

VALKYRIA55 ' s MISSION GUIDE

(NOTE : BE SURE TO MARK DOWN THE PATH YOU TAKE SO POST-GAME,
SO YOU CAN EASILY CHOOSE THE OTHER PATH)

Chapter 13 - 20 guide collaborated with [edond.](#)

CHAPTER 01 (第1章 NAMELESSへ) (Becoming Nameless) FLOW CHART

Japanese Name	Type
1章 プロローグ (Ch. 1 Prologue)	Story Event
↓	
ガリアン・クロニクルズ (Gallian Chronicles)	Story Event
↓	
期待の新人士官 (A Genius New Officer)	Story Event
↓	
ヴィーゼル近郊戦 初陣 (Vasel War-Round One)	Story Mission
↓	
ヴィーゼル近郊戦 第二戦 (Vasel War-Round Two)	Story Mission
↓	
約束された将来 (Future Appointment)	Story Event
↓	
辞令 (Appointment and Dismissal)	Story Event
↓	
No7、出撃 (No. 7 Joins)	Story Event
↓	
4人の戦い (Not Yet Translated*)	Story Mission
	(After the Clearing the Mission: Kurt Leads THE NAMELESS Giulo, Felix, Deit, Amy, Annika join. HOMEBASE + GALLIAN MAIN MAP UNLOCKS Password based Guest Characters can be used.)
↓	
ネームレスの流儀 (A Nameless Tradition)	Story Event
↓	
決意 (Determination)	Story Event
↓	
1章 エピローグ (Ch. 1 - Epilogue)	Story Event

CHAPTER 01 - MISSION DETAILS

Chapter 1 - Story Missions

Name: ヴィーゼル近郊戦 初陣 (Vasel War-Round One)
Grade: ★
Objectives: Kill All Troops (S Rank: 1)
Special: n/a
Limits: クルト + Regular Gallian Squad
Ace: None
Ace Drop: n/a

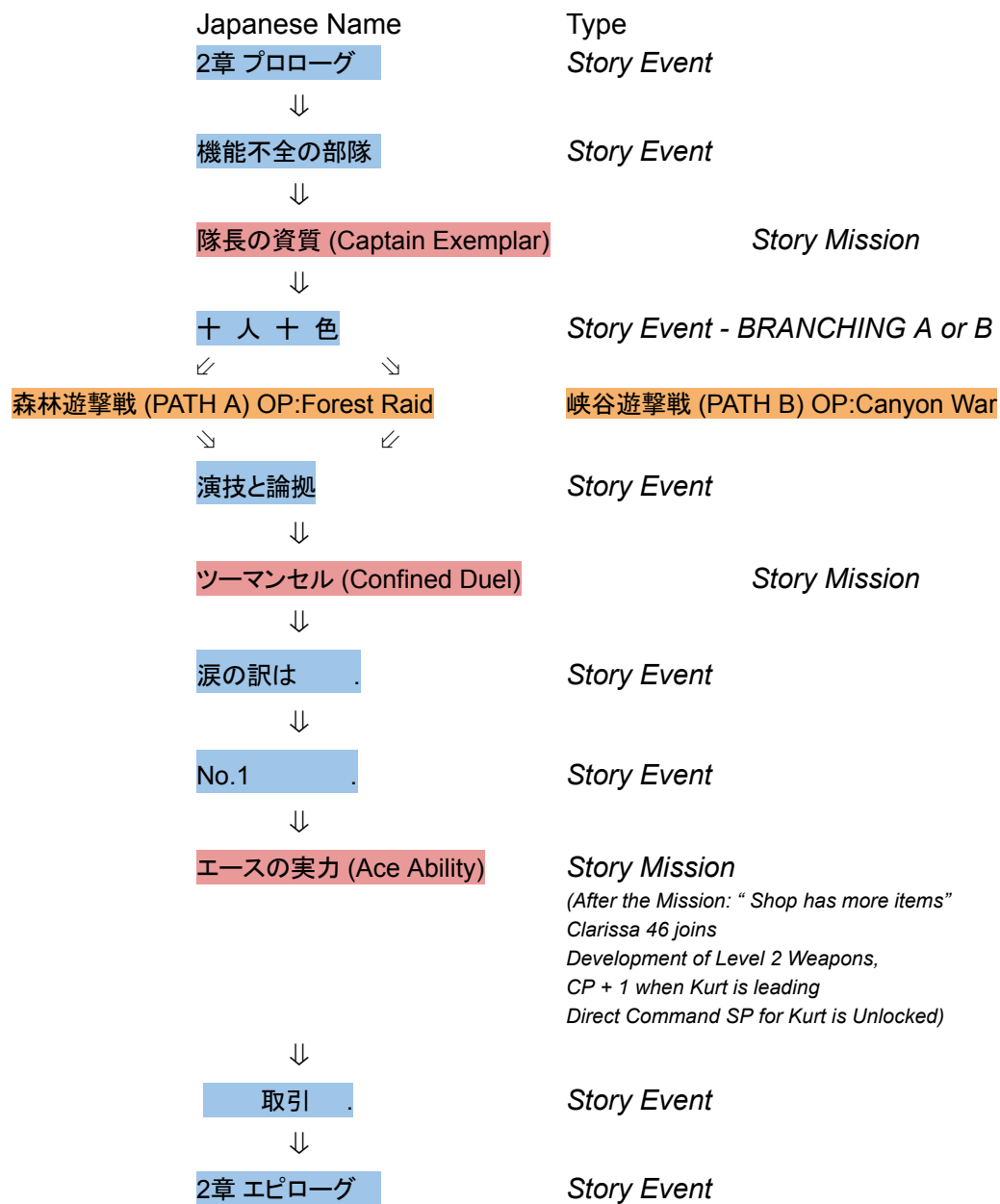
Name: ヴィーゼル近郊戦 第二戦 (Vasel War-Round Two)
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 2)
Special: n/a
Limits: クルト + Regular Gallian Squad
Ace: None
Ace Drop: n/a

Name: 4人の戦い
Grade: ★
Objectives: Kill All Troops (S Rank: 3)
Special: Clearing Mission Unlocks Home Base and Gallian World Map.
Limits: クルト、リエラ、イムカ + (Basic Tank)
Ace: None
Ace Drop: n/a

Chapter 1 - Free Missions

Name: 絶対防衛 (Total Defense)
Grade: ★★★★★
Objectives: Defense for 5 turns (S Rank: 4 Kill All Troops)
Special: Unlocked after Clearing the Game
Limits: クルト、リエラ、イムカ (Kurt, Riela, and Imca must deploy)
Ace: 狂獣タバイスラー (Taba the Rabid)
Ace Drop: 鹵獲万能砲塔A3
Tank Part Universal Turret A3 (Best Tank Weapon)

CHAPTER 02 (第2章 72時間の戦い) FLOW CHART



CHAPTER 02 - MISSION DETAILS

Chapter 2 - Story Missions

Name: 隊長の資質
Grade: ★
Objectives: Defeat Enemy Tank Commander (Boss)(S Rank: 3)
Special: After Clearing Mission
Alphonse, Serge, Liela, Gloria, Valerie Join Nameless
Limits: クルト、リエラ、イムカ Must Join
Ace: None
Ace Drop: n/a

NOTE ABOUT PATHS: You can only choose ONE path on your first play-through.
POST-GAME you can replay any missions and so you can choose the alternative path.

Name: 森林遊撃戦 (PATH A) Operation: Forest Raid
Grade: ★
Objectives: Destroy Special Target [Supply Containers] (S Rank: 3)
Special: Forest
Limits: クルト、リエラ、イムカ Must Join
Ace: 人狩りマシター
Ace Drop: ZM-MP
Shock : Machine-gun
33 vs Personnel
37 vs Armor
83 Accuracy
20 shots
150 range
C Interception Fire Rating

★(“VALKRYIA55” RECOMMENDED PATH)★ (ZM-MP Can be gotten in Chapter 4)

Name: 峡谷遊撃戦 (PATH B) Operation: Canyon Duel
Grade: ★
Objectives: Destroy Special Target [Supply Containers] (S Rank: 2)
Special: n/a
Limits: クルト、リエラ、イムカ Must Join
Ace: シオルグ下級将校
Ace Drop: 鹵獲徹甲機銃B1 (Available from this mission or in Chapter 8)
Tank Weapon : B1 Armor Piercing Weapon (Krm10Pg-2 -2 Urpmg)

Name: ツーマンセル (Confined Duel)
Grade: ★
Objectives: Kill Commander (S Rank: 4)
Special: n/a
Limits: クルト、リエラ、イムカ Must Join
Ace: 女豹ヨシノア

Ace Drop: 武器設計図RF101
Tank Weapon : RF101 Weapon Blueprint

Name: エースの実力 (Ace Ability)
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 4)
Special: n/a
Limits: イムカ Must Join
Ace: 秀オズッキー
Ace Drop: VB - PL
Lancer : Anti-Tank
149 vs Personnel
456 vs Armor
81 Accuracy
1 shots / 6 ammo
920 range
C Interception Fire Rating

Chapter 2 - Free Missions

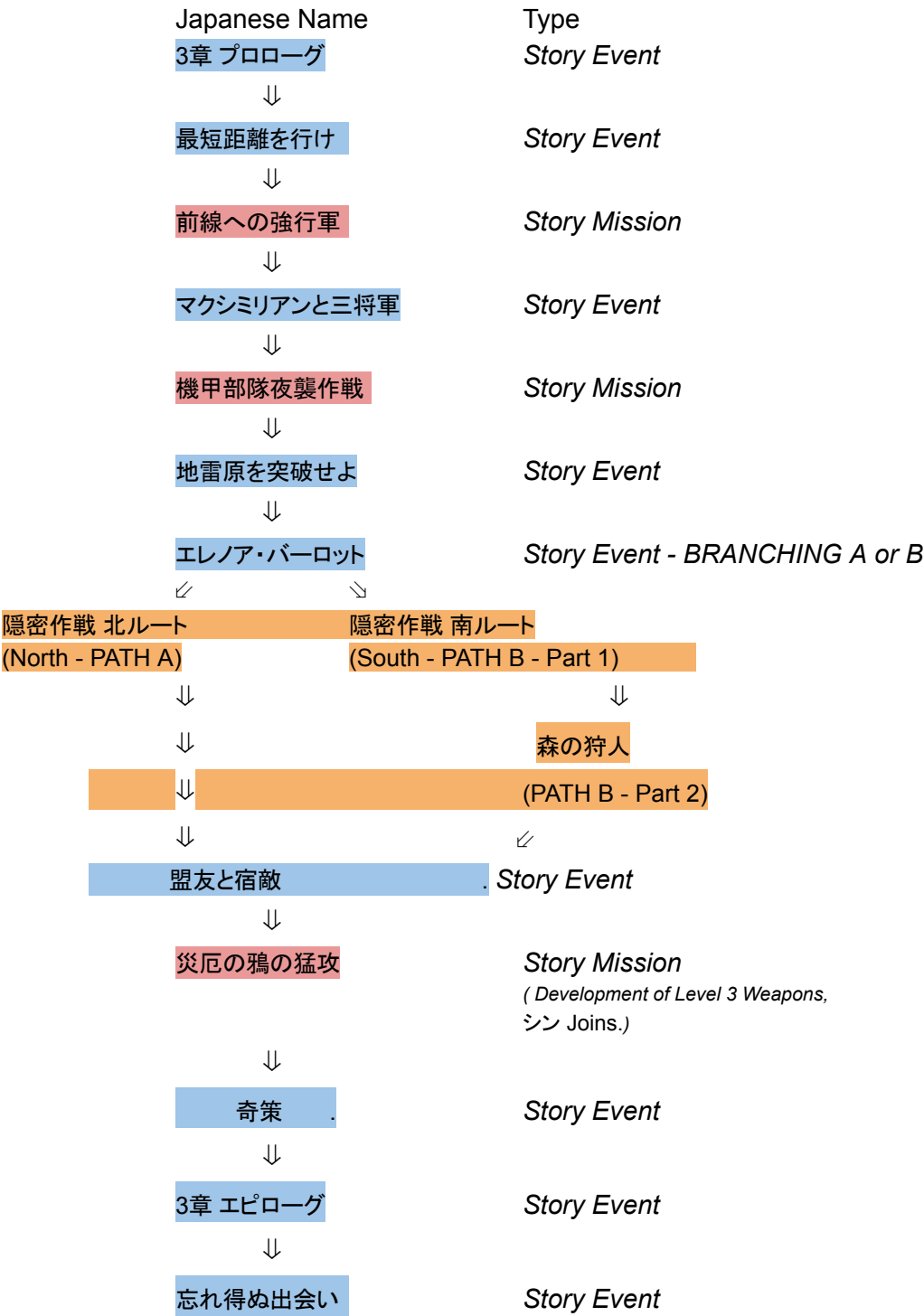
Name: 補給路を断て (Supply Line)
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 3)
Special: Gain Accessory (Any Rank) : 屈強のタリスマン (HP + 20)
Limits: n/a
Ace: 索敵のナカーテ (*You need to do this mission twice to get both Ace Drops)
Ace Drop: ZMXKar
Scout : Rifle
18 vs Personnel
24 vs Armor
80 Accuracy
7 shots
230 range
A Interception Fire Rating
Special : Decrease defense

or

武器設計図RF001
Tank : RF001 Weapon Blueprint

Name: 装甲車予行演習 (APC Trial)
Grade: ★
Objectives: Occupy Enemy Main Base (S Rank: 3)
Special: n/a
Limits: クルト、リエラ、イムカ ONLY + (APC Tank)
Ace: None
Ace Drop: n/a

CHAPTER 03 (第3章 災いの鴉)
FLOW CHART



CHAPTER 03 - MISSION DETAILS

Chapter 3 - Story Missions

Name: 前線への強行軍
Grade: ★
Objectives: Kill all Units(S Rank: 4)
Special: n/a
Limits: None
Ace: 好機のホリ
Ace Drop: ZM34
Engineer : Pistol
25 vs Personnel
24 vs Armor
70 Accuracy
6 shots
130 range
B Interception Fire Rating

Name: 機甲部隊夜襲作戦
Grade: ★
Objectives: Destroy Special Target [Supply Containers] (S Rank: 4)
Special: Boss: 強獣タバイ
Limits: None
Ace: スラー
Ace Drop: 鹵獲徹甲特化C1 (Only Available from this mission)
Tank Weapon : C1 Armor Piercing Weapon (Krm10Pg-4)

Name: 隠密作戦 北ルート(NORTH - PATH A)
Grade: ★
Objectives: Kill All Troops (S Rank: 4)
Special: Forest
Limits: None
Ace: 武装のロッセ
Ace Drop: 武器設計図MK001
Tank Weapon : MK001 Weapon Blueprint

★(“VALKRYIA55” RECOMMENDED PATH)★ (Only way to get accessory, and Howitzer)

Name: 隠密作戦 南ルート (SOUTH - PATH B - Part 1)
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 4)
Special: Mortar Shells (Hiding in Grass can help you avoid them)
Limits: None
Ace: じゃじゃ馬ノーダ
Ace Drop: ZMXKar (See: Chapter 2. Free Mission 補給路を断て)

Name: 森の狩人 (SOUTH - PATH B - Part 2)
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 3)
Special: Gain Accessory (Any Rank) : 縦横無尽のチャーム (AP + 20) (Charm of Movement)
Limits: None
Ace: 女豹ヨシノア
Ace Drop: 鹵獲榴弾機銃D1
Tank Weapon : Howitzer gun D1 (KrM10GmS-2)

Name: 災厄の鴉の猛攻
Grade: ★
Objectives: Occupy Three Enemy Target Bases (S Rank: 5 Turn OK!-thought is was 4)
Special: Boss:タバイ
Limits: Welkin's Squad 7 Joint Mission with 4 Members of the Nameless
Ace: 伏兵ラサカ
Ace Drop: ZM-SGX
Sniper : Sniper-Rifle
154 vs Personnel
120 vs Armor
85 Accuracy
1 shots / 3 ammo
920 range
C Interception Fire Rating
Special: Evade Down

Chapter 3 - Free Missions

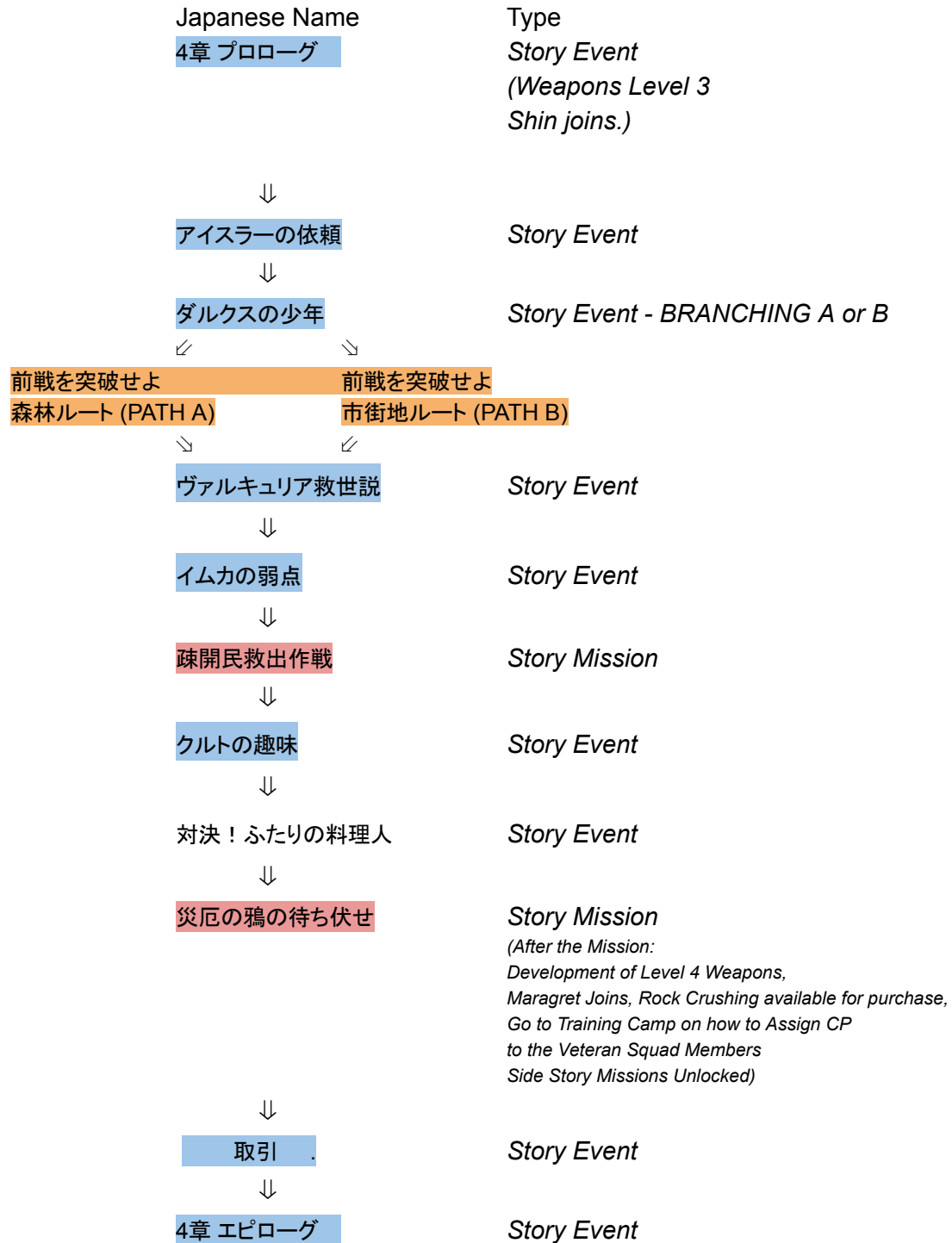
Name: 残党部隊制圧作戦
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 2)
Special: None. (Sorry for previous mistake.. Refer to "GETTING ALL THE MEDALS IN VC3")
Limits: n/a
Ace: シーダ装填手
Ace Drop: 砲塔開発計画004
Tank : 004 Weapon Blueprint

or

鹵獲機関砲塔H1
Tank : H1 Weapon

CHAPTER 04 (第4章 ボルジア枢機卿護衛作戦)

