

San Goku Shi Eiketsuden (Import) FAQ/Walkthrough

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Sangokushi Eiketsuden Walkthrough FAQ

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Version 1.00

August 31, 2005- This is the first version, which all sections are completed. However, feel free to email me if there is a mistake somewhere, or if you have some information to contribute (see the end of the FAQ.) Credit will be acknowledged to where it's due.

Sangokushi Eiketsuden is the first title of the Simulation RPG series, the other two being Sangokushi Koumeiden and Sangokushi Sousouden. This title was originally released on the Super Famicom and later on the Sega Saturn before the recently released port on the Game Boy Advance.

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I. Background

The main character of the game is Liu Bei, who was born from an impoverished noble family distantly related to the imperial family of the Late Han Dynasty. Together with his blood brothers Guan Yu and Zhang Fei, they swore the Peach Garden Oath to revive the fallen Han Dynasty from ruin. From there they raise an army and travel across the lands.

There are a total of 64 battles in the game divided into the prologue and four chapters. Due to the branching nature of the story, there are often choices between series of battles to be fought. At the start of each battle, the victory condition of the battle and the turn limit is displayed. To complete the battle, one of the victory conditions must

be achieved within the turn limit.

II. Control System

1. Title Screen

From the title screen, press the start button to enter the main menu. If you do not press anything, the background story demo will run in a few seconds.

2. Main Menu

The SFC version and the GBA version have different main menu. In the SFC version, the only options are Continue and Start Over. The GBA version includes many added features.

The main menu displays a list of options:

Suspend: Continue from a suspended battle. This actually is an in-battle save, which can be continued from as many times as you need. It is erased only after another battle save is performed. (GBA exclusive)

Continue: Continue from a saved game. There are three save slots in the SFC version and 5 in the GBA version.

Start Over: Start a new game from the beginning of the story.

Erase Data: Erase saved data. Erased data cannot be recovered.

Officer List: A record of officers appeared in the game (GBA exclusive).

Free Mode: Challenges with prizes given for winning battles within a given turn limit (GBA exclusive).

3. Facilities

In between battles, Liu Bei can visit locales in a city and talk to the inhabitants or officers in a camp. Equipment and items can also be purchased with Gold from a Weapon Shop or an Item shop.

In the SFC version, maneuver Liu Bei to press against a character and press the confirm button to initiate conversation or access shop menu. In the GBA version, simply highlight the character and press the confirm button to do the same.

Facility Menu

This only applies to cities where different facilities are present. Meeting Place is generally where your officers gather for discussions. The inhabitants of cities are usually found in Gathering Place and Pub. The Weapon and Item shops provide goods for purchase.

Shop Menu

Talk to the clerk in a shop and choose to purchase (first choice) or to sell (second choice). Each unit can hold a combined maximum of 8 pieces of goods including equipment and items. To see the specs of an item, highlight the item and press R. The price of the merchandise is

listed at the right. Equipment and items can be sold for 75% of the original price.

4. Command Menu

Outside of battle, press Start to open the Command menu. There are four options that correspond to up, left, right, down on the D-pad.

Load: Load from a save file. Choose the file to load from. The current progress will be replaced by the file to be loaded.

Data: Views the status of units lead by officers, hints, and history.

Item: Transfer goods and outfit units with equipment.

Save: Save the current progress to a file.

5. Data Menu

The Data menu is further divided into submenus:

Officers: Views the status of your units and the leading officers. Highlight the officer you want to view and press confirm to see the detailed status of the unit. This will be described in detail later.

Hint: Reminds you the next step to progress the story.

History: Views a list of all battles fought and Liu Bei's development.

6. Item Menu

The Item menu is similar to the data menu. Highlight an officer and press the confirm button for the following four options:

Equip: Outfit a unit with equipment. Each unit can equip one weapon, one piece of armor, and one horse. Weapons, armor, or horses unequipped do not have an effect on the parameters of the unit.

Use: Outside of battle the only usable items are class change items. The item will be consumed after the effect takes place.

Exchange: Two units can exchange items in their inventory.

Discard: Throw away an item. Discarded items cannot be recovered.

7. Officer Data

The simplified list shows the following data of your units:

Class icon of the unit
Name of officer leading the unit
Level of the unit
HP (Endurance in SFC or Soldiers in GBA)
SP (Tactical Points)
Attack
Defense

Highlight a unit and press the R button to view a more detailed status screen:

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Name of officer

Level of unit Class of unit

Portrait Current HP / max HP
 Current SP / max SP

Attack Power
Defense Lead
Movement Intel

Unit appearance Current experience (EXP)

Page 2/4

Name of officer

Level of unit Class of unit

Current SP / max SP

List of all strategem learned by the unit. This differs according to class and level of the unit.

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Name of officer

Gold in possession of army Number of items in inventory of unit

Weapon equipped Attack of the equipped weapon

Armor equipped Defense of the equipped armor

Horse equipped Movement of the equipped horse

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Name of officer

Level of unit Class of unit

The inventory of the unit listed in order. The maximum capacity for each unit is 8.

The parameters of the status screen are as follows:

Name of officer: The Kanji name of the officer with the hiragana pronunciation.

Level of unit: Experience level of the unit. The parameters of the unit increase with its level. The maximum is 99.

Class of unit: The basic function of the unit heavily depends on its class.

Current HP / Max HP: The state of the unit. The current HP decreases from attacks. If it reaches 0, the unit is too weak to fight and retreats. Once the battle is over it is recovered automatically. Max HP of each unit depends on the level and the class of the unit.

Current SP / Max SP: The number of strategem that can be used is dependent on SP. Max SP of each unit depends on the level and the class of the unit.

Attack: The attack power of the unit. Higher attack deals more damage to targets in a direct attack. The attack power depends on the level and the class of the unit as well as the Power of the officer.

Defense: The defense power of the unit. Higher defense reduces damage suffered in a direct attack. The defense power depends on the level and the class of the unit as well as the Lead of the officer.

Movement: The maximum range of the unit. The cost of movement on different types of terrain varies among different classes.

Power: The war ability of the officer. This parameter can be raised by equipping weapons and the change in Power is reflected in the Attack of the unit. Officers with higher Power will deal more damage per attack. The bonuses of a weapon will also be greater when equipped on them.

Lead: The leadership ability of the officer. This parameter can be raised by equipping armor and the change in Lead is reflected in the Defense of the unit. Officers with higher Lead will be more resistant to physical attacks. The bonuses of an armor will also be greater if they equip one.

Intel: The intelligence of the officer. This parameter directly affects the power of the strategem cast by the officer and the damage suffered from enemy attack strategem targeting the officer. Officer with higher Intel will deal more strategem damage as well as receiving less damage from enemy strategem. The effects of a war manual will be greater on them.

Current experience: The amount of experience point accumulated by the unit. This is increased through actions in battle. When the amount reaches 100, the level of the unit is increased by 1.

Gold in possession of army: The amount of Gold accumulated primarily through defeating enemy units with direct attacks (not strategem!) and as a bonus for achieving Victory conditions.

Weapon / armor / horse equipped: the equipment outfitted by the unit. Although a unit can carry multiple pieces of the same type of equipment, only one can be equipped at any time.

III. Battle System

1. Deployment Menu

In most battles, the participating units must be selected before the battle begins. The maximum deployment number for each battle is

different, and participation of particular units (such as Liu Bei) is mandatory. Simply highlight the units to be deployed and press the confirm button to select a unit. Press the confirm button again to deselect. Once you have finished the selection, press the cancel button and you will be asked to confirm (choosing the maximum deployment number will jump to this confirmation directly). Press the confirm button to start the battle.

2. Battlefield

The battlefield is divided into basic terrain units (panels). A cursor can be controlled by pressing the directions of the D-pad. The panel that the cursor is on, as well as any unit that occupies the panel, will be shown in a small window in a corner of the screen (Panel data).

3. Panel Data

Different terrain bestows different characteristics to units in the battlefield. The panel data lists a partial list of the various parameters of the terrain highlighted by the cursor:

Terrain type: The type of terrain highlighted. A list of all terrains and their characteristics are listed at the next section (Section IV).

Terrain effect: The defensive bonus of the terrain to the unit occupying the panel.

Recovery: Regeneration of HP or SP (if any) of the unit occupying the panel.

The simple unit data appears if there is a unit occupying the panel highlighted by the cursor.

Name of officer
Level of unit
Class of unit
Current HP / Max HP
Current SP / Max SP

4. Battle Menu

Press the Start button in battle, or the confirm button while the cursor is highlighting an unoccupied panel to open the Battle menu. There are four options that correspond to up, left, right, down on the D-pad.

Configure: Toggles battle animation between on/off. Toggles game speed between normal/fast.

Data: Battle data. This is described in detail below.

Retreat: Restart the current battle.

The fourth option differs among different versions:

Suspend: Saves the progress of the current battle (GBA exclusive).
End turn: Immediately ends the player's turn (SFC version). In the GBA version press the cancel button to end the player's turn (this will automatically come up once all units have

carried out their orders).

The Data menu is similar to the data menu described previously. However, the submenus are different:

Hint: Battle hints. There are usually three hints given per battle. The first hint can be viewed on the first turn, the second hint is added on turn #5, and the third hint on turn #10. In the walkthrough section all hints are listed under their respective battle.

Unit Data: This is basically the same as the Officer data described previously. In battle, the current HP of the unit can drop if the unit suffers an attack. Also, units that cannot be controlled are listed in red (afflicted with berserk or confuse) or blue (ally NPCs).

Victory Condition Window: This window lists relevant information pertaining to the current battle including the following.

```
-----  
Chapter      Location of the Battle  
  
Victory conditions  
  
Weather      Turn number (current turn / turn limit)  
-----
```

Controls: A list of the functions of all buttons is given.

5. Unit Command

Press the confirm button with the cursor over a panel with a controllable ally unit and the movement range is shown in blue. The range is determined primarily from unit type and movement points of the unit. However, the 4 adjacent panels next to a unit are considered the field of influence of this unit. Other friendly units may pass this field of influence unobstructed, but the routes of hostile units will have to stop if they enter this field.

To move the unit to a panel within range, move the cursor to the target panel and press the confirm button again (the target panel can also be the same panel the unit is on). This will open the unit command menu with four options:

Attack: attack an enemy unit within the attack range.

Strategem: choose a strategem to be casted and a target within the range of the casting range of the strategem.

Item: Choose a good from the inventory to be equipped, used, transferred to another unit, or discarded. discarded goods cannot be recovered.

Wait: Move the unit without performing an action.

6. Battle Events

During battle, battle events may be triggered by the following actions:

Move an ally unit to specific panels on the battlefield. The events that are triggered are usually a change in enemy behavior or appearance of reinforcements.

Move a specific ally unit next to a specific enemy unit. The events that are triggered are usually duels and persuades. The specific duels and persuades are listed under their respective battles.

The current turn reaches a certain number. The events that are triggered could be anything from a change in enemy behavior to an outright defeat if the current turn number exceeds the turn limit.

A specific Victory condition is achieved. The victory condition achieved will be replaced by another if it doesn't win you the battle.

7. Victory Conditions

The victory conditions listed are the goals of the battle. In order to win the battle, you must achieve one of the victory conditions within the turn limit.

The battle is considered lost if the turn limit is exceeded or Liu Bei's unit is defeated and retreats from battle. In this case the battle is restarted as if you had chosen the Retreat option.

In certain battles, there are Special Losing conditions. These conditions are never listed but are rather implied through the battle events. If the Special Losing condition is achieved, specific battle events are triggered and the battle ends immediately without an automatic retreat.

IV. Classes, Terrain, and Strategem

Each unit lead by an officer belongs to one of the following classes. The movement and attack range, accessible terrain, and strategem learned differ from one class to another.

Upgradeable Classes- These classes require upgrades before their maximum potential can be reached. Infantry and bandit are strong against archery, archery is strong against cavalry, and cavalry strong against infantry and bandit.

1. Infantry: S. Infantry (swordsman), M. Infantry (spearman), L. Infantry (chariot).

Element: Fire strategem (medium)

Max HP = $Lv \times 25 + 225$

Max SP = $[Lv \times 1.6 + 18.4]$

The infantry is the basic tank class. Early on this class is weak to cavalry attacks. However, the defense bonus of the advanced levels of infantry class can easily compensate for this weakness. Since cavalry units cannot make diagonal attacks, it is very unlikely to get attacked by multiple cavalry units if it's not overexposed. This class places defense over attack, so in general this class takes less damage than others. The damage from archery attacks is further reduced because infantry is strong against archery. In addition, the advanced level also features increased mobility.

The fire strategem it wields deal increased damage to targets in the forest or grasslands. But in rainy weather the damage is next to

nothing. Among upgradeable classes, the infantry is the only one to learn multitarget healing strategem "Daienjo". However, since this class lacks high strength strategem, you may want to class change some of the higher Intel infantry officers into other tank classes that take better advantage of their strategem potential.

Liu Bei's infantry class is special in that he learns a number of unique multitarget healing strategem in addition to the repertoire of a regular infantry unit. This makes him the best healer in the game.

2. Archery: S. Archery (archer), M. Archery (crossbowman), L. Archery (catapult).

Element: Water strategem (medium)

Max HP = $Lv \times 25 + 225$

Max SP = $[Lv \times 1.6 + 18.4]$

The archery class is the only class to perform ranged direct attacks. In the beginning this is just a convenience, but once upgraded, the attack range becomes so large that it is easy to position multiple archery units to focus their attacks on the same target and deal cumulative damage. However, since this class cannot attack targets directly adjacent to the panel they occupy, it is necessary to position tanks in between archery units and the enemy. The archery class emphasizes on attack power over defense, so even with officers of low Power, the damage dealt on cavalry targets are tremendous. In exchange to the long ranged direct attacks the advanced level wields, its mobility is decreased so these units need movement increasing equipment.

The water strategem it wields deal higher damage to targets in increasingly rainy weather. Among upgradeable classes, the archery learns the healing strategem "Enjo" without having to upgrade. Once upgraded, it can also learn status curing strategem "Shouga", which is also efficient in EXP harvesting. Thus this unit will double as a healer in your army before classes that specializes in healing become available. Even in the late game where long range strategem can attack a wide area, this class can still hold its own with its unique ability to target an enemy three panels away.

3. Cavalry: S. Cavalry (light armor brigade), M. Cavalry (heavy armor brigade), L. Cavalry (royal guards).

Element: Wind strategem (medium)

Max HP = $Lv \times 30 + 220$

Max SP = $[Lv \times 1.3 + 13.7]$

The lowest level of the cavalry class far outclasses all others with its high movement range, attack power, and the medium strength Wind strategem "Senpuu". The battles in the prologue and the first chapter are mostly fought in the open and siege battles are rare. Enemy archery units also don't have too many positions to attack from.

However, after the first upgrade, the cavalry actually loses mobility while other classes improve by leaps and bounds. The inability to make diagonal attacks debilitates this decidedly physical class. The weakness to archery attacks also makes this class a liability. The class learns few strategem in its upgraded form and the MaxSP is also

the lowest among all classes, not that there's any opportunity to cast them. There are an increasing number of siege battles in which cavalry units would be clad in tight corridors as the game progresses and they contribute little to these battles. By the time the second upgrade becomes available, the cavalry class would rank dead last among all regular classes.

Cao Cao's cavalry class has one extra strategem "Tenpu". He doesn't learn this unique strategem until his final appearance though.

4. Bandit: S. Bandit (mountain bandit), M. Bandit (cruel bandit), L. Bandit (righteous bandit).

Element: Earth strategem (strong)

Max HP = $Lv \times 20 + 380$

Max SP = $[Lv \times 1.3 + 23.7]$

Among upgradeable classes, the bandit class is the only class having access to mountain regions. The lowest level of the class cannot make diagonal attacks, so initially they cannot fight effectively. This is remedied after the first class upgrade. Compared to other units, the bandit class has a higher counterattack rate if it suffers a direct attack from an enemy. Like the infantry class, the bandit is also strong against archery and weak against cavalry. But because this class can fight on mountains, where the terrain effect grants high defense bonus, this weakness can be offset.

The earth strategem this class wields deal increased damage to targets in mountain regions and rough savanna. However, these are moot print to the real values of the earth strategem. This element deals high damage to units in man-made structures such as inside cities, villages, or fortresses. Although you have the opportunity to recruit a lot of bandits in chapter 1 and the early part of chapter 2, those officers aren't exactly intellectuals. It would be better to use the class change items on a few higher Intel officers you recruit in Jingzhou and Yizhou instead. However, among mountain units, this is the only class without a multitarget healing strategem, so be sure to send a capable healer along.

Specialized Classes- These classes do not require upgrade to reach their maximum potential. Specialized classes are neither weak nor strong against any other particular classes, unlike those that are upgradeable. Also, all specialized classes wield multitarget healing strategem so they can double as healers.

5. Martial Artist

Element: Fire strategem (strong)

Max HP = $Lv \times 20 + 330$

Max SP = $[Lv \times 1.8 + 23.2]$

The martial artist is considered one of the two all-purpose classes in the game. This class features high attack, defense, and movement, which can be further improved by accessing the mountain regions which provide high defense bonus from the terrain effect. This class is an effective tank and a reliable scout, and the fire strategem deal increased damage to targets in grassy plains and forest if the weather isn't rainy. But even on rainy days its high attack power will still

get you through. With the support strategem "Moroha", a martial artist unit lead by an officer with high Power can also function as an assassin.

6. Beast Trainer

Element: (none)

Max HP = Lv x 30 + 170

Max SP = Lv x 2 + 18

The beast trainer is the ultimate physical attack class. The attack bonus of the class is the highest among all classes. It is also capable of entering mountain regions.

Those advantages alone would make for a high rank, but that isn't even half the story. This class also wields advanced support strategem including the status curing "Shouga" and the all-powerful turn transferring "Kaiki". The characteristics of high attack and low defense are further implemented by the use of "Moroha", which makes this class the ideal assassin. A group of "Kaiki" wielding beast trainers and a high level sorcerer can handle just about any type of enemies.

7. Marching Band

Element: Wind strategem (medium)

Max HP = Lv x 20 + 180

Max SP = Lv x 2 + 18

The marching band is seemingly mediocre with low attack and defense, medium strength Wind strategem, and a movement penalty in forest and rough savanna. However, this is one of the most indispensable classes in the entire game. Early on, this class already wields a medium strength strategem. Once it reaches L.20, the Wind elemental support strategem "Shouhakuryu" is immensely useful in the development of your army as it doubles EXP gained for the next action of the target. In any instance where a large amount of EXP can be gained (including dealing the final blow to a high level enemy, recovering a large number of seriously wounded allies, or using "Ki no hikari" / casting "Shouga" on a high level ally), cast this spell on the target to hasten its growth.

Later in the game, the marching band acquires an even more important function. The "Fuuki" strategem essentially turns this class into a SP battery that can regenerate itself as well as allies nearby. This will save you a fortune in those expensive SP recovery items. The "Hakuryu" it wields is different from the dragon spells of the other elements. Instead of dealing high damage to a group of enemies, this strategem can remove all HP of a single unit with some probability. Though you won't use it on just any enemy, if you run into a narrow pass guarded by an enemy with high healing capacity, it's worth the gamble.

8. Supply Unit

Element: (none)

Max HP = Lv x 20 + 180

Max SP = [Lv x 2.3 + 7.7]

The supply unit wields primarily healing and support strategem. The first multitarget healing strategem "Daienjo" is learned at only L.20, which is at least 13 levels below any other unit besides Liu Bei. This allows the supply unit to be able to form the core of the Resist formation, freeing Liu Bei to attend other tasks. Around the second chapter this unit also gains the turn transferring strategem "Kaiki" and will be actively supporting units with high damage potential.

However, after that the importance of the supply unit begins to wane. The first reason is that all of the specialized classes, as well as infantry, eventually learn multitarget healing strategem. Secondly, the most serious weakness of the supply unit is the low movement and the penalty in forest and rough savanna. Even with movement increasing weapons and horses, this class would still fall behind other units. They would need to use "Kaiki" just to keep up with the advance. Finally, there will also be an adequate number of Beast Trainers joining your army and the supply unit simply does not match the versatility of the beast trainer. By the end of the game your supply units will be gathering dust.

9. Tribe

Element: Water strategem (strong)

Max HP = Lv x 30 + 370

Max SP = [Lv x 1.3 + 18.7]

The tribe is the other all-purpose class. Featuring the highest defense bonus among all classes, the tribe is an effective tank even when not on mountain regions, which it has access to. However, unlike the martial artist with a balanced attack and defense, the tribe class emphasizes on defense heavily that the deficit in the attack of the unit must be compensated with an officer with high Power.

The water strategem of the class is effective universally in rainy weather and on the bridge terrain, which makes this unit an ideal tank in the Bridge formation. This is the only class without a single target healing strategem, so it is wasteful just to heal the caster alone. The MaxSP of this class is relatively low among all classes, which further aggravates the problem. For this reason the tribe class is not a good scout.

10. Sorcerer

Element: Fire, Water, Wind strategem (strong)

Max HP = Lv x 25 + 125

Max SP = [Lv x 2.3 + 27.7]

The sorcerer class relies only on the Intel of the officer leading the unit. It wields three of the four elements as well as an extensive repertoire of healing and support strategem. The MaxSP of this class towers over those of other classes that any turn spent in a village or fortress can recover a significant chunk of SP. This is also the only specialized class that cannot make a diagonal attack, but you shouldn't be using direct attack with this class anyways.

All of its elemental attack strategem together do not hold a candle to its unique ultimate strategem "Rakurai". This non-elemental attack

strategem deals critical damage to all enemies in a wide range. The SP cost is the same as the dragon strategems of the three elements, but the damage is much higher than those elemental strategem even under favorable conditions. Later on when the enemies also deploy sorcerers, your only defense against their "Rakurai" is the same sorcerers with high Intel to reduce the damage. When it's a battle among sorcerers, the side that runs out of SP first is the loser.

Miscellaneous Class- It's debatable whether the civilians would be considered as an actual class. But for the sake of completeness it is listed here.

11. Civilians

Element: (none)

Max HP = 200

Max SP = 0

This class only appears as ally NPCs in three battles (the Battles of Xiangyang and Changbanpo I and II). More of a part of Victory condition than an actual class, their only purpose is for you to protect them long enough for them to move to a specific location on the battlefield. Any enemy in the battle can kill them in one hit with either direct attack or a strategem should one move within attack range.

The [x] notation is a floor function, which is the greatest integer equal or below x. For example [4] = 4, [3.8] = 3, [-1.2] = -2.

Ratings List

The Attack and Defense modifiers of each class can be ranked in the following order. As the level of the unit increases, the increment between successive attack and defense levels also increase. The Power and the Lead stats of the unit have no effect on these differences, but they do have an effect on the base value at level 0.

Also, Infantry and Bandit units are strong against Archery attacks (-20% damage) and weak against Cavalry attacks (+25% damage). Archery units are strong against Cavalry attacks (-30% damage) and weak against Infantry and Bandit attacks (+38% damage). Cavalry units are strong against Infantry and Bandit attacks (-20% damage) and weak against Archery attacks (+60% damage).

Level	Attack	Defense
+8	Beast Trainer	Tribe
+7		
+6	L. Cav.	L. Inf.
+5	L. Arc.	
+4		L. Ban.
+3	L. Inf., M. Arc., M. Cav.	M. Inf., L. Cav., Martial Artist
+2	L. Ban., Martial Artist	
+1	S. Arc., M. Ban.	M. Ban., Marching Band
0	M. Inf., S. Cav., S. Ban.	S. Inf., M. Cav.
-1		
-2		L. Arc., S. Ban.

-3	S. Inf., Tribe	S. Cav., Beast Trainer
-4		M. Arc.
-5	Marching Band	
-6	Sorcerer	S. Arc.
-7		Supply Unit, Sorcerer
-8	Supply Unit	

Terrains

Each class possesses different number of Movement points to spend on movement. The maximum range (without considering enemy units) is determined by the Movement points of the class as well as the movement cost of the terrain for the class. According to the patterns of the movement cost, there are seven types of terrain on the battlefield. All terrains belong in one of the seven types.

Listed for each terrain are:

Name of terrain, (defense bonus), designation in the battlefield map

Type 1 terrain: open fields- easy to travel across.

Flatlands (0%)
 Grasslands (5%)
 City (0%)
 Bridge (0%)

Type 2 terrain: establishments- grants HP/SP regeneration.

Fortress (30%) Q
 Village (5%) D
 Barracks (10%) B

Type 3 terrain: facilities- holds treasures for the taking.

Granary (0%) A
 Treasury (0%) T

Type 4 terrain: rough savanna- slows cavalry and support units.

Rough (0%) s

Type 5 terrain: forest- slows support units, cavalry cannot enter.

Forest (20%) f [+fire, -water/wind]

Type 6 terrain: mountain- only mountain units can enter.

Mountain (30%) m

Type 7 terrain: inaccessible areas- off limits for all units.

River (-) x
 Castle Wall (-) x
 Cliff (-) x
 Fence (-) x
 Blaze (-) x (only marked if it persists through the entire battle)
 Torrent (-)

Class	Movement	Type 1	Type 2	Type 3	Type 4	Type 5	Type 6	Type 7
S. Infantry	4	1	2	2	1	1	---	---
M. Infantry	4	1	2	2	1	1	---	---
L. Infantry	5	1	2	2	1	1	---	---
S. Archery	4	1	2	2	1	1	---	---

M. Archery	4	1	2	2	1	1	---	---
L. Archery	3	1	2	2	1	1	---	---
S. Cavalry	6	1	2	3	2	---	---	---
M. Cavalry	5	1	2	3	2	---	---	---
L. Cavalry	6	1	2	3	2	---	---	---
S. Bandit	4	1	2	2	1	1	1	---
M. Bandit	4	1	2	2	1	1	1	---
L. Bandit	4	1	2	2	1	1	1	---
Martial Artist	5	1	2	2	1	1	1	---
Beast Trainer	4	1	2	2	1	1	1	---
Marching Band	4	1	2	2	2	2	---	---
Supply Unit	3	1	2	2	2	2	---	---
Tribe	5	1	2	2	1	1	1	---
Sorcerer	4	1	2	2	1	1	---	---

Elemental affinity:

The power levels of strategem are as follows:

Weak: 3

Medium: 6

Strong: 8

Weather and terrain together determines the modifier of elemental strategem damage. There are five possible weather conditions: Draught, Sunny, Cloudy, Rainy, and Stormy. However, both Draught and Sunny are listed as Clear in the weather section of the Victory conditions window, with the former weather condition being far rarer than the latter. It is impossible to distinguish between the two without actually casting a water strategem and observe its effects.

The defense bonus of the terrain is actually a sword with two edges. On one hand units occupying the terrain gain a bonus to their defense against direct attacks. On the other hand their defense against strategem damage drops. So if you have a hard time taking a fortress with physical units, try attacking it with strategem. Typically the defense bonus of the terrain also corresponds to the increase in strategem damage.

The following list shows the modifiers for all weather conditions of each terrain. The data is obtained with the medium strength of each element, because the wind element only has strategem of medium strength. The modifier of "Rakurai" is included for comparison purposes, as the damage of this strategem is not affected by weather conditions.

Type 1:

Flatlands

	Fire	Water	Earth	Wind	Rakurai
Drought	57	3	36	20	96
Sunny	48	30	36	26	
Cloudy	48	39	36	26	
Rainy	3	48	27	32	
Stormy	3	57	18	32	

Grasslands

	Fire	Water	Earth	Wind	Rakurai
Drought	57	3	36	28	96
Sunny	48	30	36	34	

Cloudy	48	39	36	34
Rainy	3	48	27	40
Stormy	3	57	18	40

City

	Fire	Water	Earth	Wind	Rakurai
Drought	45	0	48	28	108
Sunny	36	18	48	34	
Cloudy	36	27	48	34	
Rainy	0	36	39	40	
Stormy	0	45	30	40	

Bridge

	Fire	Water	Earth	Wind	Rakurai
Drought	45	15	36	12	108
Sunny	36	42	36	18	
Cloudy	36	51	36	18	
Rainy	0	60	27	24	
Stormy	0	69	18	24	

Type 2:

Fortress

	Fire	Water	Earth	Wind	Rakurai
Drought	45	0	48	28	108
Sunny	36	18	48	34	
Cloudy	36	27	48	34	
Rainy	0	36	39	40	
Stormy	0	45	30	40	

Village

	Fire	Water	Earth	Wind	Rakurai
Drought	45	0	48	28	120
Sunny	36	18	48	34	
Cloudy	36	27	48	34	
Rainy	0	36	39	40	
Stormy	0	45	30	40	

Barracks

	Fire	Water	Earth	Wind	Rakurai
Drought	45	0	48	28	120
Sunny	36	18	48	34	
Cloudy	36	27	48	34	
Rainy	0	36	39	40	
Stormy	0	45	30	40	

Type 3:

Granary

	Fire	Water	Earth	Wind	Rakurai
Drought	45	0	48	28	108
Sunny	36	18	48	34	
Cloudy	36	27	48	34	
Rainy	0	36	39	40	
Stormy	0	45	30	40	

Treasury

	Fire	Water	Earth	Wind	Rakurai
--	------	-------	-------	------	---------

Drought	45	0	48	28	108
Sunny	36	18	48	34	
Cloudy	36	27	48	34	
Rainy	0	36	39	40	
Stormy	0	45	30	40	

Type 4:

Rough Savanna

	Fire	Water	Earth	Wind	Rakurai
Drought	45	0	60	12	96
Sunny	36	18	60	18	
Cloudy	36	27	60	18	
Rainy	0	36	51	24	
Stormy	0	45	42	24	

Type 5:

Forest

	Fire	Water	Earth	Wind	Rakurai
Drought	69	0	36	12	120
Sunny	60	18	36	18	
Cloudy	60	27	36	18	
Rainy	15	36	27	24	
Stormy	15	45	18	24	

Type 6:

Mountain

	Fire	Water	Earth	Wind	Rakurai
Drought	45	0	60	12	120
Sunny	36	18	60	18	
Cloudy	36	27	60	18	
Rainy	0	36	51	24	
Stormy	0	45	42	24	

The weather condition plays the same role across all terrains, water and wind elemental damages increase in rain, while fire and earth elemental damages increase in fair weather.

As for specific terrain, while flatlands and grasslands are highly compatible with fire strategem in dry weather and water strategem on rainy days as expected, forest and bridge terrain give exceptional bonuses to fire and water elements respectively.

It is expected that the earth strategem is highly effective in mountain and rough terrain, but it is also fortuitous to know that it is also effective in all man-made structures except for bridge. The wind strategem is also effective in most man-made structures in addition to flatlands and grasslands. The major difference between the first two elements and the last two is that the weather conditions exert a much larger effect on the former than the latter.

As mentioned before the damage from "Rakurai" ignores weather conditions. Another special strategem, which is only accessible through the use of "Bakudan", ignores both weather and terrain effects.

However, the damage done is randomized by multiplying the base damage by a random fraction (i.e. 1/2, 2/3, 3/5 etc.), so it will do different damage even if the caster, target, weather, and terrain conditions are identical.

Strategem:

There are seven types of strategem in the game: Fire, water, earth, and wind elemental strategem are mainly used for attack. Healing and support strategem are mainly used for defense. Special strategem are powerful abilities unique to only a few.

Each strategem also falls under one of seven types of target range and area of effect. In order for a strategem to be cast, an appropriate target must be within range of the caster. In addition to the target, any unit friendly to the target may also be affected depending on the area of effect of the strategem being cast.

	Target range	Area of effect
A	xxx xCx xxx	T
B	xxx xCx xxx	x xTx x
C	x xxx xxCxx xxx x	T
D	x xxx xxCxx xxx x	x xTx x
E	xxx xxxxx xxCxx xxxxx xxx	T
F	xxx xxxxx xxCxx xxxxx xxx	xxx xTx xxx

```

          xxxxxx          x
          xxxxxx          xxx
G         xxCxx          xxTxx
          xxxxxx          xxx
          xxxxxx          x

```

The information of all strategem is listed below. Each entry contains the following information:

Name[Item/Cost]: The name of the strategem, the equivalent item, and the cost of the item.

SP: The cost of SP to cast the strategem.

T/AoE: Target and area of effect. See above for details on type.

Effect/Caster: The effect of the strategem and classes that wield it.

Fire strategem:

Name [Item/Cost]	SP	T/AoE	Effect/Caster
Shounetsu	4	A	Weak fire damage
[Shounetsu no sho	100]		Infantry, Martial Artist, Sorcerer
Daishounetsu	10	B	Weak fire damage
[Daishounetsu no sho	350]		Infantry, Martial Artist, Sorcerer
Gouka	8	C	Medium fire damage
[Gouka no sho	250]		Infantry, Martial Artist, Sorcerer
Daigouka	20	D	Medium fire damage
[Daigouka no sho	700]		Infantry, Martial Artist, Sorcerer
Shousekiryu	16	E	Strong fire damage
[Shouseiryu no sho	600]		Martial Artist, Sorcerer
Sekiryu	40	F	Strong fire damage
[---	--]		Martial Artist

Water strategem:

Name [Item/Cost]	SP	T/AoE	Effect/Caster
Uzushio	4	A	Weak water damage
[Uzushio no sho	100]		Archery, Tribe, Sorcerer
Oouzushio	10	B	Weak water damage
[Oouzushio no sho	350]		Archery, Tribe, Sorcerer
Suijin	8	C	Medium water damage
[Suijin no sho	250]		Archery, Tribe, Sorcerer
Daisuijin	20	D	Medium water damage
[Daisuijin no sho	700]		Archery, Tribe, Sorcerer
Shoukokuryu	16	E	Strong water damage
[Shoukokuryu no sho	600]		Tribe, Sorcerer
Kokuryu	40	F	Strong water damage
[---	--]		Tribe

Earth strategem:

Name [Item/Cost]	SP	T/AoE	Effect/Caster
Rakuseki	4	A	Weak earth damage
[Rakuseki no sho	100]		Bandit, Sorcerer

Dosekiryu	10	B Weak earth damage
[Dosekiryu no sho	350]	Bandit, Sorcerer
Rakuketsu	8	C Medium earth damage
[Rakuketsu no sho	250]	Bandit, Sorcerer
Oojiware	20	D Medium earth damage
[Oojiware no sho	700]	Bandit, Sorcerer
Shouseiryu	16	E Strong earth damage
[Shouseiryu no sho	600]	Bandit, Sorcerer
Seiryu	40	F Strong earth damage
[---	--]	Bandit

Wind strategem:

Name [Item/Cost]	SP	T/AoE	Effect/Caster
Fuumu	6	A	Silences target
[Fuumu no sho	120]		Marching Band, Tribe
Shouhakuryu	15	E	Target gains double EXP once
[Shouhakuryu no sho	450]		Marching Band
Senpuu	8	C	Medium wind damage
[Senpuu no sho	100]		Cavalry, Marching Band
Daisenpuu	20	D	Medium wind damage
[Daisenpuu no sho	350]		Cavalry, Marching Band
Fuuki	30	A	Use own HP to heal target SP
[Fuuki no sho	800]		Marching Band
Hakuryu	30	E	Target retreats immediately
[---	--]		Marching Band

Healing strategem:

Name [Item/Cost]	SP	T/AoE	Effect/Caster
Enjo	6	A	HP small recovery
[Mame	100]		Infantry, Archery, Cavalry, Bandit, Martial Artist, Beast Trainer, Marching Band, Supply Unit, Sorcerer
Daienjo	12	B	HP small recovery
[Kizugusuri	500]		Infantry, Martial Artist, Beast Trainer, Marching Band, Supply Unit, Tribe, Sorcerer
Hokyuu	10	C	HP medium recovery
[Mugi	250]		Archery, Bandit, Beast Trainer, Marching Band, Supply Unit, Sorcerer
Daihokyuu	20	D	HP medium recovery
[Kanbouyaku	1000]		Beast Trainer, Supply Unit, Tribe, Sorcerer
Kyususai	20	E	HP large recovery
[Kome	600]		Supply Unit, Sorcerer
Daikyusai	40	F	HP large recovery
[Kyumeiyaku	2000]		Supply Unit

Support strategem:

Name [Item/Cost]	SP	T/AoE	Effect/Caster
Kobu	6	C	Attack up
[Sake	120]		Infantry, Supply Unit, Sorcerer

Kenko	6	C Defense up
[Tsuchi no kabe	120]	Archery, Supply Unit, Sorcerer
Kyogen	6	C Confuses target
[Hi no maboroshi	100]	Infantry, Cavalry, Beast Trainer, Sorcerer
Shouga	8	E Cures confuse and berserk
[Ki no hikari	200]	Archery, Beast Trainer, Sorcerer
Mujun	16	C Absorbs HP from target
[Kin no doku	800]	Beast Trainer, Sorcerer
Bousou	24	C Attack up, AI controls target (no EXP)
[Tokkyuushu	400]	Bandit, Sorcerer
Moroha	24	C Attack up, defense down
[Raochuu	500]	Martial Artist, Beast Trainer, Sorcerer
Kaiki	30	E Target gets another turn immediately
[Mizu no chikara	1150]	Beast Trainer, Supply Unit

Special strategem:

Name[Item/Cost]	SP	T/AoE	Effect/Caster
Jintoku	10	B	HP small recovery
[Kizugusuri	500]		Liu Bei
Gotoku	18	D	HP medium recovery
[Kanbouyaku	1000]		Liu Bei
Aitoku	28	F	HP large recovery
[Kyuumeiyaku	2000]		Liu Bei
Daitoku	50	G	HP full recovery
[---	--]		Liu Bei
Rakurai	40	G	Non-elemental damage
[---	--]		Sorcerer
Tenbu	0	G	Halves target current HP and SP
[---	--]		Cao Cao
(---)	--	C	Non-elemental damage
[Bakudan	500]	---	
(---)	--	C	SP small recovery
[Youjutsu no kusuri	1000]	---	
(---)	--	C	SP large recovery
[Senjutsu no kusuri	2000]	---	

V. Equipment

There are two types of Goods that a unit can carry in its inventory: Equipments and Items. Items are consumables that are basically single use strategem. They are listed in the previous section alongside the corresponding stretegem. Equipments include Weapons, Armor, Horses, War Manuals, and Documents. The first three types must be equipped on a unit to bring out its effect. Weapons, armor, and horses not equipped do not impart its effect on the unit. War Manuals and Documents will impart their effect merely by having them in the possession of a unit. You can view the specifications of a Good by highlighting it in the Shop Menu or the Item Menu (outside of a battle) and press the R button.

1. Class change items

The majority of items in the game are one use versions of the corresponding strategem. For the sake of simplicity, they are listed in the strategem section because the effect are identical. However,

there is one category of items that do not mimic the effect of strategem. These are the class upgrade items and class change items.

The class upgrade items are bought in item shops of a few selected cities and sometimes from treasuries in a battlefield. These items are applicable only to the non-specialized classes: infantry, archery, cavalry, and bandit. Upgrading the class of a unit requires that the unit has sufficient levels for the upgrade (L.20 to upgrade from the low level and L.40 to upgrade from the medium level) and carries the corresponding class upgrade item in its inventory. During a class upgrade the unit also loses 5 experience levels. Upgraded units enjoy higher attack and defense bonus than the previous class level, assuming that the stats are compared at the same experience levels.

The class change items cannot be bought and must be found in treasuries, received in events, or earned as prizes in Free Mode (GBA exclusive). Aside from Liu Bei and officers who are already leading a unit with the same class as the item changes to, any officer can use a class change item. Liu Bei can only upgrade his class, he cannot change into another.

2. Types of equipment

Weapons: Store bought weapons are class specific. Equipping a weapon on the wrong class will result in a 50% penalty of the effect (rounded up). Rare weapons can be used by all classes without a penalty. Weapons primarily boost Power, but some of the store brought weapons affects Lead, Intel, or unit Movement.

Armor: All armor can be equipped by any unit. Armor primarily boost Lead. Any secondary effects on the armor are penalties on Power or Intel.

Horse: All horses can be equipped by any unit. Horses boost the Movement of a unit with no secondary effects.

War Manual: A unit holding a War Manual in its inventory gains bonus Intel. When there are multiple War Manuals in the possession of the same unit, only the one with the highest bonus remain in effect. However, unlike Lead where the bonuses from two pieces of equipment can be combined together, the Intel bonus of War Manual is neither stackable with other War Manuals nor Intel increasing weapons. Any Intel penalty from armor will be effective and deduct from the total of officer Intel and the highest bonus, either from a weapon, or a War Manual.

Documents: A unit holding one or more piece of Document in its inventory will recover HP, SP, or both. The amount added is completely stackable with each individual Document as well as the amount added by the terrain (fortress, village, barracks):

Village/Fortress [mHP / 4] + 1
 [mSP / 6] + 1

Barracks [mHP / 4] + 1

Engunhoukou [mHP / 8] + 1

Chokumeisho [mSP /12] + 1

Gyokuji [mHP /10] + 1
 [mSP /15] + 1

In the original SFC version, one single unit can carry all 3 Documents and station inside a village or a fortress. This will heal for a maximum of:

[19 x mHP / 40] + 3 for HP regeneration
[19 x mSP / 60] + 3 for SP regeneration

In the GBA version it is possible to collect more than one of each item. So the amount regenerated can be raised even higher than the SFC maximum.

The list of all equipment can be found at the end of the FAQ after the walkthrough section.

3. Effects of equipment

The weapons primarily improve Power of the officer leading a unit, while armors primarily improve Lead. But the actual attack and defense ratings of a unit are derived from not only the respective officer's power and lead, but also the level and class of the unit.

However, the extent of improvement of the unit's stats does not have a linear correlation with the improvement of the officer's stats.

Example #1: L.40 S. Bandit. HP 1180, SP 75.
Weapon: "Seiryugetsutou" (Power +8. All)

Guan Yu: Power 98 -> 106, Lead 100 , Intel 80
 Attack 407 -> 454, Defense 404
 Net increase 47

Yi Ji: Power 21 -> 29, Lead 72 , Intel 84
 Attack 242 -> 248, Defense 304
 Net increase 6

The increment of increase in the latter case is practically negligible.

Example #2: L.48 S. Infantry. HP 1425, SP 95
Armor: "Touchugai" (Lead +6, Intel -2. All)

Zhuge Liang: Power 44 , Lead 94 -> 100, Intel 100 -> 98
 Attack 279 , Defense 444 -> 480
 Net increase 36

Sun Qian: Power 38 , Lead 34 -> 40, Intel 74 -> 72
 Attack 272 , Defense 291 -> 302
 Net increase 11

Logically you should equip the high powered special weapons on units led by officers with innate high Power, because the equipment would be wasted on officers with low innate power. Storebought weapons with higher Power and a Lead/Intel penalty are for units led by officers with high Power but low Lead/Intel.

This also illustrates the reason why armors are mostly useless. Armor

provides the least protection to units led by officers with low Lead, which in turn yields low defense and are more vulnerable in the first place. Conversely, units led by officers with high Lead already has sufficient defense and don't need any armor to begin with.

Later on you will start to find War Manuals that improves Intel. By the same token they would serve better on officers with high innate Intel than those that do not.

So what kind of weapon is suitable for units led by officers with low Power? Beginning from the second half of Chapter 2, there will be a few storebought weapons with a secondary stat that improves movement of a unit. Although those weapons are class specific, the Movement bonus is only +1 and won't be affected by the class incompatibility penalty of -50% (it rounds back up to +1 anyways). Together with "Shunme", a storebought horse, the movement of the equipped unit is boosted by 2. Besides having to spend less turns traveling, it will also be easier to move a unit into favorable positions.

VI. Basics of Battle

Before a battle begins, you almost always have the option to choose the units to deploy. It is no exaggeration to say that choosing the correct combination of officers to deploy is half of the battle. However, with the size of your army growing as your campaign progresses, how will you be able to decide whom to use and whom not to?

The criteria for deciding on deployment are as follows:

1. Topology: It's a good idea to study the map of the battlefield before you actually start fighting. Locate strategic points on the map where you can route the advance of the enemy and crush them one by one. Then decide on the best formation to use and the units needed to arrange the formation.

2. Terrain: If the map is covered with rough savanna, certain units will be penalized for double movement cost over these terrains. The cavalry will be down to a movement of 2 or 3 while the supply unit will be practically immobilized, much less being able to stay near your army and provide support. On the other hand the earth attack skills of bandits will be more effective. Also keep in mind the formation you need to pull your army through tough strategic locations and the unit types best suited for them.

3. Enemy type: This applies mostly to early game. If the enemies are mostly cavalry units, you should definitely bring archery units to damage them effectively. Later on the enemies usually have a well rounded makeup, and you have units that fight well against any enemy type, so bring those instead.

4. Attack options: Cavalry units can only attack targets on adjacent panels and cannot enter forest, so bringing them into a map with mostly forest is probably not a shortcut to victory. Castle sieges feature long corridors with a minimal direct contact possibility between your units and the enemy, so archery units and earth strategem casters will gain a definite edge. Use the class change items to create multipurpose units. Duelers shouldn't be just duelers. Take advantage of their high Power and give them classes that allow them to move around so they can deal damage even when there's no duel for them.

5. Officer base stats: Even among officers of the same class, their stats will be different from each other. One tiger is better than two deers. It's the quality over quantity that counts on the battlefield. Whoever said 3 stinky leather makers is better than Zhuge Liang was obviously wearing a pair of worn out rotten boots.

Officers with high power should be in a class with lots of opportunities for physical attacks. Likewise those with high Intel should be in a class with strong strategem attacks. Those with both should be in all-purpose class. The class changing items exist for a reason.

6. Duels and persuades: An officer initiating a duel and comes out victorious not only get a level up bonus, but sometimes a special item, or even a new recruit as well.

7. Special condition battles: It may be a battle with preset selection of units not decided by the player. Or there could be a special losing condition that instantly ends the battle with irreversible consequences.

Sometimes the victory condition can be moving a specific unit to a specific location. Thus giving this unit movement increasing equipment and the choice of guards for the unit can make the task easier. Battles featuring this type of victory condition are usually heavily stacked against you.

8. Level considerations: If you enlisted a new recruit 15 levels above your other unit in the same class, and they have comparable stats, why wouldn't you use the new guy?

On the battlefield, enemy units often outnumber and overpower those of your own. Therefore you can seldom win over them in a war of attrition, especially since the turn limit is mostly against you. There are two advantages you have and two disadvantages the AI has that can be taken to gain victory. The first advantage you have is that you can use items and outfit your units with equipment. The second advantage is that you can choose the type of units to deploy. The two disadvantages of the enemy are that they must move in the order of the list of their officers, and they cannot cast most support strategem.

Let's look at your advantageous first. Since all armor and most weapons only modify the base stats of your officers, those types of equipment do not impact their performance enough to really give you an upper hand. However, the movement increasing weapons and horses are directly affecting the range of your units. This is a very significant advantage. Because you can move your unit to just outside the range of the enemy units, then move in and attack them in the next turn, thus you gain the advantage of preemptive attack and force them to take a defensive stance. This is especially prominent in late game, when all units can use healing strategem. Enemy units may carry equipment, but they never equip them so they can only benefit from War Manuals and Documents.

The choice of deployment is also an extremely important decision. The walkthrough will list a map of each battle along with enemy data. You must deploy units that can take advantage of the terrain effects and encounter the enemies effectively on geographical strategic points.

This can be accomplished by deciding the battle formations that you will need to take advantage of the terrain.

1. Resist formation:

The center of this formation is a healer capable of multitarget healing strategem occupying a village or fortress. Arrange your other units in cross formation next to the healing unit and you can heal them every turn for an extended period because the SP regeneration can either reduce or completely negate the SP consumption of the healer unit. Later on when you find Documents that regenerate SP, this formation can be used anywhere.

1	1
234	H23
H5	4

H: healer unit with multitarget healing strategem (Type B or D)

1-5: units in formation

This formation will allow the healer unit to heal all units in formation at once. It is most effective against enemies of mostly physical units that tend to favor direct attacks. If there are enemies with high Intel that wield multitarget attack strategem, this formation will put your units in danger. So in that case you must make it a priority in defeating those enemies first.

2. Bridge formation:

The purpose of this formation is a blockade on one end of a long and narrow passage such as a bridge. It is very easy to block the advance and focus multiple attacks on a relatively small number of enemies in the opening on either end of this geographical feature. Focus on the enemy units that are most exposed, followed by the ones behind them, but do not move into the narrow region yourself.

xxxx7BF	xxxx7BF
xxxx35C	xxxx35C
ooo18G	ooo18G
ooo29H	xxxx46D
xxxx46D	xxxx9EH
xxxxAEI	

x: cannot enter

o: enemies

1-2: tank units

3-4: tank units that can make diagonal attacks

5-6: units that can make diagonal attacks

7-A: S/M/L Archery units

B-E: M/L Archery units

F-I: L Archery units

There are 18 positions in this formation for a 2 panel wide bridge, but obviously you can't deploy that many units. The 4 tank units are the most essential, but the indirect units can be a mix of the appropriate archery, healers, and strategem wielding classes. Intentionally leaving some positions open can help you reduce damage against enemy multitarget attack strategem. Positioning a cavalry unit behind your

tank can often lure out archery units to the front, where they are defenseless against your tanks. This formation is more effective on narrow and long bridges than short and wide ones. In fact, if the bridge is over 2 panels wide, it is not a good idea to use this formation and other strategic locations should be sought out.

3. Assassin Formation

In siege battles sometimes you need to take out a tough unit guarding the opening of a narrow passage, or an enemy leader that can summon reinforcements when you get close. In a situation that calls for a blitzkrieg to eliminate a particular unit before suffering a retaliation, this formation will allow a single powerful unit to infiltrate loose ranks and hit the target with multiple attacks within a single turn from the support of "Kaiki" units. The following sequence shows an example of how a main attack unit can pass through two fields of influences and attack the target 3 times with the support of 4 units with "Kaiki" in a single turn. Among the 4 "Kaiki" units, the unit with higher number of casts should go first.

1.	0			AKK	2.	0	a		KK
	E	E		KK		E	E		KK
3.	0	A	k	KK	4.	0	a		k KK
	E	E		K		E	E		K
5.	0	a		K KK	6.	0	A	k	KK
	E	E		k		E	E		k
7.	1a		k	KK	8.	1a	K	k	K
	E	E		k		E	E		k
9.	1A	k		k K	10.	2a	k		k K
	E	E		k		E	E		k
11.	2a	k		Kk	12.	2a	K	k	k
	E	E		k		E	E		k
13.	2A	k	k	k	14.	3a	k	k	k
	E	E				E	E		

0,1,2,3: target and number of attacks suffered.

A/a: main assault unit (before/after a command)

K/k: unit wielding the strategem "Kaiki" (before/after a command)

E: other enemy units in front of the target that can stop your units by contact with their fields of influence.

In this formation, the main assault unit leads the advance. Even if this unit is stopped at the field of influence of enemies in front of the target, the "Kaiki" units can still form a chain and push the main assault unit through. This chain formation also serves to pass down the transferred turns from the "Kaiki" unit in the back to the main assault unit in the front. The main assault unit can either wield strong physical attacks (high attack with "Moroha" in effect) or wield strong attack strategem.

Although this formation maximizes movement through a loose enemy rank and deals cumulative damage from the main assault unit on a single target, its defense from the side is practically nonexistent. This

should only be used if you are sure that the enemy won't have the opportunity to attack the formation from the side, or that the cumulative damage from the main assault unit is sufficient for the removal of the enemy leader and ends the battle as a result.

4. Loose Net Formation

This formation is only used as a contingency plan in battles where the survival of specific units are the key to achieve Victory condition (or avoid special losing conditions). Minimizing the overlapping of the field of influence, this formation uses the least number of units to hold the advance of an entire enemy force when the terrain does not feature any strategic vantage points.

```

      x
E  x1x
EE  x
   E   x   4
EE  x2x
   E   x
E E   x   5
   EEE x3x
      x
```

1-3: Ally units in formation

4-?: Ally units wielding "Shouga"

x: field of Influence of the units

The purpose of this formation is to utilize the field of influence of a small number of units as a divider in the battlefield. Enemy forces cannot get past this divider because the AI is not programmed to cast "Kaiki". To maintain the formation, each unit must retreat two or three panels per turn and heal themselves, so the enemy is no longer in their fields of influence. this way the enemy will have to reengage and they cannot move past the divider. The sturdiness of this formation can be increased by having a few other units wielding "Shouga" just behind the divider to heal any in the formation that may be confused. As unlikely as it seems, the best units to utilize as the first line of defense are not tanks, but rather Supply Units that wield powerful single target healing strategem. As long as the units in this formation lags behind the units to be protected, it will remain effective until a unit runs out of SP.

Enemy AI disadvantages

The enemy units are usually at higher levels and are more or less suited for the terrains of the battlefield. However there are rules of their movement that you can take advantage of.

1. The enemy units are moved in the listed order you can access from the Unit data. The listed order is also provided for each battle. In battles where there are reinforcements, the units of reinforcements move after the units of the main forces.

This may not look like an advantage, but consider that most of the time, enemy units with the highest damage potential are higher up in the list. So for example, your army is approached by an enemy sorcerer wielding powerful strategem and you cannot attack this sorcerer

directly because of enemy tanks. Now you have to capitalize on this disadvantage of enemy AI. If you critically wounds an enemy tank but keep it alive, the enemy sorcerer will move in and cast a healing strategem provided that it is in range to do so. Even if another enemy supply unit is in range, because the sorcerer is higher in the list, the AI will use it for healing instead of the more appropriate supply unit. This way you can avoid suffering a potentially devastating strategem attack.

2. Enemy units cannot cast most support strategem. The only two support strategem that enemy units can use are "Kyogen", which enemy infantry and cavalry often uses if they cannot make a direct attack; and "Shouga", which is used if another enemy unit under confusion is within range. All other support strategem are exclusive to your army. Thus the enemy doesn't have any strategies based on "Kaiki".

These are the basic strategies that can be applied to any battle. The specific strategies of each battle will be provided in the sections of the corresponding sections in the walkthrough.

VII. Free Mode (GBA exclusive)

In the GBA version, after finishing a few particular battles, there will be a message that a Free Mode battle is added. When this message occurs, one or more battlefields are added to the list in the Free Mode.

To access Free Mode, you must save the game after the message in a save file (Suspended data doesn't work). From the main menu, choose the Free Mode and select the save file to be loaded and you can start the battle with your current officer, levels, and goods. The maximum deployment number still applies but you can choose officers that are different from when you fought the battle in the main story.

The enemies in the battle will retain their normal level instead of adjusting to yours. Furthermore officers that can be persuaded will be replaced by generic units and duels do not result in a bonus level up. Valuable treasures such as rare weapons and class change items will be replaced by Gold, but class upgrade items can still be obtained.

Any items that you raid from granary or treasury are yours to keep, but bear in mind that any items that you consumed in a Free Mode battle will be used up when you resume your main game as well.

In each Free Mode battle, there are four prizes that correspond to the number of turns it takes you to win. Generally the first three are Gold prizes. The last prize corresponding to the lowest turn limit gives a piece of rare equipment or a class change item. However, there is a glitch in effect and any Gold prizes you earn are not added to your war chest, making them effectively worthless. The Gold you earn from defeating enemies in battle and raiding treasuries are valid earnings though.

The specifics of each Free Mode battle are explained in the walkthrough section at the time where it is possible to complete. Unlike the story battles, your priority is to achieve the Victory condition in the shortest time possible instead of maximizing the growth of your army. Besides, you're most likely overleveled so there isn't good EXP from defeating enemies anyways.

VIII. Walkthrough

=====
Prologue: Rise of the Heroes - Anti Dong Zhuo Coalition
=====

Chenliu Camp

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Liu Bei	1	250	20	92	114	4	75	91	64
S. Infantry									
Guan Yu	5	370	20	170	148	6	106	100	80
S. Cavalry									
Zhang Fei	5	370	20	170	121	6	106	83	42
S. Cavalry									

These are the initial members of your army. Liu Bei will be your main healer throughout the game. Guan Yu and Zhang Fei are some of the best physical attackers. Their cavalry class is useful in the early parts of the game. However, Guan Yu with his overall high stats certainly deserve something better. All three officers are quite active in duels and persuades throughout the game.

Receive 500 Gold

If you talk to Tao Qian and Gongsun Zan, they will join you in the following two battles as NPC allies. As for any purchase you may want to make, the weapons and armor in the early game do not improve unit performance with any significance, so I would recommend against buying anything until better items become available.

