

Blaze Union: Story to Reach the Future FAQ/Walkthrough

by Altiani

Updated to v1.46 on Oct 20, 2010

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=                               Blaze Union                               =
=                               ~ Story to Reach the Future ~           =
=                               =                                         =
= Platform: PSP [JP]                                                    =
= FAQ/Walkthrough by: Shadowchaser91                                     Version: 1.46 =
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You are viewing the version dated: October 20, 2010

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Read these first. I promise it's not too long.

II. Guide History

III. Walkthrough

Separated by battlefields. Strategies may be anywhere from very specific to a general idea of what you need to do.

IV. Endings

If you want to get a certain ending, look no further. This short section lists the requirements for every ending, thanks to Ryan G. If you prefer not to use walkthroughs, then you can match this information with the List of Battlefields at the beginning of Section III and play without following a guide.

V. Playable Characters

Looking to recruit a certain character? Where and when you can find them are listed here. In addition, thanks to Truong Nguyen for their stat gains on leveling up.

VI. Item List

A list of every item in Blaze Union, along with their added effects and where you can find them. Useful for completing your Item Manual.

VII. Card List

A list of cards and their effects and where to acquire them. There are a few new ones and some have changed since Yggdra Union.

VIII. Credits

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I. Opening Notes
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* Allowed Sites:

- GameFAQs (gamefaqs.com)
- Neoseeker (neoseeker.com)

< Regarding this Guide >

* My Japanese translation isn't very great, especially for character names. :(Then there are names that I refuse to use (because Siscia sounds so much better than Siskier and that's how I first translated it).

* Anything marked with ??? means I'm not sure if it's correct (and sometimes, I didn't even try to guess or I just don't know what goes there) so any help with that is greatly appreciated.

* Contact info: For comments, questions, corrections, etc. my email is:

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II. Guide History
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Current Version:

- Revised BF 53 strategy.
- Minor guide (technical) fixes.
- FAQ of the Month for September 2010~

Version: 1.44

- More strategies added on several maps.
- Upola Statue glitch noted in BF 20 and in the item list.
- Revised BF 50 by request.
- Minor details in battle maps and guide layout fixed.
- Removed section on unit classes.
- Added bonuses for individual characters in Section V, fixed an error in Pamela's and Aegina's stat gains.

Version: 1.38

- First completion of all 57 BFs.
- Various revisions for all battlefields.
- Completed all extras.
- Added copyright.

Version: 0.x

- Walkthrough in progress. (Periodic updates.)
- Working on extra sections such as list of items and cards.
- Added where to recruit extra characters.
- Added requirements for each path in Chapter 6.

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III. Walkthrough
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* To jump to a certain chapter or battlefield, search for CH# or BF## in your browser (no spaces).

* List of Battlefields

- Chapter 1 -----
- Battlefield 1: Gizokudan sanjou!
 - Battlefield 2: Tengarou no onna
 - Battlefield 3: Youheidan tsui gizokudan
 - Battlefield 4: Otonatachi no ruuru
 - Battlefield 5: Kessen, deivido!
 - Battlefield 6: Chikara wo kono te ni
- Chapter 2 -----
- Battlefield 7: Fureaveruku jouraku
 - Battlefield 8: Kaketekita shimai
 - Battlefield 9: Senshi to kyouki
- Chapter 3 -----
- Battlefield 10: Yorutou wo oe!
 - Battlefield 11: Kawarimono, boshuuchuu
 - Battlefield 12: Sabaku ni hiroe, itteki no namida
 - Battlefield 13: Kizoku no kokoro, soshite...
 - Battlefield 14: Ubaumono, ubawarerumono
 - Battlefield 15: Sorezore no jijou
 - Battlefield 16: Teikokuno umidashita mono
 - Battlefield 17: Taisetsu na mono ha doko
 - Battlefield 18: Hadashi no mizeru
 - Battlefield 19: Yusousen shuugeki sakusen
 - Battlefield 20: Higo no taika
 - Battlefield 21: Ougigeba yureru mugi no ho
- Chapter 4 -----
- Battlefield 22: Ounouno junkyou mono
 - Battlefield 23: Owari naki fukushuu
 - Battlefield 24: Shirenha shikabanewo koete
 - Battlefield 25: Ten'i no meino shita ni
- Chapter 5 -----
- Battlefield 26: Senshitachi no kyuusoku ~ Girl's Side ~
 - Battlefield 27: Senshitachi no kyuusoku ~ Boy's Side ~
 - Battlefield 28: Hi no kona ha tsudoi, taika heto
 - Battlefield 29: Senka ni tatsu shura
 - Battlefield 30: Butsuyoku no naseru wana
 - Battlefield 31: Modotte kita senshi
 - Battlefield 32: Soruto roodo
 - Battlefield 33: Teito gunji enshuu
 - Battlefield 34: Mamoru bekimono
 - Battlefield 35: Tiera enjou
 - Battlefield 36: Kyou senshi no sakebi
 - Battlefield 37: Reikishi ha yoru, ugoku
- Chapter 6a -----
- Battlefield 38: Utsurou toki no naka de
 - Battlefield 39: Betsuri
 - Battlefield 40: Yubi okose, maryuu no chi
 - Battlefield 41: Tate wo yaburu no ha hoko nanoka?