FLOW CHART



CHAPTER 04 - MISSION DETAILS

Name: 前戦を突破せよ森林ルート (PATH A)
Grade: ★
Objectives: Escort Transport Vehicle to Rendezvous Point (S Rank: 5)
Special: Forest / Fog
Limits: None
Ace: 便利屋マツタ
Ace Drop: VB - PL (See Chapter 2 エースの実力)

★(“VALKRYIA55” RECOMMENDED PATH)★

Name: 前戦を突破せよ市街地ルート (PATH B)
Grade: ★
Objectives: Escort Transport Vehicle to Rendezvous Point (S Rank: 5)
Special: City / Fog
Limits: None
Ace: 泣きのアライセル
Ace Drop: ZM-MP (See: Chapter 2. Path Mission - 森林遊撃戦 (PATH A))

Name: 疎開民救出作戦
Grade: ★
Objectives: Default Special Enemy Tank (Center) and Occupy TWO Target Bases (S Rank: 5)
Special: n/a
Limits: Zeri Temporarily Joins Squad
Ace: シラー補充員
Ace Drop: 武器設計図MT001

Tank Weapon : RF101 Weapon Blueprint

Name: 災厄の鴉の待ち伏せ
Grade: ★
Objectives: Escort Transport Vehicle to Rendezvous Point (S Rank: 4)
Special: Heavy Armored Gunners Appear (VERY HARD MISSION TO S RANK)
Limits: None
Ace: 半死のクマガル
Ace Drop: ZM-Kar

Scout : Rifle
21 vs Personnel
31 vs Armor
80 Accuracy
7 shots
220 range
C Interception Fire Rating

Name: 農村からの救援要請
Grade: ★
Objectives: Occupy **TWO** Enemy Target Bases (S Rank: 3)
Special: Gain Accessory (Any Rank) : 英雄のアミュレット (射撃+20)
(Hero's Amulet: +20 Shooting (Accuracy?))
Limits: n/a
Ace: 嘘つきサカ
Ace Drop: 武器設計図PF001
Tank : PF001 Weapon Blueprint

or

ZMXKar (See: Chapter 2. Free Mission 補給路を断て)

CHAPTER 05 (第5章 禁じられた戦い) FLOW CHART



Machine Gunner Class is unlocked)



燃える兄弟

Story Event



5章 エピローグ

Story Event

CHAPTER 05 - MISSION DETAILS

Name: ユエル市への道
Grade: ★
Objectives: Occupy TWO Target Bases (S Rank: 4)
Special: n/a
Limits: None
Ace: 獅子のカナザ
Ace Drop: LSch
Fencer : Sword
350 vs Personnel
227 vs Armor
99 Accuracy
1 shots
40 range
C Interception Fire Rating

Name: 前戦を突破せよ 森林ルート - NORTH - (PATH A)
Grade: ★
Objectives: Destroy Special Target [Supply Containers] (S Rank: 5)
Special: Boss: ジグ
Limits: Cossette Temporary Joins, Free Mission can stop Mortars
Ace: 必殺のヤーマ
Ace Drop: ZM-SGX (See Chapter 3 - エースの実力)

★("VALKRYIA55" RECOMMENDED PATH)★

THIS MISSION'S ACCESSORY CAN ONLY BE GOTTEN ON THE FIRST PLAY THROUGH!

-- TAKE THE SOUTH ROUTE TO GET THE "Lucky Keys Accessory" or you will FOREVER MISS GETTING IT (Bug in the game!)

Name: 前戦を突破せよ 市街地ルート (PATH B)
Grade: ★
Objectives: Destroy Special Target [Supply Containers] (S Rank: 5)
Special: Gain Accessory (Any Rank) : 豪運の鍵 (回避 + 20) (EVADE + 20)
Limits: None
Ace: 酒飲みコジィ
Ace Drop: VB - PL (See: Chapter 2. エースの実力)

Name: 猛攻！謎の巨大戦車
Grade: ★
Objectives: Occupy THREE Target Bases (S Rank: 2)

Special: n/a
Limits: None
Ace: 獅子のカナザ
Ace Drop: LSch
Fencer : Sword
350 vs Personnel
227 vs Armor
99 Accuracy
1 shots
40 range

or (On the second time i.e POST-GAME)

Tank Weapon : SW001 Weapon Blueprint
武器設計図SW001

Chapter 5 - Free Missions

Name: 通信施設設営任務
Grade: ★
Objectives: Escort Vehicle to Rendezvous Point (S Rank: 4)
Special: Canyon Environment
Limits: n/a
Ace: 海鳴りのヤバシ
Ace Drop: 武器設計図SR001
Weapons blueprint SR001
or

鹵獲火炎機銃F1

Tank : Tank Weapon - F1 Flamethrower

Name: 雪上砲撃陣地破壊作戦
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 3)
Special: Snowy Environment
Unlocks AFTER seeing the event: カラミティ・レーベン
Prevents Mortar Shells in another Story Mission
Limits: n/a
Ace: None
Ace Drop: n/a

Name: 機密情報 単独奪取作戦
Grade: ★★★★★
Objectives: Ymca reaches Rendezvous Point (S Rank: 5)
Special: Unlocked after Clearing the Game
Limits: イムカ Only

Ace: シバ鬼軍曹
Ace Drop: 砲塔開発計画001
Tank Weapon Turret 001

or

ZM - MPA
Shock : Machine-gun
51 vs Personnel
58 vs Armor
78 Accuracy
20 shots
150 range
C Interception Fire Rating

CHAPTER 06 (第6章 帝国領、侵入) FLOW CHART



Ymca Specialization is unlocked
After the Mission:
Development of Level 6 Weapons,
Ice breaking equipment & Snow Environments
Cedric Joins, Ymca's Character Mission Unlocks)



CHAPTER 06 - MISSION DETAILS

Name: 帝国領への道
Grade: ★
Objectives: Occupy Enemy Target Base (S Rank: 3)
Special: n/a
Limits: None
Ace: オーク少
Ace Drop: MR2

Lancer : Mortar
176 vs Personnel
333 vs Armor
99 Accuracy
1 shots
40 range
Area Effect
C Interception Fire Rating

Name: 国境を越えて 北ルート - NORTH - (PATH A)
Grade: ★
Objectives: Kill All Troops (S Rank: 4)
Special: n/a
Limits: None.
Ace: 男気のカーギ (Ace Tank appears in Area 5)
Ace Drop: Tank Blueprints Howitzer E1
鹵獲榴弾特化E1

★("VALKRYIA55" RECOMMENDED PATH)★

Name: 国境を越えて 市ルート (PATH B)
Grade: ★
Objectives: Occupy Target Base (S Rank: 4)
Special: Use Rock Smasher for Tank to get Ace, Must use switch to unlock Area 3
Limits: None
Ace: 必殺のヤーマ (Use tank to smash Rocks to find him, hiding in Area 4)
Ace Drop: ZM-SGA
Sniper : (Anti-Tank?) Sniper Rifle
171 vs Personnel

134 vs Armor
85 Accuracy
1 shot / fire
3 Ammo
920 range
C Interception Fire Rating

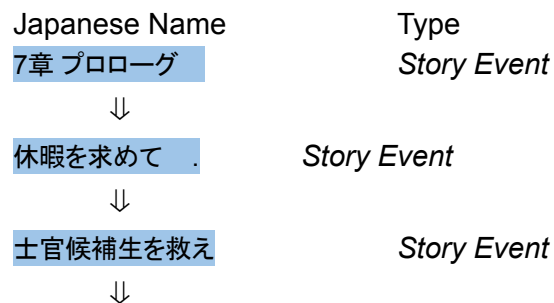
Name: 極秘国外任務
Grade: ★
Objectives: Kill All Troops (S Rank: 6)
Special: Ymca's Specialization "OPEN FIRE" Unlocks in this mission!
Limits: None
Ace: オーキ少尉
Ace Drop: ZMXKar (See: Chapter 2. Free Mission 補給路を断て)

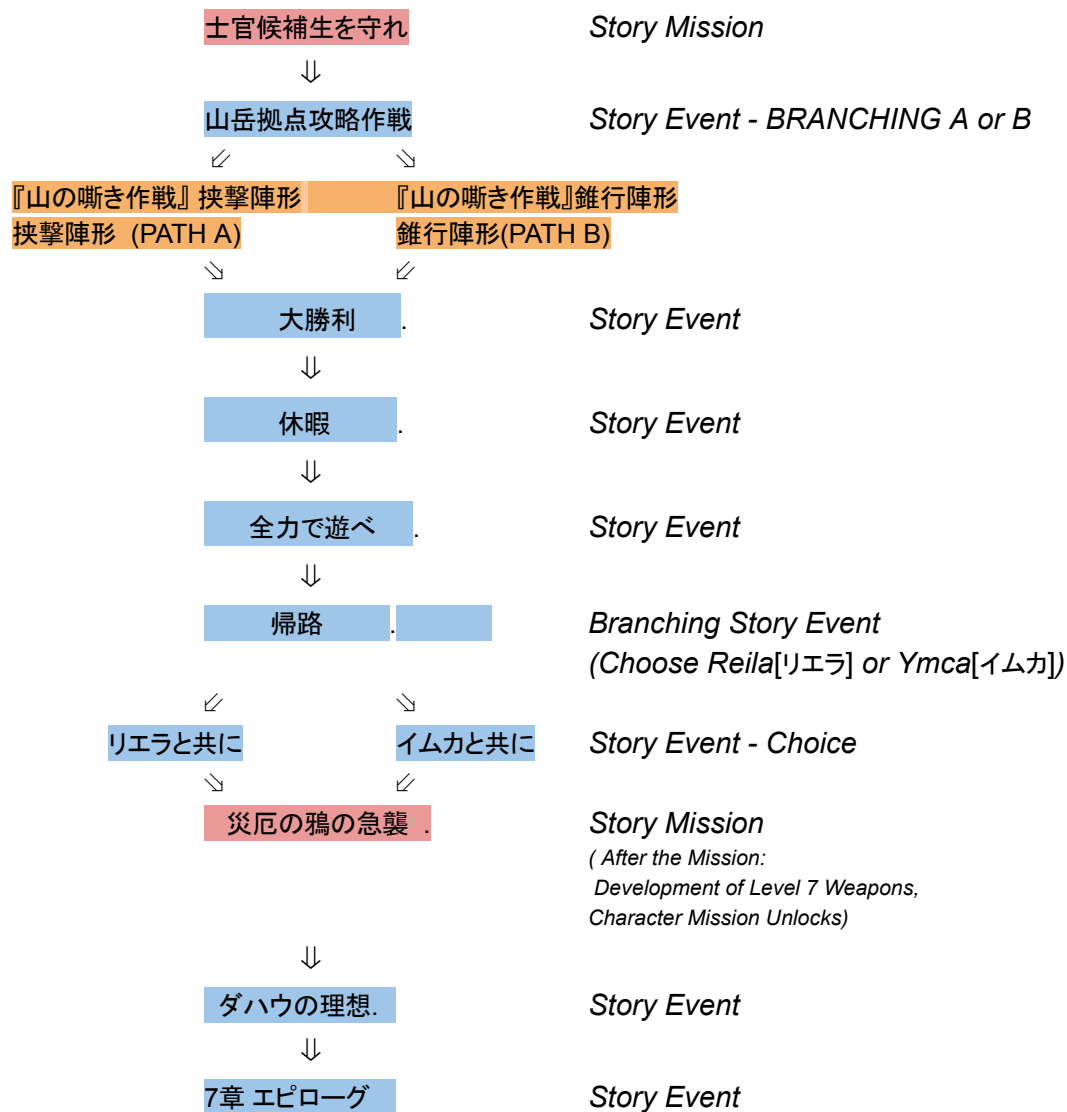
Chapter 6 - Free Missions

Name: 不穏な影
Grade: ★
Objectives: Kill All Troops (S Rank: 4)
Special: Ruins (Heat Environment)
Tip: Use Area Recon Order to find the hidden troops.
Clearing gives Golden Bullet Accessory (金の弾丸) {S - Rank guarantees this drop}
Limits: n/a
Ace: 天才ズッキー
Ace Drop: VB PL (See Chapter Mission: エースの実力)
or
車体開発計画A01
Weapons blueprint A01

CHAPTER 07 (第7章 休暇を掴み取れ)

FLOW CHART





CHAPTER 07 - MISSION DETAILS

Name: 士官候補生を守れ
 Grade: ★★
 Objectives: Kill All Troops (S Rank: 5)
 Special: Juliana (ユリアナ) Must join
 Limits: None
 Ace: オーク少
 Ace Drop: 鹵獲火炎機銃F1
 Tank (Flame Thrower?) F1 Machine Gun Blueprint

Name: 国境を越えて 北ルート - NORTH - (PATH A)
 Grade: ★★
 Objectives: Kill All Troops (S Rank: 6)

Special: Leon (レオン) Must join
Limits: None.
Ace: **Sniper Ace ジワル**
Ace Drop: 車体開発計画T01
Vehicle Development Plan T01
or
ZM-SG (Accessible only during Post Game)

★("VALKRYIA55" RECOMMENDED PATH)★

Name: 国境を越えて 市ルート (PATH B)
Grade: ★★
Objectives: Occupy Target Base (S Rank: 5)
Special: None.
Limits: Leon (レオン) Must join
Ace: **豪快キタイムラー**
Ace Drop: ZM-MGX
Gunner : Heavy machine Gun
66 vs Personnel
71 vs Armor
71 Accuracy
40 shots / fire
130 range
S Interception Fire Rating
Special: Decreases Ammo

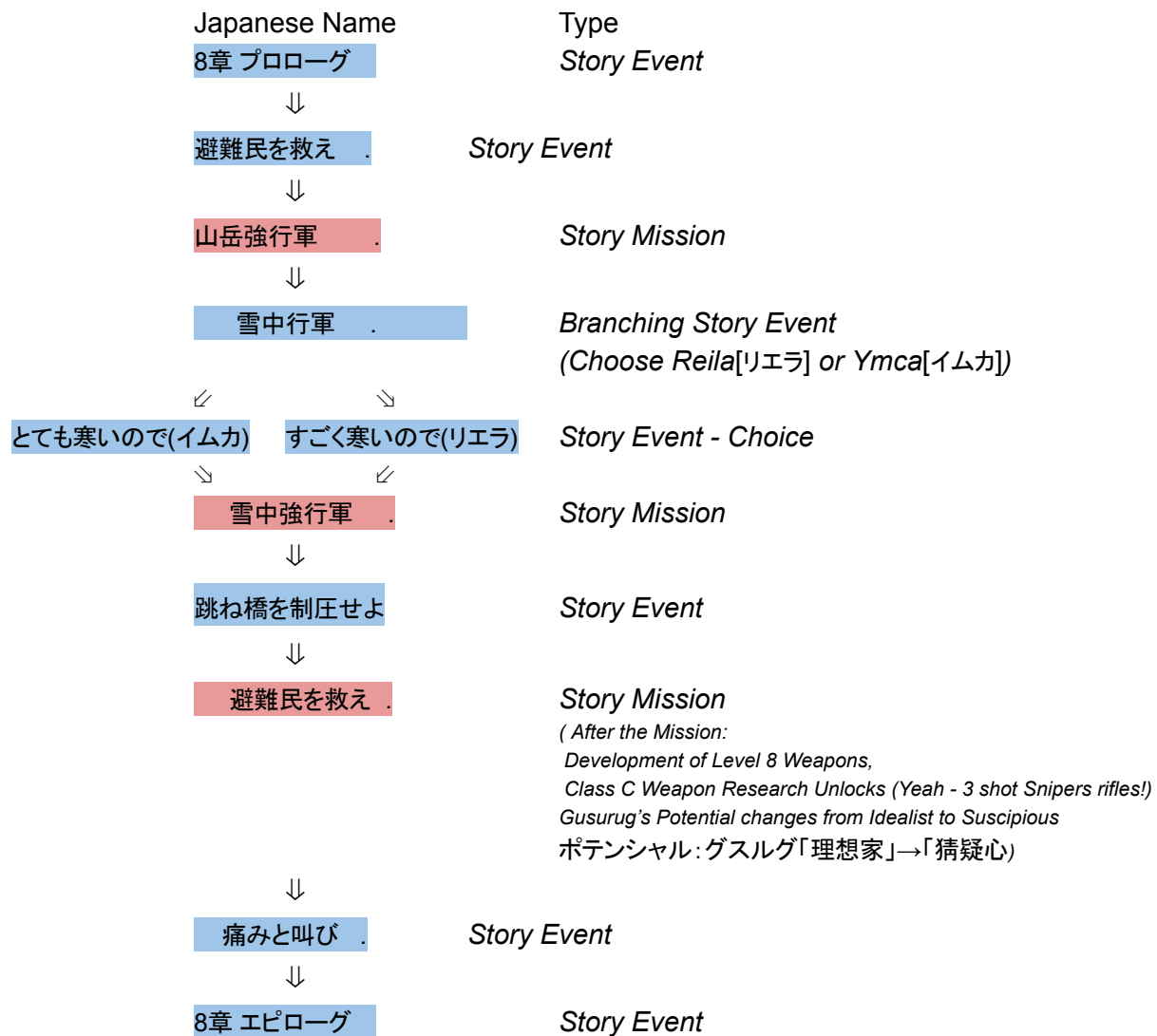
Name: 災厄の鴉の急襲
Grade: ★★
Objectives: Kill All Troops / Defend base within 5 turns (S Rank: 4)
Special: Boss ダハウ (Super Difficult to S rank-- I recommend Ruhm DLC if you can)
Limits: None
Ace: **老兵のハーシ**
Ace Drop: ZMXKar (See: Chapter 2. Free Mission 補給路を断て)

Chapter 7 - Free Missions

Name: 夜戦演習 帝国領補給基地
Grade: ★★
Objectives: Kill All Troops (S Rank: 4)
Special: Night time (Lightning Area)
Limits: n/a
Ace: **百人狩りマシター (Often appears in middle of Area 3)**
Ace Drop: 砲塔開発計画101
Weapons Turret Blueprint 101
ZM-MPX
Shock : Machine Gun

32 vs Personnel
38 vs Armor
85 Accuracy
20 shots / fire
150 range
S Interception Fire Rating
Special: Decreases Ammo

