

V

VALKYRIA

CHRONICLES™



SEGA®

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The **VALKYRA CHRONICLES™** game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- Also read the manual of your personal computer.
- The game disc may not be used for rental business.
- Unauthorized copying of this manual is prohibited.
- Unauthorized copying and reverse engineering of this software is prohibited.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

Thank you for purchasing *Valkyria Chronicles™*. Please note that this software is designed for use with a PC running Windows Vista or above. Be sure to read this software manual thoroughly before you start playing.

Story

In the 1930's EC, Europa is split from the Empire and the Federation, the two dominant military powers that divide the continent.

The two powers struggled for ultimate supremacy, inevitably starting the Second European War (E.W.II) involving all of Europa.

Gallia, a small independent nation situated between the two super powers now faces attacks from the Imperial Army.

The Gallian Army is overmatched by the Imperial forces and must retreat quickly. But just when the nation was about to surrender its capital city, one squad leader's unusual strategy defeats the Imperial Army.

The name of that young lieutenant was Welkin Gunther and this is his story.



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GETTING STARTED

Please note: the information in this manual was correct when it went to print, but minor developments to the software may have been made after that date.

REQUIREMENTS

Please make sure that your computer meets the following minimum requirements:

Minimum:

OS: Microsoft Windows Vista/Windows 7
 Processor: Intel Core2 Duo @ 2.0GHz (or equivalent)
 RAM: 1.5 GB
 Graphics: NVIDIA GeForce GTS 240 (or equivalent)
 Hard Drive: 25 GB free hard drive space

Recommended:

OS: Microsoft Windows 7
 Processor: Intel Core2 Duo @ 2.8GHz (or equivalent)
 Memory: 2.5 GB
 Graphics: NVIDIA GeForce GTX 280 (or equivalent)
 Hard Drive: 25 GB free hard drive space

Disc Installation

Close all other applications before installing Valkyria Chronicles™. Insert DVD 1 into your PC's DVD drive. If autoplay is enabled the installer will begin its work. Click on the install option in the menu to start the process. If autoplay is disabled, double-click on the My Computer icon and then double-click on the DVD drive icon to launch the game installer. Again, click on install in the menu. If the game does not automatically install itself, right click on the drive icon in My Computer and choose "Explore" from the dropdown menu. Double click on "autorun.exe" to run the installer.

Digital Installation

If you purchased Valkyria Chronicles™ from a digital distributor, please refer to the retailer's installation instructions.

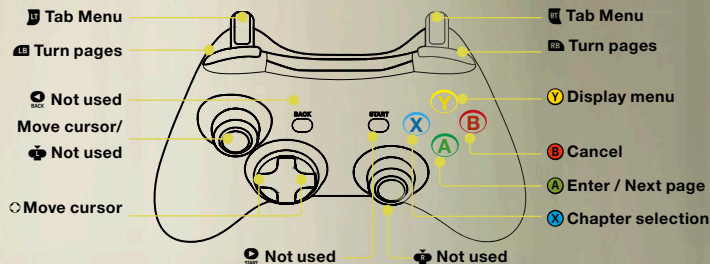
Configuration

Right-click Valkyria Chronicles™ in your Steam library and select Configure to bring up the Configuration utility. Using this, you can configure controls and graphics/audio options for the game. We recommend playing with a keyboard and mouse or the Microsoft Xbox 360 Controller for Windows.

The game can also be played with a DirectInput gamepad. It is highly recommended that you configure such pads in the Input tab before starting the game, as the default configurations may not be ideal for your controller model.