- Battlefield 42: Sou ryuu gekitotsu
- Battlefield 43: Honoo mikado garukaasa
- Chapter 6b -----
- Battlefield 44: Higeki (Tragedy)
- Battlefield 45: Fukushuu (Revenge)
- Battlefield 46: Kakusei (Awakening)
- Battlefield 47: Kikyuu (Homecoming)
- Battlefield 48: Saikai (Reunion)
- Battlefield 49: Kuromaku (Black Curtain)
- Battlefield 50: Chi (Blood)

- Chapter 6c -----
- Battlefield 51: Hajimari no owari (The End of the Beginning)
- Battlefield 52: Nokori hi (Embers)
- Battlefield 53: Abakareshi hitomi no oku
- Battlefield 54: Sono hibuta ha kirasenai
- Battlefield 55: Shitou, inochi hateru made
- Battlefield 56: Shi no butou
- Battlefield 57: Hito ga kachi eta mono

* Note on Battlefield Maps:

Sometimes the drawn map is larger or has more spaces than the map you're actually playing. Usually, this means that you can quickly trigger an event to open the larger map or that it's such a small extension that I didn't bother to draw/copy two similar maps. If there is a section with no map, that means there are new conditions but the map is the same as before.

* Key to Battlefield Maps:

- [a] Your starting unit position, where [a] is the first unit that you select, [b] is the second unit selected, etc.
- [1] See Remark 1, 2, etc. Usually this means an item can be acquired there.
- [x] See Remark x. Usually this indicates mission objectives, but this may be used for any type of comment.

The above markers take priority over the following.

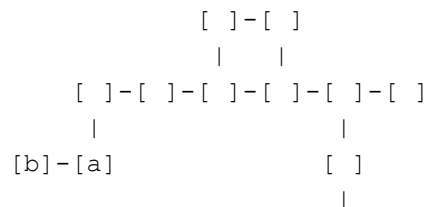
- | | |
|--------------|---|
| [B] Bridge | [H] Cannon (Japanese = houdai) |
| [C] Catapult | [S] Ship |
| [F] Fence | [V] Village, settlement, city, fort, etc. |
| [G] Gate | () Water |

== Chapter 1 =====CH1==

-- Battlefield 1: Gizokudan sanjou! -----BF1--

* Time: Fixed Noon

* Map:



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    [ ]
    |
    [ ]
    |
    [1]-[ ]
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* Remarks:

1. Proteimo (Protato)

* Note: All stat up items like this are one no longer guaranteed to raise your stats to the next big star, but add 2 little stars, which eliminates optimizing when to use your power ups.

* Enemies:

Necromancer Norn

Item: Hyper Ring [1]: [0] Morale damage = MAX

GEN: 1.8 | ATK: 2.0 | TEC: 2.7 | LUK: 2.1 | Morale: 2660

Fencer Shihei (Private Army) (x3)

GEN: 2.0 | ATK: 2.1 | TEC: 2.3 | LUK: 1.7 | Morale: 810

* Tactics: Siscia has [0] Block charge, so she'll win even if she can't counter anything. To get the MVP, you need to move your units adjacent to any enemy by the end of your turn so that they attack.