CHAPTER 08 (第8章 避難民救助作戦) FLOW CHART



CHAPTER 08 - MISSION DETAILS

Name: 山岳強行軍
Grade: ★★
Objectives: Occupy Target Base (S Rank: 4)
Special: Fog Area
Limits: None
Ace: 掃除屋マッター (Ace is in grass outside of Area 2 start position)
Ace Drop: VB PL (See Chapter Mission: エースの実力)

Name: 雪中強行軍
Grade: ★★
Objectives: Kill all Troops or Destroy Special Target (S Rank: 4)
Special: Snow Area / If you can Kill all Troops: Gain the Upgraded Tank Pieces Accessory (中戦車の破片 [+ 10 vs. Armor])
Limits: None
Ace: 女豹ヨシノア
Ace Drop: 鹵獲火炎特化G1 (Tank Flame Thrower)
290 vs Personnel
400 vs Armor
99 Accuracy
150 range
Area Effect
C Interception Fire Rating

Name: 避難民を救え
Grade: ★★
Objectives: Starting the huge drawbridge switch (S Rank: 5)
Special: City Area / Note: After this Mission Gusurug's Potential turns negative.
Limits: None
Ace: 軽装のロッセ
Ace Drop: ZM-MPX
Shock Trooper: Machine Gun
32 vs Personnel
38 vs Armor
85 Accuracy
150 range
20 shots / fire
S Interception Fire Rating

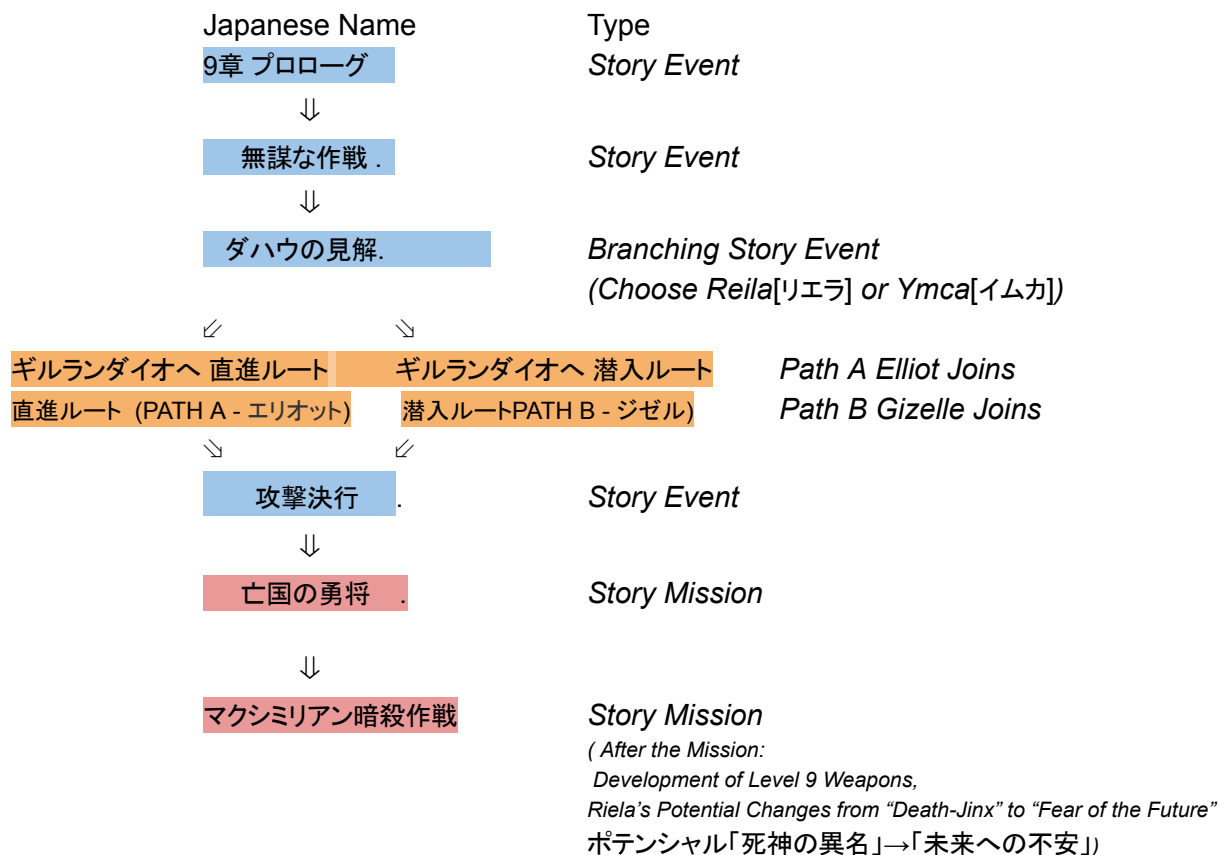
Chapter 8 - Free Missions

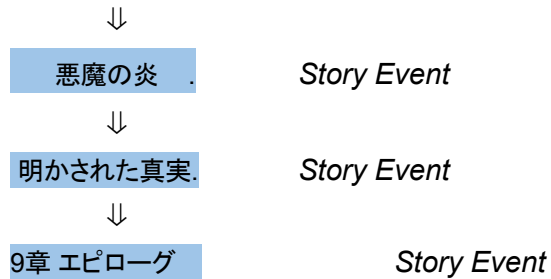
Name: 夜間山岳戦演習
Grade: ★★
Objectives: Occupy 2 Target Bases (S Rank: 5)
Special: Night time (Mountain Area) - Clearing Gives you Tank Pieces Accessory (重戦車の破片)
Limits: n/a
Ace: シータ Tank.
Ace Drop: 武器設計図MG101

Tank Weapon : MKG101 Weapon Blueprint
or
Tank Weapon: 鹵獲徹甲機銃B1 (See Chapter 4)

Name: 雪上通信施設奇襲作戦
Grade: ★★★★★
Objectives: Defeat Special Target (S Rank: 6)
Special: Unlocked After you Clear the Game. (Snow Area)
Limits: n/a
Ace: オーク将軍
Ace Drop: Tank Vehicle Design 005
砲塔開発計画005
or
MR2A

CHAPTER 09 (第9章 マクシミリアン暗殺) FLOW CHART





CHAPTER 09 - MISSION DETAILS

Name: ギルランダイオへ 直進ルート - (PATH A - エリオット)
Grade: ★★
Objectives: Occupy 2 Target Bases (S Rank: 4)
Special: Elliot Joins After Mission.
Limits: None.
Ace: 見敵のナカーテ
Ace Drop: ZMKar - (See Chapter 4 Mission 災厄の鴉の待ち伏せ)

★("VALKRYIA55" RECOMMENDED PATH)★

Name: ギルランダイオへ 潜入ルート (PATH B - ジゼル))
Grade: ★★
Objectives: Kill All Troops (S Rank: 5)
Special: Gizelle Joins After Mission.
Limits: None.
Ace: 吹聴サカー
Ace Drop: ZM2-Kar
Scout : Rifle
27 vs Personnel
46 vs Armor
80 Accuracy
7 shots / fire
230 range
C Interception Fire Rating

Name: 亡国の勇将
Grade: ★★
Objectives: Defeat Jeagar (イエーガーの撃破) (S Rank: 4)
Special: Stop the Howizters by doing the Free Mission.
Limits: None
Ace: 荒波のヤバシ
Ace Drop: 鹵獲榴弾特化E2-1

Name: マクシミリアン暗殺作戦
Grade: ★★
Objectives: Move Troop to Target Point (S Rank: 6)

Special: Night / Lifts. Selvaria is in this mission.
Limits: None
Ace: 鉄人オザヴァルド (Center of Area 4)
Ace Drop: 武器設計図BS001 (Tank Blueprint)

Chapter 9 - Free Missions

Name: ポーガー市 残党部隊掃討戦
Grade: ★★
Objectives: Kill All Troops (S Rank: 5)
Special: Bridge Area
Limits: n/a
Ace: 激熱のホリー
Ace Drop: 砲塔開発計画201
or
ZM-34X
Engineer : Pistol
36 vs Personnel
28 vs Armor
60 Accuracy
6 shots / fire
100 range
S Interception Fire Rating
Special - Defense Down

Name: 山岳砲撃陣地攻略
Grade: ★★
Objectives: Kill All Troops (S Rank: 5)
Special: Unlocked After Multiple Path Mission. Stops the Howitzers for 亡国の勇将
Limits: n/a
Ace: None.
Ace Drop: None.

Name: 山岳砲撃陣地攻略??
Grade: ★★★★★
Objectives: Kill All Troops (S Rank: 1)
Special: Unlocked After you Clear the Game.
Limits: n/a
Ace: None.
Ace Drop: None.

CHAPTER 10 (第10章 不協和音)
FLOW CHART

Japanese Name	Type
10章 プロローグ	Story Event
↓	
生じたひずみ	Story Event
↓	
若き勇者の咆哮	Story Mission
↓	
特殊任務	Story Event
↓	
怒り	Story Event
↓	
裏切りの撤退戦	Story Mission
↓	
責任	Story Event
↓	
生と死の狭間で	Story Mission (After the Mission: Development of Level10 Weapons, Clarissa Joins, Can Assign a Leader for 1 more CP -Trainer)
↓	
疑念	Story Event
↓	
決意と不安	Story Event
↓	
10章 エピローグ	Story Event

Name: 若き勇者の咆哮
Grade: ★★
Objectives: Defend for 5 turns or Kill all Troops(S Rank: 4)
Special: Kill all Troops gives you 薬品携行用中型ポーチ
Limits: None
Ace: 細身のコーヴァシグ
Ace Drop: MR2X
Armored Tech : Hammer/Wrench ? / Fencer?
197 vs Personnel
341 vs Armor
99 Accuracy
1 shots / fire
40 range
B Interception Fire Rating
Special : HP Down

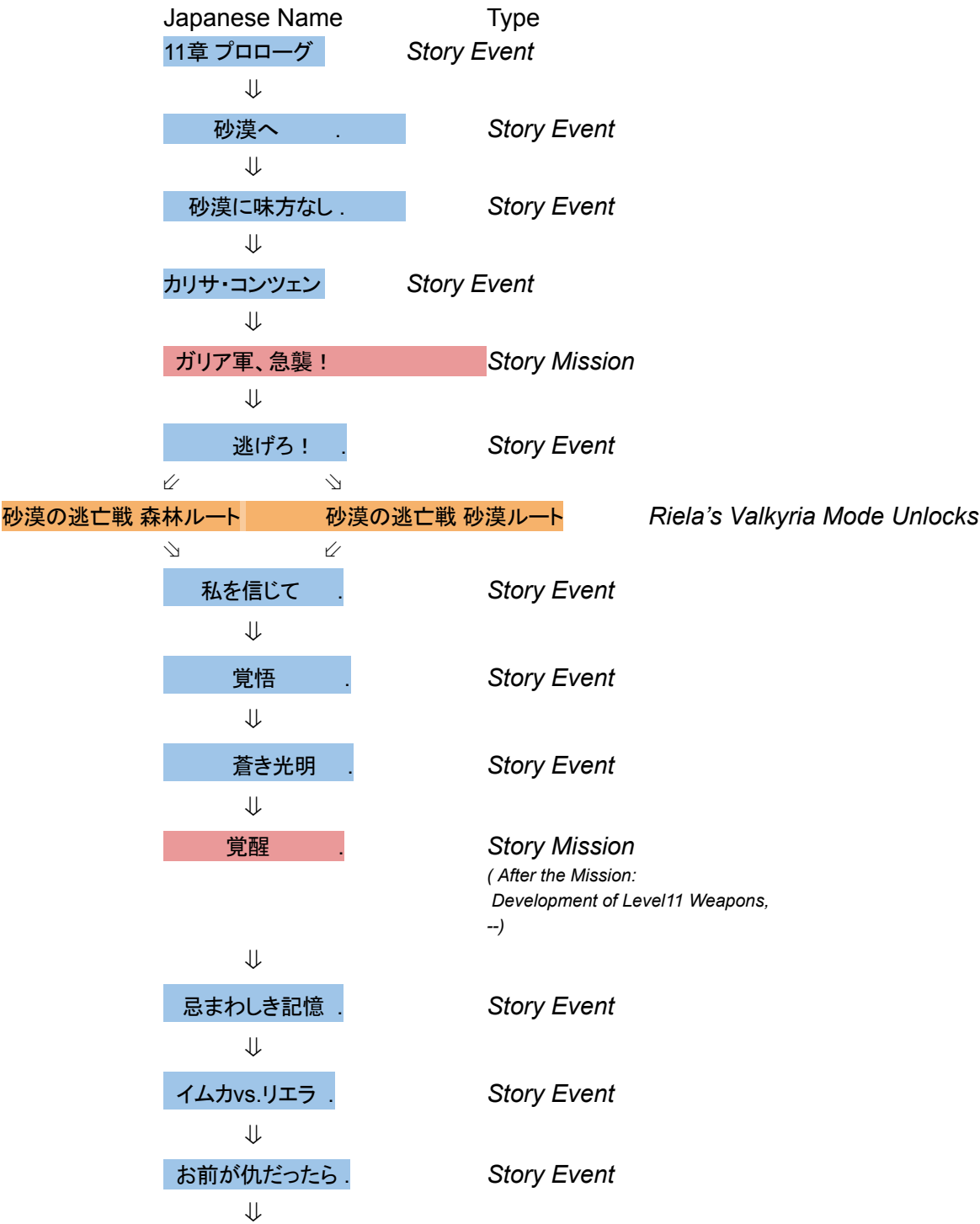
Name: 裏切りの撤退戦
Grade: ★★
Objectives: Defend for 5 turns or Kill all Troops (S Rank: 4)
Special: None
Limits: バルドレン Joins. Tank cannot enter this battle.
Ace: 天邪鬼ノーダ
Ace Drop: ZM2-Kar (See Chapter 9 - ギルランダイオへ 潜入ルート[Path B])

Name: 生と死の狭間で
Grade: ★★
Objectives: Occupy Two Target Bases (S Rank: 5)
Special: None
Limits: Tank cannot enter this battle.
Ace: 叫獣タバイスラー
Ace Drop: 鹵獲榴弾機銃D2-1

Chapter 10 - Free Missions

Name: 要塞攻略模擬演習
Grade: ★★
Objectives: Kill All Troops (S Rank: 5)
Special: None
Limits: n/a
Ace: 豪傑キタイムラー
Ace Drop: ZM-MG 砲塔開発計画002

CHAPTER 11 (第11章 胎動)
FLOW CHART



Name: ガリア軍、急襲！
Grade: ★★★
Objectives: Move Troop to Target Point (S Rank: 4)
Special: None
Limits: None
Ace: イカサマのケイ
Ace Drop: ガリアンR
Scout : 26 vs Personnel
52 vs Armor
82 Accuracy
10 shots / fire
230 range
C Interception Fire Rating

Name: 砂漠の逃亡戦 砂漠ルート (DESERT ROUTE)
Grade: ★★★
Objectives: Move Troop to Target Point (S Rank: 4)
Special: Elliot Joins After Mission.
Limits: None.
Ace: その名はターナー
Ace Drop: ガリアンR (See Chapter 11 - ガリア軍、急襲！)

★("VALKRYIA55" RECOMMENDED PATH)★

Name: 砂漠の逃亡戦 森林ルート (FOREST ROUTE)
Grade: ★★★
Objectives: Move Troop to Target Point (S Rank: 3)
Special: Night.
Limits: None.
Ace: スーダ参謀
Ace Drop: マグスR-FF
Shock : Machine Gun - Flame Thrower
31 vs Personnel
36 vs Armor
75 Accuracy
20 shots / fire
150 range
C Interception Fire Rating

Name: 覚醒
Grade: ★★★
Objectives: Occupy Two Target Bases (S Rank: 5)

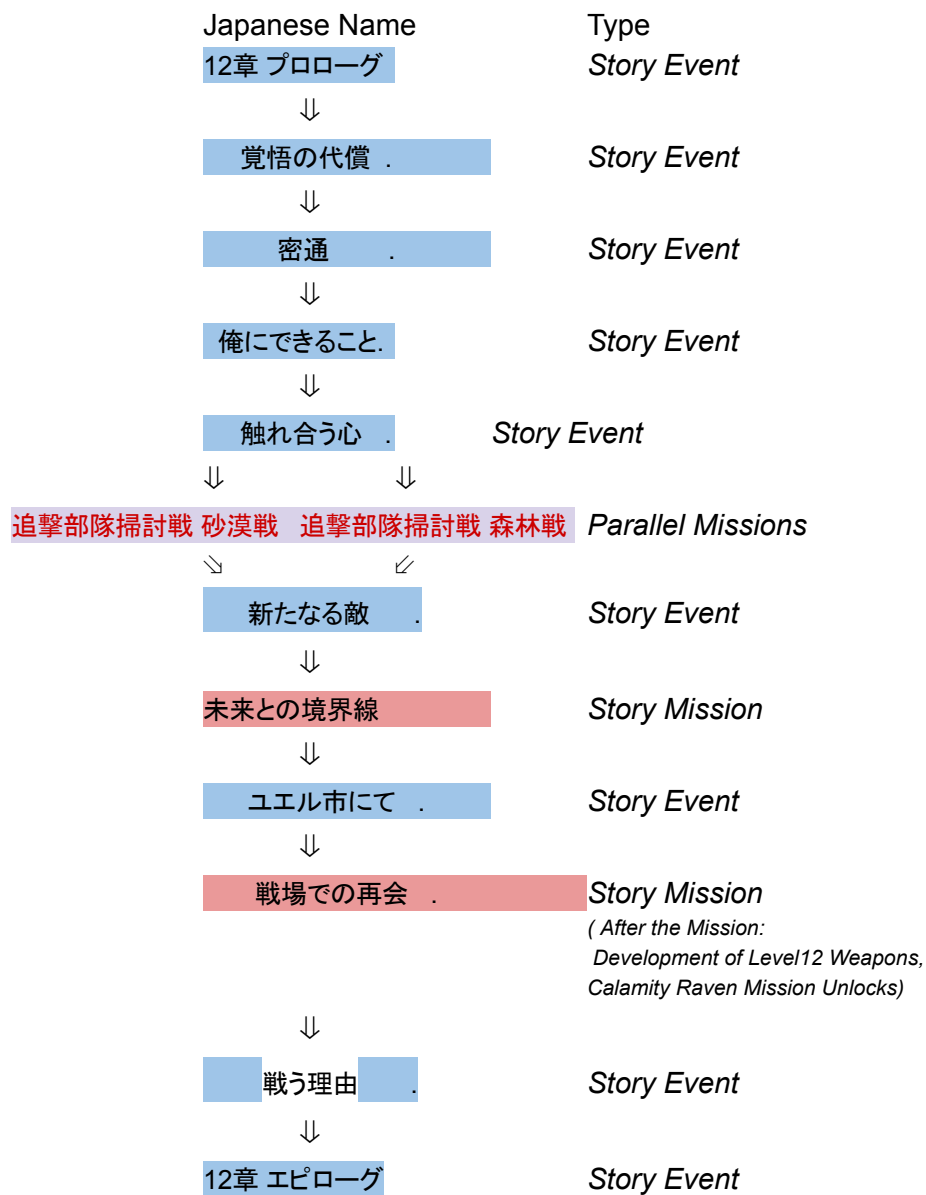
Special: None
Limits: Tank cannot enter this battle.
Ace: 叫獣タバイスラー
Ace Drop: ランカーR
Lancer : 150 vs Personnel
438 vs Armor
72 Accuracy
7 shots / fire
920 range
C Interception Fire Rating

Chapter 11 - Free Missions

Name: 商戦強襲団を追え！
Grade: ★★★
Objectives: Occupy Target Base (S Rank: 4)
Special: None
Limits: n/a
Ace: シオルグ情報将校
Ace Drop: 鹵獲火炎機銃F3

CHAPTER 12 (第12章 明日見えぬ逃亡)

FLOW CHART



Name: 追撃部隊掃討戦 砂漠戦 - MISSION A
Grade: ★★★
Objectives: Kill Enemy Sergeant Boss (S Rank: 5)
Special: None
Limits: Reila can't join this mission.
Ace: 前向きオクラン

Ace Drop: 鹵獲万能砲塔A1 (A1 鹵獲 universal turret - Incredible Tank Weapon)

Name: 追撃部隊掃討戦 森林戦 - MISSION B
Grade: ★★★
Objectives: Occupy Two Target Bases (S Rank: 4)
Special: None
Limits: Reila can't join this mission.
Ace: モリー伍長
Ace Drop: 武器設計図RF102 (RF102 Weapon Design)

Name: 未来との境界線
Grade: ★★★
Objectives: Defend for 5 Turns or Kill All Enemies (S Rank: 4)
Special: None
Limits: Reila + Imca join this mission.
Ace: シワター憲兵
Ace Drop: HSBR (Anti-Tank Sword - 2nd Tier Weapon)
Fencer :170 vs Personnel
1110 vs Armor
99 Accuracy
1 shots / fire
40 range
C Interception Fire Rating

Name: 未来との境界線
Grade: ★★★
Objectives: Defend Base for 5 Turns or Kill All Enemies (S Rank: 4)
Special: None
Limits: None
Ace: 海のイート
Ace Drop: 砲塔開発計画104

Chapter 12 - Free Missions

Name: 砂上に揺らめく炎
Grade: ★★★
Objectives: Occupy Target Base (S Rank: 4)
Special: None
Limits: n/a
Ace: シオルグ情報将校
Ace Drop: 鹵獲火炎機銃F3

Name: 2人の力
Grade: ★★★★★
Objectives: Defend for 4 turns or Kill All Troops (S Rank: 3)
Special: Unlocked Post Game.
Limits: リエラ、イムカ Only

Ace: シーダ戦車長
Ace Drop: ??