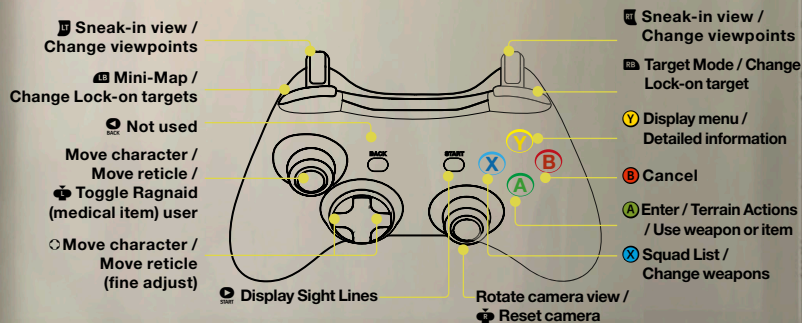
CONTROLS

Microsoft Xbox 360 Controller for Windows - Book Mode



COMMAND	BOOK MODE	BATTLE
Directional Buttons	Move cursor	Move character / Move reticle (fine adjust)
Left Stick	Move cursor	Move character/Move reticle
Right Stick	- NOT USED -	Rotate camera view
A Button	Enter / Next page	Enter / Terrain Actions / Use weapon or item
B Button	Cancel	Cancel
Y Button	Display menu	Display menu / Detailed information
X Button	Chapter selection	Squad List / Change weapons
Left Bumper	Turn pages	Mini-Map / Change Lock-on targets
Right Bumper	Turn pages	Target Mode / Change Lock-on target
Left Trigger	Tab Menu	Sneak-in view / Change viewpoints
Right Trigger	Tab Menu	Sneak-in view / Change viewpoints
Click Left Stick	- NOT USED -	Toggle Ragnaid (medical item) user
Click Right Stick	- NOT USED -	Reset camera
START Button	- NOT USED -	Display Sight Lines

Microsoft Xbox 360 Controller for Windows - Battle



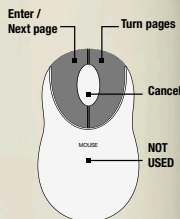
CONTROLS

Keyboard & Mouse

In the Configuration utility, the game controls can be assigned to whichever keyboard or mouse buttons you prefer. The camera/aiming is controlled using the mouse.

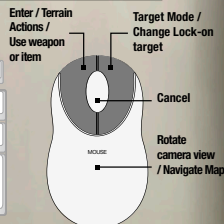
The keyboard controls referred to in this manual will reflect the default controls.

Keyboard & Mouse Controls - Book Mode



COMMAND	BOOK MODE	BATTLE
WASD keys	Move cursor	Move character / Move reticle (fine adjust)
8, 4, 6, 2 keys	- NOT USED -	Look Around
Cursor keys	Move cursor	Walk
Mouse	- NOT USED -	Rotate camera view / Navigate Map
SPACE bar / left-click mouse	Enter / Next page	Enter / Terrain Actions / Use weapon or item
ESC key / middle-click mouse	Cancel	Cancel
F key	Display menu	Display menu / Detailed information
TAB key	Chapter selection	Squad List / Change weapons
Q key	Turn pages	Mini-Map / Change Lock-on targets
E key / right-click mouse	Turn pages	Target Mode / Change Lock-on target
F1 key	Tab Menu	Sneak-in view / Change viewpoints
F2 key	Tab Menu	Sneak-in view / Change viewpoints
R key	- NOT USED -	Toggle Ragnaid (medical item) user
F3 key	- NOT USED -	Reset camera
ENTER key	- NOT USED -	Display Sight Lines

Keyboard & Mouse Controls - Battle



STARTING UP

When you start the game, the opening demo movie will be played followed by the Title Screen. Press the **START** button (or **Return** key) to bring up the **Main Menu**, then select from the menu items as detailed below:

NEW GAME

Start the story from the beginning. The story will start once the prologue is told.

LOAD GAME

Continue playing a previously saved game. Select a Play Data from the list to continue the game.

OPTIONS

Make changes to a variety of game settings. Refer to p.8 for details of each option.

EXTRAS

Access bonus missions.

EXIT

Close the game and return to your desktop screen.

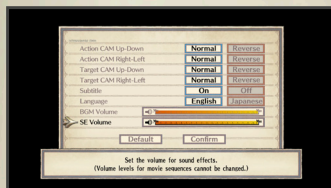
SAVE DATA

There are two kinds of save data for this game. System Data saves your game settings and Play Data saves your game progress.

Note that the System Data is auto-saved, but the Play Data must be saved manually from Book Mode (p.9) and Command Mode (p.16). Up to 20 Play Data can be created for this game.

OPTIONS

Use the directional buttons/left stick/cursor keys
↑ / ↓ to select one of the settings and
← / → to make changes. Choose **“Confirm”** to
implement your changes and **“Default”** to restore
all of the settings to their default values. Press the
Ⓟ button (or Esc key) to exit the screen without
making any changes.



ACTION CAM UP-DOWN

Switch the camera controls for combat. Set it to **“Normal”** if you prefer pushing ↑ (right stick / mouse) to look up, ↓ to look down. Select **“Reverse”** to have the controls inverted.

ACTION CAM RIGHT-LEFT

Switch the camera controls for combat. Set it to **“Normal”** if you prefer pushing → (right stick / mouse) to pan right, ← to pan left. Select **“Reverse”** to have the controls inverted.

