## ⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures, or
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

**Use and handling of video games to reduce the likelihood of a seizure**
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.  If the condition persists, consult a doctor.

**NOTICE:**
Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**
Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION®3 FORMAT DISC:**
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Thank you for purchasing *Valkyria Chronicles™*. Please note that this software is designed for use with the PLAYSTATION®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

### *Story*

In 1930s Europa, tensions rise to an all-time high between the continent's two distinct military powers – the Empire and the Federation. In the struggle for ultimate supremacy, the Second Europa War (E.W.II) erupts, and Gallia, the small independent nation situated between the two super powers, now faces attack.

The Empire's Imperial Army is first to strike Gallia, forcing the young lieutenant Welkin Gunther to pull back his small platoon. As the invading forces charge toward the capital city, Welkin discovers that not only are they outmatched in scale and weaponry, but the enemy army also has Valkyria, an unusually powerful race, in their ranks.

As the war rages, the capital city is about to fall to the enemy, but Welkin's unique battle strategies bring hope to his homeland…

There may be a chance for Gallia after all. This is Welkin's story.
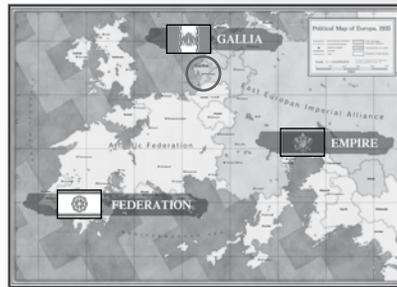
# CONTENTS

# GETTING STARTED

## PLAYSTATION®3 System Front

Slot cover
CF*¹ slot
Eject button
SD*² Memory Card slot
Memory Stick™ slot

*¹ CompactFlash®
*² Secure Digital

**Insert the disc with the label side facing up.**

Disc slot
Power button
Vent
Eject button

WLAN access indicator
HDD access indicator
USB connectors
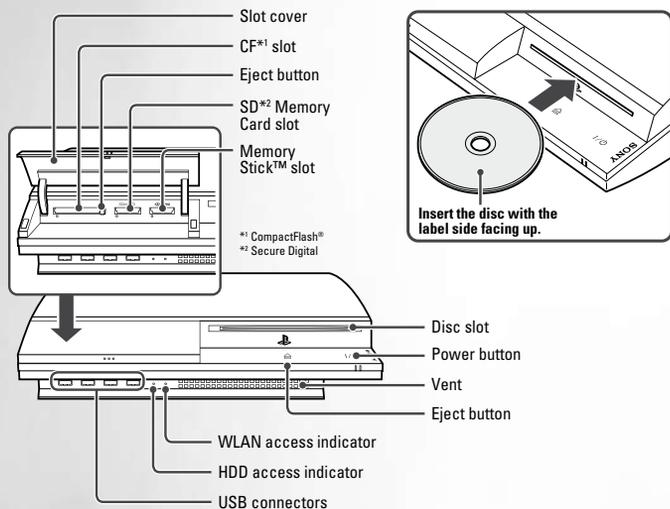
**Note:** Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

**Starting a game:** Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Valkyria Chronicles™* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ✕ button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**HINT:** To remove a disc, touch the eject button after quitting the game.

# CONTROLS

## Using the SIXAXIS™ Wireless Controller (for PLAYSTATION®3)

Port indicators
L2 button
L1 button
Directional buttons
Left stick/ L3 button*
SELECT button

USB connector
R2 button
R1 button
△ button
◎ button
✕ button
▢ button
Right stick/ R3 button*
START button
PS button
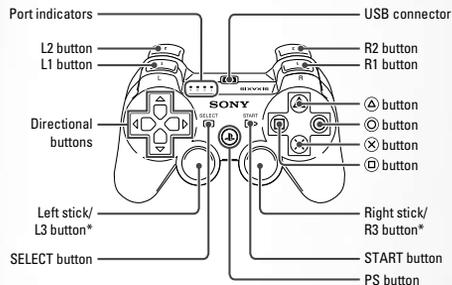
\* The L3 and R3 buttons function when the sticks are pressed.

**Note:** To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

| 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 |
| **✕ button** | Enter / Next page | Enter / Terrain Actions / Use weapon or item |
| **◎ button** | Cancel | Cancel |
| **△ button** | Display menu | Display menu / Detailed information |
| **▢ button** | Chapter selection | Squad List / Change weapons |
| **L1 button** | Turn pages | Mini-Map / Change Lock-on targets |
| **R1 button** | Turn pages | Target Mode / Change Lock-on target |
| **L2 button** | Tab Menu | Sneak-in view / Change viewpoints |
| **R2 button** | Tab Menu | Sneak-in view / Change viewpoints |
| **L3 button** | *- NOT USED -* | Switch unit to use Ragnaid (medical item) |
| **R3 button** | *- NOT USED -* | Reset camera |
| **START** | *- NOT USED -* | Display Sight Lines |

**Saved data for PLAYSTATION®3 format software**

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

# STARTING UP

When you start the game, the opening demo movie will be played followed by the Title Screen. Press the START button 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.5 for details of each option.

