Ch. 10	Machine Gun 2	21300	Machine Gun: Power +12 vs Pers, +7 vs Armor	--
Piercing Rounds	R&D Facility: Ch. 14	Anti-Armor Shell 2	26800	Cannon: Power +60 vs Pers, +200 vs Armor	--
Improved Shrapnel	R&D Facility: Ch. 15	Mortar Upgrade 2	32600	Mortar: Power +130 vs Pers, +50 vs Armor, Blast Radius +20	--
Ragnite Rounds	R&D Facility: Ch. 16	Anti-Armor Shell 3	38800	Cannon: Power +60 vs Pers, +300 vs Armor	--
Extended Barrel	R&D Facility: Ch. 18	Reinforce Barrel 3	45300	Cannon: Range +100	--

BODY	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Default	Default	Tank Body	0	Default stats	--
Additional Armor	R&D Facility: Ch. 3	Reinforce Body 1	1700	Body HP +300, Tread HP +200, Tread Def +50	--
Rivet Construction	R&D Facility: Ch. 7	Frame Assembly 1	7100	Body HP +100	--
Reinforced Body	R&D Facility: Ch. 10	Reinforce Body 2	13800	Body HP +300, Tread HP +200, Tread Def +50, AP +100	--
Point Soldering	R&D Facility: Ch. 13	Frame Assembly 2	21400	Body HP +100	--
Plane Soldering	R&D Facility: Ch. 15	Frame Assembly 3	29600	Body HP +100	--
Reinforced Armor	R&D Facility: Ch. 18	Reinforce Body 3	34000	Body HP +300, Tread HP +200, Tread Def +50	--

\*The dimension capacity of the Edelweiss increases after purchasing the Reinforced Body.

Armor	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Armor-Grade Steel	Default	Basic Steel	0	Default stats	--
Frontal Armor	R&D Facility: Ch. 3	Reinforce Armor 1	1200	Body Def +30	--
Rolled Steel	R&D Facility: Ch. 3	Steel Upgrade 1	3300	Body Def +20	--
Turret Armor	R&D Facility: Ch. 7	Reinforce Armor 2	8600	Body Def +30	--
Carbon-Coat Steel	R&D Facility: Ch. 9	Steel Upgrade 2	11800	Body Def +20	--
Ragnite Alloy	R&D Facility: Ch. 15	Steel Upgrade 3	19100	Body Def +20	--
Hardened Ragnite	R&D Facility: Ch. 15	Steel Upgrade 4	27200	Body Def +25	--
Gun Barrel Armor	R&D Facility: Ch. 18	Reinforce Armor 3	31600	Body Def +30	--

Treads	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
No Spare	Default	No Spare Treads	0	Default stats	--
Spare Belt	R&D Facility: Ch. 3	Spare Tread 1	1000	Tread HP +50	1x1
Spare Idler	R&D Facility: Ch. 7	Spare Tread 2	2900	Tread HP +75	1x2
Spare Tread Set	R&D Facility: Ch. 11	Spare Tread 3	9200	Tread HP +125	1x3
Spare Drive Parts	R&D Facility: Ch. 15	Spare Tread 4	12000	Tread HP +225	2x3
Enhanced Block Pin	Enemy Ace: Ch. 12	--	--	Tread HP +400	3x3

Belt System	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Basic Drive	Default	Basic Drive System	0	Default stats	--
Leaf Spring	R&D Facility: Ch. 4	Drive System 1	1000	Tread Def +10	1x1
Coil Spring	R&D Facility: Ch. 5	Drive System 2	2500	Tread Def +15	2x1
Reinforced Leaf	R&D Facility: Ch. 7	Drive System 3	4300	Tread Def +25	3x1
Reinforced Coil	R&D Facility: Ch. 8	Drive System 4	6000	Tread Def +35	4x1
Carbon-Coat Leaf	R&D Facility: Ch. 10	Drive System 5	8000	Tread Def +45	2x2
Double Coil	R&D Facility: Ch. 13	Drive System 6	10000	Tread Def +70	3x2
Torsion Bar	R&D Facility: Ch. 15	Drive System 7	12000	Tread Def +100	3x2
Reinforced T. Bar	R&D Facility: Ch. 17	Drive System 8	15000	Tread Def +150	4x2

Radiator	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Radiator Plate	Default	Basic Radiator	0	Default stats	--
Hardened Plate	R&D Facility: Ch. 3	Radiator Upgrade 1	1000	Crit Def +50	1x1
Steel Alloy Plate	R&D Facility: Ch. 5	Radiator Upgrade 2	2900	Crit Def +70	2x1
Hard Steel Plate	R&D Facility: Ch. 8	Radiator Upgrade 3	5200	Crit Def +130	3x1
Carbon-Coat Plate	R&D Facility: Ch. 10	Radiator Upgrade 4	8000	Crit Def +200	2x2
Ragnite-Coat Plate	R&D Facility: Ch. 15	Radiator Upgrade 5	11200	Crit Def +300	3x2
Ragnite Plate	R&D Facility: Ch. 18	Radiator Upgrade 6	14700	Crit Def +450	3x3

Sights	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Visor	Default	Basic Sight	0	Default stats	--
Bulletproof Visor	R&D Facility: Ch. 3	Sight Upgrade 1	1000	Accuracy +5	1x1
Periscope	R&D Facility: Ch. 6	Sight Upgrade 2	2900	Accuracy +7	2x1
Monocle Sight	R&D Facility: Ch. 9	Sight Upgrade 3	5200	Accuracy +12	2x2
Rotating Periscope	R&D Facility: Ch. 10	Sight Upgrade 4	8000	Accuracy +16	3x2
Stereoscopic Sight	R&D Facility: Ch. 18	Sight Upgrade 5	11200	Accuracy +25	4x2
Firing Calculator	Enemy Ace: Ch. 15	-	-	Accuracy +20	4x1