Item Shop:

Mame	100	HP small recovery
Sake	120	Attack up
Tsuchi no kabe	120	Defense up
Chokutou	250	Power +1 (Bandit, S. Inf., Tribe)
Ono	400	Power +2, Lead-1 (Bandit, S. Inf., Tribe)
Yari	300	Power +1 (Cav., M./L. Infantry)
Hikou	150	Lead +1 (all)
Shuhai	150	Lead +2, Power -1 (all)

Battle #01
Battle of Sishuiguan
(Shisuikan no tatakai)

Victory condition:

Defeat Hua Xiong

Turn limit: 30

xxxxxxxxxxxxxxxxxxxxx ffffffff x
xxxxxxxxxxxxxxxxxxxxx ffff xx

```

xxxxxxxxxxxxxxxxxxxxx fff xxx
xxxxxxxxxxxxxxxxxxxxx xxx
xxxxxxxxxxxxxxxxxxxxs xxx
ssxxxxxxxxxxxxxxxxxxx xxxx
  xx ssxxxsssAsss xxxx
  xx Tss sss xx
  x Q xx
      xxD

  x ff
  xx xx ff
xxxx D xxx ff fff
xxxxx xx ffffffff
xxxxxxxxxxx xxx ffffffff
xxxxxxxxxx xx ffffffff

```

```

x: cannot enter
f: forest
s: rough
Q: fortress
D: village
A: granery
T: treasury

```

Treasures:

```

A(7,13): Mame (HP small recovery)
T(8,7): Ki no hikari (Cures Confuse and Berserk)

```

Bonus:

100 Gold

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Gongsun Zan S. Cavalry	6	400	21	124	111	6	71	67	55
Tao Qian S. Infantry	6	375	28	102	103	4	53	42	61
Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Hua Xiong S. Cavalry	7	430	22	153	141	6	90	88	29
Li Su S. Archery	5	350	26	109	86	4	54	50	68
Hu Zhen S. Infantry	4	325	24	95	92	4	58	37	30
Zhao Cen S. Infantry	4	325	24	98	103	4	63	57	25
Infantry	3	300	23	81	97	4	40	55	30
S. Infantry	3	300	23	81	97	4	40	55	30
Infantry	3	300	23	81	97	4	40	55	30
S. Infantry	3	300	23	81	97	4	40	55	30
Archery	3	300	23	92	67	4	40	25	60
S. Archery									

Duels and Persuades:

Guan Yu vs. Hua Xiong

Hint:

1. When Guan Yu and Zhang Fei's troops (HP) are low, use Liu Bei's "Jintoku" to recover them.
2. Units camping inside a village or a fortress recover HP and SP.
3. Finish the battle by commanding Guan Yu to duel Hua Xiong.

Guan Yu and Zhang Fei are equipped with their own special weapons, the "Seiryugetsutou" and "Dabou", respectively. They are also at L.5, so they should be leading the offense. Liu Bei is at L.1, but he has the recovery strategem "Jintoku". Depending on whether you talked to Tao Qian and Gongsun Zan, they may also join the battle as NPC allies.

In the first turn, move Guan Yu and Zhang Fei to the other side of the bridge. Since they cannot target diagonally, if an enemy (or even an NPC) blocks the bridge, it will be difficult to break through due to blind spots.

Attack the nearest Archery unit with all three controllable units first as this unit poses the greatest threat. Once that is done, attack the other two Infantry units, preferably the one stationed in the Fortress first. Once the fortress is liberated, move Liu Bei inside and have Guan Yu and Zhang Fei stay right next to him so they can be healed. Take this opportunity to raid the granery and treasury for "Mame" and "Ki no hikari".

Liu Bei has the lowest level, so give him more opportunity to score a final strike on weakened enemies and allow him to level up faster. Approach the enemy base slowly so Hua Xiong's guards will attack one by one. This gives you the best chance to position Liu Bei for the kill. After all of Hua Xiong's guards are defeated, move Guan Yu next to Hua Xiong for a battle ending duel.

Battle #02

Battle of Hulaoguan
(Korokan no tatakai)

Victory condition:

Defeat Lu Bu

Turn limit: 30

```
xx          xxxxxx
xxxxxx     xxxxxxxx
xxxxxxx   xxxxxxxxxx
xxxxxxx   xxxxxxxxxx
xxxxxxx   xxxxxxxxxx
xx         xxxxxx
xx         xxxxxx
xx         xxxx
xx         xxxx
x          ssxx
x          sTxx
  ff      D    sAx
  fff           sx
fffff         ss
```



```

ffffff
ffffff
ffffff
ffffff      D
fffffff
fffffff
fffffff
  ffffffff
  ffffffff
fffffff

```

```

x: cannot enter
f: forest
s: rough
Q: fortress
D: village
A: granery
T: treasury

```

Treasures:

```

T(11,14): Hi no maboroshi (Confuses one unit)
A(12,15): Mame (HP small recovery)

```

Bonus:

100 Gold

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Gongsun Zan S. Cavalry	6	400	21	124	111	6	71	67	55
Tao Qian S. Infantry	6	378	28	102	103	4	53	42	61

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Lu Bu S. Cavalry	8	460	24	180	136	6	100	80	21
Zhang Liao S. Infantry	6	375	28	137	143	4	90	87	80
Hou Cheng S. Cavalry	5	370	20	115	105	6	67	65	42
Song Xian S. Archery	5	350	26	112	86	4	59	50	45
Wei Xu S. Infantry	4	325	24	106	111	4	72	68	46
Archery S. Archery	3	300	23	92	67	4	40	25	60
Archery	3	300	23	92	67	4	40	25	60

Duels and Persuades:

Zhang Fei vs. Lu Bu

Hint:

1. Cavalry units are weak against Archery units. Advance together with

Infantry units to cover their weakness.

2. Press the L button to cycle through units that have not taken their turns.

3. The decisive duel is between Zhang Fei and Lu Bu. In order to initiate a duel, the two participating units must be adjacent to each other in the direction of up, down, left, or right.

If you talked to Gongsun Zan and Tao Qian earlier, they will also participate in this battle with full HP and SP, regardless of how spent they were in the previous battle.

Have Zhang Fei and Guan Yu go up and defeat Wei Xu first, as you'll soon have a few Archery units taking target practice at them. Liu Bei should follow them behind to provide healing and take care of enemy archery units. Once you take care of Wei Xu, have all 3 gang up on the same Archery unit to take them out one at a time. Liu Bei will need to enter a village if his SP runs low.

Command Guan Yu and Zhang Fei to retrieve the treasures while Liu Bei can sit in the village to recover his SP. In the rough terrain, the movements of your units will be cut in half, so take that into consideration.

Once you finish all the Archery units, Hou Cheng and Zhang Liao will start to approach. Meanwhile Lu Bu won't move for the time being (until turn # 18 or so, when he orders a full advance, he will charge at you then), so you can have Liu Bei attack from a diagonal direction while Guan Yu and Zhang Fei take care of his minions.

Before Lu Bu is defeated though, move Zhang Fei next to Lu Bu to initiate the battle ending duel.

=====
1-1: War in the North
=====

Pingyuan

Go out and explore the two cities Pingyuan and Beiping (you need to access the city gate to exit a city).

Weapon Shop:

Chokutou	250 Power +1 (Bandit, S. Inf, Tribe)
Koutou	500 Power +2 (Bandit, S. Inf, Tribe)
Ono	400 Power +2, Lead -1 (Bandit, S. Inf, Tribe)
Yari	300 Power +1 (Cavalry, M./L. Infantry)
Hankyuu	150 Power +1 (S. Archery)
Hikou	150 Lead +1 (all)
Toukou	300 Lead +2 (all)
Shuhai	150 Lead +2, Power -1 (all)

Item Shop:

Shounetsu no sho	100 Shounetsu (weak fire) vs. one unit
Uzushio no sho	100 Uzushio (weak water) vs. one unit
Rakuseki no sho	100 Rakuseki (weak earth) vs. one unit
Senpuu no sho	100 Senpuu (wind) vs. one unit

Beiping

Item Shop:

Mame	100 HP small recovery
Sake	120 Attack up
Tsuchi no kabe	120 Defense up
Fuumu no sho	120 Silences one target

When you return to Pingyuan Meeting Place, Jian Yong will join your army. Gongsun Zan's messenger arrives shortly and requests reinforcements. Jian Yong advices a choice of two routes, through Guangchuan (kousen) or Xindu (Shinto).

```
-----  
Army Rank   Lv maxHP maxSP Attack Defense Move Power Lead Intel  
Jian Yong   5   350   26   102     79    4   42   36   74  
S. Archery
```

The first archery unit you have in your army. Despite the low Power of the officer, this unit is highly effective against cavalry units. As for attacking other types of units, there will be better officers later. But until then, this will have to suffice. Since archery class learns healing strategem at a low level, Jian Yong can also double as a healer once he reaches L.15.

```
-----  
Guangchuan is the easier of the two battles. However, Xindu provides more rewards. Both battles will be covered, but the walkthrough will continue to follow as if the harder route Xindu is chosen.
```

Battle #03A
Battle of Guangchuan
(Kousen no tatakai)

Victory condition:

Defeat Feng Ji

Turn limit: 30

```
ffffmmmmmmmmmmmm  
fffffmmmmmmmm  
  fffffmm      f  
   fffff  ff  fff  
    fff  fff  ffff  
f      fffff  f x  
ff    D ffff  T xxx  
ffff   f    xxxxx  
fffff      xxxx  f  
ffff T  xxxxx  ffff  
fff    xx    ffffff
```

x: cannot enter
f: forest
m: mountain

D: village
T: treasury

Treasures:

T(7,16): Danhai (Lead +3, Power -2. all)
T(10,6): Hangetsusou (War +2. Cavalry, M./L. Infantry)

Bonus:

200 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Feng Ji	9	450	32	115	136	4	54	66	82
S. Infantry									
Infantry	7	400	29	99	117	4	40	55	30
S. Infantry									
Infantry	7	400	29	99	117	4	40	55	30
S. Infantry									
Archery	6	375	28	106	78	4	40	25	60
S. Archery									
Cavalry	4	340	18	102	86	6	55	40	30
S. Cavalry									
Cavalry	4	340	18	102	86	6	55	40	30
S. Cavalry									
Bandit	6	500	31	105	99	4	43	43	43
S. Bandit									
Bandit	5	480	30	100	94	4	43	43	43
S. Bandit									
Bandit	5	480	30	100	94	4	43	43	43
S. Bandit									

Duels and Persuades:

Guan Yu vs. Feng Ji

Hints:

1. Defense increases slightly when camping in the forest.
2. Cavalry is strong against infantry, infantry is strong against archery, archery is strong against cavalry.
3. Finish the battle by commanding Guan Yu duel Feng Ji.

You only have 4 units, and Liu Bei is pretty much the only healer, so don't divide your forces. Take the initiative to retrieve the "Danhai" from the treasury on the east. The enemy cavalry units will intercept, but the forest around limits their movement, so you can have all 4 units concentrate on one enemy at a time if you arrange your units as follows:

```
fffGL f x  
ffl2ZJxxx  
xxxxxx
```

G: Guan Yu
Z: Zhang Fei
L: Liu Bei

J: Jian Yong

As you defeat the cavalry units, enemy infantry and bandits will arrive from the top. Likewise put Guan Yu and Zhang Fei on the front, while Liu Bei attack from the diagonal and Jian Yong from behind one of your cavalry units. After you defeat them, approach the village in the middle. Oftentimes any units camping there will come out to fight you, which you can defeat easily and take the village for your own recovery.

Once you finish all enemies near the village, lure out Feng Ji's guards and take them out before commanding Guan Yu to duel him.

Guangchuan Camp

Han Ying and Guo Shi joins you when you finish the battle.

```
-----  
Army Rank      Lv maxHP maxSP Attack Defense Move Power Lead Intel  
Han Ying       7   400   29   111   117   4   61   55   44  
S. Infantry  
Guo Shi        7   520   32   106   107   4   35   50   63  
S. Bandit
```

Guo Shi is your first mountain unit if you didn't go to Xindu. The lowest level of the bandit class cannot make diagonal attacks, so the attack options will be quite limited until they can upgrade their class. Furthermore you can get other bandit units later that can be quickly leveled to L.20 and utilize class upgrades. You can train Guo Shi later once you have access to "Ki no hikari" and you have other units over L.25. As for Han Ying, you don't really need another infantry at this point, and he's not going to be in any battle with designated units, so let him sit on the sidelines.

```
-----  
There is also an Item shop available.
```

Item Shop:

Mame	100 HP small recovery
Shounetsu no sho	100 Shounetsu (weak fire) vs. one unit
Uzushio no sho	100 Uzushio (weak water) vs. one unit
Koutou	500 Power +2 (Bandit, S. Inf, Tribe)
Hangetsusou	550 Power +2 (Cavalry, M./L. Infantry)
Toukou	300 Lead +2 (all)
Danhai	250 Lead +3, Power -2 (all)

Once you are ready, talk to Guan Yu to move out.

```
-----  
Battle #03B  
Battle of Xindu  
(Shinto no tatakai)
```

Victory conditions:

1. Defeat Chunyu Qiong
2. Liu Bei reaches the city gate.

Bandit	5	480	30	100	94	4	43	43	43
S. Bandit									
Bandit	5	480	30	100	94	4	43	43	43
S. Bandit									
Band	6	300	30	86	97	4	35	20	75
Marching Band									

Duels and Persuades:

Zhang Fei vs. Chunyu Qiong

Hints:

1. Reduce the number of enemy units before Chunyu Qiong romps about.
2. Cavalry is strong against infantry, infantry is strong against archery, archery is strong against cavalry.
3. Finish the battle by commanding Zhang Fei duel Chunyu Qiong.

Although the village is on the northern bank, the enemies will advance en masse towards the right on the northern bank, so it's better to use the bridge to get to the southern bank instead. There will be a S. Bandit and S. Infantry unit coming this way, so take care of them first.

Jian Yong is probably trailing behind, so use him to stand guard on the right bridge and take on the cavalry unit. Once you finish the two enemy units in the southern bank, help Jian Yong take out the Cavalry and the Bandit just behind. Once those units are gone, take the time to loot the southern treasury and heal up.

Now you need to take on the Archery and Cavalry units near the city gate. Move all units just south of the west bridge and wait. On the next turn try to take down the Archery unit to minimize damage. Be careful when you are looting the northern treasury, as enemies will pounce on the unit that enters the treasury. So make sure a high defense unit such as Guan Yu or Zhang Fei does the job. At the end, you can either command Zhang Fei duel Chunyu Qiong (Zhang Fei gains an extra level up), or have Liu Bei move in front of the city gate (all surviving units gains 50 EXP points).

When asked if you want to enter Xindu, choose yes.

Xindu

Enter Xindu Meeting Place and Fan Gong will join your army.

```
-----
```

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Fan Gong	7	470	35	129	139	5	62	71	52

The martial artist is a superior class even to the highest level of the bandit class. Similar to the bandit, this class can enter mountain regions. However, not only does this class require no upgrades, it also learns both single target and multitarget healing strategem. So Fan Gong can also double as a healer once he reaches L.10.

```
-----
```

Weapon Shop:

Ono	400 Power +2, Lead -1 (Bandit, S. Inf, Tribe)
Hanfu	700 Power +3, Lead -1 (Bandit, S. Inf, Tribe)
Kou	450 Power +1, Lead +2 (Bandit, S. Inf, Tribe)
Yari	300 Power +1 (Cavalry, M./L. Infantry)
Geki	400 Power +2, Lead -2 (Cavalry, M./L. Infantry)
Ken	400 Power +2 (Martial Artist)
Keisouetsu	350 Power +1, Lead +2 (Martial Artist)
Toukou	300 Lead +2 (all)
Danhai	250 Lead +3, Power -2 (all)

Item Shop:

Mame	100 HP small recovery
Sake	120 Attack up
Tsuchi no kabe	120 Defense up
Shounetsu no sho	100 Shounetsu (weak fire) vs. one unit
Uzushio no sho	100 Uzushio (weak water) vs. one unit
Rakuseki no sho	100 Rakuseki (weak earth) vs. one unit
Senpuu no sho	100 Senpuu (wind) vs. one unit

Fan Gong has higher movement than Liu Bei, so buy some "Mame" for him so he can act on his own without having to run back to Liu Bei for healing. Once he learns "Enjo" he will be able to look after himself.

Once again, you must make a choice of two battlefields. The battle of Chinghe is much easier than Julu, however by finishing Julu, you can recruit two new characters into your army, including another Archery unit. It is up to you to decide which route to take. Both battles will be covered, but the walkthrough will continue as if the harder route Julu was chosen.

Battle #04A
 Battle of Chinghe
 (Seiga no tatakai)

Victory condition:

Defeat Qu Yi

Turn limit: 30

```

mmmmmf  xx      ffffffff
mmfffff xxx     ffffffff
fffffff xxx     ffffffff
fffffff   xxx   fffffffm
fffffff   xxx   fffff  m
fffffff   xxx   ff    mm
fffffff   xx    mmm
         fffff   D    mmm
                        mmmm
A           D xx   mmmm
           xx    mmm
m         fff   xxx
mmmmffffffffff Txxx  f
mmmmffffffffff   xxx fffff
mmmmffffffffff   xx  ffffff
mmmmffffffffff   xxx ffffffff

```


x: cannot enter
f: forest
m: mountain
D: village
A: granery
T: treasury

Treasures:

A(10,2): Tsuchi no kabe (Defense up)
T(13,13): 200 Gold

Bonus:

300 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Qu Yi	12	580	29	160	140	6	73	65	39
S. Cavalry Infantry	8	425	31	103	122	4	40	55	30
S. Infantry Infantry	8	425	31	103	122	4	40	55	30
S. Infantry Infantry	7	400	29	99	117	4	40	55	30
S. Infantry Band	7	320	32	90	101	4	35	20	75
Marching Band Cavalry	5	370	20	107	90	6	55	40	30
S. Cavalry Archery	7	400	29	111	81	4	40	25	60
S. Archery Archery	7	400	29	111	81	4	40	25	60
S. Archery									

Reinforcements

Bandit	6	500	31	105	99	4	43	43	43
S. Bandit									
Bandit	6	500	31	105	99	4	43	43	43
S. Bandit									

Duels and Persuades:

Guan Yu vs. Qu Yi

Hints:

1. Stand before the bridge and lure out advancing enemies
2. Dealing the final blow to an enemy unit gives a lot of EXP points.
3. Leave Qu Yi to Guan Yu

If you have taken the route of Guangchuan and have recruited Guo Shi and Han Ying, you will discover that this is the first battle where you cannot deploy all your units at once. Someone will have to be the benchwarmer. Furthermore Fan Gong has better Power and Lead than either Guo Shi or Han Ying, and he does not have to class change to

learn his most powerful strategems. Last but not least, Fan Gong learns the healing strategem "Enjo" at L.10, so he can also supplement Liu Bei's healing duty. As I said before, the harder battle does have its rewards.

Start moving to the east side of the bridge and intercept the advancing enemies near the east bank. Set up a formation as follows:

```
xxxx5
    EEG
    EEZJ
xxxxL
```

L: Liu Bei
G: Guan Yu
Z: Zhang Fei
J: Jian Yong
5: other units

This will let all your units attack the two enemies in the front and allow Liu Bei to heal. You'll still have to move to heal Guo Shi though, so keep an eye out for him. The attack strategem "Senpuu" of the Marching Band can deal large damage, but he only has enough SP to use it once.

At around turn #7, reinforcements will appear on the east bank to the north, so defeat the enemies at hand and turn your attention to those Bandits. Camp around the village to the east and take them on while Liu Bei is inside the village to recover SP.

After you defeat those Bandits, move your entire army near the village on the west bank. Send a unit to raid the treasury.

Once Liu Bei regains his SP, approach Qu Yi's entourage and defeat them one by one. Send a unit to raid the granery behind Qu Yi as well. Qu Yi will not move from his initial position and will only attack with his strategem "senpuu" if you get within casting range (2 panels any direction). Thankfully his Intel is low so that isn't going to do much. You can attack from the diagonal or one space away and not worry about his physical attacks. When Qu Yi's HP runs low, command Guan Yu to duel him and finish the battle.

Once you finish the battle, you have the option to save. You cannot buy any supplies though as you will automatically rush to Jieqiao.

Battle 04B
Battle of Julu
(Kyoroku no tatakai)

Victory conditions:

1. Defeat Zhang He
2. Liu Bei reaches the western fortress.

Turn limit: 30

```

ssssssssxxxxxxxxsssss
  sssssssssxxxxxxxxsss
    sssssssssssxxxxxxxxss
s  sssssssssssssssssssxxx
xssssssssssssssssssssxxx
xxxsssxsssssssssssssssx
xxxxxxxxxxxxxxxxssssssssss
sxxxxxxxxxxxxsDssssssss
sssssAsxxxxxssssssss
  sssssssssssssssssss
Q  sssssssssssssssss
  sssssssssssssssss
f    sssssssss
ff   Dssss
ff           ff
ff           fff
f           fff
f           ffff

```

x: cannot enter
f: forest
s: rough
Q: fortress
D: village
A: granery

Treasures:

A(9,6): Mugi(HP medium recovery)

Bonus:

200 Gold
All surviving units gain 50 EXP points (exclusive to Victory condition #2).

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Gongsun Yue S. Archery	10	475	34	140	112	4	60	58	47
Yu Ze S. Infantry	8	425	31	94	108	4	23	30	46

Reinforcements

Guan Chun S. Archery	7	400	29	111	84	4	42	32	61
Geng Wu S. Infantry	7	400	29	100	103	4	44	32	53

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhang He S. Cavalry	13	610	30	193	178	6	90	88	62
Yan Liang S. Cavalry	10	520	26	169	152	6	87	84	32
Gao Lan S. Archery	10	475	34	155	127	4	75	72	50

Shen Pei	9	450	32	131	143	4	71	73	67
S. Infantry									
Feng Ji	10	475	34	120	141	4	54	66	82
S. Infantry									
Infantry	8	425	31	103	122	4	40	55	30
S. Infantry									
Infantry	8	425	31	103	122	4	40	55	30
S. Infantry									
Archery	7	400	29	111	81	4	40	25	60
S. Archery									
Cavalry	6	400	21	112	94	6	55	40	30
S. Cavalry									
Martial Arts	7	470	35	127	118	5	60	40	40
Martial Artist									
Supply Unit	7	320	23	77	81	3	30	30	70
Supply Unit									

Reinforcements

Bandit	6	500	31	105	99	4	43	43	43
S. Bandit									
Bandit	6	500	31	105	99	4	43	43	43
S. Bandit									
Bandit	6	500	31	105	99	4	43	43	43
S. Bandit									

Duels and Persuades:

Zhang Fei vs. Yan Liang

Hints:

1. Work with allies to clear out enemies on top of the cliff.
2. Before moving towards the western fortress, stay in a village to recover HP.
3. Let Zhang Fei take care of Yan Liang

If you have taken the route of Guangchuan and have recruited Guo Shi and Han Ying, you will discover that this is the first battle where you cannot deploy all your units at once. Someone will have to be the benchwarmer. Furthermore Fan Gong has better Power and Lead than either Guo Shi or Han Ying, and he does not have to class change to learn his most powerful strategems. Last but not least, Fan Gong learns the healing strategem "Enju" at L.10, so he can also supplement Liu Bei's healing duty. As I said before, the harder battle does have its rewards.

Start moving to the east. You will discover that the rough savanna terrain reduces the movement range of cavalry units by half. Your ally Gongsun Yue takes high damage from all enemy units surrounding him, so he probably won't last long. Yu Ze will have better resilience though.

At around turn #3, enemy reinforcements appear behind you. At the same time, Guan Chun and Geng Wu also appear. As reinforcements sent by Han Fu to stop Yuan Shao, they join your army as NPCs.

Feel free to let your NPC act as cannon fodder. Even if Guan Chun and Geng Wu are defeated, they will still join you after the battle.

When you reach the bottom of the cliff, have Zhang Fei duel Yan Liang to force him to retreat. Then the only other cavalry unit would be Zhang He. Even though defeating Zhang He using your combined forces probably isn't too difficult, it is still recommended to have Liu Bei escape to the western fortress so all your other units can receive EXP points. Be warned that this option required you to prolong the battle until Liu Bei reaches the destination. During the extra turns, there is no doubt that you will have to avoid defeating Zhang He, thus healing items will be expended to keep your troops alive as Liu Bei is your only healer. There is also no opportunity to resupply before the next battle either. If you didn't buy a good supply of healing items, just take out Zhang He to avoid wasting resources.

After the battle ends, Guan Chun and Geng Wu join your army.

```
-----
Army Rank      Lv maxHP maxSP Attack Defense Move Power Lead Intel
Guan Chun      7   400   29   111     84    4   42   32   61
S. Archery
Geng Wu        7   400   29   100    103    4   44   32   53
S. Infantry
```

Guan Chun is your second archery unit. Like Jian Yong his Power is also low so he is only effective on cavalry units. Once Guan Chun reaches L.15, he can also use healing strategem. As for Geng Wu, with poor stats he won't really contribute much, and there are no instances where he is needed, so there really isn't a need to deploy him.

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Once you finish the battle, you have the option to save. You cannot buy any supplies though as you will automatically rush to Jieqiao.

Battle #05
 Battle of Jieqiao
 (Kaikyou no tatakai)

Victory conditions:

1. Defeat Yuan Shao
2. Liu Bei raids enemy granery

Turn limit: 40

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    fffmmmmmmmmmmmmmmmf Tx B B B
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        fmmmmmmmmmf     xxxxx  xx
          fmmmmmmmf     fffffmmf
            fffmmfffmmmmmf
              fffffmmmmmf          ff
                mmmmmmf          fffff
                  mmmmmmmmmmf     ffffff
                    mmmmmmmmmmf     fffff
                      mmmmmmmmmmf     fff
                        mmmmmmmmmmf     ff
```

```

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            mmmmmmmmmmmmmmmmm      Q ff
            mmmmmmmmmmmmmmmmm      ff
D          mmmmmmmmm              ffff
xx          mm                    ffffff
xxxxx                                  D fffffff
  xxxxx                              fffffff
    xxx T                            fffffff
      xx          Q                  ffffffff
fff   xxx     T                    ffffffff

```

```

x: cannot enter
f: forest
m: mountain
Q: fortress
D: village
B: barracks
A: granery
T: treasury

```

Treasures:

```

T(2,30):Rendojutsu gokui (L.20 S. Archery class change)
T(4,23):Mugi (HP medium recovery)
T(22,9):Suijin no sho (Medium water vs. one unit)
T(24,15):Chousoujutsu ougi (L.20 S. Infantry class change)

```

Bonus:

```

400 Gold
All surviving units gain 50 EXP points (exclusive to Victory condition #2).
Free Mode enabled (GBA version exclusive).

```

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Gongsun Zan S. Cavalry	6	400	21	124	111	6	71	67	55
Zhou Bi S. Archery	10	475	34	145	115	4	66	61	53
Zhao Yun S. Cavalry	14	640	31	218	182	6	98	87	84

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Yuan Shao S. Infantry	16	625	44	152	181	4	58	71	47
Tian Feng S. Archery	11	500	36	134	154	4	45	88	90
Wen Chou S. Cavalry	13	610	30	194	174	6	91	86	19
Chen Lin Supply Unit	11	400	33	87	111	3	23	55	80
Ju Shou S. Archery	11	500	36	146	130	4	60	71	85
Jiao Chu S. Archery	10	475	34	145	115	4	65	61	34
Qu Yi	13	610	30	165	145	6	73	65	39

S. Cavalry									
Zhang Nan	10	475	34	136	105	4	56	47	46
S. Archery									
Chen Zhen	10	475	34	109	117	4	35	32	65
S. Infantry									
Xu You	10	380	38	107	126	4	45	40	61
Marching Band									
Guo Tu	10	475	34	107	117	4	34	31	76
S. Infantry									
Infantry	8	425	31	103	122	4	40	55	30
S. Infantry									
Infantry	8	425	31	103	122	4	40	55	30
S. Infantry									
Cavalry	6	400	21	112	94	6	55	40	30
S. Cavalry									
Cavalry	6	400	21	112	94	6	55	40	30
S. Cavalry									
Bandit	9	560	35	119	112	4	43	43	43
S. Bandit									
Band	8	340	34	94	106	4	35	20	75
Marching Band									

Duels and Persuades:

Zhang Fei vs. Wen Chou

Hints:

1. Going southeast will have you run into Yuan Shao's main forces.
2. Wen Chou is very strong. Have Zhang Fei take care of him.
3. Go through the forest and surprise attack the granary is a good strategy.

That's right, Yuan Shao went all out with 17 units on the field.

There are two directions approach to this battle. You could either be stealthy or you could take Yuan Shao's army on.

Let's do the easy way first. At the army edit menu, choose anyone but Guan Yu and Zhang Fei. At the beginning of the battle, move all your units through the forest region in the middle of the mountains. Leave Liu Bei last in line and hide him in the mountains to avoid detection. Once your other 4 units take care of Guo Tu and his cohorts, rush Liu Bei towards the granery while your other units loot the two treasuries. Liu Bei will reach the granery long before Yuan Shao can catch him.

Now let's do this the right way- to annihilate all of Yuan Shao's army.

Choose Guan Yu and Zhang Fei as usual. They will be leading the attack and speed across the land to loot and to occupy villages.

As your allies engage the first 3 enemies, catch up to them. Your allies will keep the enemies occupied on the top area of the path leading southeast. This way Guan Yu and Zhang Fei can sneak by them to loot the first treasury. Meanwhile Liu Bei and the rest of your units need to keep those units occupied.

After Guan Yu and Zhang Fei loot the first treasury, move slightly to the right of the treasury and make sure Zhang Fei is directly to the

left of Wen Chou (don't move any more or you'll provoke Yuan Shao to command all his army to attack.)

TG

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G: Guan Yu

Z: Zhang Fei

Q: the fortress Wen Chou is in

This will lure out the units guarding the southern village. Have Zhang Fei duel Wen Chou to force him to retreat. Take care of the other cavalry unit, then wait for Liu Bei to arrive. Once Liu Bei catches up, dispatch Chen Lin quickly and take control of the southern village. Now arrange your army so Liu Bei is camping inside the village and regains SP every turn. The other units should station next to Liu Bei so he can heal them every turn using "Jintoku". Yuan Shao's troops will actively attack you, but since they lack healing options, they will run out of steam quickly. Don't attack Yuan Shao though. Once you take out his entourage, leave one character in the village (preferably an archery unit to Yuan Shao will not follow your other characters).

Take out Guo Tu and his entourage while looting the treasuries. When Liu Bei reaches the granery, the battle will be over. The best part about annihilating Yuan Shao's units is that all your participating units will gain multiple levels from this battle due to the high levels of Yuan's army.

=====
1-2: Reinforcements for Beihai and Xuzhou
=====

GBA version Exclusive

Free Mode:

Battle of Sishuiguan
(Shisuikan no tatakai)

7 turns: 200 Gold

6 turns: 500 Gold

You should have little trouble clearing this stage within the turn limit for the first two levels of the challenge. Money aside, if you can grab any treasures from the granery or treasury, the items will also be added into your inventory. So it's not a bad idea to come back and get free items. The only difference from a real battle is that winning duels doesn't grant a free level up.

Pingyuan

You have access to Pingyuan, Beiping, and Xindu. The shops don't offer anything new, but if you didn't choose the battle of Xindu, you can take a look there now to see what they have to offer. Talk to Mi Zhu first, then talk to Guan Yu and he will suggest borrowing troops from Gongsun Zan. So go to Beiping afterwards.

Beiping

Visit the Meeting Place. Talk to Gongsun Zan and he will send Zhao Yun with you.

Zhao Yun joins your army temporarily.

```
-----  
Army Rank    Lv maxHP maxSP Attack Defense Move Power Lead Intel  
Zhao Yun     14   640   31   218   182   6   98   87   84  
S. Cavalry
```

Like Guan Yu, Zhao Yun also has high overall stats. He joins you temporarily at first and the cavalry class is adequate for the time being, but later when he joins your army permanently, a class that takes advantage of those stats would make quite an improvement. Also, Zhao Yun is quite active in duels and persuades.

```
-----  
Return to Pingyuan Meeting Place and talk to Mi Zhu to move out.
```

Battle #06
Battle of Beihai
(Hokkai no tatakai)

Victory condition:

Defeat Guan Hai

Turn limit: 30

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mmmmmm ffffff  
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```

x: cannot enter
f: forest
m: mountain
o: city gate
D: village
T: treasury

Treasures:

T(6,12): Kou (Power +1, Lead +2. Bandit, S. Inf, Tribe)

T(18,14): Kizugusuri (HP small recovery for multiple units)

Bonus:

500 Gold

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Kong Rong	12	525	37	133	154	4	58	67	83
S. Infantry									
Taishi Ci	13	610	30	201	165	6	94	81	67
S. Cavalry									
Meng Su	1	400	25	94	80	4	69	52	31
S. Bandit									

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Guan Hai	14	660	41	166	141	4	68	52	14
S. Bandit									
Bandit	10	580	36	124	117	4	43	43	43
S. Bandit									
Bandit	10	580	36	124	117	4	43	43	43
S. Bandit									
Bandit	9	560	35	119	112	4	43	43	43
S. Bandit									
Bandit	9	560	35	119	112	4	43	43	43
S. Bandit									
Bandit	10	580	36	124	117	4	43	43	43
S. Bandit									
Bandit	10	580	36	124	117	4	43	43	43
S. Bandit									
Bandit	9	560	35	119	112	4	43	43	43
S. Bandit									
Bandit	9	560	35	119	112	4	43	43	43
S. Bandit									
Archery	10	475	34	126	92	4	40	25	60
S. Archery									
Archery	10	475	34	126	92	4	40	25	60
S. Archery									
Trainer	8	410	34	166	95	4	75	25	40
Beast Trainer									
Trainer	8	410	34	166	95	4	75	25	40
Beast Trainer									

Duels and Persuades:

Zhao Yun vs. Guan Hai

Hints:

1. Lure out the enemies in the mountain and forest areas.
2. Fire strategems are effective in forest and grassy plains. The damage is reduced if raining.
3. Leave Guan Hai to Zhao Yun.

This battle isn't difficult, so this is a good opportunity to bring in low level units and gain some easy experience.

From the beginning Guan Hai will command most of his units to move into the forest and mountain areas. But your first concern should be crossing the guarded bridge. So get on the bridge and lure the two Bandits into attacking you. Once they are gone, you can occupy the village on the south bank and take care of the Trainer from there.

Move towards the southwest, away from the central forest. Loot the treasury in the south. Meanwhile send a unit through the east edge of the central forest to loot the treasury in the north. As you enter the south treasury, your allies will open the city gate and come charging out. They cannot enter the mountain area, so Guan Hai will not move towards them for awhile.

To lure Guan Hai out, simply move a unit within his attack range. To avoid luring him out prematurely during your raid on the northern treasury, check his range beforehand and don't walk in range. Fan Gong with his higher movement can accomplish this.

Once you finish looting about and mopped up Guan Hai's troops, command Zhao Yun to duel Guan Hai and finish this battle.

Beihai

After the battle, Kong Rong gives you 500 Gold as thanks for saving his city.

Item Shop:

Mame	100 HP small recovery
Kizugusuri	500 HP small recovery for multiple units
Sake	120 Attack up
Tsuchi no kabe	120 Defense up
Bakudan	500 Damages enemy, can be used by all units

Bakudan deals strategem damage, so it's virtually useless against enemies with high Intel. It also only targets a single enemy in a two panel range, so it's really a losing deal as low Intel enemies are vulnerable to strategem attack anyways.

You also have access to Beiping, Pingyuan, and Xindu. The shop selections there remain the same.

Once you are ready, talk to Guan Yu to move out.

Battle #07

Battle of Xuzhou

(Joshuu no tatakai)

Victory conditions:

1. Defeat all enemies
2. Liu Bei arrives at Xuzhou city.

Turn limit: 30

Guo Jia	14	575	40	142	110	4	36	32	97
S. Archery									
Cao Hong	15	600	42	166	179	4	74	74	47
S. Infantry									
Xiahou Yuan	15	670	33	206	186	6	90	86	52
S. Cavalry									
Infantry	11	500	36	116	138	4	40	55	30
S. Infantry									
Infantry	11	500	36	116	138	4	40	55	30
S. Infantry									
Martial Arts	11	550	43	150	138	5	60	40	40
Martial Artist									
Cavalry	11	550	28	138	116	6	55	40	30
S. Cavalry									
Cavalry	11	550	28	138	116	6	55	40	30
S. Cavalry									
Cavalry	11	550	28	138	116	6	55	40	30
S. Cavalry									
Cavalry	10	520	26	132	111	6	55	40	30
S. Cavalry									
Archery	11	500	36	131	96	4	40	25	60
S. Archery									
Supply Unit	10	380	30	88	91	3	30	30	70
Supply Unit									
Bandit	11	600	38	129	121	4	43	43	43
S. Bandit									
Band	11	400	40	105	119	4	35	20	75
Marching Band									

Duels and Persuades:

Guan Yu vs. Yu Jin

Hints:

1. Cross the bridge and take on the separated enemy units.
2. Leave Yu Jin to Guan Yu.
3. Intercepting the southbound enemies in the path under the cliff is another strategy.

If you want to finish the battle the easy way, you only need to move Liu Bei to the city gate of Xuzhou. Command all your units to move across the bridge. Draw out the Martial Artist and Guo Jia first and defeat them to thin out the east half of Cao Cao's army.

At around turn #5, Taishi Ci will arrive and join the battle as an NPC. He will run into the cavalry units from the north. He won't last long, but at least he will delay them for a few turns. During this time you can finish the rest of the east half of Cao Cao's army.

Once you finish Yu Jin's entourage, enemy infantry and archery units will start to arrive from the north. So block them with your faster cavalry units Guan Yu, Zhang Fei, and Zhao Yun to ensure a clear path for Liu Bei to reach the city gate. You will receive 50 bonus EXP points for all surviving units.

Now that wasn't a satisfying victory, was it? If you're confident, you should try to annihilate Cao Cao's army and teach him a lesson. So here's the right way to approach this battle.

Start by moving your units northbound to intercept the cavalry units that are closing in quickly. Find a spot along the path south of the cliff to completely block off the road.

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Enemy cavalry units will run up against this formation. You can focus your attacks from both frontline cavalries Guan Yu, Zhang Fei, and Zhao Yun, as well as the archery units behind. Either Fan Gong or Liu Bei can take the role of the infantry. By rotating the two cavalry positions and one archery position among your units, you can cut down the amount of healing and focus your attack on the same enemy to knock them out faster.

As you defeat the enemy cavalry units, their infantry units will also start to arrive. Be on the watch for a single enemy archery unit taking pot shots on your own cavalry. You will need to cast "Senpuu" repeatedly to take down this archery unit. In fact, ignore all other enemies until you have defeated the archery unit.

At around turn #5, Taishi Ci will arrive and join the battle as an NPC. He will charge right into the fray and delay your attacks if you leave any space between the enemy and your units when he approaches, so be sure he can't attack an enemy on his turn and he will go after Yu Jin's group instead. Again, he won't last long fighting by himself.

Once you have only one enemy unit left in the north half, start moving the slower infantry and archery units south and around the western bridge. Wait just to the right of the bridge and heal them up. Once your cavalry units take care of the last enemy in the north half, have them follow the infantry to the right side of the western bridge. Heal the cavalry units before proceeding further.

Now start to move your units slowly past the western bridge to draw out Guo Jia and the Martial Artist. Defeat them to thin out Yu Jin's half of the Cao Cao army. Command Guan Yu to duel Yu Jin to force him to retreat. This way Yu Jin's half of the enemy troops will be much easier to handle.

Once you finish most of Yu Jin's entourage, check to see any infantry or supply units near the gate to Xuzhou. You can either defeat all of Cao Cao's army to receive 500 Gold, or move Liu Bei to the gate of Xuzhou city and receive bonus EXP for all surviving units. IMHO the second choice is more preferable.

For annihilating almost all of Cao Cao's units, you will have gained a lot more experience than if you only fought the lesser half of them.

Once you finish the battle, you will be in Xuzhou.

Xuzhou

GBA version Exclusive
Free Mode:

Battle of Jieqiao
(Kaikyou no tatakai)

12 turns: 200 Gold

You should be able to clear this stage within the turn limit for the first level of the challenge, either by seizing the granery or by taking out Yuan Shao directly. You're not in for the money, but rather for the class change items that you cannot yet purchase. As rules of free mode battles go, winning a duel doesn't grant a free level up.

Talk to Tao Qian, and you will be advised to make a choice out of two. Whether to resist Cao Cao through the use of force, or avoid war by diplomatic means. Talk to Guan Yu to make the former choice, or Zhang Fei for the latter choice.

Why would you want to fight a bunch of overleveled enemies with no rewards to gain? Because this is a good opportunity to try to gain some levels for your Archery units. They will learn "Enjo" at L.15, and the more healing units you have, the less food you have to purchase.

Why wouldn't you fight these overleveled enemies then? If you ask Zhang Fei to be the emissary of peace and avoid war, Tao Qian will give you "Shuittsui no ken" as thanks. This special item is similar to the special weapons that Guan Yu and Zhang Fei start with, in that it increases Power significantly and can be used by all units.

Shuittsui no ken (Power +9. All)

Although this walkthrough follows Zhang Fei's suggestion to avoid the war and get the special item, the alternative battle is also covered.

Weapon Shop:

Hangetsusou	550 Power +2 (Cavalry, M./L. Infantry)
Chougeki	700 Power +3, Lead -2 (Cavalry, M./L. Infantry)
Keisouetsu	350 Power +1, Lead +2 (Martial Artist)
Tetsuteki	600 Power +3 (Marching Band)
Kokaku	300 Intel +1 (Marching Band)
Hensousha	250 Lead +2 (Supply Unit)
Sashikou	500 Lead +3 (all)
Danhai	250 Lead +3, Power -2 (all)

Item Shop:

Mame	100 HP small recovery
Kizugusuri	500 HP small recovery for multiple units
Gouka no sho	250 Gouka (medium fire) vs. one unit
Suijin no sho	250 Suijin (medium water) vs. one unit
Rakuketsu no sho	250 Rakuketsu (medium earth) vs. one unit
Fuumu no sho	120 Silences one target

Xiapi

Item Shop:

Mugi 250 HP medium recovery
 Sake 120 Attack up
 Tsuchi no kabe 120 Defense up
 Ki no hikari 200 Cures Confuse and Berserk
 Bakudan 500 Damages enemy, can be used by all units

This is the first chance to buy "Ki no hikari". The item has the same effect as the strategem "Shouga" and cures confuse and berserk. But the real value of this item is that it will allow units that are lagging in levels to catch up quickly by using these items on high level ally units. In fact, if the target unit is 9 levels above that of the unit using "Ki no hikari", the user will gain an instant level up! (2 levels if "Shouhakuryu" is casted on the user beforehand.) You also have access to Pingyuan, Beiping, Xindu, and Beihai. Their shop selection remains the same, though.

Battle #08
 Battle of Xiaopei
 (Shouhai no tatakai)

Victory condition:

Defeat Cao Cao

Turn limit: 30 [9]

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xxx mmmmmmmmmmmmmmmmm fffff D
  xx mmmmmmmmmmmmmmmmm fff
    xxxxxx f
      xxx f
        xxx fff
xxxxxx D ffff
  B x xx fffffm
B x xxxx fffmmm
  B xxx mmmmmmm
    mmmmmmmmm
  B x xx mmmmmmmmm
  B x xx mmmmmmmmm
  
```

x: cannot enter
 f: forest
 m: mountain
 D: village
 B: barracks

Treasures:

(none)

Bonus:

(none)

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Tao Qian	6	400	29	106	108	4	53	42	61
S. Infantry									
Sun Qian	14	460	39	106	107	3	38	34	74
Supply Unit									
Mi Fang	14	575	40	147	156	4	63	59	25
S. Infantry									

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Cao Cao	27	1030	48	268	312	5	75	98	100
M. Cavalry	[Iten no ken, Goshi no heihousho, Gyokuji]								
Xun Yu	18	540	54	133	186	4	37	62	96
Marching Band									
Guo Jia	17	650	45	156	121	4	36	32	97
S. Archery									
Xiahou Dun	18	760	37	239	206	6	95	87	60
S. Cavalry									
Xiahou Yuan	18	760	37	226	204	6	90	86	52
S. Cavalry									
Li Dian	18	675	47	180	194	4	72	73	47
S. Infantry									
Yue Jin	17	730	35	190	176	6	74	74	39
S. Cavalry									
Yu Jin	18	675	47	165	181	4	60	62	52
S. Infantry									
Cao Hong	18	675	47	182	196	4	74	74	47
S. Infantry									
Infantry	14	575	40	129	153	4	40	55	30
S. Infantry									
Infantry	14	575	40	129	153	4	40	55	30
S. Infantry									
Infantry	14	575	40	129	153	4	40	55	30
S. Infantry									
Archery	14	575	40	145	106	4	40	25	60
S. Archery									
Archery	13	550	39	140	103	4	40	25	60
S. Archery									
Archery	13	550	39	140	103	4	40	25	60
S. Archery									
Cavalry	14	640	31	153	129	6	55	40	30
S. Cavalry									
Cavalry	14	640	31	153	129	6	55	40	30
S. Cavalry									
Cavalry	13	610	30	148	124	6	55	40	30
S. Cavalry									
Band	14	460	46	117	132	4	35	20	75
Marching Band									
Band	14	460	46	117	132	4	35	20	75
Marching Band									
Supply Unit	14	460	39	101	105	3	30	30	70
Supply Unit									
Supply Unit	13	440	37	98	102	3	30	30	70
Supply Unit									

Duels and Persuades:

(none)

Hints:

1. The enemy is massive, so it's too dangerous to charge ahead. Move along ally units.
2. Focus your attacks to defeat a single unit.

Well, looks like Guan Yu bit off a little more than he can chew. First you should send two cavalry units to block the bridge in the south. If you have Fan Gong at over L.10, he should follow them to act as a healer. Otherwise you will need a unit carrying a lot of "Mame". Once you can defend the east side of the southern bridge, one of the cavalry units should move north to help out.

The northern bridge is easily breached though, as Yue Jin can move through within the first turn. So have Liu Bei station there to provide healing. Your other units should do their best to eliminate the troops on the east bank.

At around turn #8, Cao Cao will order a full scale assault. At that time all of the enemy units in the camp will start to move out. But as long as you control the east side of both bridges, you have nothing to fear.

At turn #10, a messenger will be delivered to Cao Cao. As a result, Cao Cao orders a retreat and you win the battle by forfeit.

What? No rewards at all? Actually, the rewards are the high EXP your units gain from fighting such high leveled enemies. If you deployed Archery units and have them deal the final blow to enemies here, they will gain levels and become healing units when they reach L.15.

This is probably the first battle which it is impossible to achieve the Victory condition. First, you only have 9 turns before the battle ends and it takes awhile to fend off the incoming enemies and cross the bridge. Second, you don't have access to movement increasing equipment and "Kaiki" units. Lastly, Cao Cao possesses the "Gyokuji" which allows him to regenerate a maximum of 104 HP at the start of each turn and he also has supply units in his camp. You simply can't overpower his healing potential with the classes you have at this point.

Whether you decided to fight, Cao Cao will return to Chenliu, so either way his campaign ends here.

Xuzhou

Talk to Tao Qian first. If you chose Zhang Fei's suggestion he will give you the special item. Now talk to Sun Qian and he will join your army. You head for Xiaopei immediately.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Sun Qian	13	440	37	103	103	3	38	34	74

Supply Unit

The main purpose of a supply unit is to provide healing. Early on he learns multitarget healing strategem faster than any other units (except for Liu Bei, which start with "Jintoku" already learned), so he can take Liu Bei's place in a Resist formation and allow Liu Bei to be delegated to other tasks. Later on he learns the turn transferring

"Kaiki". But in order to use it effectively, he must be outfitted with Movement increasing equipment.

Xiaopei

Before doing anything else, go into the menu and transfer all of Zhao Yun's items to other units, as he will leave your army shortly.

Talk to Zhao Yun to continue. His mission is completed, so he departs and returns to Gongsun Zan.

Weapon Shop:

Hanfu	700	Power +3, Lead -1 (Bandit, S. Inf, Tribe)
Kou	450	Power +1, Lead +2 (Bandit, S. Inf, Tribe)
Bankyuu	400	Power +2 (S. Archery)
Muchi	350	Power +2 (Beast Trainer)
Ken	400	Power +2 (Martial Artist)
Sashikou	500	Lead +3 (all)
Renkan no yoroi	450	Lead +4, Intel -2 (all)

Item Shop:

Tokkyuushu	400	Attack moderately up, but cannot control unit
Ki no hikari	200	Cures Confuse and Berserk
Chousoujutsu ougi	450	L.20 S. Infantry class change
Rendojutsu gokui	500	L.20 S. Archery class change
Juukihei no inju	600	L.20 S. Cavalry class change
Burai no kokoroe	350	L.20 S. Bandit class change

This is the first opportunity to purchase class upgrade items. Buy them for Infantry, Archery, and Bandit units even if their levels aren't at the specified minimum level yet. You don't want to be stuck in a long series of battles having to deploy units with enough levels but no item for upgrade. Do not buy any class upgrade items for your Cavalry units. Guan Yu (and later Zhao Yun) are too valuable to be in such an awful class, and you will get an item to class change Zhang Fei to an Infantry very soon.

All previous cities in Ch.1 are also available. Their shop selections remain the same.

=====

1-3: A Visit from Lu Bu the Hungry Wolf

=====

Talk to Jian Yong and he will tell you that there are bandits around Xiaopei. Spread among Taishan, Xiaqiu, and Pengcheng. What is unusual about the next series of battles is that you can just fight one of the three, two, or all three battles. Note that once you start this series of optional battles, you cannot buy any supplies until you are done with all 3 or until you return to Xiaopei. The option to return to Xiaopei will end this series and you will be shut off from any optional battles you have yet to complete. This walkthrough will follow as if all three optional battles are completed.

The purpose of these optional battles is to gain EXP and recruit new

units. So be sure to gain as much as you can by waiting until the turn limit reaches or is near maximum before persuading. You will have nearly 100 turns in total to raise EXP. A fitting task as the Item Shop in Xiaopei sells class upgrade items. Be sure to buy enough of them for Liu Bei, your archery units, and your cavalry units. This way as soon as they reach L.20, they can use the item to class change. (GBA exclusive: you can get more class upgrade items for archery and cavalry by refighting the Battle of Jieqiao in Free Mode and collect them from the treasuries there). Using a class upgrade item to upgrade will cause the unit to lose 5 levels. So you should do it at the first opportunity because the lower your levels are, the faster you gain it back.

I recommend that you fight the battles in the order of Taishan, Xiaqiu, and save Pengcheng for last. The reason we want to recruit Li Ming first is because you will have time to level her up to L.20 and be able to cast "Kaiki" before the next difficult battle begins.

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

It is extremely important to recruit Li Ming, the Beast Trainer. Her ability to enter the mountain regions is reason enough. But the real treat is that she will learn the invaluable strategem "Kaiki" at L.20. This strategem allows you to give a second command to the target within the same turn. The equivalent item is very expensive (at 1150 Gold apiece, that's if it's even available). Later on when you have two units with this strategem, or the equivalent item, you can move vast distances within a single turn. The other two optional recruits can also enter mountain regions as well, but they must be upgraded before their powers can be fully realized. Missing out on Li Ming will negatively affect your options in many of the later battles.

#####

Battle #09
Battle of Taishan
(Taizan no tatakai)

Victory condition:

Defeat all enemies

Turn limit: 40

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    ss          ssxxss      xx  
xxsssx  xx          ss      xx  
xxxxxxxxxxx  D  ss          xxxx  
xxxxxxxxxxxxx  sssssssss  xxxxxxxx
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x: cannot enter
s: rough
Q: fortress
D: village
T: treasury

Treasures:

T(1,11): Rakuketsu no sho (Medium earth vs. one unit)
T(9,9): Bakudan (Damages enemy, can be used by all units)

Bonus:

500 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Li Ming	17	680	52	221	175	4	70	72	48
Beast Trainer									
Bandit	15	680	43	148	139	4	43	43	43
S. Bandit									
Bandit	15	680	43	148	139	4	43	43	43
S. Bandit									
Bandit	13	640	40	138	130	4	43	43	43
S. Bandit									
Bandit	15	680	43	148	139	4	43	43	43
S. Bandit									
Bandit	13	640	40	138	130	4	43	43	43
S. Bandit									
Bandit	12	620	39	133	126	4	43	43	43
S. Bandit									
Bandit	12	620	39	133	126	4	43	43	43
S. Bandit									
Trainer	13	560	44	201	115	4	75	25	40
Beast Trainer									
Trainer	13	560	44	201	115	4	75	25	40
Beast Trainer									
Martial Arts	15	630	50	172	159	5	60	40	40
Martial Artist									
Martial Arts	14	610	48	166	154	5	60	40	40
Martial Artist									

Duels and Persuades:

Liu Bei persuades Li Ming

Hints:

1. Bandits have high attack. Watch out for your units with low HP.
2. Command Liu Bei to persuade Li Ming.
3. To persuade an enemy, the initiating unit must be up, down, left, or right of the target. Diagonal position will not work.

There sure are a lot of rough savanna terrains in this battle. Your

cavalry units will have a hard time moving and your supply unit would be practically immobile on these grounds.

At the start, split your forces into two groups. Guan Yu, Zhang Fei, and Sun Qian should head towards west while others should head east. The enemies will also split up to engage you, but the boss' entourage will stay put. Stay out of the rough savanna when engaging the enemies, because their earth strategems are strong on that type of terrain.

At turn #3, Sun Qian and Zhang Fei will tell you that the boss is a woman, and that you try to persuade her.

Guan Yu and Zhang Fei can take care of the two bandits quickly, so do that and let one of them raid the southern treasury. Sun Qian should enter the village and heal the two cavalry units while they fend off waves of enemies.

When your east half of the army finishes with the enemies, move west and join your other group in taking down the incoming enemies. Once you finish them, have Sun Qian heal your units to full. He won't be able to keep up with your units on rough terrain, so you need to rely on Liu Bei, Fan Gong, and L.15 Archery units for healing when dealing with Li Ming's guards. Meanwhile move a unit to loot the northern treasury as there's no enemy around.

Defeat Li Ming's guards with your Archery units. Since Li Meng doesn't leave the fortress and recovers her HP and SP while she's in it, you can take pot shots at her to earn some easy EXP. Once you're out of SP to heal, move Liu Bei next to her for a battle ending persuasion.

Li Ming joins your army when Liu Bei persuades her.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Li Ming	17	680	52	221	175	4	70	72	48

Beast Trainer

Li Ming joins your army as a beast trainer, one of the most versatile classes in the entire game. Aside from the ability to enter mountain regions, she also has high attack power and is highly effective against cavalry and archery units. Li Ming will learn the turn transferring "Kaiki" after three more levels, making her invaluable in assisting attack and escape in the final battles of Chapter 1 and thereafter. The only drawback is low defense, and the enemies know it. This makes her quite an effective bait to attract enemy attacks, as her high HP can allow her to take a few shots without danger of dying.

You are given the option to save your game, you can then choose your next battle, or return to Xiaopei.

Battle #10
Battle of Xiaqiu
(Kakyuu no tatakai)

Victory condition:

Defeat all enemies

Turn limit: 30

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mmmmmmmmmm  mmmmmmmmmmm xxxxx
  mmmmmmm  mmmmmmmmm xxxxxx
    mmm      mmmmmmmmm xxxxxx
      D      mmm xxxxxxx
        xxx      xxxxxxx
  xxxxx  xx xx      D xxxxxxx
xxxx xxxxx  xx      xxx
           x      xxx
  fffff     x      x
ffffffffffff xx
ffffffffffffff x ff
mmmmfffffffffff x fff
mmmmfffffffffff xx ffff
mmmmfffffffffff x ffffff
```

x: cannot enter
f: forest
m: mountain
D: village
T: treasury

Treasures:

T(1,8): Fuumu no sho (Silences one target)

Bonus:

500 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Dong Liang	17	720	45	183	165	4	69	60	32
S. Bandit									
Bandit	15	680	43	148	139	4	43	43	43
S. Bandit									
Bandit	15	680	43	148	139	4	43	43	43
S. Bandit									
Bandit	14	660	41	143	135	4	43	43	43
S. Bandit									
Bandit	14	660	41	143	135	4	43	43	43
S. Bandit									
Bandit	13	640	40	138	130	4	43	43	43
S. Bandit									
Bandit	13	640	40	138	130	4	43	43	43
S. Bandit									
Bandit	12	620	39	133	126	4	43	43	43
S. Bandit									
Bandit	12	620	39	133	126	4	43	43	43

S. Bandit									
Martial Arts	16	650	52	177	164	5	60	40	40
Martial Artist									
Martial Arts	16	650	52	177	164	5	60	40	40
Martial Artist									
Archery	15	600	42	150	110	4	40	25	60
S. Archery									

Duels and Persuades:

Liu Bei persuades Dong Liang

Hints:

1. Bandits have respectable attack power and strategems.
2. The earth strategem used by the enemy deals large damage to units in the mountain.
3. Command Liu Bei to persuade Dong Liang.

The boss is sitting atop a mountain instead of holing up in a fortress. If your units move within range, it will provoke him to move and attack. If this happens, it will be difficult to raid the treasury in the north. You will need a Bandit (Guo Shi), Martial Artist (Fan Gong), or the newly recruited Beast Trainer (Li Ming) to go through the mountains and raid the treasury without provoking the boss.

When the battle starts, all the bandits will come out of the mountain. So move your army to the eastern village to fight all the Bandits charging after you. Do not stand next to the mountain, because the martial artist can move out of your reach and heal other enemies in safety.

Once all the incoming bandits are defeated, move the mountain unit through the eastern mountain and raid the treasury. Meanwhile your units should stay near the eastern village and cast support strategems on themselves to gain easy EXP.

Once the raiding unit returns, move slowly towards the west half of the enemy group and draw out a few units at a time. When you draw them out, keep in mind that they can use earth strategem with a range of 2, so add that amount to the movement range so you don't lure out Dong Liang too fast.

Dong Liang also joins your army after Liu Bei persuades him.

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-----
Army Rank      Lv maxHP maxSP Attack Defense Move Power Lead Intel
Dong Liang    17   720   45   183   165   4   69   60   32
S. Bandit

```

Dong Liang is three levels away from a class upgrade, and the item shop in Xiaopei sells class upgrade items. So unlike the previous Bandits you may or may not have enlisted, it is worth it to upgrade his class so he can get diagonal attacks. He will be invaluable in the final battles of Chapter 1. However, afterwards as you gain more mountain units, his usefulness will wane.