### INSTALL

Install the game data of *Valkyria Chronicles™* to your PLAYSTATION®3 system's hard disk. Approximately 4GB of free space is required to install the game data. Installing game data will speed up the loading process while you play this game.

---

## 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. Approximately 1MB of free space for the System Data and 4MB of free space for the Play Data is required to save each save data.

Note that the System Data is auto-saved, but the Play Data must be saved manually from Book Mode (p.6) and Command Mode (p.14). Up to 256 Play Data can be created for this game.

The HDD access indicator will flash while data is being saved so please do not switch off the power of the PLAYSTATION®3 system while the light is on.

## SOUND OUTPUT

This software is compatible with Dolby® Digital 5.1ch, DTS Digital Surround®, and both Linear PCM 2ch and 5.1ch. If you are using a digital optical cable, the output will be compatible with Dolby® Digital 5.1 ch, DTS Digital Surround®, and Linear PCM 2ch. To experience sound in Linear PCM 5.1ch, an HDMI cable is required.

Please refer to the PLAYSTATION®3 system instruction manual to properly connect and use the digital optical cable or HDMI cable. If your AV amplifier does not automatically recognize Dolby® Digital, please refer to the instruction manual of the AV amplifier and/or PLAYSTATION®3 system.

# OPTIONS

Use the directional buttons/left stick ⬆/⬇ 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 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) to look up, ⬇ to look down. Select "**Reversed**" to have the controls reversed.

### ACTION CAM RIGHT-LEFT

Switch the camera controls for combat. Set it to "**Normal**" if you prefer pushing ➡ (right stick) to pan right, ⬅ to pan left. Select "**Reversed**" to have the controls reversed.

### 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 "**Reversed**" 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) to move the target to the right, ⬅ to move it left. Select "**Reversed**" to have the controls reversed.

### 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.



*Choose the chapter you wish to read and continue the story.*

Use the **L1** / **R1** button to turn the pages and the **L2** / **R2** button to access the Tab contents (p.7 to 11).

## BOOK MENU

Press the ⓐ button to open the Book Menu with the following options:

**Ch. Select** ........ Open a page of another chapter.

**Tab Select** ........ Access the Tab contents (p.7 to 11).

**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 less pages and Tabs 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 ←/→ to change the list and ↑/↓ to select an individual unit. Press the **L1** / **R1** button to browse special abilities such as **Potentials** and **Orders** (p.14).



Individuals' equipment can be changed here in the barracks by selecting an item with the cursor, then confirming it with the ⓧ button. 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 **L1** / **R1** button to switch between the recruiting list and active list and press the ⓐ button to display the Potentials of the selected unit. To activate or discharge the selected unit, press the ⓧ button and he/she will be transferred to the other list.

## ABILITIES OF UNITS



**L1 / R1** button 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 cooperative attacks.

## SPECIAL ABILITIES

Press the **L1 / R1** button to open the list of special abilities of the unit. Abilities categorized as "P" are Personal Potentials, "B" are Battle Potentials and "O" are Orders. Refer to p. 14 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 ↑/↓ to select the Class, ←/→ to distribute your Experience Points, and the ⊚ button to display the Potentials of the selected unit. If you are set to start the training, press the ⊗ button. To exit the Training Field, press the ⊚ button.



## 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 ⊚ button to return to the previous screen or the ⊚ button 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 **L1 / R1** button.

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 Parts is selected, allowing you to customize and install new parts. Select any parts you have with the cursor and a structural map of your tank 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 to decide where to install the selected item and press the ⊗ button to install it. Parts that are already mounted can be rearranged or deleted with the ◉ button from this screen.
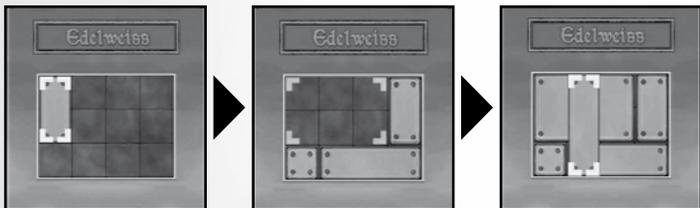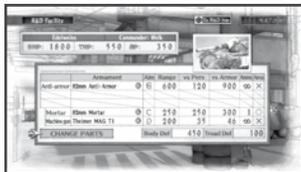


| | | |
|---|---|---|
| The selected item is displayed on the map. | Select an open space and press the ⊗ button to install. | Item cannot be installed if the item overlaps other parts. |



## 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:

| L1 / R1 button: Turn pages |
|---|
| ⊗ button: Change appearance (characters only) |
| ◉ button: Reset Camera |
| ↑/↓ (left stick): Zoom in and out |
| ↑/↓ (directional buttons): Adjust the position of model |
| ↑/↓ (right stick): Rotate model vertically |
| ←/→ (directional buttons/left stick): Rotate model horizontally |
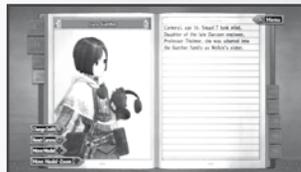
## DECORATIONS

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)
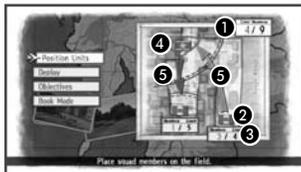
### POSITION UNITS

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 camp area of the map.