* Win: Defeat Norn

* MVP: 6 turns, ATK +1

-- Battlefield 2: Tengarón no onna -----BF2--

* Time: Fixed Noon

* Note: I still find the chibi part funny. :)

* Map:

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  [b]-[a]         [ ]
                   |
                   [ ]
                   |
                   [1]-[ ]
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* Remarks:

1. Hakusan hitsuji no miruku (White Mountain Goat's Milk)

* Enemies:

Axe Battler Serika

Item: Tetsu no Chokaa (Iron Choker) [2]: [0] Evade criticals

GEN: 1.9 | ATK: 2.6 | TEC: 2.5 | LUK: 2.3 | Morale: 2900

Fencer Shihei (Private Army)

GEN: 2.0 | ATK: 2.2 | TEC: 2.3 | LUK: 1.7 | Morale: 2840
Axe Battler Yuugekihei (Guerrilla Army) (x1)

GEN: 1.7 | ATK: 2.6 | TEC: 2.3 | LUK: 2.1 | Morale: 1050
Fencer Shihei (Private Army) (x2)

GEN: 2.0 | ATK: 2.2 | TEC: 2.3 | LUK: 1.7 | Morale: 810

* Tactics: Let Garlot deal with the Fencers. Siscia will be okay against Serika's unit because of her [O] Block counter and [O] Alley, street happy bonuses. Defeating Serika on or before Turn 10 will make getting the MVP much easier. To do this, you should leave Garlot to counter while Siscia repeatedly attacks the Axe Battlers. You need to start attacking the lead Fencer by Turn 8.

* Win: Defeat the Fencers

* MVP: 12 turns, GEN +1

-- Battlefield 3: Youheidan tsui gizokudan -----BF3--

* Time: Fixed Evening

* Map:

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      |
      [ ]-[ ]-[ ]
      | | |
[b]-[ ]-[ ]-[ ]-[ ]-[B]-[B]-[B]-[G]
| | | | | | | | |
[a]-[ ]-[ ]-[ ]-[ ]-[B]-[B]-[B]-[G]
      |
      [ ]
      |
      [ ]
```

* Ally:

Fencer Jenon

Item: Brave Ring [3]: [O] Critical 50%

GEN: 2.6 | ATK: 2.7 | TEC: 2.4 | LUK: 1.4 | Morale: 3060

* Enemies:

Necromancer Norn

GEN: 1.6 | ATK: 1.9 | TEC: 2.7 | LUK: 2.7 | Morale: 2660

Valkyrie Shihei (Private Army) (x1)

GEN: 1.7 | ATK: 2.0 | TEC: 2.7 | LUK: 2.3 | Morale: 1350

Fencer David

Item: Zantetsu tsurugi [3]: [O] > Golem

GEN: 2.3 | ATK: 3.0 | TEC: 3.0 | LUK: 1.8 | Morale: 4040

Fencer Youhei (Mercenary) (x3)

GEN: 2.0 | ATK: 2.2 | TEC: 2.3 | LUK: 1.7 | Morale: 1120

Bandit Youhei (Mercenary) (x2)

GEN: 1.8 | ATK: 2.2 | TEC: 1.7 | LUK: 2.7 | Morale: 1080

* Tactics: Jenon showing up will allow you to finally use formations. However, I still haven't figured out how to get both the MVP and the Zantetsu. It seems that you'll have to choose one or the other for now. I would leave Jenon away from David unless you're going for the [O] Critical 50% effect. Garlot does well

on the Bridge terrain, but don't move Siscia there unless she's facing Norn because she won't have any terrain bonuses there.

So I forgot to mention how to actually get the MVP. You'll need Siscia to attack the top Bandit on your first turn, which allows David to move over when the Bandit is defeated. That'll give you a spot to attack Norn from.

* Win: Defeat Norn

* MVP: 8 turns, TEC +1

-- Battlefield 4: Otonatachi no ruuru -----BF4--

* Time: Fixed Noon

* Map:

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[ ]          [ ]-[ ]-[ ]-[2]-[ ]
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[ ]          [ ]          [ ]
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[1]-[ ]-[ ]-[ ]      [ ]-[ ]
          | |         | |
          [V]-[ ]-[ ]-[ ]-[ ]-[ ]
              |
              [a]
              |
              [b]
              |
              [c]
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* Remarks:

1. Yuusha bajji (Hero Badge)
2. Takara no chizu (Treasure Map)

* Ally:

Axe Battler Medyute

Item: Mage Ring [4]: [O] Gauge fills

GEN: 2.1 | ATK: 3.0 | TEC: 4.0 | LUK: 2.6 | Morale: 3940

* Enemies:

Fencer David

Item: Revenger [2]: [-] Counter same damage

GEN: 1.0 | ATK: 2.7 | TEC: 3.0 | LUK: 1.0 | Morale: 4040

Knight Youhei (Mercenary) (x2)

GEN: 2.4 | ATK: 2.2 | TEC: 2.4 | LUK: 1.8 | Morale: 1940

Knight Youhei (Mercenary) (x1)

GEN: 2.5 | ATK: 2.3 | TEC: 2.4 | LUK: 1.8 | Morale: 2100

Bandit Youhei (Mercenary) (x3)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590

Assassin Youhei (Mercenary) (x1)

GEN: 1.5 | ATK: 1.9 | TEC: 3.3 | LUK: 3.3 | Morale: 1660

* Tactics: You'll have to move up and engage with Siscia to deal with the Knight and Jenon with the Bandits. However, you have to move Jenon back because the Knights flanking on either side will fight him on their first turn if he's

exposed. Starting with Steal allows you to move your units into position and to get the Hero Badge on the left.

Once Medyute shows up, you're allowed to use card skills. To defeat David, Garlot does the best, followed by Siscia. However, note that Garlot only wins 1-0 on the charge due to the [-] Counter same damage.

* Win: Defeat David

* MVP: 7 turns, LUK +1

-- Battlefield 5: Kessen, deivido! -----BF5--

* Time: Fixed Night

* Map:

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      [ ]-[ ]-[c]
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[ ]-[ ]-[ ]-[ ]-[ ]-[a]-[B]-[B]-[G]
      |
      [1]
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      [ ]
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* Remarks:

1. Iyashi no haabu (Healing Herbs)

* Enemies:

Fencer David

Item: Shin zantetsu tsurugi (Shin Zantetsu) [2]: [O] Morale damage = MAX

GEN: 2.3 | ATK: 3.0 | TEC: 3.0 | LUK: 2.0 | Morale: 3636

Bandit Youhei (Mercenary) (x2)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1431

Knight Youhei (Mercenary) (x1)

GEN: 2.4 | ATK: 2.2 | TEC: 2.4 | LUK: 1.8 | Morale: 1746