You are again given the option to save. You can choose to fight the

Bandit	12	620	39	133	126	4	43	43	43
S. Bandit									
Trainer	13	560	44	201	115	4	75	25	40
Beast Trainer									
Cavalry	11	550	28	138	116	6	55	40	30
S. Cavalry									
Cavalry	10	520	26	132	111	6	55	40	30
S. Cavalry									
Cavalry	11	550	28	138	116	6	55	40	30
S. Cavalry									
Cavalry	11	550	28	138	116	6	55	40	30
S. Cavalry									

Duels and Persuades:

Liu Bei persuades Zhao He.

Hints:

1. Don't rush for the treasury. Going after it right away will get you into a pincer attack.
2. Stay inside the forest and attack units on the plains to gain an advantage.
3. Command Liu Bei to persuade Zhao He.

Command your cavalry units to cross the bridge and move northwest to occupy the village. Block the two cavalry units from the west from entering the village or going past them to attack your other units.

Meanwhile two enemy cavalry units will charge in from the east, so have your slower units, including archery units, take care of them. You can hide in the forest and out of their reach to avoid attacks. The forest also provides a defense bonus.

After you take care of the two cavalry units on the east, you can safely raid the treasury.

Once the west half of the enemy group is defeated, you can stay near the western village and cast strategems for some free EXP.

Move Guan Yu, Zhang Fei, and a healer towards the northeast village. Gauge your distance to move in from maximum distance so you occupy the village. Then move Liu Bei inside so he can heal every turn. They can defeat all of Zhao He's entourage without fear of Zhao He interfering. In fact, Zhao He will not move from his position even if your units are in his moving range. Move Liu Bei next to Zhao He to persuade him and finish the stage.

Zhao He will be another new recruit once Liu Bei persuades him.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhao He	17	720	45	168	146	4	55	41	47
S. Bandit									

Like Dong Liang he can also get a class upgrade after three levels, so it would be best to do this and allow him to make diagonal attacks. However, Bandit class never learns any multitarget healing strategem, and the earth strategem are enhanced on rough savanna and mountain

regions, the latter of which is accessible only to other mountain units. Nevertheless he will still be of great assistance in the final battles of Chapter 1.

Xiaopei

You will receive rewards according to the optional battles you fought. The reward for the battle of Taishan is 500 Gold, the battle of Xiaqiu is "Renkan no yoroi", the battle of Pengcheng is "Bujutsu shinansho".

The shinansho items (instruction book) allows units other than Liu Bei to class change. The "Kenjutsu shinansho" (sword skill instructions) allows class change into S. Infantry. The "Bushutsu shinansho" (martial arts instructions) allows class change into Martial Artist. It is recommended that you use the "Kenjutsu shinansho" to class change Zhang Fei to S. Infantry and then buy the "Chousoujutsu ougi" to upgrade his class level. Save your "Bushutsu shinansho" for Zhao Yun later when he permanently joins your army.

To continue, talk to Jian Yong. Then leave for Xuzhou. Go to Tao Qian's residence. After the event, Mi Zhu and Mi Fang will join your army.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Mi Zhu	14	460	46	120	142	4	40	36	64
Marching Band									
Mi Fang	13	550	39	142	151	4	63	59	25
S. Infantry									

Start leveling Mi Zhu right away. The marching band is the fertilizer for the growth of your units. The support strategem "Shouhakuryu" learned at L.20 doubles EXP gain for the next action (except duels), so cast it just before dealing the final blow on a high level enemy. Later on the Marching Band learns "Fuuki" and can act as an SP battery, so they will become extremely useful in battles with high strategem usage. Mi Fang is just a lackluster infantry that would best serve as a benchwarmer if not for an important assignment where he is one of the units designated to fight in a Consecutive Battle. So in light of that fact you should at least level him up for a class change and then reach L.25, when he learns a healing strategem and can contribute to the battle even without attacking.

You will be in the Xuzhou Meeting Place. Talk to Mi Zhu to learn that Lu Bu has come to seek refuge. Talk to Lu Bu twice to continue.

Talk to Mi Fang then talk to Sun Qian to learn that an imperial messenger has arrived. Talk to the messenger to learn the imperial order. Talk to Mi Zhu to confirm the order and the next battle is decided.

Before you move out, there are a few preparations you may want to make. The next battle is very difficult. Even if you did upgrade a few units to a stronger class, it would still be better to buy some healing items for units that don't have that option. Also, with the exception of Xiaopei, all cities and shops you have access to now will be closed off once you begin the next battle.

Battle #12
Battle of Huainan
(Wainan no tatakai)

Victory condition:

1. Defeat all enemies
2. Liu Bei arrives at the northwestern fortress (starting from turn #6)

Turn limit: 30

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xxxxxxx      mmmmmmmmm
xxxxxx      mmmmmmmmm
Q xxxxxx      mmmmmmmmm
   xxxx      mmmmmmm
   xxxxx     ffrmmmm
   xxxxx     fffmmmm
   xxxxx     fffffff
f   xxxxx     fffffff
ffff   xxxx     ffff
ffff   xxxx
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ff     xxxxxx
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xx  xxxx  xxxxxxxx xxxxx
      x     xxx xxxxx
B B x     xx xxxxx
      x     xxxxx
B   x
B
B B x     mm
      x     mmmmm
T BB x     mmmmmmmmmmm
      x     mmmmmmmmmmm
```

x: cannot enter
f: forest
m: mountain
Q: fortress
D: village
B: barracks
T: treasury

Treasures:

T(23,3): Bankyuu (Power +2. S. Archery)

Bonus:

500 Gold (exclusive to Victory condition #1).
All surviving units gain 50 EXP points (exclusive to Victory condition #2).
Free Mode battle added (GBA version exclusive).

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Ji Ling	23	910	43	235	218	5	70	70	41
M. Cavalry	[Sansentou, Goshi no heihousho]								
Yue Jiu	20	725	50	202	213	4	70	67	51
M. Infantry									
Chen Ji	19	700	48	179	186	4	68	62	42
S. Infantry									
Infantry	16	625	44	137	163	4	40	55	30
S. Infantry									
Infantry	16	625	44	137	163	4	40	55	30
S. Infantry									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Archery	16	625	44	155	113	4	40	25	60
S. Archery									
Archery	15	600	42	150	110	4	40	25	60
S. Archery									
Archery	16	625	44	155	113	4	40	25	60
S. Archery									
Band	16	500	50	125	141	4	35	20	75
Marching Band									
Martial Arts	16	650	52	177	164	5	60	40	40
Martial Artist									

Reinforcements

Chen Gong	23	800	55	213	227	4	54	85	80
M. Archery									
Zhang Liao	22	775	53	253	262	4	90	87	80
M. Infantry									
Wei Xu	19	700	48	185	194	4	72	68	46
S. Infantry									
Song Xian	19	700	48	187	143	4	59	50	45
S. Infantry									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Cavalry	15	670	33	158	133	6	55	40	30
S. Cavalry									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Martial Arts	16	650	52	177	164	5	60	40	40
Martial Artist									
Infantry	15	600	42	133	158	4	40	55	30
S. Infantry									
Bandit	16	700	44	152	144	4	43	43	43
S. Bandit									

Duels and Persuades:

Guan Yu vs. Zhang Liao

Hints:

1. Break through the narrow bridge as soon as you can.
2. The effects of water strategems are enhanced in rain and when the target is on a bridge.

3. Leave Zhang Liao to Guan Yu.

See that long, narrow bridge to the south of your initial position? It is central to the strategy you need to finish this battle. For it can make or break you.

Start moving your units south towards the narrow bridge. Your cavalry units will arrive at the bridge early. Move Guan Yu onto the first panel on the bridge (the northmost panel). Do not overstep. Your other units need to be at least 4 steps away from the bridge. If you did this correctly, the enemy Archery unit guarding the village will move north to attack.

Now let this cavalry unit move north four panels to draw out this Archery unit. He is now exposed, so focus all your power to defeat it in a single turn, without allowing it to heal. After you kill it, move Guan Yu to the second panel from the north on the bridge and Zhang Fei to the first panel, followed by Li Ming on the north bank just behind Zhang Fei. Your other units need to be as close to the bridge as possible. Do not overstep.

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DL
xZx
xGx
x x
x x
  x
```

G: Guan Yu
Z: Zhang Fei
L: Li Ming

On the next turn, move Guan Yu into the village on the south bank and Zhang Fei onto the south edge of the bridge, then have Li Ming cast "Kaiki" on Zhang Fei and move him onto the panel northwest of the south bank village. This way you secure the bridge and the enemies around the south bank village cannot interrupt you crossing the bridge.

At around turn #6, Lu Bu's forces will show up. There will also be a change in Victory condition.

After Lu Bu's forces arrive, Ji Ling's entourage will also start to advance towards you. It will be very difficult to survive a pincer attack, so now you need to turn the long bridge into your own advantage. Move your forces across the bridge and occupy the village while Guan Yu and Zhang Fei start eliminating Yue Jiu and his guards around the south bank village.

Camp around the south bank village and move Liu Bei into the village so he can heal every turn. Block the bridge to the north and focus most of your attacks on the enemies coming from the west.

Once you finish Ji Ling's minions, turn your attention to Lu Bu's forces on the bridge. Liu Bei should start moving towards the northwestern fortress. Meanwhile another unit should move west to raid the treasury. Have Guan Yu guard the bridge until he has dueled against Zhang Liao (Do not leave Zhang Liao for last!)

Now you have the choice to either move Liu Bei to the northwestern fortress and receive 50 bonus EXP for all surviving units, or finish

off Lu Bu's forces for 500 Gold. I usually take the EXP over the Gold, as you have might figured out by now.

After the battle, you head for Xuchang.

Xuchang

GBA version Exclusive

Free Mode:

Battle of Beihai
(Hokkai no tatakai)

8 turns: 500 Gold

6 turns: 800 Gold

First of all, you don't have Zhao Yun at this point to duel Guan Hai. Second, the allies are no longer present. However, you should still be able to clear the first two levels of this challenge. Bring L.20 Li Ming with you as she can cast the support strategem "kaiki" and transfer her turn to another unit. All you have to do take L.20 Liu Bei and L.15 Fan Gong near Guan Hai and cast the strategem "gouka" twice, and he will be toast!

Talk to Cao Cao, then go to Liu Bei's residence to continue.

Weapon Shop:

Koujou	700 Power +2, Lead +2 (Bandit, S. Inf, Tribe)
Hangetsusou	550 Power +2 (Cavalry, M./L. Infantry)
Limankyuu	650 Power +3 (S. Archery)
Soukyuushoudo	450 Power +2 (M. Archery)
Ken	400 Power +2 (Martial Artist)
Muchi	350 Power +2 (Beast Trainer)
Sashikou	500 Lead +3 (all)
Renkan no yoroi	450 Lead +4, Intel -2 (all)
Danhai	250 Lead +3, Power -2 (all)

Item Shop:

Mame	100 HP small recovery
Kizugusuri	500 HP small recovery for multiple units
Hi no maboroshi	100 Confuses one unit
Ki no hikari	200 Cures Confuse and Berserk
Chousoujutsu ougi	450 L.20 S. Infantry class change
Rendojutsu gokui	500 L.20 S. Archery class change
Juukihei no inju	600 L.20 S. Cavalry class change
Burai no kokoroe	350 L.20 S. Bandit class change

=====
1-4: War to Overthrow Lu Bu
=====

Xiaopei

Talk to Cao Cao and he will advise you to choose a battle out of two possible ones. Talk to Xun Yu if you want to take the route of Xiaqiu, or Guo Jia if you want to take the battle of Pengcheng.

This walkthrough follows as if the route of Pengcheng is taken. The reason being that the special class change item "Kyuuujutsu shinansho" (Archery skill instructions) can only be obtained in that route. However, strategies for both battles will be covered.

Battle #13A
Battle of Xiaqiu
(Kakyuu no tatakai)

Victory condition:

Defeat Zhang Liao

Turn limit: 30

```
mmmmmm T mmmmmmmmmmmmmfffff
mmmmmmmm mmmmmmmmmmmmmfffff
mmmmmmmmmm mmmmmmmmmmmfffff
mmmmmmmmmm mmmmmmmmmmmff x
mmmmmmmmmm mmmmmmmmmmm xxxx
mmmmmmmmmm mmmmmmmmmmm xxxx
mmmmmmmmmm mmmmmmmmmmm xxxxx
 mmmmmmm mmmmmmmmm xxxxx
  mmm mmmmmmmmm xxxxx
    D mmm xxxxxxx
      xxx xxxxxxx
xxxxx xx xx D xxxxxxx
xxxx xxxxx xx xxx
      x xxx
  fffff x x
fffffffff xx
fffffffffffff x ff
mmmfffffffffff x fff
mmmmfffffffffff xx ffff
mmmmfffffffffff x ffffff
```

x: cannot enter
f: forest
m: mountain
D: village
T: treasury

Treasures:

T(1,8): Chougeki (Power +3, Lead -2. Cavalry, M./L. Infantry)

Bonus:

500 Gold

All surviving units gain 50 EXP points (only if you win by dueling Zhang Liao).

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Xun Yu	15	480	48	121	169	4	37	62	96

Marching Band									
Cao Ren	15	600	42	176	187	4	80	79	62
S. Infantry									
Cao Hong	15	600	42	166	179	4	74	74	47
S. Infantry									

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhang Liao	23	800	55	260	269	4	90	87	80
M. Infantry									
Infantry	20	725	50	155	184	4	40	55	30
S. Infantry									
Infantry	18	675	47	146	173	4	40	55	30
S. Infantry									
Infantry	16	625	44	137	163	4	40	55	30
S. Infantry									
Archery	20	725	50	175	128	4	40	25	60
S. Archery									
Archery	18	675	47	165	120	4	40	25	60
S. Archery									
Archery	16	625	44	155	113	4	40	25	60
S. Archery									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Band	18	540	54	133	150	4	35	20	75
Marching Band									

Reinforcements

Infantry	20	725	50	155	184	4	40	55	30
S. Infantry									
Archery	16	625	44	155	113	4	40	25	60
S. Archery									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									

Duels and Persuades:

Guan Yu vs. Zhang Liao

Hints:

1. Secure the village close by.
2. Enemy reinforcements are weaker, so defeat them first.
3. Leave Zhang Liao to Guan Yu.

Move east and occupy the central village before the enemy does. Send either Guan Yu or Zhang Fei north to raid the treasury. Meanwhile camp near the central village and don't go near Zhang Liao just yet.

At turn #5, enemy reinforcements appear from the west. So take them out while the village is still under your control. At the same time, your allies will be taking out Lu Bu's forces near the southeast. They won't last against Zhang Liao though.

Once you finish off the reinforcements, gather near the central village and fully heal them before going after Zhang Liao.

By now your allies have probably been wiped out, but Zhang Liao also have lost a few troops. So move east and set by a blockade between the northeast mountains and the river in the south like the following example:

```
am
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aZ    m
xxx
```

Leave Zhang Liao alone until after defeating his guards. Then you can command Guan Yu to duel him and finish the battle.

After the battle, you will enter Xuzhou.

Battle #13B
Battle of Pengcheng
(Houjou no tatakai)

Victory condition:

Defeat Gao Shun

Turn limit: 30

```
xx mmmmmmmffffff
xx mmmmmffffff
   mmffffff
x     fffff
xx      f
xxx           f
xx     ffff  D ff
x     ffffff  ff
xx D  ffffffff  ff
xxxx  ffffff  fff
xxxxxx fffff  fff
      xx     f   fff
        xx x   T ff
fff   x xxx
ffff     xxx
ffff     xx
```

x: cannot enter
f: forest
m: mountain
D: village
T: treasury

Treasures:

T(13,17): Kyuujuutsu shinansho (class change to S. Archery)

Bonus:

500 Gold

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Guo Jia	14	575	40	142	110	4	36	32	97
S. Infantry									
Xiahou Dun	15	670	33	218	188	6	95	87	60
S. Cavalry									
Xiahou Yuan	15	670	33	206	186	6	90	86	52
S. Cavalry									

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Gao Shun	23	860	64	242	191	4	56	63	60
Beast Trainer									
Infantry	20	725	50	155	184	4	40	55	30
S. Infantry									
Infantry	19	700	48	150	178	4	40	55	30
S. Infantry									
Infantry	18	675	47	146	173	4	40	55	30
S. Infantry									
Archery	20	725	50	175	128	4	40	25	60
S. Archery									
Archery	18	675	47	165	120	4	40	25	60
S. Archery									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Cavalry	15	670	33	158	133	6	55	40	30
S. Cavalry									
Cavalry	16	700	34	163	137	6	55	40	30
S. Cavalry									
Cavalry	15	670	33	158	133	6	55	40	30
S. Cavalry									
Bandit	20	780	49	172	162	4	43	43	43
S. Bandit									
Bandit	18	740	47	162	153	4	43	43	43
S. Bandit									
Band	18	540	54	133	150	4	35	20	75
Marching Band									

Duels and Persuades:

Zhang Fei vs. Gao Shun

Hints:

1. Move towards the northeast village so you can make a pincer attack with your allies.
2. The treasury holds "Kyuujutsu shinansho". It enables class change into S. Archery.
3. Leave Gao Shun to Zhang Fei

Despite what the hint says, don't count on a pincer attack. Your allies will probably be wiped out before you can reach the enemy base around southeast.

The enemy will move towards your army and your allies from the get go. So move east towards the northeast village. Some enemies will be heading your way, but you outnumber them so they can be taken care of easily. Once they are gone, continue move to the north east village. Leave the open roads to your cavalry units while your other units

should move into the middle forest.

Once you get near the northeast village, more enemies will head your way. So put Liu Bei or L.20 Sun Qian in the village and heal every turn while your other units defeat the incoming enemies.

There will be very few enemies left guarding Gao Shun, so take the opportunity to raid the treasury before taking down his guards. When Gao Shun is the only one left, command Zhang Fei to duel him and finish this battle.

After the battle, you will enter Xuzhou.

Xuzhou

Once you enter Xuzhou, you will regain access to all previous cities and the shops within including Xuchang. The sole exception is Xiapi, your next target. Shop selections remain the same though.

Talk to Cao Cao then talk to Chen Deng to learn that Hou Cheng, Wei Xu, and Song Qian have intended to defect and Liu Bei must persuade them all. Talk to Cao Cao again and the next campaign is open.

Battle #14

Battle of Xiapi

(Kahi no tatakai)

Victory conditions:

1. Release the drawbridge (replaced by #2 after victory condition change).
2. Defeat Lu Bu (starting from Victory condition change)

Turn limit: 45

```

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x xx  xxx x   xxx x xx x  mmmmm
x xx  xx xxxxx   x xx x   mmmmm
x xx   x       xx  xx x   mmmmm
x xx   x xxxxxxxx  xxx x   mmm
x xx   xx xxxxx  xxx x   fmmmm
x xx  xxxxx   xxx  xx x   fffmm
x xx           Q       xx x   fffff
x xxxxxxxx       xxxxxxxx x   fffff
x xxxxxxxxxx  xxxxxxxxxx x   fffff
x xxxxxxxxxx  xxxxxxxxxx x   fffff
xxxxxxxxxxxxxoxxxxxxxxxxxxxx fffff
                                fffffff
                                fffffff
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                                Q
                                fffffff
                                Q
                                fffffff
                                ff           ffff
                                fffff           fff
                                ffffffff           f
                                ffffffff
mmmm fffffff Q  fffff
mmmmmmmmffffff fffffff
mmmmmmmmmmffffff

```


Infantry	20	725	50	155	184	4	40	55	30
S. Infantry									
Infantry	20	725	50	155	184	4	40	55	30
S. Infantry									
Infantry	20	725	50	155	184	4	40	55	30
S. Infantry									
Infantry	19	700	48	150	178	4	40	55	30
S. Infantry									
Infantry	19	700	48	150	178	4	40	55	30
S. Infantry									
Cavalry	20	820	39	184	155	6	55	40	30
S. Cavalry									
Cavalry	20	820	39	184	155	6	55	40	30
S. Cavalry									
Cavalry	20	820	39	184	155	6	55	40	30
S. Cavalry									
Archery	20	725	50	175	128	4	40	25	60
S. Archery									
Archery	20	725	50	175	128	4	40	25	60
S. Archery									
Archery	19	700	48	170	124	4	40	25	60
S. Archery									
Archery	19	700	48	170	124	4	40	25	60
S. Archery									
Bandit	20	780	49	172	162	4	43	43	43
S. Bandit									
Bandit	20	780	49	172	162	4	43	43	43
S. Bandit									

Duels and Persuades:

Liu Bei persuades Hou Cheng

Liu Bei persuades Wei Xu

Liu Bei persuades Song Xian

Hints:

1. Command Liu Bei to persuade the three enemy officers. Once it is successfully carried out, the goal will be the city gate.
2. Leave Zhang Liao to Guan Yu.
3. The two treasuries hold Lu Bu's favorite "Sekitoba" and "Houtengageki". Be sure to collect them.

Start marching your troops north. Your other units should move along the southwestern edge of the east forest, so you can make a concerted attack on the guards near Wei Xu.

At turn #3 Lu Bu will order the three officers outside to attack, but Hou Cheng, Wei Xu, and Song Xian will not move away from the fortresses that they are stationed in. The guards around Wei Xu will charge at you in a diagonal line, leaving themselves exposed. So you can easily gang up on one unit at a time. Start with the enemy archery units because they can do tremendous damage to your cavalry units. After the archers are down, then take on the infantry. Leave cavalry and bandit units for last because they have the least option of directions to attack.

Once you defeat their entourage, move Liu Bei next to each officer to persuade them. Do this in the order of Wei Xu, Song Xian, and then Hou Cheng. Song Xian and Hou Cheng each have a single guard and is easily lured out, so do that and defeat those guards with your whole group

while Liu Bei goes to the officers in the fortress to persuade them. It will take a few turns for Liu Bei to travel from Song Qian's fortress to Hou Cheng's. So if you finish the enemies early, gather around the fortress and heal up. Once Liu Bei persuade all three officers, have him stay in the fortress for a few turns to recover his SP. Take your time to fully heal up as the turn limit is longer than usual, at 45 turns.

Your new objective is to move Liu Bei in front of the drawbridge. Before you do though, gather your other units around the drawbridge first. This is because once you move Liu Bei to the front of the drawbridge, the drawbridge will then be lowered and the Victory condition will also change. Cao Cao's forces will then come out of hiding and charge ahead at full speed. If you fall behind them it will be difficult to find a good position to attack Lu Bu. So run into the city first and occupy the fortress directly ahead.

Now you have to split your forces because Cao Cao will over take you and get the best spots for attacking Lu Bu if you're too slow. Zhang Liao is on the east side and Guan Yu can duel him. The east path is also wider, so send Zhang Fei and archery units to the west and all others to the east. For some reason most if not all of Cao Cao's forces will opt to take the west route. So if you leave some of Lu Bu's forces in front of the city gate, they will slow Cao Cao's forces down.

After you duel Zhang Liao, send Guan Yu to raid the northeast treasury while Zhang Fei raid the northwest treasury. Equip Zhang Fei with "Sekitoba" immediately to boost his movement so he can now overtake Cao Cao's forces, who occupy themselves with ranged attacks against Lu Bu's guards across the row of houses. Now move the archery units and Zhang Fei to meet up with your right group and make a pincer attack on any of Lu Bu's guards left and occupy the good spots for attacking Lu Bu.

Lu Bu has very high attack power. The fortress he is in also regenerates his HP every turn, so you will need Guan Yu, Zhang Fei, and your archery units to take him down while you heal any damage he deals.

If Mi Zhu, the Marching Band, has reached L.20, have him cast the support strategem "Shouhakuryu" on a unit just before it deals the final blow to Lu Bu. This unit will receive double EXP for the kill.

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

Be absolutely sure to raid the northwestern treasury before finishing the battle. The "Sekitoba" (Red Hare) is a rare horse that increases the movement of the equipped unit by 3. This item is critical in battles that involve mobility. There will be many battles ahead with the objective of arriving at a destination in the shortest time possible. If you don't make use of this item, some battles are either next to impossible or require an overleveled army to complete.

#####

GBA version Exclusive
Free Mode:

Battle of Xuzhou
(Joshuu no tatakai)

10 turns: 500 Gold
8 turns: 800 Gold
6 turns: 1500 Gold
5 turns: Sanzoku no chikai (class change to S. Bandit)

Before attempting this battle, equip Liu Bei with the "Sekitoba" you raided from the treasury in Xiapi.

Since this is a test of speed, focus on Yu Jin's east group and disregard the northwest group. Move Liu Bei through the forest, while your other troops, distract Yu Jin's attention. You will need Li Ming's "Kaiki" strategem to be able to make your decoy be fast enough to distract. Yu Jin's mainly infantry based units will go after your archers instead of harassing Liu Bei. Of course, the allies that were present in the original battle don't show up here, and dueling Ju Yin doesn't yield a level up.

Battle of Jieqiao
(Kaikyou no tatakai)

10 turns: 500 Gold
8 turns: 1000 Gold
6 turns: Bajutsu no shinansho (class change to S. Cavalry)

Now that your units are stronger, and you have multiple units that can cross mountain areas, it would be easier to make a focused attack on Yuan Shao than to get to the granary. Move Liu Bei near Yuan Shao's granary camp to lure Yuan Shao going north. Then your slower units will cross the mountains while Liu Bei moves south to make a pincer attack on Yuan Shao.

Before the attempting the rest of the next challenge, equip Guan Yu with "Sekitoba" and bring Li Ming in for her "Kaiki" strategem.

Battle of Sishuiguan
(Shisuikan no tatakai)

5 turns: 1000 Gold
4 turns: Kenjutsu no shinansho (class change to S. Infantry)

You should have little trouble clearing this stage within the turn limit for the first two levels of the challenge. Money aside, if you can grab any treasures from the granery or treasury, the items will also be added into your inventory. So it's not a bad idea to come back and get free items. The only difference from a real battle is that winning duels doesn't grant a free level up.

No, I didn't forget about the Battle of Beihai. However, in addition to Li Ming's strategem "Kaiki" and "Sekitoba", Fan Gong also be at least L.26 and have learned the strategem "Shousekiryu" to finish this challenge.

After the battle, you have access to all shops before entering Xiapi for the next event. Once you've finished the purchases, enter Xiapi and go to the Meeting Place to continue. Talk to Cao Cao, then to Lu Bu. You will be asked of two choices:

Spare Lu Bu
Do no spare Lu Bu

Choose either option. Afterwards you will move to Xuchang.

=====
1-5: Defense of Xuzhou
=====

Xuchang

In Liu Bei's residence, talk to Zhang Fei and a messenger will show up. Talk to the messenger and then go to the Meeting Place to continue.

In the Meeting Place, talk to Cao Cao and he will ask you to go to the palace.

In the palace, talk to Emperor Xian twice to continue, then return to Liu Bei residence. A messenger will show up and summon you to the palace.

Back in the palace, talk to Emperor Xian twice and he will give you a Jade Belt. Return to Liu Bei's residence after you receive it.

Back in Liu Bei's residence, talk to Guan Yu and Zhang Fei, then go to the Gathering Place on the left. Xu Zhu will appear and tell you that Cao Cao has invited you to his residence.

Cao Cao wants to see the Jaded Belt Liu Bei was given. Afterwards he asks whether Liu Bei can give it to him. You have two choices:

Give it away.
Don't give it away.

Choose the second option and Cao Cao will ask for the Jade Belt once more. You must choose the second option again. Liu Bei cannot afford to give the Jade Belt away. Otherwise you will get an Event Game Over.

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

If you do decide to give Cao Cao the Jade Belt, DO NOT SAVE YOUR GAME!!!!!!!!!!

Giving Cao Cao the Jade Belt will result in an Event Game Over. If you saved over your progress, you are basically doomed to get a game over and lose all your progress in that file. The result of this choice cannot be undone!

#####

After you refuse him twice, Cao Cao will give up on that thought and invite you to drink with him in the garden.

Cao Cao will ask Liu Bei whom he would consider to be a hero of this land. Your choices are:

Self

Cao Cao

Yuan Shao

Yuan Shu

Gongsun Zan

Doesn't know anyone

Choosing "Self", "Cao Cao", or "Doesn't know anyone" will end this conversation. But you can choose the others and see what Cao Cao has to say about them. You can finish the conversation anytime and return to Liu Bei's residence.

Once you return to Liu Bei's residence. If you gave away the Jade Belt, you will get an Event Game Over. If you kept it, talk to Guan Yu. Dong Cheng will then show up. However, don't talk to him yet. You've got some important shopping to do first.

Be warned that up until now you have access to all previous cities and the shops within. However, this is your last chance to leave Xuchang and shop in those places. Once you initiate the next event, you will no longer be able to leave Xuchang before the next battle. Since the Item Shop in Xuchang doesn't offer attack items, this would be your last chance to go out and purchase some.

Furthermore, once you start the next battle, you won't be able to purchase class upgrade items for some time. So buy those class upgrade items for your infantry, cavalry, archery, and bandit units even if their levels are not yet sufficient for class upgrade.

The more important items to buy are stocks of "Hi no maboroshi", "Ki no hikari", and the necessary class change items for Infantry, Archery, and Bandit units even if they have insufficient levels. The first item can immobilize an enemy, which can be vital for buying time needed to secure a strategic location. The second item isn't just for recovering from Confusion, but also a great way for low level units to level up if such a unit uses it on another unit with much higher levels. There are a number of battles of high difficulty with the outcomes heavily dependent on what you do in the first few turns. Giving the enemy an upper hand by deploying low level units to fight is the last thing you want to do.

Once you're done shopping, talk to Dong Cheng and he will ask to see the Jaded Belt. You are given two choices:

Show it.

Don't show it.

Choose the first option to continue and learn the secret of the Jade Belt. Afterwards, go to the Meeting Place. Talk to Man Chong to learn that Yuan Shao has defeated Gongsun Zan and Yuan Shu is moving north to join up with him. You have three choices:

Move out and battle Yuan Shao.

Move out and battle Yuan Shu.

Visit the tomb of Gongsun Zan.

Choose the second option and Cao Cao will give you permission to move

Yuan Yin	23	800	55	187	147	4	25	23	59
M. Archery									
Ji Ling	24	940	44	241	224	5	70	70	41
M. Cavalry	[Sansentou, Goshi no heihousho]								
Yue Jiu	24	825	56	224	236	4	70	67	51
M. Infantry									
Chen Ji	23	800	55	216	224	4	68	62	42
M. Infantry									
Li Feng	23	800	55	232	186	4	68	62	35
M. Archery									
Infantry	21	750	52	159	189	4	40	55	30
S. Infantry									
Infantry	20	725	50	155	184	4	40	55	30
S. Infantry									
Archery	20	725	50	175	128	4	40	25	60
S. Archery									
Archery	20	725	50	175	128	4	40	25	60
S. Archery									
Band	20	580	58	141	159	4	35	20	75
Marching Band									
Band	20	580	58	141	159	4	35	20	75
Marching Band									

Duels and Persuades:

Zhang Fei vs. Ji Ling

Hints:

1. Command Zhang Fei to duel Ji Ling. Defeat him to get his "Sansentou".
2. Units that can enter mountainous regions should form a scout army and move south through the mountains.
3. Yuan Shu is impatient and can be lured to the frontlines for an easy kill.

It is important to bring as many units with access to mountain regions as possible. Here's hoping you recruited all 3 bandits back in Xiaopei.

Yuan Shu's units are quite well balanced with plenty of infantry, so don't hide in the forest because fire strategems are stronger there. Instead you must enter the mountains and take advantage of the high defense bonus of the terrain.

Yuan Shu's army outnumbers yours, and they all pretty much travel at the same movement rate. So the first order of business is to split them up. Send your mountain units south into the mountain. While Liu Bei, Guan Yu and Zhang Fei camp near the northern village.

Ji Ling is the only cavalry unit they have, so he's naturally at the front. Use Zhang Fei to duel Ji Ling. You must defeat Ji Ling by dueling in order to receive his special weapon, "Sansentou". If you defeat him using attacks and strategems, you will miss out on this item.

When Yuan Shu's army reaches the area northeast of the mountain, your mountain units should circle around and come out from the back. Yuan Shu will split his forces in two, with a group going north to engage Liu Bei and another group towards the south engaging the mountain

units.

Liu Bei's side is simpler. Have Liu Bei stay in the village and cast group healing spells every turn. Guan Yu and Zhang Fei need to take on the incoming units. As usual, aim for the archery units whenever the opportunity presents. They do more damage to your cavalry, and the earlier they are eliminated, the easier Liu Bei's healing duty becomes.

The mountain units have a trickier situation. If you haven't upgraded your bandits, they can not attack diagonal targets. The northeastern side of the mountain allows you to attack a single enemy next to the mountain using two bandits from the west and south, with the two bandits still on the mountain terrain. So you can finish an enemy by focusing Li Ming and Fan Gong attack from the diagonal and your Bandits attack from the adjacent panels.

It will take a good number of turns to defeat Yuan Shu's forces. When Yuan Shu is the only one left, raid the two treasuries. The eastern treasury holds a special weapon you don't want to miss. Finish off Yuan Shu when you have collected everything.

What's that? You didn't finish the optional battles in Xiaopei and you're stuck with one or two L.7 mountain units, eh? This is going to cost you.

Well then, you can just forget about the "Shichisei no ken" in the eastern treasury. You are going to have to blitzkrieg Yuan Shu. Bring the highest level units you have and buy plenty of "Hi no maboroshi" for any of them who cannot use the strategem "Kyogen". You also need to buy one or two "Ki no hikari" for those who cannot use "Shouga".

Bring Sun Qian and move him into the northern village. He will be your main healer. When Yuan Shu's army arrives, his archers will stay at a distance. Now you must use "Hi no maboroshi" to confuse as many units as you can to immobilize them. If you don't confuse enough of them, retreat and try again. Retreating gives back all your used items so you can try your luck again.

If you immobilize enough of his units, Yuan Shu himself will run to the frontlines to fight as his class is infantry. You must then confuse him and focus the attacks from your entire army on Yuan Shu to defeat him before his army overwhelms you. Higher Intel units should use attack strategems and items, while lower Intel units attack.

If you really can't defeat him in a single turn even with all your attacks, you will have to keep retreating and accumulate EXP until your levels are all at a more comparable level with his army. The last resort is to have Zhang Fei duel Ji Ling repeatedly to power level. Your other units need to cast support spells or use "ki no hikari" on Zhang Fei repeatedly to also power level themselves.

Of course, doing so will leave your army unbalanced. The units with support strategems will be much higher in level than those without, so use this only as a last ditch option.

After the battle, move to Xiapi and enter the city.

Xiapi

Go to the Meeting Place. Talk to Mi Fang then talk to Mi Zhu. The next campaign will be available.

Before you begin the next battle, remove any equipment of Guan Yu and Zhang Fei. Equip "Sekitoba" on Sun Qian, so he can keep up with the others, but make sure that is the only thing Sun Qian equips. The cavalry units mentioned, on the other hand, will soon be leaving your army for a couple of battles.

You can't leave Xiapi, so the only accessible shop is the one in the city. Once you start the next battle, you won't be able to purchase "Ki no hikari" for awhile so be sure to stock up on a few.

Battle #16

Battle of Xuzhou

(Joshuu no tatakai)

Victory conditions:

1. Defeat Che Zhou
2. Liu Bei enters Xuzhou (replaces #1 once you defeat Che Zhou)
3. Defeat Cao Cao (replaces #2 once Liu Bei enters Xuzhou)
4. Liu Bei arrives at the southwestern fortress (replaces #2 once Liu Bei enters Xuzhou)

Turn limit: 50

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xxxxxxxxxxxxxxxxxxxxs  xxx
xxxxxxxxxxxxxxxxxxxx  xx
xxxxxxxxxxxxxxxxxxxxs  xx f    xx
xxxxxxxxxxxxxs  xxxxxx fff  xx
xxxxxxxxxxxsss  xxxxxxx  fff  x
xxxxxxxss  xxxxx  fff  x
xxxxxss  xx
sxxxss  xxx  x
  sss  x
          fff  xx
  D    xxx  ffffff  xx
        xx  ffffffff
```

x: cannot enter
f: forest
s: rough
m: mountain
D: village

Treasures:

(none)

Bonus:

600 Gold (exclusive to Victory condition #3).

All surviving units gain 50 EXP points (exclusive to Victory condition #4).

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Che Zhou	28	925	63	251	265	4	72	70	60
M. Infantry									
Infantry	24	825	56	188	221	4	40	55	30
M. Infantry									
Infantry	24	825	56	188	221	4	40	55	30
M. Infantry									
Infantry	23	800	55	167	199	4	40	55	30
M. Infantry									
Archery	24	825	56	205	153	4	40	25	60
M. Archery									
Archery	24	825	56	194	142	4	40	25	60
S. Archery									
Archery	23	800	55	189	138	4	40	25	60
S. Archery									
Cavalry	24	940	44	221	188	5	55	40	30
M. Cavalry									
Cavalry	23	910	43	199	167	6	55	40	30
S. Cavalry									

Reinforcements

Cao Cao	37	1330	61	353	407	6	75	98	100
L. Cavalry	[Iten no ken, Goshi no heihousho, Gyokuji]								
Guo Jia	28	925	63	221	173	4	36	32	97
M. Archery									
Xiahou Dun	28	1060	50	328	286	5	95	87	60
M. Cavalry									
Xiahou Yuan	28	1060	50	311	283	5	90	86	52
M. Cavalry									
Cao Ren	28	925	63	268	284	4	80	79	62
M. Infantry									
Cao Hong	28	925	63	254	272	4	74	74	47
M. Infantry									
Yu Jin	27	900	61	226	247	4	60	62	52
M. Infantry									
Li Dian	27	900	61	246	263	4	72	73	47
M. Infantry									
Xu Zhu	28	1060	50	336	305	5	97	94	25
M. Cavalry									
Xun You	28	740	74	177	238	4	40	60	94
Marching Band									
Cheng Yu	28	925	63	211	256	4	25	85	90
M. Archery									
Xun Yu	28	740	74	172	240	4	37	62	96
Marching Band									
Bandit	24	860	54	196	196	4	43	43	43
M. Bandit									
Bandit	24	860	54	196	196	4	43	43	43
M. Bandit									
Supply Unit	24	660	62	135	141	3	30	30	70

Supply Unit									
Archery	23	800	55	200	149	4	40	25	60
M. Archery									
Archery	24	825	56	194	142	4	40	25	60
S. Archery									
Archery	23	800	55	189	138	4	40	25	60
S. Archery									
Trainer	24	890	66	277	158	4	75	25	40

Duals and Persuades:

(none)

Hints:

1. The enemy is not too strong. Attack them with all your might.
2. The arrival of Cao Cao's massive army is imminent. Hurry.
3. When Cao Cao's reinforcements arrive, block them at the path under the cliff and secure Liu Bei's escape route.

Start moving east and engage the enemies around the north village. Defeat them quickly and head east through the forest. Since Guan Yu and Zhang Fei are gone, as long as you didn't class change any of your units to cavalry, your entire army should be able to pass. However, if you did class change to cavalry, that unit has to take the long way around.

The bridge that follows isn't long, so you can just lure the enemies to the north bank before attacking them. As you cross the bridge, the enemies near the city gate will also engage your army. Keep them away from the bridge so your other units can pass.

Once the coast is clear, you can move towards the city gate. Let your archery units and any direct attack unit except for Liu Bei take out Che Zhou. Once you defeat him, the Victory condition will change.

Liu Bei now must enter Xuzhou. But before he does, there are some preparations to make. Make sure Sun Qian unequips and transfers the "Sekitoba" to Liu Bei. Liu Bei must then equip it to gain the +3 bonus movement. Your other units should gather on the south bank of the northwestern bridge. The unit with the highest defense blocking the south end of the bridge.

Now that you're ready, move Liu Bei to where Che Zhou was standing. Cao Cao's reinforcements arrive, and the Victory condition once again changes. You can either escape battle by moving Liu Bei to the southwestern fortress, or defeat Cao Cao. You will not stand much chance at fighting Cao Cao's reinforcements without power leveling, so the recommended course is to move Liu Bei with increased movement from the equipped "Sekitoba". Meanwhile your other units need to only face two enemy units at the same time. So take the opportunity to defeat a few enemies while Liu Bei makes the trip. When Liu Bei reaches the southwestern fortress, the battle will end and all surviving units gain 50 EXP.

The only way you can possibly defeat Cao Cao is if you actually power leveled Liu Bei and your units with support strategem to extremely high levels in the battle of Xiapi against Lu Bu. Not only Cao Cao has enormous HP, defense, and Intel. He also has the "Gyokuji" that

recovers his HP and SP each turn.

If you actually want to attempt this, you will need all your units to be at a high level since Guan Yu and Zhang Fei aren't with you. Before you move Liu Bei into Xuzhou city, gather all your units around the south bank of the northeastern bridge and arrange the Bridge Formation. After Liu Bei move to the designated area, Cao Cao's reinforcements will appear. You must defeat as many non-cavalry units as you can before Xiahou Dun, Xiahou Yuan, and Xu Zhu can take the long way around. You have basically 10 turns to defeat as many of them as you can. Having many units with multi-targeting attack strategems will help accomplish this (L.30 M. Infantry, L.30 M. Archery, L.20 M. Bandit, L.20 Martial Artist, L.26 Marching Band) because you can to overwhelm the recovery capacity of the enemy. The challenge is further deepened as there are no SP recovering facilities nearby. Thus your units must have enough SP to endure the entirety of this maneuver.

If you don't finish all non-cavalry enemies and move to the northern bank by the time the three enemy cavalries arrive, you will be surrounded on both sides and suffer a pincer attack. You should put a high defense group with a healer to block the bridge while your other units take out the three cavalries. If you can finish all non-cavalry units before the cavalry units arrive, simply move to north of the bank and use the Bridge Formation again to defeat the three cavalries with lower risk. Once you finish all of Cao Cao's minions, heal your units to full HP and SP before leading a full scale assault on the lone Cao Cao. Cao Cao has tremendous attack power and defense. With the "Gyokuji" he can regain HP and SP even when not inside a facility. If he takes out a few of your units, it will be impossible to keep up with the regeneration.

If you fulfill Victory condition #3 you will receive bonus Gold. The escape option gives all surviving units 50 bonus EXP. So the latter is much more desirable.

No matter which of the last two victory conditions you achieve, you will escape to Ye, in Yuan Shao's territory.

Ye

Go to the Meeting Place. Talk to Yuan Shao to continue.

=====
2-1: The Battle of Guan Du
=====

GBA version Exclusive
Free Mode:

Battle of Beihai
(Hokkai no tatakai)

4 turns: 1500 Gold
3 turns: Kyuuujutsu shinansho (class change to S. Archery).

Li Ming and a low level unit both need to equip "Shunme" for the extra movement +1. Equip Fan Gong with the "Sekitoba" beforehand. You will also need a unit that is low in level. In the first turn, move Fan

Gong onto the bridge. Now move Li Ming south as far as she can, aligned with the east half of the bridge and cast "Kaiki" on Fan Gong. Now Fan Gong need to move as far west as he can, so only one Bandit can reach him. Move the low level unit diagonally northwest of Li Ming, so he is aligned with the west half of the bridge.

l

L

xx xxx

xx xxx

D

L: Li Ming

l: Low level unit

One of the enemy will move in to attack the low level unit, but the other one is too far to attack, so he goes after Fan Gong. now the village is empty and there are no enemies next to it. The leader guan Hai moves east on his first turn.

On the second turn, move Fan Gong back north just west of the village, then move Li Ming as close as you can and cast "Kaiki" on Fan Gong again. Fan Gong can now travel to just southeast of Guan Hai and attack him with the attack strategem "Shousekiryu". This should drop his HP below the 50% mark. Guan Hai will move a bit to the south on his turn.

On the third turn move Fan Gong in range to cast "Shousekiryu" on guan Hai again and finish the battle.

In the residence, talk to Sun Qian and he will tell you to go see Yuan Shao in Baima. So leave Ye through the city gate and head for Baima.

Weapon Shop:

Kantou	800 Power +3 (Bandit, S. Inf, Tribe)
Senkafu	950 Power +4, Lead-2 (Bandit, S. Inf, Tribe)
Tetsusou	850 Power +3 (Cavalry, M./L. Infantry)
Kyoukyuu	900 Power +4 (S. Archery)
Toushido	750 Power +3 (M. Archery)
Kenkonchoukiken	1000 Power +4 (Martial Artist)
Ryuuben	900 Power +4 (Beast Trainer)
Hensousha	250 Lead +2 (Supply Unit)
Dora	650 Power+2, Intel +1 (Marching Band)

Note: "Tetsusho" is only available for sale before you talk to Yuan Shao and the story progresses to 2-1. Afterwards it will be replaced by "Daigeki" with the following specs:

Daigeki 1350 Power +5, Lead -3 (Cavalry, M./L. Infantry)

Item Shop:

Mame	100 HP small recovery
Mugi	250 HP medium recovery
Kizugusuri	500 HP small recovery for multiple units
Tokkyuushu	400 Attack moderately up, but cannot control unit
Shunme	1750 Horse. Movement +1 (all)
Daishounetsu no sho	350 (weak fire) vs. multiple units

Oouzushio no sho 350 (weak water) vs. multiple units
Dosekiriyuu no sho 350 (weak earth) vs. multiple units
Daisenpuu no sho 350 (wind) vs. multiple units

Finally! There's actually something that's worth buying here. The "Shunme" can be equipped by any unit and increase movement by 1. At 1750 Gold a pop it's the most expensive item up to this point, but it is extremely useful on any unit and practically a necessity on units with low movement. You only have a single "sekitoba" and that goes on whoever needs it the most in a battle (usually Liu Bei or Sun Qian). If your unit that is distant from a healer is physically attacked by an enemy, even if you move away the enemy can still catch up and deal another blow if the two have the exact movement range. But if said unit has even a single extra movement rate, the enemy unit will not be able to catch up and launch a follow up attack.

Baima

Go to the Meeting Place and talk to Yuan Shao. You are given two choices:

Yes, that is Guan Yu
No, that's not Guan Yu

Choose the second option to continue. Otherwise it will lead to an Event Game Over. Afterwards, head back to Ye.

Item shop:

Sake 120 Attack up
Tokkyuushu 400 Attack moderately up, but cannot control unit
Tsuchi no kabe 120 Defense up
Mizu no chikara 1150 Unit used up the current turn gets another turn
Shouseiryu no sho 600 (strong earth) vs. one unit
Shouhakuryu no sho 450 Receives double EXP on the next action

Although you don't need it now, the expensive "Mizu no chikara" is a genuine life saver in some of the most difficult battles later in the game when "Hi no maboroshi" is no longer sufficient. If you bought enough "Hi no maboroshi", they will be suffice for now.

Ye

Back in the residence, Jian Yong and Mi Fang rejoin your army. Talk to Jian Yong, then talk to Mi Fang and a messenger will appear. Talk to the messenger and you will be asked to go to the Meeting Place in Ye.

In the Meeting Place, talk to Yuan Shao and he will accuse you again. This time you are given three choices:

Damn, run away quickly
That is Cao Cao's plot
No, that's not Guan Yu

Choose the second option to avoid an Event Game Over. Once you're in the clear, head back to the residence. Talk to Mi Zhu first then talk to Sun Qian. Return to the Meeting Place and talk to Yuan Shao to get permission to move out. The next campaign is now available. Talk to Sun Qian when you're ready.

Before you move out, be sure to buy some "Shunme" and equip them on your units. Equip the "Sekitoba" on Sun Qian and the "Shunme" on ideally every unit you plan to deploy. Don't worry if you can't buy enough for all your units for now, because this item can be bought again later in the game. It is also important to buy some recovery items because you will not have access to shops for the next 3 battles.

Battle #17

Battle of Yanzhou
(Enshuu no tatakai)

Victory conditions:

1. Defeat Guo Tu
2. Liu Bei arrives at the southwestern fortress

Turn limit: 45

```
ffffff      ffffffff  ssssxXXXXX
ffffff      fff       ssssssxXX
fffff              sssssss
fff                  ss
ff                ssssssss  ssss
ff                sssssssssssssss
f      sss  sssssssssssssssss
      sssssssssssssssTsxXXXXSSS
      ssssxXXXXXXXXXXXXXXXXXXXXSSSSS
      sxxXXXXXXXXXXXXXXXXXXXXXXXXSSSDSS
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXSSSSSSS
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXSSSSSSS
XXXXXXXXSSSSSSS  ss  ssssssxX
XXXXXSSSSSSSSS          sssXXXXXX
XXSSSSSSSSSSSS  ss  sssXXXXXXX
XXSSSSSSSSSSSSSSSSSSSSSSXXXXXXXXXXS
XXSSSSSSSSSSXXSSXXXXXXXXXXXXSSSS
SSSSSSSSSSXXXXXXXXXXXXXSS      ff
SSSSSSSSSSSSXXSXXXXSS  fffff
sssQSSSSSSSSSSSSSSS      fffff
```

x: cannot enter
f: forest
s: rough
Q: fortress
D: village
A: granery
T: treasure

Treasures:

T(8,21): Sanzoku no chikai (class change to S. Bandit)
A(12,19): Kizugusuri (HP small recovery for multiple units)

Bonus:

700 Gold (exclusive to Victory condition #1)
All surviving units gain 50 EXP points (exclusive to Victory condition #2).

Units:

Allies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Reinforcements

Zhao Yun (stats are identical to just before he left)

Enemies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Guo Tu	34	1075	72	227	245	4	34	31	76
M. Infantry									
Infantry	27	900	61	203	237	4	40	55	30
M. Infantry									
Infantry	27	900	61	203	237	4	40	55	30
M. Infantry									
Infantry	27	900	61	203	237	4	40	55	30
M. Infantry									
Cavalry	27	1030	48	237	203	5	55	40	30
M. Cavalry									
Cavalry	27	1030	48	237	203	5	55	40	30
M. Cavalry									
Band	27	720	72	168	189	4	35	20	75
Marching Band									
Archery	27	900	61	220	164	4	40	25	60
M. Archery									
Archery	26	875	60	204	149	4	40	25	60
S. Archery									
Bandit	27	920	58	211	211	4	43	43	43
M. Bandit									
Martial Arts	27	870	71	238	220	5	60	40	40
Martial Artist									
Martial Arts	26	850	70	233	215	5	60	40	40
Martial Artist									

Reinforcements

Zhang He	31	1150	54	332	308	5	90	88	62
M. Cavalry									
Ju Shou	31	1000	68	267	240	4	60	71	85
M. Archery									
Cavalry	27	1030	48	237	203	5	55	40	30
M. Cavalry									
Cavalry	26	1000	47	232	198	5	55	40	30
M. Cavalry									
Cavalry	27	1030	48	219	185	6	55	40	30
S. Cavalry									
Infantry	27	900	61	203	237	4	40	55	30
M. Infantry									
Infantry	26	875	60	198	232	4	40	55	30
M. Infantry									
Archery	27	900	61	220	164	4	40	25	60
M. Archery									
Archery	26	875	60	204	149	4	40	25	60
S. Archery									
Archery	27	900	61	220	164	4	40	25	60
M. Archery									
Bandit	27	920	58	211	211	4	43	43	43
M. Bandit									
Bandit	26	900	57	200	189	4	43	43	43

S. Bandit

Band 27 720 72 168 189 4 35 20 75

Marching Band

Duels and Persuades:

Zhao Yun vs. Zhang He

Hints:

1. Liu Bei escape as fast as he can. Other units should work to buy some time.
2. Leave Zhang He to Zhao Yun.
3. Let Liu Bei equip the "Sekitoba"

Zhao Yun shows up in east edge of the map. He is controllable for the entire battle, so have him occupy the east village first.

You have two approaches to this battle. You can either blitzkrieg Guo Tu and end the battle in a few turns, or you can have Liu Bei escape the battle. Depending on which option you take, the troop selection will differ as well.

If you opt to defeat Guo Tu, you must do so within the first 5 turns. Do this by moving towards his army in the first turn. He must move next to you and attack or cast a strategem for the strategy to work. If he keeps his distance you will have to retreat and try again. If he does move next to you, confuse Guo Tu and as many enemy units that are next to your own troops in the second turn using either the support strategem "Kyogen" or the item "Hi no maboroshi". Now attack him with all your might. Having multiple units using "Mizu no chikara" on a strong unit next to Guo Tu, dealing multiple direct attacks will make this task simple. However, the cost of Gold would be quite staggering. You will also need to equip "Sekitoba" on a spare unit to raid the treasury in the east for the "Sanzoku no chikai" because Zhao Yun is too slow to reach it in time.

If you opt to have Liu Bei escape, you should buy a single "Mizu no chikara" and equip it on Fan Gong, if possible. In the first turn, move Liu Bei eastwards. Then have Li Ming move towards Liu Bei and casts "Kaiki" on Liu Bei so he can move again. This time he should be able to move almost to the end of the cliff and still be within 8 panels from Li Ming. Now move Fan Gong east towards Li Ming, and use "Mizu no chikara" on Li Ming. Li Ming can then move within range of Liu Bei and cast "Kaiki" on him again, enable Liu Bei to move a third time within the first turn.

Move Zhao Yun to raid the granary and any of your units except Liu Bei raid the treasury as they pass by. Zhao Yun will reach the granary at turn #5 if you head directly for it.

Liu Bei will have to get past an enemy infantry and martial artist unit. In order to do this, move Liu Bei along near the cliff (but don't let it slow you down), and the two enemies will also move upwards. Now the bottom of the path is wide open so Liu Bei can quickly pass and

At around turn #5, enemy reinforcements will appear from the northwest on the upper path and southwest on the lower path. Liu Bei should be

just above the southwest reinforcements, but he isn't close enough to the fortress. The reinforcements can occupy the fortress and foil your escape, so you need to lure them away from it. To accomplish this, move Liu Bei to the panel right under the cliff, directly north of the fortress. Now the reinforcements will move north instead of occupying the fortress. This way you can safely escape in the next turn.

This walkthrough will continue as if Victory condition #2 is achieved.

Yanzhou Camp

Zhao Yun officially joins your army. This time it's permanent, so let him equip a "Shunme".

It is recommended to class change Zhao Yun and Guan Yu (whom will rejoin your army 2 battles later) to all-purpose classes, martial artist and tribe that excel in direct attacks, strong elemental strategem, as well as multitarget healing strategem. Not only can they deal with every kind of enemy, but also act as healers and tanks as well as enter many types of terrain. Such units are best handled by officers with overall high stats.

If you have followed this walkthrough you should have the "Bujutsu shinansho" as the reward for clearing the optional Battle of Pengcheng. In the next battle you can raid the southeast treasury for the "Ibunka no shirushi". The high defense bonus of the Tribe is highly compatible with Guan Yu's Lead stat of 100, so class change Guan Yu to Tribe and Zhao Yun to Martial Artist. Their original cavalry class does not allow them to use much strategem or make diagonal attacks, which doesn't do justice to their amazing overall high stats. In addition, they won't need to lose levels just to upgrade their class anymore. There is also one other advantage to class changing Guan Yu from his cavalry class that may not be apparent right away...

Of course you don't have to do this, but know that they will not be at their maximum potential by staying in the cavalry class.

Talk to any one of Mi Zhu, Sun Qian, Jian Yong, or Mi Fang to move out.

Battle #18

Battle of Gucheng
(Kojou no tatakai)

Victory condition:

Direct contact with ???

Turn limit: 40