Magazines	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Basic Magazine	Default	Basic Magazine	0	Default stats	--
Extra Magazine	R&D Facility: Ch. 4	Expand Capacity 1	1000	Mortar: Ammo +1	1x2
Rear Magazine	R&D Facility: Ch. 8	Expand Capacity 2	2000	Mortar: Ammo +1	1x3
Turret Magazine	R&D Facility: Ch. 14	Expand Capacity 3	4000	Mortar: Ammo +2	2x3

# Shamrock

Body	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Shamrock	Default	Tank Body	0	Default stats	--
Rivet Construction	R&D Facility: Ch. 11	Frame Assembly 1	10000	Body HP +100	--
Point Soldering	R&D Facility: Ch. 15	Frame Assembly 2	26400	Body HP +100	--
Plane Soldering	R&D Facility: Ch. 18	Frame Assembly 3	36000	Body HP +100	--

Armor	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Armor-Grade Steel	Default	Basic Steel	0	Default stats	--
Rolled Steel	R&D Facility: Ch. 11	Steel Upgrade 1	7500	Body Def +20	--
Carbon-Coat Steel	R&D Facility: Ch. 15	Steel Upgrade 2	18500	Body Def +20	--
Ragnite Alloy	R&D Facility: Ch. 18	Steel Upgrade 3	31300	Body Def +30	--

Cannon	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
72mm Cannon	Default	Tank Cannon Turret	0	Default stats	--
Anti-Armor Rounds	R&D Facility: Ch. 11	Anti-Armor Shell 1	12000	Cannon: Power +40 vs Pers, +150 vs Armor	--
Increased Payload	R&D Facility: Ch. 14	Mortar Upgrade 1	17000	Mortar: Power +110 vs Pers, +50 vs Armor, Blast Radius +10	--
Enhanced Gun	R&D Facility: Ch. 15	Machine Gun	20800	Machine Gun: Power +13 vs Pers, +6 vs Armor	--
Piercing Rounds	R&D Facility: Ch. 17	Anti-Armor Shell 2	24000	Cannon: Power +40 vs Pers, +250 vs Armor	--
Improved Shrapnel	R&D Facility: Ch. 18	Mortar Upgrade 2	26900	Mortar: Power +80 vs Pers, +50 vs Armor, Blast Radius +10	--

Gatling Gun	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Gatling Gun	Default	Basic Gatling Gun	0	Default stats	--
Link Belt	R&D Facility: Ch. 13	Gatling Upgrade 1	8300	Power +5 vs Pers, +2 vs Armor	--
Auto-Reload Device	R&D Facility: Ch. 18	Gatling Upgrade 2	19100	Power +10 vs Pers, +2 vs Armor	--

Flamethrower	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Flamethrower	Default	Basic Flamethrower	0	Default stats	--
Flame Intensifier	R&D Facility: Ch. 13	Firepower Boost 1	9000	Power +150 vs Pers, +5 vs Armor	--
High-Temp Fuel	R&D Facility: Ch. 18	Firepower Boost 2	18000	Power +110 vs Pers, +2 vs Armor	--

Treads	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
No Spare	Default	No Spare Treads	0	Default stats	--
Spare Belt	R&D Facility: Ch. 13	Spare Tread 1	3500	Tread HP +150	1x3
Spare Idler	R&D Facility: Ch. 16	Spare Tread 2	7000	Tread HP +300	1x4

Belt System	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Basic Drive	Default	Basic Drive System	0	Default stats	--
Leaf Spring	R&D Facility: Ch. 11	Drive System 1	3500	Tread Def +25	2x1
Reinforced Leaf	R&D Facility: Ch. 15	Drive System 2	10000	Tread Def +65	3x1
Carbon-Coat Leaf	R&D Facility: Ch. 17	Drive System 3	20000	Tread Def +100	3x2

Radiator	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Radiator Plate	Default	Basic Radiator	0	Default stats	--
Steel Alloy Plate	R&D Facility: Ch. 15	Radiator Upgrade 1	6000	Crit Def +300	2x2
Carbon-Coat Plate	R&D Facility: Ch. 18	Radiator Upgrade 2	20000	Crit Def +550	2x2

Sights	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Visor	Default	Basic Sight	0	Default stats	--
Periscope	R&D Facility: Ch. 15	Sight Upgrade 1	6000	Accuracy +5	1x1
Monocle Sight	R&D Facility: Ch. 17	Sight Upgrade 2	18000	Accuracy +10	2x1
Firing Calculator	Enemy Ace: Welkin's Interlude	--	--	Accuracy +15	3x1

Magazines	AVAILABILITY	DEVELOPMENT NAME	DEV. COST	EFFECT	DIMENSIONS
Basic Magazine	Default	Basic Magazine	0	Default stats	--
Extra Magazine	R&D Facility: Ch. 14	Expand Capacity 1	3000	Mortar: Ammo +1	1x3
Underside Magazine	R&D Facility: Ch. 16	Expand Capacity 2	6000	Mortar: Ammo +1	1x2

# Uniforms & Lancer Armor

## Standard Uniforms

After a new uniform is developed at the R&D Facility, each character who can equip it will do so automatically. Only Lancers can wear Blast Suits, which provide a slightly higher defensive bonus and significantly reduce the damage from explosive weapons (like grenades and landmines). That's a nice perk, but since every other character in your party wears the standard Combat Suits, those should be the priority when money is tight.