TARGET CAM UP-DOWN

Switch the up/down targeting controls for combat. Set it to **“Normal”** if you prefer pushing ↑ (left stick/directional buttons) to move the target up, ↓ to move it down. Select **“Reverse”** to have the controls inverted.

TARGET CAM RIGHT-LEFT

Switch the left/right targeting controls for combat. Set it to **“Normal”** if you prefer pushing → (left stick/directional buttons/mouse) to move the target to the right, ← to move it left. Select **“Reverse”** to have the controls inverted.

SUBTITLES

Turn the subtitles **ON** or **OFF** during the movie scenes.

LANGUAGE

Set the voice language to English or Japanese. Note that this setting can only be changed from the **Title Screen**.

BGM VOLUME

Adjust the volume level of the background music.

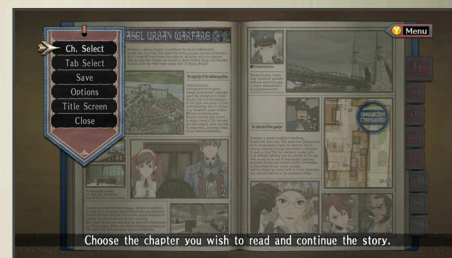
SE VOLUME

Adjust the volume level of the sound effects.

NOTE: Volume levels for movie scenes are not affected by adjusting the BGM VOLUME or SE VOLUME.

BOOK MODE

In Book Mode, choose an article (episode) you wish to see by moving the cursor on the page. Newly added articles are marked with a red **“new”** icon and episodes that include combat are displayed as maps.



Use the Ⓛ/Ⓜ button (or Q and E keys) to turn the pages and the Ⓚ / Ⓟ button (or F1/F2 key) to access the Tab contents (p.10 to 14).

BOOK MENU

Press the Ⓞ button (or F key) to open the Book Menu with the following options:

Ch. Select Open a page of another chapter.

Tab Select Access the Tab contents (p.10 to 14).

Save Save the progress of your story.

Options Access the Options Screen.

Title Screen Return to the Title Screen.

Close Close the Book Menu.

At the beginning of the game you will have fewer pages and Tab contents to choose from. These will increase as you advance through your story.

HEADQUARTERS

From the Headquarters Tab you can check the current status of Squad 7 or make upgrades to improve your squad. **Experience Points (Exp)** are required to train your infantry, while **Funds (DCT)** are needed to develop new weaponry or upgrade tanks (see the upper right of the screen). Additional options will become available as the story progresses.



SQUAD BARRACKS

Change equipment or view details on the members of Squad 7. Use the directional buttons/left stick/cursor keys \leftarrow/\rightarrow to change the list and \uparrow/\downarrow to select an individual unit. Press the **LB/RB** button (or **Q** and **E** keys) to browse special abilities such as Potential and Order (p.17).



Individuals' equipment can be changed here in the barracks by selecting an item with the cursor, then confirming it with the **A** button (or **left mouse click**). Weapons that the unit can equip will increase when seized from enemy leaders or when awarded after combat.

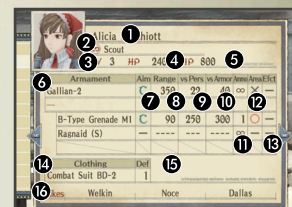
COMMAND ROOM

Enter this room to reorganize Squad 7's active members. You may have up to twenty soldiers on your squad. Note that Alicia, Rosie, and Largo cannot be removed from the roster.



Use the **LB/RB** button (or **Q** and **E** keys) to switch between the recruiting list and active list and press the **Y** button (or **F** key) to display the Potentials of the selected unit. To activate or discharge the selected unit, press the **A** button (or left-click the mouse) and he/she will be transferred to the other list.

UNIT DETAILS



LB/RB button
(or **Q** and **E** keys)
to switch screens

Details of the unit's abilities are displayed as follows:

- 1) **Name** Character's name.
- 2) **Class** Unit's military classification.
- 3) **LV** Unit's overall power level.
- 4) **HP** Unit's damage (Hit Points).
- 5) **AP** Unit's mobility (Action Points).
- 6) **Armament** Name of equipped weapon(s).
- 7) **Aim** Shot accuracy (A>B>C>D>E).
- 8) **Range** Weapon's attack range.
- 9) **vs Personnel** Attack power against infantry.
- 10) **vs Armor** Attack power against tanks.
- 11) **Ammo** Number of remaining rounds (∞ : unlimited).
- 12) **Area** Ability to attack multiple units.
- 13) **Effects** Icon of special effects, if available.
- 14) **Clothing** Name of equipped suits.
- 15) **Def** Defensive value of the suit.
- 16) **Likes** Compatible characters for effective cooperative attacks.