```
fffff   ffffff   mm
fffff   ffffffff   m
fffff   ffffffff   m
ffff    ffffffff
fff     ffffff
fff     fffff
ff      ff       mm
f              mmmm
f D              mmmm
```


Trainer	28	1010	74	305	174	4	75	25	40
Beast Trainer									
Martial Arts	27	870	71	238	220	5	60	40	40
Martial Artist									
Martial Arts	27	870	71	238	220	5	60	40	40
Martial Artist									
Martial Arts	26	850	70	233	215	5	60	40	40
Martial Artist									

Duels and Persuades:

Any unit vs. ??? (no level up)

Hints:

1. Beast Trainers can use healing strategems, so take them out first.
2. The strategems "Shousekiryu" and "Shouseiryu" makes defeating enemies difficult without sufficient levels.
3. Hurry up and contact the enemy leader directly. Even units other than Liu Bei will do.

This is actually a battle with the main objective of an escape. So equip Liu Bei with the "Sekitoba" beforehand. If you have Li Ming, be sure to bring her into the battle.

The enemy units spread themselves thin initially, but they begin to converge as the battle progresses. They could overwhelm you with strong attack strategems "Shousekiryu" and "Shouseiryu" if you are truly surrounded.

Start by moving southeast. You must not cross the line 4 panels north of the southwest village:

```

      mmm
f12L45 mm
ffff  m
  fff
xx    Dx
xxxxxx xx

```

L=Liu Bei, 1 or 2 = Li Ming

This way the two bandits guarding the village and bridge will move north next to 5, because it's all they can reach.

On the second turn move Liu Bei around the bandits and onto the bridge southwest of the village. Li Ming should move near him and use "Kaiki" so Liu Bei can move again. Now have Liu Bei raid the southeast treasury. The Martial Artist near ??? will reappear and move to the far east inside the camp and cast "Shousekiryu". He is now out of the way. The other units continue fighting through the bandit near the village and try to secure and cross the bridge. They should use the stratagem "Kyogen" or "Hi no maboroshi" to confuse the two bandits that you just lured away from the bridge to keep the escape path cleared. If any of your units are trapped before they can cross the bridge, they will be ganged up and not likely to survive. If you do not prevent the two bandits from coming down to block your escape, count on losing a few units.

On the next turn Move Liu Bei in front of the gate of the enemy camp.

Li Ming should cast "Kaiki" on Liu Bei again and Liu Bei continue moving towards the southwest treasury. The other units should continue crossing the bridge. When all surviving units have crossed the bridge, move a high defense unit to block the bridge and another healer to keep the tank alive.

Finally, except for the two units that blocks the south end of the bridge, all units that has crossed the bridge should block the guards of ??? and raid the granary. You can finish the battle by moving any unit next to ??? However, if you can defeat ??? with indirect, diagonal attacks and strategems, you will get 700 Gold in addition to the EXP for the unit dealing the final blow to ???.

If you want to defeat all enemies before achieving the Victory condition, it is essential that you conserve your SP for casting "Enjo" exclusively. As before move your units across the southwest bridge, and keep two units blocking the bridge with your other units defeating the bandit and the martial artist guarding ???. Once that is done, return to the bridge and arrange your units into the Bridge Formation. Spend SP only on "Enjo" and try to take out one unit per turn. You can attack directly a target on the bridge bear the south bank with 3 units. Add in two archery units and you can make 5 attacks on a single unit without spending SP. The total number of enemies north of the river is only 10, so the turn limit isn't a problem. You will need to have enough SP to cast "Enjo". The river is too wide for them to cast attack strategem across the river (except for where the river flows around a kink). Only the two units on the bridge can attack you, but any unit on the bridge near the north bank cannot attack you directly so this will make them more likely to cast an attack strategem. Don't count on their SP to deplete before your own though.

After the battle, Zhang Fei rejoins your army. Enter Gucheng when you return to the map. Give him back his "Dabou" that you gave away back in Xiapi.

Gucheng

There's nothing but a Meeting Place, so that's the next destination.

Talk to Sun Qian, Mi Zhu will then show up. So talk to Mi Zhu and learn that Cao Cao's army is coming this way and is currently in Yinchuan. The next campaign is now open. Talk to Zhang Fei to move out.

Battle #19

Battle of Yinchuan
(Eisen no tatakai)

Victory condition:

Defeat Cai Yang

Turn limit: 30

```
mmmmmmmmmmff x  fffffff
mmmmmmmmmmff xx  fff
mmmmmmmmfff  xx
```

```

mmmmmmfff  xx
mmmm  ff
mmmm      xx D
      Q      xxxxxx
xxxxx  xxxx  mmmm x xxxx
x      x      mmmmmmmmm  xxxxx
x B B  B  x      mmmmmmmmmmm  xxx
x      x      mmmmmmmmmmmmmmm
x B B  B      mmmmmmmmmmmmmmmfff
x      mmmmmmmmmmmmmmmffff
x B B  T Bx  mmmmmmmmmmmmmmmfffff
x      x      mmmmmmmmmmmmmmmffffff
xxxxxxxxxxx  mmmmmmmmmmmmmmmffffff

```

x: cannot enter
f: forest
m: mountain
Q: fortress
D: village
B: barracks
T: treasury

Treasures:

T(14,8): Moutoku shinsho (Intel +6)

Bonus:

700 Gold

Units:

Allies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Reinforcements

Guan Yu (stats are identical to just before he left)

Guan Ping	31	1150	54	306	282	5	80	78	74
M. Cavalry									
Zhou Cang	31	1000	64	306	296	4	85	82	40
M. Bandit									

Enemies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Cai Yang	34	1075	72	252	256	4	53	40	39
M. Infantry									
Zhu Ling	31	1000	68	271	280	4	74	69	35
M. Infantry									
Lu Zhao	30	975	66	250	261	4	65	61	42
M. Infantry									
Infantry	29	950	64	212	248	4	40	55	30
M. Infantry									
Archery	29	950	64	231	172	4	40	25	60
M. Archery									
Archery	28	925	63	226	168	4	40	25	60
M. Archery									
Archery	27	900	61	220	164	4	40	25	60

M. Archery									
Cavalry	27	1030	48	237	203	5	55	40	30
M. Cavalry									
Cavalry	26	1000	47	232	198	5	55	40	30
M. Cavalry									
Cavalry	26	1000	47	232	198	5	55	40	30
M. Cavalry									
Bandit	29	960	61	221	221	4	43	43	43
M. Bandit									
Bandit	28	940	60	216	216	4	43	43	43
M. Bandit									
Band	28	740	74	172	194	4	35	20	75
Marching Band									
Martial Arts	29	910	75	250	231	5	60	40	40
Martial Artist									

Duels and Persuades

Guan Yu vs. Cai Yang

Hints:

1. Move across the bridge and engage the enemy.
2. The treasury holds "Moutoku shinsho".
3. Leave Cai Yang to Guan Yu.

Move west and arrange the bridge formation on the east bank. Send a unit to the west end of the bridge to lure some enemies out. Liu Bei should camp in the village and heal every turn.

Once you have secured the bridge, cross it and defeat rest of the enemies near the fortress and occupy it. Heal your units to maximum HP before continuing to the east gate of the enemy camp.

On turn #8, Guan Yu, Guan Ping, and Zhou Cang will appear in the northwest and join the battle. Move them outside the north gate of the enemy camp to draw out enemies to fight. Guan Ping can heal with "Enjo", but you should still send another healer unit or two to ensure their safety. Try to leave the final blows to Guan Yu so he can level up.

When enemies stop coming out of the two gates, only a few guards around Cai Yang are left. So raid the treasury and take out the guards before commanding Guan Yu to duel Cai Yang and finish the battle.

Yinshuan Camp

After Guan Yu introduces Guan Ping and Zhou Cang, he rejoins your army. Guan Ping and Zhou Cang follow suit. Remember that you can class change Guan Yu to Tribe.

Give Zhao Yun the "Moutoku shinsho" you just raided from the treasury in this battle so you can raise Zhao Yun's Intel to 90. His fire attack strategems will be quite powerful.

Now you must decide whether you will ally with Liu Pi and fight Cao Cao, or escape directly to Xiangyang. Choosing the former gives you the opportunity to recruit Liu Pi, while the latter option gives you extra 2000 Gold upon your arrival in Xiangyang. Talk to Guan Yu when you have decided. This walkthrough continues as if the decision to

fight Cao Cao is made. If you choose to escape, skip the next section to the part after Liu Bei arrives at Xiangyang. This walkthrough will continue as if you had chosen to fight.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Guan Ping M. Cavalry	31	1150	54	306	282	5	80	78	74
Zhou Cang M. Bandit	31	1000	64	306	296	4	85	82	40

Guan Ping is a cavalry unit, but your class change items are better off to be used on Guan Yu and Zhao Yun. He does have a healing strategem so he can support other units from the back as well. Zhou Cang has high Power and Lead for a bandit and he is already in the second level of the bandit class, so he is a pretty good frontline fighter for the time being. Although not as prolific as Liu Bei, Guan Yu, and Zhao Yun, these two officers still have some duels that they can initiate. These two will also serve as designated units in a decisive battle sometime later, so don't neglect them even though they may not be your favorites.

Runan

In the Meeting Place, talk to Liu Pi, then talk to Sun Qian. Now move to the Gathering Place and talk to Zhao Yun. Go back to the Meeting Place again and talk to Liu Pi and the next campaign will be available. The item shop here is the only one you can access for now.

Item Shop:

Mugi	250	HP medium recovery
Kanbouyaku	1000	HP medium recovery for multiple units
Youjutsu no kusuri	1000	SP small recovery
Hi no maboroshi	100	Confuses one unit
Ki no hikari	200	Cures Confuse and Berserk
Bakudan	500	Damages enemy, can be used by all units
Shousekiryu no sho	600	(strong fire) vs. one unit
Shoukokuryu no sho	600	(strong water) vs. one unit

This is the first shop selling SP recovery items. However, at the cost of 1000 Gold, "Youjutsu no kusuri" is way overpriced for a measly 15 SP worth of recovery. You're better off replenishing "Ki no hikari" now that you have a few new recruits and perhaps some level differences that you can take advantage of.

Battle #20

Battle of Runan
(Jonan no tatakai)

Victory condition:

1. Defeat Cao Ren
2. Liu Bei arrives at the southwestern fortress.

Jia Xue	34	860	85	180	256	3	40	81	96
Supply Unit									
Xu Huang	34	1240	57	356	311	5	91	83	49
M. Cavalry									
Xu Zhu	34	1240	57	381	347	5	97	94	25
M. Cavalry									
Cheng Yu	34	1075	72	240	291	4	25	85	90
M. Archery									
Gao Lan	33	1050	71	306	253	4	75	72	50
M. Archery									
Xiahou Yuan	34	1240	57	354	322	5	90	86	52
M. Cavalry									
Yu Jin	33	1050	71	258	281	4	60	62	52
M. Infantry									
Cao Chun	33	1050	71	279	220	4	60	54	51
M. Archery									
Niu Jin	33	1210	56	322	280	5	82	73	35
M. Cavalry									
Archery	30	975	66	236	176	4	40	25	60
M. Archery									
Archery	30	975	66	236	176	4	40	25	60
M. Archery									
Archery	30	975	66	236	176	4	40	25	60
M. Archery									
Cavalry	30	1120	52	254	217	5	55	40	30
M. Cavalry									
Cavalry	29	1090	51	248	212	5	55	40	30
M. Cavalry									
Cavalry	29	1090	51	248	212	5	55	40	30
M. Cavalry									
Cavalry	30	1120	52	254	217	5	55	40	30
M. Cavalry									
Bandit	29	960	61	215	202	4	43	43	43
S. Bandit									
Bandit	30	980	62	226	226	4	43	43	43
M. Bandit									
Band	29	760	76	176	198	4	35	20	75
Marching Band									
Martial Arts	30	930	77	255	236	5	60	40	40
Martial Artist									
Martial Arts	29	910	75	250	231	5	60	40	40
Martial Artist									

Duels and Persuades:

Zhao Yun vs. Xu Zhu

Hints:

1. Engage the enemy in front of the bridge, focus attacks on enemies crossing the bridge, one at a time.
2. Leave Xu Zhu to Zhao Yun.
3. Guard the eastern and western bridges. Liu Bei can escape using the southern bridge.

You have two approaches to this battle. Either aim to defeat all of the enemies or have Liu Bei escape. If you are at a high level and aims to defeat all enemies, bring in your cavalry units as tanks. If you want to simply escape, you will need to fight in the forest so don't bring any cavalry units.

Defeating Cao Ren is actually quite plausible even with moderate levels. You need to equip Liu Bei with the "Sekitoba" beforehand. At the start of the battle, immediately have him rush for the eastern village across the east bridge. Your other units can arrive within another two turns, or even sooner if you have Li Ming casting stratagem "Kaiki". Arrange your units around Liu Bei in the village so he can cast healing stratagems every turn. Command Zhao Yun to duel Xu Zhu to force him to retreat. Wear down the eastern enemy group this way. Yan Shuang and Zhu Kang will block the west bridge buy you time while you're taking on the eastern group.

Once you take out the eastern enemy group, a small group from the south will arrive. So position your troops around the village to lure the martial artist and archery units across the bridge. You outnumber them, so it will be easier for you to eliminate them instead of using the Bridge Formation as the archery units will keep their distance that way.

After this small group is defeated, Cao Ren's western group has probably broken through the northwestern bridge and on their way here. You need to take a single unit other than Liu Bei that can go through the forest south of the west bank before the large group arrives. This unit should run for the treasury and raid its contents. After you get the treasure, instead of returning move west and enter the southwest fortress to face any pursuers. As long as this unit can heal itself, you can safely resist a few enemies without fear of defeat.

Eventually Cao Ren will cross the east bridge and get blocked by your Bridge formation. You can finish the battle by taking him out, or confuse him and aim for other enemies to gain EXP.

If you opt to escape, move your army south into the woods. Liu Pi will cross the eastern bridge and slow down the eastern enemy group, while Yan Shuang and Zhu Kang will block the northwestern bridge and buy you some time. Focus on defeating the Martial Artist and a couple of Archery units by luring them across the bridge.

On turn #3 Sun Qian will arrive at the battlefield and tell you that Liu Biao has agreed to have an audience with Liu Bei. The Victory condition changes after that.

After you defeat this small group of enemies, wait for the east and west groups to congregate near the bridge. Then rush for the treasury and continue to the southwestern fortress to finish this battle.

After the battle, you leave for Xiangyang. On your way there Liu Pi catches up to you. You have the option to recruit him or not. If you recruit him, he will join your army. Among the mountain units you have enlisted, Liu Pi is actually pretty decent. This walkthrough will continue as if you enlisted him.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Liu Pi	32	1020	65	270	268	4	67	65	59

Even though Liu Pi actually has decent stats, none of the mountain units you enlist are particularly intelligent. If you want to make good

Yi Ji starts with a high level. So you can have your other units cast support strategem such as "Shouga" on Yi Ji repeatedly to level up. Yi Ji isn't actually a good candidate for infantry. So even if he reaches L.40, do not upgrade his class any further. His main purpose is to help Liu Bei, Zhang fei, and your archery units to reach L.40 quickly for the respective class upgrade. Once your other units catch up, you can class change Yi Ji to Bandit class to take advantage of his high Intel casting earth strategem. He will be quite indispensable in siege battles once he learns the multitarget "Seiryu". Liu Feng has average stats, and he will play a minor role on dueling, so he can be of some use. There is a mission later in the game which both officers are designated units to fight the corresponding battles, so do not neglect them if you want to take the mission.

Return to the Meeting Place and talk to Yi Ji, then to Guan Yu. The next campaign will be opened. Talk to Guan Yu to begin the mission.

Battle #21
 Battle of Jiangxia
 (Kouka no tatakai)

Victory condition:

Defeat Zhang Wu

Turn limit: 40

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xxx    ff  sxxxxssssxxsss
  xx          ss  ssxxxxs
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xxx   xxxxxxxxxxxx  sssTxxx
  x   xxxxxxxxxxxx  sssssxx
  x   xxxxxxxxxxxxssssssssx
  xx  sxxxxxxxxxxxxxxxxssssssss
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  xx   xxxxxxxxxxxxxxxxxxxssssss
xxx   xxxxxxxxxxxsxxxxxxxxsxxx
  x   sxxxxxxxxssssxssssssss
xx   sssssssssxBBsssBsTs
x  fff  sssssssssssssssss
  ffffff  D  sssssssBssBBsss
  ffffffff  sssssxsTssssBs
  ffffffff  ssssxsssBssss

```

x: cannot enter
 f: forest
 s: rough
 D: village
 B: barracks
 T: treasury

Treasures:

T(8,29): Oojiware no sho (Medium earth vs. multiple units)

T(14,31): 500 Gold

T(19,25): Gungakufu (class change to Marching Band)

Bonus:

800 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhang Wu	37	1120	71	292	272	4	64	52	18
M. Bandit		[Tekiro]							
Chen Sun	34	1060	67	279	256	4	65	51	14
M. Bandit									
Bandit	32	1020	65	236	236	4	43	43	43
M. Bandit									
Bandit	31	1000	64	231	231	4	43	43	43
M. Bandit									
Bandit	31	1000	64	231	231	4	43	43	43
M. Bandit									
Bandit	30	980	62	226	226	4	43	43	43
M. Bandit									
Bandit	30	980	62	226	226	4	43	43	43
M. Bandit									
Archery	33	1050	71	251	187	4	40	25	60
M. Archery									
Archery	33	1050	71	251	187	4	40	25	60
M. Archery									
Cavalry	31	1150	54	259	221	5	55	40	30
M. Cavalry									
Cavalry	31	1150	54	259	221	5	55	40	30
M. Cavalry									
Trainer	33	1160	84	340	194	4	75	25	40
Beast Trainer									
Trainer	33	1160	84	340	194	4	75	25	40
Beast Trainer									
Martial Arts	33	990	82	272	251	5	60	40	40
Martial Artist									
Martial Arts	33	990	82	272	251	5	60	40	40
Martial Artist									
Tribe	32	1330	60	196	322	5	30	70	40
Tribe									
Tribe	30	1270	57	187	309	5	30	70	40
Tribe									
Tribe	31	1300	59	191	315	5	30	70	40
Tribe									

Duels and Persuades:

Zhang Fei vs. Chen Sun

Zhao Yun vs. Zhang Wu

Hints:

1. Go through either path and keep your forces together.
2. Leave Chen Sun to Zhang Fei.
3. Zhang Wu possesses the fine horse "Tekiro". Command Zhao Yun to duel him to acquire it.

Did you class change Guan Yu and Zhao Yun as I've suggested? If not, you'll need to wait for them to get across the rough savanna terrain. When you get near the large mountain in the center of the map, take the north route. Engage the enemy near the northern village and occupy the village with Liu Bei to heal every turn. If Li Ming is with you and Liu Bei has the "Sekitoba" equipped, this will be easy to accomplish.

Once Liu Bei is stationed inside the village, you can safely take out the rest of the northern group with strong healing support. The south group will begin to circle around the central mountain and attack from behind, so finish off the north group quickly and turn your formation around and start taking out the southern group that just arrived from the west. They will be apreaded out, one or two at a time. So you can take them out individually. Meanwhile have Zhang Fei approach the enemy camp. His movement cost is doubled on rough terrain so you will need to move him early.

Once both enemy groups are eliminated, heal your army up and continue south. Lure out Chen Sun and command Zhang Fei to duel him. Meanwhile send a unit to raid the treasury west of Zhang Wu. Finally, when only Zhang Wu is left, send a unit to raid the treasury north of Zhang Wu. This will make him move towards you, so you can command Zhao Yun to duel him and receive the fine horse "Tekiro", which can only be acquired if he is defeated in a duel.

Once the battle is over, move to Xiangyang and report to Liu Biao in the Meeting Place.

Jiangxia

Weapon Shop:

Kantou	800	Power +3 (Bandit, S. Inf, Tribe)
Senkafu	950	Power +4, Lead-2 (Bandit, S. Inf, Tribe)
Koujou	700	Power +2, Lead +2 (Bandit, S. Inf, Tribe)
Toushido	750	Power +3 (M. Archery)
Shuhou	500	Power +2 (L. Archery)
Gouhou	800	Power +3 (L. Archery)
Kenkonchoukiken	1000	Power +4 (Martial Artist)
Keisouenouetsu	1100	Power +3, Lead +3 (Martial Artist)
Ryuseisui	2000	Power +2, Movement +1 (Martial Artist)
Ryuuben	900	Power +4 (Beast Trainer)
Tetsusen	400	Power +3 (Sorcerer)
Usen	450	Intel +1 (Sorcerer)

Note that there are two pages of merchandise list. The Ryuseisui is the first weapon available that can improve the Movement of equipped unit. It is slightly more expensive than "Shunme", but it can be equipped on a unit along with a horse so that both contribute to bonus movement.

Item Shop:

Mame	100	HP small recovery
Kizugusuri	500	HP small recovery for multiple units
Youjutsu no kusuri	1000	SP small recovery
Shousekiryu no sho	600	(strong fire) vs. one unit
Shoukokuryu no sho	600	(strong water) vs. one unit
Shouseiryu no sho	600	(strong earth) vs. one unit
Shouhakuryu no sho	450	Receives double EXP on the next action

Xiangyang

Go to the Meeting Place and talk to Liu Biao. Afterwards return to Xinye to continue.

Xinye

Go to the Meeting Place first. Talk to Zhao Yun and Liu Qi will show up. Talk to Liu Qi then talk to Yi Ji.

Now go to the Pub and talk to Sima Hui. Return to the Meeting Place and fetch Guan Yu and Zhang Fei before leaving Xinye.

Longzhong

Go to Kong Ming's Hut. Talk to the young boy then talk to Guan Yu. Return to Xinye for now.

Xinye

Leave the Meeting Place and go to the Gathering Place. After the event, Xu Shu will join your army temporarily.

Army Rank Lv maxHP maxSP Attack Defense Move Power Lead Intel
Xu Shu 36 1025 110 205 281 4 44 85 97
Sorcerer

This will be your first Sorcerer, albeit a temporary one. This class wields an extensive library of fire, water, earth attack strategem as well as various healing and support ones, which is highly compatible with the high Intel of Xu Shu. The only notables missing from his repertoire are wind strategem exclusive to cavalry and marching band units. You only get to fight in one battle with Xu Shu for now, but perhaps one day there will be a reunion.

Leave Xinye and head for Longzhong once more.

Longzhong

Enter Kong Ming's Hut. Talk to the young boy, then talk to Zhuge Jun twice. Return to Xinye afterwards.

Xinye

Go to the Meeting Place and talk to Xu Shu. The next campaign will be available. Talk to Guan Yu to move out.

Battle #22
Battle of Nanyang
(Nanyou no tatakai)

Victory condition:

Defeat Cao Ren

Infantry	33	1050	71	231	270	4	40	55	30
M. Infantry									
Infantry	33	1050	71	231	270	4	40	55	30
M. Infantry									
Infantry	33	1050	71	231	270	4	40	55	30
M. Infantry									
Infantry	33	1050	71	231	270	4	40	55	30
M. Infantry									
Archery	35	1100	74	262	195	4	40	25	60
M. Archery									
Archery	35	1100	74	262	195	4	40	25	60
M. Archery									
Archery	34	1075	72	256	191	4	40	25	60
M. Archery									
Archery	32	1025	69	246	184	4	40	25	60
M. Archery									
Archery	32	1025	69	246	184	4	40	25	60
M. Archery									
Archery	33	1050	71	251	187	4	40	25	60
M. Archery									
Cavalry	33	1210	56	270	231	5	55	40	30
M. Cavalry									
Cavalry	32	1180	55	265	226	5	55	40	30
M. Cavalry									

Duels and Persuades:

Zhang Fei vs. Lu Xiang

Zhao Yun Vs. Lu Kuang

Hints:

1. Leave Lu Xiang to Zhang Fei. Zhao Yun can take out Lu Kuang.
2. Attack from the innermost gates (the eastern gates, closest to Cao Ren).
3. Enter the formation and take out the enemies while they are in disarray.

At the start of the battle, Xu Shu will advise Liu Bei that the enemy is using the formation "Hachimonkinsa no jin". It is impenetrable from the front, so you need to approach from the side. Attack either one of the two eastern innermost gates of the enemy camp.

Lu Kuang and Lu Xiang will charge at your army along with two archery units, so command Zhang Fei to duel Lu Xiang and Zhao Yun to duel Lu Kuang and take them out. The two archery units will be outnumbered, so eliminate them before they can do much damage.

Move towards the southern side of the camp. Move along the south edge of the battlefield and do not approach or kill any of the guards near the gates while you pass the south side of the enemy camp until you have gathered near the southeastern gate. When you have finished gathering there, defeat the guard of the southeastern gate.

Charge into the gate and the enemy will be confused. They will move about and seldom attack you. Focus your attacks and eliminate all of Cao Ren's troops before defeating him.

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2-3: Hidden Dragon Kong Ming Leaves His Hut
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Xinye

Before continue any further, remove all of Xu Shu's items. He is going to leave your army in a short while.

Talk to Xu Shu twice then talk to Zhang Fei. Talk to Xu Shu again then talk to Zhang Fei. Liu Bei will fetch Guan Yu and Zhang Fei to visit Longzhong again.

Longzhong

Enter Kong Ming's hut. Talk to the young boy then talk to Guan Yu, Guan Yu and Zhang Fei will wait outside. Talk to the young boy twice and Zhuge Liang will show up. You will have 4 options:

- Ask
- Listen
- Persuade
- Cry

Choose "Persuade" first, followed by "Ask", then "Listen", then "Ask", and finally "Cry" to successfully persuade Zhuge Liang.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhuge Liang	41	1150	122	224	340	4	44	94	100

Sorcerer

After Xu Shu leaves, Zhuge Liang joins as a sorcerer and his stay is quite permanent. He will be the workhorse of your army in most of the subsequent battles in the game, so be sure to give him Movement increasing equipment. The sorcerer also features extremely high SP growth, so he benefits the most from the SP regenerating effects of the villages and fortresses on the battlefield. As he levels up he will learn even more powerful strategem.

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2-4: Cao Cao's Southern Campaign

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Xinye

Before continue further, note that this is your last opportunity to do some shopping before a series of demanding battles (including your first Consecutive Battles). Besides the class upgrade items, you may also want to pick up the "Ryuseisui" for your slower units or some expendables like "Ki no hikari" and "Hi no maboroshi". Remember that Xinye has no shop of its own.

Talk to the military officer then talk to Zhuge Liang. Now you have a choice of two battles to make. Talk to Zhuge Liang to being the Battle of Bowanpo, or talk to Zhang Fei to start the Battle of Xinye. The former choice is a good opportunity to train and level up some of your lower leveled units that you may want to use later on. The latter choice is unique in that your army is defending a city instead of attacking one. The first battle provides more opportunity to gain EXP and level up. Strategies for both battles are covered. However, this walkthrough will continue as if Zhuge Liang's suggestion is taken.

Archery	37	1150	77	272	203	4	40	25	60
M. Archery									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Cavalry	38	1360	63	298	255	5	55	40	30
M. Cavalry									
Cavalry	38	1360	63	298	255	5	55	40	30
M. Cavalry									
Cavalry	39	1390	64	304	259	5	55	40	30
M. Cavalry									
Cavalry	39	1390	64	304	259	5	55	40	30
M. Cavalry									
Cavalry	40	1420	65	309	264	5	55	40	30
M. Cavalry									
Infantry	38	1175	79	255	298	4	40	55	30
M. Infantry									
Infantry	38	1175	79	255	298	4	40	55	30
M. Infantry									
Martial Arts	38	1090	91	300	277	5	60	40	40
Martial Artist									
Band	40	980	98	219	247	4	35	20	75
Marching Band									

Duels and Persuades:

Guan Yu vs. Li Dian

Hints:

1. Follow Zhuge Liang's instructions and have Zhao Yun lure out Xiahou Dun.
2. Leave Li Dian to Guan Yu.
3. Defeat Xiahou Dun last. The more enemy units you defeat, the more EXP points and Gold you earn.

Start by moving Zhao Yun east for 7 panels (it's possible to do this in one turn provided that you equip Zhao Yun with a rare horse, but this really isn't necessary). Don't go too far beyond that, as Zhao Yun may get surrounded and not be able to return. This will provoke Xiahou Dun to command his entire army moving west. Meanwhile start moving all your non-hidden units towards the central village. Any mountain units you have should be put into this formation starting from position 1. If you had class changed Zhao Yun into martial artist, let him occupy position 1.

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When Xiahou Dun enters the narrow path between mountains east of the

village, Zhuge Liang will give the command to initiate a fire strategem. This part is different between the SFC original and the GBA port. In the original the HP of the entire enemy army is lowered to 25% of their max HP, AND they are confused. In the GBA port they only lose HP and do not get confused.

If you arranged your mountain units into the formation described above, you can prevent the flames from spreading to where the units are, and allow a shortcut for your mountain units to circle around Xiahou Dun.

Once the fire attack succeeds, the enemies will stay at their current location and cure themselves rather than advance. All your hidden units will now come out. The path between the rows of fire is rather narrow, and Xiahou Dun is inside, so your mountain units should move east outside this path and leave this narrow path to your other units that cannot enter mountain regions. You can only have one unit get past Xiahou Dun per turn without using "Kaiki", so cast "Kyogen" on him to keep him confused will make this task easier. Defeat all of Xiahou Dun's

At turn #15, Xiahou Dun will order his troops to attack, but by then you should be pretty much done with most of them. After defeating all enemies except for Xiahou Dun, you can take him out however you see fit.

Battle #23B
Battle of Xinye
(Shinya no tatakai)

Victory conditions:

1. Defeat Xiahou Dun
2. Zhuge Liang raids the granary

Turn limit: 40

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xxxxxxxxx mmmmmmm x B
x x mmmmmmm
x x xx x mmmmmmm B B B
xx x mmmmmmm x B
x xx xx x mmmmm x B
x x mmmmm xxxxx xxx
xxxx xxxx mmmmm
xxxx xxxx mm
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ff
m m D ffffffff
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mmmmmmmm ffffffff
mmmmmmmmmm ffffffff
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x: cannot enter
f: forest
m: mountain

Reinforcements

Xu Huang	40	1420	65	399	348	5	91	83	49
M. Cavalry									
Archery	36	1125	76	267	199	4	40	25	60
M. Archery									
Archery	36	1125	76	267	199	4	40	25	60
M. Archery									
Archery	36	1125	76	267	199	4	40	25	60
M. Archery									

Duels and Persuades:

Zhang Fei vs. Yu Jin

Hints:

1. Fortify the east and south city gates.
2. Leave Yu Jin to Zhang Fei.
3. One strategy is to equip Zhuge Liang with "Sekitoba" and have him raid the granary.

Despite the hint suggesting that you need to defend the city, you should move all your army out of the east gate. Your mountain units station near the mountains just outside of east gate, supporting your cavalry units. Liu Bei, Zhuge Liang and your archery units should continue north and east around the large mountain in the center of the map. Do not come out of the forest until the enemy main group has already gone past the southern edge of the mountain and is approaching the east gate. It may be difficult to move Zhang Fei next to Yu Jin for the duel though, considering the narrow space and the large number of units involved. Also, if you had followed my suggestion to class change Guan Yu and Zhao Yun into mountain units, along with other mountain units such as Li Ming and Fan Gong, you can even end the battle by defeating Xiahou Dun within a turn or two as he passed the southern edge of the mountain. But if you do it this way, you won't get the EXP bonus for raiding the granary.

Lure the enemies to the east gate. The proximity of mountains and castle walls will render their faster cavalries ineffective. When Zhuge Liang enters the enemy camp, Xiahou Dun will be alerted, so it is best to just have Liu Bei and archery units clear out Li Dian and a few units near the granary first before letting Zhuge Liang in. This way Zhuge Liang can rush for the granary when the coast is clear. Use the barracks to regenerate HP in addition to casting healing strategem. Liu Bei and the two archers should stand sward south of the granary to block the enemy cavalry and marching band unit while Zhuge Liang reaches his goal from the east.

At around turn #8, enemy reinforcements arrive near the west gate. But since the city is evacuated, it will take them some time before reaching the east gate where the heat of the battle is. Meanwhile with a clear path ahead, Zhuge Liang should have no problem raiding the granary and finish the battle.

Xinye

In the Meeting Place, talk to Song Zhong then talk to Zhuge Liang. A messenger will show up so talk to the messenger next. Guan Yu and Yi

Ji are sent to Jiangxia to ask Liu Qi for help, so they won't be available in the next few battles. The next campaign is now open. Talk to Zhuge Liang to move out. Just before you do though, a little complication presents itself.

You are given the option to go to Xiangyang or Jiangxia. If you choose the first choice you will battle in Xiangyang and then in Changbanpo, while the second choice will start you in Changbanpo directly, skipping Xiangyang. It is recommended to go to Xiangyang, as the special item in the treasury is worth the trip. This walkthrough will continue as if the first choice is taken. But if you opt to go to Jiangxia, skip the next battle and resume from the Battle of Changbanpo.

Battle #24
Battle of Xiangyang
(Jouyou no tatakai)

Victory condition:

Defeat Cai Mao

Turn limit: 20 [14]

```
xxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx  xxx A      Tx  xx
xx xx          xxQ xx
xx           x  x  xx
xx          xxx   xx
xx          xxxx  xxxxxx
xx Tx   xxxx  xxxxxxxx
xx xxx      Q  xxxxxxxx
xx        x  x  xx  xx
xx       xx  x  xx  xxx
xx xx          x  xx  xxx
xx xx          xxxxxx xxxx
xxxxxxx      xxxxxx xxxx
xxxxxxx     xxxxxxx  xx
xxxxxxx    xxxxxxx  x
```

```
xx
xxxx
xxxxx          ffff
xxxxxx        ffffffff
xxxxxx        ffffffff
xxxxxx        ffffffff
```

x: cannot enter
f: forest
Q: fortress
A: granary
T: treasury

Treasures:

A(4,11): Kyuumeiyaku (HP large recovery for multiple units)
T(4,17): Iten no ken (Power +8. All)
T(9,6): Touchugai (Lead +6, Intel -2. All)

Bonus:

900 Gold (only if you attain victory condition on or before turn #14).
All surviving units gain 50 EXP points (only if you attain victory condition on or before turn #14).

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Civilians	1	200	0	49	49	3	10	10	0
Civilians									
Civilians	1	200	0	49	49	3	10	10	0
Civilians									
Civilians	1	200	0	49	49	3	10	10	0
Civilians									

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Cai Mao	42	1275	85	325	343	4	70	67	68
M. Infantry									
Wen Pin	39	1390	64	368	330	5	84	78	24
M. Cavalry									
Wang Wei	38	1360	63	277	249	5	40	36	58
M. Cavalry									
Kuai Yue	39	1200	80	267	210	4	29	26	74
M. Archery									
Zhang Yun	39	1200	80	287	294	4	59	50	60
M. Infantry									
Wang Can	38	940	94	205	247	4	30	28	70
Marching Band									
Infantry	35	1100	74	240	281	4	40	55	30
M. Infantry									
Infantry	35	1100	74	240	281	4	40	55	30
M. Infantry									
Infantry	34	1075	72	236	276	4	40	55	30
M. Infantry									
Archery	35	1100	74	262	195	4	40	25	60
M. Archery									
Archery	35	1100	74	262	195	4	40	25	60
M. Archery									
Archery	35	1100	74	262	195	4	40	25	60
M. Archery									

Duels and Persuades:

Zhao Yun vs. Zhang Yun

Hints:

1. Arrival of enemy reinforcements is imminent. Attack with your full power before they arrive.
2. Leave Zhang Yun to Zhao Yun.
3. The treasury holds "Iten no ken", be sure to raid it.

Let's clarify a few points before we begin. First, you're here to loot treasures, so make that your priority. Get in, get the goods, and might as well get Cai Mao before getting out. Second, even though the

Civilians are considered allies. They are not assets, but liabilities that you need to protect from harm. Severe consequences await those who lose all 3 of them. Third, your turn limit is actually 14, not 20 as suggested by the Victory conditions menu.

Start off charging towards the city gate. Li Ming and Sun Qian (if the Supply Unit reaches L.40) have "Kaiki" that can be casted on frontline units to attack the guards repeatedly. Command Zhao Yun to duel Zhang Yun to speed up the process.

Send a fast unit to raid the treasuries and granary, starting from the western treasury. You will also need a few infantry units to distract the enemies while the fast unit runs between the various treasuries and granaries. After you get to the northeastern treasury, you can make a pincer attack on the enemy units right before the path leading to Cai Mao.

At turn #15 Zhuge Liang will tell you that Cao Cao's forces has already reached Xinye, and Liu Bei will order the army to leave for Jiangxia immediately, so you must finish looting and ideally defeat Cai Mao on or before turn #14.

Battle #25-1
Battle of Changbanpo I
(Chouhanha no tatakai I)

Victory conditions:

1. Defeat Cao Cao (sometimes "Defeat all enemies")
2. Civilians evacuate to the southeastern village

Turn limit: 70

```
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmfff  x
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmfffff xxx
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmfffffff xx
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ffffffff
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ffffffff
f    mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ffffffff
ff   mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ffffffff
fff  mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ffffffff
fff  D mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ffffffff
fff   mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ffffff
ffff  mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm ff
fffff                                     xx
fffff          ff                       xx
fffff          fff D                     x
ffffff          ff                       xxx
fffffff                                     xx xxx
fffffff                                     xxx x  f
fffffffffffffffffffff ffff  xx          f
fffff ffffffffffffffffffffff x          ff
fffff xxfffffffffffffffffffff xx f      ff
fffff xxx ffffffffffffffffffffff xx ff  ff
fffff xxx ffffffffffffffffffffff xx fff  ff
ffffff  ffffffffffffffffffffff xx ffff  D  f
fffffffffffffffffffffffffffff xx ffffff
```


x: cannot enter
f: forest
m: mountain
D: village

Treasures:

(none)

Bonus:

[INVALID] For some reason even if you do defeat Cao Cao, the battle will sometimes still continue and only after you defeat every enemy does the battle end and continues onto part II.
All surviving units gain 50 EXP (exclusive to Victory condition #2).

Units:

Allies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Civilians	1	200	0	49	49	3	10	10	0
Civilians									
Civilians	1	200	0	49	49	3	10	10	0
Civilians									
Civilians	1	200	0	49	49	3	10	10	0
Civilians									

Enemies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Cao Cao	53	1810	82	460	530	6	75	98	100
L. Cavalry	[Iten no ken, Goshi no heihousho, Gyokuji]								
Cao Ren	43	1300	87	360	381	4	80	79	62
M. Infantry									
Li Dian	42	1275	85	331	356	4	72	73	47
M. Infantry									
Xiahou Dun	43	1510	69	465	408	6	95	87	60
L. Cavalry									
Xiahou Yuan	43	1510	69	417	380	5	90	86	52
M. Cavalry									
Yue Jin	43	1510	69	365	340	5	74	74	39
M. Cavalry									
Zhang Liao	43	1300	87	393	408	4	90	87	80
M. Infantry									
Xu Zhu	43	1510	69	450	409	5	97	94	25
M. Cavalry									
Xiahou Jie	42	1170	98	348	320	5	72	55	31
Martial Artist									
Chunyu Qiong	42	1480	68	356	322	5	73	68	62
M. Cavalry									
Xiahou En	42	1220	78	322	331	4	60	58	62
L. Bandit									
Zhang He	42	1480	68	410	380	5	90	88	62
M. Cavalry									
Ma Yan	42	1220	78	323	314	4	65	61	43
M. Bandit									
Jiao Chu	42	1275	85	339	273	4	65	61	34
M. Archery									
Cao Hong	42	1275	85	335	359	4	74	74	47
M. Infantry									
Wen Pin	42	1480	68	388	348	5	84	78	24

M. Cavalry									
Cavalry	39	1390	64	304	259	5	55	40	30
M. Cavalry									
Cavalry	39	1390	64	304	259	5	55	40	30
M. Cavalry									
Cavalry	38	1360	63	298	255	5	55	40	30
M. Cavalry									
Cavalry	39	1390	64	304	259	5	55	40	30
M. Cavalry									
Cavalry	39	1390	64	304	259	5	55	40	30
M. Cavalry									
Cavalry	38	1360	63	298	255	5	55	40	30
M. Cavalry									
Bandit	38	1140	73	265	265	4	43	43	43
M. Bandit									
Bandit	37	1120	71	260	260	4	43	43	43
M. Bandit									
Bandit	36	1100	70	255	255	4	43	43	43
M. Bandit									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									

Duels and Persuades:

(none)

Hints:

1. This is the first of two Consecutive Battles. Units defeated in the first battle will not be deployed in the next (applies to your units, not the enemy's).
2. Station near the central village and keep the enemies away from the civilians.
3. Fire strategems work well against units in the forest. Zhuge Liang holding "Moutoku shinsho" wields tremendous power.

The first Victory condition is weird. Sometimes defeating Cao Cao will end the first battle, but other times defeating Cao Cao doesn't end the battle and instead all enemies must be defeated. I don't know why that Victory condition can fail.

Start off taking out the three bandits to the north. Do not enter the mountain regions, but wait for them to come out before attacking them.

Contrary to what the hint suggests, follow the civilians closely and stay behind them for only 3 panels. This way the enemies won't catch up to you for a significant number of turns. Once the enemy does catch up, keep staying 3 panels behind the civilians to protect them. If you kept the enemies away from the civilians and do not get in their escape route, the civilians should reach the destination on turn #8.

If you want to actually eliminate Cao Cao's army, send a unit to camp in the southeast village so the civilians can't enter it. Now arrange your units in the Bridge formation on the south bank of the bridge. Focus your attacks on eliminating one or two enemies that cross the

bridge. Conserve SP for healing only. You can defeat all of Cao Cao's army and gain a large amount of EXP points with little risk if the Victory condition #1 doesn't trigger. Though this will not give you the 50 EXP bonus to all surviving units.

Battle #25-2

Battle of Changbanpo II
(Chouhanha no tatakai II)

Victory conditions:

1. Defeat Cao Cao
2. Civilians evacuate to the northwestern bridge.

Turn limit: 99

```

          ffffffff x
          ffffffff x
            ffffffff xx ff
            ffffffffm x ffff
x         fffffm x ffffff
xx        fffm x ffffff
xx         mmmmm x ffffff
x          mmmmm x ffffff
x          mmmmm x ffffff
xx        mmmmm x fff
          mmmmm x
xx        mmmmm xx f
xx        mmmmm x f
xx        mmmmm xx ffff
xxx       mmmmm x fffff
xxx       mmmmm fffff
xxxD      mmmmm D fffff
xxx       mmmmm x fffff
xxxx      mmmmm x fffff
xxxxxx    xx ffffff
xxxxxx    D x ffffff
xxxxxxxx  ffffff
xxxxxxxx  ffffff
xxxxxxxx  ffff x ffffff

```

x: cannot enter
f: forest
m: mountain
D: village

Treasures:

(none)

Bonus:

900 Gold

All surviving units gain 50 EXP (exclusive to Victory condition #2).

Units:

Allies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Archery	41	1250	84	292	218	4	40	25	60
M. Archery									
Archery	40	1225	82	287	214	4	40	25	60
M. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									

Duels and Persuades:

Zhao Yun vs. Xiahou En

Hints:

1. Block the southbound enemy units on the north bridge.
2. Zhao Yun can loot the "Seiko no ken" by dueling Xiahou En.
3. Watch out for enemy mountain units that can cross the mountain regions and attack the civilians.

This is the second of the Consecutive Battles. As a rule for these type of battles, your current HP and SP carries over from the first battle. Any unit with HP reduced to 0 will not be deployed. Also if you select the Retreat option from the menu, you will start over from the first of the Consecutive Battles.

The first thing you need to do is recover damage sustained by your units so they won't be taken out in their weakened state.

Although you have seen Xiahou En toting a special weapon in the last battle, you couldn't do anything to get it. However, in this battle, you can command Zhao Yun to duel him to gain this special weapon. Of course, the problem is that he starts all the way at the back of Cao Cao's army, and sending Zhao Yun anywhere near that place is going to get him defeated.

Fortunately Xiahou En will start moving south as soon as the second battle begins, so while the enemy cavalry units will have to circle around the forest, Xiahou En can go through it directly. The problem is how to get to him without having to deal with the archery unit and Ma Yan who is ahead of him, and the two other archery units just a short distance behind him.

The easiest way is to confuse the units ahead of him so that he naturally becomes the first unit to arrive at your location. This way you can run to the west of the north bridge as soon as you are done. But if you don't want the cavalry units to arrive at the same time, you will need to transfer the "Sekitoba" to Zhao Yun and have him run towards Xiahou En to duel him. Afterwards he still has to survive a round of attacks before he can return, so send some diversion units to keep the enemies from ganging up on him.

Once your units (your own or civilians) move near the village south of the mountains, Cao Cao will begin to advance towards you. As usual, arrange the bridge formation west of the north bridge and use "Hi no maboroshi" and "Kyogen" to confuse the units that comes into contact with the formation to cut down the damage your army sustains before the civilians reach their destination. Due to the width of the river, you want to modify your bridge formation in the following fashion to avoid enemy casting strategem from across the river.

```

1 x
2
3     D
4 x
5 x
  xx

```

As the enemy troops pile up on the east bank, some units will try to cross the south bridge, so send two confuse capable units to intercept them as well. If Cao Cao is foolish enough to run up into your Bridge formation, you can choose whether to finish the battle early by taking him out, or by waiting out for the civilians to reach their destination. If you can keep the enemies away from the civilians and you don't get in their way, the civilians should be able to reach their destination on turn #12.

Jiangxia

In the Meeting Place, talk to Liu Qi and Lu Su will show up, so talk to Lu Su afterwards. After Lu Su leaves, talk to Zhuge Liang to advance through the next series of events.

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3-1: Annexation Wars of Southern Jingzhou
=====

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Talk to Zhuge Liang and the next campaign will be available. You now have access to the shops in Jiangxia. The selections remain the same though. The "Ryuseisui" adds a bonus of Movement +1 for the unit that equips it, regardless of class. For units led by officers of low Power, this is a valuable weapon.

Battle #26
Battle of Jiangling
(Kouryou no tatakai)

Victory conditions:

1. Defeat Chen Jiao (replaced by #2 once Zhou Yu's army arrives)
2. Defeat Zhou Yu (replaces #1 once the Victory condition changes)

Turn limit: 30 [15]

```

      xx          mmmmmmmmmmmmmmmmmmmmmmm
      xx          mmmmmmmmmmmmmmmmmmmmmmm
      x           mmmmmmmmmmmmmmmmmmmmmmm
      x          D   mmmmmmmmmmmmmmmmmmmmmmm
                   mmmmmmmmmmmmmmmmmmmmmmm
D x    xxxxx xxxxx mmmmmmmmmmmmmmmmmmmmmmm
      xx    xxxxx xxxxx   ffffmmmmmmmmmmmm
      xx     x         x   ffffffffm
      x  ff  x  xx   x  x   ffffffffm
      x  fff   xx  Qxxx   ffffffm
      xx ffff  x  x   x  x   ffffffm
x   xx  ff   x         x
xxxxxxx       xxxxxx xxxxxx
xxxxxxx       xxxxxx xxxxxx
xxxxxxxxxxxxx

```

xxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxT D
xxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxx

x: cannot enter
f: forest
m: mountain
Q: fortress
D: village
T: treasury

Treasures:

T(18,20): Soujutsu shinansho (class change to Beast Trainer)

Bonus:

1000 Gold
All surviving units gain 50 EXP (exclusive to victory conditions)
Free mode (GBA exclusive)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Chen Jiao	45	1350	90	286	311	5	20	18	74
L. Infantry									
Niu Jin	43	1510	69	388	337	5	82	73	35
M. Cavalry									
Infantry	39	1200	80	259	304	4	40	55	30
M. Infantry									
Infantry	38	1175	79	255	298	4	40	55	30
M. Infantry									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									

Reinforcements

Zhou Yu	49	1350	140	325	362	4	75	88	102
Sorcerer	[Sonshi no heihousho, Eiketsu no ken]								
Jiang Qing	43	1300	87	349	363	5	67	62	64
L. Infantry									
Xu Sheng	43	1300	87	362	357	5	72	59	70
L. Infantry									
Ding Feng	42	1275	85	362	373	5	75	70	65
L. Infantry									
Gan Ning	46	1550	110	485	363	4	91	84	64
Beast Trainer									
Zhou Tai	46	1600	73	454	397	6	87	78	60
L. Cavalry	[Sonshi no heihousho, Eiketsu no ken]								
Lu Meng	46	1375	92	415	430	5	84	80	98
L. Infantry	[Sonshi no heihousho, Eiketsu no ken]								

Ling Tong	46	1600	73	430	377	6	81	71	65
L. Cavalry									
Infantry	39	1200	80	259	304	4	40	55	30
M. Infantry									
Infantry	39	1200	80	259	304	4	40	55	30
M. Infantry									
Cavalry	41	1450	67	315	269	5	55	40	30
M. Cavalry									
Cavalry	41	1450	67	315	269	5	55	40	30
M. Cavalry									
Cavalry	40	1420	65	309	264	5	55	40	30
M. Cavalry									
Cavalry	40	1420	65	309	264	5	55	40	30
M. Cavalry									

Duels and Persuades:

Zhao Yun vs. Gan Ning

Hints:

1. Make a swift attack to take out Chen Jiao and take over the city.
2. The treasury holds "Soujutsu shinansho", which allows class change into Beast Trainer.
3. Leave Gan Ning to Zhao Yun

Ok. This could be the easiest battle or the hardest, depending on what direction you want to approach. If you just want to raid the treasure and spend some quality leveling time with your units, this will be extremely easy. If you want to blitzkrieg Chen Jiao, that's not a difficult thing to do. But if you want to defeat Zhou Yu, it will be a real challenge.

It is fortuitous to know that on turn #3, Zhuge Liang reports that Zhou Yu has defeated Cao Ren and is marching towards Jiangling. On turn #6, he will warn you that Zhou Yu is almost here. On turn #8 Zhou Yu's army arrives. But on turn #16, Zhou Yu's troops are out of provisions and he retreats. Chen Jiao (if he's still alive) also bails as he sees Zhou Yu's retreat as an opportunity to flee.

First, the blitzkrieg approach. You will need to deploy both Li Ming and L.40 Sun Qian equipped with "Ryuseisui" and "Tekiro", the two units with "Kaiki". Equip Zhuge Liang with "Moutoku shinsho" and "Sekitoba" as he will be doing the bulk of the damage. These three will be your stealth group. Your other units will just be for diversion, so as long as they are not too weak, anyone will suffice.

Start off moving your army eastward across the bridge. Your stealth group head towards the treasury south of the city to raid it. Your other units will attack the west gate to lure the enemies in the city towards that gate. When the enemies have taken the bait, rush in with Zhuge Liang and use either "Shousekiryu" or "Shoukokuryu" depending on the weather. Then have one wing unit cast "Kaiki" on this unit to make another attack, then have the other wing unit cast "Kaiki" again to make a third attack within the same turn. If you manage to break through the west gate, help out the assault. If you take out Chen Jiao on or before turn #7, you will receive 1000 Gold and all surviving units will gain 50 EXP.

Second, the easy level-up approach. You will need to deploy Zhuge Liang and Mi Zhu. Other units with support strategem like "Shouga" or "Kobu" should also be deployed to reap the levels. Station Mi Zhu in the village nearby and have him cast "Shouhakuryu" on Zhuge Liang every turn. Zhuge Liang needs to cast "Shouga" on himself every turn (don't worry, he has enough SP to cast it 15 times or more in a row). This way he gains 20 EXP per cast so he gets 3 levels within the 15 turns. At the start send Liu Bei equipped with "Sekitoba" off to raid the treasury south of the city. He should return immediately after doing so and also follow suit casting support strategems on Zhuge Liang. When your other units run out of SP they can just fend off the incoming Wu units. The battle automatically ends after 15 turns with your victory.

Lastly, defeat Zhou Yu. You must have power leveled Liu Bei back in the battle of Xiapi and had Zhuge Liang reach L.65 with "Rakurai learned". Equip Zhuge Liang with "Moutoku shinsho" before the battle begins. Deploy Zhuge Liang, Li Ming and L.40 Sun Qian. Instead of attacking the city, move your whole army to the east edge of the map and wait for Zhou Yu to show up. Once he does, have Zhuge Liang cast "Rakurai" on Zhou Yu and any units nearby. Li Ming and Sun Qian should cast "Kaiki" so Zhuge Liang can cast a total of 3 times within one turn. Your other units can help taking out weakened enemy units inbetween Zhuge Liang's casts so they can get some EXP as well.

No matter what approach you take, after the battle you will have access to both Jiangling and Xiangyang. This walkthrough continues as if you defeated Chen Jiao before Zhou Yu arrives.

The "Soujutsu shinansho" allows class change into Beast Trainer. This class is ideal for officers with high power but low Intel. In addition to the high attack bonus, this class also can enter mountain regions and wield the strategem "Kaiki". The candidates for this class is Ma Chao (who will be joining you six battles later). So hold onto this class change item for now.

Jiangling

GBA version Exclusive
Free Mode:

Battle of Nanyang
(Nanyo no tatakai)

14 turns: 500 Gold
12 turns: 800 Gold
10 turns: 1500 Gold
8 turns: Bujutsu shinansho (class change to Martial Artist)

Be sure to bring Zhang Fei to duel Lu Xiang and Zhao Yun to duel Lu Kuang. Bring Li Ming, L.40 Sun Qian, and Ma Liang (whom you will enlist before your next battle) for their "Kaiki" strategem to use on Zhuge Liang, who should equip the "Sekitoba". There are Movement boosting weapons available in Jiangxia and "Shunme" in Xiangyang so buy and equip them beforehand.

At the beginning, only Lu Xiang, Lu Kuang, and two archery units will come out and fight, so take care of them with Liu Bei, Zhang Fei, and Zhao Yun while other units move to the northeast and gather around the northeastern gate. Have Zhuge Liang soften the guard near that gate up with strong strategem, but do not kill him. Don't get into the range of "Kyogen" of any of the guards to avoid unnecessary risks. Once you take care of Lu Kuang and Lu Xiang's group, also move Zhao Yun near the northeast gate. At the specified turn, have Zhao Yun kill the guard, zhuge Liang should move to within range and use either "Shousekiryu" or "Shoukokuryu" depending on the weather.

As a special bonus, at the end of the battle, all surviving units gain 50 EXP points. This can be done over and over if you wanted to power level any unit without support strategem. This walkthrough will not do more than necessary to win the S rank prize once.

In the Meeting Place, talk to Lu Su then talk to Zhuge Liang. He tells you to go to Jiangxia to recruit Ma Liang. You have access to shops in Xiangyang and Jiangling in addition to those in Jiangxia.

Weapon Shop:

Tetsukyuu	1250	Power +5 (S. Archery)
Sankyuutoushido	1100	Power +4 (M. Archery)
Tanshouhou	1150	Power +4 (L. Archery)
Senpuuhou	1950	Power +2, Movement +1 (L. Archery)
Seisousha	450	Lead +3 (Supply Unit)
Mokogyuu	1800	Lead +1, Movement +1 (Supply Unit)
Sashikou	500	Lead +3 (all)
Koushirenkankou	1050	Lead +5 (all)
Touchuugai	1000	Lead +5, Intel -2 (all)
Suihai	500	Lead +4, Power -2 (all)
Enbihai	650	Lead +5, Power -3 (all)

Item Shop:

Kanpouyaku	1000	HP medium recovery for multiple units
Chousoujutsu ougi	450	L.20 S. Infantry class change
Senshajutsu ougi	900	L.40 M. Infantry class change
Rendojutsu gokui	500	L.20 S. Archery class change
Hassekijutsu gokui	1000	L.40 M. Archery class change
Juukihei no inju	600	L.20 S. Cavalry class change
Shineitai no inju	1200	L.40 M. Cavalry class change
Burai no kokoroe	350	L.20 S. Bandit class change
Gikyuu no kokoroe	700	L.40 M. Bandit class change

The weapon shop features another two weapons with movement bonus. Class upgrade items are once again available, so take the opportunity to upgrade your units.

Xiangyang

Weapon Shop:

Kogatou	1150	Power +4 (Bandit, S. Inf, Tribe)
Hangetsusou	550	Power +2 (Cavalry, M./L. Infantry)
Kanshisou	1250	Power +4 (Cavalry, M./L. Infantry)
Chougeki	700	Power +3, Lead -2 (Cavalry, M./L. Infantry)

Daigeki 1350 Power +5, Lead -3 (Cavalry, M./L. Infantry)
Shougo 1000 Intel +3 (Marching Band)

Item Shop:

Shunme 1750 Horse. Movement +1 (all)
Youjutsu no kusuri 1000 SP small recovery
Senjutsu no kusuri 2000 SP large recovery
Fuuki no sho 800 Spend own HP in exchange for SP recovery

The shops in Xiangyang have changed their merchandise lineup. You can also purchase "Shunme" if you hadn't outfit all the units you are actively using. You can deploy a maximum of 15 units, and there are only 3 special horses, so you will eventually need to buy about 10 in total. Also, among the SP recovery items available, the "Fuuki no sho" is the only worthwhile option. It commands the lowest price of the three while the amount that it heals is the highest. If you buy some, give them to units with the highest MaxHP for the best effect.