Chapter 13

CHAPTER 13 - Desperate for Supplies FLOW CHART

Name	Type
Ch. 13 - Prologue	Story Event
↓	
To the Southwest	Story Event
↓	
Festival of Spirits	Story Event
↓	
Goodbye Avan	Story Event
↓	
Ensure the Escape Route	Story Mission
↓	
Witnessing the Truth	Story Event
↓	
Dahau and Gregor	Story Event
↓	
Unexpected Assistance	Story Event
↓	
Seeking Supplies	Story Mission
↓	
Counterstrike	Story Mission
↓	
A New Journey	Story Event
↓	
Ch. 13 - Epilogue	Story Event

Chapter 13 Story Missions

Name: Ensure the Escape Route

Grade: ★★★

Objectives: Occupy 2 enemy base camps (S Rank: 4)

Special: None

Limits: None

Ace: Cindy Squall

Ace Drop: Lancaar-R (Lancer weapon)

vsPer 150

vsArm 438

Acc. 72

Rng. 920

Shots 1

Ammo 7/7

Area X

Sup. Rank C

Special -

Name: Seeking Supplies

Grade: ★★★

Objectives: Retrieve 6 supply boxes (S Rank: 4)

Special: None

Limits: None

Ace: Lucky Cite

Ace Drop: Looted AP-MG B2 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
RvD5gpK	334	C	770	79	920	1	3	X
Ur pMGsG	49	S	111	57	300	10	∞	X

Name: Counterstrike

Grade: ★★★

Objectives: Occupy 2 enemy base camps (S Rank: 6)

Special: Special reward if done in 3 turns

Limits: None

Ace: Kuma the Dying

Ace Drop: ZM2Kar (Scout weapon)

vsPer 27

vsArm 46

Acc. 80

Rng. 230

Shots 7

Ammo ∞

Area X

Sup. Rank C

Special -

Blueprint T02 (I already had the ZM2Kar before defeating Kuma the Dying, so I got these blueprints, which would seem to indicate that enemies who have weapons listed in the first box and an empty second box actually can still drop blueprints.)

Chapter 13 Free Missions

Name: OP:GA Logistics

Grade: ★★★

Objectives: Retrieve 4 supply boxes (S Rank: 2)

Special: None

Limits: None

Ace: Spy Jiwara

Ace Drop: Blueprints SR 002

ZM-SGAT (Sniper weapon)

vsPer 180

vsArm 557

Acc. 82

Rng. 920

Shots 1

Ammo 3/3

Area X

Sup. Rank C

Special -

Chapter 14

CHAPTER 14 - All for Gallia FLOW CHART



Chapter 14 Story Missions

Name: OP: Reclaim the MINES-ASSAULT (PATH A)

Grade: ★★★

Objectives: All enemy units defeated (S Rank: 6)

Special: None

Limits: None

Ace: Kanaza "Red Lion"

Ace Drop: GSch (Fencer weapon)

★RECOMMENDED PATH★

Name: OP: Reclaim the Mines-SNEAK (PATH B)

Grade: ★★★

Objectives: Occupy main enemy base camp (S Rank: 5)

Special: None

Limits: None

Ace: Ty the Invincible

Ace Drop: Looted U-TurretA2 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
RvD5gpK	334	C	770	79	920	1	3	X
RvD5gpK G	420	C	253	99	250	1	3	O
Ur pMGsG	49	S	111	57	300	10	∞	X

Name: Calamity Raven Pursuit

Grade: ★★★

Objectives: Defeat Gusurg (S Rank: 5)

Special: Soldier Dog Tags (Accessory). I am not sure if you have to S Rank to receive it for sure.

vsPer 3

vsArm 3

Limits: None

Ace: Eyt the Mount

Ace Drop: Looted SAP-Cannon C3 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
RvD5gpK G	462	C	1020	90	920	1	3	X

Name: Defend the Capital

Grade: ★★★

Objective: Defend special target for 6 turns or all enemy units defeated (S Rank: 5). Defeating all the enemy units is extremely difficult.

Special: None

Limits: None

Ace: Rasaka the Spy

Ace Drop: Gautt-R (Sniper weapon)

vsPer 191

vsArm 680

Acc. 90

Rng. 920

Shots 1

Ammo 3/3

Area X

Sup. Rank C

Special -

Chapter 14 Free Missions

Name: Aqueduct of Doom

Grade: ★★★

Objectives: All enemy units defeated (S Rank: 4)

Special: None

Limits: None

Ace: Koji the Mellow

Ace Drop: Blueprint SR101

VB-HPL (Lancer weapon)

vsPer 167

vsArm 513

Acc. 80

Rng. 920

Shots 1

Ammo 6/6

Area X

Sup. Rank C

Special -

Chapter 15

CHAPTER 15 - The Clash at Naggiar FLOW CHART

Name	Type
Ch. 15 - Prologue	Story Event
⇓	
Borgia's Objective	Story Event
⇓	
A Joyful Reunion	Story Event
⇓	
Calamity Raven Pincer	Story Mission
⇓	
Lydia's Astonishment	Story Event
⇓	
Calamity Raven Breakout	Story Mission
⇓	
A Chance Showdown	Story Event
⇓	
Calamity Raven Showdown	Story Mission
⇓	
The Third Valkyria	Story Event
⇓	
Ch. 15 - Epilogue	Story Event

Chapter 15 Story Missions

Name: Calamity Raven Pincer

Grade: ★★★

Objectives: Defeat Lydia and Gusurg(S Rank: 6)

Special: Prototype Scope (Accessory) [Note: I think it shows up as "Advanced Scope" in the "Equip Infantry" in the "Procurement Shop." Translation bug or something?] I am not sure if you have to S rank to receive it for sure.

Limits: None

Prototype Scope (Advanced Scope?) Stats

Rng. 20

Ace: Destroyer Yama

Ace Drop: GSRR (Sniper weapon)

vsPer 186

vsArm 142

Acc. 75

Rng. 920

Shots 3

Ammo 3/3

Area X

Sup. Rank C

Special -

Name: Calamity Raven Breakout

Grade: ★★★

Objectives: Occupy 2 enemy base camps (S Rank: 6)

Special: None

Limits: None

Ace: Toku the Dreamer

Ace Drop: Blueprint A02

Name: Calamity Raven Showdown

Grade: ★★★

Objectives: Defeat all Cannon Radiator targets (S Rank: 6)

Special: None

Limits: None

Ace: Kovua the Stout

Ace Drop: Warpick-R (Armored-Tech weapon)

vsPer 227

vsArm 367

Acc. 99

Rng. 40

Shots 1

Ammo ∞

Area O

Sup. Rank C

Special -

Chapter 15 Free Missions

Name: Last Stand

Grade: ★★★

Objectives: Occupy main enemy base camp (S Rank: 5)

Special: None

Limits: None

Ace: Kagi the Rowdy

Ace Drop: Blueprint MG102

Looted AP-MG B3 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
RvD5gpK G	426	C	1005	84	920	1	3	X
Ur pMGsw	61	S	114	66	300	10	∞	X

Name: OP: Highland Gunsite

Grade: ★★★

Objectives: Occupy main enemy base camp (S Rank: 4)

Special: Stops shelling in a side mission

Limits: None

Ace: None

Ace Drop: None

Chapter 16

CHAPTER 16 - Over that Bridge FLOW CHART

Name	Type
Ch. 16 - Prologue	Story Event
↓	



Chapter 16 Story Missions

Name: Battle in the Mines (Parallel Mission)

Grade: ★★★★★

Objectives: Special target is destroyed (S Rank: 5)

Special: None

Limits: None

Ace: Lt. Col. Hull

Ace Drop: Looted MG-Turret H2 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
Ur MK 4G	57	S	142	65	100	30	∞	X

Name: Defend the Goods (Parallel Mission)

Grade: ★★★★★

Objectives: Defend special target for 8 turns or all enemy units defeated (S Rank: 5)

Special: None

Limits: None

Ace: Lt. Gen. Oak

Ace Drop: MR2X (Armored-Tech weapon)

vsPer 197

vsArm 341

Acc. 99

Rng. 40
Shots 1
Ammo ∞
Area O
Sup. Rank B
Special HP ↓↓

Name: OP: Recover the Supplies (Parallel Mission)

Grade: ★★★★★

Objective: Retrieve 5 supply boxes (S Rank: 4)

Special: None

Limits: None

Ace: Lt. Oki

Ace Drop: VB HPL (Lancer weapon)

vsPer 167

vsArm 513

Acc. 80

Rng. 920

Shots 1

Ammo 6/6

Area X

Sup. Rank C

Special -

Name: Save the Regular Army

Grade: ★★★★★

Objective: Occupy 2 enemy base camps

Special: None

Limits: Riela must deploy

Ace: Hidden Matz

Ace Drop: VB HMTX (Lancer weapon)

vsPer 374

vsArm 107

Acc. 50

Rng. 250

Shots 1
Ammo 3/3
Area O
Sup. Rank C
Special - AP ↓↓

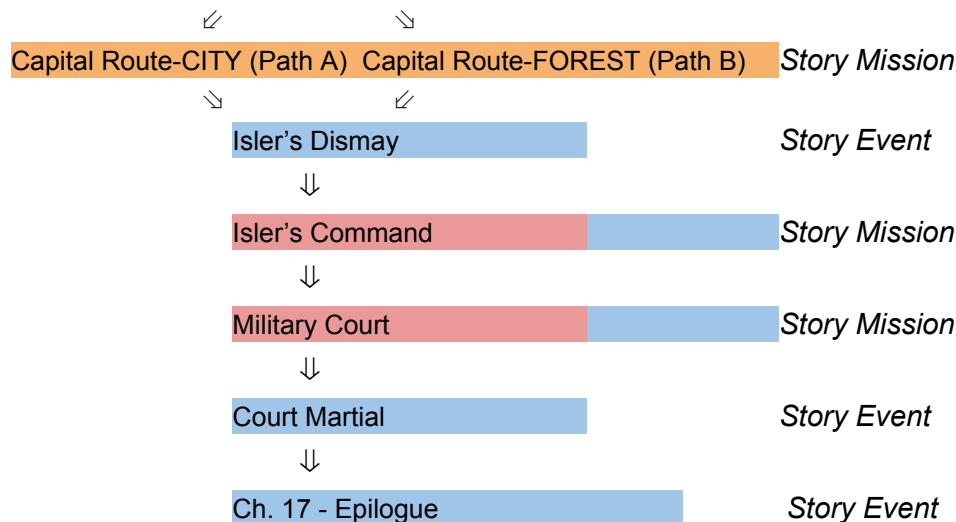
Chapter 16 Free Missions

Name: OP: Hiding Secret Info
Grade: ★★★★★
Objectives: Special target is destroyed (S Rank: 4)
Special: None
Limits: None
Ace: Saka the Snitch
Ace Drop: Blueprint 105
ZM2KarA (Scout weapon)
vsPer 36
vsArm 67
Acc. 80
Rng. 230
Shots 7
Ammo ∞
Area X
Sup. Rank C
Special -

Chapter 17

CHAPTER 17 - The Court Martial
FLOW CHART

Name	Type
Ch. 17 - Prologue	Story Event
↓	
Escape	Story Event



Chapter 17 Story Missions

Name: Capital Route-CITY (PATH A)

Grade: ★★★★★

Objectives: Escort APC reaches target area (S Rank: 4)

Special: None

Limits: None

Ace: Oku the Optimist

Ace Drop: Looted Flame-MG F3 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
VB pFW 3	460	C	435	99	150	1	∞	O
Ur pMGsw	56	S	113	64	300	10	∞	X

★RECOMMENDED PATH★

Name: Capital Route-FOREST (PATH B)

Grade: ★★★★★

Objectives: Escort APC reaches target area (S Rank: 4)

Special: None

Limits: None

Ace: Turner the Legend

Ace Drop: Rowen-RgR (Scout weapon)

vsPer 36

vsArm 59

Acc. 80

Rng. 250

Shots 10

Ammo ∞

Area X

Sup. Rank C

Special -

Name: Isler's Command

Grade: ★★★★★

Objectives: Escort the APC (S Rank: 5)

Special: None

Limits: None

Ace: Cindy the Tempest

Ace Drop: Lancaar-RX (Lancer weapon)

vsPer 170

vsArm 500

Acc. 72

Rng. 920

Shots 1

Ammo 7/7

Area X

Sup. Rank C

Special - AP ↓

Name: Military Court

Grade: ★★★★★

Objectives: Occupy 3 enemy bases (S Rank: 4)

Special: Imperial Lt. Stripes (Accessory) I only got an A rank on this mission and got the accessory still)

Accuracy 3

Evade 3

Limits: None

Ace: Kay the Scammer

Ace Drop: Rowen-RgR (Scout weapon)

vsPer 36

vsArm 59

Acc. 80

Rng. 250

Shots 10

Ammo ∞

Area X

Sup. Rank C

Special -

Chapter 17 Free Missions

Name: Defend Ragnite Mines

Grade: ★★★★★

Objectives: Defend the base within 5 turns or all enemy units defeated

Special: None

Limits: None

Ace: Zuki the Prodigy

Ace Drop: Blueprint MK 0 0 2

VB PLX (Lancer weapon)

vsPer 184

vsArm 671

Acc. 75

Rng. 920

Shots 1

Ammo 6/6

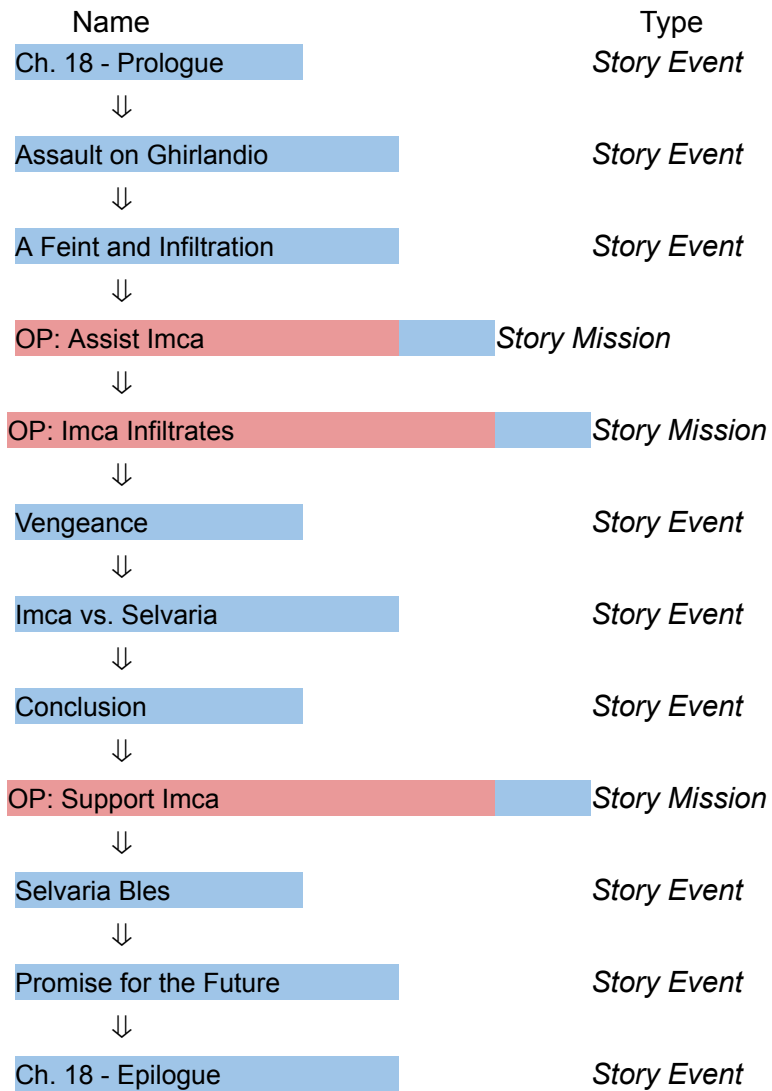
Area X

Sup. Rank C

Special AP ↓↓

Chapter 18

CHAPTER 18 - A Duel Under the Moonlight FLOW CHART



(Imca's potential "A Vengeful Vow" turns into "A New Path")

Chapter 18 Story Missions

Name: OP: Assist Imca

Grade: ★★★★★

Objectives: Occupy main enemy base camp (S Rank: 3)

Special: Large backpack (Accessory) (I am not sure if you have to S rank for sure to receive it. In addition, I got the accessory by occupying the Area 5 base. When I did the mission again by occupying the Area 4 base, I did **NOT** receive the accessory.)