AVAILABILITY	DEV. NAME	DEV. COST	DEFENSE	PROPERTIES
Combat Suit BD-1	Starting Equipment	Basic Uniform	0	0
Combat Suit BD-2	R&D Facility: Ch 2	Uniform Upgrade 1	500	1
Combat Suit BD-3	R&D Facility: Ch 4	Uniform Upgrade 2	1400	2
Combat Suit BD-4	R&D Facility: Ch 6	Uniform Upgrade 3	2500	3
Combat Suit BD-5	R&D Facility: Ch 8	Uniform Upgrade 4	3300	4
Combat Suit BD-6	R&D Facility: Ch 9	Uniform Upgrade 5	4500	5
Combat Suit BD-7	R&D Facility: Ch 10	Uniform Upgrade 6	5800	6
Combat Suit BD-8	R&D Facility: Ch 12	Uniform Upgrade 7	7000	7
Combat Suit BD-9	R&D Facility: Ch 14	Uniform Upgrade 8	8100	8
Combat Suit BD-10	R&D Facility: Ch 15	Uniform Upgrade 9	9500	9
Combat Suit BD-F	R&D Facility: Ch 17	Uniform Upgrade 10	10300	10

Lancer Armor	AVAILABILITY	DEV. NAME	DEV. COST	DEFENSE	PROPERTIES
Blast Suit AD-1	Starting Equipment	Basic Armor	0	0	Anti-blast
Blast Suit AD-2	R&D Facility: Ch 2	Armor Upgrade 1	900	1.3	Anti-blast
Blast Suit AD-3	R&D Facility: Ch 4	Armor Upgrade 2	2000	2.6	Anti-blast
Blast Suit AD-4	R&D Facility: Ch 6	Armor Upgrade 3	2900	3.9	Anti-blast
Blast Suit AD-5	R&D Facility: Ch 8	Armor Upgrade 4	4100	5.2	Anti-blast
Blast Suit AD-6	R&D Facility: Ch 9	Armor Upgrade 5	5400	6.5	Anti-blast
Blast Suit AD-7	R&D Facility: Ch 10	Armor Upgrade 6	6400	7.8	Anti-blast
Blast Suit AD-8	R&D Facility: Ch 12	Armor Upgrade 7	7600	9.1	Anti-blast
Blast Suit AD-9	R&D Facility: Ch 14	Armor Upgrade 8	9000	10.4	Anti-blast
Blast Suit AD-10	R&D Facility: Ch 15	Armor Upgrade 9	10100	11.7	Anti-blast
Blast Suit AD-F	R&D Facility: Ch 17	Armor Upgrade 10	11900	13	Anti-blast

# Potentials



Potentials are the primary factors that differentiate recruits. Whenever a certain condition is met, a Potential has a random chance of activating, typically providing a boost or penalty to a certain stat (usually around 40%). It isn't always clear from the names what effect a Potential will have, so this section provides an alphabetical listing of all the Potentials in the game. There are three kinds of potentials.

- ☞ The Potentials (usually two or three) that each character has at the time you recruit them are called **Personal Potentials**.
- ☞ The **Hidden Potential** is the final Potential that you can awaken by using the character on a regular basis in combat.
- ☞ The **Class Potentials** are the four Potentials that each character gains as you raise their class level. Note that Personal and Hidden Potentials may have negative effects, but Class Potentials are always a good thing.