If you are playing the SFC original version, you can buy 15 copies of "Fuuki no sho". Later on this can be used to initiate a glitch that allows Liu Bei to exceed the maximum level of 99. This glitch is removed in the GBA port.

Jiangxia

Go to the Gathering Place and talk to Ma Liang. Ma Liang will then join your army. He introduces his younger brother Ma Su. You will then have a choice of whether you want to enlist Ma Su as well.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Ma Liang	42	1020	104	215	275	3	45	73	90
Supply Unit									
Ma Su	42	1020	102	275	301	4	65	54	84
Marching Band									

The Ma brothers are worthy additions in your army. Ma Liang is your second supply unit. He starts out with "Kaiki" already learned and is a great asset once you outfit him with Movement increasing equipment. Ma Su is your second marching band unit. You will need both him and Mi Zhu to act at SP battery in the later battles, but at the meantime he can work on leveling your units. If you station the marching band in a village or fortress with the sorcerer next to him, they can gain levels much faster than fighting. A sorcerer constantly casting "Shouga" on himself paired with a marching band constantly casting "Shouhakuryu" on the sorcerer gains a level every 5 turns!

Ma Su is your second Marching Band with respectable Intel and average Power and Lead, he and Mi Zhu will be helping your units to develop for now and later on they will be your SP batteries. Ma Liang on the other hand is a serious contender for a class change to sorcerer. Yes there is someone better at that class than Ma Liang is, but the character in question is in an optional. Meanwhile Ma Liang can still aid you with "Kaiki" so he's also useful before you get the class change item. This walkthrough continues as if you recruited both Ma Liang and Ma Su.

Return to Jiangling after you're done recruiting.

Jiangling

Return to the Meeting Place. Talk to Ma Liang and the next campaign will be available.

This time you have to choose one out of three battles (Wuling, Lingling, Guiyang). Guan Yu is guarding the base while Zhang Fei and Zhao Yun are out taking the other cities, so they will not be usable.

It is up to you to decide which battle to take, but it is recommended that you choose the Battle of Wuling. You will have the opportunity to enlist Gong Zhi, an L. Archery unit that will prove useful in the battles to come. Although this walkthrough continues as if the battle of Wuling is chosen, the other two battles will be covered as well.

Battle #27A

Battle of Wuling
(Furyou no tatakai)

Victory conditions:

1. Defeat Jin Xuan
2. Enemies surrender

Turn limit: 35

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xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxsxssss
xxxxxxxxxxxxxxxxxxxxxxxxsstsxsxsBss
xxxxxxxxxxxxxxxxxss  ssssssxBssB
xxxxxxxxxxxxxxxxxs  xxxssxssss
xxxxxxxxxxxxxxxxxss  xxxxsxsxsst
xxxxxxxxsxxx  Q xxxxsxsxsxs
  ssssss  xxxxxxxxxxxsxsxsx
            xxxxxxxxxxxsxsxsx
            Dxxxxxxxxs  ssssss
f          sxxxxxs  sxxxxx
f          ssssss  sssxxxxx
f  sxsxsxs  Qsssssxssxsxs
f  xxxxxxxxxxxsxsxsxsxs  xxxx
ff  sssxxxxxxxxsxsxsxs  xxx
fff  sssxxxxxxxxsxsxsxs  s
ffff  sxxxx  xx  sss
ffff  sxx  xxxx  sss
fffff  sxxx  ss
```

x: cannot enter
f: forest
s: rough
Q: fortress
B: barracks
T: treasury

Treasures:

T(4,21): Hassekijutsu gokui (L.40 M. Archery class change)

T(7,30): 500 Gold

Bonus:

1000 Gold

All surviving units gain 50 EXP (exclusive to Victory condition #2)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Jin Xuan	48	1425	95	346	355	5	52	40	27
L. Infantry									
Gong Zhi	43	1300	87	322	262	3	44	40	63
L. Archery									
Wu Zu	45	1280	82	305	328	4	42	45	60
L. Bandit									
Yang Yan	44	1325	88	371	336	3	67	76	28
L. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	39	1175	79	277	207	4	40	25	60
M. Archery									
Cavalry	41	1450	67	315	269	5	55	40	30
M. Cavalry									
Cavalry	41	1450	67	315	269	5	55	40	30
M. Cavalry									
Infantry	39	1200	80	259	304	4	40	55	30
M. Infantry									
Infantry	38	1175	79	255	298	4	40	55	30
M. Infantry									
Bandit	39	1160	74	270	270	4	43	43	43
M. Bandit									
Bandit	39	1160	74	270	270	4	43	43	43
M. Bandit									
Trainer	39	1340	96	381	218	4	75	25	40
Beast Trainer									
Trainer	38	1310	94	375	214	4	75	25	40
Beast Trainer									

Duels and Persuades:

Liu Bei persuades Gong Zhi

Zhou Cang vs. Jin Xuan

Hints:

1. March your entire army to the northern fortress and quickly eliminate the guards there.
2. Command Liu Bei to persuade Gong Zhi
3. Command Zhou Cang to duel Jin Xuan

Start moving your whole army towards the north fortress. When you reach there the enemies from the two fortresses will leave and charge at your army. Have one unit stand next to the northern fortress, and the rest out of the Yang Yan's range. Then Yang Yan will reposition to hit you, leaving the fortress to your taking. The guards around the southern fortress will come out and go after your army, so you can

occupy the village just west of the fortresses and eliminate them.

Continue down the path just west of the enemy camp and lure the two guards inside to attack you so you can eliminate them from the outside. Gong Zhi doesn't move from his spot, so send someone other than Liu Bei inside the camp and raid the treasury before sending Liu Bei to recruit Gong Zhi and finish the battle.

If you fulfill Victory condition #1, Gong Zhi joins your army.

```

-----
Army Rank      Lv maxHP maxSP Attack Defense Move Power Lead Intel
Gong Zhi       43  1300   87   322   262    3   44   40   63
L. Cavalry

```

Gong Zhi joins you as an L. archery unit and can deal good damage once you outfit him with some movement increasing equipment. Though later on there will be officers with higher stats joining your army as L. archery units, he can still be useful in siege battles where archery units are most needed.

Battle #27B
Battle of Lingling
(Reiryuu no tatakai)

Victory conditions:

1. Defeat Liu Du
2. Enemies surrender

Turn limit: 35

```

x B  Q  B B x
x B      B B x
xxxxxxx xxxxxx

                ff
            fff  ffff
T  fffffff fffff
  ffffffff ffff
 ffffffff ffff
 ffffff  ffff
   ff      fff
      D      ff

f
ff
fff      fff
ff      fffff
        ffffffff
        ffffffff
        ffffffff
        ffffffff

```

x: cannot enter
f: forest
Q: fortress

D: village
B: barracks
T: treasury

Treasures:

T(7,1): Mizu no chikara (Unit used up the current turn gets another turn)

Bonus:

1000 Gold

All surviving units gain 50 EXP (exclusive to Victory condition #2)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Liu Du	47	1400	93	344	360	5	53	48	55
L. Infantry									
Liu Xian	45	1570	72	340	301	5	58	49	58
M. Cavalry									
Martial Arts	38	1090	91	300	277	5	60	40	40
Martial Artist									
Cavalry	38	1360	63	298	255	5	55	40	30
M. Cavalry									
Cavalry	38	1360	63	298	255	5	55	40	30
M. Cavalry									
Cavalry	37	1330	61	292	250	5	55	40	30
M. Cavalry									
Cavalry	37	1330	61	292	250	5	55	40	30
M. Cavalry									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									
Archery	37	1150	77	272	203	4	40	25	60
M. Archery									

Reinforcements

Xing Daorong	45	1280	82	382	376	4	78	70	30
L. Bandit									
Trainer	42	1430	102	402	230	4	75	25	40
Beast Trainer									
Trainer	41	1400	100	395	226	4	75	25	40
Beast Trainer									
Tribe	40	1570	70	228	376	5	30	70	40
Tribe									

Duels and Persuades:

Guan Ping vs. Xing Daorong

Hints:

1. When Liu Bei advances, enemy reinforcements will appear.
2. Leave Xing Daorong to Guan Ping.

3. Command Liu Bei to persuade Liu Du.

Start moving east. When you reach the southeastern side of the map, start moving north. Stop when you reach the end of the west clearing and do not cross the horizontal row on which the central village is at.

The cavalry units will come first, which can be taken out quickly of using your own archery units. The archery units will start to arrive, then the martial artist. If you work quickly you don't have to face more than 3 units at once. After all incoming units are eliminated, move near the central village. Have one unit move north of the village and Xing Daorong will lead a group from the east. If you deployed Guan Ping, he can duel Xing Daorong. Finish Xing Daorong's entourage and there will only be four enemy units left.

Take the time to send a unit to raid the northeast treasury. The others should lure the enemies out of the camp and take them out. Once you finish all but Liu Du, command Liu Bei to persuade Liu Du and finish this battle.

Battle #27C
Battle of Guiyang
(Keiyou no tatakai)

Victory conditions:

- 1. Defeat Zhao Fan
- 2. Enemies surrender

Turn limit: 35

```

xxxxxxxxxx  xxxxxxxxxxxx
xxxxxxxxxx  xxxxxxxxxxxx
xxxxxxxxxx  xxxxxxxxxxxx
xxxxxxx    xxxxxxxx
xxxxxxx    xxxxxxxx
xxxxxS     sss xxxxxxx
xxxxxS     sss xxxxxxx
xxssT      s  ssssxx
sss  D     ssssss
  xxxx    ssss
xxxxxxx  ffff      s
xxxxxxxxx ffff      D
xxxxxxxxxxx f xxx
xxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxx  x
  xxxxxxxxxxxx
    xxxxxxxx
ff  xxxxx
ffff xxxx  D
ffff  xxx      fff
fffff      ffffff
ffffffffff  ffffffff
ffffffffff  fffffff

```

x: cannot enter

f: forest
s: rough
D: village
T: treasury

Treasures:

T(8,5): Youjutsu no kusuri (SP small recovery)

Bonus:

1000 Gold

All surviving units gain 50 EXP (exclusive to Victory condition #2)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhao Fan	48	1425	95	346	369	5	52	49	54
L. Infantry									
Chen Ying	45	1570	72	350	308	5	63	53	20
M. Cavalry									
Bao Long	45	1350	90	303	325	5	34	30	62
L. Infantry									
Infantry	39	1200	80	259	304	4	40	55	30
M. Infantry									
Infantry	38	1175	79	255	298	4	40	55	30
M. Infantry									
Archery	39	1200	80	282	210	4	40	25	60
M. Archery									
Archery	38	1175	79	277	207	4	40	25	60
M. Archery									
Cavalry	41	1450	67	315	269	5	55	40	30
M. Cavalry									
Cavalry	41	1450	67	315	269	5	55	40	30
M. Cavalry									
Trainer	39	1340	96	381	218	4	75	25	40
Beast Trainer									
Trainer	39	1340	96	381	218	4	75	25	40
Beast Trainer									
Martial Arts	39	1110	93	305	282	5	60	40	40
Martial Artist									
Martial Arts	38	1090	91	300	277	5	60	40	40
Martial Artist									

Reinforcements

Tribe	42	1630	73	236	389	5	30	70	40
Tribe									
Tribe	42	1630	73	236	389	5	30	70	40
Tribe									
Tribe	41	1600	72	232	383	5	30	70	40
Tribe									

Duels and Persuades:

Liu Feng vs. Bao Long

Hints:

1. Moving north to make a group of enemy reinforcements appears. Then go back south to take out that group
2. Let Liu Feng take care of Bao Long
3. Command Liu Bei to persuade Zhao Fan

Start moving north and camp around the village near the lake. Bao Long will lead a group of enemy units and marches towards your army, so move Liu Bei into the village to provide healing every turn while your other units eliminate this group. Once you finish Bao Long's group continue moving to the northeast towards the next village and heal your units to full before engaging the other enemies.

The rest of the enemies are arranged in a quarter circle fashion, so if you charge right into the middle they will surround you. Move your army directly west (at most 2 rows above where the northmost point of the gulf is). Through the forest and defeat the Beast Trainer, Chen Ying, and the infantry units quickly before moving northwest and occupy the west village. As you move near the village, enemy reinforcements arrive and the rest of the enemy units all charge at you, so it is best to reduce the number of enemies beforehand.

The tribe units have high HP and defense, but their attack power is mediocre and they don't do extra damage to archery units (unlike infantry and bandit). So simply use strategem to take them out one at a time. If Zhuge Liang is running low on SP, move him into the village while Liu Bei comes out to fight for awhile. Meanwhile send a unit to raid the treasury to your west.

After you defeat all enemies except for Zhao Fan, move Liu Bei next to Zhao Fan to persuade him and end the battle.

Regardless of which battle you chose, once it's over you return to Jiangling.

Jiangling

In the Meeting Place, talk to Ma Liang and the next campaign will be opened. Talk to Zhuge Liang when you are ready.

Battle #28
 Battle of Changsha
 (Chousa no tatakai)

Victory conditions:

1. Defeat Han Xuan
2. Enemies surrender

Turn limit: 40

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 ffffffff xxxxxxxxxxxx mmmm
  ffff xxxxxxxxxxxx mmmmm
   xxxxxxxxxxxx mmmmm
    xxxxxx      xxxx T mmmmm
     xxxxxx                mmmmm
      xxxxxx                D mmmmm
 f          D          xxxxxx mmmmm

```

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fff      xxxx      xxxxxxxx  mmmmmmmm
ffff     xxxxxxx  xxxxxxxx      mmmmm
ffffff  xxxxxxxx  xxxxxxxx
ffff   xxxxxxxxxx  xxxxxxxx
fff    xxxxxxxxxx  xxxxxxxx
fff   xxxxxxxxxx  xxxx  xx
ffff  xxxxxxxxxxxx
ffff  xxxxxxxxxxxxxxxx
ffff  xxxxxxxxxxxxxxxx  D
fff  xxxxxxxxxxxxxxxx  T      xxxxxx  xx
fff  xxxxxxxxxxxxxxxx  ff  xxxxxx  xx
ff  xxxxxxxxxxxxxxxx  ffffff  x      Q

```

x: cannot enter
f: forest
m: mountain
Q: fortress
D: village
T: treasury

Treasures:

T(5,29): Eiketsu no ken (Power +10. All)
T(18,21): Dokukyakusenpuuhou (Power +3, Movement +1. L. Archery)

Bonus:

1000 Gold
All surviving units gain 50 EXP (only if Liu Bei persuades Wei Yan)
Free Mode (GBA exclusive)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Han Xuan	51	1500	100	346	351	4	57	46	35
M. Infantry									
Yang Ling	45	1570	72	323	298	5	48	47	51
M. Cavalry									
Huang Zhong	46	1375	92	463	465	5	95	90	67
L. Infantry									
Wei Yan	46	1250	106	440	404	5	92	80	51
Martial Artist									
Infantry	45	1350	90	313	362	5	40	55	30
L. Infantry									
Infantry	43	1300	87	303	350	5	40	55	30
L. Infantry									
Archery	45	1350	90	330	250	3	40	25	60
L. Archery									
Archery	43	1300	87	319	242	3	40	25	60
L. Archery									
Archery	43	1300	87	319	242	3	40	25	60
L. Archery									
Archery	43	1300	87	319	242	3	40	25	60
L. Archery									
Archery	45	1350	90	330	250	3	40	25	60
L. Archery									
Cavalry	45	1570	72	362	313	6	55	40	30
L. Cavalry									
Cavalry	45	1570	72	362	313	6	55	40	30

L. Cavalry									
Cavalry	44	1540	70	356	308	6	55	40	30
L. Cavalry									
Cavalry	44	1540	70	356	308	6	55	40	30
L. Cavalry									
Martial Arts	43	1190	100	327	303	5	60	40	40
Martial Artist									
Trainer	43	1460	104	409	234	4	75	25	40
Beast Trainer									
Bandit	43	1240	79	298	314	4	43	43	43
L. Bandit									
Cavalry	43	1510	69	350	303	6	55	40	30
L. Cavalry									

Duels and Persuades:

Liu Bei persuades Wei Yan
 Guan Yu vs. Huang Zhong

Hints:

1. The treasury holds "Eiketsu no ken". Be sure to get it.
2. Leave Huang Zhong to Guan Yu.
3. Command Liu Bei to persuade Wei Yan.

Well, here's something you don't see everyday. A leader in a lower class compared to everyone else in the enemy army. Anyways in this battle you will need to move your units very carefully, otherwise you're setting yourself up for some major traffic jam.

Start moving your entire army together towards the bridge to your southeast. As your units move past the west half of the bridge, Han Xuan springs his trap and initiates a water strategem and deals half current HP to all your units. Meanwhile the small group led by Yang Ling on the east bank of the bridge is wiped out completely, so there's no one left to block the east bank of the long bridge.

Before moving on, heal your army back up to full. Instead of using Liu Bei or your Supply Unit, delegate this job to some other unit with multitarget healing strategem but no support strategem, such as Martial Artist or Tribe. If you have a Marching Band to cast "Shouhakuryu" to double EXP gain, by the time your army are back to full health, the unit that did the healing can gain 5 levels or more. Looks like Han Xuan's trap was more of a help than a hindrance.

Once you get past the first bridge, you will need to split your forces. Your cavalry and mountain units need to go east, while your infantry and archery units go south.

For the eastbound group, arrange them as follows:

```

xxxx T
421   m
53   D mm
xxxxxx m

```

This way the enemy cavalry unit will move west of the village and the archery unit will stop just north to attack. This way you can just kill the cavalry and occupy the village in the next turn.

For the southbound group, send a unit and move onto the bridge to provoke the enemies on the other side. In the next turn move this unit back to the west bank to draw them in. When they chase you to the west bank, take out the enemies with your own archery units.

Once you successfully capture both villages and eliminate nearby units, only Han Xuan, Huang Zhong, Wei Yan and a few gusrds are left. The two treasuries are wide open so be sure to raid them. You now have the choice of:

1. Command Guan Yu to duel Huang Zhong. Guan Yu gets a free level up. You receive 1000 Gold.
2. Command Liu Bei to persuade Wei Yan. You receive 1000 Gold, and all surviving units gain 50 EXP.
3. Defeat Wei Yan, then defeat Han Xuan. You receive 1000 Gold.

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

In the original SFC version, if you defeat Wei Yan first and then command Guan Yu to duel Huang Zhong, the game will glitch and freeze up. This glitch is removed in the GBA port though.

#####

You can finish the battle in any of the three methods you want. It is recommended that you take the second option so all your units can gain bonus EXP. When you finish the battle, enter Changsha.

GBA version Exclusive
Free Mode:

Battle of Bowangpo
(Hakubouha no tatakai)

- 8 turns: 800 Gold
- 7 turns: 1000 Gold
- 6 turns: 2000 Gold
- 5 turns: Ibunka no shirushi (class change to Tribe)

Equip Zhao Yun with "Sekitoba" so he has a Movement of at least 7. Bring all your mountain units as well.

On the first turn, move Zhao Yun east 7 panels. This will provoke Xiahou Dun immediately. Liu Bei and any units around him should move towards the central village. Your mountain units (excluding Zhao Yun) should line up on the northwestern edge of the mountain southeast to the central village (leave the Z empty for Zhao Yun):

D

12Z4mmm
m mmmmmmmmm

On the second turn, move Zhao Yun back west and move to mountain

southeast of the central village. If Xiahou Dun keeps chasing Zhao Yun, he should spring the trap on the fourth turn. The mountain units lined up will prevent the flames from spreading there and create a break to encircle Xiahou Dun with.

On the fifth turn, defeat the nearby Martial Artist with your mountain units and circle Zhao Yun around the flames to block off the path.

Xiahou Dun's army will start healing themselves instead of attack, so while the mountain units take out as many enemies as they can, you can keep on chipping on Xiahou Dun and take him out at the specified turn.

Like the previous Free Mode battle, as a special bonus at the end of the battle, all surviving units gain 50 EXP points. This can be done over and over if you wanted to power level any unit without support strategem. This walkthrough will not do more than necessary to win the S rank prize once.

Changsha

Talk to Wei Yan and he will join your army. Leave the Meeting Place and go to the residence. Talk to Huang Zhong and he will join you as well.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Wei Yan	46	1250	106	440	404	5	92	80	51
Martial Artist									
Huang Zhong	46	1375	92	463	465	5	95	90	67
L. Infantry									

Both of these officers are top quality high Power officers. Wei Yan is a mountain unit while Huang Zhong is a tank with an addition of a multitarget healing strategem 4 levels later. Give each of them a good special weapon and a horse and they will serve you well in the battles ahead. Both officers also have minor roles in dueling as well.

Item Shop:

Kome	600 HP large recovery
Tsuchi no kabe	120 Defense up
Hi no maboroshi	100 Confuses one unit
Ki no hikari	200 Cures Confuse and Berserk
Mizu no chikara	1150 Unit used up the current turn gets another turn
Kin no doku	800 Absorbs HP of an enemy

It's a good thing this place sells "Mizu no chikara". It can be a lifesaver on some of the most difficult campaigns ahead.

=====
3-2: Dispute of Ownership Rights to Jingzhou
=====

Jiangling

Talk to Zhuge Liang then talk to the civil officer. Lu Su will show up, so talk to him. You will get three choices:

Ignore him
Play dumb
Cry

Choose "Cry" four times in a row to continue (but it's funny seeing Liu Bei's lines if you choose "Cry" twice or three times before choosing "Play dumb"). Once Lu Su leaves, talk to Zhuge Liang and the next campaign will be opened. Talk to Zhuge Liang once you're ready.

Battle #29
Battle of Gong'an
(Kouan no tatakai)

Victory conditions:

1. Defeat Zhou Yu
2. Occupy all four fortresses (only before Sun Yu arrives)

Turn limit: 40

```
fffffffffffff xxsssssxxxs      sssssssssxxx
fffffffffffff xTsssssxxxs Q xxxsssss  ss
fffffffffffffxxssss  sxxxxxxxxxxxxss  Q
fffffffffffff xsss      sxxxxxx  sss      s
      fffffff xss      ssss      sxxxx
xxx  ffffff xxs      xxxxxxxx
xxxx  fffff xxx      sssx  xxxxxxxxxxxx
xxxxxx  ff  xx      sTxxxxxxxxxxxxsss
xxxxxxx      s      sxxxxxxxxsxx
xxxxxxx      xxxxss ss
xxxxxxxxxxx      xxxx
xxxxxxxxxxxxx
xxxxxxxxxxxxx      ff
xxxxxxxxxxxxx      ffffff
xxxxxxxxxxxxx      ffffff
xxxxxxxxxxxxx      fffff      fff      ff
xxxxxxxxxxx      ff      fffffff  ffff
xxxxxxx      ffffffffffffffff
xxxxxxx      D      ffffffffffffffff
xxxxxxx      ffffffffffffffff
xxxxxxx      ffffffffffffffff  f
xxxxx      Q  ffffffffffffffff  Q
xxxxx      ffffffffffffffff
xxxx      ffffffffffffffff
```

x: cannot enter
f: forest
s: rough
Q: fortress
D: village
T: treasury

Treasures:

T(8,22): Sanzoku no chikai (class change to S. Bandit)
T(2,15): Daisuijin no sho (medium water vs. multiple units)

Tribe	50	1870	83	269	443	5	30	70	40
Tribe									
Tribe	50	1870	83	269	443	5	30	70	40
Tribe									

Duels and Persuades:

Guan Yu vs. Lu Meng

Hints:

1. The northwestern fortress is the most distant. Command a high Movement unit to reach it.
2. Each fortress is considered occupied once your unit enters it.
3. In case you decide to attack the enemy, leave Lu Meng to Guan Yu.

On turn #3, Zhuge Liang tells you that Sun Yu is leading reinforcements on their way here. If they arrive the combined enemy will be overwhelmingly powerful. Zhou Yu will most definitely begin an offense if that happens. On turn #8 Zhuge Liang tells you to hurry up. On turn #12 Zhuge Liang warns you that Sun Yu is about to arrive. Sun Yu's reinforcements will arrive on turn #15 and the Victory conditions will change. Also, if any of your units get too close to the Wu army, Zhou Yu will see you, enemy reinforcements arrive immediately and the Victory conditions will change as well.

With that in mind, there are a few approaches you can take.

Equip Wei Yan with "Sekitoba" and your strongest weapon (ideally "Eiketsu no ken") with an attack rating of around 500. You must also deploy L.40 Li Ming with "Shunme" and a Movement increasing weapon. Round out the group with Ma Liang and L.40 Sun Qian. One of them needs the "Tekiro" and a movement increasing weapon, the other needs "Shunme" as well as a movement increasing weapon.

Wei Yan's group should all be in standby on the same row as the village to the west and do not move any further north. Wei Yan needs to be directly north from the southeast fortress and directly east from the village with a movement of 8. To his immediate west would be Li Ming with a movement of 6. Further west are the two supply units with movement of 6 and 5, in that order. It will take a few turns for the slower supply unit to get in position, so you can take this time to raid the two treasuries up north. On the same turn that the leftmost supply unit reaches the standby position, Li Ming should cast "Moroha" on Wei Yan. This increases his attack significantly while lowering his defense.

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W: Wei Yan
L: Li Ming
S: Supply unit

On the next turn, move Wei Yan to the panel immediate south of Zhou Yu

and attack. Zhou Yu's reinforcements will arrive and surround Wei Yan. Now move Li Ming two panels south of Wei Yan and cast "Kaiki" on Wei Yan so he can attack again. Then move the faster supply unit to the panel immediate west of Li Ming and also cast "Kaiki" on Wei Yan to give him a third attack chance. Finally, move the slower supply unit to the panel southwest of the faster one. This supply unit is out of range to cast "Kaiki" on Wei Yan, but he can cast it on Li Ming or the faster supply unit instead, who then passes this turn to Wei Yan by casting "Kaiki" again. This way Wei Yan gets to attack Zhou Yu directly 4 times in a single turn, defeating Zhou Yu in the process and finishing the battle.

Alternatively, you could also take advantage of this battle that you could win without losing a single soldier. You have access to Changsha Item Shop, so fill the units with no support strategem with 8 "Ki no hikari" and bring them into battle with as many Marching Band units as you have (at least you have Mi Zhu and Ma Su, if you didn't use the "Gungakufu" you got in the Battle of Jiangxia). Have the Marching Band units cast "Shouhakuryu" on the units that need the EXP the most, then use the "Ki no hikari" on the highest leveled unit you have. Meanwhile send 2 units out to occupy the fortresses and raid the treasuries, but be sure not to occupy the last one until all your units are done using "Ki no hikari" to level up. Then you can occupy the last fortress to finish this easy battle. In addition to the 1200 Gold, all your surviving units will also gain 50 EXP.

Once the battle is finished, you will return to Jiangling. Hold onto the "Sanzoku no chikai" you just raided from the treasury. The best candidate to use that item will be joining your army very soon. Of course, since you need the corresponding class upgrade items for upgrading the bandit class, be sure to buy them both as well.

Jiangling

In the Meeting Place, talk to Zhuge Liang and a civil officer will show up. Talk to the civil officer then talk to Zhuge Liang to continue.

Leave the Meeting Place and go to Jiangxia.

Jiangxia

Go to the Pub and talk to Fei Yi. When asked if you want to enlist him, choose yes. Now go to Xiangyang.

Xiangyang

Go to the Gathering Place and talk to Jiang Wan. Likewise when asked if you want to enlist him, choose yes. You can now return to Jiangling. If you only recruited one of the two and return to Jiangling Meeting Place right afterwards, you will miss your opportunity to recruit the other.

Jiangling

Go to the Meeting Place. Talk to Pang Tong, then to Sun Qian, then Pang Tong again. Afterwards talk to Zhang Fei and leave for Laiyangxian.

Laiyangxian

Talk to the public servant and Pang Tong will be summoned, so talk to Pang Tong to initiate the next event. Once the event ends talk to Pang Tong again to enlist him.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Fei Yi	45	1350	90	306	250	3	23	25	80
L. Archery									
Jiang Wan	45	1350	90	364	332	3	60	73	85
L. Archery									
Pang Tong	49	1350	140	270	362	4	51	88	98
Sorcerer									

You gain two more L. archery units, though Jiang Wan is much better than Fei Yi and is actually even better than the ones you already have. Pang Tong is your second sorcerer and will be your primary damage dealer just like Zhuge Liang. However, in order to make his stay in your army a permanent one, you will have to deck him out in Movement increasing equipment and save him in the next Battle. As for Fei Yi, he has good Intel but extremely low Power and Lead. In light of the fact that you have had been and will continue to enlist several officers with similar levels of Intel, but with significantly better Power and Lead than Fei Yi. It's hard to recommend using him at all.

=====

3-3: Conquest of Yizhou

=====

Jiangling

In the Meeting Place, talk to Zhang Song then talk to Zhuge Liang. After the event, talk to Fa Zheng then talk to Pang Tong. Take the opportunity to redistribute your items as a few officers will be leaving your army shortly.

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

1. You will be parting with a number of your officers from this point on. Unequip everything on Guan Yu, Guan Ping, and Zhou Cang. Now what you are going to give them varies according to Guan Yu's class.

If you're dead set on keeping Guan Yu as a cavalry unit, you will need plenty of "Mizu no chikara" to move multiple times within a turn. Guan Yu, Guan Ping, and Zhou Cang will need multiple "Mizu no chikara" and "Ki no hikari" to be able to survive an extremely demanding battle sometime ahead.

2. Pang Tong just joined your army so transfer all of Zhuge Liang's equipment to him. He should have movement increasing weapon and/or a horse so that his Movement is 6 or more.

#####

On the other hand, Liu Bei will have the opportunity to persuade a lot of Liu Zhang's officers during the next series of campaigns. This will give his level a sizable boost. You will want to have your own units cast support strategem on Liu Bei to catch up to his level. Most units

learn their ultimate strategem by the time they reach L.50 or 60. Sorcerers can learn "Rakurai" by L.65. These persuasions will help you getting the extra levels towards these powerful strategems, which will be vital once you repel Cao Cao's forces out of Yangpingguan.

Talk to Zhuge Liang when you're ready to leave for Yizhou. Fa Zheng will join your army.

Army Rank Lv maxHP maxSP Attack Defense Move Power Lead Intel
Fa Zheng 46 1375 92 335 389 5 52 66 87
L. Infantry

Fa Zheng has average Power and Lead, but his Intel is very high. He isn't really a good candidate for an infantry tank, because this class only has access to medium strength strategem. If he class changes into Bandit using the "Sanzoku no chikai" you got from the previous battle, he can be a powerful unit during siege battles with multitarget earth strategem. Together with Yi Ji their strategem damage will far exceed any other bandits that you recruit naturally. Of course, using the two class upgrade items will drop his EXP level by 10, so be sure to give him some "Ki no hikari" to level him back up.

Luo

In the Meeting Place, talk to Liu Zhang and he will tell you to go to Fu.

Fu

Once you initiate the next event, you cannot return to Jingzhou until after Liu Zhang surrenders, so make your purchases beforehand. Once you're done, go to the Meeting Place to initiate an event.

Talk to Wei Yan and a messenger will show up. Talk to the messenger then talk to Pang Tong and the next campaign will be opened. Talk to Pang Tong to move out.

Item Shop:

Kizugusuri	500 HP small recovery for multiple units
Kyuumeiyaku	2000 HP large recovery for multiple units
Youjutsu no kusuri	1000 SP small recovery
Raochuu	500 Attack up, defense down
Shunme	1750 Horse. Movement +1 (all)
Bakudan	500 Damages enemy, can be used by all units
Shousekiryu no sho	600 (strong fire) vs. one unit
Shouhakuryu no sho	450 Receives double EXP on the next action

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

In this battle, Pang Tong's safety takes priority even over that of Liu Bei's own. Should Pang Tong be defeated, the battle will automatically end with the grave consequences of losing him PERMANENTLY from your army as well as affecting the ending. The following strategy details exactly how to save him.

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Battle #30
Battle of Luo
(Raku no tatakai)

Victory condition:

Defeat Liu Gui

Turn limit: 30 [7]

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mm          fffffffmm
          D          fffffff
          fffffff
          fffffff
          fffffff
ffffffffffffm      mmmmmmmmmmmmm
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```

x: cannot enter
f: forest
m: mountain
o: city gate
D: village

Treasures:

(none)

Bonus:

All surviving units gain 50 EXP (only if you fail to save Pang Tong).

Units

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Liu Gui	55	1870	85	414	376	6	51	47	60
L. Cavalry									
Leng Bao	51	1500	100	392	416	5	66	64	23

L. Infantry									
Deng Xian	51	1500	100	400	420	5	69	66	65
L. Infantry									
Liu Xun	52	1525	101	379	396	5	58	52	44
L. Infantry									
Wu Yi	52	1525	101	432	362	3	71	70	69
L. Archery									
Wu Lan	52	1780	81	502	462	6	88	65	43
L. Cavalry									
Lei Tong	52	1780	81	494	443	6	86	81	43
L. Cavalry									
Infantry	48	1425	95	328	380	5	40	55	30
L. Infantry									
Infantry	48	1425	95	328	380	5	40	55	30
L. Infantry									
Cavalry	49	1690	77	386	334	6	55	40	30
L. Cavalry									
Cavalry	50	1720	78	392	339	6	55	40	30
L. Cavalry									
Archery	47	1400	93	323	241	4	40	25	60
M. Archery									
Archery	48	1425	95	346	263	3	40	25	60
L. Archery									
Cavalry	49	1690	77	386	334	6	55	40	30
L. Cavalry									
Archery	48	1425	95	346	263	3	40	25	60
L. Archery									
Bandit	48	1340	86	323	341	4	43	43	43
L. Bandit									
Trainer	48	1610	114	444	254	4	75	25	40
Beast Trainer									
Trainer	47	1580	112	437	250	4	75	25	40
Beast Trainer									
Cavalry	49	1690	77	386	334	6	55	40	30
L. Cavalry									
Tribe	48	1810	81	261	430	5	30	70	40
Tribe									
Zhang Ren	52	1525	101	470	389	4	87	84	69
M. Archery									

Duels and Persuades:

(none)

Hints:

1. If Pang Tong is defeated, he will be KIA. Guard him at all costs.
2. Strive to rendezvous with Liu Bei's main group. Equipping "Sekitoba" on Pang Tong will help.

Let's get to the preparations first. You need to equip Pang Tong with movement increasing weapon and horse so that his movement is at least 6. Deploy all of your "Kaiki" capable units. That means Li Ming and both of your Supply Units (Sun Qian, Ma Liang) over L.40. Now, when you choose your units, Liu Bei and Pang Tong will have already been chosen and cannot be removed from the deployed roster. When you choose the rest of your army, be sure to choose Li Ming, Ma Liang, and Sun Qian as the first, fourth, and fifth units to be deployed. This will guarantee that all 3 units are with Pang Tong.

On the first turn, move Pang Tong southwest to the panel immediately to the south of Deng Xian. Now have the northernmost unit in Pang Tong's group move within range to cast "Kaiki" on Pang Tong. This way you can move Pang Tong directly west from where he's standing now. The rest of Pang Tong's guards should keep using "Kaiki" on each other to move west of the encircling army and arrange in the Loose Net formation to prevent enemies from pursuing Pang Tong.

The stealth enemies will lose track of Pang Tong and attack the units in the formation. But the enemies to the north of Liu Bei's group will advance and attack them, so move Liu Bei into the village nearby and heal every turn.

Once Pang Tong moves into Liu Bei's group, have the units in the Loose Net formation also meet up with Liu Bei's main group. Here you can have Liu Bei cast "Aitoku" every turn to heal all your units at once.

On turn #8, Zhang Ren will raid your provisions. You will finally be able to retreat from the battle.

Fu

Regardless of whether you saved Pang Tong (by decision or by circumstance), before continue further equip any HP recovery items on Guan Ping (the stronger ones) and Zhou Cang (the weaker ones).

In the Meeting Place, talk to Guan Ping and initiate the next event after you have completed the preparations. Talk to the military officer and Zhang Fei will introduce Yan Yan to you. So talk to Zhang Fei first then talk to Yan Yan to enlist him.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Yan Yan	49	1450	96	445	476	5	86	87	71

L. Infantry

Like Huang Zhong, Yan Yan is also a good tank with multitarget healing strategem one level away. He plays a minor role in dueling as well. Of course, you really don't need that many tanks like you do with sorcerers and archery units, so you'll have to pick the ones you want to use. It is too bad you can't use Yan Yan and Huang Zhong in the final battles, but they will serve well up until then.

The next campaign is now open. Talk to either Pang Tong (if you have him) or Huang Zhong to move out.

Battle #31
Battle of Luo
(Raku no tatakai)

Victory condition:

Defeat Liu Gui

Turn limit: 40

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fff      mmmmmmmmmmmmmmmmmmm   ff mmmmm
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mm      fffffm
           D              fffffff
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           fffff      fffffff
        ffffffff      ffffffff
      ffffffff         mmmffffffm
ffffffffff           mmmmmffmm

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x: cannot enter
f: forest
m: mountain
o: city gate
D: village

Treasures:

(none)

Bonus:

1200 Gold

Units

Allies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Reinforcements

Zhao Yun (stats are identical to just before he left)

Zhuge Liang (stats are identical to just before he left)

Yi Ji (stats are identical to just before he left)

Jian Yong (stats are identical to just before he left)

Enemies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Liu Gui 59 1990 90 437 397 6 51 47 60

L. Cavalry

Leng Bao 54 1575 104 410 435 5 66 64 23

L. Infantry

Deng Xian 54 1575 104 418 439 5 69 66 65

L. Infantry

Zhang Ren	54	1575	104	503	420	3	87	84	69
L. Archery									
Wu Yi	52	1525	101	432	362	3	71	70	69
L. Archery									
Wu Lan	52	1780	81	502	462	6	88	85	43
L. Cavalry									
Lei Tong	52	1780	81	494	443	6	86	81	43
L. Cavalry									
Liu Xun	56	1625	108	402	420	5	58	52	44
L. Infantry									
Archery	48	1425	95	346	263	3	40	25	60
L. Archery									
Archery	47	1400	93	341	259	3	40	25	60
L. Archery									
Infantry	48	1425	95	328	380	5	40	55	30
L. Infantry									
Infantry	48	1425	95	328	380	5	40	55	30
L. Infantry									
Cavalry	51	1750	80	398	344	6	55	40	30
L. Cavalry									
Cavalry	50	1720	78	392	339	6	55	40	30
L. Cavalry									
Trainer	50	1670	118	458	262	4	75	25	40
Beast Trainer									
Trainer	49	1640	116	451	258	4	75	25	40
Beast Trainer									
Cavalry	50	1720	78	392	339	6	55	40	30
L. Cavalry									
Tribe	50	1870	83	269	443	5	30	70	40
Tribe									
Tribe	49	1840	82	265	436	5	30	70	40
Tribe									

Reinforcements

Yang Huai	55	1600	106	443	461	5	75	71	44
L. Infantry									
Gao Pei	55	1870	85	429	392	6	59	56	43
L. Cavalry									
Li Yan	51	1500	100	437	364	3	75	72	74
L. Archery									
Fei Guan	51	1500	100	359	402	5	49	58	45
L. Infantry									

Duels and Persuades:

Liu Bei persuades Lei Tong
Liu Bei persuades Wu Lan
Liu Bei persuades Wu Yi
Liu Bei persuades Li Yan
Liu Bei persuades Fei Guan
Zhang Fei vs. Zhang Ren

Hints:

1. March around the central mountain from the west side will be more rewarding.
2. Command Liu Bei to persuade Lei Tong, Wu Lan, Wu Yi, Li Yan, and Fei Guan.
3. Leave Zhang Ren to Zhang Fei

Li Yan 51 1500 100 437 364 3 75 72 74

L. Archery

Finally, you get to enlist good officers for your archery needs. Wu Yi and Li Yan are the best archery units you will enlist, and the difference is evident if you compare their stats to your other archery units with the same level. Lei Tong and Wu Lan would be of some use were it not for their weakness to enemy archery units. The increased range of the highest level archery class can wreak havoc on them, and their Intel aren't enough to warrant a class change either. As for Fei Guan, he is overshadowed by the numerous officers who can do his job better, which is a sure sign for a benchwarmer.

Battle #32

Battle of Jiamengguan

(Gaboukan no tatakai)

Victory condition:

Defeat Zhang Lu

Turn limit: 30

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f x x xxxx
ff xx x xxx xx
fff x xx xx xxx

```

x: cannot enter

f: forest

T: treasury

Treasures:

T(1,15): Engunhoukou (Regenerate HP naturally)

Bonus:

1200 Gold

Enemies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Zhang Lu	60	1580	101	456	477	4	72	73	80
L. Bandit									
Zhang Wei	55	1600	106	455	358	3	72	62	35
L. Archery									
Yang Song	55	1600	106	392	291	3	45	26	57
L. Archery									
Yan Pu	54	1460	93	342	350	4	36	27	80
L. Bandit									
Yang Ang	54	1575	104	449	350	3	72	60	46
L. Archery									
Infantry	49	1450	96	334	386	5	40	55	30
L. Infantry									
Infantry	49	1450	96	334	386	5	40	55	30
L. Infantry									
Infantry	50	1475	98	339	392	5	40	55	30
L. Infantry									
Infantry	50	1475	98	339	392	5	40	55	30
L. Infantry									
Archery	51	1500	100	362	275	3	40	25	60
L. Archery									
Archery	50	1475	98	357	271	3	40	25	60
L. Archery									
Archery	51	1500	100	362	275	3	40	25	60
L. Archery									
Cavalry	51	1750	80	398	344	6	55	40	30
L. Cavalry									
Cavalry	52	1780	81	404	349	6	55	40	30
L. Cavalry									

Reinforcements

Ma Chao	56	1900	86	580	502	6	97	88	44
L. Cavalry									
Ma Dai	55	1870	85	504	439	6	84	74	47
L. Cavalry									
Cavalry	52	1780	81	404	349	6	55	40	30
L. Cavalry									
Cavalry	52	1780	81	404	349	6	55	40	30
L. Cavalry									
Cavalry	52	1780	81	404	349	6	55	40	30
L. Cavalry									
Cavalry	52	1780	81	404	349	6	55	40	30
L. Cavalry									

Duels and Persuades:

Zhang Fei vs. Ma Chao

Hints:

1. Watch out when you enter the attacking range of the L. Archery units to avoid getting showered by concentrated fire.
2. The treasury holds "Engunhoukou". The unit possessing this item will regenerate HP automatically.
3. When Ma Chao arrives as enemy reinforcements, leave him to Zhang Fei.

Yep, you read that map right. There aren't any fortresses, villages, or barracks in this battle. Zhuge Liang isn't participating in this battle either. If you want to recover SP, you will need to deploy some

L.50 Marching Bands and use their "Fuuki" strategem or equivalent item.

March towards the enemy camp. When you enter the fortress gate, be mindful of the range of the enemy L. Archery units and stay near the walls until you reach the north and south corners of the fortress gate.

When you reach the north or south corner and advance to the column where the partition of the houses near the center of the fortress gate is, Zhang Lu will summon Ma Chao. Command Zhang Fei to duel Ma Chao. Once the duel ends, not only Ma Chao, but all of the reinforcements will withdraw. If you want to earn some EXP from them, defeat some of the reinforcements before initiating the duel. Be sure to raid the treasury for the special item Engunhoukou. The unit holding this item in its inventory will regenerate HP at the start of every turn (think of this as a portable barracks, though the effects is approximately only half compared to the real thing).

Once Ma Chao's reinforcement has withdrawn, carefully advance and draw out one or two of Zhang Lu's guards at a time. Zhang Lu will not move from his position, but you still need to watch out for his "Seiryu" strategem. Since he's not camped inside a fortress or village that regenerates his HP every turn, you can just have a few high Intel units attack him directly. Zhang Lu will favor direct attacks over "Seiryu" if he can attack directly.

After the battle, talk to Zhuge Liang and persuade Ma Chao to join. Talk to Ma Chao to enlist him and Ma Dai. Ma Chao will propose that he persuades Liu Zhang to surrender.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Ma Chao	56	1900	86	580	502	6	97	88	44
L. Cavalry									
Ma Dai	55	1870	85	504	439	6	84	74	47
L. Cavalry									

Ma Chao is an officer with one of the highest Power stat you will enlist. However, his cavalry class leaves much to be desired and does hardly any justice to his stats (why do 4 out of 5 Tiger Generals prefer Cavalry anyways?) If you have the "Soujutsu shinansho" from the Battle of Jiangling, it is recommended that Ma Chao class changes to Beast Trainer as his high Lead stat can compensate for the lower defense class of the Beast Trainer. He will be an ideal physical assassin. Ma Dai, however, is not stellar in any means and some of the cavalry units you enlisted earlier are superior in stats anyways. He won't be contributing much to your army.

If you accept his proposal, Ma Chao will persuade Liu Zhang to surrender and you receive "Soukouhiten". You will also skip the next battle.

Soukouhiten (Horse. Movement +2. All)

However, this is hardly a compensation for missing the rewards that await you in the next battle. This walkthrough will continue as if the proposal is refused and the Battle of Chengdu is chosen.

Liu Zhang	60	1725	114	411	434	5	52	47	51
L. Infantry									
Huang Quan	54	1575	104	367	458	5	45	72	84
L. Infantry									
Chen Shi	52	1370	116	392	387	5	67	60	28
Martial Artist									
Shamoke	53	1960	87	435	475	5	91	74	18
Tribe									
Wu Ban	52	1525	101	417	347	3	65	64	47
L. Archery									
Huo Jun	53	1760	124	456	339	4	67	62	65
Beast Trainer									
Meng Da	53	1550	103	423	448	5	73	71	70
L. Infantry									
Archery	52	1525	101	368	279	3	40	25	60
L. Archery									
Archery	52	1525	101	368	279	3	40	25	60
L. Archery									
Archery	52	1525	101	368	279	3	40	25	60
L. Archery									
Cavalry	53	1810	82	410	354	6	55	40	30
L. Cavalry									
Cavalry	53	1810	82	410	354	6	55	40	30
L. Cavalry									
Cavalry	53	1810	82	410	354	6	55	40	30
L. Cavalry									
Cavalry	52	1780	81	404	349	6	55	40	30
L. Cavalry									
Cavalry	52	1780	81	404	349	6	55	40	30
L. Cavalry									
Trainer	50	1670	118	458	262	4	75	25	40
Beast Trainer									
Trainer	50	1670	118	458	262	4	75	25	40
Beast Trainer									
Archery	51	1500	100	362	275	3	40	25	60
L. Archery									
Tribe	52	1930	86	277	457	5	30	70	40
Tribe									
Tribe	51	1900	85	273	450	5	30	70	40
Tribe									
Tribe	51	1900	85	273	450	5	30	70	40
Tribe									
Tribe	52	1930	86	277	457	5	30	70	40
Tribe									

Duels and Persuades:

Liu Bei persuades Liu Zhang
 Liu Bei persuades Huang Quan
 Liu Bei persuades Chen Shi
 Liu Bei persuades Shamoke
 Liu Bei persuades Wu Ban
 Liu Bei persuades Huo Jun
 Liu Bei persuades Meng Da

Hints:

1. Liu Bei can persuade all of the enemy officers to defect.
2. The treasuries hold "Shunme" and "Kin no doku".
3. Command Liu Bei to persuade Liu Zhang to surrender to get bonus EXP

in addition to Gold.

There are seven enemy officers to be persuaded by Liu Bei. So Liu Bei alone can gain 7 levels in this battle. What's more, this is completely legit unlike the power leveling trick back in the Battle of Xiapi. Kinda makes the whole "Soukouhiten" deal cheap compared to a bonanza like this.

Atart marching your army southwest and take out the few incoming enemies. Move Liu Bei next to Wu Ban and persuade him. Your next target is the group behind the southeastern fence. So camp around the village nearby and lure the enemies out. When the coast is clear, move Liu Bei next to Shamoke and persuade him.

The next target is the group behind the northeastern fence. Lure the archery and cavalry units out and defeat them first. Then move Liu Bei next to Huang Quan and Meng Da to persuade them. Raid the northern treasury while you're at it.

Now draw out the enemies behind the southwest fence by going through the central forest. Once you take the incoming enemies out, move Liu Bei next to Huo Jun and Chen Shi to persuade them. Raid the southern treasury while you're nearby.

Finish off all enemy units and do not attack Liu Zhang just yet. With Liu Bei's levels tower over all other units, have all other units cast support strategem on him until they are out of SP. This way their levels will be equalized with Liu Bei's. When they're all out of SP, move Liu Bei next to Liu Zhang to persuade him and end the battle.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Huang Quan L. Infantry	54	1575	104	367	458	5	45	72	84
Chen Shi Martial Artist	52	1370	116	392	387	5	67	60	28
Shamoke Tribe	53	1960	87	435	475	5	91	74	18
Wu Ban L. Archery	52	1525	101	417	347	3	65	64	47
Huo Jun Beast Trainer	53	1760	124	456	339	4	67	62	65
Meng Da L. Infantry	53	1550	103	423	448	5	73	71	70

Together with Wu Yi, Li Yan, and Jiang Wan. Wu Ban makes up the fourth archery unit with good stats and these will be the ones to deploy against enemy cavalry. The best war trophy of the battle, however, goes to Huo Jun. As a beast trainer he will provide you with attack power, "Kaiki", and mountain maneuverability. Huang Quan and Meng Da makes for decent tanks but you already have better ones, and their stats don't make any class changes worthwhile. Chen Shi and Shamoke make up the new mountain units you enlisted. But their low Intel makes their strategem worthless. Shamoke can serve as a physical tank and his attack power is actually high for a Tribe, so use him when you don't have to worry about enemy sorcerers but don't expect much from his water strategem.

After the battle, Liu Bei takes over Yizhou.

=====

3-4: Defense of Han Zhong

=====

Chengdu

After the event, talk to the military officer and the next campaign will open. But before that, the shops in Chengdu are now accessible. Beginning from the next battle, there will be a long series of battles with no opportunity for purchases, so be sure to buy whatever you need before undertaking the task of claiming North Yi from Cao Cao.

If you have persuaded all of Liu Zhang's officers, you might want to redistribute your equipment on the stronger units. For example, Wu Yi, Li Yan, and Wu Ban have much higher Power than Jian Yong, Guan Chun, Gong Zhi, or Fei Yi. Naturally the attack power of the former three will also be much higher than that of the latter four if they were on the same level. So it is more advantageous to deploy the former three along with Jiang Wan, instead of the latter four into a battle.

When you are ready to move out, talk to Zhuge Liang.

Weapon Shop:

Houshidou	1550	Power +5 (Bandit, S. Inf, Tribe)
Kaenfu	1350	Power +5, Lead -2 (Bandit, S. Inf, Tribe)
Goshukou	1000	Power +3, Lead +2 (Bandit, S. Inf, Tribe)
Tanshouhou	1150	Power +4 (L. Archery)
Dokukyakusenpuuhou	2200	Power +3, Movement +1 (L. Archery)
Shougo	1000	Intel +3 (Marching Band)
Kinsa no yoroi	1400	Lead +6 (All)
Touchuugai	1000	Lead +5, Intel -2 (all)
Enbihai	650	Lead +5, Power -3 (all)

Item Shop:

Mugi	250	HP medium recovery
Kome	600	HP large recovery
Youjutsu no kusuri	1000	SP small recovery
Raochuu	500	Attack up, defense down
Daigouka no sho	700	Medium fire vs. multiple units
Daisuijin no sho	700	Medium water vs. multiple units
Oojiware no sho	700	Medium earth vs. multiple units
Fuuki no sho	800	Spend own HP in exchange for SP recovery

Battle #34-1

Battle of Wakouguan I

(Gakoukan no tatakai I)

Victory condition:

Defeat Zhang He

Turn limit: 40

ssssssxxxxxxxss xxsssssss
ssssssxxxxs xxsssssss

Cavalry	55	1870	85	422	364	6	55	40	30
L. Cavalry									
Cavalry	56	1900	86	428	370	6	55	40	30
L. Cavalry									
Trainer	58	1910	134	513	293	4	75	25	40
Beast Trainer									

Duels and Persuades:

(none)

Hints:

1. Defeat the stealth enemies first.
2. Camp around the eastern village to take on Zhang He.
3. This is a Consecutive Battle, so heal your units before the next battle begins.

Bring all your "Kaiki" units into this battle. You should also equip a fast unit (i.e. Martial Artist or Tribe) with "Sekitoba" because you will need the extra movement in the second part.

This battle starts you inbetween two large enemy groups. Suffering a pincer attack is imminent if one group isn't eliminated soon. So occupy the southeastern village immediately and start taking out the south group. Liu Bei should be in the village so he can heal every turn. Command Zhuge Liang and Pang Tong to use "Shousekiryu" and "Shoukokuryu" to weaken the enemies while your other units finish them off. The two sorcerers have a lot of SP, so cast "Kaiki" on them to hasten the process.

On turn #3 Zhang He will also start advancing towards your army. But since you already occupy the southeastern village, you can take him out whenever he gets close.

Battle #34-2

Battle of Wakouguan II

(Kakoukan no tatakai II)

Victory condition:

Defeat Zhang He

Turn limit: 40

```

ssssxxxxxxxxxxxxxxxxssssssssssxx
ssssxxxxxxxxxxxxxxxxssssssssssx
ssssxxxx      xxxssssssssssss
sssxx         xssssssssssss
ssxxx         xxxssssssssss
sxxxx        xxxxxxssssss
xxxT          x sssssssssss
xxss   x xxx xxxxxxxxxxxss
xxs  Q  xxxxx xxxxxx s  xxxs
ss     xxxxxx x xxxxxxx  xxs
      xxxx   sxxxxxxxx  xs
      xxx  QssT xxxxxxxx  xx
      xxx   ss xxxxxxxx  xx
f       xxxx   s xxxxxxx  x

```

```

f      xxxxx xxxxxxxxxxxxxx
ff     xxxxx xxxxxxxxxxx
fff    xxx  xxxx
fff
fff     D                ff
ffff                   fffff

```

```

x: cannot enter
f: forest
s: rough
o: city gate
Q: fortress
D: village
T: treasury

```

Treasures:

```

T(7,4): Oojiware no sho (Medium earth vs. multiple units)
T(12,16): Chokumeisho (Regenerate SP naturally)

```

Bonus:

```

1300 Gold
Free Mode (GBA exclusive)

```

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhang He	65	2170	98	607	564	6	90	88	62
L. Cavalry									
Han Hao	59	1700	112	431	454	5	62	59	45
L. Infantry									
Xiahou Shang	59	1700	112	472	395	3	70	68	60
L. Archery									
Infantry	58	1675	111	380	439	5	40	55	30
L. Infantry									
Infantry	58	1675	111	380	439	5	40	55	30
L. Infantry									
Infantry	57	1650	109	375	433	5	40	55	30
L. Infantry									
Infantry	55	1600	106	364	422	5	40	55	30
L. Infantry									
Infantry	57	1650	109	375	433	5	40	55	30
L. Infantry									
Infantry	55	1600	106	364	422	5	40	55	30
L. Infantry									
Infantry	56	1625	108	370	428	5	40	55	30
L. Infantry									
Infantry	56	1625	108	370	428	5	40	55	30
L. Infantry									
Martial Arts	58	1490	127	411	380	5	60	40	40
Martial Artist									
Martial Arts	57	1470	125	405	375	5	60	40	40
Martial Artist									
Martial Arts	58	1490	127	411	380	5	60	40	40
Martial Artist									

Duels and Persuades:

(none)

Hints:

1. Engage the enemies around the southern village.
2. The treasury holds the SP regenerating "Chokumeisho".
3. Don't attack Zhang He from adjacent panels. Use diagonal attacks instead.

Although the hint suggests to station near the southern village, I still would recommend that you try to take control of the central island by moving up to the south bank of the northern bridge by turn #2. To do this, move the fast unit with "Sekitoba" towards the central island for its maximum range. Now move a unit with "Kaiki" in range to cast it on this fast unit so the fast unit can move again across the bridge. On the second turn this fast unit should be able to block the northern bridge. This will buy your other units time to also move into the central island.

The reason to do this is so that you can raid the treasury on the island and obtain Chokumeisho. The unit holding this item in its inventory will regenerate SP at the start of every turn. Along with the fortress on the island, you can have 2 units constantly regenerating SP.

Use the bridge formation to block and eliminate the enemies coming from the north. When there are no more enemies coming, advance the north bridge and head west to engage the group led by Han Hao. The enemies will leave the fortress to engage your army, so lure them towards you and gang up on each one. Once you take them all out, raid the western treasury. Finish Zhang He off afterwards.