Large Backpack Stats

Ammo 2

Limits: Imca cannot be deployed

Ace: LSgt.Ogre

Ace Drop: ZM-MP-FW (Shocktrooper weapon)

vsPer 41

vsArm 47

Acc. 81

Rng. 150

Shots 20

Ammo ∞

Area X

Sup. Rank C

Special -

Name: OP: Imca Infiltrates

Grade: ★★★★★

Objectives: Imca reaches target area

Special: None

Limits: Imca must deploy

Ace: Oswald the Hulk

Ace Drop: ZM2KarA (Scout weapon)

vsPer 36

vsArm 67

Acc. 80

Rng. 230

Shots 7

Ammo ∞

Area X

Sup. Rank C

Special -

Name: OP: Support Imca

Grade: ★★★★★

Objectives: Hold defensive line for 5 turns or all enemy units defeated (S Rank: 4)

Special: None

Limits: Imca cannot be deployed

Ace: H.Armor Ross

Ace Drop: Warpick-R (Armored-tech weapon)

vsPer 227

vsArm 367

Acc. 99

Rng. 40

Shots 1

Ammo ∞

Area O

Sup. Rank C

Special -

Chapter 18 Free Missions

Name: OP: Com-Site Disruption

Grade: ★★★★★

Objectives: Occupy main enemy base camp (S: Rank 5)

Special: None

Limits: None

Ace: Sheeda the APC

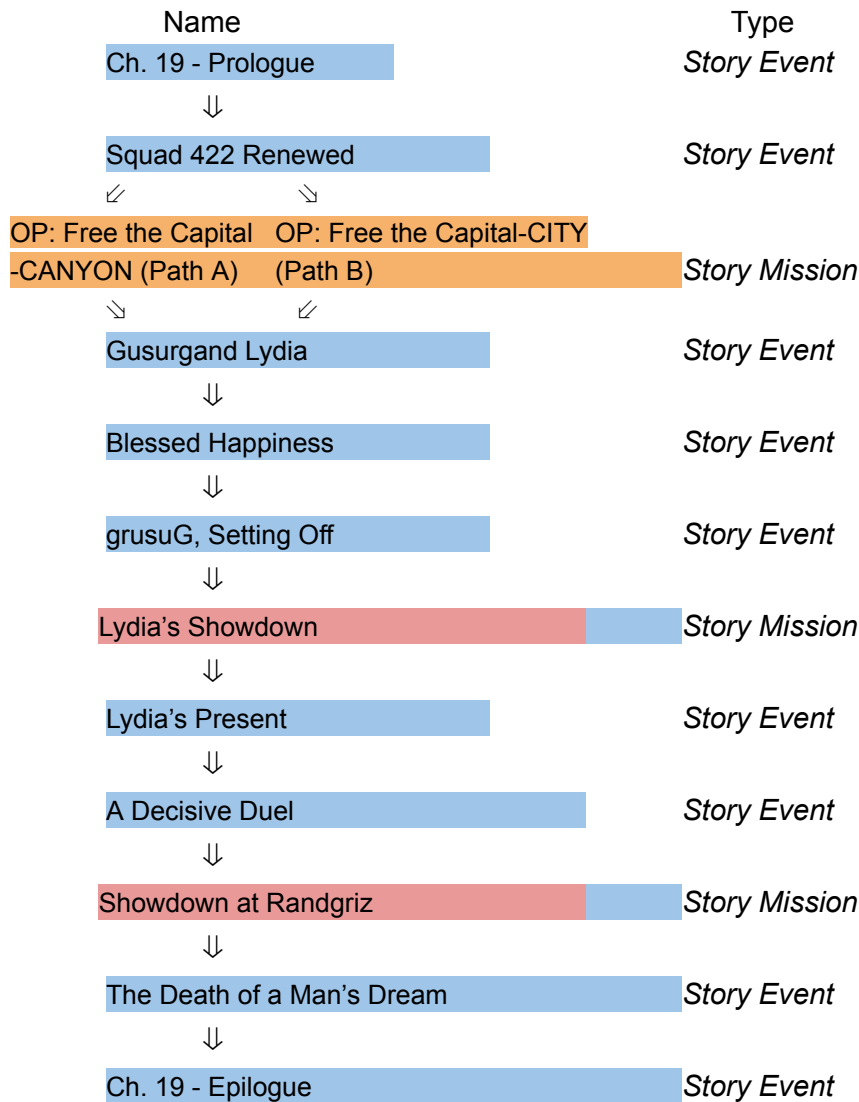
Ace Drop: Blueprint S P 0 0 1

Looted S-Flame G2 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
VB pFW 3	500	C	475	99	150	1	∞	O

Chapter 19

CHAPTER 19 - The Final Battle at Randgriz FLOW CHART



Chapter 19 Story Missions

★RECOMMENDED PATH★

Name: OP: Free the Capital-CANYON (Path A)

Grade: ★★★★★

Objectives: Special target is destroyed (S Rank: 6)

Special: Portrait of Cordelia (Accessory) (I'm not sure if you have to S rank to receive it for certain)

Rr Def 5

Sd Def 5

Fr Def 5

Limits: None

Ace: Heroic Kita

Ace Drop: ZM-HMG (Gunner weapon)

vsPer 71

vsArm 81

Acc. 58

Rng. 130

Shots 50

Ammo ∞

Area O

Sup. Rank C

Special -

Name: OP: Free the Capital-CITY (Path B)

Grade: ★★★★★

Objectives: Occup 3 enemy base camps (S Rank: 4)

Special: None

Limits: None

Ace: Holy Scorchers

Ace Drop: ZM34L (Engineer weapon)

vsPer 37

vsArm 33

Acc. 70

Rng. 130

Shots 6

Ammo ∞

Area X

Sup. Rank B

Special -

Name: Lydia's Showdown

Grade: ★★★★★

Objectives: Defeat Lydia (S Rank: 6)

Special: None

Limits: None

Ace: Kuma the Doomed

Ace Drop: ZM2Kar (Scout weapon)

vsPer 27

vsArm 46

Acc. 80

Rng. 230

Shots 7

Ammo ∞

Area X

Sup. Rank C

Special -

Name: Showdown at Randgriz

Grade: ★★★★★

Objectives: Defeat all Radiator targets (S Rank: 5)

Special: None

Limits: None

Ace: Toku the Riser

Ace Drop: VB PLX (Lancer weapon)

vsPer 184

vsArm 671

Acc. 75

Rng. 920

Shots 1

Ammo 6/6

Area X

Sup. Rank C

Special AP ↓↓

Chapter 19 Free Missions

Name: OP: Defend the Supplies

Grade: ★★★★★

Objectives: Defend special target for 5 turns or all enemy units defeated (S Rank: 4)

Special: None

Limits: None

Ace: Koji the Drunkard

Ace Drop: Blueprint 202

VB PLX (Lancer weapon)

vsPer 184

vsArm 671

Acc. 75

Rng. 920

Shots 1

Ammo 6/6

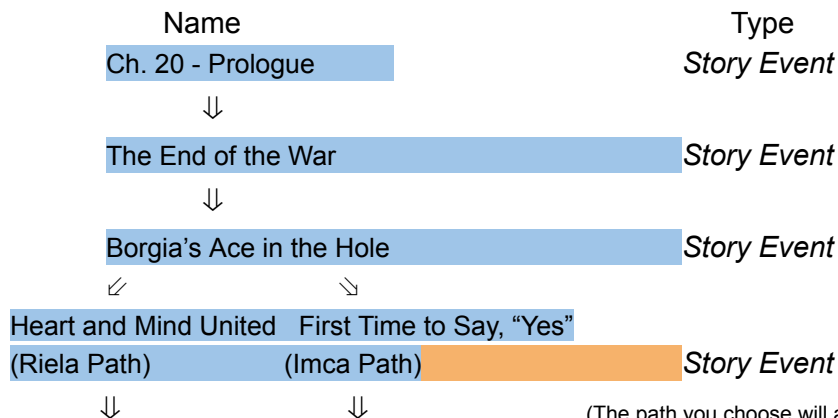
Area X

Sup. Rank C

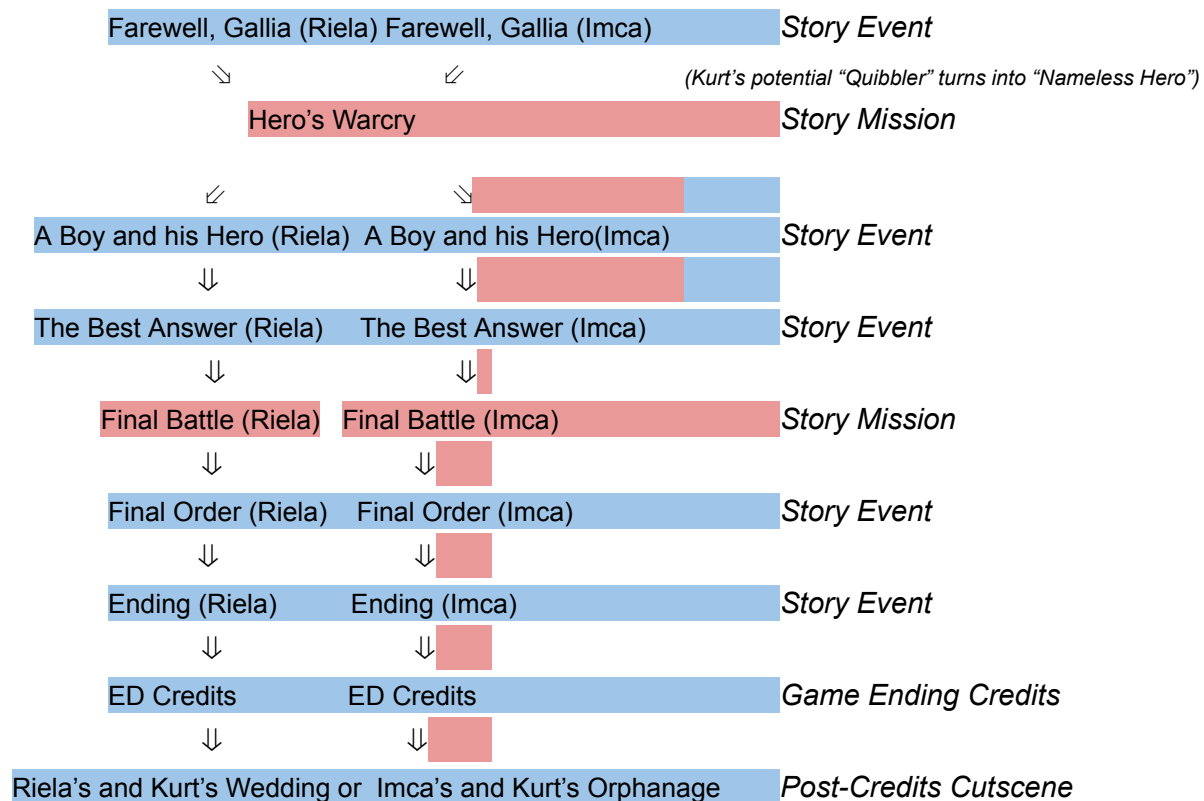
Special AP ↓↓

Chapter 20

CHAPTER 20 - Nameless Again FLOW CHART



(The path you choose will affect which ending you get, which is either the "Riela Ending" or the "Imca Ending")



Chapter 20 Story Missions

Name: Hero's Warcry

Grade: ★★★★★

Objectives: Defeat Zig (S Rank: 6)

Special: None

Limits: None

Ace: Sugi the Calm

Ace Drop: LSch X (Fencer weapon)

vsPer 481

vsArm 253

Acc. 99

Rng. 40

Shots 1

Ammo ∞

Area O

Sup. Rank B

Special HP ↓

Name: Final Battle (Riela Path)

Grade: ★★★★★

Objectives: Defeat Radiator => Defeat Guidance-Sys (S Rank: 7)

Special: None

Limits: Kurt and Riela must deploy

Ace: Fluky Cite

Ace Drop: Looted MG-Turret H3 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
Ur MK 4	66	S	200	64	100	30	∞	X

Name: Final Battle (Imca Path)

Grade: ★★★★★

Objectives: Defeat Radiator => Defeat Guidance-Sys (S Rank: 7)

Special: None

Limits: Kurt and Imca must deploy

Ace: One-Kill Yama

Ace Drop: GSRR (Sniper weapon)

vsPer 186

vsArm 142

Acc. 75

Rng. 920

Shots 3

Ammo 3/3

Area X

Sup. Rank C

Special -

Chapter 20 Free Missions

Name: Dangerous Valley

Grade: ★★★★★

Objectives: Special target is destroyed (S Rank: 6)

Special: None

Limits: None

Ace: Ty the Immortal

Ace Drop: Blueprint MT 0 0 2

Looted MG-Howitzer D3 (Tank weapon)

Ordinance	vsPer	Sup.	vsArm	Acc.	Rng.	Shots	Ammo	Area
RvD5gpK S	668	C	314	99	250	1	3	O
Ur pMGsw	56	S	113	64	300	10	∞	X

Fragments - Character Missions

- Completing each character mission will also unlock or alter their 4th potential in most cases.
- To unlock a character mission, you have to use a unit (you have to spend CP for the use to count, deploying does not count as a use) 35 times. I recommend a mission that has the objective to capture a base, like Chapter 3's Free Mission OP: Wipeout Remnants on Easy Mode for painless grinding. It's not necessary to clear the entire map (you can if you want). You just have to leave 1 unit on standby at the target base (don't capture it). There are no reinforcements in this mission, so you don't have to worry about that. Deploy character(s) at the base(s) you have. Then just use a CP on the char, hit start to exit action mode, and rinse and repeat until 35 times. Lastly, make sure you keep an eye on the turns. You don't want turn 20 to pass accidentally without capturing the target base. I don't know if the game still records uses even if you fail the mission, but it's better to be safe than sorry. Annika's Fragment mission is also a good mission to unlock characters and potentials. (Same map as The Secret of Her Powers DLC).
- I believe that Gusurg's mission is unlocked automatically. Carisa's mission will not unlock until

post-game.

- There are also multiple, other missions that unlock post-game.
- Amy/Deit and Cedric/Ada's character missions are linked. For example, you have to use both Amy and Deit 35 times before you can fully progress their character missions.
- I will list the character missions in the order that they appear on the list in-game. However, I will not be listing out detailed information for most of them. Most of the missions are fairly straightforward with just 1 mission. If I didn't list anything, assume that the mission is straightforward and has no Ace (so no Ace Drop).

Kurt - Mountain Offensive

Ace: Vet Schiller

Ace Drop: Blueprint H G 0 0 1

VG MTX

Riela - Where I Belong

Ace: Aria Lament

Ace Drop: ZM-MPX

Imca - Positive and Negative

Ace: Kanaza "Leo"

Ace Drop: LSchA

Gusurg - The Man Called Gusurg

Ace: Lone Wolf Kagi

Ace Drop: Looted Flame-MG F2

Kurt, Gusurg - Sky (unlocks post-game)

Dahau - The Rise of Calamity Raven (unlocks post-game)

Giulio- Mightier than the Sword

Felix - 1 for All

Alfons - The Falcon of Gallia

Amy/Deit - A Bond

Serge - One Who Loves the Battlefield

Leila - A Lady Like No Other

Annika - The Rough Road for a Pure Fist

Gloria - An Old Woman of the Darkness

Valerie - In Search for the Hidden Truth

Zahar - Zahar the Old General

Shin - A True Loyalty

Ada/Cedric - The Distorted Pair (First you must use Cedric 35 times. Then progress through the character mission events until Ada unlocks. Then use Ada 35 times and you can finish the character mission).

Margit - A Star Shines in the Darkness

Clarissa - Guilt and Lie

Elliot - The Teller of True Love (You get Elliot by choosing Chapter 9 Route A)

Ilmari - The Single-Hearted Man (You get Ilmari right after beating the game)

Gisele - Lady Untouchable (You get Gisele by choosing Chapter 9 Route B)

Frederica - The Scary Lady (You get Frederica by obtaining at least 10 medals)

Carisa - Carisa's Maxim (unlocks post-game)

Squad 7- Pierce the Central Front (unlocks post-game)

Ace: Saka the Jingo

Ace Drop: ZM2KarA

Gassenarl - Anxiety for the Future (unlocks post-game)

Ace: Assassin Yama

Ace Drop: ZM-SGATA (Sniper weapon)

Regular Army uniforms are unlocked after battle

Baldren, Audrey, and Brixham has joined after battle

Avan, Zeri, Cosette - Kids Head for the Future (unlocks post-game)

Ace: Noda the Selfish

Ace Drop: ZM2KarS (Scout weapon)

Avan, Zeri, and Cosette has joined after battle

Juliana, Leon - The Lion and the Diva (unlocks post-game)

Ace: Yaba the Tsunami

Ace Drop: Blueprint P F 0 0 2

Looted Heavy-MG M (Tank weapon)

Lanseal Academy uniforms are unlocked after battle

Leon and Juliana has joined after battle

Imperial Maj. Stripes obtained after battle (no idea if S ranked to get it for sure)

Hard Mission 1 (not necessary for epilogue) (unlocks post-game)

Hard Mission 2 (not necessary for epilogue) (unlocks post-game)

A couple notes

- Here are the unlocking requirements for the two epilogues.
- 1) Complete ALL character missions listed under “Fragments - Character Missions” EXCEPT for Hard Missions 1 and 2. Hard Missions 1 and 2 are NOT necessary to unlock the epilogues.
- 2) Complete ALL post-game free missions within Chapters 1-20.
- 3) Complete ALL story missions within Chapters 1-20 (remember how Valkyria 55 said to keep track at the beginning of this guide? You have to go back and finish all of the uncompleted story missions now to unlock the epilogues)
- 4) Make sure you’ve seen ALL events within Chapters 1-20 (like the Imca or Riela beach event that you may have missed on the first playthrough) and the character missions.
- Chapters 1-20 and the character missions will have the word “COMPLETE” (in either silver or gold, doesn’t matter which) on the Map of Gallia screen list if you did everything in it.
- The episodes “The Nameless Reassembles” and “Home” should unlock under the Fragments

now. These are the epilogues.

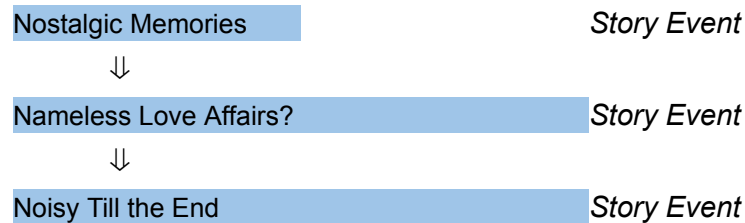
- You may have to go to home base, check the records, then exit home base again for the game to finally unlock the missions.

Extra Episode Epilogue 1

The Nameless Reassembles

Epilogue - The Nameless Reassembles

FLOW CHART

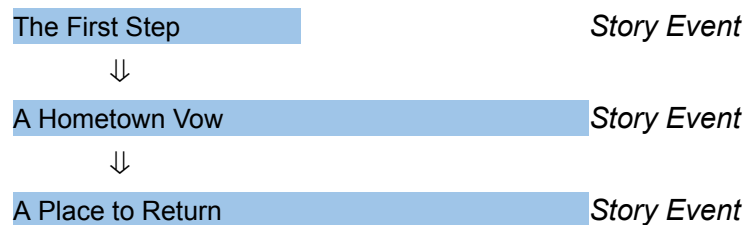


Extra Episode Epilogue 2

Home

Epilogue - Home

FLOW CHART



Training Tutorial - Menu Translations

Option 01. Increase unit HP 耐久力向上訓練

Option 02. Increase unit Accuracy 射擊訓練

Option 03. Increase unit Evasion 瞬発力訓練

*Option 04a. (At the start of a new chapter there will be a new COMMAND ORDER to learn)

*Option 04b. / [5] (After learning the COMMAND ORDER the 5th Option replaces the 4th spot)

*The last option cycles RANDOMLY through the following training types, each time after you train:

Increase unit Anti-Personnel Damage 対人戦闘訓練

Increase unit Anti-Armor Damage 対甲戦闘訓練

Increase unit Defense 筋力向上訓練

Increase unit Debuff Resistance 耐毒訓練

So after training the Anti-Personnel Damage, the menu option can change to

Anti-armor Damage, Defense, Debuff Resistance, Anti-Personnel Damage (RANDOMLY).