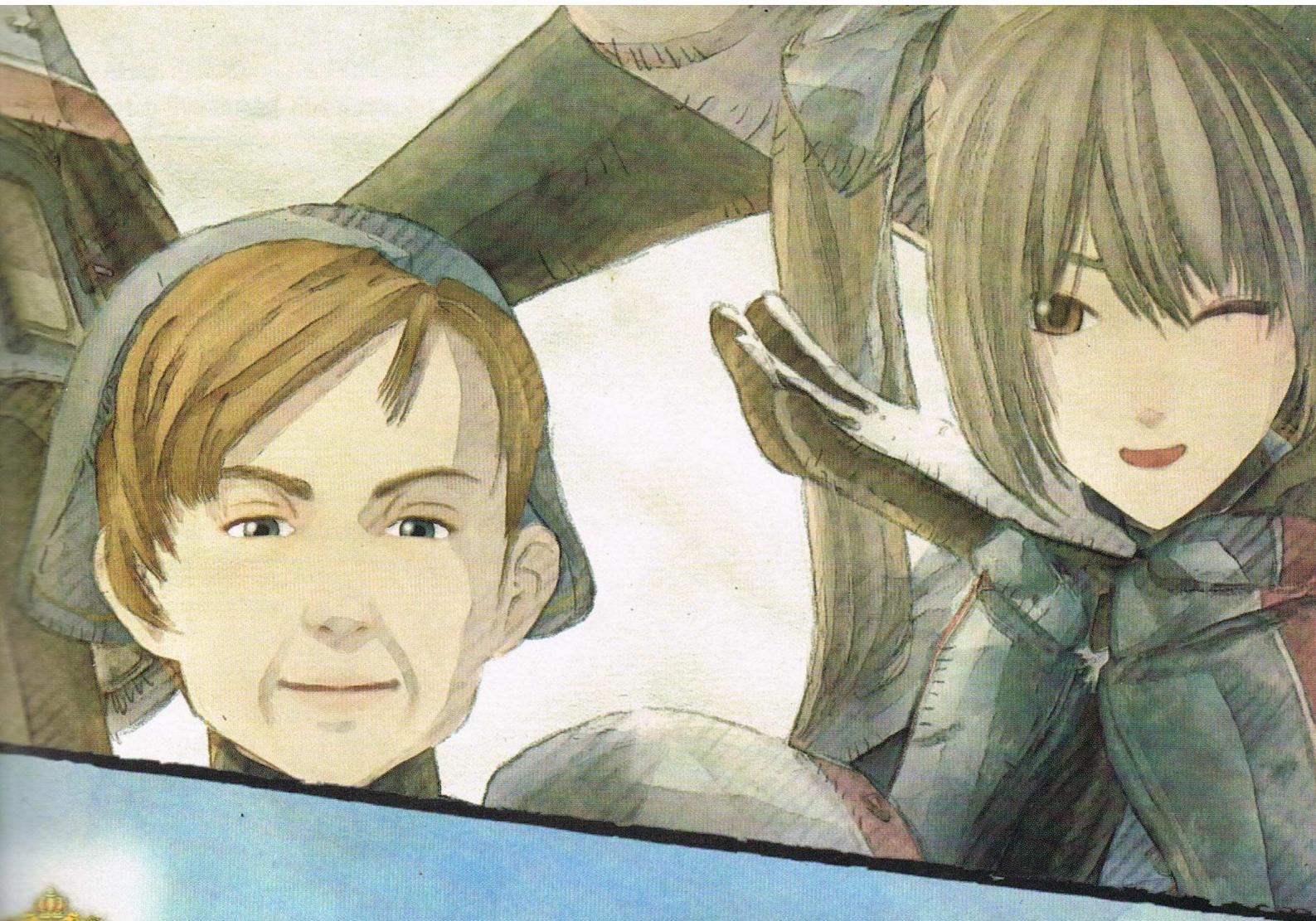


NAME	DESCRIPTION
<b>Accuracy Boost</b>	Firing accuracy is boosted a set percentage of the time.
<b>Acrobat</b>	High places excite them, yielding a boost in their attack power.
<b>Acrophobic</b>	High places make them intensely uncomfortable, causing a drop in their attack power.
<b>Aichmophobic</b>	Deathly afraid of pointed objects, being around Lancers' weapons makes them hyperventilate, steadily losing HP.
<b>Alicia Hater</b>	Having Alicia around is a drag, causing a drop in evasion.
<b>Alicia Lover</b>	Just knowing that Alicia is nearby gives confidence and a boost in evasion.
<b>Ambush Spotter</b>	Enemy units in hiding can be spotted from the same distance as a scout.
<b>Ammo Refill</b>	They have a set chance of recovering all ammunition after attacking.
<b>Ammo Worries</b>	After the last bullet is fired, anxiety sets in, causing a drop in attack power.
<b>Anti-armor Boost</b>	Their attack power against tanks is occasionally increased.
<b>Backup Sniping</b>	All attack parameters enjoy a boost when shooting with no one else nearby.
<b>Bad Back</b>	Bending over to crouch puts a strain on their weak back, causing a drop in defense.
<b>Big Sister</b>	She just can't abandon her fellow shocktroopers. If any are nearby, her abilities are enhanced.
<b>Big-Hearted</b>	His insurmountable spirit is enough to call him back from death, reviving him after his HP reaches zero.
<b>Bloodthirsty</b>	Their natural aggression gives them a chance of attacking twice in a row.
<b>Born Leader</b>	Having allies nearby sparks a sense of responsibility that leads to a natural boost in defensive ability.
<b>Bug in a Rug</b>	Cozy places like trenches seem calming, and give a boost in attack power.
<b>Bully</b>	Roaming around with a pack of allies makes them feel like a big shot, boosting firing accuracy.
<b>Calm Heart</b>	Unshaken even when surrounded by foes, he remains calmly in command, enjoying a boost in his parameters.
<b>Camaraderie</b>	Having allies of the same unit class nearby puts them at ease, raising their natural evasion.
<b>Camp Defender</b>	Bent on protecting the camp by sheer force of will, they naturally become better at evading attacks.
<b>Challenge Lover</b>	Charging into the face of enemy fire creates a rush of adrenalin that enhances attack power.
<b>Chameleon</b>	When hidden from view, they can remain calm, cool and collected, leading to stronger defense.
<b>Chatty Cathy</b>	Whenever a close friend is nearby, they just can't help but chitchat, a distraction that lowers their accuracy.
<b>Child of Nature</b>	Paved roads feel strange and cold, leading to discomfort and lowered defense.
<b>Chronic Fatigue</b>	Simply moving is so tiring that they are occasionally unable to do anything afterward.
<b>City Kid</b>	Standing on paved roads reminds them of the city, making them feel right at home and upping their defense.
<b>Claustrophobic</b>	Tight spaces like trenches create a suffocating feeling, leading to a drop in attack power.
<b>Cocky</b>	Having full HP makes them get overconfident, leading to a decrease in evasion.
<b>Concentration</b>	Through intense focus, they are occasionally able to make all shots hit a single point.
<b>Country Bred</b>	Standing on bare dirt leads to a boost in concentration, raising accuracy.
<b>Coward</b>	Having enemies nearby terrifies them, hindering accuracy when firing.
<b>Critical Shot</b>	A set percentage of the time, all shots that connect deal critical damage.
<b>Damage Boost</b>	Attack power against human targets is boosted a set percentage of the time.
<b>Darcsen Bond</b>	Having brethren close by to protect stirs enhanced defensive abilities.
<b>Darcsen Hater</b>	Even just being around Darcenses makes them nauseous, leading to a decrease in defense.