* Tactics: Once again, Siscia can Steal the Shin Zantetsu to take off some damage. Shield Barrier is there to do the same, Vise is there for the extra luck if needed to take David's item. If you have Siscia fight David on the first turn, you can win this in 5 turns. Note that even though Garlot's item has worn off, you might not want to equip an item on him here because of Item Break, which now not only breaks the equipped item, but decreases fighting status. This is actually very easy, and can be completed in 3 turns.

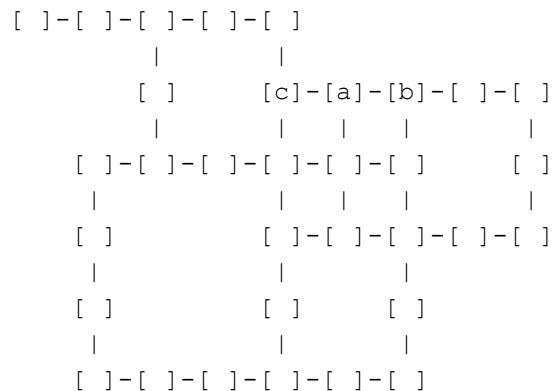
* Win: Defeat David

* MVP: 6 turns, TEC +1

-- Battlefield 6: Chikara wo kono te ni - Part 1 -----BF6--

* Time: Fixed Noon

* Map:



* Enemies:

Bandit Yatou taichou (Brigand Leader)

Item: Hanetsuki sandaru (Winged Sandals) [2]: [-] GEO 0%

GEN: 1.8 | ATK: 2.3 | TEC: 2.0 | LUK: 4.0 | Morale: 2980

Fencer Yatou (Brigand) (x4)

GEN: 2.1 | ATK: 2.3 | TEC: 2.3 | LUK: 1.8 | Morale: 1690

Bandit Yatou (Brigand) (x1)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590

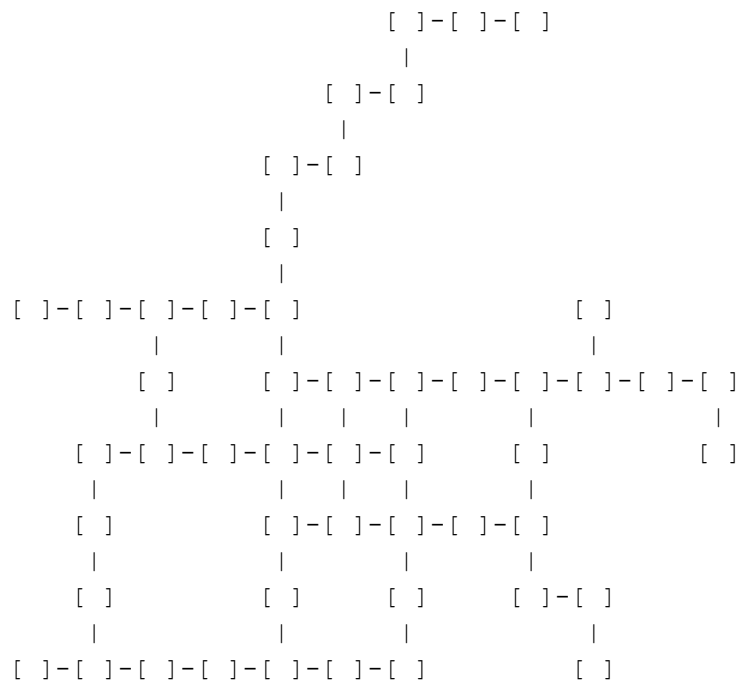
* Tactics: The enemies will run past and kill Velleman if you aren't blocking him. Rockfall gives them 5 MOV, which means you can only ignore the top left Fencer for now. You must block all other routes to Velleman with your units. Medyute will show up to help with the mission, but she's kind of out of the way. To clear this quickly, just defeat the leader.

* Advance: Protect Velleman (Don't let any enemy units move adjacent to him) and defeat all enemies.

-- Battlefield 6: Chikara wo kono te ni - Part 2 -----

* Time: Fixed Evening

* Map:



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|           | |
[ ]         [ ]-[ ]-[1]
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* Remarks:

1. Ogrenium

* Enemies:

Axe Battler Serika

Item: Sweet Candy [1]: [0] Morale UP slowly

GEN: 1.7 | ATK: 2.8 | TEC: 2.5 | LUK: 2.2 | Morale: 3360

Axe Battler Yuugeki hei (Guerrilla army)

GEN: 1.6 | ATK: 2.5 | TEC: 2.4 | LUK: 2.1 | Morale: 1500

Fencer Yuugeki hei (Guerrilla army)

GEN: 2.2 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 1860

Bandit Yuugeki hei (Guerilla army)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590

* Tactics: Hope that your units aren't too out of position to defend Velleman. All enemies except for Serika and her sister are within 8. If you left Jenon near the start, move him to block the right Bandit. Medyute can go wherever she wants with her [0] Wasteland happy bonus and you should hope that Siscia doesn't get attacked, because she'll probably lose. Note that you can use Siscia to attack and then move her away. Yay for hit and run.

Getting Serika's item might be a little trickier now, since if you take too long, she (or anyone else in her union) will use Vise to maximize the entire union's LUK to 6. That's probably best countered by using your own Vise card. The other strategy would be to attack her with only one unit to prevent her from Breaking Out, but that would most likely cost you the MVP because of the Sweet Candy raising Serika's morale (not to mention that she's [0] Wasteland happy anyway).

* Win: Protect Velleman (Don't let any enemy units move adjacent to him) and defeat all enemies.

* MVP: 16 turns, GEN +1

== Chapter 2 =====CH2==

-- Battlefield 7: Fureaveruku jouraku - Part 1 -----BF7--

* Time: Fixed Noon

* Map:

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[1]-[]-[]-[]

* Remarks:

1. Kokuyouseki (Obsidian)

* Enemies:

Bandit Sanzoku taichou (Bandit Leader)

Item: Belt Pouch [3]: [O] Morale UP when low

GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 4.0 | Morale: 3300

Fencer Sanzoku (Bandit) (x2)

GEN: 2.2 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 1460

Bandit Sanzoku (Bandit) (x2)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1190

Axe Battler Sanzoku (Bandit) (x1)

GEN: 1.7 | ATK: 2.6 | TEC: 2.5 | LUK: 2.2 | Morale: 1280

* Tactics: From now on, Siscia will not have a [O] Block charge bonus, so you need to learn to keep her away from enemy units on their turn. As a matter of fact, I don't recommend using her at all here unless she has 3 ATK. Medyute has the terrain bonus and Jenon is good against the axe units here.

* Advance: Defeat all enemies

-- Battlefield 7: Fureaveruku jouraku - Part 2 -----

* Map:

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[1]-[ ]-[ ]-[ ]
```