SPECIAL ABILITIES

Press the **LB/RB** button (or **Q** and **E** keys) to open the list of special abilities of the unit. Abilities categorised as "**P**" are Personal Potentials, "**B**" are Battle Potentials and "**O**" are Orders. Refer to p.17 to learn more about Potentials and Orders.

TRAINING FIELD

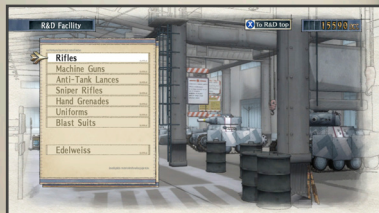
Distribute your Experience Points by Class to strengthen up your squad members on the training field. When the Experience Points are distributed to a given level, all of the units of the same Class will effectively Level Up together. Units which leveled up in the process will not only have increased abilities, but can acquire new special abilities (Potentials and Orders) as well.



Use the directional buttons/left stick/cursor keys \uparrow/\downarrow to select the Class, \leftarrow/\rightarrow to distribute your Experience Points, and the \odot button (or F key) to display the Potentials of the selected unit. If you are set to start the training, press the \odot button (or left-click the mouse). To exit the Training Field, press the \odot button (or Esc key).

R&D FACILITY

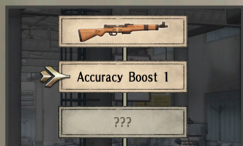
New weapons, defensive gear and tank enhancements are developed at the R&D Facility. Funds are necessary to produce your new items. Press the \odot button (or Esc key) to return to the previous screen or the \times button (or TAB key) if you wish to return to the top menu.



DEVELOPMENT

There are two types of items to develop, either for the infantry units or for the tanks. For the infantry you can develop Rifles, Machine Guns, Sniper Rifles, Anti-Tank Lances, Flamethrowers, Hand Grenades, Uniforms and Blast Suits. For the tanks you can produce parts that will enhance the body, firepower, mobility and other areas of improvements. To switch between the two categories, press the LB/RB button (or Q and E buttons)

Once the item and the type of enhancement is confirmed, you will fund the development and the item will be made. Note that any infantry items that are created will be automatically equipped to the units.



... Current state of the item.

... Upgrade item by funding development.

... Advanced development, still unavailable.

TANK PARTS

Install tank parts such as treads, attack add-ons and other add-ons to improve your tank's performance. Details of the tank will be displayed when the Change Tank Parts is selected, allowing you to customise and install new parts. Select any parts you have with the cursor and a structural map of your Change Parts will be displayed on the right side of the screen, showing how much space is required for each part. Use the directional buttons/left stick/cursor keys to decide where to install the selected item and press the \odot button (or left-click the mouse) to install it. Parts that are already mounted can be rearranged or removed with the \odot button (or Esc key) from this screen.



The selected item is displayed on the map.



Select an open space and press the \odot button (or left-click the mouse) to install.

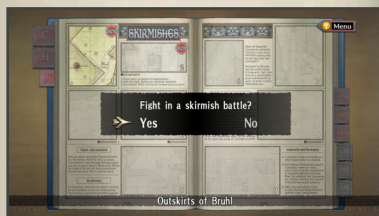


Item cannot be installed if the item overlaps other parts.



SKIRMISHES

Intercept the Imperial units who are lurking near the borders of Gallia. Select the difficulty of the battle and proceed with the mission to earn Experience Points and Funds to strengthen your squad. You can repeatedly play the Skirmish and new Skirmishes are added as you progress through the main story.



VIEWING TAB CONTENTS

Personnel, Weaponry and Glossary Tabs offer supplemental information that will be updated as you progress through the story. Browse the contents with the following controls:

LB / RB button (or **Q** and **E** buttons): Turn pages

A button (or **left-click the mouse**). **↑/↓**
Change appearance (characters only)

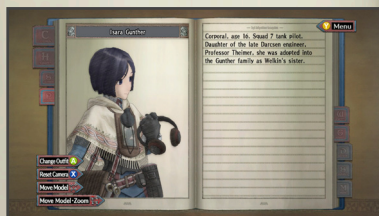
X button (or **TAB** key) Reset Camera

↑/↓ (left stick/WASD keys): Zoom in and out

↑/↓ (directional buttons/cursor keys): Adjust the position of model

↑/↓ (right stick/8,4,6,2 keys): Rotate model vertically

←/→ (directional buttons/left stick/WASD keys): Rotate model horizontally



DECORATIONS

View all of the awards you've earned from the Decorations Tab. Each decoration has a unique condition that you must fulfill to be awarded. Prove that you are the top commander by earning all of the decorations.