NAME	DESCRIPTION
<b>Darscen Pride</b>	Pride in fighting alongside his Darscen brethren drives up his attack parameters when they're nearby.
<b>Daredevil</b>	Innate combat instincts awaken when surrounded by several enemies, granting enhanced accuracy.
<b>Dbl. Tank Damage</b>	Attacks have a chance to deal damage to both tank body and tread HP.
<b>Defense Boost</b>	While taking action, they occasionally enjoy heightened defenses.
<b>Demolition Man</b>	Attacks using hand grenades have a set chance of dealing more damage than normal.
<b>Desert Allergy</b>	An allergy to dust and sand leads to a steady drain of HP while in a sandy area.
<b>Desert Bred</b>	Standing on loose sand sharpens awareness, leading to improved evasion.
<b>Double Action</b>	They have a set probability of being able to take two actions consecutively.
<b>Double Attack</b>	They have a set chance of being able to attack twice consecutively.
<b>Double Movement</b>	They have a chance of being able to move twice consecutively.
<b>Dud Mine</b>	Land mines have a set chance of not exploding when tripped.
<b>Eagle Eye</b>	Their zoom-in capability is enhanced a set percentage of the time.
<b>Energetic</b>	Having full HP leaves them full of pep and ready to go, including enhanced evasion abilities.
<b>Engineer Killer</b>	Confidence that they can best any engineer grants a boost in attack abilities.
<b>Evasion Boost</b>	They have a set probability of enjoying enhanced evasion abilities.
<b>Extra Shot</b>	They can occasionally follow up an attack by loading one more round of ammunition.
<b>Fancies Men</b>	Having men nearby makes them happy, leading to enhanced accuracy when firing.
<b>Fancies Women</b>	Having women around makes them want to look good, making them shoot with greater accuracy.
<b>Fatalist</b>	When HP reaches a single digit, they dive headlong into despair, causing lowered firing accuracy.
<b>Fearless Will</b>	Attack power and defense increase when they enter the range of enemy interception fire.
<b>First Aid Boost</b>	The healing powers of Ragnaid (S) are occasionally increased.
<b>Frail Body</b>	Having less than half-full AP makes them feel totally exhausted, leading to decreased defense.
<b>Full HP Recovery</b>	They have a chance of recovering all of their HP after attacking.
<b>Good Buddy</b>	Being around close friends makes even the battlefield a little cheerier, boosting their attack power.
<b>Hard Worker</b>	A disciplined work ethic occasionally enables them to take a second action after attacking.
<b>Head-Lit Deer</b>	When faced with an enemy counterattack, sheer terror sometimes prevents them from evading.
<b>Humanitarian</b>	Unable to forgive themselves for harming another person, they cannot take any further action after attacking.
<b>Imp Hater</b>	Pure hatred for the Empire yields a boost in accuracy.
<b>Impatient</b>	Hiding from view causes them to quickly get antsy, causing a drop in defensive abilities.
<b>Indecisive</b>	Too many enemies in the surrounding area make for too many targets. Unable to decide, their accuracy drops.
<b>Intimate Company</b>	Having only a few allies nearby gives them a strange sense of adventure that leads to improved accuracy.
<b>Into Macho Men</b>	Seeing the buff bods of anti-tank Lancer units nearby is enough to get their engine firing, raising evasion.
<b>Invincible</b>	Enemy attacks occasionally deal no damage.
<b>Jam Jinxed</b>	Born under an unlucky star, they are especially susceptible to weapon jamming.
<b>Kamikaze</b>	Both accuracy and evasion receive a boost when HP drops to a single digit.
<b>Klutz</b>	Remembering to load ammo into their weapon sometimes completely slips their mind.
<b>Lancer Hater</b>	For whatever reason, Lancers aren't their thing. Attack power is lowered against Lancers.
<b>Lancer Killer</b>	Confidence that they can best any Lancer grants a boost in attack abilities.
<b>Largo Hater</b>	Having Largo around is a drag, causing a drop in attack power.
<b>Largo Lover</b>	Just knowing that Largo is nearby gives confidence and a boost in attack power.
<b>Lone Wolf</b>	Having allies nearby is a distraction that causes a drop in evasion ability.
<b>Lonely</b>	Loneliness soon sets in when no allies are nearby, leading to decreased evasion ability.
<b>Loyal Teammate</b>	When surrounded by allies, he feels the drive and energy to work that much harder, enjoying a boost in abilities.
<b>Lucky</b>	Pure luck is occasionally enough to narrowly avoid taking critical damage.
<b>Maintenance Lazy</b>	A lackluster commitment to weapons maintenance occasionally leaves them unable to attack.
<b>Man Hater</b>	Having men nearby triggers a constitutional loathing so powerful it lowers accuracy.
<b>Masochist</b>	Having less than half-full HP makes them inexplicably happy, granting a boost in defense.
<b>Maternal</b>	When any of her close friends are nearby, the desire to protect them drives all of her abilities up.