Training Tutorial - Unlocking Orders based on Training Skills:

HP	耐久力向上訓練:	Lvl 19 救護班要請 - 2 CP - Restores the HP of an all allies in an area
		Lvl 29 応急処置 - 3 CP - Fully Restores the HP of an ally
		Lvl 40 完全補給 - 4 CP - Fully Restores the HP and Ammo of all allies in an area

Accuracy 射撃訓練:

- Lvl 07 精密狙撃 - 1 CP - Increase one unit's Accuracy
- Lvl 17 局地精密狙撃 - 2 CP - Increase area unit's Accuracy
- Lvl 27 一斉精密狙撃 - 3 CP - Increase every unit's Accuracy

Evasion 瞬発力訓練:

- Lvl 07 全力回避 - 1 CP - Increase one unit's Evasion
- Lvl 17 局地全力回避 - 2 CP - Increase area unit's Evasion
- Lvl 27 一斉全力回避 - 3 CP - Increase every unit's Evasion

Anti-Personnel Damage 対人戦闘訓練:Lvl 04 全力攻撃 - 1 CP - Increase one unit's "vs Personnel" Attack
Lvl 09 局地全力攻撃- 2 CP - Increase area unit's "vs Personnel" Attack
Lvl 14 一斉全力攻撃 - 3 CP - Increase every unit's "vs Personnel" Attack

Anti-Armor Damage 対甲戦闘訓練 : Lvl 06 全力破壊 - 1 CP - Increase one unit's "vs Armor" Attack
Lvl 11 局地全力破壊 - 2 CP - Increase area unit's "vs Armor" Attack

Lvl 16 一斉全力破壊 - 3 CP - Increase every unit's "vs Armor" Attack

Defense 筋力向上訓練:

Lvl 05 全力防御 - 1 CP - Increase one unit's defense

Lvl 10 局地全力防御 - 2 CP - Increase area unit's defense

Lvl 15 一斉全力防御 - 3 CP - Increase every unit's defense

Debuff Resistance 耐毒訓練:

Lvl 03 解毒処理 - 1 CP - Remove negative status

Lvl 07 防疫処理 - 1 CP - Increase debuff resistance

List of Orders Learned by Training

Chapter	Name	CP	Description
Chp 02 -	治癒要請	1	Restores the HP of an ally (<i>Automatically Learned</i>)
Chp 03 -	支援物資要請	2	Restores the ammo of an ally (4860EXP)
Chp 04 -	衛生兵要請	2	Recover a "fallen" ally (6210EXP)
Chp 05 -	回復リミット解除	1	Increases the amount of HP healed by "Ragnite" for one unit (7560EXP)
Chp 06 -	局地敵情収集要請	1	Reveal all enemies in the current area (8640EXP)
Chp 07 -	一斉全力退避	3	Retreat all allies in the current area (9990EXP)
Chp 08 -	警戒進軍	2	Reduce the damage taken by interception fire of a unit (11340EXP)
Chp 09 -	貫通射撃	2	Makes a unit's attacks ignore the enemy's defense (16200EXP)
Chp 10 -	状態異常攻撃強化	2	Increases a unit's chance of inflicting debuffs (17550EXP)
Chp 11 -	N/A		
Chp 12 -	全??	2	??(22950EXP)
Chp 13 -	激励	4	Increase "Morale rating" (<i>Useful when grinding for potentials</i>) (18900EXP)
Chp 14 -	N/A		
Chp 15 -	N/A		
Chp 16 -	全域敵情収集要請	3	Reveal all enemies in all areas (21600EXP)
Chp 17 -	爆発リミット解除 1		Increases the grenade damage of a unit (24300EXP)
Chp 18 -	N/A		
Chp 19 -	無効化攻撃	2	Prevents an ally's target from counter-attacking (27000EXP)
Chp 20 -	急所攻撃	2	Makes all attacks by one unit into "critical hits" (29700EXP)

NOTE: Aside from your main character, you can increase your CP twice in VC3 by doing "リーダー養成訓練" (Leader Training) at the Trainer. You can buy this skill for 25000 EXP after finishing the Chapter 10 mission/event "生と死の狭間で". Moreover, once you finish the game, you can again buy this ability for 50000 EXP. This Extra CP can be (re)assigned between Kurt, the head tank, Riela, Imca, or any Elite branch unit (this means a 3rd tier scout... it may work with Veteran aka. 2nd tier class but I cannot verify this at this time).

Weapon List Ranking - Ace Weapons and Post-Game Weapons

Scouts : Rifles

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数 所持数	足止め	特殊効果
*ガリアン-F	29	18	79	180	5 ∞ / ×	C	--
*ガリアンS-F	25	20	89	220	5 ∞ / ×	C	--
*ガリアンA-F	35	24	80	180	5 ∞ / ×	C	--
*ローウェン-F	43	37	75	200	5 ∞ / ×	C	--
*ローウェンS-F	37	35	88	250	5 ∞ / ×	C	--
*ローウェンA-F	48	41	80	200	5 ∞ / ×	C	--
NOTE: (Need to get 武器設計図RF002 to get to ローウェンA-2 and be able to advance to F Class)							
ヘルヴォル	23	28	75	230	7 ∞ / ×	C	--
ガリアンR	26	52	82	230	10 ∞ / ×	C	--
ZMXKar	18	24	80	230	7 ∞ / ×	A	防御低下(Def Down)
ZMKar	21	31	80	220	7 ∞ / ×	C	--
ZM2Kar	27	46	80	230	7 ∞ / ×	C	--
ZM2KarA	36	67	80	230	7 ∞ / ×	C	--
ZM2KarS	39	68	85	230	7 ∞ / ×	C	--
Regen	48	75	80	270	7 ∞ / ×	C	--

Scouts : Heavy Scout Rifles with Grenade Launchers (Need to be 3rd Tier Scouts)

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数 所持数	足止め	特殊効果
*ローウェンRg-F	35	39	74	200	5 ∞ / ×	C	--
*ローウェンSRg-F	37	44	89	250	5 ∞ / ×	C	--
*ローウェンARg-F	42	37	78	200	5 ∞ / ×	C	--
NOTE: (Need to get 武器設計図RF102 to get to ローウェンARg-2 and be able to advance to F Class)							
ZM2KarRg	46	72	74	400	7 ∞ / ×	C	--
ローウェンRgR	36	59	80	250	10 ∞ / ×	C	--
ヘルムヴィゲ	52	102	74	250	7 ∞ / ×	C	--
Rifle Grenade (at Lvl 16)							
RG37E-F	259	384	99	250	1 1 / ○	C	--

Shock-Troopers : Machine Guns

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数	所持数	足止め 特殊効果
*マグス-F	30	34	53	100	20	∞ / ×	A --
*T-MAG-F	41	43	76	150	20	∞ / ×	A --
*マグスA-F	52	51	66	150	20	∞ / ×	A --
ヒルド	29	37	73	200	24	∞ / ×	C --
ヒルドM 43	77	82	200	24	∞ / ×	C --	
ZM-MP	28	34	83	150	20	∞ / ×	C --
ZM-MPX	32	38	85	150	20	∞ / ×	S 弾薬没収 (Ammo)
ZM-MPA	51	58	78	150	20	∞ / ×	C --
ZM-MPL	64	62	78	200	20	∞ / ×	C --
Ruhm	78	102	82	300	24	∞ / ×	C --

Shock-Troopers : Assault weapon with Flame Throwers (Need to be 3rd Tier Shock-Troopers)

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数	所持数	足止め 特殊効果
*マグス-FF-F	23	26	53	100	20	∞ / ×	A --
*T-MAG-FF-F	38	41	76	150	20	∞ / ×	A --
*マグスA-FF-F	45	43	66	150	24	∞ / ×	A --
マグスR-FF	31	36	75	150	20	∞ / ×	C --
ZM-MP-FW	41	47	81	150	20	∞ / ×	C --
ZM-MP-FA	59	63	75	150	20	∞ / ×	C --
Flame Thrower Part (at Lvl 18)							
FF-F	227	221	99	90	1	∞ / ○	C --

Lancers : Projectiles

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数	所持数	足止め 特殊効果
*ティマー-F	287	1008	74	920	1	6 / ×	C --
*ティマーS-F	279	998	81	920	1	6 / ×	C --
*ティマーA-F	327	1058	72	920	1	6 / ×	C --
ランカーR	150	438	72	920	1	7 / ×	C --
ランカーRX	170	500	72	920	1	7 / ×	C AP浪費(AP Down)
VB-PL	149	456	81	920	1	6 / ×	C --
VB-HPL	167	513	80	920	1	6 / ×	C
-- VB-PLX	184	671	75	920	1	6 / ×	C AP
浪費							
VB-HPLA	217	759	80	920	1	6 / ×	C --
ヨーツン 254	810	82	920	1	6 / ×	C --	
ティマーSPG	267	820	82	920	1	6 / ×	C --
フリスト 285	860	82	920	1	6 / ×	C --	
Horn	338	961	82	920	1	6 / ×	C --

Lancers: Mortars (Need to be 2nd Tier Lancers)

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数 所持数	足止め	特殊効果
*ランカーsh-F	221	308	50	200	1 3 / ○	C	--
*ランカーshA-F	259	347	50	200	1 3 / ○	C	--
*ディーラー-F	345	442	50	200	1 3 / ○	C	--
*ディーラーA-F	393	478	50	250	1 3 / ○	C	--
VB-MT	237	86	50	250	1 3 / ○	C	--
VB-MTX	308	92	50	250	1 3 / ○	C	AP浪費
VB-HMTX	374	107	50	250	1 3 / ○	C	AP浪費
スルーズ	410	133	50	500	1 3 / ○	C	--

Armored-Tech : Wrenches

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数 所持数	足止め	特殊効果
*ウォピック-F	194	362	99	40	1 ∞ / ○	C	--
*ウォピックA-F	356	650	99	40	1 ∞ / ○	C	--
NOTE: (Need to get 武器設計図 SP001 to get to ウォピックA-4 and be able to advance to F Class)							
ウォピックR	227	367	99	40	1 ∞ / ○	C	--
MR2	176	333	99	40	1 ∞ / ○	C	--
MR2X	197	341	99	40	1 ∞ / ○	B HP減少 (HP Reduced)	
MR2A	234	387	99	40	1 ∞ / ○	C	--
MR2AX	244	401	99	40	1 ∞ / ○	C	HP減少
ユール	267	420	99	40	1 ∞ / ○	C	--

Snipers : Sniper Rifles (Anti-Personnel - Single shot) - Learn the Class after Researching 新兵器開発A

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数 所持数	足止め	特殊効果
*GSR-F	192	93	88	920	1 3 / ×	C	--
*GSR-S-F	172	88	94	920	1 3 / ×	C	--
*GSR-A-F	237	103	90	920	1 3 / ×	C	--
ZM-SGX	154	120	85	920	1 3 / ×	C 回避低下(Evade Down)	
ZM-SG	167	134	85	920	1 3 / ×	C	--
ZM-SGA	171	134	85	920	1 3 / ×	C	--

Snipers : Sniper Rifles (Anti-Personnel - Three shot) - Can use after 2nd Tier (But Ace Weapons are usable anytime)

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数 所持数	足止め	特殊効果
*ブロンデル-F	223	124	69	920	3 3 / ×	C	--
*ブロンデルS-F	227	119	77	920	3 3 / ×	C	--
*ブロンデルA-F	280	130	73	920	3 3 / ×	C	--

NOTE: (Need to get 武器設計図SR002 to get to ブロンデルA-3 and be able to advance to F Class)

GSRR	186	142	75	920	3	3 / ×	C	--
ZM-SGS	197	139	85	920	3	3 / ×	C	--
アスガル	210	140	88	920	3	3 / ×	C	--
ブロンデルSpB	224	144	92	920	3	3 / ×	C	--
アスガルS	237	159	95	920	3	3 / ×	C	--
ゼンドウル	241	167	93	920	3	3 / ×	C	--
Orden	252	180	95	920	3	3 / ×	C	--

Snipers : Sniper Rifles (Anti-Tank) - Can use after 2nd Tier (But Ace Weapons are usable anytime)

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
------	-----------	-------	----------	-------	-------	-----------	-------------

Special

名称	人攻	甲攻	命中	射程	発射数	所持数	足止め	特殊効果
*ガット-F124	625	92	920	1	3 / ×	C	--	
*ガットS-F	147	690	94	920	1	3 / ×	C	--
*ガットA-F	155	785	96	920	1	3 / ×	C	--

NOTE: (Need to get 武器設計図SR101 to get to ガットA-1 and be able to advance to F Class)

ZM-SGAT	180	557	82	920	1	3 / ×	C	--
ガットR	191	680	90	920	1	3 / ×	C	--
ZM-SGATA	210	890	90	920	1	3 / ×	C	--
スケグル	247	1000	72	920	3	3 / ×	C	--

Gunner: Heavy Machine Guns - Learn the Class after Researching 新兵器開発B

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
------	-----------	-------	----------	-------	-------	-----------	-------------

Special

名称	人攻	甲攻	命中	射程	発射数	所持数	足止め	特殊効果
*スコール-F	46	44	89	100	40	∞ / ○	S	--
*スコールS-F	47	53	98	150	40	∞ / ○	S	--
*スコールA-F	55	62	87	100	47	∞ / ○	S	--
*ハリケーン-F	78	68	87	120	60	∞ / ○	S	--
*ハリケーンmk2-F	116	116	87	170	60	∞ / ○	S	--
*サイクロン-F	73	70	98	100	40	∞ / ○	S	--
*サイクロンS-F	75	80	99	100	48	∞ / ○	S	--
*サイクロンA-F	83	89	99	100	48	∞ / ○	S	--
ZM-MGX	66	71	71	130	40	∞ / ○	S	弾数低下(Ammo)
ZM-MG	69	78	65	130	40	∞ / ○	C	--
ZM-HMG	71	81	58	130	50	∞ / ○	C	--
Held	72	99	64	180	50	∞ / ○	C	--
Sieg	74	103	64	200	60	∞ / ○	C	--
ブラギ(Bragi)	71	104	64	200	60	∞ / ○	C	--
アルヴァイト(Alvitr)	74	111	64	180	60	∞ / ○	C	--

Fencer: Swords - Learn the Class after Researching 新兵器開発C

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
------	-----------	-------	----------	-------	-------	-----------	-------------

Special

名称	人攻	甲攻	命中	射程	発射数	所持数	足止め	特殊効果
*スシヴァール-F	541	287	99	40	1	∞ / ○	C	--

*シヴァルAT-F	542	560	99	40	1	∞ / ○	C	--
*パーシヴァル-F	868	212	99	40	1	∞ / ○	C	--
*パーシヴァルAT-F	649	597	99	40	1	∞ / ○	C	--
LSch	350	227	99	40	1	∞ / ○	C	--
GSch	420	241	99	40	1	∞ / ○	C	--
LSchA	381	230	99	40	1	∞ / ○	C	--
LSch X	481	253	99	40	1	∞ / ○	B	HP減少
スティールハーツ	521	381	99	40	1	∞ / ○	C	--
グニル	524	371	99	40	1	∞ / ○	C	--
エーベルジュ	631	405	99	40	1	∞ / ○	C	--
Shido	642	424	99	40	1	∞ / ○	C	--

Fencer: Mauler Class - Anti-Tank Melee Weapons (Need to be 3rd Tier Fencers)

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression	
Special								
名称	人攻	甲攻	命中	射程	発射数	所持数	足止め	特殊効果
*HBS-F	268	917	99	40	1	∞ / ○	C	--
*HBS-A-F	500	1011	99	40	1	∞ / ○	C	--
*HBS-AT-F	423	1223	99	40	1	∞ / ○	C	--
NOTE: (Need to get 武器設計図BS002to get to HBS-AT-9 and be able to advance to F Class)								
HBSR	170	1100	99	40	1	∞ / ○	C	--
VB ESch	210	1220	99	40	1	∞ / ○	C	--
ゲン	300	1957	99	40	1	∞ / ○	C	--
VB sch35	330	1528	99	40	1	∞ / ○	C	--
ヴァルホルSpB	340	1510	99	40	1	∞ / ○	C	--
パール	660	2500	99	40	1	∞ / ○	C	--

Engineers: Pistols

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression	
Special								
名称	人攻	甲攻	命中	射程	発射数	所持数	足止め	特殊効果
*バイパー-F	28	51	70	100	6	∞ / ×	A	--
*バイパー-S-F	31	68	90	100	6	∞ / ×	A	--
*バイパー-A-F	37	79	80	100	6	∞ / ×	A	--
ZM-34	25	24	70	130	6	∞ / ×	B	--
ZM-34X	36	28	60	100	6	∞ / ×	S	攻撃低下 (Attk Down)
ZM-34L	37	33	70	130	6	∞ / ×	B	--
ゲル	54	53	70	230	6	∞ / ×	S	攻撃低下
ゲルA	61	57	70	150	6	∞ / ×	C	攻撃低下

Musical Instrument (at Lvl 14) : Requires Researching フレイムワークス for ファイアワークス-2

フレイムワークス-F

戦意高揚 Morale Up 攻撃上昇 Attack Up 防御上昇 Defense Up 回避上昇 Evasion Up

弾数上昇 Ammo Up 射程上昇 Range Up Range: 200 / Area

Hand Grenades (At Lvl 16)

Name	Personnel	Armor	Accuracy	Range	Shots	Ammo/Area	Suppression
Special							
名称	人攻	甲攻	命中	射程	発射数 所持数	足止め	特殊効果
B型グレネード-F 399		561	99	60	1 1 / ○	C	--