BATTLE

Battle will commence when you select a map from the page (**Book Mode**). Complete the objectives of the operation by strategically controlling your units.

BRIEFING

Confirm the settings and positions of allied and enemy units. After the objectives are confirmed you will proceed with the operation. When the story progresses and Welkin becomes the commander of Squad 7, you will also allocate and position each of your units before the combat begins.



1) **Number of Units (Allied):**

Allocated / Maximum

2) **Gallian Camp Site**

3) **Number of Units (Camp):**

Allocated / Maximum

4) **Imperial Base Camp**

5) **Attack Route:**

Gallian (Blue) / Imperial (Red)

POSITION UNITS

Prepare your squad for combat by positioning your units to create an ideal formation to complete the operation. Select your units from the roster and position them in the map to be deployed.

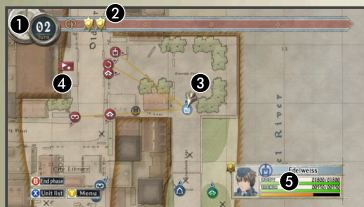


BATTLE SYSTEM (TURN-BASED ACTION)

Battles will be fought in turns and your squad will be able to reposition and fire at will during the player's phase. During the enemy's phase, you will hold still and counterattack moving enemies (automatically).

COMMAND MODE

Top view of the combat zone is displayed to visualize your overall strategy before you actually select your units. Press the **X** button (or **TAB** key) to display a list of units (p.17), the **Y** button (or **F** key) to display the menu (p.17), or the **B** button (or **Esc** key) to end your current phase.



- 1) Turn Number
- 2) Remaining Command Points
- 3) Unit Icons (Blue: Allied / Red: Imperial)
- 4) Camp Area
- 5) Identification and Status of Selected Unit

When a unit you've selected has its sights on an enemy, a Sight Line (p.21) will appear on the screen to indicate that the unit is marking the particular enemy unit.

USING COMMAND POINTS

The most important factor during Command Mode is the Command Points (CP). You need one CP to move and attack with your infantry units, while two CP are needed for tanks. CP are also used to execute special tasks such as Orders (p.17) or calling in your backup units.

Your first instinct may be to use up all of the CP to quickly complete the mission. But when the Imperial units are aggressive, it can be more efficient to stock up your CP by suspending your units to the next turn and overwhelm them when the opportunity comes (Note that a maximum of 20 CP can be stocked). This way, you can effectively attack as a team instead of just sniping faraway enemies or isolating a unit from the rest of the squad.

SQUAD LIST

Press the **X** button (or **TAB** key) during Command Mode to display the list of units. Press the **AB** / **RE** button (or **Q** and **E** buttons) to change the category (Gallian Units, Imperial Units, Camps and Reserves) and the **Y** button (or **TAB** key) to display the status of the selected unit. When your unit is selected, you may also press the **A** button (or **left-click the mouse**) to reposition and / or attack by entering the Action Mode.



MENU AT COMMAND MODE

Press the **Y** button (or **TAB** key) during the Command Mode to open a menu with the following options:

END PHASE	End your battle phase and move on to the enemy's phase.
ORDERS	Use CP to issue unique orders to your units (see below).
OBJECTIVES	Confirm your victory/failure conditions and your current combat rating.
SYSTEM	Even during the battles, you can save/load the Play Data, access the Options (p.8), or quit and return to the Title Screen.

POTENTIALS AND ORDERS

Your units will possess different characteristics even if they are classified in the same Class. Special abilities related to Potentials/Orders are what truly make your units unique. Special abilities are classified in one of the following types:

Personal Potentials (P)

Potentials related to personality and natural gifts. This can be anything from personal likes-and-dislikes to communication skills, which can work for or against your plans. The units will acquire these traits by simply advancing the story or by making them your heroes in battle.

Battle Potentials (B)

Potentials related to his/her Class, which are earned on the Training Field. Unlike Personal Potentials, these abilities will only enhance your unit's role during battles.