NAME	DESCRIPTION
<b>Meadow Bred</b>	Standing in a grassy field helps them relax, enhancing their defense.
<b>Melee Skills</b>	Firing accuracy is improved when an enemy is nearby.
<b>Metal Allergy</b>	Proximity to metals causes an acute rejection reaction that leads to a steady drain of HP.
<b>Metal Head</b>	The smell of iron clears the head, leading to a boost in attack power.
<b>Mid-Range Skills</b>	Firing accuracy is improved when no enemies are in the immediate vicinity.
<b>Misogynist</b>	Having women nearby triggers a constitutional loathing so powerful it lowers accuracy.
<b>Mooch</b>	When ammo stores run out, they manage to scrounge some up from somewhere or other.
<b>Moody</b>	Fickle to the core, they sometimes don't feel like doing anything, even when commanded.
<b>My Way</b>	Having no allies nearby lets them think clearly, improving their evasive skills.
<b>Mysterious Body</b>	Always a fast healer for some reason, she occasionally notices that she's completely recovered from injury.
<b>Nature Lover</b>	Being around nature makes his heart soar, bringing about a boost in his abilities.
<b>Neat Freak</b>	Worries about dirt stains lead to distraction and a decrease in accuracy.
<b>Nest Master</b>	Shooting from a position at the top of a ladder grants increased attack power.
<b>Neutralize</b>	Attacks have a set chance of preventing the enemy from counter attacking.
<b>Never Say Die</b>	When HP reaches a single digit, their warrior's spirit burns brightest, granting raised accuracy.
<b>Night Blind</b>	Unable to see well in the dark, they're quick to panic at night, meaning a loss in accuracy when firing.
<b>Night Vision</b>	Their keen sight is unimpeded by the darkness of night, letting them fire with enhanced accuracy.
<b>Nocturnal</b>	Their keen eyes pierce the dark of night, allowing for visibility equal to that in the middle of the day.
<b>Outcast</b>	Having allies of the same unit class nearby puts them on edge, lowering their evasion abilities.
<b>Panicky</b>	Charging into the face of enemy fire makes them panic, decreasing attack power.
<b>Penetrator</b>	Their attacks can occasionally ignore the target's defenses.
<b>Perfect Dodge</b>	Cat-like reflexes allow them to consistently dodge enemy counterattacks.
<b>Pessimist</b>	Having less than half-full HP makes them throw away hope for the future, meaning lessened defense.
<b>Phoenix</b>	They have a set chance of returning to life with full HP when their HP reaches zero.
<b>Poison Tolerance</b>	An acquired tolerance to toxins renders them immune to status ailments.
<b>Pollen Allergy</b>	Heavy pollen allergies mean a steady drain of HP when standing near too much plant life.
<b>Power of Love</b>	Any time Alicia is at his side, he is filled with the warmth of their love, boosting his abilities.
<b>Power Scout</b>	Sighting five or more enemy units grants a boost in both evasion and attack power.
<b>Rear Guard</b>	Being the very last to take action gives them a strong sense of responsibility that boosts attack power.
<b>Repair Boost</b>	Repairs performed on tanks have a chance of restoring an increased amount of HP.
<b>Resist Counters</b>	Damage taken from enemy counterattacks is lessened a set percentage of the time.
<b>Resist Crossfire</b>	Damage taken from enemy interception fire is lessened.
<b>Roof Hunter</b>	Both evasion and attack power are enhanced when firing up at an elevated target.
<b>Rosie Hater</b>	Having Rosie around is a drag, causing a drop in attack power.
<b>Rosie Lover</b>	Just knowing that Rosie is nearby gives confidence and a boost in attack power.
<b>Runner's High</b>	Having less than half-full AP brings them an adrenalin rush that leads to increased defense.
<b>Sadist</b>	Inflicting pain on others fills them with a sublime sense of pleasure, upping anti-personnel attack power.
<b>Scout Hater</b>	For whatever reason, scouts aren't their thing. Attack power is lowered against scouts.
<b>Scout Killer</b>	Confidence that they can best any scout grants a boost in attack abilities.
<b>Show-Off</b>	Being sighted by multiple enemies makes them want to show off, upping their defense.
<b>Shut-In</b>	When holed up in camp, they cease to pay attention to the world outside, causing a drop in defense.
<b>Sibling Ties</b>	Whenever Darcens are nearby, his thoughts drift to his sister, Isara, and his abilities are enhanced.
<b>Sighting</b>	Accuracy is improved after sighting an enemy.
<b>Skilled Assassin</b>	If able to successfully land an attack without being noticed first, attack power and evasion both rise.
<b>Slow Starter</b>	Their true abilities come to the surface only after five turns have gone by.
<b>Sniper Hater</b>	For whatever reason, Snipers aren't their thing. Attack power is lowered against snipers.
<b>Sniper Killer</b>	Confidence that they can best any Sniper grants a boost in attack abilities.
<b>Song of Peace</b>	Seeing Darcens nearby brings the song she never got to share with Isara to her lips, filling her with strength.