Accessory List

Name	Ability	(Cost / How to Get)
安全のタリスマン	+05 HP	2000 DCT (Chapter 2)
壮健のタリスマン	+10 HP	15000 DCT (Chapter 10)
屈強のタリスマン	+20 HP	Chapter 2 - Clear “補給路を断て”
活発のチャーム	+05 AP	2400 DCT (Chapter 2)
行動力のチャーム	+10 AP	18000 DCT (Chapter 11)
縦横無尽のチャーム	+20 AP	Chapter 3 - Clear “森の狩人”
兵士のアミュレット	+05 射撃 (Accuracy)	2800 DCT (Chapter 2)
精鋭のアミュレット	+10 射撃 (Accuracy)	19500 DCT (Chapter 12)
英雄のアミュレット	+20 射撃 (Accuracy)	Chapter 4 - Clear “農村からの救援要請”
幸運の鍵	+05 回避 (Evasion)	3800 DCT (Chapter 03)
強運の鍵	+10 回避 (Evasion)	21500 DCT (Chapter 13)
豪運の鍵	+20 回避 (Evasion)	Chapter 5 - Clear “ユエル市解放作戦南ルート” SOUTH ROUTE ON YOUR FIRST PLAYTHROUGH
銅の弾丸	+05 対人 (vs. Personnel)	5250 DCT (Chapter 04)
銀の弾丸	+10 対人 (vs. Personnel)	23250 DCT (Chapter 14)
金の弾丸	+20 対人 (vs. Personnel)	Chapter 6 - Clear “不穏な影”
軽戦車の破片	+05 対甲 (vs. Armor)	6800 DCT (Chapter 05)
中戦車の破片	+10 対甲 (vs. Armor)	Chapter 8 - Clear “雪中強行軍” By Killing all Troops
重戦車の破片	+20 対甲 (vs. Armor)	Chapter 8 - Clear “夜間山岳戦演習”
汎用照準器	+05 射程 (Range)	7800 DCT (Chapter 06)
高性能照準器	+10 射程 (Range)	32000 DCT (Chapter 16)
最新式照準器	+20 射程 (Range)	Chapter 15 - Clear “災厄の鴉の挟撃” in 5 Turns (S Rank)
小型バックパック	+01 所持 (Ammo Inventory)	9900 DCT (Chapter 07)
大型バックパック	+02 所持 (Ammo Inventory)	Chapter 18 - Clear “イムカ支援作戦” by Capturing the Base in Area 5
強化ベスト	+05 防御前 / 防御横 / 防御後 (Front/Side/Back Defence)	39500 DCT (Chapter 17)
防弾ベスト	+10 防御前 / 防御横 / 防御後 (Front/Side/Back Defence)	Chapter 13 - Clear “反撃” in 3 Turns (S Rank)
装甲ベスト	+20 防御前 / 防御横 / 防御後 (Front/Side/Back Defence)	Chapter 12 - Clear “砂上に揺らめく炎”
薬品携行用小型ポーチ	+01 異常 (Reduce Abnormal Status) + 01 足止 (Sneaking)	11200DCT (Chapter 09)
薬品携行用中型ポーチ	+02 異常 (Reduce Abnormal Status)	Chapter 10 - Clear “若き勇者の咆哮”

	+02 足止 (Sneaking)	by Killing all Units
薬品携行用大型ポーチ	+03異常 (Reduce Abnormal Status) +03 足止 (Sneaking)	Clear Game - Imca's Route
帝国兵の階級章	+03 射撃 (Accuracy) +03 回避 (Evasion)	Chapter 17 - Clear “軍事法廷へ”
帝国尉官の階級章	+05 射撃 (Accuracy) +05 回避 (Evasion)	Character Mission - Clear “戦場に残されたもの”
帝国佐官の階級章	+07 射撃 (Accuracy) +07 回避 (Evasion)	Clear ALL Free Missions
帝国将官の階級章	+10 射撃 (Accuracy) +10 回避 (Evasion)	Clear ALL “Hard” Missions
兵士のドッグタグ	+03 対人 (vs. Personnel) +03 対甲 (vs. Armor)	Chapter 14 - Clear “黒衣の追撃者”
エースのドッグタグ	+05 対人 (vs. Personnel) +05 対甲 (vs. Armor)	Character Mission - Clear “敵輸送部隊撃破作戦”
コーデリアの肖像	+05 防御前 / 防御横 / 防御後 (Front/Side/Back Defence)	Chapter 19 - “首都解放作戦 峡谷ルート”
コーデリアの生写真	+10 防御前 / 防御横 / 防御後 (Front/Side/Back Defence)	Character Mission - Clear “新兵器実験場”

CHARACTER BASED ACCESSORIES

授与の短剣	+02 射撃 (Accuracy) +02 回避 (Evasion)	Kurt
護身用ナイフ	+02 回避 (Evasion) +02 対人 (vs. Personnel)	Riela
ダルクス布のリボン	+02 対甲 (vs. Armor) +05 射程(Range)	Imca
形見の信号銃	+10 HP +05 AP	Welkin
アリシアのスカーフ	+10 射撃 (Accuracy) +05 回避 (Evasion)	Alicia
ダルクス人形	+10 HP +05 射撃 (Accuracy) +05 回避 (Evasion)	Isara

アイドルのリボン	+05 回避 (Evasion) +05 対人 (vs. Personnel) +10 対甲 (vs. Armor)	Edy
レオンの手帳	+10 HP +05 射撃 (Accuracy)	Avan
アンティークナイフ	+05 射撃 (Accuracy) +05 対人 (vs. Personnel) +05 対甲 (vs. Armor)	Maximillan
ユグド教のペンダント	+10 射撃 (Accuracy) +10 対甲 (vs. Armor)	Audrey
ラルゴの野菜	+30 HP	Largo
ロージーのチョーカー	+10 射撃 (Accuracy) +10 回避 (Evasion)	Rosie
バーロットの眼鏡	+10 対人 (vs. Personnel) +10 対甲 (vs. Armor)	Eleanor (*Can be Buggy)

DLC (ONLY) - BASED ACCESSORIES

英雄のドッグタグ	+07 対人 (vs. Personnel) +07 対甲 (vs. Armor)	Clear DLC Mission:「撃ち貫くもの」
原石ラグナイト	+30 HP	Clear DLC Mission:「対岸の砲撃手」
結晶ラグナイト	+40 HP	Clear DLC Mission:「毒蛇の牙」
濃縮ラグナイト	+50 HP	Clear DLC Mission:「砂漠に潜む物」
(女性専用 Ribbons are for Women Only!)		
青いリボン	+05 射撃 (Accuracy) +10 回避 (Evasion)	Clear DLC Mission:「立ちはだかるもの」
赤いリボン	+10 回避 (Evasion) +05 対甲 (vs. Armor)	Clear DLC Mission:「リトルウィングからの挑戦状∞」
歴戦のリボン	+05 射撃 (Accuracy) +10 回避 (Evasion) +05 対人 (vs. Personnel) +05 対甲 (vs. Armor)	Clear DLC Mission:「狙われた備蓄物資」
(男性専用 Bandanas are for Men Only!)		
青いバンダナ	+10 HP +05 射撃 (Accuracy)	Clear DLC Mission:「招かれざる鴉」

赤いバンダナ	+10 HP +05 対人 (vs. Personnel) +05 対甲 (vs. Armor)	Clear DLC Mission:「前線基地奪還指令」
歴戦のバンダナ	+10 HP +05 射撃 (Accuracy) +05 対人 (vs. Personnel) +05 対甲 (vs. Armor)	Clear DLC Mission:「鋼鉄の罠」
槍の指輪	+10 射撃 (Accuracy) +10 対人 (vs. Personnel) +10 対甲 (vs. Armor)	Clear DLC Mission:「迫り来る悪夢」
盾の指輪	+20 HP +20 回避 (Evasion)	Clear DLC Mission:「水道橋を解放せよ」

Reprint of my blog's mini-guide:

Tips on Unlocking Potentials.

1) Choose a Free Mission when trying to unlock them (DLC / Extra Missions are good too). You will want a mission that can go 20 Turns, so you can maximize your potentials and morale. I like the “capture a particular base” kind of mission so you can control exactly when you finish the mission.

2) Equip a Morale boosting sticker on your tank, and deploy the tank. In Chapter 2, you can by ノーズアート for 500 DCT, (It is a picture of Rosie as a “Lounge Singer”). This will give a 50% boost to morale ratings, making it easier to unlock your potentials.

3) You need to unlock your Class Ranks by either killing enemies, or capturing bases. (Armored Tech) have special skills like disarming mines and (Engineers) can fix tanks, heal people, boost stats with music (eventually at 3rd rank), and these actions will also add to the internal experience gained to allow your class to (LEVEL UP!) their rank.

There are 3 rank levels for each class: *Basic, Veteran, Expert*.

Here is a list of **CLASS-NAMES (In Japanese)** according to their **CLASS** and **RANK**:

Scout 1 偵察兵

Scout 2 上級偵察兵

Scout 3 偵察獵兵

Shock 1 突撃兵 *(Shock-trooper / Assault Trooper)

Shock 2 上級突撃兵

Shock 3 突撃獵兵

Lancer 1 対戦車兵

Lancer 2 上級対戦車兵

Lancer 3 対戦車獵兵

Engineer 1 支援兵 *(Engineer / Medic)

Engineer 2 上級支援兵

Engineer 3 支援獵兵

Armored-Tech 1 技甲兵

Armored-Tech 2 上級技甲兵

Armored-Tech 3 技甲獵兵

Sniper 1 狙擊兵

Sniper 2 上級狙擊兵

Sniper 3 狙擊獵兵

Gunner 1 機關銃兵 *(Gunner / Machine-gun Trooper)

Gunner 2 上級機關銃兵

Gunner 3 機關銃獵兵

Fencer 1 劍甲兵 *(Fencer / Sword Trooper)

Fencer 2 上級劍甲兵

Fencer 3 劍甲獵兵

4) List of *CLASS POTENTIALS* and how to unlock them:

Class Name: 偵察兵 (Scout 1)

Potential: 索敵 (Sighting)

Effect: Accuracy Up

Unlock: Random chance on discovering enemy.

(Go behind a wall and walk back and forth “discovering” the enemy)

Class Name: 上級偵察兵 (Scout 2)

Potential: 耐性アップ (Resist Boost)

Effect: Status Resistance Up

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 偵察獵兵 (Scout 3)

Potential: 迎撃體勢 (Anti-Intercept)

Effect: Reduce damage from Interception fire.

Unlock: Get hit from the front.

(Unlock it by getting attacked by a Scout or Shocktrooper at a far distance to MINIMIZE damage).

Class Name: 突擊兵 (Shock 1)

Potential: 索射擊體勢 (Firing Stance)

Effect: Accuracy Up when in a defensive position (in grass or crouching)

Unlock: Attack while crouching.

Class Name: 突擊兵 (Shock 2)

Potential: 回避率アップ (Evasion Boost)

Effect: Evasion Up

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 突擊獵兵 (Shock 3)

Potential: 特攻精神 (Kamikaze)

Effect: Improve evasion and accuracy when HP falls below half

Unlock: Receive damage making the bar drop below 50% on the same turn.

(Use distance from an enemy to minimize the damage and maximize the chances of it unlocking)

Class Name: 對戰車兵 (Lancer 1)

Potential: 側面防禦 (Side Defense)

Effect: Side defense equals front defense.

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 上級対戦車兵 (Lancer 2)

Potential: 対甲攻撃アップ (Anti-Armor Boost)

Effect: Improve anti-armor damage.

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 対戦車獵兵 (Lancer 3)

Potential: 弾薬補充 (Ammo Refill)

Effect: Ammo Refill.

Unlock: Random chance AFTER your attack.

(Just need to select the unit and attack anything it randomly unlocks)

Class Name: 支援兵 (Engineer 1)

Potential: 警戒姿勢 (Vigilance)

Effect: Improve defense and evasion when crouching.

Unlock: Random chance after crouching.

(Just need to select the unit and continue to crouch and stand up until it unlocks)

Class Name: 上級支援兵 (Engineer 2)

Potential: 弱点アップ (Exploit Boost)

Effect: Improve chance to CAUSE negative status.

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 支援獵兵 (Engineer 3)

Potential: 反撃不可 (Neutralize)

Effect: Enemy cannot counter-attack.

Unlock: Random chance after attacking the enemy(happens just as you start your attack).

(This can be a dangerous one to master, so try to attack from a DISTANCE to minimize damage, or attack a Lancer)

Class Name: 技甲兵 (Armored-Tech 1)

Potential: 状態異常無効 (Ailment Immunity)

Effect: Immune to negative status effects.

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 上級技甲兵 (Armored-Tech 2)

Potential: 投擲距離アップ (Extended Throw)

Effect: Throwing distance Up for HAND-grenades.

(NOTE: Scout-gun and mortar grenades are NOT affected).

Unlock: Random chance on ENTERING Target Mode

Class Name: 技甲獵兵 (Armored-Tech 3)

Potential: 疲労回復 (Second Wind)

Effect: Random chance to fully recover AP when AP

Unlock: Constantly move the unit to make your AP fall below 50%

Class Name: 狙撃兵 (Sniper 1)

Potential: 後方迎撃支援 (Backup Sniping)

Effect: Improve accuracy and anti-personnel when there are no surrounding units.

Unlock: Random chance when your unit is alone.

(Select the unit at an empty base/area)

Class Name: 上級狙撃兵 (Sniper 2)

Potential: 投擲距離アップ (Accuracy Boost)

Effect: Improve accuracy

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 狙撃獵兵 (Sniper 3)

Potential: 疲労回復 (Eagle Eye)

Effect: Improve magnification of scope when attacking.

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 機関銃兵 (Gunner 1)

Potential: 対人攻撃アップ (Resist Counters)

Effect: Half damage from interception fire.

Unlock: Random chance on enemy counter attack. (Shoot ABOVE the enemy so that it can counter attack. This can be a dangerous one to master, so try to attack a SCOUT from a DISTANCE to minimize damage)

Class Name: 上級機関銃兵 (Gunner 2)

Potential: 疲労回復 (Anti-Infantry Boost)

Effect: Improve anti-personnel damage.

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 機関銃獵兵 (Gunner 3)

Potential: HP中回復 (HP Recovery)

Effect: Recover HP after an attack.

Unlock: Random chance AFTER your attack.

(Just need to attack anything, until it randomly unlocks)

Class Name: 剣甲兵 (Fencer 1)

Potential: 警戒姿勢 (Covert Attack)

Effect: Enemy cannot evade when unit attacks while crouching.

Unlock: Random chance after attacking while crouching.

(Just need to keep selecting the unit, and crouch and attack until it unlocks)

Class Name: 上級支援兵 (Fencer 2)

Potential: 防禦アップ (Defense Boost)

Effect: Improve defense.

Unlock: Random chance on the start of your turn.

(Just need to select the unit until it randomly unlocks)

Class Name: 支援獵兵 (Fencer 3)

Potential: 後の先 (Undodgeable Shot)

Effect: Enemy cannot evade when the unit attacks

Unlock: Random chance after attacking the enemy
(Does not need to be crouching!)

5) To unlock “**HIGH POTENTIALS**” you will need to unlock **TWO** class potentials from different classes.

For example:

急所攻撃 (**Critical Shot**) is unlocked after you get the **Scout's 1st class potential** AND the **Shocktrooper's 3rd class potential**.

IMPORTANT: YOU MUST GO TO THE “MASTER TABLE COMMAND” (**Last Menu Option**) FROM THE TRAINER AT BASE CAMP TO UNLOCK YOUR HIGH POTENTIALS.

Here is a list of **HIGH POTENTIALS** and the **CLASS POTENTIALS** you will need to unlock to get them:

急所攻撃 (**Critical Shot**) **Scout 1** + **Shock 3**

All shots will be critical attacks.

連続移動 (**Double Movement**) **Scout 2** + **Engineer 2**

Units AP refreshes when AP reaches 0.

心頭滅卻 (**Clear Thought “Status Resistance”**) **Scout 3** + **Fencer 1**

Improve resistance to negative status of enemy's interception fire.

一點集中 (**Concentration**) **Shock 1** + **Lance 3**

Greatly increases Accuracy.

貫通攻撃 (**Penetration**) **Shock 2** + **Gunner 3**

Ignores enemy defense.

(Works great against sandbag defending troops, and uber knights)

側面攻撃 (**Side Attack**) **Lance 1** + **Armored-Tech 2**

Improve anti-armor damage when attacking from side.

攻撃技術 (**Offensive Tech**) **Lance 2** + **Gunner 2**

Improve anti-personnel and anti-armor.

見極め (**Clear Sight**) **Engineer 1** + **Sniper 1**

Improves defense when attacked.

HP全回復 (**Full HP Recovery**) **Engineer 3** + **Armored-Tech 3**

Fully heal HP after attack mode

地雷不発 (**Dud Mine**) **Armored-Tech 1** + **Sniper 3**

Does not trigger landmines when you step on them.

暗殺技能 (**Silent Assassin**) **Sniper 2** + **Fencer 2**

Improve accuracy and anti-personnel when attacking from behind. (“!” surprise attack)

連続攻撃 (**Double Attack**) **Gunner 1** + **Fencer 3**

Attack again after attack is finished.

6) To unlock the “**SUPER POTENTIALS**” you will need to **MASTER FOUR CLASSES!** (NOTE: to master a class you must get 3 Class ranks and unlock all class potentials for the class)
shocktrooper weapon

IMPORTANT: YOU MUST GO TO THE “MASTER TABLE COMMAND” (**Last Menu Option**) FROM THE TRAINER AT BASE CAMP TO UNLOCK YOUR SUPER POTENTIALS.

Name: 連続行動 (**Double Action**)

Effect: Can act again (move continuously and attacks again)

Activates: At the end of the target mode.

Master Classes: Scout Shock Gunner Fencer

Name: ノーダメージ (**Invincible / "No Damage"**)

Effect: No Damage for counterattack & interception fire

Activates: Randomly at the start of your turn, or during interception fire.

Master Classes: Lancer Armored-Tech Sniper Gunner

Name: 死回生 (**Phoenix / "Resuscitation"**)

Effect: Full recovery when HP reaches Zero. This potential RANDOMLY occurs when your unit would normally die.

Master Classes: Scout Engineer Sniper Fencer

Ranking of Characters based on the highest Accuracy stat.

(The following characters have a total of 67 or higher base) (*my recommended class)

(Ada) エイダ - Scout Lancer Sniper* Gunner

(Gloria) グロリア - Scout Lancer* Sniper Gunner

(Serge) セルジュ - Scout Lancer Engineer* Sniper Gunner

(Irumari) イルマリ - Scout Lancer Engineer* Sniper

(Zeri) ゼリ - Scout Shock* Lancer Engineer Sniper*

(While Zeri's Sniper has the best stats, his high HP and Accuracy stats suit the shock trooper more).

(Margaret) マルギット - Scout Lancer* Sniper* (Aside from Ada or Gloria, Margaret is your best **Lancer**)

(Brixam) ブリクサム - Scout* Shock Lancer Engineer Sniper* (Brixam can be an excellent Sniper but you will need an excellent Scout more in the later missions.)

(Alicia) アリシア - Scout* (Although weaker than in VC1, Alicia's stats and Potentials still make her one of the best **Scouts**)

(Eleanor) エレノア - Armored Tech Sniper* (Aside from Ada, Eleanor is your best **Sniper**)

(Gisele) ジゼル - Shock* Sniper

(Leon) レオン - Lancer*

(Cedric) セドリック - Shock* Gunner (DLC or the final ACE Shocktrooper weapons make Gunners less powerful than Shocktroopers. Give Cedric a Ruhm and he will be your Boss Killer!)

(Balderan) バルドレン - Shock* Lancer

(Valerie) ヴァレリー - Scout* Shock

(Avan) アバン - Scout* Shock

(Rosie) ロージー - Shock* Lancer (This choice should be obvious for VC1 veterans)

(Maximillian) マクシミリアン - Lancer* Fencer

(Zahar) ザハール - Shock Gunner* (though his stats are not better as Gunner, I recommend it due to his potential that stops his movement)

(Alysse) エイリアス - Scout* (Tip: Being a Valkyria give her DLC weapon like Regen and accessory with extra AP, this will allow you to use interception fire more to kill enemies, and damage tanks more due to its high anti-armor rounds)

(Dight) ダイト - Medic Armored Tech* Sniper (Note: Ironically Accuracy doesn't matter as an Armored Tech)

Ranking of Characters based on the highest Evade stat.