* Remarks:

1. Kokuyouseki (Obsidian)

* Enemies:

Axe Battler Serika

Item: Joubu na nagagutsu (Sturdy boots) [1]: [O] Void poison

GEN: 1.9 | ATK: 2.6 | TEC: 2.5 | LUK: 2.2 | Morale: 3360

Fencer Sanzoku (Bandit) (x1)

GEN: 2.2 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 1460

Bandit Sanzoku (Bandit) (x3)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1190
Axe Battler Sanzoku (Bandit) (x1)

GEN: 1.7 | ATK: 2.6 | TEC: 2.5 | LUK: 2.2 | Morale: 1280

* Tactics: This is all Medyute. However, be careful of going solo with her because the battle penalty hurts, especially when she's going against other Axe Battlers. If you're lucky, she'll get a heavy counter, which is auto-win. You can bring Siscia in formation on your turn and then move her out of formation after the union if you want to spread the EXP a little. Jenon also does really well here, since there are no spear units. As a matter of fact, if you equipped the Zantetsu on him last battlefield, it is possible for him to have 5 ATK if leveled correctly. O.o

* Win: Defeat all enemies

* MVP: 17 turns, TEC +1

-- Battlefield 8: Kaketekita shimai - Part 1 -----BF8--

* Time: Fixed Night

* Map:

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[ ] [2]
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[d]-[ ]-[V]
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[c] [9]
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[b] [8]-[ ]
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[a] [ ]
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[3]-[ ]-[ ]-[ ]-[ ] [ ]
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[ ]-[ ]-[ ]-[ ]-[ ] [7]-[ ]
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[ ]-[5] [ ]-[B]-[ ]
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[4]-[ ]-[ ]-[ ]-[ ] [ ]-[ ]
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* Remarks:

1. Kirakira kinka (Sparkling Gold)
2. Teikoku heihou kaki chi no kan (Book of Imperial Warfare, Earth)
3. Cachusha
4. Kyoudan no koin (Religious Organization's Coins)
5. Rope
6. Aru shoujo no nikki (Diary of a girl)
7. Trade: Obsidian --> Black Brand
8. Teikoku heikou kaki ten no kan (Book of Imperial Warfare, Sky)
9. Trade: Ogrenium --> Ogre Blade

* Ally:

Valkyrie Aegina

Item: Kinu no korusetto (Silk Corset) [6]: [0] Block counter

GEN: 3.0 | ATK: 2.6 | TEC: 3.0 | LUK: 1.8 | Morale: 4140

* Enemies:

Valkyrie Shikaku (Assassin Team)

Item: Salamandora [1]: [-] Counter same damage

GEN: 2.0 | ATK: 2.5 | TEC: 2.0 | LUK: 2.3 | Morale: 3340

Bandit Shikaku (Assassin Team) (x1)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590

Undine Shikaku (Assassin Team) (x1)

