

V

VALKYRIA

CHRONICLES™



COVERS PLAYSTATION[®] 3
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB



SEGA[®]

Written by Casey Loe



The Defenders of Gallia

WELKIN GUNTHER

Tank Commander and Leader of Squad 7

Age, 22

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

ALICIA MELCHIOTT

Squad 7 Scout

Age, 19

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

BRIGITTE "ROSIE" STARK

Squad 7 Shocktrooper

Age, 27

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





Prologue



Encounter at Bruhl

victory conditions: All enemies are defeated.

failure conditions: Welkin dies; Alicia dies; 20 turns pass.

SCORE AND RANKINGS

	EXP	DCT
Base	80	200

RANKING BONUSES

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

DEPLOYMENT

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

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



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

ENEMY LIST

SCOUT

HP
110



SCOUT

HP
110



SCOUT

HP
110



Engaging the Imperial Scout

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

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



CHARACTERS

BRIEFING

STORY MODE

REPORTS

RECRUITS


EQUIPMENT


POTENTIALS

MEALS AND SECRETS



Three Command Points, Three Kills

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

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



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



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

01 chapter

Defense of Bruhl

victory conditions:

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

failure conditions:

Welkin dies; Alicia dies; 20 turns pass.

SCORE AND RANKINGS

	EXP	DCT
Base	160	680

RANKING BONUSES

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

KILL BONUSES

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

DEPLOYMENT

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

The screenshot shows the deployment screen for the chapter. On the left, a list of characters is shown: Welkin, Alicia, and Town Watchman. On the right, the stats for Alicia Melchiott are displayed:

Character		Alms	Range	vs Pers	vs Armor	vs Area	vs Etk
Gallian-1		C	350	17	40	∞	X
B-Type Grenade M1		C	90	250	300	1	○
Ranzoid (S)		—	----	----	----	∞	—
Clothing		Def					
Combat Suit BD-1		0					

ENEMY LIST

SCOUT

HP
110



SCOUT

HP
110



SCOUT

HP
110



SCOUT

HP
110



SCOUT

HP
110



SCOUT (LEADER)

HP
142



* LIGHT TANK

BHP | THP
body | tread
1400 | 400



* SCOUT

HP
110



* SCOUT

HP
110



* SCOUT

HP
110



* SCOUT

HP
110



* ENEMY REINFORCEMENTS



defense of brühl



USING COVER, DESTROYING COVER

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



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

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



STEP I: Shattering the Chain of Command

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



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

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



STEP 2: Welkin's Mad Dash to Safety

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

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



A RANK STRATEGY

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





Equipment

The most common way to acquire new weapons is to develop them at the Randgriz R&D Facility, where new weapon upgrades become available after each battle. Whenever you develop a new weapon, you receive an infinite supply of it so every character in that class can equip it. Other weapons aren't as abundant; for example, the Imperial series of weapons (usually begin with a "ZM") can only be earned by defeating enemy aces on the battlefield. In addition, they can only be equipped by a single character. Royal weapons (the Gallian, Mags, GSM, and Lancaar MxR series) are similarly unique, although Princess Cordelia may randomly award multiple copies of the same weapon.

Shocktroopers

Of all the classes, Shocktroopers gain the most when they reach elite status at level 11. In addition to the ability to wield flamethrowers, they gain 100 AP per turn, as opposed to the 50 AP bonus for most other classes. Getting these troops to that level won't come cheap; they're the most expensive class to level up in the game!

LEVEL UP CHART

Level	What's Acquired
Level 3	New Class Potential
Level 5	Order: "Attack Boost Order"
Level 7	New Class Potential
Level 10	Order: "All Units Attack"
Level 11	New Class Potential
Level 13	Order: "Neutralize"
Level 16	Order: "First Aid"
Level 19	New Class Potential