Orders (O)

Special tasks available only to Welkin. Orders can be acquired by leveling up various Classes on the Training Field, but there are also other ways to learn them.

EFFECTS OF POTENTIALS

Effects of Potentials will be automatically triggered according to the description found on the Special Abilities screen (p.11). If the units find themselves in the right situation, there is a chance that his/her Potentials will come in to play.

CAMP AREAS

In the battlefield, the surest way to win a battle is by capturing the enemy's camps. There are two types of camps: One is the Base Camp, the losing of which will determine the battle, while the other is a Regular Camp, which is important for expanding your squad's presence. The following camp icons are used to identify the two types of camps:



Base Camp



Regular Camp

OCCUPY AN ENEMY CAMP

If you clear all of the enemy units in the camp area and touch their flag, press the **A** button (or **left-click the mouse**) to officially declare that you've annexed their camp. This final action can only be carried out by your foot soldiers, and not by tanks.



ADVANTAGES OF CAMPS

Here are the advantages your units can count on when they are within their own camp area:

- 1) Recover damage (HP) with a greater margin (per turn).
- 2) Fully reload firearms and consumed items.
- 3) Increase protection with enhanced defensive power.
- 4) Withdraw your units from combat and save them as your reserves.
- 5) Deploy your reserves as backups.

TANK WITHIN A CAMP

Tanks will also recover damage by staying within the camp area. A tank set up in a camp is a formidable fortress that will be difficult to sack by the opposing army.

ACTION MODE

In Action Mode, you will now be moving the unit that you've selected from Command Mode. When you find a good location to attack from, switch over to Target Mode (p.23), and then fire at will.



- 1) **Sight Line**.....Direction an enemy is facing, color-coded by status (see p.21).
- 2) **Map**.....Map of the area. Display it On or Off with the **M** button (or **Q** key)
- 3) **Terrain Action Prompt**..Actions used in selected locations.
- 4) **Target Mode Prompt**.....Use the **T** button (or **E** key) to switch between Target and Action Mode.
- 5) **AP Gauge**.....Remaining Action Points.
- 6) **CP Icon**.....Indicates this unit will recover one CP per turn.
- 7) **Unit Status**.....Current status such as HP and equipped weapon/item.

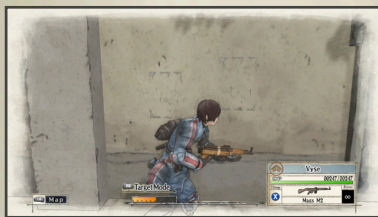
* Weapon/item section within the Unit Status will be crossed out once the unit takes an action.

ABOUT ACTION POINTS

Action Points (AP) represent the unit's mobility range, which varies by Class (p.25). The orange-yellow AP gauge displayed at the bottom of the screen will deplete as you move the units. Finding a safe location before the gauge is empty is critical for survival since your unit will be unable to move around for the rest of the action once its AP runs out.

MOVING UNITS

Use the directional buttons/left stick to move your units during Action Mode. There are no retakes in this mode so stay sharp and keep an eye on the AP Gauge when you move your units. If you run out of AP, your units will be suspended on the spot for the remainder of the current action. Note that your foot soldiers can still rotate on the spot and use Terrain Action (p.21), but a tank will require AP to rotate its entire body.



As long as the unit has some AP remaining, you may move and attack, or attack and move, or even move, attack and then move again. When your actions are completed, press the **B** button (or **Esc** key) to return to Command Mode.

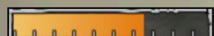
AP RESTRICTIONS

When you need to rely heavily on a single unit within a turn (same attack phase), note that available AP will decrease after each action, regardless of whether the unit moved or not.

AP DURING REPEATED ACTIONS



... First action of the turn with full AP Gauge.



... Second action of the turn with 2/3 of AP.



...Third action of the turn with 1/3 of AP.



... Fourth action of the turn with very little AP.

CAMERA ACTIONS

Use the **right stick** (or the **mouse**) to rotate the camera during Action Mode to see your surroundings. Changing your view will allow you to identify enemies often undetected from your primary view. **Up/down** and **left/right** controls of the camera are based on the settings found in Options (p.8), and the camera will reset to the initial view upon clicking the right stick (or pressing the **F3** button).



TERRAIN ACTIONS



Special actions are available when your foot soldiers move into certain areas (e.g. behind sandbags, within tall grass areas, etc.). An on-screen prompt is given when a Terrain Action is available, so press the **A** button (or **left-click the mouse**) to take advantage of it.