Wakouguan Camp

GBA version Exclusive

Free Mode:

Battle of Luo

(Raku no tatakai)

15 turns: 800 Gold

12 turns: 1000 Gold

9 turns: 2000 Gold

7 turns: 5000 Gold

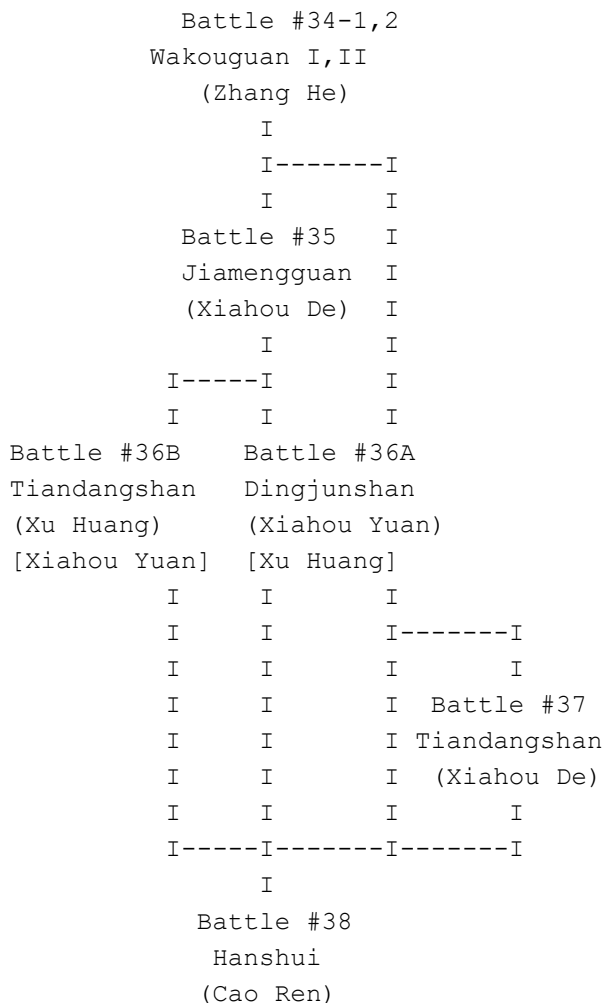
15 turns!? You're kidding me right? Bring all your mountain units into this battle in addition to your sorcerers. Now move the mountain units through the mountain and cast "Kaiki" on the sorcerers to allow them to move twice per turn. When any unit moves into Liu Gui's movement range, he will move next to this unit and attack. So gang up on him and end the battle right away. Seriously, this battle shouldn't take you more than 3 turns.

On a side note, if you finish the battle within the turn limit of the highest prize, you get all of them at once. Of course, since the Gold prizes don't actually add into your war chest, I have no idea what the point of these prizes are.

After the battle, Zhuge Liang advises Liu Bei to choose a battle between Jiamengguan, where Xiahou De is stationed, or Dingjunshan, where Xiahou Yuan is stationed. Talk to Zhuge Liang when you have decided.

Equip the "Engunhoukou" on a tank with high HP and defense, while the "Chokumeisho" should be on a unit with high SP consumption.

The next series of battles depend on which battle you go to and in what order. The following flow chart illustrates the sequence of battles you can take:



As you can see, there is quite a variation in the path you can choose. While it is up to you to decide which battles to take, it is highly recommended that you choose Battle of Dingjunshan as one of the battles on your path because of the rare class change item (change into Supply Unit). This walkthrough will continue as if the Battle of jiamengguan and Battle of Dingjunshan is taken.

Regardless of which path you take, be sure to raise the levels of your units sufficiently. Ideally your Sorcerers should be at L.65 and any other units you deploy frequently should be at L.60 by the time you are at the Battle of Yangpingguan.

Battle #35
Battle of Jiamengguan
(Gaboukan no tatakai)

Victory condition:

Defeat Xiahou De

Turn limit: 35

```

xxx  ffffffffffffffffffffffffffffffffffffff
xxx  ffffffffffffffffffffffffffffffffffffff
xxx  fffffffffffffffffffff ffffffff
xxx  xfffffffffffffff fffffff
xxx  x x fffffff x
xxx  xT x x x A B x
xxx  x x x B x
xxx  x x x x x
xx   x x x xx x
     x x x x
     x Bx x Bx
xx   xx x x
xxx  x x B Bx B
xxx  x x AB BTx B ff
xxx  x fff x x fff
xxx  fffffff x x fffffff
xxx  fffffff x fffffff
xxx  ffffffffffffffffffffffffffffff
xxx  ffffffffffffffffffffffffffffff
xxx  ffffffffffffffffffffffffffffff

```

x: cannot enter
f: forest
B: barracks
A: granary
T: treasury

Treasures:

T(6,16): Kourensou (Power +5. Cavalry, M./L. Infantry)
A(6,30): Kanpouyaku (HP medium recovery for multiple units)
A(14,21): Raochuu (Attack up, defense down)
T(14,29): Fuuki no sho (Spend own HP in exchange for SP recovery)

Bonus:

1300 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Xiahou De	65	1850	122	483	513	5	69	67	59
L. Infantry									
Infantry	60	1725	114	390	451	5	40	55	30
L. Infantry									
Infantry	56	1625	108	370	428	5	40	55	30
L. Infantry									
Archery	56	1625	108	390	296	3	40	25	60
L. Archery									
Archery	60	1725	114	411	312	3	40	25	60
L. Archery									
Archery	60	1725	114	411	312	3	40	25	60
L. Archery									
Archery	56	1625	108	390	296	3	40	25	60

L. Archery									
Archery	58	1675	111	400	304	3	40	25	60
L. Archery									
Archery	58	1675	111	400	304	3	40	25	60
L. Archery									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Bandit	60	1580	101	384	405	4	43	43	43
L. Bandit									
Bandit	59	1560	100	379	400	4	43	43	43
L. Bandit									
Archery	60	1725	114	411	312	3	40	25	60
L. Archery									

Reinforcements

Tribe	62	2230	99	318	524	5	30	70	40
Tribe									
Tribe	61	2200	98	314	517	5	30	70	40
Tribe									
Martial Arts	56	1450	124	400	370	5	60	40	40
Martial Artist									
Tribe	62	2230	99	318	524	5	30	70	40
Tribe									
Tribe	61	2200	98	314	517	5	30	70	40
Tribe									
Martial Arts	56	1450	124	400	370	5	60	40	40
Martial Artist									
Trainer	62	2030	142	541	309	4	75	25	40
Beast Trainer									
Trainer	61	2000	140	534	305	4	75	25	40
Beast Trainer									
Martial Arts	56	1450	124	400	370	5	60	40	40
Martial Artist									

Duels and Persuades:

Yan Yan vs. Xiahou De

Hints:

1. Keep the range of enemy L. Archery units in mind.
2. Attack the enemies in the forest with fire strategem.
3. Leave Xiahou De to Yan Yan.

At the start of the battle, Zhuge Liang advises you to watch out for stealth units in the forests. Split your forces towards the two forests north and south of the main path to avoid the fences. The enemies will also split up to engage your northern and southern groups as your groups approach them.

On turn #5, the first group of enemy reinforcements appears in the northern and southern forests on either side near the western granary.

Target the Martial Artist first, because this unit has higher attack as well as fire skills, while the relatively less damaging Tribe units can wait.

Once the north group reaches directly north of the southwestern granary, wait for the south group to lure away the enemy archery and the infantry before engaging the enemies around the northeastern granary so they don't get outnumbered. If the turn number is about to go into a multiple of 5, hang back and deal with the enemy reinforcements first.

On turn #10, the second group of enemy reinforcements shows up a little to the east of where the first group appeared. Same as before, defeat the Martial Artist first before taking out the Tribe units.

Raiding the southeastern treasury will cause you to lure some of Xiahou De's guards over to attack you, so do this only after you finish off the southern stealth units.

On turn #15, the third group of enemy reinforcements shows up. Instead of two Tribe units this time there are two Beast Trainers. Once you take them out, you can command Yan Yan to duel Xiahou De if you deployed him.

After this battle, you are once again given a choice to go to Dingjunshan (guarded by Xiahou Yuan) or Tiandangshan (guarded by Xu Huang).

Battle #36A
Battle of Dingjunshan
(Teigunsan no tatakai)

Victory condition:

Defeat Xiahou Yuan

Turn limit: 35

```
ffffffffffffffffffff xxxxxxxxsssssQ
ffffffffffffffffffff xxxxxxxxsssss
ffffffffffffffffffff sssxxxxxxxxsss
 ffffffffffffffff sTssxxxxxxxxssss
   ffff          sssTsxxxxxxxxsss
             sssssssxxxxxxxxss
                   ss sxxxxxss
                         D           sxxs
                               fff
                                   xxss   ffffffff
                                       sxxxxxss ffffffff
xx          sssxxxxss   ffffffff   f
  xxxxxx   sTssxxxxss   ffff       f
    xxxx xx  sssssxxxxsss D         ff
s      x xxxx  sssxxxxxsss          ff
ss          xxxx sxxxxxxxxxsssss    ff
ssss       x xx sssxxxxxxxxxssxsss  ff
ssss      f   x  sssxxxxxxxxxxxxxss
```

x: cannot enter

f: forest
s: rough
Q: fortress
D: village
T: treasury

Treasures:

T(4,22): Seinousho (Class change to Supply Unit)

T(5,24): Muteki shinhai (Lead +6, Power -3. All)

T(13,15): 800 Gold

Bonus:

1300 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Xiahou Yuan	67	2230	100	622	569	6	90	86	52
L. Cavalry									
Zhang He	66	2200	99	615	571	6	90	88	62
L. Cavalry									
Xiahou Shang	65	1850	122	510	427	3	70	68	60
L. Archery									
Du Xi	59	1560	100	408	412	4	57	50	52
L. Bandit									
Infantry	58	1675	111	380	439	5	40	55	30
L. Infantry									
Infantry	58	1675	111	380	439	5	40	55	30
L. Infantry									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Archery	56	1625	108	390	296	3	40	25	60
L. Archery									
Tribe	57	2080	92	298	490	5	30	70	40
Tribe									
Tribe	57	2080	92	298	490	5	30	70	40
Tribe									
Tribe	57	2080	92	298	490	5	30	70	40
Tribe									
Martial Arts	60	1530	131	422	390	5	60	40	40
Martial Artist									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									

Reinforcements

Xu Huang 66 2200 99 619 544 6 91 83 49

L. Cavalry									
Wang Ping	59	1700	112	460	491	5	72	72	67
L. Infantry									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Cavalry	59	1990	90	445	385	6	55	40	30
L. Cavalry									
Infantry	56	1625	108	370	428	5	40	55	30
L. Infantry									
Archery	56	1625	108	390	296	3	40	25	60
L. Archery									

Duels and Persuades:

Liu Bei persuades Wang Ping
Huang Zhong vs. Xiahou Yuan

Hints:

1. Watch out for enemy reinforcements.
2. Command Liu Bei to persuade Wang Ping.
3. Leave Xiahou Yuan to Huang Zhong.

There are two approaches to this battle. You can either blitzkrieg Xiahou Yuan and finish the battle before the enemy reinforcements arrive, or wait for the reinforcements to arrive to persuade Wang Ping.

If you opt for the first option, equip Huang Zhong with "Sekitoba" and also deploy the two Beast Trainers, Li Ming and Huo Jun. To play it safe bring a L.50 Marching Band unit as well. At the start of the battle, move all your units north across the bridge. While any unit can do ahead and raid the southern treasury, you need to send two fast units other than Huang Zhong to raid the two treasuries just under the cliff Xiahou Yuan is stationed at. The rest of your army should take out the small group lead by Du Xi in the central village as soon as possible. Huang Zhong must arrive at his sniping position 3 panels east and 3 panels south from the central village no later than turn #6. The units with "Kaiki" should stand just north to Huang Zhong. To be on the safe side, they need 60 SP each, so if one of them is lower than this amount, have a Marching Band unit cast "Fuuki" to restore SP.

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D
  2
ss 1  f
xxxSH  f
xxxxss
Tsxxxxss
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Once Huang Zhong is in position, there is a window of opportunity from turn #5 to 7 that there is at most a single unit in the forest. So move Huang Zhong 8 panels east (if there is a unit in the forest, Huang Zhong will be right next to it). Now move Beast Trainer #2 east, then move Beast Trainer #1 east and cast "Kaiki" on #2. #2 can move once again, so move as far east as possible without being out of range to cast "Kaiki" on #1 again. Repeat until one of the two Beast Trainers get in range to cast "Kaiki" on Huang Zhong. Huang Zhong's second move should place him right next to Xiahou Yuan for a battle ending duel.

If you opt to recruit Wang Ping, you don't need to deploy Huang Zhong, but you will need some L.50 Marching Band units. Follow the exact steps described above to defeat Du Xi's group and raid the two treasuries under the cliff. But instead of preparing an assassin group, retreat back across the southern bridge once you're done looting. Wait until turn #8 when the reinforcements lead by Xu Huang arrives. Now arrange your units in Bridge formation and defeat the enemies as they come. Wang Ping will be one of the first to arrive, so be sure to send Liu Bei to persuade him. There is no village or fortress south of the bridge and the SP regeneration of the "Chokumeisho" alone is not enough, so you need to have the Marching Band units cast "Fuuki" on your army to recover SP. When Xiahou Yuan reaches the bridge, he will also fall before your bridge formation.

```
-----
Army Rank      Lv maxHP maxSP Attack Defense Move Power Lead Intel
Wang Ping      59  1700   112   460    491    5   72   72   67
L. Infantry
```

A decent tank, he is worth one level up for Liu Bei, so by all means persuade him, but he really isn't any better than some of the other L. infantry units you already have.

```
-----
Battle #36B
Battle of Tiandangshan
(Tentousan no tatakai)
```

Victory condition:

Defeat Xu Huang

Turn limit: 40

```

sssssssss  xxxxxxsxsxxxxsxxxxxxxxxxxxs
sssssssss  xxx  xssssxxxxxxxxxxxxxxxxxxx
sssssssss  xxx  xssssxxxxxxxxsxxxxsxs
sssss      xsssssxssssssssxxxxs
ssss       xxx  xxsssssssssssssxBssB
sss        xxxx sxxxxssssssssssssssBs
ss         xx   sxxxxssssssssssssssss
           xx   ssxxxxssssssssssssssB
           xx   sxxxxssssssssssxsAsB
           xxx  sssxxxxsxxxxxxxxxxxxx
          D xxx  sssssssxxxxxxxxxxxxx
           xxx  ss   sssxxxxxx
                D   sssxxxxs

f
fff        xxx                ff
ffff       xx                 fffff
ffffff     xx                 ffff
fffffff    xx  ffff          ff
fffffff    xx  ffffffff
ffffff     xxx ffffffff
```

x: cannot enter
f: forest

s: rough
D: village
B: barracks
A: granary

Treasures:

T(9,32): Kyuumeiyaku (HP large recovery for multiple units)

Bonus:

1300 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Xu Huang L. Cavalry	69	2290	103	642	564	6	91	83	49
Wang Ping L. Infantry	62	1775	117	478	511	5	72	72	67
Cavalry L. Cavalry	60	2020	91	451	390	6	55	40	30
Cavalry L. Cavalry	60	2020	91	451	390	6	55	40	30
Cavalry L. Cavalry	59	1990	90	445	385	6	55	40	30
Cavalry L. Cavalry	59	1990	90	445	385	6	55	40	30
Cavalry L. Cavalry	60	2020	91	451	390	6	55	40	30
Cavalry L. Cavalry	60	2020	91	451	390	6	55	40	30
Cavalry L. Cavalry	60	2020	91	451	390	6	55	40	30
Infantry L. Infantry	60	1725	114	390	451	5	40	55	30
Infantry L. Infantry	59	1700	112	385	445	5	40	55	30
Bandit L. Bandit	58	1540	99	374	394	4	43	43	43
Bandit L. Bandit	57	1520	97	369	389	4	43	43	43
Martial Arts Martial Artist	58	1490	127	411	380	5	60	40	40
Martial Arts Martial Artist	57	1470	125	405	375	5	60	40	40
Trainer Beast Trainer	63	2060	144	548	313	4	75	25	40
Archery L. Archery	62	1775	117	422	320	3	40	25	60
Archery L. Archery	61	1750	116	417	316	3	40	25	60

Duels and Persuades:

Liu Bei persuades Wang Ping
Huang Zhong vs. Xiahou Yuan

Hints:

1. Enemy will cross the southern bridge. Skillfully place one unit to engage them.
2. Watch out for enemy reinforcements.
3. Earth attack strategem deal high damage to enemy units on rough savanna terrain.

Instead of crossing the north bridge to avoid the enemies, arrange your units for the Bridge formation and take out the first wave. Once you take them out, move one unit across the bridge and lure the group around the southeastern village to engage you. Persuade Wang Ping when the chance presents itself.

Once you persuade Wang Ping and take out the group around the southeastern village, occupy the village with Liu Bei and heal your units. Meanwhile lure out the small group north of your current position.

On turn #8 the reinforcements lead by Xiahou Yuan will arrive. Xu Huang will start command the rest of his army to advance as well. Xiahou Yuan's main group will arrive the earliest so concentrate on his group first. When Xiahou Yuan himself approaches your army, command Huang Zhong to duel him. Finish his group quickly using "Kaiki" and high damage attacks so you can focus on the enemies north of the village.

Du Xi's group will be joining with the faster units of Xu Huang's guards. Do not stand on the rough savanna before taking out Du Xi, as his "Shouseiryu" can deal high damage on these grounds. Meanwhile keep the enemies on this terrain will cause your sorcerers and bandits to deal high damage using earth attack skills.

Once Xu Huang arrives with a few archery units, cast "Kyogen" on Xu Huang to minimize the damage he does and the counterattacks from your own units. Send a few units to circle around him and head for the enemy main camp. To do this, move a unit west or east of Xu Huang, then cast "Kaiki" on this unit so it can move once again. There is a single cavalry unit there to guard the granary, but with multiple units you can take it out and raid the granary in no time. Once Xu Huang is the only enemy left, you can send him packing anyway you like.

After this battle, Cao Cao arrives at Yangpingguan. The next battle will be in Hanshui.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Wang Ping	62	1775	117	478	511	5	72	72	67
L. Infantry									

The only difference in enlisting Wang Ping in this battle is a few more levels. Enlist him as he is worth an extra level for Liu Bei, but you already have better tanks anyways.

Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									
Bandit	62	1620	104	394	416	4	43	43	43
L. Bandit									
Bandit	60	1580	101	384	405	4	43	43	43
L. Bandit									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									

Duels and Persuades:

Yan Yan vs. Xiahou De

Hints:

1. Enemy will cross the southern bridge. Skillfully place one unit to engage them.
2. Watch out for enemy reinforcements. (Actually, I can't trigger this event, whether by waiting until the last turn or by moving Liu Bei around various panels in the battlefield. I'm missing one last officer in the Officer List. Hmm.....)
3. Earth attack strategem deal high damage to enemy units on rough savanna terrain.

This battle is only available if you chosen to go to Dingjunshan instead of Jiamengguan. Unlike the battle against Xu Huang, this one is much simpler as there are no reinforcements, and all enemies advance towards you in waves.

Move your army to the west bank of the bridge and arrange them in the Bridge formation. One fast unit with "Sekitoba" should move onto the northern bridge and wait for all the enemies to pass. Eliminate each wave of enemies as they come.

Eventually Xiahou De will arrive at the bridge. Confuse him for the time being. Once all other enemy units have moved onto or near the southern bridge, the fast unit should move towards the granary. After you raid the granary for the "Kyuumeiyaku", you can have Yan Yan duel him if you deployed him. Otherwise simply focus your attacks to take him out.

After this battle, Cao Cao arrives at Yangpingguan. The next battle will be in Hanshui.

Battle #38

Battle of Hanshui

(Kansui no tatakai)

Victory condition:

Defeat Cao Hong

Turn limit: 40

```

fffffff      A      x BB  B
fffffff      B
ffffff      mm      B B
ffffff      mmmmmmm  x  B  B
  fff      mmmmmmmmm  x
xx      mmmmmmmmmmm  xxxxx  xx
xxxxxxx      mmmmmmmmmmm
xxxxxxx      mmmmmmmmmmm
xxxxxxx      mmmmmmmmm
  D      mmmmmmmmm      f
mm  xx      mmmmmmm      fff
mm  xxxxx      mmmmm  Q      ffff
mm  xxxxx      fffffff
m      xxx      ffffffff
m      xxx      D  T  ffffff
      xxxxx  xx  xx  fffff
      xxxxxxxx  xxx  ffff
      xxxxxxx  xxxxx  ffff
      m      xx      xxx  fff
      mmmmm      xxx  ff
      mmmmmmm      xxxxx
      mmmmmmmmmmm      mmmmm  xxxxx
      mmmmmmmmmmm      mmmmmmmmm  xxx
      mmmmmmmmmmm      mmmmmmmmmmm  x

```

- x: cannot enter
- f: forest
- m: mountain
- Q: fortress
- D: village
- B: barracks
- A: granary
- T: treasury

Treasures:

- A(1,15): Kome (HP large recovery)
- T(15,24): 1000 Gold

Bonus:

1300 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Cao Hong	71	2000	132	538	575	5	74	74	47
L. Infantry									
Infantry	64	1825	120	411	475	5	40	55	30
L. Infantry									
Infantry	60	1725	114	390	451	5	40	55	30
L. Infantry									
Infantry	60	1725	114	390	451	5	40	55	30

L. Infantry									
Infantry	63	1800	119	405	469	5	40	55	30
L. Infantry									
Infantry	59	1700	112	385	445	5	40	55	30
L. Infantry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Cavalry	61	2050	93	457	395	6	55	40	30
L. Cavalry									
Cavalry	61	2050	93	457	395	6	55	40	30
L. Cavalry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Archery	64	1825	120	433	328	3	40	25	60
L. Archery									
Archery	60	1725	114	411	312	3	40	25	60
L. Archery									
Archery	60	1725	114	411	312	3	40	25	60
L. Archery									
Archery	63	1800	119	427	324	3	40	25	60
L. Archery									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									
Cavalry	60	2020	91	451	390	6	55	40	30
L. Cavalry									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									
Supply Unit	60	1380	145	257	268	3	30	30	70
Supply Unit									
Supply Unit	59	1360	143	254	264	3	30	30	70
Supply Unit									

Reinforcements

Cao Zhang	70	2320	104	597	628	6	81	93	42
L. Cavalry									
Infantry	63	1800	119	405	469	5	40	55	30
L. Infantry									
Archery	62	1775	117	422	320	3	40	25	60
L. Archery									
Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry									
Cavalry	61	2050	93	457	395	6	55	40	30
L. Cavalry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Cavalry	61	2050	93	457	395	6	55	40	30
L. Cavalry									
Cavalry	61	2050	93	457	395	6	55	40	30
L. Cavalry									

Duels and Persuades:

(none)

Hints:

1. Attack the enemies on the bridge with water strategem.

2. Around enemy Supply Units, concentrate attacks to take out one enemy at a time before they can be healed.

3. Watch out for enemy reinforcements. Recover HP of your units accordingly.

Your army is split into two groups. The west group is near a village in front of a narrow bridge, so occupy it immediately and block the bridge. The south group does not have access to a village before crossing the wide bridge, so they need one or two L.50 Marching Bands for SP recovery. Send any sorcerers you have to the southern bridge. Once the southern bridge is breached, you can cross it and send some mountain units towards the west bridge from behind so you can make a pincer attack on the enemy engaging the west group. The rest of the southern group should occupy the fortress just north of the bridge and treasury to hold off the nearby enemies.

Once the western enemy group is defeated, move them northwest around the mountain. The mountain units can simply walk through the mountain region. The two cavalry units near the granary are easy to defeat as you have them outnumbered and the terrain advantage is yours.

On turn #10, reinforcements lead by Cao Zhang will arrive. Have your west group attack the west gate of the enemy camp and the south group should attack the south gate. The enemies will also be forced to split into two groups. Finish off all of Cao Zhang's reinforcements before defeating Cao Hong.

Battle #39
Battle of Yangpingguan
(Youheikan no tatakai)

Victory condition:

Defeat Cao Cao

Turn limit: 45

```

                xxxxxxxxxxxxxxxxxxxx xx ffffffff
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx  ffffff
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxsxxx   fffff
                xxxxxxxxxxxxxx x       fff
                xxxxxxxxxxxxxxsxxx    ff
                xxxxxxxxxxxxxxsxxx    ff
x          sxxxxxxxxsx          ff      f
x          sxxxxxxxxx          ffff
xxx  Q  sxxxxxxx  x          ffff
xxxxx  sxxxxx  xx          fffff
xxxxxx  ssssT xxx  D  ffffffff
xxxxxx  s  xxxx          fffffff
xxxxxx  x          ffffffff
xxxxxxx          ffffffff
xxxxxxxxD  x          ffffffff
xxxxxxxx  xx  ffffffff
```

x: cannot enter
f: forest
s: rough
o: city gate
Q: fortress

D: village
T: treasury

Treasures:

T(11,15): Bajutsu shinansho (class change to S. Cavalry)

Bonus:

1300 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Cao Cao	75	2470	111	606	700	6	75	98	100
L. Cavalry	[Iten no ken, Goshi no heihousho, Gyokuji]								
Xu Huang	72	2380	107	664	584	6	91	83	49
L. Cavalry									
Xu Zhu	71	2350	106	700	640	6	97	94	25
L. Cavalry									
Zhang He	72	2380	107	660	613	6	90	88	62
L. Cavalry									
Xiahou Dun	72	2380	107	694	608	6	95	87	60
L. Cavalry									
Cao Hong	71	2000	132	538	575	5	74	74	47
L. Infantry									
Cao Zhang	71	2350	106	604	635	6	81	93	42
L. Cavalry									
Yang Xiu	70	1580	168	286	298	3	29	28	91
Supply Unit	[Moutoku shinsho]								
Pang De	70	2320	104	668	561	6	94	81	65
L. Cavalry									
Sima Yi	70	1875	188	348	523	4	48	95	106
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Archery	62	1775	117	422	320	3	40	25	60
L. Archery									
Archery	62	1775	117	422	320	3	40	25	60
L. Archery									
Archery	65	1850	122	438	333	3	40	25	60
L. Archery									
Archery	65	1850	122	438	333	3	40	25	60
L. Archery									
Archery	64	1825	120	433	328	3	40	25	60
L. Archery									
Archery	64	1825	120	433	328	3	40	25	60
L. Archery									
Archery	64	1825	120	433	328	3	40	25	60
L. Archery									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Infantry	62	1775	117	400	163	5	40	55	30
L. Infantry									
Infantry	62	1775	117	400	163	5	40	55	30
L. Infantry									
Infantry	64	1825	120	411	475	5	40	55	30
L. Infantry									
Infantry	64	1825	120	411	475	5	40	55	30
L. Infantry									
Infantry	64	1825	120	411	475	5	40	55	30

L. Infantry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Martial Arts	62	1570	134	433	400	5	60	40	40
Martial Artist									
Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry									
Archery	62	1775	117	422	320	3	40	25	60
L. Archery									
Supply Unit	61	1400	148	260	271	3	30	30	70
Supply Unit									

Duels and Persuades:

Ma Chao vs. Pang De

Hints:

1. Command Ma Chao to attack Pang De.
2. The treasury holds an item that allows class change into S. Cavalry
3. Watch out for Sima Yi's strategem.

You really should have a L.65 Sorcerer by now. If not, deploy Zhuge Liang and Pang Tong (if you have him) and let them deal the final blow on enemies to raise their levels. Sima Yi is at L. 70 and has learn

Start moving across the forest towards the first village, but do not move beyond the column 4 penels east of the village:

```

1ff
2ff
3ff
D f4ff
ff5ff
ffff6ff

```

A unit should be on this column and directly east of the nearest enemy infantry unit. This will lure it over so you can take it out early.

On the next non-rainy day, move in with a high Intel L.60 Martial Artist and cast "Sekiryu" on the three units north of Pang De. Follow this lead attack up with your units that can cast "Kaiki" so you can make multiple casts of "Sekiryu" to weaken or finish them off. As for Pang De, you can command Ma Chao to duel him and get a free level up. But Ma Chao will not kill Pang De, so you still have to defeat him.

On the next turn eliminate as many enemy units crossing the bridge as you can. You need to move a unit just northeast or southeast of the bridge to stop the flow of enemies and give you some time to defeat enemies that have already crossed the bridge and allow you to set up the Bridge formation:

```

sT xx
xxx
x1

x2
xx

```

Once you arrange your units in the bridge formation, you can safely

take out the remaining enemies in this first wave of attack. Yang Xiu won't come over as easily though, so go ahead and cross the bridge once the damage dealing enemies are taken out. Send a unit to raid the treasury just to the north as well. Move into the southwest village and heal your units. As long as you don't move any further northwest than the safety zone limit shown in the next minimap, you won't provoke Cao Cao into commanding his army to charge into yours. Meanwhile lure out Xu Huang's group just to the north and eliminate them. For the next part you will need your "Kaiki" units to be around 100 SP and your sorcerers to be at full SP, so give them Chokumeisho and move them into the village. Also command your Marching Band to cast "Fuuki" on them to recover SP. You have 45 turns, so take your time.

```
sxxxx
Q slxxx
  2xxx
x  3sss
x  4  s
x5678
xx
xxxxD
```

Now you have to watch carefully for the range for Sima Yi's movement and "Rakurai". He has a movement range of 4 and the targeting range of "Rakurai" is within 2 panels vertical and 2 panels horizontal in any direction from the caster. This effectively makes the targeting range of the strategem 8 panels away from Sima Yi (6 if you're standing directly north/south/east/west of him):

```
Soooooo
ooooooo
ooooooo
ooooooo
ooooo
ooooo
oooo
ooo
```

The maximum movement range for units is 6 and attack range is 1 (L. Archery units has movement range of 3 and attack range of 4 on diagonals), so for L. Cavalry units and L. Archery units the only way to span this distance within a single turn is to either equip a movement increasing weapon and a "Shunme" or equip a rare horse. This is, of course, assuming that there are no other enemy units in the way, which is an unlikely scenario. It is more likely that Sima Yi will cast "Rakurai" turn after turn hiding behind other units.

The other method is to equip your own L.65 Sorcerers with "Shunme" and move in with their own "Rakurai". Sima Yi has high Intel so your own "Rakurai" won't do too much damage against him. You will need your Beast Trainers and Supply Units to cast "Kaiki" on them so your sorcerers can cast "Rakurai" repeatedly to clear out the blocking units, allowing your direct attack units to reach Sima Yi and attack him.

Once Sima Yi is out of the picture, Cao Cao isn't left with many troops, so take him out with your combined attacks.

After the battle, Cao Cao returns to Chang'an. Liu Bei enters Hanzhong.

Hanzhong

Talk to Zhuge Liang and he will suggest that Liu Bei assume the title of "King of Hanzhong" to fight against Cao Cao, who has assumed the title "King of Wei". Talk to Zhuge Liang once more. You really have no choice but to accept the title, otherwise the event won't continue.

=====
3-5: Birth of Shu Han
=====

After the event, you will fight the next battle with designated officers not according to your choice.

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARINING! WARNING!

In the next battle, Guan Yu's survival will critically affect three factors in the game:

1. Reunion with Guan Yu. If you fail to save Guan Yu and he is executed as a result, obviously he is gone for good (as well as his cohorts and any items in their inventory).
2. Assassination of Zhang Fei. If you fail to save Guan Yu and decide to turn down Zhuge Jin's proposal for an alliance, Zhang Fei will be assassinated right after Guan Yu's death and you will also lose him as a result.
3. Ending change. The endings you can get are partially determined by whether Pang Tong, Guan Yu, and Zhang Fei survive.

#####3###

Battle #40
Battle of Mai
(Baku no tatakai)

Victory conditions:

1. Defeat all enemies
2. Guan Yu arrives at the western fortress

Turn limit: 50

```

ffffffffffmrrrrrrrrrrrrrrrrrrrrff  xxxx
f  fffffffffffmrrrrrrrrrrrrrrrrrr  xxx
      ffffffrrrrrrrrrrrrrrrrrrrr  xxx
Q      fffffrrrrrrrrrrrrrrrrrrrr  xxx
      fffffrrrrrrrrrrrrrrrrrrrr  xxx
      fff      fffffffffff
fffff      fffffffffff
fffff      fffffffffff
ffff  T fffffffffff      fff
fff      ffffff      ffffff
fff      ffffff      ffffff
fff      ffffff      fffffffffff

```


Reinforcements

Cao Ren	70	1975	130	561	592	5	80	79	62
L. Infantry									
Man Chong	66	1875	124	398	437	5	27	30	68
L. Infantry									
Lu Jian	65	1850	122	461	373	3	51	47	40
L. Archery									
Xu Shang	65	1850	122	555	450	3	82	75	30
L. Archery									
Xu Huang	66	2200	99	619	544	6	91	83	49
L. Cavalry									
Infantry	62	1775	117	400	463	5	40	55	30
L. Infantry									
Archery	63	1800	119	427	324	3	40	25	60
L. Archery									
Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									

Duels and Persuades:

(none)

Hints:

1. "Sekitoba" would be a valuable equipment for Guan Yu.
2. Watch out for enemy reinforcements.
3. Lu Xun's strategem "Rakurai" is an extremely powerful attack. Don't let Guan Yu go near him.

The extra levels of Guan Yu, Guan Ping, and Zhou Cang seems to be a GBA exclusive. The Super Famicom original doesn't have this. Also, in the original, the second Victory condition only appears on turn #2 when the Wei army arrive. also, I hope you didn't leave "Sekitoba" on Guan Yu as the hint suggested. The extra movement serves no purpose on Guan Yu and you have other units that need it more during your conquest of Yizhou.

Did you class change Guan Yu to Tribe like I told you? If so, it's not that difficult to escape. But if he is still in a cavalry class, you might be in trouble.

During any part if Guan Yu is confused, immediately have Guan Ping or Zhou Cang use a "Ki no hikari" on Guan Yu. But if you have class changed Guan Yu, with proper positioning enemies shouldn't even be able to get close to him to cast "Kyogen" on him.

Start off by moving Wang Fu into the forest north. Everyone else should go southwest with Guan Yu. Use "Kyogen" whenever you see enemies instead of fight. Of course, chances are that you cannot confuse them both. In that case leave Zhao Lei behind northeast to the village so the Wu officers go after him instead of Guan Yu. If you can lure one officer away from the village and have Zhao Lei occupy that himself, he will buy Guan Yu a turn or two from Wei army.

On turn #2, the Wei army arrives from the east side. So move Guan Yu's group southwest. Meanwhile Wang Fu should move near the north mountains and within range for Lu Xun's "Rakurai". This way Lu Xun

will be lured into moving east. Wang Fu should survive the first cast though.

On turn #3, move Wang Fu directly east to lure Lu Xun even further east. He will not survive this turn between Lu Xun's "Rakurai" and the attacks from Wei army. But he served his purpose of luring Lu Xun away from the main path. Your other units should continue west through the south part of the northern forest to shake off Zhou Tai. However, if Guan Yu is still a cavalry unit, you will have to move a unit within Zhou Tai's range and lure him directly east while Guan Yu slips by the south side of the path.

Now Guan Yu needs to go north. Cao Ren and Man Chong should be almost through the northern forest, so send your surviving infantry and Zhou Cang up north to block them while Guan Ping should remain in the southwest village to buy Guan Yu some time from the pursuing Wei army.

If you are too slow, the Wei army can move through the northern forest and block the road ahead of you. If that happens you will not be able to get past them, so use "Mizu no chikara" to move by enemies standing in the middle of the path. But if Guan Yu is in the Tribe class, not only does the higher HP, but the high movement allows him to take shortcuts and save time. The battle ends when either Guan Yu reaches the western fortress, or when his HP drops to 0.

Chengdu

GBA version Exclusive

Free Mode:

Battle of Chengdu
(Seito no tatakai)

16 turns: 800 Gold

13 turns: 1000 Gold

10 turns: 2000 Gold

8 turns: Seinousho (Class change to Supply Unit)

Another Free Mode challenge with ridiculously high turn requirements.

This one is also easy to take down all the prizes in one attempt.

Equip both Zhuge Liang and Pang Tong rare horses and movement increasing weapon beforehand. Equip all your "Kaiki" units with movement increasing weapons and "Shunme" as well. On the first turn move the two Sorcerers west and cast "Rakurai" to eliminate the small group in the forest nearby. Then have the two Beast Trainers each cast "Kaiki" on a sorcerer. They can now move west again so continue move west and cast "Rakurai" to eliminate the enemy group behind the northwest fence. The second turn move the sorcerers towards Liu Zhang. Then have the two Beast Trainers move alternately and cast "Kaiki" on each other until one of them can reach a sorcerer to cast "Kaiki" on him and allow him to move again. This battle should take you 2-3 turns at most. P.S. All of Liu Zhang's officers are replaced with generic units, so there is no persuasion aside from Liu Zhang himself.

Battle of Dingjunshan
(Teigunsan no tatakai)

16 turns: 1000 Gold
13 turns: 1500 Gold
10 turns: 3000 Gold
8 turns: Soujutsu shinansho (class change to Beast Trainer)

Remember the method of assassinating Xiahou Yuan within 5 turns by using Huang Zhong to duel him? It worked back then and still works now. P.S. The treasury holding "Seinoucho" has been replaced by 900 Gold.

Battle of Yangpingguan
(Youheikan no tatakai)

17 turns: 1000 Gold
14 turns: 1500 Gold
11 turns: 3000 Gold
10 turns: Engunhoukou (Regenerate HP naturally)

Bring both sorcerers, all your "Kaiki" units as well as your two Marching Band units. Start moving your units into the forest just west, but cross the safety limit immediately with Zhuge Liang and Pang Tong and use "Rakurai" to eliminate all enemies east of the bridge at once by turn #2. This will also lure some enemies from the west bank.

On turn #3 gather your units around the west bank and wait for the units on the bridge to come across so you can take them out. On turn #4, there isn't a lot of enemies on the west bank so move the sorcerers across the bridge and attack them with "Rakurai", then move the "Kaiki" units in range and give them another turn so they can take the southwest village.

On turn #5, eliminate all enemies below Xu Huang's group and let the "Kaiki" units cross the bridge. You will need to use Marching Band units to cast "Fuuki" on them to recover their Sp.

On turn #6 send your sorcerers up north beyond the fortress and aim as deep as possible, preferably on the Supply Unit to damage both Cao Cao and Sima Yi. Follow up with your Beast Trainers and cast "Kaiki" at the sorcerer with higher Intel. If that is not enough follow up with your Supply Units. Cao Cao should be defeated in 3 or 4 casts. The trick is to finish off Cao Cao before he orders his troops to charge at your sorcerers. P.S. The treasury has been replaced with 900 Gold.

Battle of Yiling
(Iryou no tatakai)

17 turns: 1000 Gold
14 turns: 1500 Gold
11 turns: 3000 gold
9 turns: Gungakufu (class change to Marching Band)

You're going to need both sorcerers with rare horses and movement increasing weapons equipped. Equip movement increasing weapons and "Shunme" on as many units with "Kaiki" as you have. Deploy them in the following order:

Northern group: Southern group:

1. Pang Tong (Sorcerer)
2. Mi Zhu (Marching Band)
3. Zhuge Liang (Sorcerer)
4. Ma Su (Marching Band)
5. Sun Qian (Supply Unit)
6. Huo Jun (Beast Trainer)
7. (anyone)
8. Ma Liang (Supply Unit)
9. Li Ming (Beast Trainer)
10. (anyone)
11. (anyone)
12. (anyone)
13. (anyone)
14. Ma Chao (Beast Trainer)

If you didn't class change Ma Chao to Beast Trainer, don't sweat it. Deploy another Beast Trainer instead and include a unit with high attack and 8 directional attack as (anyone). The purpose of Ma Chao as Beast Trainer is to act as the assassin.

In the first turn, arrange both groups into the Resist formation so you can heal them with Liu Bei's "Daitoku" and Ma Liang's "Daikyusai" to recover HP.

In the second turn, start marching east with both groups. Enemies will engage your army in packs so taken them out with multiple castings of Zhuge Liang and Pang Tong's "Rakurai" with the help of your "Kaiki" units. Your Marching Band units should use "Fuuki" to recover the sorcerers' SP. This will cause the Marching Band to be in critical HP, so be sure to reserve Liu Bei and Ma Liang to heal them back up.

By the third turn, most charging enemies have already reached your party so you should eliminate them as you go. Once you reach the central bridge (the first one not to be blocked by fire), move Pang Tong, Mi Zhu, Sun Qian, and Huo Jun southwards across the bridge to join the southern group. If you do not have Ma Chao as a Beast Trainer in the southern group, you will also need to move your alternate assassin south of the bridge. The rest of the northern group should continue moving east. Your main attack group is the southern group, the northern group will act as a decoy.

On the fifth turn Lu Xun will order the rest of his army to charge at you. Your northern group should be within range of the enemy units north of Lu Xun, but not close enough to enter Lu Xun's targeting range for "Rakurai". Your southern group should use multiple "Rakurai" to eliminate enemies west of Lu Xun. It is essential to leave one weak unit alive within range for Lu Xun's "Kyuusai" though. As this will prompt Lu Xun to move closer to you and cast "Kyuusai" to heal this unit instead of casting "Rakurai" on your southern group. But even if he casts "Rakurai", you should be able to take the hit if you put Pang Tong and Zhuge Liang at the front.

Once Lu Xun takes the bait and there's a clear path for Ma Chao (or your alternate assassin) to move next to him, have one of the sorcerers cast "Moroha" on your assassin unit. Move your assassin next to Lu Xun, preferably diagonal from him, and attack. Your other "Kaiki" units should help out and give him multiple attacks to take Lu Xun out within a single turn.

If you failed to save Pang Tong, you will have to wait until you get more Sorcerers. Zhuge Liang alone isn't enough.

After the event, talk to the military officer. Zhuge Jin will show up.

Before you continue, you should replenish any items that may have been used up in the previous series of battles, as the shops in Chengdu and Fu are once again accessible. After finishing your purchases, talk to Zhuge Jin and you will have two diplomatic options:

Ally with Wu

Do not ally with Wu

If you make the first choice, you receive "Sonshi no heihousho" and skip ahead to the next chapter. If you do not accept the alliance, the next series of battles must be fought without Zhuge Liang, Zhao Yun, or Ma Chao.

Sonshi no heihousho (Intel +7)

The next two battles are optional and can be skipped by agreeing to an alliance with Wu. It is up to you when and where to make the alliance. However, if you do not make the alliance right away, you can opt to see the "Baidicheng Ending". This walkthrough will continue as if you agreed on the alliance right away and receive the "Sonshi no heihousho", which is the best War Manual in the game. However, the two optional battles against Wu will also be covered.

Battle #41

Battle of Xiling

(Seiryu no tatakai)

Victory condition:

Defeat Sun Huan (incorrect. Should be "Defeat all enemies")

Turn limit: 40

```
sssxxxxxssssxxxxs   xx   xxxxxx
sxxxxxsssssxss     xxx   xxxxxx
xxxxxsssssxss      D   xxxxxx
xxssssssssssss     xxx   sxxxxx
xssssssssssss     xxx   ssxxxx
xsssssxssssss xx   xxx   ssxxx
sssssxssssss xxxxxxxx   sssxx
ssssxxxs xxxxxxxxxxxx x   ssxx
sssxxxss xxxxxx     x x   ssss
sxxxxxss xxx         xxx   sss
xxxxss  xxx         xx    s
xxss   xx   D       ff  xxxxx x
s      xxx         ffffffff xxxxx
      xxxx         ffffffff xxxx
f  xxxx         ffffffff xxxxx
f  xxx         ffffffff xxxxx
  xxxx   fff         ffff xxxxxx
xxxxx ffffff         fff xxxxxx
xx   ffffffff         xxxxxx
xx ffffffff         xxxxxx
```

x: cannot enter

f: forest

s: rough

D: village

Treasures:

(none)

Bonus:

1500 Gold

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Liu Shan L. Infantry	59	1700	112	356	383	5	22	18	20
Guan Xing L. Cavalry	56	1900	86	532	490	6	88	85	70
Zhang Bao L. Cavalry	56	1900	86	552	478	6	92	83	37
Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Sun Huan L. Infantry	72	2025	133	515	567	5	65	70	72
Zhu Ran L. Infantry	68	1925	127	506	541	5	70	70	62
Li Yi L. Archery	67	1900	125	560	405	3	79	57	63
Xie Jin L. Archery	67	1900	125	518	456	3	69	74	63
Lu Ji L. Archery	67	1900	125	431	345	3	32	27	68
Yan Jun L. Infantry	68	1925	127	403	438	5	25	24	71
Pan Zhang L. Infantry	67	1900	125	518	544	5	75	72	46
Infantry	63	1800	119	405	469	5	40	55	30
L. Infantry Archery	63	1800	119	427	324	3	40	25	60
L. Archery Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry Bandit	63	1640	105	399	421	4	43	43	43
L. Bandit Bandit	62	1620	104	394	416	4	43	43	43
L. Bandit Martial Arts	63	1590	136	438	405	5	60	40	40
Martial Artist Trainer	64	2090	146	555	317	4	75	25	40
Beast Trainer Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry Supply Unit	61	1400	148	260	271	3	30	30	70

Supply Unit

Duels and Persuades:

Guan Xing vs. Li Yi

Zhang Bao vs. Xie Jin

Hints:

1. Leave Xie Jin to Zhang Bao
2. Leave Li Yi to Guan Xing
3. Liu Shan can support other units with "Kobu" and "Enjo"

At the beginning of the battle, Liu Shan, Guan Xing, and Zhang Bao arrive and participate in this battle. Start moving our army to the east. Use "Kaiki" to give Guan Xing more chances to move. This way he can clear the rough savanna terrain quickly and be the first to cross the bridge and duel Li Yi. Li Yi's group merely forms a cross formation instead of occupying the village, so go ahead and take the village for yourself and eliminate what's left of Li Yi's group. Since the rest of the enemies won't come after you actively, you can heal your army before continue south. They will not bother you while you cross the second bridge either.

Once you cross the bridge south, you can either go through the forest to take out Sun Huan, or you can follow the path to take out the other enemy groups first. If you want Zhang Bao to duel Xie Jin, you can lure him out with a unit in the forest. Sun Huan is not in a fortress, so he, too, can be lured out. However, the Victory condition is incorrect. You must defeat all enemies to finish the battle.

After the battle, you will enter Xiling.

Xiling

Once again, Zhuge Jin has come to ask for an alliance. If you choose to accept you will receive "Goshi no heihousho" and skip the next battle. If you do not accept, you will be facing one of the most difficult battles in the game.

Goshi no heihousho (Intel +6)

#####

WARNING! WARNING! WARNING! WARNING! WARNING! WARNING! WARNING!

Before making the decision to challenge this difficult battle, keep in mind the consequences of choosing to fight this battle:

1. If you win, you will still have to ally with Wu, but without receiving any of the War Manuals.
2. If you lose, you will see the "Baidicheng Ending". The ending changes depending on whether you saved Guan Yu (and therefore Zhang Fei).
3. As in the last battle, you will not have Zhuge Liang, Zhao Yun, or Ma Chao to be deployed.
4. In the GBA version you can access the corresponding Free Mode battle

already.

#####

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Liu Shan L. Infantry	59	1700	112	356	383	5	22	18	20
Guan Xing L. Cavalry	56	1900	86	532	490	6	88	85	70
Zhang Bao L. Cavalry	56	1900	86	552	478	6	92	83	37

The sons of the three blood brothers joins your army. Although their stats don't exactly match up with their parents, Guan Xing and Zhang Bao will be your secondary duelers. Of course, if their parents are still alive and kicking, you really don't need to deploy them. If you do decide to deploy Guan Xing and Zhang Bao in battle, keep in mind that they aren't in the caliber of their parents so don't overestimate their damage potential. As for Liu Shan, it serve to explain why the Baidicheng ending is the way it is. Aside from testing purposes, Liu Shan is only there for the purpose of challenge.

Item Shop

- Mame 100 HP small recovery
- Mugi 250 HP medium recovery
- Kome 600 HP large recovery
- Kizugusuri 500 HP small recovery for multiple units
- Kanpouyaku 1000 HP medium recovery for multiple units
- Kyuumeiyaku 2000 HP large recovery for multiple units
- Youjutsu no kusuri 1000 SP small recovery
- Shoukokuryu no sho 600 (strong water) vs. one unit
- Shouseiryu no sho 600 (strong earth) vs. one unit

Battle #42
Battle of Yiling
(Iryou no tatakai)

Victory condition:

Defeat Lu Xun

Turn limit: 50

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XXXXXXXXXXXXXXXXXXXXXS                      S
      XXXXXXXXXXXXSS
XXXXXXXXXXXXSS                      XXX
      SSSSSSSS                      X XXXXXX
XX          SS                      X XXX XXXX
XXXXX XXXXX      D  XX XXXXXX

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xxxxxx xxx xxxx xxxxxxxxxxxx
xxx xxxxxxxx x xxx
x          xx
xxxx  xx          x
xxx x   D          xxx
xxxxx          xxxx  xxx
xxxxxxx xx      xxxx  xxxxxxxxxxxxxxxx
xxxxxxxxxxxxx xxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

```

x: cannot enter
f: forest
s: rough
D: village

Treasures:

(none)

Bonus:

1500 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Lu Xun	74	1975	197	475	487	4	80	85	102
Sorcerer	[Sonshi no heihousho, Eiketsu no ken]								
Han Dang	70	1975	130	489	520	5	60	59	42
L. Infantry									
Zhou Tai	71	2350	106	638	558	6	87	78	60
L. Cavalry	[Sonshi no heihousho, Eiketsu no ken]								
Gan Ning	71	2300	160	681	509	4	91	84	54
Beast Trainer									
Ling Tong	71	2350	106	604	529	6	81	71	65
L. Cavalry									
Xu Sheng	71	2000	132	534	526	5	72	59	70
L. Infantry									
Ding Feng	70	1975	130	537	554	5	75	70	65
L. Infantry									
Pan Zhang	70	1975	130	537	563	5	75	72	46
L. Infantry	[Sonshi no heihousho, Eiketsu no ken]								
Ma Zhong	69	1950	128	474	505	5	58	56	54
L. Infantry									
Zhu Ran	70	1975	130	518	554	5	70	70	62
L. Infantry									
Gu Yong	69	1950	128	399	429	5	18	17	72
L. Infantry									
Yu Fan	69	1950	128	436	453	5	40	32	78
L. Infantry									
Bu Zhi	69	1950	128	432	340	3	25	20	65
L. Archery									
Xue Zong	69	1950	128	450	358	3	35	31	62
L. Archery									
Archery	63	1800	119	427	324	3	40	25	60
L. Archery									
Archery	63	1800	119	427	324	3	40	25	60
L. Archery									

Archery	62	1775	117	422	320	3	40	25	60
L. Archery									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Bandit	63	1640	105	399	421	4	43	43	43
L. Bandit									
Bandit	63	1640	105	399	421	4	43	43	43
L. Bandit									
Tribe	62	2230	99	318	524	5	30	70	40
Tribe									
Tribe	63	2260	100	322	531	5	30	70	40
Tribe									
Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry									
Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry									
Cavalry	63	2110	95	469	405	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									
Cavalry	62	2080	94	463	400	6	55	40	30
L. Cavalry									

Duels and Persuades:

Shamoke vs. Zhou Tai

Hints:

1. The fire strategem reduced the number of soldiers (HP of units), so concentrate on healing.
2. If Shamoke is deployed, command him to approach Zhou Tai.
3. Pang Tong should cast "Rakurai" on bunched up enemy units.

You will need ample preparations before entering this battle. Aside from Liu Bei, whose participation is mandatory, you will be able to deploy 14 other units into battle. The first thing is that the order you choose your units matters a lot in this battle. Once the battle starts your army will be divided into two groups. The northern group consists of 10 units (including Liu Bei), while the southern group consists of the other 5. You will need to make sure that the 5 units in the southern group can fight as a team.

The units in the southern group aren't chosen at random. Among the 14 units that you deploy, the third, fourth, eighth, ninth, and the last unit will be in the southern group (that's 3, 4, 8, 9, 14). Liu Bei and the rest will be in the northern group.

If you have Pang Tong, deploy him in the southern group along with your beast trainers and supply units that wields "Kaiki", but be sure to include one Marching Band in each group as the SP battery of the group.

If you don't have Pang Tong, your "Kaiki" units should be in the northern group instead. Your southern group will be overwhelmed in a

few turns so there's no reason to leave valuable units to waste.

The northern group is straightforward as you should arrange them in the Resist formation so Liu Bei can cast "Daitoku" (or "Aitoku" if he has not reached L.75 yet). If you cast "Shouhakuryu" on Liu Bei first, he can gain some easy levels for this one cast. Likewise the southern group can be fully healed with a single "Daikyusai" from the supply unit.

If you have Pang Tong:

Arrange the northern group as follows:

```
xxxxxxxxxx
  85xxxxxx
  941xxxxxx
  A62
xx73
xxxxx xxxx
  xxxxxx x
```

1-3 are direct attack units, 4 is a diagonal attack unit, 5-A are archery units and support units. This is quite similar to a Bridge formation. You are going to use the fires the Lu Xun set on you against his own troops. There is no village around so the Marching Band has to take over the job of SP recovery.

The southern group should be in the Resist formation:

```
xxx xxx
      x
  xx2
x 3MP
x 1
xx xx
xxxxxxx
```

P is Pang Tong, M is the Marching Band unit. 1-2 are Beast Trainers, 3 is the Supply Unit.

In the first few turns, the southern group will be under heavy attack. Although Pang Tong is at the point, the Beast Trainers actually draw enemy attention more because they have lower defense. So have Pang Tong cast "Rakurai", the Beast Trainers cast "Kaiki" on Pang Tong so he can finish all approaching enemies. The Marching Band should then cast "Fuuki" to replenish Pang Tong's SP. Finally the Supply Unit casts "Daihokyu" to recover the HP of all units. Inbetween waves of attacks, the Marching Band unit should also recover the SP of other units besides Pang Tong.

On turn #5, Lu Xun will order his army to charge at you. Lu Xun will start moving west and go north on the middle bridge before engaging Liu Bei's group. Both groups need to quickly finish up all remaining enemies while Liu Bei should send a unit with high HP, Intel, and Strategem Defense (preferably with "Engunhoukou" to block Lu Xun and force him to use up his SP. After each cast of "Rakurai", have the affected unit heal itself, and move back one space if Lu Xun is directly north or south of this unit. Try to force Lu Xun onto the peninsula just east of where the fire is so you can block him from moving at all. If this unit cannot recover fast enough, move another

unit in to heal it and then move away next turn after getting hit once. Once Lu Xun has ran out of SP, just about any unit with respectable levels can take him out.

If you don't have Pang Tong:

Your biggest obstacle is that Lu Xun will start moving towards you on turn #5. You really don't have that many turns before he arrives. If there's a large group of enemies preventing you from reaching Lu Xun, he will stay behind other enemy units and cast "Rakurai" on your army turn after turn. The formation below minimizes the number of attacks your frontline units will sustain while maximizing the Archery attacks you can make, but even with this formation, if you didn't power level your army to the maximum level of 99, the HP of your tanks still won't stand up to that.