	AVAILABILITY	DEV. NAME	DEV. COST	AIM	RANGE	POWER VS PERS	POWER VS ARMOR	CLIP SIZE	EFFECT	AMMO
Mags M1	Starting Equipment	Basic Machine Gun	--	D	200	20	40	20	--	∞
Mags M2	R&D Facility: Ch. 2	Firepower Boost 1	500	D	200	21	40	20	--	∞
Mags M3	R&D Facility: Ch. 5	Firepower Boost 2	2000	D	200	22	45	20	--	∞
Mags M4	R&D Facility: Ch. 7	Firepower Boost 3	4500	D	200	23	45	20	--	∞
Mags M10	R&D Facility: Ch. 8	Firepower Boost 4	8000	D	200	25	50	20	--	∞
Mags M11	R&D Facility: Ch. 10	Firepower Boost 5	12500	D	200	26	51	20	--	∞
Mags M12	R&D Facility: Ch. 11	Firepower Boost 6	18000	D	200	27	52	20	--	∞
Mags M20	R&D Facility: Ch. 13	Firepower Boost 7	24500	D	200	30	54	20	--	∞
Mags M21	R&D Facility: Ch. 15	Firepower Boost 8	32000	D	200	32	55	20	--	∞
Mags M22	R&D Facility: Ch. 16	Firepower Boost 9	40500	D	200	34	56	20	--	∞
Mags M30	R&D Facility: Ch. 18	Firepower Boost 10	50000	D	200	37	58	20	--	∞
MAJ-X M1	R&D Facility: Ch. 8	Added Effect 4	8000	D	180	20	47	15	Attack Down	∞
MAJ-X M2	R&D Facility: Ch. 10	Added Effect 5	12500	D	180	21	48	15	Attack Down	∞
MAJ-X M3	R&D Facility: Ch. 11	Added Effect 6	18000	D	180	22	49	15	Attack Down	∞
MAJ-X M10	R&D Facility: Ch. 13	Added Effect 7	24500	D	180	25	51	15	Attack Down	∞
MAJ-X M11	R&D Facility: Ch. 15	Added Effect 8	32000	D	180	26	52	15	Attack Down	∞
MAJ-X M12	R&D Facility: Ch. 16	Added Effect 9	40500	D	180	27	52	15	Attack Down	∞
MAJ-X M20	R&D Facility: Ch. 18	Added Effect 10	50000	D	180	30	54	15	Attack Down	∞
T-MAG 1	R&D Facility: Ch. 10 (Elite only)	Clip Size Up 5	12500	D	200	21	49	25	--	∞
T-MAG 2	R&D Facility: Ch. 11 (Elite only)	Clip Size Up 6	18000	D	200	22	50	25	--	∞
T-MAG 10	R&D Facility: Ch. 13 (Elite only)	Clip Size Up 7	24500	D	200	22	52	30	--	∞
T-MAG 11	R&D Facility: Ch. 15 (Elite only)	Clip Size Up 8	32000	D	200	23	53	30	--	∞
T-MAG 12	R&D Facility: Ch. 16 (Elite only)	Clip Size Up 9	40500	D	200	25	54	30	--	∞
T-MAG 20	R&D Facility: Ch. 18 (Elite only)	Clip Size Up 10	50000	D	200	25	56	35	--	∞
Mags M1R	Audience Hall: Ch. 10-11	--	--	D	200	30	55	20	--	∞
Mags M3R	Audience Hall: Ch. 12-14	--	--	D	200	33	57	20	--	∞
Mags M10R	Audience Hall: Ch. 15	--	--	D	200	37	58	20	--	∞
Mags M20R	Audience Hall: Ch. 16-17	--	--	C	200	41	59	20	--	∞
Mags M30R	Audience Hall: Ch. 18	--	--	C	200	44	60	20	--	∞
ZM MP 1(g)	Enemy Ace: Ch. 3	--	--	C	200	35	58	20	--	∞
ZM MP 2(g)	Enemy Ace: Ch. 5	--	--	C	200	38	59	20	--	∞
ZM MP 3(g)	Enemy Ace: Ch. 8-1	--	--	C	200	43	60	20	--	∞
ZM MP 4(g)	Enemy Ace: Ch. 14	--	--	C	200	53	61	20	--	∞
ZM MP 5(g)	Enemy Ace: Ch. 17	--	--	C	200	56	63	20	--	∞

VALKYRIA CHRONICLES

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