NAME	DESCRIPTION
<b>Stage Fright</b>	Being sighted by multiple enemies puts them on the spot, making them too afraid to move.
<b>Stand Ready</b>	Defense receives a boost when they enter the range of enemy interception fire.
<b>Starting Dash</b>	Firing accuracy is boosted during the first three turns of the operation.
<b>Stealth</b>	Defenses are strengthened when in hiding.
<b>Stonewall</b>	Crouching down puts them in full-on guard mode, leading to improved defensive abilities.
<b>Strong-Willed</b>	Plowing through oncoming fire by sheer force of will, she takes lessened damage from interception fire.
<b>Super Accuracy</b>	Firing accuracy is greatly boosted a set percentage of the time.
<b>Super Anti-armor</b>	Their attack power against tanks is greatly boosted a set percentage of the time.
<b>Super Damage</b>	Attack power against human targets is greatly boosted a set percentage of the time.
<b>Super Defense</b>	Defensive abilities are greatly boosted a set percentage of the time.
<b>Super Evasion</b>	Evasion skills have a chance of being greatly enhanced.
<b>Super First Aid</b>	The healing powers of Ragnaid (L) are occasionally increased.
<b>Super Repair</b>	Repairs performed on tanks have a chance of restoring a greatly increased amount of HP.
<b>Tank Destroyer</b>	Attacks against tanks have a chance to deal a lethal blow.
<b>Tank Hater</b>	They feel uncomfortable around tanks and their attack power suffers as a result when standing near one.
<b>Tank Killer</b>	When near a tank, they enjoy heightened accuracy.
<b>Tank Lover</b>	Standing near tanks makes them happy, driving up their attack abilities.
<b>Tank Slayer</b>	When near two or more tanks, they receive a boost to attack-related parameters.
<b>Third Eye</b>	Defensive instincts kick in, offering a chance to avoid any critical damage from enemy counterattacks.
<b>Trooper Hater</b>	For whatever reason, Shocktroopers aren't their thing. Attack power is lowered against Shocktroopers.
<b>Trooper Killer</b>	Confidence that they can best any Shocktrooper grants a boost in attack abilities.
<b>Ult. Accuracy</b>	Their firing accuracy is greatly enhanced on a permanent basis.
<b>Ult. Anti-armor</b>	Their attack power against tanks is permanently greatly enhanced.
<b>Ultimate Damage</b>	Parameters relating to anti-personnel attacks are permanently greatly enhanced.
<b>Ultimate Defense</b>	Defensive abilities are greatly enhanced on a permanent basis.
<b>Ultimate Evade</b>	Evasion skills are greatly enhanced on a permanent basis.
<b>Under Pressure</b>	Being the very last to take action gives them a crushing sense of pressure that hinders accuracy.
<b>Undercover Fire</b>	When crouching, their attack power is boosted.
<b>Undodgeable Shot</b>	Attacks have a set probability of being impossible for enemies to evade.
<b>Unlucky</b>	Sometimes Lady Luck abandons them completely, leaving them unable to inflict critical damage to their target.
<b>Valkyria</b>	The awesome power of the Valkyrur awakens within her when her HP falls below half-full.
<b>Veggie-Maniac</b>	Any time his feet touch the bountiful earth, his love of veggies drives his parameters up.
<b>Welkin Hater</b>	Having Welkin around is a drag, causing a drop in firing accuracy.
<b>Welkin Lover</b>	Just knowing that Welkin is nearby gives confidence and a boost in firing accuracy.



## DECORATIONS FOR VALOR

After meeting Princess Cordelia in Chapter 9, she summons Welkin to the Randgriz Audience Hall to award him medals for his battlefield accomplishments. You can view these medals on the Decorations tab of your logbook. There are a total of 20 medals, listed in the following section.

### Medals

#### MEDAL: Gallian Medal of Honor



##### DESCRIPTION:

Complete the Chapter 9 battle "Kidnapping of Cordilia."

#### MEDAL: Fouzen Service Medal



##### DESCRIPTION:

Clear the second Chapter 10 battle "Liberation of Fouzen."

**MEDAL: Naggiar Service Medal****DESCRIPTION:**

Complete the Chapter 14 battle "Showdown at Naggiar (2)."

**MEDAL: Ghirlandaio Service Medal****DESCRIPTION:**

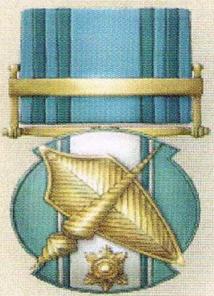
Complete the second Chapter 15 battle "To Fall a Citadel."

**MEDAL: Savior of Gallia****DESCRIPTION:**

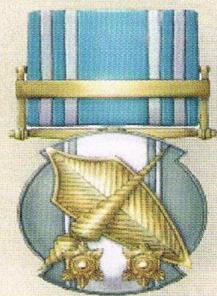
Beat the game and begin a new game from the saved file.

**MEDAL: The Lance of Gallia****DESCRIPTION:**

Kill an enemy ace.

**MEDAL: The Bronze Arms of Gallia****DESCRIPTION:**

Kill 250 enemy units.

**MEDAL: The Silver Arms of Gallia****DESCRIPTION:**

Kill 500 enemy units.

**MEDAL: The Golden Arms of Gallia****DESCRIPTION:**

Kill 1000 enemy units.

**MEDAL: The Splintered Horn****DESCRIPTION:**

Let a character who has unlocked his hidden personal Potential die in combat.

**MEDAL: The Crimson Heart****DESCRIPTION:**

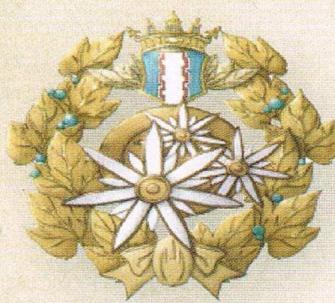
Have a soldier who has fallen in combat survive by either calling a medic or clearing the battle before they die."

**MEDAL: Order of the Golden Wings****DESCRIPTION:**

Train all character classes to level 20.

**MEDAL: The Wings of Solidarity****DESCRIPTION:**

Unlock the full personnel profiles for all recruits. (Do so by acquiring all the characters and unlocking their hidden potentials, then complete the game and begin a new game from the clear save.)