GEN: 1.8 | ATK: 2.0 | TEC: 2.7 | LUK: 2.3 | Morale: 1500

Fencer Shikaku (Assassin Team) (x1)

GEN: 2.3 | ATK: 2.5 | TEC: 2.4 | LUK: 1.8 | Morale: 2020

Assassin Shikaku (Assassin Team) (x4)

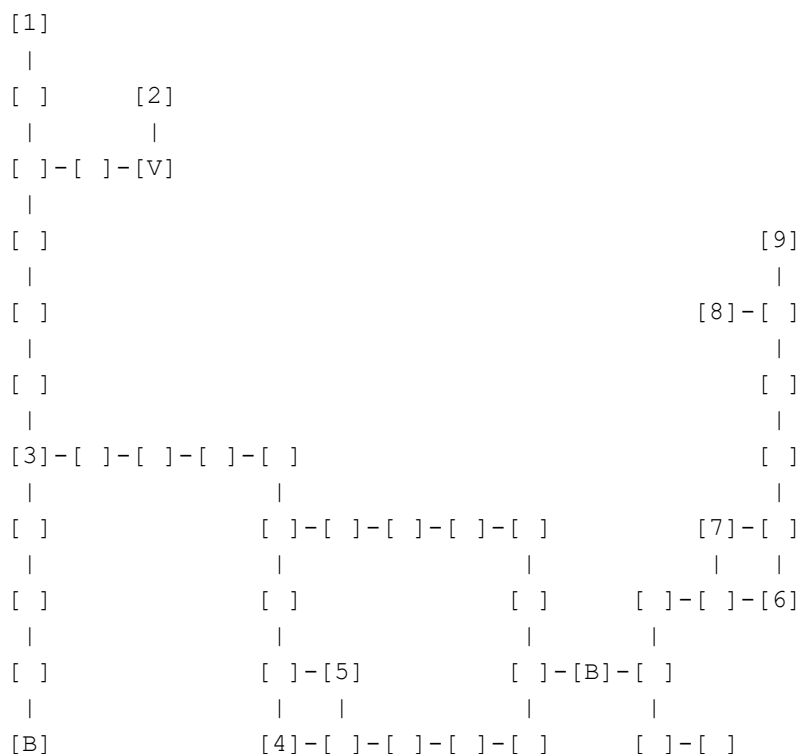
GEN: 1.5 | ATK: 1.9 | TEC: 3.3 | LUK: 3.3 | Morale: 1660

* Tactics: Siscia is best for this one, since she can move after she unions and she has terrain bonus. Just defeat a unit surrounding Aegina and immediately move next to her. However, if you're looking to get all the items, it might be wise to defeat everyone around Aegina, but don't move a unit next to her until you're ready to advance to the next part of the BF. This way, you're not running around trying to get all the items while Zilva's sniping the crap out of your units. If you're doing the latter, then it would also be wise to move a male unit over to attack the Assassin above Aegina, so you don't include Aegina in formation, but she still includes Garlot/Jenon in hers. After this, send the male unit around to collect all the items and a second unit to start attacking the south Valkyrie unit, because there are items there as well. To make this strategy perfect, leave Siscia on [3] so that she will engage Zilva's unit (and she's the only one with enough natural LUK to make Zilva drop her item).

* Advance: Rescue Aegina (Move a unit next to her.)

-- Battlefield 8: Kaketekita shimai - Part 2 -----

* Map:



* Remarks:

1. Kirakira kinka (Sparkling Gold)
2. Teikoku heihou kaki chi no kan (Book of Imperial Warfare, Earth)
3. Cachusha
4. Kyoudan no koin (Religious Organization's Coins)
5. Rope
6. Aru shoujo no nikki (Diary of a girl)
7. Trade: Obsidian --> Black Brand
8. Teikoku heikou kaki ten no kan (Book of Imperial Warfare, Sky)
9. Trade: Ogrenium --> Ogre Blade

* Enemies:

Assassin Zilva

Item: Early Drive [2]: [0] Instant charge

GEN: 1.8 | ATK: 2.6 | TEC: 4.0 | LUK: 3.2 | Morale: 4080

Bandit Shikaku (Assassin Team) (x1)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590

Undine Shikaku (Assassin Team) (x1)

GEN: 1.8 | ATK: 2.0 | TEC: 2.7 | LUK: 2.3 | Morale: 1500

* Tactics: Try not to let the Assassins attack you during their turn. It might not be possible, but do what you can. After you've defeated the units on the right, you can use Steal to move one unit to get the items. As for the MVP, Zilva's unit will move to engage units attacking the Valkyrie unit, so defeat the latter first so they stop taking up turns and then defeat Zilva. The longer you take to win this, the lower your win rate will be.