---

### 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 ⊕ button to display a list of units (p.14), the ⊗ button to display the menu (p.14), or the ⊚ button to end your current phase.
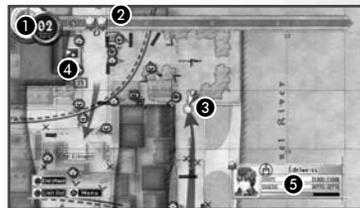
1) **Turn Number**

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.18) 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.14) 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 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 ⊕ button while in Command Mode to display the list of units. Press the **L1** / **R1** button to change the category (Gallian Units, Imperial Units, Camps and Reserves) and the ⊗ button to display the status of the selected unit. When your unit is selected, you may also press the ⊗ button to reposition and/or attack by entering Action Mode.

## MENU AT COMMAND MODE

Press the ⊗ button while in 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.5), 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 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.8). 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 ⊗ button 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.
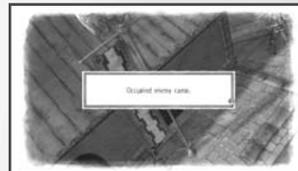
### ADVANTAGES OF CAMPS

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.20), and then fire at will.



**1) Sight Line**............................Direction an enemy is facing, color-coded by status (see p.18).

**2) Map**......................................Map of the area. Display it ON or OFF with the **L1** button.

**3) Terrain Action Prompt**......Actions used in selected locations.

**4) Target Mode Prompt**..........Use the **R1** button 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.22). 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 turn 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 certain action. Note that your foot soldiers can still rotate on the spot and use Terrain Action (p.18), 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 ◎ button 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.
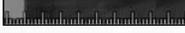
... Fourth action of the turn with very little AP.

## CAMERA ACTIONS

Use the right stick 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.5), and the camera will reset to the initial view with the **R3** 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 ✗ button 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 an 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.18) during such encounters.
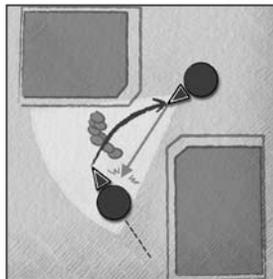


**SOME RISK**

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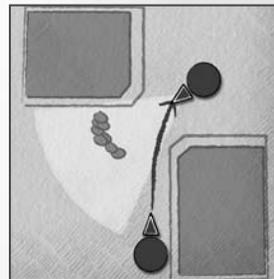


**LOW RISK**

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.
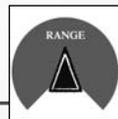


Scouts
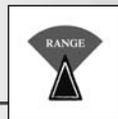


Shocktroopers, Tanks and Engineers

# TARGET MODE

Once your unit has entered an ideal location to attack, press the R1 button 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 L1 / R1 button. Use the left stick to move the target and make fine adjustments with the directional buttons. When the target is set, press the ✗ button 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 solider.

**vs Armor:** Effectiveness against tank.

**Area:** Capability of damaging a broad area (○: Yes / ✗: 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 ↑ to zoom in and ↓ 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.8) will result in an exceptionally powerful attack. Note that Snipers and Lancers are not available for these attacks.

# CHANGE WEAPONS

Press the ⬤ button 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).
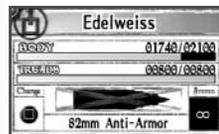
### AMMUNITIONS

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 ⬤ button). To use the Ragnaid, place the crosshair on a nearby ally to heal them, or place them on nobody (or just press the L3 button) 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 melee 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 it loses all of its Body Hit Points (BHP). The tank will still manage to survive when the tread is destroyed, but it 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
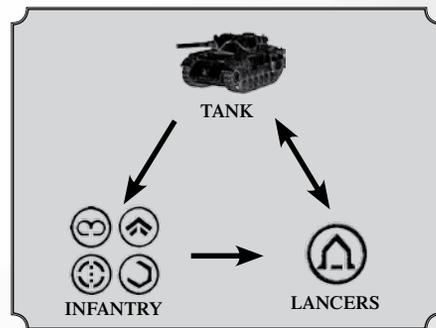


Tanks are more than capable of stopping the foot soldiers. On the other hand, the only infantry units that are capable of effectively attacking the tanks are the Lancers. That said, when you identify enemy Lancers creeping closer to a tank, quickly gather the foot soldiers to stop them since your tank 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 accidently 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**
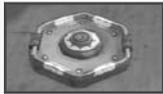
## COVER WEAK SPOTS

Weak spot for soldiers are the 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.**