**MEDAL: Excellence in Leadership****DESCRIPTION:**

Learn every Order.

**MEDAL: Excellence in Armament****DESCRIPTION:**

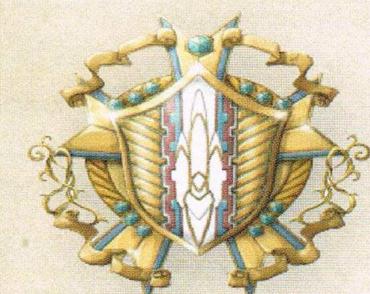
Commission all weapon upgrades and collect all enemy ace and royal weapons.

**MEDAL: Excellence in Technology****DESCRIPTION:**

Commission all tank upgrades (including all three level-3 Edelweiss upgrades) and collect all enemy ace tank parts.

**MEDAL: Gallian Front Commemorative****DESCRIPTION:**

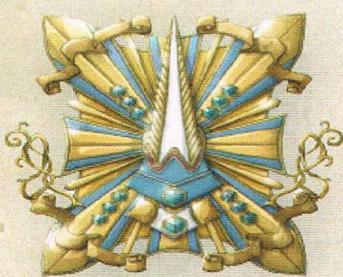
Complete all chapters and reports.

**MEDAL: Order of the Holy Shield****DESCRIPTION:**

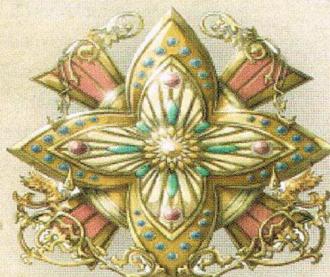
Complete any chapter battle after Chapter 10 without any of your units being reduced to 0 HP.

**MEDAL: Order of the Holy Lance****DESCRIPTION:**

Earn an A Rank on any chapter battle after Chapter 10.

**MEDAL: Randgriz Crest of Honor****DESCRIPTION:**

Earn an A Rank on every battle, including all reports and all ranks of all Skirmish battles.



# Hidden Characters

There are five recruits—one in each class—who will only join your party when special conditions are met. These are some of the best characters in the game, so don't miss them!

**MUSAAD (SCOUT)**

**How to Unlock:** Visit Musaad will be waiting in the Command Room after you complete the game and begin a new game from your clear save data.

**LYNN  
(SHOCKTROOPER)**

**How to Unlock:** Unlock engineer Karl's hidden potential, then let him fall in combat (call a medic; he doesn't need to die). The next time you visit the Command Room, his devoted wife is there waiting.

**AUDREY (LANCER)**

**How to Unlock:** Audrey isn't moved enough to join your cause until Welkin proves himself in battle. To accomplish this, you must attain 10 or more medals from Princess Cordelia.

**KNUTE  
(ENGINEER)**

**How to Unlock:** Enter the Command Room with 1,000,000 DCT on hand and you'll find Knute waiting.

**EMILE (SNIPER)**

**How to Unlock:** Unlock Oscar's hidden potential, then let him fall in combat (call a medic; he doesn't need to die). The next time you visit the Command Room, his concerned brother is there waiting.

# After the Credits Roll...

After completing the game, you will be prompted to save your game as a "Clear Save." Loading this save will allow you to play through from the beginning while keeping all of the upgrades, EXP, DCT, medals and hidden characters that were earned from the last game. You will also be able to skip past the cutscenes and go straight to the battles as you play through each chapter again one by one, while unlocking a few new surprises listed below.

- ☞ A new recruit named Musaad is waiting in the Command Room.
- ☞ You can select a Hard difficulty setting for all skirmish battles. The final skirmish, "East Bank of Vassel," is also unlocked.
- ☞ A third paragraph is added to the personnel profiles of all characters whose final personal Potential has been unlocked.
- ☞ A new non-battle report becomes available at Castlefront St. during Chapter 12.
- ☞ You can select the Statistics tab, which shows your highest ranking for every battle and the total number of enemies you've defeated.
- ☞ You can select the "Music" tab. This tab allows you to listen to any of the music tracks from the game.
- ☞ The Recon Request Order is added to the random selections in the War Cemetery.
- ☞ After completing a chapter battle, you can replay it again and again.



# VALKYRIA CHRONICLES

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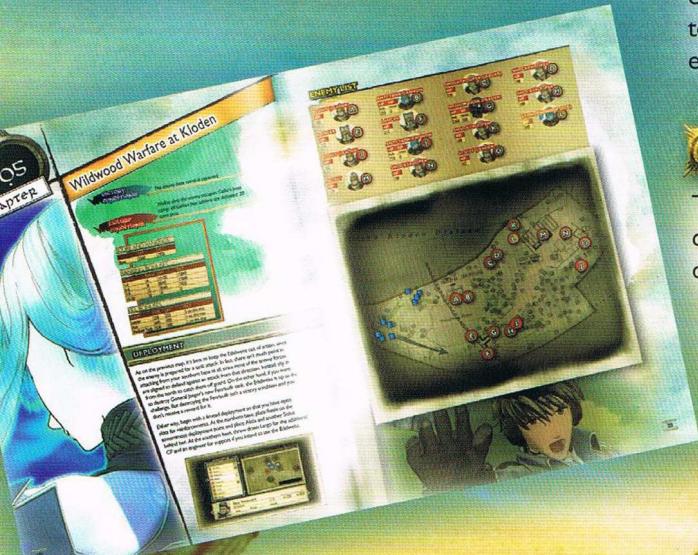
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