```
xxxxxxxxxx
      xxxxxx
    L Axxxxx
      AA1
xx AA2
xxxxx xxxx
      xxxxxx x
```

Liu Bei will be using "Daitoku" turn after turn. In this case you might as well take advantage of the high Turn limit of the battle and take out one enemy at a time. Aside from 1 and 2 which need to be high HP, defense, and Intel, you will need a mostly Archery unit setup. If Lu Xun gets close enough to cast "Rakurai" on your army, focus all Archery shots at him to take him out. Guan Yu and Zhao Yun are out of the picture, so your next best shot would be the numerous officers Liu Bei persuaded in the Battles of Luo and Changdu. With Intel of 70 or so expect 800-900 damage from "Rakurai". But if your frontline units have 2500-3000 HP, survival shouldn't be a difficult task.

After the battle, Lu Xun retreats back to Jiangling while an alliance with Wu is automatically negotiated.

=====
4-1: Reclaiming Jingzhou
=====

Chengdu

If you chose to ally with Wu immediately without going to war, then the first thing is that Guan Xing, Zhang Bao, and Liu Shan join your army.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Liu Shan	59	1700	112	356	383	5	22	18	20
L. Infantry									
Guan Xing	56	1900	86	532	490	6	88	85	70
L. Cavalry									
Zhang Bao	56	1900	86	552	478	6	92	83	37
L. Cavalry									

The sons of the three blood brothers joins your army. Although their stats don't exactly match up with their parents, Guan Xing and Zhang Bao will be your secondary duelers. Of course, if their parents are

still alive and kicking, you really don't need to deploy them. If you do decide to deploy Guan Xing and Zhang Bao in battle, keep in mind that they aren't in the caliber of their parents so don't overestimate their damage potential. As for Liu Shan, it serve to explain why the Baidicheng ending is the way it is. Aside from testing purposes, Liu Shan is only there for the purpose of challenge.

Now you must make another decision regarding the war against Wei. Talk to Zhuge Liang and he will advise you that there are two paths to Luoyang. One going through Xiangyang in Jingzhou and the other going through Chang'an in Guanzhong. The path through Xiangyang is a given in light of the alliance with Wu, but Liu Bei must decide whether a Commando Squad should be sent through Guanzhong.

#####

SIDEQUEST! SIDEQUEST! SIDEQUEST! SIDEQUEST! SIDEQUEST! SIDEQUEST!

Commando Squad

A battalion of designated officers can be sent through Guanzhong. The battle here is a Consecutive Battle of Chengcang followed by Chang'an. The designated officers are as follows:

- Pang Tong (he is the leader of the squad if you saved him)
- Zhao Yun (if you don't have Pang Tong, he will be the leader)
- Ma Chao
- Wei Yan
- Fa Zheng
- Yi Ji
- Liu Feng
- Mi Zhu
- Mi Fang
- Jian Yong

Once you agree to send the squad, these officers will depart immediately so you must make any purchases for them before making the decision. It is understandable that some of these officers may not have seen battle for the longest time and their levels are low as a result, but do not let that discourage you from this optional quest before considering the pros and cons.

Pros:

1. You get the chance to recruit quite a large number of enemy officers with up-to-date levels along the way, so only about 4 or 5 members of the ten are needed to actively fight in the battle. Pang Tong, Ma Chao, Wei Yan, and Fa Zheng are most likely with high enough levels and the rest of your units can raid treasure, carry items or cast support strategem to provide support as well as leveling themselves up, so they are not useless.

2. The treasuries hold numerous rare items that will prove their worth on the final battles of the game. All of the enemy officers that can be persuaded will join you on the spot. So the Commando Squad can grow to a considerable size.

Cons:

1. The officers in the Commando Squad will not be participating in the campaigns of your main army, which goes through battles of variable range of difficulties. You also have to divert some resources for their equipment and items.

2. You will have to wait for the Commando Squad to complete their mission before you get to use the class change item on the most suitable unit to be a Sorcerer.

3. If you didn't save Pang Tong. The battles involved become much more difficult. Notice that none of the units listed above are "Kaiki" units. In light of the fact that speed is the most important thing to have in those battles, if you can't class change a few of them into "Kaiki" units or give each of them multiple copies of "Mizu no chikara", it will be in your best interest not to send them at all.

#####

It is up to you to decide on the participation of this optional campaign. The walkthrough will continue as if the Commando Squad is deployed. If you do decide to send out the squad, remember to transfer important items such as rare horses, HP/SP auto regenerating items, and war manuals to your main group, as your main group are the ones with difficult battles ahead.

After the event, talk to Ma Liang and you will be in the city. Chances are that the Gold you won battles against Cao Cao have filled your war chest. Remember that you can only hold a maximum of 60,000 Gold (or 59,999 in the GBA version). The shops in Jiangling probably won't be much help, so definitely pick up some "Dokukyakusenpuuhou" for the extra Movement range and, if you are playing the SFC original, perhaps 15 copies of "Fuuki no sho" to take advantage of a glitch that can raise Liu Bei's level to 100 instead of the regular 99.

Jiangling

Go to the Meeting Place. Talk to Sun Quan then talk to Zhuge Liang. You will be given two options:

Invite Sun Quan to attack.

Do not invite Sun Quan to attack.

If you choose to ask Sun Quan to attack He Fei, Zhang Liao's reinforcements will not appear in a later battle. But if you choose not to ask Sun Quan to attack, he will give you 2000 Gold as assistance.

Either choice is fine. This walkthrough will continue as if Liu Bei did not ask Sun Quan to attack He Fei. Once Sun Quan leaves, the next campaign will be available. Talk to Zhuge Liang to move out.

Weapon Shop:

Kourensou	1650 Power +5 (Cavalry, M./L. Infantry)
Daigeki	1350 Power +5, Lead -3 (Cavalry, M./L. Infantry)
Tetsukyuu	1250 Power +5 (S. Archery)
Shinto	1450 Power +5 (M. Archery)
Soushouhou	1550 Power +5 (L. Archery)
Geihen	1700 Power +6 (Beast Trainer)
Jitsugetsukenkonken	1850 Power +6 (Martial Artist)
Shiboenouetsu	1880 Power +5, Lead +3 (Martial Artist)

Kinko 1500 Intel +4 (Marching Band)

Item Shop:

Kanpouyaku	1000	HP medium recovery for multiple units
Chousoujutsu ougi	450	L.20 S. Infantry class change
Senshajutsu ougi	900	L.40 M. Infantry class change
Rendojutsu gokui	500	L.20 S. Archery class change
Hassekijutsu gokui	1000	L.40 M. Archery class change
Juukihei no inju	600	L.20 S. Cavalry class change
Shineitai no inju	1200	L.40 M. Cavalry class change
Burai no kokoroe	350	L.20 S. Bandit class change
Gikyō no kokoroe	700	L.40 M. Bandit class change

Battle #43

Battle of Xiangyang
(Jouyou no tatakai)

Victory condition:

Defeat Cao Ren

Turn limit: 40

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xxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxx
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xx xx          xxQ  xx
xx           x  x   xx
xx          xxx    xx
xx          xxxx   xxxxxx
xx Tx   xxxx  xxxxxxxx
xx xxx      Q  xxxxxxxx
xx         x  x  xx  xx
xx        xx  x  xx  xxx
xx xx          x  xx  xxx
xx xx          xxxxxx xxxx
xxxxxxx       xxxxxx xxxx
xxxxxxx      xxxxxxx  xx
xxxxxxx     xxxxxxx  x

```

```

xx
xxxx
xxxxx      ffff
xxxxxxx   ffffffff
xxxxxxx   ffffffff
xxxxxxx   ffffffff
xxxxxxx   ffffffff

```

x: cannot enter
f: forest
Q: fortress
A: granary
T: treasury

Treasures:

A(4,11): Kyuumeiyaku (HP large recovery for multiple units)
T(4,17): Ki no hikari (Cures Confuse and Berserk)

T(9,6): Seiryugeki (Power +6, Lead -3. Cavalry, M./L. Infantry)

Bonus:

1500 Gold

Free mode (GBA exclusive, Actually, I didn't get a new Free Mode battle, whether by beating Cao Ren normally or by having ??? duel him.)

All surviving units gain 50 EXP (only if ??? duels Cao Ren)

Units:

Allies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Lu Xun	65	1750	177	427	438	4	80	85	102
Sorcerer	[Sonshi no heihousho, Eiketsu no ken]								
Gan Ning	54	1790	126	548	410	4	91	84	54
Beast Trainer									
Ling Tong	54	1840	83	486	425	6	81	71	65
L. Cavalry									
Xu Sheng	53	1550	103	423	417	5	72	59	70
L. Infantry									
Ding Feng	52	1525	101	425	438	5	75	70	65
L. Infantry									

Reinforcements

???	45	1570	72	494	482	6	98	100	80
L. Cavalry									

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Cao Ren	75	2100	138	594	626	5	80	79	62
L. Infantry									
Mao Jie	72	2025	133	491	503	5	57	48	49
L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Infantry	67	1900	125	426	493	5	40	55	30
L. Infantry									
Infantry	67	1900	125	426	493	5	40	55	30
L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Infantry	67	1900	125	426	493	5	40	55	30
L. Infantry									
Cavalry	67	2230	100	493	426	6	55	40	30
L. Cavalry									
Cavalry	67	2230	100	493	426	6	55	40	30
L. Cavalry									
Archery	68	1925	127	455	345	3	40	25	60
L. Archery									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									
Archery	68	1925	127	455	345	3	40	25	60
L. Archery									
Infantry	67	1900	125	426	493	5	40	55	30

L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Archery	66	1875	124	444	337	3	40	25	60
L. Archery									
Archery	66	1875	124	444	337	3	40	25	60
L. Archery									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									

Reinforcements

Man Chong	71	2000	132	422	464	5	27	30	68
L. Infantry									
Niu Jin	70	2320	104	602	527	6	82	73	35
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Cavalry	64	2140	96	475	411	6	55	40	30
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Infantry	67	1900	125	426	493	5	40	55	30
L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Archery	66	1875	124	444	337	3	40	25	60
L. Archery									
Archery	66	1875	124	444	337	3	40	25	60
L. Archery									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									
Archery	67	1900	125	449	341	3	40	25	60
L. Archery									

Duels and Persuades:

??? vs. Cao Ren

Hints:

1. The strategem "Rakurai" of the sorcerer is effective against the group of enemies around the city gate.
2. Let the Wu army charge into the city first.
3. Watch out for enemy reinforcements.

This map only has two fortresses for SP recovery and both are guarded heavily, so it is recommended to bring a Marching Band unit for SP recovery.

Start moving all your units north towards the gate. The enemies around the gate can be easily defeated by commanding Zhuge Liang or Pang Tong (if he's around) to cast "Rakurai".

Once you advance beyond the city gates, enemy reinforcements will appear. If you have fulfilled certain conditions, you will also get reinforcements as well. Do not let these units deter you from treasure hunting though. Rather, if you trigger this event early, Lu Xun will go attack them instead of charging at Cao Ren, giving you more time for looting.

Instead of attacking the eastern fortress, circle around northwest path and raid the treasuries and granary as you go. Then attack the eastern fortress from the back to make a pincer attack with the Wu army. Cao Ren's guards will not move from their position even when you pass by them on your way south to make the pincer attack. Once you take the eastern fortress, there's very little left of Cao Ren's army, so go ahead and finish him off.

Now that wasn't much of a challenge, was it? If you have fulfilled conditions for your ally reinforcement unit to show up, you could try finishing the battle the hard way. The goals are to win without losing any of your allies, while raiding all of the treasures and finishing off Cao Ren by having your reinforcement unit duel him.

Deploy Zhuge Liang with a rare horse. You will also need a Marching Band and a fast unit equipped with the other rare horse (DO NOT send a cavalry unit) to raid the treasures. Bring two Beast Trainers and the rest should be Archery units.

On turn #1, send Zhuge Liang supported by "Kaiki" units to eliminate all enemies near the gate with "Rakurai". Your Marching Band should then cast "Fuuki" to recover Zhuge Liang's SP. This leaves him weak, so move your Archery units in range to cast "Hokyu" and heal the Marching Band back to full.

On turn #2, move Liu Bei north and cast "Gouka" to attack one of the enemy Archery units north of the houses near the city gate. This will trigger an event and the reinforcements arrive.

Zhuce Liang should still be at the gate, so move him east to damage the first group of 3 enemy cavalry units. The damaged cavalry is meant for Lu Xun. After your units move, Lu Xun should take the bait and move west to cast "Rakurai" and finish them off. The next group of enemies will also move towards Zhuge Liang and Lu Xun. Watch out for Ling Tong's HP, as he is the first to enter the city and also the first to get pummeled.

On turn #3 have Zhuge Liang cast "Rakurai" on as many enemy reinforcements as you can target, then move a Beast Trainer in range to cast "Kaiki" on him. Now move Zhuge Liang back into the city. Your marching band should recover his SP again and the two Archery units should once again heal the Marching Band to full. Meanwhile Liu Bei and the fast unit should start taking out the enemy Archery units to your northwest before the first treasury. Zhuge Liang should move north and eliminate the weakened Archery units with "Rakurai" with the help of a Beast Trainer. It may seem dangerous to leave Lu Xun by himself, but the Beast Master nearby should provide a lure for the enemies so that they go after him/her instead of Lu Xun. This way Lu

Xun can finish the reinforcements by himself.

On turn #4, while the Wu army is busy in and out the city gate, circle around from the northwest and move Liu Bei next to the first fortress and attack the Archery unit diagonal to him. This serves two purposes. Enemy Archery units will attack Liu Bei instead of any Wu officers, Zhuge Liang should move northwest to help raiding the treasures and provide cover for the fast unit. They must raid all 3 treasures and attack the east fortress (where Liu Bei is sieging) from the north. With any luck ??? will also circle from the north if he can't get a clear shot at Mao Jie.

Try your hardest to impede the advance of Wu army towards Cao Ren and quickly dispatch Cao Ren's guards. Do this by checking which of the Wu unit can advance the most and cut down his movement by placing your own units there so they get into a traffic jam while ??? can advance by taking the northwest path. You want to give ??? a chance to duel Cao Ren. This will give your units 50 EXP bonus in addition to the Gold.

Once the battle is over, you can enter Xiangyang.

Xiangyang

In the Meeting Place, talk to Zhuge Liang and he will advise two possible battles, Xinye or Nanmi. You need to choose one and leave the other to Lu Xun. Before making a final decision, you should take a look at the weapon and item selections of the shops though. It is up to you which battle to choose.

The shop selection in Xiangyang has upgraded again. By now you probably have already outfitted your most valuable units with movement increasing weapons and "Shunme". If not then this would be a good time to do so.

Weapon Shop:

Houtofu	1650	Power +6, Lead -3	(Bandit, S. Inf, Tribe)
Tetsukoukyo	1350	Power +4, Lead +2	(Bandit, S. Inf, Tribe)
Seiryugeki	1750	Power +6, Lead -3	(Cavalry, M./L. Infantry)
Senpuugohou	2500	Power +4, Movement +1	(L. Archery)
Rougasui	2500	Power +4, Movement +1	(Martial Artist)
Byakuusen	1200	Intel +3	(Sorcerer)
Ryuba	2000	Lead +2, Movement +1	(Supply Unit)
Shirogane no yoroi	1800	Lead +7	(All)
Muteki shinhai	1000	Lead +6, Power -3	(All)

Item Shop:

Kyuumeiyaku	2000	HP large recovery for multiple units
Youjutsu no kusuri	1000	SP small recovery
Raochuu	500	Attack up, defense down
Hi no maboroshi	100	Confuses one unit
Ki no hikari	200	Cures Confuse and Berserk
Mizu no chikara	1150	Unit used up the current turn gets another turn
Shunme	1750	Horse. Movement +1 (all)

There are most movement increasing weapons as well as "Shunme". If your Gold is burning a hole in your pocket, consider buying some "Mizu no chikara" as well.

If you send Lu Xun to Nanmi, you will fight in the Battle of Xinye:

Battle #44A
Battle of Xinye
(Shinya no tatakai)

Victory conditions:

1. Defeat Yu Jin
2. Any of your own unit raids the granary

Turn limit: 40

```

ffffffffff          xxx
 ffffffff          xxx
  ffff           xxxx  m
           xxxxx  mm
        x xxxxx  mmm
       xxx x    mmm
      xxxxx    mm
     xxxxx D    m
    xx         m
   xx ff      xxxxxxxxx m
  xxx ff      xxxxxxxxx m
 xxx fff     x x  x m
xx  f       x x  x x
           Q   xxx
D xx Q     x   xxAx
 x         x     x
xx        xxxx xxxx
 x        xxxx xxxx
xx  mmmmm
Txxmmmmmmmm
```

x: cannot enter
f: forest
m: mountain
Q: fortress
D: village
A: granary
T: treasury

Treasures:

T(20,4): Senjutsu no kusuri (SP large recovery)

Bonus:

1500 Gold

All surviving units gain 50 EXP (exclusive to Victory condition #2)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Yu Jin	75	2100	138	518	561	5	60	62	52
L. Infantry									
Infantry	65	1650	122	416	481	5	40	55	30

L. Infantry									
Cavalry	68	2260	102	499	431	6	55	40	30
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Cavalry	66	2200	99	487	421	6	55	40	30
L. Cavalry									
Infantry	71	2000	132	447	517	5	40	55	30
L. Infantry									
Infantry	71	2000	132	447	517	5	40	55	30
L. Infantry									
Archery	68	1025	127	455	345	3	40	25	60
L. Archery									
Archery	68	1025	127	455	345	3	40	25	60
L. Archery									
Archery	66	1875	124	444	337	3	40	25	60
L. Archery									
Archery	66	1875	124	444	337	3	40	25	60
L. Archery									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Cavalry	68	2260	102	499	431	6	55	40	30
L. Cavalry									
Cavalry	67	2230	100	493	426	6	55	40	30
L. Cavalry									
Trainer	65	2120	148	562	321	4	75	25	40
Beast Trainer									
Archery	64	1825	120	433	328	3	40	25	60
L. Archery									
Infantry	63	1800	119	405	469	5	40	55	30
L. Infantry									

Reinforcements

Xu Zhu	75	2470	111	733	669	6	97	94	25
L. Cavalry									
Cavalry	68	2260	102	499	431	6	55	40	30
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Cavalry	66	2200	99	487	421	6	55	40	30
L. Cavalry									

Duels and Persuades:

Zhang Fei vs. Yu Jin

Hints:

1. Watch out for enemy reinforcements.
2. Raiding the granary will give you Gold and bonus EXP.
3. Leave Yu Jin to Zhang Fei.

It's a bad idea to split your forces in this battle. Since the west bridge is guarded only by a single Cavalry unit, and it is closer to the treasury, take this path. The lone cavalry is easily lured out and eliminated.

Occupy the fortress near the west bridge and lure out the enemies outside the west city gate. Move your entire army near the south city gate.

On turn #8, Xu Zhu will arrive leading reinforcements. They will appear near the northeastern and southwestern corners of the map on the other side of the river, which is quite distant from where you are. So you can simply eliminate the enemy guarding the south city gate. Once you enter the city, you can either take out Yu Jin, or raid the granary, or hold Yu Jin hostage in the city and take out any reinforcement unit that attempts to enter the city. The units inside the city are quite docile and won't move an inch even if you enter the city. But they will attack if you walk into their attack range willingly.

If you send Lu Xun to Xinye, you will fight in the Battle of Nanmi:

Battle #44B
Battle of Nanmi
(Nanshi no tatakai)

Victory conditions:

1. Defeat Xu Huang
2. Occupy the two fortresses (removed after turn #9)

Turn limit: 40

```
 ffffff  T xx fffffmmmmmm
x  ff      xxx ff   mmm
xxx          xx
xxxT        xxx
xx          xxx
x D         xxx
           ff D xxx
           fffffff  xx T
           fmmffffff  xx
           mmmmmfff  xxx
           mmmmmfff  xxx
           x  mmmmmfff  xx
xxx x mmmmmffff  xx
  x xx mmmm  fff  xxx
    xxxx mm  f  Q
           xxxxxxx xxxxx
           xx xxxxxxxx
           ff   xx Q  xxx
           ffff  ff xxx
           ffffffff xxx
```

x: cannot enter
f: forest
m: mountain
Q: fortress
D: village
T: treasury

Treasures:

T(1,11): Fuuki no sho (Spend own HP in exchange for SP recovery)

T(4,4): Mizu no chikara (Unit used up the current turn gets another turn)

T(8,20): 2000 Gold

Bonus:

1500 Gold

All surviving units gain 50 EXP (exclusive to Victory condition #2)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
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Xu Huang	76	2500	112	695	610	6	91	83	49
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L. Cavalry

Xiahou Shang	73	2050	135	561	469	3	70	68	60
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L. Archery

Archery	69	1950	128	460	349	3	40	25	60
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L. Archery

Infantry	67	1900	125	426	493	5	40	55	30
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L. Infantry

Infantry	67	1900	125	426	493	5	40	55	30
----------	----	------	-----	-----	-----	---	----	----	----

L. Infantry

Infantry	67	1900	125	426	493	5	40	55	30
----------	----	------	-----	-----	-----	---	----	----	----

L. Infantry

Cavalry	65	2170	98	481	416	6	55	40	30
---------	----	------	----	-----	-----	---	----	----	----

L. Cavalry

Cavalry	65	2170	98	481	416	6	55	40	30
---------	----	------	----	-----	-----	---	----	----	----

L. Cavalry

Cavalry	69	2290	103	505	436	6	55	40	30
---------	----	------	-----	-----	-----	---	----	----	----

L. Cavalry

Cavalry	65	2170	98	481	416	6	55	40	30
---------	----	------	----	-----	-----	---	----	----	----

L. Cavalry

Cavalry	69	2290	103	505	436	6	55	40	30
---------	----	------	-----	-----	-----	---	----	----	----

L. Cavalry

Archery	69	1950	128	460	349	3	40	25	60
---------	----	------	-----	-----	-----	---	----	----	----

L. Archery

Archery	66	1875	124	444	337	3	40	25	60
---------	----	------	-----	-----	-----	---	----	----	----

L. Archery

Archery	66	1875	124	444	337	3	40	25	60
---------	----	------	-----	-----	-----	---	----	----	----

L. Archery

Bandit	68	1740	112	424	448	4	43	43	43
--------	----	------	-----	-----	-----	---	----	----	----

L. Bandit

Bandit	67	1720	110	419	442	4	43	43	43
--------	----	------	-----	-----	-----	---	----	----	----

L. Bandit

Reinforcements

Cavalry	69	2290	103	505	436	6	55	40	30
---------	----	------	-----	-----	-----	---	----	----	----

L. Cavalry

Cavalry	69	2290	103	505	436	6	55	40	30
---------	----	------	-----	-----	-----	---	----	----	----

L. Cavalry

Cavalry	65	2170	98	481	416	6	55	40	30
---------	----	------	----	-----	-----	---	----	----	----

L. Cavalry

Cavalry	65	2170	98	481	416	6	55	40	30
---------	----	------	----	-----	-----	---	----	----	----

L. Cavalry

Duels and Persuades:

Zhang Bao vs. Xiahou Shang

Hints:

1. Watch out for the enemy's strategem.
2. Leave Xiahou Shang to Zhang Bao.
3. Occupying the northern and southern fortresses will give you Gold and bonus EXP.

Ok. Decision time. Do you want to go after the first Victory condition or the second one? If you go for the former you can get the treasures, but you will have to heal your units when Xu Huang initiates his water strategem. If you go for the latter, you will not have time to raid all the treasures but instead you get 50 EXP for all surviving units. Either way is fine, so let's start with the easier option.

The second Victory condition can be accomplished within a short time even if you do not use Zhang Bao. Aside from Liu Bei, Zhuge Liang, and an Archery unit, just deploy all the mountain units with good enough levels you have and move them north across the bridge. To prevent the enemy cavalries from blocking them off, arrange the first two units to cross the bridge in this formation:

```
    2 mm
    1 mm
x     mm
xxx x mm
    x xx m
    xxxx
```

This will allow the rest to cross the bridge and move into the mountains without getting interrupted by enemy cavalry units. the two units that act as roadblocks can then move east into the mountains.

Liu Bei, Zhuge Liang, and an Archery unit should move east and deal with the enemies guarding the southern fortress immediately. This should not be difficult as Zhuge Liang's "Rakurai" can weaken the two guards considerably and the other two can finish off one per turn. Once you occupy the southern fortress, position the Archery unit directly south of Xiahou De so he can attack him from across the river. Once your mountain units cross the mountains, they will be facing a pair of bandits and a cavalry unit. It is best to ignore them and go directly after Xiahou Shang. If you position a unit two panels west and one panel south of Xiahou Shang, this unit can still hit Xiahou Shang with "Shousekiryu", "Shouseiryu" or "Shoukokuryu" while Liu Bei can target this unit with "Daitoku" and heal your mountain units so they can focus all their efforts in defeating Xiahou Shang. Once he is gone, move a unit into the northern fortress to finish the battle.

If you're going for the first Victory condition, deploy your mountain units as well. Split your army into two groups. Your non-"Kaiki" mountain units should move east to take out the guards near the southern fortress while the rest of your army moves north. Do not have your southern group attack the Archery unit in the fortress (that can be dealt with later) and move them back west and across the bridge once the infantry is eliminated. Arrange your northern group in the formation mentioned above to avoid having enemy cavalry units interrupt

you when you cross the bridge.

After your north group cross the bridge, eliminate the enemy cavalry group and the archery near the northwest village. Occupy the village with Liu Bei and raid the northwestern treasury. Then advance towards the next village and raid the northern treasury as well.

Depending on how fast you're progressing, on the turn #8 your northern army should head towards the closest village (preferably the northern fortress) and station Liu Bei there. On turn #10 Xu Huang will initiate his water strategem and reduce the HP of your army by half. enemy reinforcements also arrive and the Victory condition changes.

Once the water strategem is initiated, heal your units back to full first. There will be unpassable areas because of the torrents so any unit that hasn't reached the northern fortress or beyond will be stuck for awhile.

Once the torrent has subsided, you can either go after Xu Huang directly, or take out his reinforcements first.

Xinye / Nanmi Camp

After either battle, Lu Xun returns to Wu, but Ling Tong, Gan Ning, Xu Sheng, and Ding Feng remain here and joins your army.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Gan Ning	54	1790	126	548	410	4	91	84	54
Beast Trainer									
Ling Tong	54	1840	83	486	425	6	81	71	65
L. Cavalry									
Xu Sheng	53	1550	103	423	417	5	72	59	70
L. Infantry									
Ding Feng	52	1525	101	425	438	5	75	70	65
L. Infantry									

They're Wu officers all right. They are mostly average in stats and underleveled compared to your favorites (as well as the enemy).

Gan Ning is the best of them. He only joins if you didn't invite Sun Quan to attack He Fei though. Wielding "Kaiki" strategem and a high Power, he can easily qualify as your assassin unit if you haven't made one by class changing one of the five Tiger Generals yet. He is reason enough to not ask Sun Quan to attack He Fei.

Talk to Zhuge Liang to move out. Whether you will fight the next battle depends on what you told Sun Quan back in Jiangling. If you invited him to war, the next battle will not take place so you can skip it and move on to Wancheng. But if you didn't invite Sun Quan, you will have to fight the next battle and deal with troops from He Fei first.

Battle #45

Battle of Wan

(En no tatakai)

Victory condition:

Defeat Zhang Liao

Turn limit: 40

```

mmmmmmmm          xxxxxxxx f
mmmmmmmm          xxxx
mmmmmmmmmm        xx
mmmmmmmmmmmm      T      x
mmmmmmmmmmmm      mmm
fmmmmmmmmmmmm    mmmmmmmmm
ffmmmmmmmmmm    mmmmmmmmmmm
fffmmmmmmmmmm    mmmmmmmmmmm
ffffmmmmmmmm    mmmmmmmmmmm
ffffffmmmmf D    mmmmmmmmmmm
fffffffmmmm      mmmmmmmmmmm
  ffffffffmmmm  mmmmmmmmm
    ffffffffmm  mmmmm
      ffffffff T
        ffffff
          ffffmmmm ff
            fmmmmmmmmfff
              fmmmmmmmmffffm T
                fmmmmmmmmmmffmmmm
                  mmmmmmmmmfmmmmmm D
                    fmmmmmmmmffmm
                      fff      mmmmm fff
                        fffff
                          ffffffff

```

x: cannot enter
f: forest
m: mountain
D: village
T: treasury

Treasures:

T(4,18): Shoukokuryu no sho (strong water vs. one unit)
T(14,15): Shirogane no yoroi (Lead +7. All)
T(18,28): Bakudan (Damages enemy, can be used by all units)

Bonus:

1500 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Zhang Liao	78	2175	143	665	689	5	90	87	80
L. Infantry									
Infantry	72	2025	133	452	523	5	40	55	30
L. Infantry									
Infantry	70	1975	130	441	511	5	40	55	30
L. Infantry									
Infantry	70	1975	130	441	511	5	40	55	30
L. Infantry									
Infantry	69	1950	128	436	505	5	40	55	30

L. Infantry									
Infantry	70	1975	130	441	511	5	40	55	30
L. Infantry									
Infantry	69	1950	128	436	505	5	40	55	30
L. Infantry									
Archery	72	2025	133	476	361	3	40	25	60
L. Archery									
Archery	70	1975	130	465	353	3	40	25	60
L. Archery									
Archery	69	1950	128	460	349	3	40	25	60
L. Archery									
Trainer	70	2270	158	597	341	4	75	25	40
Beast Trainer									

Reinforcements

Yue Jin	74	2440	109	595	557	6	74	74	39
L. Cavalry									
Cavalry	70	2320	104	511	441	6	55	40	30
L. Cavalry									
Cavalry	69	2290	103	505	436	6	55	40	30
L. Cavalry									
Cavalry	69	2290	103	505	436	6	55	40	30
L. Cavalry									
Cavalry	68	2260	102	499	431	6	55	40	30
L. Cavalry									
Cavalry	68	2260	102	499	431	6	55	40	30
L. Cavalry									
Li Dian	74	2075	136	552	590	5	72	73	47
L. Infantry									
Cavalry	70	2320	104	511	441	6	55	40	30
L. Cavalry									
Cavalry	69	2290	103	505	436	6	55	40	30
L. Cavalry									
Cavalry	69	2290	103	505	436	6	55	40	30
L. Cavalry									
Cavalry	68	2260	102	499	431	6	55	40	30
L. Cavalry									
Cavalry	68	2260	102	499	431	6	55	40	30
L. Cavalry									

Duels and Persuades:

Zhang Fei vs. Zhang Liao

Hints:

1. Fire strategem is effective in a blitzkrieg through the forest.
2. Watch out for enemy reinforcements.
3. Leave Zhang Liao to Zhang Fei

Despite what the hint says, it is not to your advantage to go for a quick finish unless you have multiple Martial Artists. The enemy is mainly infantry based and are skilled at fire strategem. So move your mountain units into the mountain region to your east and lure out the enemies one at a time. Meanwhile the rest of your army should head towards the southeast village and raid the southeastern treasury while you're at it. Once they arrive at the southeast village, move your mountain units southeast and meet up with your main group as well.

On turn #8, enemy reinforcements lead by Yue Jin arrives near the southeast village, right in front of your army. The reinforcements even made the effort to arrange themselves perfectly for Zhuge Liang's "Rakurai", so don't disappoint those reinforcements and take them out with two casts of "Rakurai" with the support of a unit with "Kaiki".

Once you're done with the reinforcements, start marching north towards Zhang Liao's main forces.

On turn #10, another group of enemy reinforcements lead by Li Dian arrive at the battlefield. While Li Dian's group will charge at you, Zhang Liao's main forces still won't actively advance towards you. So send your mountain units north across the eastern mountain to raid the northeastern treasury while one of your other units raid the central treasury. Be sure to raid them all before finishing Zhang Liao, preferably by commanding Zhang Fei to duel him.

After the battle, you head for Wan city immediately after you redeploy your units.

Battle #46
Battle of Wan
(En no tatakai)

Victory condition:

Defeat Xiahou Dun

Turn limit: 30

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xxxxxxxxxxxxxxxx xxxxxxxxxxxx
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xxxx  x  xx  x   xx
xxxx  xx                xxx
xxxx  x  xxxxxxxxxxx xxx
xxxx  x                x  xx
xxxx  xx  xxQx  xx  x  xx
xxxx  x                x  xx
xxxx  xxxxxxxxxxxx  x  xx
xxxx                xx
xxxx  x  xx                xTxx
xxxxxT                xxxxxx
xxxxxxxx xxxxxx xxxxxx
xxxxxxxx xxxxxx xxxxxx
xxxxxxxx xxxxxxxxxxxxxxx
```

```
          ffffff
D         ffffffff
          ffffffff
```

x: cannot enter
f: forest
Q: fortress
D: village

Archery	70	1975	130	465	353	3	40	25	60
L. Archery									
Archery	70	1975	130	465	353	3	40	25	60
L. Archery									
Archery	70	1975	130	465	353	3	40	25	60
L. Archery									

Duels and Persuades:

Zhang Fei vs. Xu Huang
 Guan Yu vs. Xiahou Dun

Hints:

1. The treasury holds "Tonkoutensho", which allows class change to Sorcerer.
2. Leave Xu Huang to Zhang Fei
3. the strategem "Hakuryu" is effective against Xiahou Dun.

March your troops north into the city. Zhuge Liang should get support from the "Kaiki" units to clear out the two Archery units as they can attack from behind obstacles if you let them. Secure the entrance by moving your units to block the cavalry and infantry from interrupting your units entering the city. Be sure to raid the western treasury immediately for the priceless "Tonkoutensho".

Next move your army towards the western treasury. On the way have Zhuge Liang and your Archery units take potshots at Xu Huang and his entourage. This will provoke them into moving southward to engage you, so take out as many of them as possible before they reach your army.

Send a small group north to lure down the infantry and archery units blocking the way to the northeast treasury and eliminate them so you can raid it.

```
xxx xxxx
xxx xxxx
  oOCxxx
  xxOOOx
  oooooo
xxxxxxxx
```

The panels marked as o is his range of detection. If any of your units stop on one of these panels, you could trigger a battle ending event. So be sure to defeat all other enemies and raid all treasures before that.

Mve your main group through the narrow corridor Xu Huang was guarding towards the west. The enemies in the northwestern corner can be attacked and/or lured fairly easily. After finishing off all other enemies, approach Xiahou Dun and finish him off to end the battle.

=====
 4-2: Battle to the Death on the Middle Plains
 =====

Wan

After the event, if you had saved Guan Yu back in the Battle of Mai, he rejoins your army along with Guan Ping and Zhou Cang. You will also

enlist Liao Hua, Wang Fu, and Zhao Lei.

Army rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Guan Yu									(stats are identical to the end of the Battle of Mai)
Guan Ping									(stats are identical to the end of the Battle of Mai)
Zhou Cang									(stats are identical to the end of the Battle of Mai)
Liao Hua									(stats are identical to the end of the Battle of Mai)
Wang Fu									(stats are identical to the end of the Battle of Mai)
Zhao Lei									(stats are identical to the end of the Battle of Mai)

These officers will only join or rejoin your army if you had saved Guan Yu in the Battle of Mai. Guan Yu will be the key in persuading the last officer to join your army. Aside from Guan Yu, all other officers are overshadowed by those with higher stats in your army. They will be underleveled so there's no point in using them. But still, their presence is proof that you have saved Guan Yu.

If you did not sent the Commando Squad, you can skip the next two battles and resume from the Battle of Xuchang. Meanwhile use the "Tonkoutensho" on Ma Liang to class change him into Sorcerer. With a natural Intel of 90 he is the best candidate for this class change.

If you sent the Commando Squad, you will have to fight the next two battles using the ten designated officers. You will also have a chance to persuade someone more qualified for the "Tonkoutensho", so hold on to it.

Either way, be on the lookout for Xu Shu, who was forced to join Cao Cao's army after the Battle of Nanyang. On the battlefield, you can move any unit next to Xu Shu to persuade him to join your army. You will need all the Sorcerers you can deploy in the Final Battle!

Item Shop:

Kome	600 HP large recovery
Kanbouyaku	1000 HP medium recovery for multiple units
Senjutsu no kusuri	2000 SP large recovery
Tsuchi no kabe	120 Defense up
Kin no doku	800 Absorbs HP of an enemy
Daigouka no sho	700 Medium fire vs. multiple units
Daisuijin no sho	700 Medium water vs. multiple units
Oojiware no sho	700 Medium earth vs. multiple units
Fuuki no sho	800 Spend own HP in exchange for SP recovery

Whether you sent the Commando Squad or not, talk to Zhuge Liang to move on.

Yangpingguan Camp

If you sent the Commando Squad, there is a series of Consecutive

Battles you have to fight with the ten designated units. You will move out immediately without a chance to arrange the equipment of your troops. Hope you did that before sending them.

Battle #47A-1

Battle of Chancang
(Chinsou no tatakai)

Victory condition:

Defeat Hao Zhao

Turn limit: 30 [29]

```
xxxx          ssTxxxxxxxxxxxxxxxxxxxx
sxx           sxxxxxxxxxxxxxxxxxxxx
xx            ssxxxxxxxxxxxxxxxxxxxx
xx      ff      Tssxxxxxxxxxxxxx
 x xxxxx fff      xxxxxxxxxxxx
  xxxxx ff        x xxxxxxxs
    xx  ffff      x Tsssss
ff xxxx fffff  xx
fff xx  fff    xx
  fff xD        Q    Q
   fffxx        xx
    fff x        xx
   fff          D  x    x
  ffff x  ffff  xxxxx xxxx
  ffff x  ffffxxxxxxxxxxxxx
 ffffffx  ffffxxxxxxxxxxxxx
```

x: cannot enter
f: forest
s: rough
Q: fortress
D: village
T: treasury

Treasures:

T(1,15): Rikutou (Intel +5)
T(4,19): Daigouka no sho (Medium fire vs. multiple units)
T(7,27): Sanryaku (Intel +5)

Bonus:

1600 Gold

Units:

Designated Lv maxHP maxSP Attack Defense Move Power Lead Intel

Pang Tong (stats are identical to just before he left. Only if you saved him in the Battle of Luo.)

Zhao Yun (stats are identical to just before he left)

Ma Chao (stats are identical to just before he left)

Wei Yan (stats are identical to just before he left)

Jian Yong (stats are identical to just before he left)
Mi Zhu (stats are identical to just before he left)
Mi Fang (stats are identical to just before he left)
Yi Ji (stats are identical to just before he left)
Liu Feng (stats are identical to just before he left)
Fa Zheng (stats are identical to just before he left)

Enemies Lv maxHP maxSP Attack Defense Move Power Lead Intel

Hao Zhao	75	2100	138	543	687	5	68	91	88
L. Infantry									
Jiang Wei	71	2350	106	652	567	6	90	80	94
L. Cavalry									
Zhang Huo	70	2470	109	480	554	5	78	63	61
Tribe									
Cheng De	69	2440	108	441	519	5	70	51	56
Tribe									
Gao Cang	69	2440	108	450	510	5	72	48	56
Tribe									
Trainer	66	2150	150	569	325	4	75	25	40
Beast Trainer									
Infantry	66	1875	124	421	487	5	40	55	30
L. Infantry									
Infantry	65	1850	122	416	481	5	40	55	30
L. Infantry									
Infantry	66	1875	124	421	487	5	40	55	30
L. Infantry									
Infantry	66	1875	124	421	487	5	40	55	30
L. Infantry									
Infantry	66	1875	124	421	487	5	40	55	30
L. Infantry									
Infantry	65	1850	122	416	481	5	40	55	30
L. Infantry									
Infantry	65	1850	122	416	481	5	40	55	30
L. Infantry									
Infantry	65	1850	122	416	481	5	40	55	30
L. Infantry									
Infantry	65	1850	122	416	481	5	40	55	30
L. Infantry									
Cavalry	67	2230	100	493	426	6	55	40	30
L. Cavalry									
Cavalry	66	2200	99	487	421	6	55	40	30
L. Cavalry									
Cavalry	67	2230	100	493	426	6	55	40	30
L. Cavalry									
Cavalry	66	2200	99	487	421	6	55	40	30
L. Cavalry									
Cavalry	66	2200	99	487	421	6	55	40	30
L. Cavalry									
Cavalry	66	2200	99	487	421	6	55	40	30
L. Cavalry									
Cavalry	65	2170	98	481	416	6	55	40	30
L. Cavalry									
Archery	64	1825	120	433	328	3	40	25	60
L. Archery									
Archery	65	1850	122	438	333	3	40	25	60
L. Archery									
Archery	65	1850	122	438	333	3	40	25	60
L. Archery									
Archery	66	1875	124	444	337	3	40	25	60

L. Archery
Archery 66 1875 124 444 337 3 40 25 60
L. Archery
Archery 66 1875 124 444 337 3 40 25 60
L. Archery

Duels and Persuades:

(Any unit) persuades Jiang Wei

Ma Chao persuades Zhang Huo / Cheng De / Gao Cang (you can only persuade one, because all 3 will join your army after the first persuasion).

Wei Yan vs. Hao Zhao

Hints:

1. This is a Consecutive Battle, so take care to heal your units.
2. Ma Chao can persuade enemy officers.
3. Leave Hao Zhao to Wei Yan

This Consecutive Battle has a losing condition similar to the Battle of Luo and the Battle of Mai. If you reach the turn limit, the battle will end automatically and you will not be able to use these units in the Battle of Xuchang. The turn limit is, however, more than adequate so you can spare turns healing your units.

With that said, this is also a recruitment session. Except for Hao Zhao, all enemy officers can be persuaded.

From the start, move towards the bridge to your north and lure the two enemy infantry units to the bridge so you can finish them. The Archery unit is harder to lure so move to the north bank to defeat it. If you allow a low level unit to deal the final blow to an enemy, with "Shouhakuryu" casted this unit can gain up to 600 EXP (6 levels) per kill. This will let them catch up on levels very quickly so they will no longer be obsolete.

Continue to move east and lure out the enemies ahead and defeat them. This way you won't have to face too many at once and you can adjust their HP level before letting a low level unit kill it. Be sure to raid the two treasuries nearby. One of them holds a rare War Manual.

Move Ma Chao next to any of the Tribe units and you will end up persuading all 3. Now you can capture the village and defeat the Beast Trainer. Meanwhile lure Jiang Wei out and move any unit next to him to persuade him. Now you have both villages, you can station two units with low SP there for a few turns while your other units mop up any enemy outside the city.

Take out the two Archery units with "Shousekiryu" and your own Archery attacks first to prevent the enemy from focusing a high number of attacks on the unit attacking the city gate. Once you defeat the two Archery units, focus your attacks to eliminate the infantry unit in front of the fortress. The problem is that the fortress is too deep for the Siege formation to be effective. You can at most attack the fortress with 3 units (one direct, one indirect, and the third must be a L. Archery unit).

In order to take the fortress quickly, move a single unit next to the fortress and attack the Archery unit inside. Hao Zhao's guards will

respond by moving near the fortress and attack you. On the next turn have this unit retreat back west to lure them all out, where you can focus the attacks from your entire army to take them out. Now that there's only the Archery unit left, you will have to beat out its "Hokyyu" as well as the regeneration effect of the fortress.

If you saved Pang Tong and have class changed Ma Chao to Beast Trainer as suggested, this Archery unit poses little threat as you can have Ma Chao support Pang Tong to cast "Rakurai" twice, then have Wei Yan cast "Moroha" on Zhao Yun and have him physically attack the Archery unit to kill it in one turn.

If you don't have Pang Tong, but you have some "Kaiki" units ("Soujutsu shinansho" from the Battle of Jiangling and "Seinoucho" from the Battle of Dingjunshan will allow class change to Beast Trainer and Supply Unit, respectively.) Have Wei Yan cast "Moroha" on Zhao Yun, then have Zhao Yun physically attack the Archery unit 3 times in one turn with the help of the "Kaiki" units. If Mi Zhu is a L.60 Marching Band, you could also gamble on "Hakuryu", but this is not exactly a reliable method.

If none of these methods can apply to your units (i.e. no Pang Tong, no unit that can cast "Kaiki"), you can try casting "Kyogen" on the Archery unit to confuse it, then attack with whatever strong attack you have. And if the confusion wears off you have to recast it again. This is, of course, the worst case scenario. One should have been avoided by not sending the Commando Squad. This fortress is the biggest obstacle in this battle as you have a strict time limit here.

Once the Archery unit is gone, enter the city and raid the treasury. Depending on how many turns it took you to kill the Archery unit, you may have to command Wei Yan to rush up and duel Hao Zhao without a chance to regenerate SP lost.

Battle 47A-2
Battle of Chang'an
(Chouan no tatakai)

Victory condition:

Defeat Cao Zhen

Turn limit: 60

```
fffffxxxx  xxxx x xxxx xxxxxxxx
fffxxxx  xxxx x  xx xxxxxxxx
fffxxxx  x  x  x  x  x T xx x
 f xxxx x      Q    xx xxxxxx
  xxxx      x   xxx  x xx
  xxxx    x  x   x x   x
  xxxx    xxxx      x
  xxx      xxx x   x  x
          xxx xx    x  Q
        xx   x xx  x  x
  xxx  xxx  xx  x  x  xx
  xxxx  xx  x   xxx  xxx
  xxxx      x   xx    x
  xxxx  x   Q    x  xx  x
  xxxx  xxxx  x   xxx  xxx  xx
```

x: cannot enter
 f: forest
 Q: fortress
 T: treasury

Treasures:

T(3,27): Kyuumeiyaku (HP large recovery for multiple units)

Bonus:

1600 Gold

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Cao Zhen	78	2175	143	582	694	5	74	88	66
L. Infantry									
Zhang He	76	2500	112	690	641	6	90	88	62
L. Cavalry									
Xu Shu	73	1950	195	351	482	4	44	85	97
Sorcerer									
Liu Ye	74	2075	136	477	490	3	35	73	85
L. Archery									
Cao Hong	74	2075	136	557	595	5	74	74	47
L. Infantry									
Cao Xiu	74	2075	136	552	590	5	72	72	65
L. Infantry									
Infantry	70	1975	130	441	511	5	40	55	30
L. Infantry									
Infantry	68	1925	127	431	499	5	40	55	30
L. Infantry									
Infantry	69	1950	128	436	505	5	40	55	30
L. Infantry									
Infantry	69	1950	128	436	505	5	40	55	30
L. Infantry									
Infantry	69	1950	128	436	505	5	40	55	30
L. Infantry									
Infantry	69	1950	128	436	505	5	40	55	30
L. Infantry									
Archery	69	1950	128	460	349	3	40	25	60
L. Archery									
Archery	68	1025	127	455	345	3	40	25	60
L. Archery									
Archery	70	1975	130	465	353	3	40	25	60
L. Archery									
Archery	69	1950	128	460	349	3	40	25	60
L. Archery									
Cavalry	70	2320	104	511	441	6	55	40	30
L. Cavalry									
Cavalry	70	2320	104	511	441	6	55	40	30
L. Cavalry									
Cavalry	69	2290	103	505	436	6	55	40	30
L. Cavalry									
Cavalry	70	2320	104	511	441	6	55	40	30
L. Cavalry									
Trainer	71	2300	160	604	345	4	75	25	40

Beast Trainer									
Supply Unit	70	1580	168	291	303	3	30	30	70
Supply Unit									
Archery	68	1025	127	455	345	3	40	25	60
L. Archery									
Martial Arts	69	1710	147	472	436	5	60	40	40
Martial Artist									
Martial Arts	68	1690	145	466	431	5	60	40	40
Martial Artist									

Duels and Persuades:

(Any unit) persuades Xu Shu
 Zhao Yun vs. Zhang He

Hints:

1. To secure the city gate, focus attacks to defeat one enemy unit each turn.
2. Xu Shu can be persuaded, but watch out for his "Rakurai" before you do.
3. Leave Zhang He to Zhao Yun

Start by gathering all your units in the west bank of the bridge before the city gate and lure out the cavalry units first. Defeat one cavalry unit but leave the other one severely wounded so the enemy supply unit has to move west of the line of infantry units to heal this unit. On the next turn defeat both the cavalry unit as well as the Supply Unit to drastically reduce the healing options of the group guarding the gate. Once you eliminate one of the two officers you can start squeezing your units through one at a time and make it easier to take out all other units in front of the gate.

Cao Zhen will order his army to attack, so expect a Beast Trainer, Archery and Cavalry units to reach you and attack. Position the Tribe units you just persuaded in the last battle to block them and take them out one side at a time. After they're taken care of, send Zhao Yun to duel Zhang He and any other unit to persuade Xu Shu. Beware that Xu Shu can cast "Rakurai", so the unit that makes the persuasion must start from just outside his targeting range and move next to him in a single turn. Xu Shu doesn't leave the fortress he's in, so you don't have to take account of his movememtn range.

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xx x
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oxooo
ooSoo
oxooo
oxoox
```

Cao Zhen's entourage won't move from their positions for the most part, so you can take them out individually. Once you have enlisted Xu Shu, you'll have another Sorcerer with powerful strategem. Cao Zhen alone can't do much by himself.

Before finishing Cao Zhen off, distribute the two War Manuals you raided in the previous battle among Pang Tong and Xu Shu so that both of them have over 100 Intel.

If you can't finish this Consecutive Battle in the turn limit though,

you will have to fight the next battle without units participating in the Commando Squad.

Wan

Before you continue any further, transfer all items in the possession of Huang Zhong and Yan Yan to other units. They will leave your army shortly. If you have completed the Consecutive Battle with your Commando Squad and recruited Jiang Wei, he is a better candidate for a Sorcerer than Ma Liang is. Your next campaign is Battle of Xuchang II.

Unfortunately the Commando Squad is stationed in Luoyang, and you cannot make the class change until the next battle is underway. To do this, you will have to deploy your units in a specific order.

Note that you cannot deploy Huang Zhong and Yan Yan. The items in their inventory would suit better on someone else. Also, before you deploy your units, know that your army will be split into two groups. Liu Bei and Zhuge Liang will be in the east group. The first unit you choose will be in the west group, the next one in the east, the third one in the west again and continues to alter between the two groups. For this reason, try to deploy the unit holding the "Tonkoutensho" and Jiang Wei in the same group so you can class change Jiang Wei immediately instead of waiting until the two groups rendezvuz with each other.

Also note that Zhang Liao is among the enemy army and is stationed in a fortress on the west side of the battlefield. If you saved Guan Yu earlier, he can persuade Zhang Liao to join your army so include him in the west group. Similarly include Zhang Fei in the east group to allow him to take part in a duel. It would be best for you to send out all of your available Sorcerers and divide them among the two groups.

If you did not send the Commando Squad, the enemies in Guanzhong will move to Luoyang. Instead of attacking Xuchang directly, you will have to deal with these enemies first. Before the battle starts, equip your best Sorcerer with "Sekitoba" as well as a movement increasing weapon. Also transfer all items in the inventory of Huang Zhong and Yan Yan to other units and do not use them from this point on. They will leave your army before you get a chance to edit your units again.

Battle 47B-1
Battle of Luoyang
(Rakuyou no tatakai)

Victory condition:

Defeat Cao Zhen

Turn limit: 40

```
xxxxxxxxxxxxxxxxx  fffxx fffmmmmmmmm
xxxxxxxxxxxxxxxxx  ff xxx fffmmmmmmmm
      xx      x    fff xxx fffffffmm
Q          xx x   ffff  ffffffff
xx      xx x   ffffffff      ff
xx      x    ffffffff      f
x      xx xffffmmmmfff
```


Cavalry	72	2380	107	523	452	6	55	40	30
L. Cavalry									
Cavalry	71	2350	106	517	447	6	55	40	30
L. Cavalry									
Archery	73	2050	135	482	365	3	40	25	60
L. Archery									
Martial Arts	72	1770	152	488	452	5	60	40	40
Martial Artist									
Martial Arts	70	1730	149	477	441	5	60	40	40
Martial Artist									
Martial Arts	70	1730	149	477	441	5	60	40	40
Martial Artist									
Martial Arts	70	1730	149	477	441	5	60	40	40
Martial Artist									
Archery	73	2050	135	482	365	3	40	25	60
L. Archery									
Archery	71	2000	132	471	357	3	40	25	60
L. Archery									
Archery	71	2000	132	471	357	3	40	25	60
L. Archery									
Archery	71	2000	132	471	357	3	40	25	60
L. Archery									
Cavalry	72	2380	107	523	452	6	55	40	30
L. Cavalry									
Cavalry	72	2380	107	523	452	6	55	40	30
L. Cavalry									

Duels and Persuades:

(Any unit) persuades Xu Shu
Zhang Fei vs. Zhang He

Hints:

1. The enemies guarding the city gate are susceptible to the strategem "Rakurai" of the sorcerer.
2. Any unit can persuade Xu Shu.
3. Leave Zhang He to Zhang Fei.

Move your units towards the southwest and take the main road instead of through the forest, as the four Martial Artists guarding the east gate can stir fry your whole army with their "Sekiryu".

Xu Shu will start advancing towards your army amidst the enemies along the main road. Do not use multitarget attack strategem on any nearby enemies that may target him as a result. Persuade him the first chance you get.

Once you reach the treasury outside the city, raid it and move north through the narrow path between the mountain and the city wall. Target three of the four Martial Artists with "Rakurai" with the support of "Kaiki" units to finish them off in a single turn. Invade the city through the eastern gate, not from the south.

Once you break through the eastern gate, move southwards and raid the treasury inside the city, then take out the archery units around the south gate before going after the enemy officers in the twin fortresses. It is much easier to take them down this way, moreso if you command Zhang Fei to duel Zhang He. After you secure the southern gate, station your sorcerers in there for a turn or two to recover some

SP before moving north. Cao Zhen's entourage will advance and attack, but they are outnumbered. Once Cao Zhen is alone, defeat him to finish the battle.

You don't have time to stay in Luoyang, so proceed immediately for Xuchang.

Battle 47B-2
Battle of Xuchang I
(Kyoshou no tatakai I)

Victory condition:

Defeat Sima Yi

Turn limit: 40

```

      xxx ffff
      xx  fff      x
            ff      Q  xx
      xxx x          xxx
      xxxxxxxx      xxxx
xxxxxxxxxxxxx      xxxx
xxxxxxxxxxxxxxxxx  xxxx
xxxxxxxxxxx x xxxx D  sxxxx
xxxxxxxxxxxxx f xxxxxx Txxx
xxxxxxxx      ff  xxxxx x xsx
xxxxxxx  x  ff      xx xxxx
xxxxxxx  xx  fff      xx
xxTss  x  fffff      x
x      D x  ffff      x
      xxx  fff      xxx
f      xxxx      xxx
ff  xxx x          xxxxxx
ff xx xx  xxx  xxxxxxxxxxxx
  xx      xx  xxxxxxxxxxxx
xxxx      xxx xxxxxxxxxxxx
xx  ff      xx xxxxxxxxxxxx
xx xx fff      xxxxxxxxxxxx
xxxxxxx      x xxxxxxxxxxxx
xxxxxxx      xxxxxxxxxxxx

```

x: cannot enter
f: forest
s: rough
Q: fortress
D: village
T: treasury

Treasures:

T(9,25): Tetsukoukyo (Power +4, Lead +2. Bandit, S. Inf, Tribe)
T(13,3): Bujutsu shinansho (class change to Martial Artist)

Bonus:

1600 Gold
Free Mode (GBA exclusive)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Sima Yi	82	2175	216	397	596	4	48	95	106
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Sima Shi	79	2100	209	438	482	4	65	79	94
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Sima Zhao	79	2100	209	438	461	4	66	75	92
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Cao Zhang	78	2560	115	652	686	6	81	93	42
L. Cavalry									
Cao Zhi	77	1720	172	328	400	4	15	13	84
Marching Band	[Iten no ken, Moutoku shinsho]								
Xu Zhu	79	2590	116	765	699	6	97	94	25
L. Cavalry									
Jia Xue	78	1740	187	339	483	3	40	81	96
Supply Unit									
Zhang Liao	79	2200	144	672	696	5	90	87	80
L. Infantry									
Yue Jin	78	2560	115	621	582	6	74	74	39
L. Cavalry									
Li Dian	78	2175	143	577	616	5	72	73	47
L. Infantry									
Infantry	76	2125	140	472	546	5	40	55	30
L. Infantry									
Infantry	74	2075	136	462	535	5	40	55	30
L. Infantry									
Infantry	74	2075	136	462	535	5	40	55	30
L. Infantry									
Cavalry	75	2470	111	540	467	6	55	40	30
L. Cavalry									
Cavalry	75	2470	111	540	467	6	55	40	30
L. Cavalry									
Cavalry	75	2470	111	540	467	6	55	40	30
L. Cavalry									
Cavalry	76	2500	112	546	472	6	55	40	30
L. Cavalry									
Cavalry	75	2470	111	540	467	6	55	40	30
L. Cavalry									
Archery	74	2075	136	487	370	3	40	25	60
L. Archery									
Archery	75	2100	138	492	374	3	40	25	60
L. Archery									
Cavalry	75	2470	111	540	467	6	55	40	30
L. Cavalry									
Cavalry	75	2470	111	540	467	6	55	40	30
L. Cavalry									

Duels and Persuades:

Guan Xing vs. Xu Zhu

Hints:

1. The Sima family all wield the strategem "Rakurai". Watch out for it.
2. Attack L. Archery units with "Rakurai" from outside their firing range.
3. Command Guan Xing to attack Xu Zhu

Start moving west towards the first bridge. The infantry and the archery units on the north bank can't be lured, but Yue Jin will take the bait. So defeat Yue Jin first before sending your sorcerers to secure the bridge with "Rakurai".

Send a few units to block Zhang Liao and Li Dian from interrupting your units crossing the bridge. Occupy the village nearby the first chance you get. Once you're done healing your army, move north and lure out Xu Zhu and the two infantry units. Weaken them with "Rakurai" and take them out with your other units. You don't have to be as relentless taking this bridge because you have a village nearby. Try to take out a unit before attacking the next so Jia Xue doesn't get a chance to recover wounded enemy units.

Once the second bridge is cleared, cross the bridge and take out Jia Xue. The enemy cavalry group can't go through the forest, and Jia Xue is practically immobile in it, so Jia Xue is actually separated from the enemy cavalry group by a large distance. Afterwards, lure out the cavalry units lead by the Cao brothers one by one and finish them. Take care that you approach and defeat Cao Zhi within a single turn so he does not have the opportunity to cast "Hakuryu", which could be an instant defeat for the target.

As you move towards the last bridge, carefully lure out the cavalry units without provoking any of the Sima family. The northernmost cavalry unit is too far to be lured so don't worry about it. Move the Sorcerer equipped with "Sekitoba" on the bridge (but do not move to the north bank just yet). On the next turn move this unit into the northwest treasury to raid it. Afterwards, move a unit near Sima Yi and he will order his army to retreat into the city.