SIGHT LINES

Knowing the position of your enemies as well as their visual range can be a great help during Action Mode. Identifying an enemy and/or being identified by them will create a line between the two units. The color of the Sight Lines are represented as follows:



Blue: Enemy sighted, but still unnoticed by enemy.

Yellow: Identified by enemy, but out of range for interception.

Red: Identified by enemy and also within range for interception.

Green: Same as red, but enemy is reloading weapon.

STEALTH ATTACK

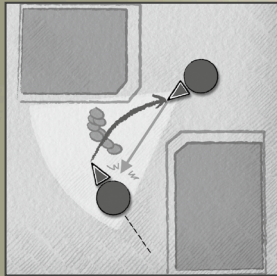


If you attack enemy soldiers who are unaware of your presence (Sight Line is blue), you will have a chance to engage in an attack with 100% accuracy, which is considered a Stealth Attack. Although it might require a little leg work on your part, Stealth Attacks are effective against enemies that are skilled enough to evade face-on attacks.

INTERCEPTIONS

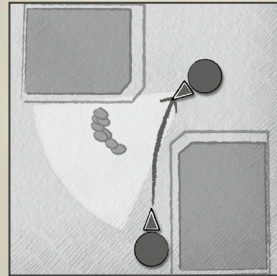
Enemies are active during Action Mode, and will start firing when you enter their attack range. This is also true during an enemy's attack phase, as your units will automatically respond to enemies penetrating within your range.

Note that buildings and walls can neutralize the attack range of the units, since the unit itself is unable to see the enemies behind the structure. At times it's difficult to accurately know if one is within range or not, so note the color of the Sight Line (p.21) during such encounters.



SOME RISK

Execute an attack by quickly moving behind the sandbags. If the Sight Line turns red, you must anticipate incoming fire.

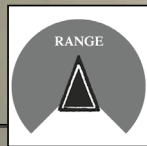


LOW RISK

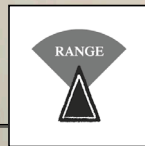
Execute an attack by staying near the wall. If the Sight Line stays yellow, you are safe from any interception.

SETTING UP INTERCEPTIONS

Anticipation is the key to intercepting your enemies. Position Shocktroopers, Scouts, Engineers and tanks in strategic locations where the enemies will be moving in to damage the enemies during their own attack phase. Note that Lancers and Snipers are not able to execute an Interception.



Scouts



Shocktroopers, Tanks
and Engineers

TARGET MODE

Once your unit has entered an ideal location to attack, press the **R3** button (or **right-click the mouse**) to switch to Target Mode. During this mode, you are safe from enemy attacks so take your time to spot the enemy with your target. If there are multiple enemies in your sight, you may lock-on to them quicker by using the **L3/R3** button (or **Q** and **E** keys). Use the left stick (or **mouse**) to move the target and make fine adjustments with the directional buttons (or **cursor keys**). When the target is set, press the **A** button (or **left-click the mouse**) to fire the weapon (one attack per action).



ATTACK INFO

Information on your selected unit is displayed during Target Mode as follows:

To Kill: Number of shots to terminate target unit.

Shots: Number of shots fired in one action.

vs Pers: Effectiveness against foot soldier.

vs Armor: Effectiveness against tank.

Area: Capability of damaging a broad area (**A** /left-click: Yes / **B** /ESC key: No).

SNIPING RIFLES



Snipers' rifles come with spectral scopes that will allow you to adjust the magnification ratio of your aim. Press the **right stick up** (or **Numpad key 8**) to zoom in, and down (or **Numpad key 2**) to zoom out.

TEAM ATTACK

Sometimes when allied units are grouped together, a co-op attack will be triggered during Target Mode to quickly take out your target enemies. Up to three units can team up during these attacks and their support comes at no CP cost. Teaming up with members your unit likes (see "Likes" on p.11) will result in an exceptionally powerful attack. Note that Snipers and Lancers are not available for these attacks.

CHANGE WEAPONS

Press the **X** button (or **TAB** key) to select the weapon your unit is equipped with. Choose a weapon that suits your situation for the best results. For example, your tank Edelweiss is equipped with three different arms (Anti-armor shells, explosive mortar rounds and mounted machine guns).



AMMUNITIONS

The number of ammunitions can be confirmed from where the details of the unit are displayed. Some weapons will have a set amount of ammunition per turn and this is restocked by either staying within your camp area or relying on your Engineers.