(The following characters have a total of 56 or higher base) (* my recommended class)

(Elliott) エリオット - Scout* Shock Engineer Armored Tech Sniper Gunner

(Ymca) イムカ - Scout Shock Lancer* Engineer Armored Tech Sniper Gunner Fencer

(Audrey) オドレイ - Scout Lancer* Engineer

(Cosette) コゼット - Scout Lancer Engineer*

(Alphonse) アルフォンス - Scout*

(Nagisa) ナギサ - Shock*

(Kurt) クルト - Shock* Sniper (Note: Ironically "Evade" doesn't matter as a Sniper)

(Shin) シン - Scout* Fencer

(Alysse) エイリアス - Scout*

(Leila) レイラ - Shock*

(Amy) エイミー - Scout*

PERSONNEL STATS AND SPECIALIZATION LIST

"NAMELESS" CHARACTERS

クルト・アーヴィング (Specialization: 突撃兵 - Shock-Trooper + Sniper)

HP 362 Accuracy 44 Evade 44

リエラ・マルセリス (Specialization: 偵察兵 - Scout + Engineer)

HP 293 Accuracy 49 Evade 31

イムカ (Specialization: 対戦車兵 - Lancer + Fencer)

HP 308 Accuracy 46 Evade 51

グスルグ (Tank Driver)

ジュリオ・ロッソ (Specialization: 対戦車兵 - Lancer + Engineer)

HP 270 Accuracy 39 Evade 39

フェリクス・カウリー (Specialization:突撃兵 - Shock-Trooper + Lancer)
HP 278 Accuracy 41 Evade 24

アルフォンス・オークレール (Specialization:偵察兵 - Scout + Armored Tech)
HP 367 Accuracy 29 Evade 45

ダイト (Specialization:技甲兵 - Armored Tech + Sniper)
HP 282 Accuracy 50 Evade 26

セルジュ・リーベルト (Specialization:支援兵 - Engineer + Sniper)
HP 200 Accuracy 62 Evade 22

エイミー・アップル (Specialization:偵察兵 - Scout + Gunner)
HP 247 Accuracy 46 Evade 42

レイラ・ピエローニ (Specialization:突撃兵 - Shock-Trooper + Lancer)
HP 283 Accuracy 32 Evade 43

アニカ・オルコット (Specialization:突撃兵 - Shock-Trooper + Fencer)
HP 347 Accuracy 27 Evade 27

グロリア・ダレル (Specialization:対戦車兵 - Lancer + Gunner)
HP 225 Accuracy 63 Evade 23

ヴァレリー・エインズレイ (Specialization:偵察兵 - Scout + Engineer)
HP 210 Accuracy 53 Evade 24

ザハール・アロンソ (Specialization:突撃兵 - Shock-Trooper + Fencer)
HP 285 Accuracy 51 Evade 28

シン・ヒューガ (Specialization:偵察兵 - Scout + Fencer)
HP 259 Accuracy 45 Evade 43

セドリック・ドレーク (Specialization:突撃兵 - Shock-Trooper + Gunner)
HP 337 Accuracy 57 Evade 27

マルギット・ラヴェリ (Specialization:対戦車兵 - Lancer + Scout)
HP 209 Accuracy 59 Evade 26

クラリッサ・キャラハン (Specialization:支援兵 - Engineer + Scout)
HP 245 Accuracy 48 Evade 41

エリオット・オーツ (Specialization:偵察兵 - Scout + Armored Tech)
HP 238 Accuracy 31 Evade 52

イルマリ・ガソット (Specialization:支援兵 - Engineer + Sniper)
HP 235 Accuracy 60 Evade 24

エイダ・アンゾルゲ (Specialization:対戦車兵 - Lancer + Sniper)
HP 220 Accuracy 65 Evade 27

ジゼル・フレミング (Specialization:突撃兵 - Shock-Trooper + Fencer)
HP 235 Accuracy 57 Evade 33

フレデリカ・リップス (Specialization:偵察兵 - Scout + Shock-Trooper)
HP 260 Accuracy 42 Evade 34

カリサ・コンツェン (Tank Driver)

GUEST CHARACTERS (ゲストキャラクター)

エレノア・バーロット (Specialization:技甲兵 - Armored Tech + Sniper)
HP 250 Accuracy 57 Evade 24

エイリアス (Specialization:偵察兵 - Scout + Fencer)
HP 258 Accuracy 51 Evade 43

リコリス・ネルソン (Specialization:突撃兵 - Shock-Trooper + Lancer)
HP 249 Accuracy 38 Evade 36

ナギサ (Specialization:突撃兵 - Shock-Trooper + Fencer)
HP 328 Accuracy 36 Evade 44

POST-GAME CHARACTERS (クリア後の断章による追加メンバー)

ラルゴ・ポッテル (Specialization:対戦車兵 - Lancer + Armored Tech)
HP 397 Accuracy 28 Evade 26

ロージー(ブリジット・シュターク) (Specialization:突撃兵 - Shock-Trooper + Lancer)
HP 249 Accuracy 52 Evade 30

レオン・ハーデンス (Specialization:対戦車兵 - Lancer + Shock-Trooper)
HP 292 Accuracy 55 Evade 27

バルドレン・ガッセナール (Specialization:突撃兵 - Shock-Trooper + Lancer)
HP 305 Accuracy 53 Evade 26

オドレイ・ガッセナール (Specialization:対戦車兵 - Lancer + Engineer)
HP 217 Accuracy 36 Evade 50

ユベール・ブリクサム (Specialization:偵察兵 - Scout + Sniper)
HP 228 Accuracy 59 Evade 31

ユリアナ・エーベルハルト (Specialization:突撃兵 - Shock-Trooper + Fencer)
HP 294 Accuracy 46 Evade 41

アバン・ハーデンス (Specialization:偵察兵 - Scout + Shock-Trooper)
HP 285 Accuracy 53 Evade 28

ゼリ (Specialization:突撃兵 - Shock-Trooper + Sniper)
HP 233 Accuracy 60 Evade 27

コゼット・コールハース (Specialization:支援兵 - Engineer + Scout)
HP 249 Accuracy 39 Evade 47

ヴァイス・イングルバード (Specialization:突撃兵 - Shock-Trooper + Lancer)
HP 308 Accuracy 41 Evade 38

ファイナ・セラーズ (Specialization:支援兵 - Engineer + Scout)
HP 248 Accuracy 49 Evade 33

アイカ・トンプソン (Specialization:偵察兵 - Scout + Shock-Trooper)
HP 290 Accuracy 38 Evade 39

DLC UNLOCKED CHARACTERS (DLCによる追加メンバー)

マクシミリアン (Specialization:対戦車兵 - Lancer + Fencer)
HP 315 Accuracy 52 Evade 36

セルベリア・ブレス (Specialization:突撃兵 - Shock-Trooper + Fencer)
HP 365 Accuracy 45 Evade 32

ヴァルキュリア (リエラ) (Specialization:偵察兵 - Scout + Sniper)
HP 298 Accuracy 44 Evade 44

ラディ・イエーガー (Specialization:偵察兵 - Scout + Shock-Trooper)
HP 329 Accuracy 39 Evade 44

ウェルキン・ギンター (Specialization:偵察兵 - Scout + Engineer)
HP 363 Accuracy 59 Evade 48

アリシア・メルキオット (Specialization: 偵察兵 - Scout + Fencer)

HP 399 Accuracy 69 Evade 43

イサラ・ギンター (Specialization: 技甲兵 - Armored Tech + Engineer)

HP 217 Accuracy 56 Evade 34

イーディ・ネルソン (Specialization: 突撃兵 - Shock-Trooper + Gunner)

HP 246 Accuracy 50 Evade 26

ホーマー・ピエローニ (Specialization: 支援兵 - Engineer + Scout)

HP 207 Accuracy 42 Evade 46

スージー・エヴァンス (Specialization: 偵察兵 - Scout + Engineer)

HP 223 Accuracy 56 Evade 32

ヤン・ウォーカー (Specialization: 対戦車兵 - Lancer + Gunner)

HP 300 Accuracy 52 Evade 22

マリーナ・ウルフスタン (Specialization: 狙撃兵 (Starts as Sniper) - Sniper + Engineer)

HP 234 Accuracy 49 Evade 33

リン (Specialization: 突撃兵 - Shock-Trooper + Sniper)

HP 251 Accuracy 30 Evade 46

GETTING ALL THE MEDALS IN VC3

[01 02 03 04 05

06 07 08 09 10

11 12 13 14 15

16 17 18 19 20

21 22 23 24 25]

01) 授与の短剣

Ceremonial Dagger

You get this automatically from the start of game.

02) 公国勲功章

Gallian Medal of Honor

Clear chapter 5

03) 山の嘶き作戦従軍章

Highlands Service Medal

Clear chapter 7

04) 公国功勞章

Clear chapter 8

Duchy Order of Merit

05) 公国殊勲賞

Clear chapter 17

Duchy Grand Order of Merit

06) 外した部隊章

The Nameless Medal

Clear chapter 20

07) ランドグリーズ聖槍勲章

Achieve "S" rank for ANY one 3-star mission (non-DLC/extra)

08) 殊勲青銅槍盾勲章

The Bronze Arms of Gallia

Kill 250 enemies

09) 殊勲白銀槍盾勲章

The Silver Arms of Gallia

Kill 500 enemies

10) 殊勲黄金槍盾勲章

The Golden Arms of Gallia

Kill 1000 enemies

11) GBS英雄賞

GBS Heroism Prize

Complete a (3 star) difficult mission without getting hurt

12) GBS人道賞

GBS Humanitarian Prize

Complete a mission without harming a single enemy

(harming includes knocking them with your vehicle)

13) 殊勲歩兵戦栄誉勲章

Anti-Infantry Medal of Excellence

Kill 300 infantry-type

14) 殊勲機甲戦栄誉勲章

Anti-Tank Medal of Excellence

Kill 100 vehicle-type

15) 殊勲聖槍勲章

The Lance of Gallia

Kill all Enemy Aces in the game (Non-DLC) (post game only)

16) 優秀兵士表彰

Infantry Award of Excellence

Complete the Master Table of Battle potentials for a single character (this means maxing all classes)

17) 優秀部隊表彰

Class Award of Excellence

Achieve third class level for all 8 classes

(This can be achieved from more than one character)

18) 優秀指揮官勲章

Excellence in Leadership

Learn all orders

19) 優秀機甲兵団勲章

Excellence in Technology

Research / purchase all TANK ITEMS (post game only)

20) 優秀武装兵団勲章

Excellence in Armament

Research / purchase all weapons (post game only)

21) 作戦地図

Campaign Map

Clear all mission events

22) 名もなき部隊の記録

The Nameless Archives

Clear all character missions

23) 大翼兵団勲章

Order of the Golden Wings

MAX all training skills (post game only)

24) ランドグリーズ勲章

Randgriz Medal

Clear all 4/5 star missions (post game only)

25) ロイヤル・ランドグリーズ勲章

Randgriz Crest of Honor

Clear ALL (Non-DLC) missions with S rank (Not sure if Extra Edition DLC missions count now...)

How to RANK up your classes:

CLASS	RANK XP	CARRY OVER XP (only 1 rank / mission)	Approximate # of Kills
Scouts	250	50	84

Shocktrooper	400	80	134
Lancer	300	60	100
Engineer	150	30	50
ArmoredTech	100	20	34
Sniper	200	40	67
Gunner	400	80	134
Fencer	400	80	134

Getting XP to Increase your RANK

Defeat an enemy	+3	
Capture a base	+5	
Revive a ally	+4	
Rescue a dying ally	+2	
Healing an ally		+1
Buffing an ally	+1	
Removing a Mine	+1	
*Killing an ally	-3	*(I am not sure but if an enemy kills you, then the character that dies may also suffer this penalty)

EXTRA EPISODE DLC List

(note that some DLC is part of EXTRA EDITION now -- see EE tag)

Name (Tag) - Ace Weapon / Character Unlock

クルト・アーヴィングの初陣 (Pre order bonus / EE) - ヒルド (Submachine Gun)

力の秘密 (Riela's Extra Episode 600円 / EE - ??unlocks after chp. 12??) - ゲン (Fencer)
- unlocks Extra Mission 学校からのSOS

No.1は眠れない (Imca's Extra Episode 600円 / EE - unlocks after chp. 13) - グニル (Fencer)
- unlocks Extra Mission 黒き電撃作戦

もうひとつのボルジア護衛作戦 (Extra Episode Story 600円) - Horn (Lancer)
- unlocks Extra Mission 交差する戦線

セルベリア、ナジアルを征く (Selvaria Extra Episode (♥)) - ユール (Armored Tech)
- unlocks Extra Mission 山岳戦線, Maximillian, Selvaria
反逆のヴァルキュリア DLC EXTRA EPISODE 600円 (♥)
- unlocks Riela Valkyrian Character,
- Personal Note: This episode has awesome music not released on CD.

学び舎のヴァルキュリア

-Note: Alysse is the Boss Valkyria, Ace Weapon: テイマーSPG (Lancer)

街頭のヴァルキュリア

-Note: Alicia is Boss the Valkyria, Ace Weapon: アスガルS(オートSライフル - [3 shot] sniper)

国境のヴァルキュリア

-Note: Selvaria is Boss the Valkyria, Ace Weapon: ゲルA(Engineer)

艦上のヴァルキュリア

-Unlocked after beating first ヴァルキュリア 3 missions

-Note: Riela Valkyrian is the Boss Valkyria, Ace Weapon: エーベルジュ(Fencer)

-unlocks Riela Valkyrian character

終戦、そして旅立ち DLC EXTRA EPISODE 400円 (♥)

-unlocks Yeager from VC1 !

-unlocks 雪空の下で Extra Mission, Ace Weapon: アスガル(オートSライフル Sniper)

激突！ウェルキン対ダハウ DLC EXTRA EPISODE 600円 (♥)

- unlocks Welkin, Alicia, Isara

- unlocks Extra Mission ナジアル陣地強襲戦

- Ace Weapon: ヴァルホルSpB(2nd Tier Fencer)

激突？イーディ対ダハウ DLC EXTRA EPISODE 600円 (♥)

- unlocks Edy イーディ、Homer ホーマー、Susie スージー、Jann ヤン、Marina マリーナ、Lynn リン

- unlocks Extra Mission 潜入、ギルランダイオ

- Ace Weapon: WVB sch35 (2nd Tier Fencer)

イサラ、走る (*BONUS from DVD / Blu Ray / PSN Rental special)

EXTRA EDITION EPISODES (-these are story only except for Clarissa's mission..gives no ace weapons)

EXTRA MISSION LIST

前線基地奪還指令

-Unlocked by having the VC3 DEMO Save Data (*Not Sure about Extra Edition*)

- Ace Weapon: ヘルヴォル(Sniper)

リトルウイングからの挑戦状∞

- Unlocked with Phantasy Star Portable 2 Save Data

EE: Enter this Passcode in the EXTRA/Password section 5GEJZPR7QCGXW6PY)

- Ace Weapon: スティールハーツ (Fencer)

懲罰任務 制圧された港で

- Used to be part of the SEGA Mobile Site Bonus ONLY, now part of Extra Edition!
- Ace Weapon: ヒルドム (Shock trooper!)

学校からのSOS (EE)

- Unlocked AFTER finishing 力の秘密
- Ace Weapon: Regen (Scout)

懲罰任務 毒蛇の牙 (200円) (♥)

- Ace Weapon: ゲル (Engineer)

黒き電撃作戦 (EE)

- Unlocked AFTER finishing No.1は眠れない
- Ace Weapon: Shido (Fencer)

懲罰任務 立ちはだかるもの(200円)

- Ace Weapon: ヨーツン (Lancer)

交差する戦線

- Unlocked AFTER finishing もうひとつのボルジア護衛作戦 Extra Episode
- Ace Weapon: Sieg (Gunner)

HARD-EX 招かれざる鴉 (200円) (♥)

- SPECIAL: If you S - Rank this mission you get a 青いバンダナ Accessory!
- Ace Weapon: アルヴァイト (Second Tier Gunner)

山岳戦線

- Unlocked AFTER you finish セルベリア、ナジアルを征く Extra Episode
- Ace Weapon: Ruhm (BEST Shock Trooper Gun)

雪空の下で

- Unlocked AFTER you finish 終戦、そして旅立ち Extra Episode
- Ace Weapon: ブロンデルSpB (オートスライフル - Sniper)

懲罰任務 対岸の砲撃手 (200円)

- Ace Weapon: スルーズ (Mortarar Lancer)
- S-Rank Accessory 原石ラグナイト

HARD-EX 水道橋を解放せよ(200円) (♥)

- Ace Weapon: ヘルムヴィゲ (Scout)
- S-Rank Accessory 盾の指輪

懲罰任務 撃ち貫くもの (200円) (♥)

- Ace Weapon: スケグル(対戦車Sライフル Super tank Sniper)
- S-Rank Accessory 英雄のドッグタグ

HARD-EX 鋼鉄の罠 (200円)

- Ace Weapon: ブラギ(Gunner)
- S-Rank Accessory 歴戦のバンダナ

HARD-EX 狙われた備蓄物資 (200円)

- Ace Weapon: ゲンドウル(オートSライフル Sniper)
- S-Rank Accessory 歴戦のリボン

HARD-EX 迫り来る悪夢 (200円)

- Ace Weapon: フリスト(Anti Tank Fencer)
- S-Rank Accessory 槍の指輪

HARD-EX 砂漠に潜む物 (200円) (♥)

- Ace Weapon: Orden(オートSライフル - 3 Shot Sniper)
- S-Rank Accessory 濃縮ラゲナイト

ナジアル陣地強襲戦

- Unlocked AFTER finishing 激突！ウェルキン対ダハウ Extra Episode
- Ace Weapon: Held (Gunner)

潜入、ギルランダイオ (♥)

- Unlocked AFTER finishing 激突？イーディ対ダハウ Extra Episode
- Ace Weapon: イドゥンSpB(Shock Trooper) <-- I might need to verify this one later

Valkyria55 S-Rank Playthrough of Patched Version

I am going to playthrough the game and see just how long it takes to finish. I will be playing on Normal, and will record any tips or observations here. I have not played the game from start to finish for a long while so my skills might be a bit rusty. To add to the challenge I will not complete any DLC not linked to the E2 game until it is finished.

Capture the Port Mission under extra is bugged in the patch version. You need to play it in the original Japaense to find the ace. I had forgotten that the game does not tell you what Ace weapons or items drop until you beat the mission. Bad move Sega, I guess they wanted you to buy their guide.

Progress Update:

Feb 14, 2014 - Valentine's Day

At the start of Chapter 3, played about 4hrs. I will be choosing B path most of the time based on the Mission Guide.

TIP* At this point of the game, the Kurt Irving DLC (included with PSN purchase or preorder bonus)

This mission will give you good DCT and EXP compared to the main game levels.

Drawback to Kurt Irving DLC, is that only Kurt can progress in classes and battle potentials.

TIP* Chapter 2's Free Mission OP: Supply Line is an easy way to unlock fragments until you get Reila DLC. You can also do Chapter 3's Free Mission OP: Wipeout Remnants.

Use the squad members to unlock their class based potentials. Once you unlock the potentials start using other squad members to unlock their potentials. Do this potential grinding while trying to unlock fragment missions (choosing the same character 35 times), and it will go quicker.