Before the next battle, note that Zhang Liao is among the enemy army and is stationed in a fortress on the west side of the battlefield. If you saved Guan Yu earlier, he can persuade Zhang Liao to join your army so include him in the west group. Similarly include Zhang Fei in the east group to allow him to take part in a duel. It would be best for you to send out all of your available Sorcerers and divide them among the two groups.

Battle #49
Battle of Xuchang II
(Kyoshou no tatakai II)

Victory conditions:

1. Arrive at the inner city gate.
2. Defeat Sima Yi

Turn limit: 40

```
xx  xxxx      xx  xxx xxx  x
      xx x  Q  xxx x x  x
      x xx      x  x      x
x    x  x      x  x  x
x    x          x  x
xxx  xxxxxx  xxxxxx  xx
```

```

xx   xxxxxx   xxxxxx   x
xx  Q    x   x   Q   xx
xxxx   xx xx   xx  x
x x xxx  xxOxx  xxxxxxxx
x   xx  x   x   x   xx
      xx x   x  xx
x   x  x  x  x  xxx  x
x   x  x  x  x  x  x   xx
xxxxxxx  x           x  xxxxxxxx
xxxxxxx  x           x  xxxxxxxx
      x           x
      x xxT       x
      xxxxxxxxxxxx
      xxxxxxxxxxxx

```

x: cannot enter
o: city gate
Q: fortress
T: treasury

Treasures:

T(18,13): Gyokuji (Regenerate HP and SP naturally)

Bonus:

1600 Gold
Free Mode (GBA exclusive)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Sima Yi	86	2275	225	413	620	4	48	95	106
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Cao Pi	83	2710	121	632	580	6	68	65	65
L. Cavalry	[Gyokuji]								
Sima Shi	82	2175	216	451	498	4	65	79	94
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Sima Zhao	82	2175	216	451	476	4	66	75	92
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Cao Zhang	81	2650	119	673	708	6	81	93	42
L. Cavalry									
Cao Zhi	81	1800	180	342	417	4	15	13	84
Marching Band	[Iten no ken, Moutoku shinsho]								
Xu Zhu	83	2710	121	797	728	6	97	94	25
L. Cavalry									
Jia Xue	82	1820	196	353	503	3	40	81	96
Supply Unit									
Zhang Liao	83	2300	151	701	726	5	90	87	80
L. Infantry									
Yue Jin	82	2680	120	647	607	6	74	74	39
L. Cavalry									
Li Dian	82	2275	149	601	642	5	72	73	47
L. Infantry									
Infantry	78	2175	143	483	558	5	40	55	30
L. Infantry									
Infantry	78	2175	143	483	558	5	40	55	30
L. Infantry									
Infantry	77	2150	141	477	552	5	40	55	30

L. Infantry									
Cavalry	77	2530	113	552	477	6	55	40	30
L. Cavalry									
Cavalry	77	2530	113	552	477	6	55	40	30
L. Cavalry									
Archery	77	2150	141	503	382	3	40	25	60
L. Archery									
Archery	77	2150	141	503	382	3	40	25	60
L. Archery									
Archery	76	2125	140	498	378	3	40	25	60
L. Archery									
Archery	76	2125	140	498	378	3	40	25	60
L. Archery									
Archery	75	2100	138	492	374	3	40	25	60
L. Archery									
Archery	75	2100	138	492	374	3	40	25	60
L. Archery									
Archery	75	2100	138	492	374	3	40	25	60
L. Archery									
Archery	77	2150	141	503	382	3	40	25	60
L. Archery									
Archery	76	2125	140	498	378	3	40	25	60
L. Archery									

Reinforcements

Archery	75	2100	138	492	374	3	40	25	60
L. Archery									
Archery	75	2100	138	492	374	3	40	25	60
L. Archery									
Archery	72	2025	133	476	361	3	40	25	60
L. Archery									

Duels and Persuades:

Guan Yu persuades Zhang Liao

Hints:

1. Lure out a few enemies and eliminate them.
2. Command Guan Yu to persuade Zhang Liao
3. The Sima family can cast "Rakurai" repeatedly, so heal your units to full and take them out in one fell swoop.

If you have deployed Jiang Wei, immediately transfer "Tonkoutensho" and "Sonshi no heihousho" to him and class change into Sorcerer. Now you should have the maximum of 4 (Zhuge Liang, Pang Tong, Xu Shu, Jiang Wei). Once you distribute the War Manuals correctly, each of them should have over 100 Intel. On the other hand, if you don't have Jiang Wei and made Ma Liang a Sorcerer, he can never reach 100 Intel with any possible item combination. The units high on the priority are Sorcerers to deal damage, "Kaiki" units to support multiple attacks, an assassin unit to deal with Sima Yi, and Marching Bands to recover SP. If you have Guan Yu, deploy him as well to persuade Zhang Liao.

Atart moving northwards. On the first turn Cao Pi will flee the battle, and the Sima officers will be the only enemies in the inner city. Groups of enemy archery units stationed near the center of the city will try to attack your army from across the walls, so take them out with multiple casts of "Rakurai". This will give you more safe

spots to travel as you don't have to worry about taking potshots from both sides of a narrow corridor. As you move along the path, you will also encounter more Archery units. since these units are attacking separately, you can use the less SP consuming "Shousekiryu" and "Shoukokuryu" in addition to your own Archery attacks to take them out. Once your army reaches the northeast and northwest corners, use your Marching Band to recover SP and heal every unit to full.

On your way south towards the inner gate, only Zhang Liao and Xu Zhu remain in their fortresses. Xu Zhu has low Intel and can be taken out by strategem rather easily. As for Zhang Liao, if you have Guan Yu you can persuade him to join you, but if you don't you will need to have Sorcerers casting "Rakurai" repeatedly to take him down, as Zhang Liao has all around high stats.

While you're gathering your army south of the gate, position two high Intel units (at least in the 90s), preferably Sorcerers, directly west from the eastern fortress and directly east from the western fortress. Right at the corners where the inner city widens:

```
x  
  
xxx   xxx  
xxx   xxx  
 1x   x2  
   xx xx  
   xxOxx
```

Sima Shi and Sima Zhao will be lured out and attack them with "Rakurai". However, the damage will be manageable and the Sorcerers can heal themselves while the two Sima brothers continue to use up SP until they cannot cast "Rakurai" anymore. Meanwhile your other units should heal themselves fully. The most important thing is to recover the SP of your "Kaiki" units and don't forget to raid the treasury. Position your "Kaiki" units and your assassin unit just south of the inner gate.

Once the SP of the two Sima brothers can no longer cast "Rakurai", go ahead and stand in front of the inner gate to trigger an event.

After the event, the gate is opened and the Victory condition changes.

Enemy reinforcements show up. Since you lured the two Sima brothers down, take them all out with a few "Rakurai". Command one of the "Kaiki" units to cast "Kaiki" on a Sorcerer and move him north towards Sima Yi. This way Sima Yi will attack this Sorcerer and do manageable damage. Meanwhile have a Beast Trainer cast "Moroha" on the assassin unit.

Once it's your turn, move your assassin unit diagonal from Sima Yi and attack him. Then move your "Kaiki" units north and chain cast "Kaiki" on the assassin unit to take out Sima Yi in a single turn and finish the battle.

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=====  
4-3: Final Battle between Shu and Wei  
=====
```

Xuchang

You finally get to outfit the officers you enlisted from the Commando Squad mission and the Battle of Xuchang. Do so as you now have a few extra sorcerers who need equipment.

GBA version Exclusive-If you sent the Commando Squad
Free Mode:

Battle of Wan
(En no tatakai)

18 turns: 1500 gold
15 turns: 2000 Gold
12 turns: 4000 Gold
11 turns: Moutoku Shinsho

If you have 2 or more sorcerers, this battle is a joke. Bring your sorcerers, Beast Trainers, and a Marching Band unit and rush through the western corridor after you enter the city, obliterating everything in your path with "Rakurai". You can reach Xiahou Dun within 4 turns and defeat him with two casts of "Rakurai". If you have more than 2 sorcerers, you may not even need a Marching Band unit. The two treasuries on the southwestern and southeastern corners hold 900 Gold each instead of Class Change items. Also, Guan Yu does not duel Xiahou Dun in this battle.

Army Rank Lv maxHP maxSP Attack Defense Move Power Lead Intel

Jiang Wei 71 2350 106 652 567 6 90 80 94
L. Cavalry
Zhang Huo 70 2470 109 480 554 5 78 63 61
Tribe
Cheng De 69 2440 108 441 519 5 70 51 56
Tribe
Gao Cang 69 2440 108 450 510 5 72 48 56
Tribe
Xu Shu 73 1950 195 351 482 4 44 85 97
Sorcerer
Zhang Liao 83 2300 151 701 726 5 90 87 80
L. Infantry

Jiang Wei's extraordinary Power and Intel warrants him worthy of any class in the game. So class change him into a sorcerer if you haven't done so during the Battle of Xuchang. The three Tribe officers from Qiang are good tanks, and their water strategem is actually effective unlike that of Shamoke. Xu Shu is no stranger to you and his reunion with you is certainly a welcomed addition. Last but not least is Zhang Liao, who can only be persuaded by Guan Yu. As a high level tank with high overall stats he is highly suited to be used on the final battles of the game.

GBA version Exclusive-If you did not sent the Commando Squad
Free Mode:

Battle of Xiangyang
(En no tatakai)

12 turns: 1500 gold
10 turns: 2000 Gold
8 turns: 4000 Gold
6 turns: Eiketsu no ken

Bring 3 Sorcerers and 3 Beast Trainers, the last spot goes to a tank. In the first turn, command the sorcerers to cast "Rakurai" to eliminate the enemy group, then have each of the Beast Trainer cast "Kaiki" on a sorcerer to allow them to enter the city and cast "Rakurai" on the L. Archery units north of the houses. This triggers an event where the enemy reinforcements arrive. Go ahead and start attacking the enemies near the first fortress as well. Have Liu Bei and the tank block the reinforcements at the city gate.

On turn #2, cast "Rakurai" to eliminate the units near the east fortress and occupy it. Start eliminating the units guarding the path leading to Cao Ren. this will provoke the units near the northeast treasury to come and attack. But they can be eliminated by repeated "Rakurai" as well. This leaves you with weakened guards that you can defeat on turn #3 along with Cao Ren.

Either you send the Commando Squad or not, the corresponding Free Mode battle is unlocked. The other Free Mode battle is unlocked in Scenario Clear save file after you finish the final battle.

Army Rank	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Xu Shu	75	2000	200	358	492	4	44	85	97
Sorcerer									
Zhang Liao	83	2300	151	701	726	5	90	87	80
L. Infantry									

Zhang Liao is an effective tank that can only be persuaded by Guan Yu if you saved him. Xu Shu is no stranger to you and is a welcome addition to your elite sorcerers. Both officers are certainly worthy members of your army in the final battles.

After the event, you can finally shop and edit your troops. The final campaign is now open. This is a Consecutive Battle with three separate battles, one after the other. You are allowed to bring in 15 units including Liu Bei and Zhuge Liang.

For the most part, speed is the most important quality next to endurance. All your units must be able to contribute to your progress turn after turn. If a physical attack unit cannot move next to an enemy because of a traffic jam, this unit not only wasted his turn, but also endangered your whole army.

By now you should have bought enough Movement increasing weapons and horses to fully outfit 15 units. Your war chest should still have plenty from the previous series of battles. The most important items to buy are "Mizu no chikara" and "Fuuki no sho". The former item is equivalent to the strategem "Kaiki" and the latter one "Fuuki". "Mizu no chikara" can be a time saver in a traffic jam because you can always pass a turn to the front of the pack, while "Fuuki no sho" recovers SP for the sorcerers and a lot more effective than the expensive "Senjutsu no kusuri". Keep the tanks to just enough for blocking enemies, your

indirect units like sorcerers and archery units are going to be the main source of damage.

In each of these battles, there is no point in defeating all enemies. Taking out the leader in the shortest amount of time expending the least amount of resources are the key here. Therefore the strategy given are the most direct method of finishing each battle, rather than a complete victory.

Weapon Shop:

Shinto	2000	Power +6	(Bandit, S. Inf, Tribe)
Kurenai no yari	2100	Power +6	(Cavalry, M./L. Infantry)
Hekirekisha	2050	Power +6	(L. Archery)
Tetsusen	400	Power +3	(Sorcerer)
Seisousha	450	Lead +3	(Supply Unit)
Meikougai	1700	Lead +8, Intel -3	(All)

Item Shop:

Kanpouyaku	1000	HP medium recovery	for multiple units
Kyuumeiyaku	2000	HP large recovery	for multiple units
Senjutsu no kusuri	2000	SP large recovery	
Mizu no chikara	1150	Unit used up the current turn	gets another turn
Kin no doku	800	Absorbs HP of an enemy	
Shunme	1750	Horse. Movement +1	(all)

Battle #50-1

Battle of Ye I

(Gyou no tatakai I)

Victory condition:

Defeat Cao Pi

Turn limit: 40

```
fffffff x    x BB Q B x  Bx  xx  ff
fffffff x BB x          x B Bx  xx  ff
fffffff xTB  xxxx  xxxx  Tx  xx  f
ffffff  x                BB x  xx
ffffff  x  BB          BB   x  xxxx
fffff   xxxxxxxx      xxxxxxxx  xx
fff                                           x
                                           ff      xx
          D      ffffffff          x
                ffffffff          D x xx
    x x      xx          xx  xxx x
xxx xxxxxxxxxxxxxxx  xxxxxxxxxxxxx
xx  xxxx      xxx  xx  xx
xx                fffff  fff
x                ffffffff
  m                ffffffff
mmmm          ff  ffff          m
mmmmmf                    mmmmm
mmmmmf  mm          mmmmmmm
mmmmffff  mmmmmmm  mmmmmmmmmmm
mmmmffffmmmmmmmmmm  mmmmmmmmmmmmm
mmmf  fmmmmmmmmmm  mmmmmmmmmmmmm
```


Archery	77	2150	141	503	382	3	40	25	60
L. Archery									
Archery	77	2150	141	503	382	3	40	25	60
L. Archery									
Cavalry	78	2560	115	558	483	6	55	40	30
L. Cavalry									
Cavalry	78	2560	115	558	483	6	55	40	30
L. Cavalry									
Cavalry	77	2530	113	552	477	6	55	40	30
L. Cavalry									
Cavalry	77	2530	113	552	477	6	55	40	30
L. Cavalry									
Cavalry	78	2560	115	558	483	6	55	40	30
L. Cavalry									
Cavalry	78	2560	115	558	483	6	55	40	30
L. Cavalry									
Cavalry	77	2530	113	552	477	6	55	40	30
L. Cavalry									
Cavalry	77	2530	113	552	477	6	55	40	30
L. Cavalry									

Duels and Persuades:

Zhang Bao vs. Cao Zhang

Guan Xing vs. Cao Zhi

Hints:

1. The first battle in a series of 3. There is no save point so make use of the Suspend function. (This only applies to the GBA version).
2. Leave Cao Zhang to Zhang Bao.
3. Leave Cao Zhi to Guan Xing.

Here's hoping you didn't deploy any cavalry units. This way you can move directly north and march through the forest. Otherwise you will have to have your army choose the west or the east path, since there is no way for a small group of cavalry units to hold out in the canyon you started in.

In the next turn move your sorcerers to the front. Aided by your "Kaiki" units, they should cast "Rakurai" and eliminate all enemies near the bridge in the northern forest except for Jia Xue. The cavalry units that has advance to the bridge will return, but it's already too late. By the third turn your sorcerers can eliminate the two infantry units in front of the enemy camp and target Cao Pi with "Rakurai". The northeast treasury holds the rare weapon "Hasha no ken". You could retrieve it, but then you will have to wait for the next turn to finish off Cao Pi and sustain injuries as a result.

Anyways by turn #4 you should be able to defeat Cao Pi and finish the first of the three consecutive battles. After the event you will start the second battle.

Battle #50-2

Battle of Ye II

(Gyou no tatakai II)

Victory condition:

Defeat Sima Yi

Turn limit: 40 [27]

```

x          xxx  xx    x x
x  xxxx   xxx      xxxx
xxxxx  xx          xxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xx Tx  xxx Q    xxxxxx
xx          x      xxx
xxxxx   x      x x   xxxx
xxxxx   x          x  xxxxxx
xxxxx  xx  xx      x   xxxx
xxx    x  xT      x     xx
Tx          xxx Qxxxx
      x  x   x  x  xxxxx
      x xx x      x  xxTx
xxxxxxxxx xxx  xxxxx  x
xx  xx      xxx  xxxxxx  xx
x  xxxx      x      xx  x
      xxx          x
      xxxxxxxx  xxxxxxxx
xx          x      x  x
xxx          xxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxOxxxx      xxxxxOxxxx

```

x: cannot enter
o: city gate
Q: fortress
T: treasury

Treasures:

T(6,7): Mizu no chikara (Unit used up the current turn gets another turn)
T(11,12): Kome (HP large recovery)
T(12,1): Senjutsu no kusuri (SP large recovery)
T(14,24): Kanbouyaku (HP medium recovery for multiple units)

Bonus:

Free Mode (GBA exclusive)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Sima Yi	89	2350	232	425	638	4	48	95	106
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Sima Shi	86	2275	225	470	518	4	65	79	94
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Sima Zhao	86	2275	225	470	495	4	66	75	92
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Xu Zhu	86	2800	125	821	750	6	97	94	25
L. Cavalry									
Jia Xue	85	1880	203	364	519	3	40	81	96
Supply Unit									

Yue Jin	85	2770	124	667	625	6	74	74	39
L. Cavalry									
Li Dian	85	2350	154	620	662	5	72	73	47
L. Infantry									
Infantry	80	2225	146	493	570	5	40	55	30
L. Infantry									
Infantry	79	2200	144	488	564	5	40	55	30
L. Infantry									
Cavalry	82	2680	120	582	503	6	55	40	30
L. Cavalry									
Cavalry	82	2680	120	582	503	6	55	40	30
L. Cavalry									
Cavalry	80	2620	117	570	493	6	55	40	30
L. Cavalry									
Cavalry	80	2620	117	570	493	6	55	40	30
L. Cavalry									
Cavalry	79	2590	116	564	488	6	55	40	30
L. Cavalry									
Cavalry	80	2620	117	570	493	6	55	40	30
L. Cavalry									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Infantry	78	2175	143	483	558	5	40	55	30
L. Infantry									
Infantry	79	2200	144	488	564	5	40	55	30
L. Infantry									
Cavalry	80	2620	117	570	493	6	55	40	30
L. Cavalry									
Cavalry	79	2590	116	564	488	6	55	40	30
L. Cavalry									

Duels and Persuades:

(none)

Hints:

1. Enemy strategem initiated. Heal your army quickly.
2. Quickly detour around the flames in the city, which have blocked off major paths.
3. Focus your attacks on Sima Yi to defeat him. However, before that, recover the HP of your units before the next battle.

Both enemy and your units have taken damage and loses half of their

current HP. So heal the HP as well as any spent SP of your units and eliminate nearby enemies.

Liu Bei and Zhuge Liang are in the middle sector, so you can have Zhuge Liang cast "Rakurai" on the enemy group around the fortress to your north and use "Mizu no chikara" on Zhuge Liang to finish them off and occupy the fortress. Sima Yi won't leave his fortress, so lure down either Sima Shi or Sima Zhao and finish him off before luring down the other son. This way the enemy can only cast "Rakurai" once per turn and significantly cuts down the risk of having your units destroyed. But watch out for enemy archery units attacking from across the walls.

If there is at least one group without a sorcerer, inch forward with this group to lure out one enemy at a time and defeat it before luring out the next. Stop if there is a sorcerer ahead and wait until Liu Bei's group has lures them away and destroyed them.

On turn #8 the flames will start to spread, which worsens every 4 turns. If you have not finished the battle by turn #28, an Event Game Over will occur. However, there is plenty of time to recover HP and SP of your army before finishing off Sima Yi, so take your time to heal. The next battle will have even more stringent time limits.

Once you have finished healing your units, have all 3 sides rush at Sima Yi and defeat him in a single turn. The most efficient way is to cast "Moroha" on a high attack unit, then have this unit make repeated diagonal attacks on Sima Yi supported by other "Kaiki" units, which is basically every unit if you bought "Mizu no chikara" for all of them.

After you defeat Sima Yi, an event occurs and you can move on to the last of the three battles.

Battle #50-3
Battle of Ye III
(Gyou no tatakai III)

Victory condition:

Defeat Cao Cao

Turn limit: 50

```

XXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXX Q XXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXX
x xxx xxx Q Q xx
x xx x xx
xx XXXXXXXXXXXXXXXXXXXXXXXX xxxxx xxx
x XXXXXXXXXXXXXXXXXXXXXXXX x x xx
x xx xxx xxxx x Q
xx x xxxx xxxxxxxx xxxxxxxx
x xxx x xxxxxx xxxxxxxx
XXXXXXXXXXXXXXXXXXXXX xx
XXXXXXXXXXXXXXXXXXXXX x x xxx xx
x xxx x x x xxx xx x x
x x xxx x x xx xx
xx xxxxx xx xx
```

```

xx          x   xxx   x
xxx xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx  xxxxx
xxx xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx  xxxxx
      xxxx   xxx   x xxx           xx
x   xx     x   x x             x
xxx           xxx           xxx x
  xxx       xxx       xxx x xx xx

```

x: cannot enter
Q: fortress

Treasures:

(none)

Bonus:

Free Mode (GBA exclusive)

Units:

Enemies	Lv	maxHP	maxSP	Attack	Defense	Move	Power	Lead	Intel
Cao Cao	99	3190	142	766	884	6	75	98	100
L. Cavalry	[Iten no ken, Goshi no heihousho, Gyokuji]								
Sima Yi	92	2425	239	438	657	4	48	95	106
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Sima Shi	87	2300	227	474	523	4	65	79	94
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Sima Zhao	87	2300	227	474	500	4	66	75	92
Sorcerer	[Sonshi no heihousho, Hasha no ken]								
Xun Yu	86	2275	225	385	444	4	37	62	96
Sorcerer									
Xun You	86	2275	225	396	439	4	40	60	94
Sorcerer									
Xu Zhu	87	2830	126	829	758	6	97	94	25
L. Cavalry									
Jia Xue	86	1900	205	368	524	3	40	81	96
Supply Unit									
Yue Jin	85	2770	124	667	625	6	74	74	39
L. Cavalry									
Li Dian	85	2350	154	620	662	5	72	73	47
L. Infantry									
Archery	81	2250	148	525	398	3	40	25	60
L. Archery									
Archery	81	2250	148	525	398	3	40	25	60
L. Archery									
Archery	80	2225	146	520	394	3	40	25	60
L. Archery									
Archery	80	2225	146	520	394	3	40	25	60
L. Archery									
Archery	79	2200	144	514	390	3	40	25	60
L. Archery									
Infantry	81	2250	148	498	576	5	40	55	30
L. Infantry									
Infantry	81	2250	148	498	576	5	40	55	30
L. Infantry									
Infantry	80	2225	146	493	570	5	40	55	30
L. Infantry									
Infantry	80	2225	146	493	570	5	40	55	30

L. Infantry									
Infantry	79	2200	144	488	564	5	40	55	30
L. Infantry									
Cavalry	82	2680	120	582	503	6	55	40	30
L. Cavalry									
Cavalry	82	2680	120	582	503	6	55	40	30
L. Cavalry									
Cavalry	82	2680	120	582	503	6	55	40	30
L. Cavalry									
Cavalry	81	2650	119	576	498	6	55	40	30
L. Cavalry									
Cavalry	81	2650	119	576	498	6	55	40	30
L. Cavalry									
Cavalry	81	2650	119	576	498	6	55	40	30
L. Cavalry									
Infantry	81	2250	148	498	576	5	40	55	30
L. Infantry									
Infantry	80	2225	146	493	570	5	40	55	30
L. Infantry									
Cavalry	81	2650	119	576	498	6	55	40	30
L. Cavalry									

Duels and Persuades:

Zhang Fei vs. Xu Zhu
 Zhao Yun vs. Li Dian
 Ma Chao vs. Yue Jin

Hints:

1. Leave Xu Zhu to Zhang Fei, Li Dian to Zhao Yun, and Yue Jin to Ma Chao.
2. There are a lot of sorcerers. Watch out for their strategem.
3. Cao Cao regenerates each turn in the fortress. Focus your attacks and take him out in one shot.

Start moving your army towards the narrow pass northward. The enemies can be lured out if you don't have sorcerers (which is unlikely but possible) in one of the two groups. The east group needs to watch out for the movement and casting range of Xun Yu and Xun You when advancing.

On turn #4, Cao Cao start a fire in the southwestern corner of the battlefield. Your western group must act fast or risk being surrounded by flames. Your eastern group won't be in immediate danger of being trapped, but the sorcerers there wield "Rakurai" that must be avoided.

On turn #8, the fire will spread and block the southwestern path. Any unit in the west group that has not advanced past that area will be trapped and unable to advance. On turn #18, the second block in the west will also be cut off by fire, which spread towards the east. However, by now your eastern group should be way ahead of the flames. Your western group must reach the final corridor by turn #28, otherwise they will be trapped. By turn #34, the path of the eastern group will be completely blocked if they haven't reach the two fortresses near Cao Cao's chamber.

Your eastern group is most likely to reach the final corridor first. However, instead of attacking, they should wait for the western group to arrive (or gets trapped). Station them as follows to avoid

provoking the sorcerers of the Sima family. It is better to put sorcerers in front followed by "Kaiki" units. Also, recover their HP and SP.

```
xx          xxx
xxxxxS Sxxxxx
xxxxx S xxxxxx
97  Q    Q  135
 8      246
xxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxx
```

When your western group also arrives, likewise position them on the other side recover their HP and SP. When you're ready, command your sorcerers to move in and cast "Rakurai" on all 3 members of the Sima family at the same time repeatedly. If they are still standing after that, use your "Kaiki" units and "Fuuki" units to continue the assault. You must take them all out in a single turn, otherwise they will destroy your army.

Once Cao Cao is the only one left, you can focus all your attacks at him. He has learned a new Strategem called "Tenpu" with targeting range of "Rakurai". The effect halves the HP and SP of units within range, but he can only use it once every three turns. With the Sima family out of your way, it's really not that big of a deal.

```
=====
Scenario Clear
=====
```

In the SFC version, after the final battle is concluded, the ending is automatically given according to whether Pang Tong, Guan Yu, and Zhang Fei are in your army.

In the GBA version, however, you are allowed to make a Scenario Clear save. Choose to continue from this save put you in the Clear menu:

Ending: The ending can be viewed. Affected by whether the officers mentioned above are in your army.

Officers: Status of all officers joined can be viewed.

Cheat Code: The cheat codes for Sangokushi Eiketsuden and Sangokushi Koumeiden can be viewed (see the Secrets section for details).

History: The log of all campaigns fought and Liu Bei's levels at the end of each battle can be viewed.

There are also plenty of Free Mode challenges that can only be accessed with a Scenario Clear save. To complicate things up, there are no shops that can be accessed from a Scenario Clear save so any leftover Gold you have is completely worthless. Also, there is no option to edit your units. If you want to exchange items between two units, you will need to start a Free Mode battle, deploy the two units, then have them exchange during battle.

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GBA version Exclusive
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Free Mode:

Battle of Xuchang I
(Kyoshou no tatakai I)

17 turns: 1500 Gold
15 turns: 2000 Gold
13 turns: 4000 Gold
12 turns: Sonshi no heihousho (Intel +7)

Equip your two best sorcerers with "Sekitoba" and "Tekiro" as well as movement increasing weapons. The western treasury now holds 900 Gold instead.

In the first turn, move towards the first bridge and eliminate the enemies in the north bank by commanding a sorcerer with "Sekitoba" equipped to cast "Rakurai" repeatedly supported by "Kaiki" units. This also serves to lure down the enemies near the village so you can attack them in the next turn. Move all your units across the bridge afterwards. the sorcerer with "Sekitoba" should station in the village to recover SP.

On turn #3, move east of the second bridge and attack the enemies nearby with "Rakurai". Now command your "Kaiki" units to form a line and allow sorcerers that don't have the rare horses multiple turns so they can reach the frontline within a single turn.

On turn #4 move all your sorcerers east and start attacking the cavalry group. Eliminate them and get to the bridge with the help of your "Kaiki" units. This should also serve to lure the cavalry units up north down.

On the next turn eliminate all cavalry units and command your "Kaiki" unit to move a unit next to Sima Yi and attack. Sima Yi will retreat and the battle ends.

Battle of Xuchang II
(Kyoshou no tatakai II)

17 turns: 2000 Gold
15 turns: 3000 Gold
13 turns: 4000 Gold
12 turns: Chokumeisho (regenerate SP naturally)

Put an equal number of sorcerers and Beast Trainers on each side. The treasury now holds 900 Gold.

Eliminate the archery units near the inner gate in the first turn using "Rakurai".

On turn #2, move north and eliminate the units in and around the fortresses using Rakurai as well. Once you finish these units continue to the northwest and northeast corners where there aren't enemies around and recover SP using "Fuuki". You will probably reach the inner gate on turn #9 or 10 if you do not use "Kaiki" during the trip down. Once you open the inner gate, move the sorcerer with the highest Intel into the gate as bait and lure down all 3 of the Sima family while your other sorcerers and "Kaiki" units wait outside the gate to avoid

getting hit.

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xx xx
xxOxx
x  x
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They will all cast "Rakurai" on the bait, but if your sorcerer has high Intel, he will not be defeated. Now that Sima Yi is within range, attack with all your might, either with repeated "Rakurai" or by using an assassin unit supported by "Kaiki" to take him out.

Battle of Ye I
(Gyou no tatakai I)

20 turns: 2000 Gold
17 turns: 3000 Gold
14 turns: 5000 Gold
12 turns: Tonkoutensho (class change to Sorcerer)

Remember the strategy to defeat Cao Pi within 4 turns? It worked back then and it still works now. The northeastern treasury now holds 1600 Gold.

Battle of Ye II
(Gyou no tatakai II)

20 turns: 2000 Gold
16 turns: 3000 Gold
12 turns: 6000 Gold
8 turns: Sekitoba (Movement +3)

When you choose your units to deploy, the first, sixth, ninth, and twelveth units will be in the central group. Choose two sorcerers with rare horses and movement increasing weapons as well as two Beast Trainers. You are only going to use the central group, so the other two groups don't matter.

On the first turn, the two sorcerers should move north and use "Rakurai" to defeat all enemies near the fortress. Then two Beast Trainers then cast "Kaiki" on them so you can reposition the two sorcerers as follows:

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xxx1 x
  2
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With 1 being the sorcerer with "Tekiro" and 2 being the one with "Sekitoba". No one else should stand near the walls or enter the fortress.

On turn #2 move the two sorcerers north and attack Sima Yi with "Rakurai". Sima Yi has yet to fully recover from his own fire strategem, so two casts of "Rakurai" and "Kaiki" support from the two Beast Trainers should defeat him.

Battle of Ye III
(Gyou no tatakai III)

22 turns: 2000 Gold
20 turns: 3000 Gold
18 turns: 7000 Gold
16 turns: Gyokuji

I hope you bought a lot of "Mizu no chikara" and "Fuuki no sho" before starting the final battles. Otherwise you will need to fight the previous Free mode battle over and over to accumulate "Mizu no chikara".

Once again, you are going to have to choose your units in a particular order. The first, fourth, seventh, ninth, and tenth units you choose will be in the eastern group along with Liu Bei. This is the group you will be working with. The reason is the same as the previous one, this group can reach the goal within the fewest number of turns.

The two sorcerers you choose must have rare horses and movement increasing weapons equipped. You also need two Beast Trainers and, if you didn't buy those "Fuuki no sho" like I told you earlier, a Marching Band unit as well. Liu Bei and the Marching Band (if you do need one) need to carry multiple "Mizu no chikara" and one "Fuuki no sho" each.

On the first turn, start moving east and reach the narrow path upward so enemies can't come down and stay in compact form. On the second turn take out Jia Xue's guards with repeated casts of "Rakurai". Jia Xue himself should be attacked physically. Move a high Intel unit just past the path east of Xun You to lure Xun You move from his position to cast "Rakurai" on this unit.

xxxxxxxx

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xxx  xx
  xxTx x
    xx xx
      L
```

Move your eastern group westward away from Xun You. If all your units are out of his movement + targeting range of "Rakurai", he will not pursue your army.

On turn #4, Cao Cao starts a fire in the city. This part differs from the actual battle in that your current HP will be halved every two turns starting from this turn.

When you attack the next fortress, use the two sorcerers to finish off Xu Zhu and occupy it, then cast "Rakurai" repeatedly on Xun Yu with the help of your "Kaiki" units to defeat him. You cannot allow him to survive because you are constantly losing HP. Once you take him out, eliminate the cavalry unit and the infantry unit guarding the final corridor with "Rakurai" as well. Proceed through the corridor and stop at the indicated location and wait for your "Kaiki" units to catch up. Have your sorcerers at the front. Don't even worry about your HP at this point. You either don't get attacked, or you get wiped out even with full HP.

xx xxx

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xxxxxS Sxxxxxx
xxxxx S xxxxxx
   Q   Q  135
       246
xxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxx
```

Once your eastern group is more or less gathered, command the two sorcerers to cast "Rakurai" on the three members of the Sima family. The other units either cast "Kaiki" on them or use "Mizu no chikara". You must defeat all of them within a single turn. Otherwise they will devastate your whole group.

Once the path to Cao Cao is opened, go ahead and finish him off with repeated "Rakurai" to finish this battle.

This concludes all 64 Story battles and 18 Free Mode challenges.

IX. Equipment List

This section lists all store bought equipment under their specialized class. The more common weapons modify unit Power and perhaps Lead. However, there are some movement increasing weapons for L. Archery, Martial Artist, and Supply Unit that can be applied to most of your army by virtue of the bonus movement. In fact, it is recommended that the rare special weapons should only be used by officers with Power exceeding 90 so the extra attack power imparted actually becomes significant.

As for armor, there's nothing worth buying. Units lead by officers with low Lead also have low defense, and the defense bonus of any armor is at a minimum on those officers. Though the defense bonus is significant on units lead by high officer, these units already possess enough defense that they don't need armor to begin with.

Bandit, S. Infantry, Tribe

Chokutou	250 Power +1
Ono	400 Power +2, Lead-1
Koutou	500 Power +2
Hanfu	700 Power +3, Lead -1
Kou	450 Power +1, Lead +2
Koujou	700 Power +2, Lead +2
Kantou	800 Power +3
Senkafu	950 Power +4, Lead-2
Kogatou	1150 Power +4
Houshidou	1550 Power +5
Kaenfu	1350 Power +5, Lead -2
Goshukou	1000 Power +3, Lead +2
Houtofu	1650 Power +6, Lead -3
Tetsukoukyo	1350 Power +4, Lead +2
Shinto	2000 Power +6

Cavalry, M. Infantry, L. Infantry

Yari	300 Power +1
Hangetsusou	550 Power +2

Geki	400	Power +2, Lead -2
Chougeki	700	Power +3, Lead -2
Tetsusou	850	Power +3
Daigeki	1350	Power +5, Lead -3
Kanshisou	1250	Power +4
Kourensou	1650	Power +5
Seiryugeki	1750	Power +6, Lead -3
Kurenai no yari	2100	Power +6

S. Archery

Hankyuu	150	Power +1
Bankyuu	400	Power +2
Limankyuu	650	Power +3
Kyoukyuu	900	Power +4
Tetsukyuu	1250	Power +5

M. Archery

Soukyuushoudo	450	Power +2
Toushido	750	Power +3
Sankyuutoushido	1100	Power +4
Shindo	1450	Power +5

L. Archery

Shuhou	500	Power +2
Gouhou	800	Power +3
Tanshouhou	1150	Power +4
Senpuuhou	1950	Power +2, Movement +1
Dokuyakusenpuuhou	2200	Power +3, Movement +1
Soushouhou	1550	Power +5
Senpuugohou	2500	Power +4, Movement +1
Hekirekisha	2050	Power +6

Martial Artist

Ken	400	Power +2
Keisouetsu	350	Power +1, Lead +2
Kenkonchoukiken	1000	Power +4
Keisouenouetsu	1100	Power +3, Lead +3
Ryuseisui	2000	Power +2, Movement +1
Jitsugetsukenkonken	1850	Power +6
Shiboenouetsu	1880	Power +5, Lead +3
Rougasui	2500	Power +4, Movement +1

Beast Trainer

Muchi	350	Power +2
Ryuuben	900	Power +4
Geihen	1700	Power +6

Marching Band

Tetsuteki	600	Power +3
Kokaku	300	Intel +1
Dora	650	Power +2, Intel +1
Heiko	600	Intel +2
Shougo	1000	Intel +3
Kinko	1500	Intel +4

Supply Unit

Hensousha	250	Lead +2
Seisousha	450	Lead +3
Mokugyuu	1800	Lead +1, Movement +1
Ryuba	2000	Lead +2, Movement +1

Sorcerer

Tetsusen	400	Power +3
Usen	450	Intel +1
Byakuusen	1200	Intel +3

All (armor)

Hikou	150	Lead +1
Shuhai	150	Lead +2, Power -1
Toukou	300	Lead +2
Danhai	250	Lead +3, Power -2
Sashikou	500	Lead +3
Renkan no yoroi	450	Lead +4, Intel -2
Tetsukou	750	Lead +4
Suihai	500	Lead +4, Power -2
Enbihai	650	Lead +5, Power -3
Koushirenkankou	1050	Lead +5
Touchuugai	1000	Lead +5, Intel -2
Kinsa no yoroi	1400	Lead +6
Shirogane no yoroi	1800	Lead +7
Muteki shinhai	1000	Lead +6, Power -3
Meikougai	1700	Lead +8, Intel -3

All (horse)

Shunme	1750	Horse. Movement +1
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The rare equipment cannot be bought. Guan Yu and Zhang Fei start out with their respective special weapons. The rest are found in treasuries in the battlefield, won after a duel, or received from events outside of a battle. Unlike the store bought weapons, the rare weapons are equally effective on any class. As mentioned before, the effect of War Manuals and Documents will be applied to the unit without having to be equipped. The Intel bonus of the War Manual is not cumulative with any other Intel bonus from another War Manual or from an equipped store bought weapon. Only the highest Intel bonus is applied to the unit, so be sure to distribute your War Manuals to different officers. On the other hand, the effect of the Documents are cumulative with each other as well as the terrain effect (fortress, village, or barracks).

Weapons

Dabou	Power +7
Shichisei no ken	Power +7
Sansentou	Power +7
Seiryuengetsutou	Power +8
Iten no ken	Power +8
Shuuitsui no ken	Power +9
Houtengageki	Power +9
Seikou no ken	Power +9
Eiketsu no ken	Power +10
Hasha no ken	Power +10

Horses

Tekiro	Movement +2
Soukouhiten	Movement +2
Sekitoba	Movement +3

War Manuals

Rikutou	Intel +5
Sanryaku	Intel +5
Moutoku shinsho	Intel +6
Goshi no heihousho	Intel +6
Sonshi no heihousho	Intel +7

Documents

Engunhoukou	Regenerate HP naturally
Chokumeisho	Regenerate SP naturally
Gyokuji	Regenerate HP and SP naturally

X. Officer List (GBA exclusive)

There are 224 officers in the game. Each of the officers is added to the list when featured in a battle or an event. The order of the list is arranged in the Japanese phonetic order (order of 50 characters). The stats of the officer are also listed.

As for the number of battles deployed, the numbers given in the officer bios are in error. For example, Liu Bei is mandatory for all battles except for Battle of Mai, Battle of Chencang, and Battle of Chang'an. So he is present in 61 battles out of 64 instead of 52. Another example would be Zhang Liao, according to the numbers given he never fights on your side, but this is false. He can be recruited in the Battle of Xuchang and be deployed in the final battles.

Name	Japanese	Power	Lead	Intel
[a]				
Yi Ji	Iseki	21	72	84
Yu Jin	Ukin	60	62	52
Yu Ze	Usoku	23	30	46

Yuan Yin	Enin	25	23	59
Yuan Shu	Enjutsu	79	71	43
Yuan Shao	Enjou	58	71	47
Yan Pu	Enbo	36	27	80
Wang Wei	Oui	40	36	58
Wang Kai	Oukai	32	29	54
Wang Can	Ousan	30	28	70
Wang Ping	Ouhei	72	72	67
Wang Fu	Ouho	52	74	73

[ka]

Kuai Yue	Kaietsu	29	26	74
Jia Xue	Kaku	40	81	96
Guo Jia	Kakuka	36	32	97
Yue Jiu	Gakushuu	70	67	51
Huo Jun	Kakushun	67	62	65
Hao Zhao	Kakushou	68	91	88
Yue Jin	Gakushin	74	74	39
Guo Shi	Kakuteki	35	50	63
Guo Tu	Kakuto	34	31	76
Xiahou Yuan	Kakouen	90	86	52
Xiahou En	Kakouon	60	58	62
Xiahou Jie	Kakouketsu	72	55	31
Xiahou Shang	Kakoushou	70	68	60
Xiahou De	Kakoutoku	69	67	59
Xiahou Dun	Kakouton	95	87	60
Xiahou Lan	Kakouran	72	70	53
Hua Xiong	Kayuu	90	88	29
Guan Yu	Kanu	98	100	80
Han Ying	Kanei	61	55	44
Guan Hai	Kangai	68	52	14
Han Xuan	Kangen	57	46	35
Guan Xing	Kankou	88	85	70
Han Hao	Kankou	62	59	45
Guan Chun	Kanjun	42	32	61
Han Dang	Kantou	60	59	42
Gan Ning	Kannei	91	84	54
Guan Ping	Kanpei	80	78	74
Jian Yong	Kanyou	42	36	74
Yan Liang	Ganryou	87	84	32
Wei Yan	Gien	92	80	51
Qu Yi	Kikugi	73	65	39
Wei Xu	Gizoku	72	68	46
Niu Jin	Gyuukin	82	73	35
Jiang Wei	Kyoui	90	80	94
Gong Zhi	Kyoushi	44	40	63
Xu Si	Kyoshi	23	20	78
Xu Zhu	Kyocho	97	94	25
Xu You	Kyoyuu	45	40	61
Ji Ling	Kirei	70	70	35
Jin Xuan	Kinsen	52	40	27
Yu Fan	Guhon	40	32	78
Xing Daorong	Keidouei	78	70	30
Yan Yan	Gengan	86	87	71
Yan Gang	Genkou	--	--	--
Yan Jun	Genshun	25	24	71
Yan Shuang	Gensou	70	50	48
Emperor Xian	Kentei	--	--	--
Wu Yi	Goi	71	70	69

Huang Quan	Kougen	45	72	84
Gao Shun	Koujun	56	63	60
Hou Cheng	Kousei	67	65	42
Gao Cang	Kousou	72	48	56
Gongsun Yue	Kousonetsu	60	58	47
Gongsun Zan	Kousonsan	71	67	55
Huang Zhong	Kouchuu	95	90	67
Gao Pei	Kouhai	59	56	43
Geng Wu	Koubu	44	32	53
Kong Rong	Kouyuu	58	67	83
Gao Lan	Kouran	75	72	50
Hu Zheng	Koshin	58	37	30
Wu Zu	Goso	42	45	60
Wu Ban	Gohan	65	64	47
Gu Yong	Koyou	18	17	72
Wu Lan	Goran	88	65	43

[sa]

Cai Mao	Saibou	70	67	68
Cai Yang	Saiyou	53	40	39
Sima Yi	Shibai	48	95	99
Sima Hui	Shibaki	--	--	--
Sima Shi	Shibashi	65	79	87
Sima Zhao	Shibashou	66	75	85
Xie Jin	Shasei	69	74	63
Che Zhou	Shachuu	72	70	60
Shamoke	Shamaka	91	74	18
Zhou Cang	Shuusou	85	82	40
Zhou Tai	Shuutai	87	78	53
Zhou Bi	Shuuhi	66	61	53
Zhou Yu	Shuuyu	75	88	95
Zhu Kang	Shukou	51	32	68
Zhu Ran	Shuzen	70	70	62
Zhu Ling	Shurei	74	69	35
Xun Yu	Juniku	37	62	96
Chunyu Qiong	Junukei	73	68	62
Xun You	Junyuu	40	60	94
Jiang Wan	Jouen	60	73	85
Jiang Qing	Joukin	67	62	64
Jiao Chu	Joushoku	65	61	34
Zhuge Jin	Shokatsukin	--	--	--
Zhuge Jun	Shokatsukin	--	--	--
Zhuge Liang	Shokatsuryou	44	94	100
Xu Huang	Jokou	91	83	49
Xu Shu	Joshou	44	85	97
Xu Shang	Joshou	82	75	30
Xu Sheng	Josei	72	59	70
Shen Pei	Shinpai	71	73	67
Xue Zong	Setsusou	35	31	62
Cao Xiu	Soukyuu	72	72	65
Song Xian	Souken	59	50	45
Cao Hong	Soukou	74	74	47
Cao Chun	Soujun	60	54	51
Cao Zhang	Soushou	81	93	42
Cao Zhi	Soushouku	15	13	78
Cao Zhen	Soujin	74	88	66
Cao Ren	Soujin	80	79	62
Cao Cao	Sousou	75	98	94
Song Zhong	Souchuu	--	--	--

Cao Pi	Souhi	68	65	65
Ju Shou	Souju	60	71	85
Sun Huan	Sonkan	65	70	72
Sun Qian	Sonken	38	34	74
Sun Quan	Sonken	--	--	--

[ta]

Taishi Ci	Taishiji	94	81	67
Zhang Yun	Chouin	59	50	60
Zhao Yun	Chouun	98	87	84
Zhang Wei	Chouei	72	62	35
Zhao He	Chouka	55	41	47
Zhang Huo	Choukaku	78	63	61
Zhang He	Choukou	90	88	62
Zhang Song	Choushou	--	--	--
Zhao Cen	Choushin	63	57	25
Zhang Ren	Choujin	87	84	69
Zhang Nan	Chounan	56	47	46
Zhao Fan	Chouhan	52	49	54
Zhang Fei	Chouhi	99	83	42
Zhang Wu	Choubu	64	52	18
Zhang Bao	Chouhou	92	83	37
Zhang Liao	Chouryou	90	87	80
Zhao Lei	Chourui	60	51	70
Zhang Lu	Chouro	72	73	80
Cheng Ying	Chinou	63	53	20
Chen Ji	Chinki	68	62	42
Chen Gong	Chinkyuu	54	85	80
Chen Jiao	Chinkyou	20	18	74
Chen Jiang	Chinshou	--	--	--
Chen Shi	Chinshoku	67	60	28
Chen Zhen	Chinshin	35	32	65
Chen Sun	Chinson	65	51	14
Chen Deng	Chintou	--	--	--
Chen Lin	Chinrin	23	55	80
Cheng Yu	Teiiku	25	85	90
Cheng De	Teitoku	70	51	56
Ding Feng	Teihou	75	70	65
Tian Feng	Denhou	45	88	90
Tao Qian	Touken	53	42	61
Deng Xian	Tougen	69	66	65
Dong Cheng	Toushuu	--	--	--
Dong Zhuo	Toutaku	--	--	--
Dong Liang	Touryou	69	60	32
Du Xi	Toshuu	57	50	52

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Ma Yan	Baen	65	61	43
Ma Su	Bashoku	65	54	84
Ma Dai	Batai	84	74	47
Ma Zhong	Bachuu	58	56	54
Ma Chao	Bachou	97	88	44
Ma Liang	Baryou	45	73	90
Fan Gong	Hankyuu	62	71	52
Pan Zhang	Hanshou	75	72	39
Fei Yi	Hii	23	25	80
Fei Guan	Hikan	49	58	45
Mi Zhu	Bijiku	40	36	64

Mi Fang	Bihou	63	59	25
Wen Chou	Bunshuu	91	86	19
Wen Pin	Bunpei	84	78	24
Feng Ji	Houki	54	66	82
Fa Zheng	Housei	52	66	87
Pang Tong	Houtou	51	88	98
Pang De	Houtoku	94	81	65
Bao Long	Houryuu	34	30	62
Bu Zhi	Hoshitsu	25	20	65
Man Chong	Manchou	27	30	68
Mao Jie	Moukai	57	48	49
Meng Su	Moushuku	69	52	31
Meng Da	Moutatsu	73	71	70

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Yang Huai	Youkai	75	71	44
Yang Yan	Yougen	67	76	28
Yang Ang	Youkou	72	60	46
Yang Xiu	Youshuu	29	28	85
Yang Song	Youshou	45	26	57
Yang Ling	Yourei	48	47	51

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Lei Tong	Raidou	86	81	43
Li Yi	Rii	79	57	63
Lu Ji	Rikuseki	32	27	68
Lu Xun	Rikuson	80	85	95
Li Yan	Rigen	75	72	74
Li Ru	Riju	--	--	--
Li Su	Rishuku	54	50	68
Li Dian	Riten	72	73	47
Li Feng	Rihou	68	62	35
Li Ming	Rimei	70	72	48
Liu Gui	Ryuukai	51	47	60
Liu Qi	Ryuuki	--	--	--
Liu Xian	Ryuuken	58	49	58
Liu Xun	Ryuujun	58	52	44
Liu Zhang	Ryuushou	52	47	51
Liu Shan	Ryuuzen	22	18	20
Liu Cong	Ryuusou	--	--	--
Liu Du	Ryuudo	53	48	55
Liu Bei	Ryuuhi	75	91	64
Liu Biao	Ryuuhyou	--	--	--
Liu Pi	Ryuheki	67	65	59
Liu Feng	Ryuuhou	63	59	57
Liu Ye	Ryuuyou	35	73	85
Liao Hua	Ryouka	78	41	60
Ling Tong	Ryoutou	81	71	65
Lu Jian	Ryoken	51	47	40
Lu Kuang	Ryokou	73	68	25
Lu Xiang	Ryoshou	57	70	23
Lu Bu	Ryofu	100	80	21
Lu Meng	Ryomou	84	80	91
Leng Bao	Reihou	66	64	23
Lu Su	Roshuku	--	--	--
Lu Zhao	Roshou	65	61	42

[missing]

XI. Codes and Secrets

This section lists the various codes, glitches, and secrets. Quite a few of them are version specific, so be sure to verify the specified format before using them.

1. Cheat Codes (GBA exclusive)

Sangokushi Eiketsuden.

On the title screen, use the D-pad to enter the following sequence:

Up, Up, Down, Down, Left, Right, Left, Right

Effect: Start the game with Liu Bei, Guan Yu, and Zhang Fei at L.50 with 50,000 Gold.

Sangokushi Koumeiden.

On the title screen, use the D-pad to enter the following sequence:

Up, Left, Right, Down, Down, Right, Left

Effect: Start the game with Zhuge Liang and Zhao Yun at L.50 with rare equipment in inventory.

2. Power leveling (all versions)

In battles where a unit can duel or persuade a target and level up without ending the battle, retreating will allow the same unit to level up again by the same means. In certain battles it is even possible for a single unit to have multiple duels or persuasions. This is a quick way to raise the levels of such units to L.99. This is arguably the easiest method to powerlevel, but it is restricted to only a few duelers. Incidentally, this doesn't work on the watered down PC version. Some of the more effective battles are as follows:

Battle of Xiapi- Liu Bei persuades Hou Cheng, Wei Xu, and Song Xian.

Battle of Nanyang- Zhang Fei and Zhao Yun can duel Lu Kuang and Lu Xiang within the first few turns.

Battle of Chengdu- Liu Bei persuades all officers of Liu Zhang.

Other units without opportunities to persuade can then cast support strategems or use items on this unit to level themselves up:

Infantry: Kobu L.15

Archery: Kenko L.10, Shouga L.25

Cavalry: (no support strategems, must use items such as "Ki no hikari")

Bandit: Bousou L.10

Martial Artist: Moroha L.50

Beast Trainer: Shouga L.15

Marching Band: Shouhakuryu L.20

Supply Unit: Kobu L.15

Tribe: (no support strategems, must use items such as "Ki no hikari")

Sorcerer: Shouga L.23

For units that have yet to learn their respective support strategems, you can buy a stock of "Ki no hikari" and let them use it on a high level ally unit. You can earn 100 EXP per item even without the EXP doubling strategem "Shouhakuryu" if the target is at least 9 levels higher than the caster/item user. This is a fast way to train up low level units so they don't become obsolete.

Later in the game, all units eventually learn healing strategems. When coupled with the "Fuuki" strategem or the equivalent item, also serves a good way of leveling up. Station a Marching Band unit in a village and cast "Fuuki" on a target and have the target cast healing strategem on the weakened Marching Band unit to earn EXP:

Infantry: Enjo L.25
[Liu Bei: Jintoku (multi) L.1]
Archery: Enjo L.15
Cavalry: Enjo L.30
Bandit: Enjo L.40
Martial Artist: Enjo L.10 Daienjo (multi) L.40
Beast Trainer: Enjo L.10 Daienjo (multi) L.33
Marching Band: Enjo L.15 Daienjo (multi) L.40
[Fuuki (self injurious) L.50]
Supply Unit: Enjo L.5 Daienjo (multi) L.20
Tribe: Daienjo (multi) L.40
Sorcerer: Enjo L.15 Daienjo (multi) L.35

In the Free Mode of GBA version, some battles will have a bonus of 50 EXP towards all surviving units. This is an also extremely efficient way to power level multiple units if you can finish the battle within a few turns.

3. Glitches of War Manuals (all versions)

When an officer is in possession of two or more War Manuals, on some unit stat menus (both in and out of battle) the Intel of the officer will reflect the sum of the increases from all of the equipped War Manuals. This number is in error, as only the war manual with the highest value is actually counted. If the officer equips an Intel increasing weapon and a War Manual, only the piece giving the higher increase will be in effect. This is the also the reason to use Movement increasing weapon rather than Intel increasing weapon even for classes that rely on officer Intel.

Also, note that you cannot obtain both "Sonshi no heihousho" and "Goshi no heihousho" in the same game.

4. Liu Bei reaches L.100 (SFC exclusive)

In the original SFC version, it is possible for Liu Bei to reach L.100 instead of the normal L.99. To do this, Liu Bei needs to be at L.98 with almost enough EXP for another level up (90 or above will do).

Just before a battle where you can select at least 13 units, including Liu Bei and a Marching Band unit, in a single group, give each unit you want to deploy a copy of "Fuuki no sho" (so that rules out ones like Battle of Yiling or Xuchang).

On the first turn, arrange all your units in the Resist formation so

they are within range for a single cast of Liu Bei's "Daitoku". Now have all your units use "Fuuki no sho" on themselves. Their HP will drop by 90%.

On the second turn, command the Marching Band to cast "Shouhakuryu" on Liu Bei and then command Liu Bei to cast "Daitoku" targeting all units at once. Liu Bei will receive enough EXP for him to give him two levels at once. Thus he can reach L.100 directly from L.98. This method only applies to Liu Bei, because the second strongest healing strategem, "Daikyusai" and "Aitoku", only targets 9 units and does not heal to full HP.

5. Max Gold at the start of the game (Sega Saturn exclusive)

At the start of the game, you will receive 500 Gold. Access the Item Shop and buy an "Ono" and place it in Liu Bei's inventory. Now without returning to the merchandise menu, press the confirm button again and you can buy another. Once you go back to the merchandise menu you will have the maximum of 60,000 Gold.

XII. Frequently Asked Questions

1. The enemy is slaughtering my army. Do I need to level more?

Levels themselves are only important as requirements to learn strategem or a class upgrade. Sometimes having enough levels to learn a particular strategem makes a large difference. However, most of the time deployment of units with the appropriate classes and using the correct strategy in the correct location are much more important. If you need more levels could always make a retreat or fight some Free Mode battles. Also, every class complete its collection of strategem by level 65, so you don't actually need to go beyond that.

2. My units have enough levels but I can no longer go to the shop that sells class upgrade items.

It is important to buy the class upgrade items for your active units regardless of whether they have enough levels. This way you can upgrade at the time your units have gathered enough EXP for an upgrade.

3. Should I play favorites?

Of course you should. It is easier to level by having selected units deal the finishing blows to gain EXP. The others can cast support strategem or equivalent items to level up without having to fight. However, be sure to maintain a wide variety of units in usable condition (in terms of both levels and equipment) in case you need a replacement. Sometimes key officers have other business to tend to and will be unavailable from time to time and sometimes you need classes not represented by your favorites. There's no need to maintain the levels of everyone though, as you can't hope to maintain them all as your army grows in size.

4. Officers with high Power or Intel in a class that doesn't make use of the stat.

Use the class change items to change these officers to a more suitable class. High Intel officers should have access to high power attack

stragem. High Power officers should be able to move and attack targets without being restricted by terrain. High Lead officers make for more durable support units.

XIII. Odds and Ends

There are yet still many secrets in the game undiscovered. Where is the missing officer from the list? Is there actually a Free Mode battle after clearing Battle #43 (Battle of Xiangyang) that can be enabled with the correct requirements? Do you unlock anything for completing the Officer List? Many more secrets await discovery!

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