RESTORE HP (RAGNAID)

Some damage is restored automatically in every turn before your phase begins, but when your damage is substantial, you can rely on Ragnaid (medical item used for infantry units) to restore the HP level of your units. For tanks, you must bring in the Engineers who are equipped with the right tools to restore its HP.



In either case, the item is selected from the Weapons Option (press the **X** button or **TAB** key). To use the Ragnaid, place the crosshair on a nearby ally to heal them, or place them on nobody (or just click the **left stick**/press the **R** key) to use it to heal yourself.

CALL THE MEDIC

Units whose HP has reached zero will fall to the ground in critical condition. Leaving a unit in this state for three turns, or allowing an enemy to come in for the final blow can terminate your unit. But don't give up on these units; moving your unit next to an ally in critical condition can save them. The medic will take care of the rest and safely evacuate these soldiers from the battlefield.

MILITARY UNITS

FOOT SOLDIERS

SCOUTS



Equipped with standard caliber rifles, they are capable of covering a lot of ground.

SHOCKTROOPERS



Equipped with high-power machine guns, they excel in close combat with average mobility.

SNIPERS



Equipped with long-range sniper rifles, they are less effective in close combat with lower defensive abilities.

LANCERS



Equipped with large spear-like cannons, they can inflict great damage to tanks and have enough defense to withstand heavy attacks. Low mobility makes them vulnerable to enemy foot soldiers.

ENGINEERS



Low offensive and defensive abilities make them impractical as fighters, yet they are supportive as they restock ammunitions, remove landmines, fix sandbags, and repair tanks.

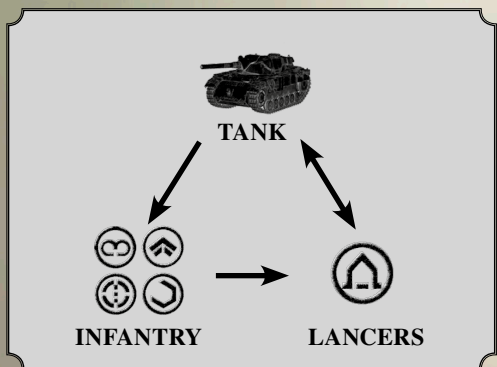
TANKS

Tanks play a critical role in the battlefield. The armor-clad body deflects ordinary attacks from foot soldiers and they are equipped with highly destructive firepower. These vehicles are capable of running over obstacles such as sandbags and barricades.



Structure wise, the tank can be split into two basic sections, the body and the tread. The tank will be destroyed when its body is damaged and loses all of its Body Hit Points (BHP). The tank will still manage to survive when the tread is destroyed, but will severely lose its mobility. If your tank is low on BHP/Tread Hit Points (THP), move the Engineers near the tank to restore its condition.

Class Advantages/Disadvantages



Tanks are more than capable of stopping the foot soldiers. On the other hand, the only infantry units that are capable of effectively attacking the tanks are the Lancers. That said, when you identify enemy Lancers creeping closer to a tank, quickly gather the foot soldiers to stop them since your tank is the most important asset of the squad.

But never underestimate your enemies, even when you know your units have some advantages. For example, just because a Lancer is capable of destroying a tank doesn't mean you can attack them face-on.

COMBAT TIPS



Listen up maggots! Here are some important tips to keep you alive during combat. When one of you goes down, all of us are gonna be hurtin', so pay attention to your surroundings, and fight like a true Gallian soldier!

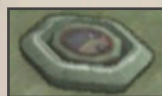
USE TANK AS A SHIELD

Strategically place the tanks on the battlefield so your infantry units can use them as shields to gain ground. Staying behind the tank will prevent your troops from becoming a sitting duck in the open field.



BEWARE OF LANDMINES

It's common sense to check for landmines on the battlefield, but in case you accidentally step on one of these babies, you're one roasted chicken we ain't having for dinner. Yo Engineers! It's your duty to clean 'em up, so be on the look out!



Anti-Personnel Mines



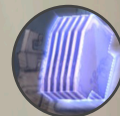
Anti-Tank Mines

COVER WEAK SPOTS

Weak spot for soldiers are their heads, while tanks are weakest in the rear radiators. Don't leave your weak spots exposed in front of your enemies, instead, take cover behind sandbags or tall grass, and park your tank so its rear is against the wall.



Aim for the head when you are shooting at foot soldiers. Note that head shots are voided when soldiers are protected by terrains.



Fire at the radiator (glowing in blue) installed in the back of the tank to inflict more damage.

CUSTOMER SUPPORT

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