Note that there is a bridge tile right behind where Zilva appeared. I don't know if they did that on purpose or not, but you can send Garlot there for terrain bonus. However, he'll still probably lose against Zilva on her charge, but at least he won't lose as badly.

* Win: Defeat all enemies

* MVP: 20 turns, GEN +1

-- Battlefield 9: Senshi to kyouki -----BF9--

* Time: Noon

* Map:

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[ ]-[3]-[ ]-[ ]          [ ]-[ ]-[ ]-[ ]
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[e]          [ ]-[ ]          [ ]-[ ]-[ ]-[ ]-[ ]
|            | |          | | | |
[c]-[a]-[ ]-[ ]-[B]-[ ]-[ ]-[ ]-[5]-[ ]
| | | |          | | | |
[d]-[b]-[ ]-[ ]          [ ]-[ ]-[ ]-[ ]-[ ]
| | | |          | | | |
[ ]-[1]-[ ]-[ ]          [ ]-[ ]-[ ]-[ ]
| | | |          | | | |
[ ]-[ ]-[ ]-[4]          [B]          [ ]-[ ]
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* Remarks:

1. A male unit visiting here will get you a Ryuusa no Oobu (Quicksand Orb), while a female unit gets you the Mermaid Fin.
2. A male unit visiting here at noon will acquire the Bigfoot, while a female unit at noon gets the Zebe kitsune kawa no kotoo (Fox fur coat).
3. Meimeru no hanataba (Meimeru Bouquet)
4. Elemina Mint
5. Teikoku heihou kaki nin no kan (Book of Imperial Warfare, People), Night only
6. Trap
7. Yotsuba no kuroobaa (Four-Leaf Clover)

* Enemies:

Knight Leon

Item: Brascendo [2]: [X] Morale DW slowly

GEN: 2.7 | ATK: 3.0 | TEC: 3.0 | LUK: 2.0 | Morale: 5620

Fencer Teikoku hei (Imperial army) (x1)

GEN: 2.1 | ATK: 2.3 | TEC: 2.3 | LUK: 1.8 | Morale: 1521

Bandit Teikoku hei (Imperial army) (x1)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1431

Knight Teikoku hei (Imperial army) (x3)

GEN: 2.4 | ATK: 2.2 | TEC: 2.4 | LUK: 1.8 | Morale: 1746

Hunter Teikoku hei (Imperial army) (x2)

GEN: 2.0 | ATK: 1.7 | TEC: 3.2 | LUK: 2.0 | Morale: 1899

* Tactics: It might be wise to let Leon's unit come toward you because if you charge in, the Hunters have their [O] Forest happy. In addition, I'd use your sword units or Siscia to get items and keep them out of the way because incoming Knights also have the [O] Road, Bridge happy bonus. Keeping Garlot on the road and Medyute on Wasteland is important.

To improve your chances of not getting sniped off by those Hunters, you can take the bottom path to Leon. For the MVP, however, you'll need to advance quickly, as Leon has his terrain bonus and card to knock off a lot of damage.

* Win: Defeat Leon

* MVP: 14 turns, ATK +1

* Note: I think they drew Elena's sprite better than her portrait.

== Chapter 3 =====CH3==

* Note: In this chapter, you're allowed to choose which maps you want to play. This means that you need to match the battlefield title that you chose to the one in this walkthrough. They won't be in order. As a matter of fact, you won't even play all 12 battlefields in one playthrough.

* Note: You will go on to Chapter 4 after completing 6 battlefields. Sometimes you will play two consecutive battlefields, and these count as one BF each. (Example: playing BF 14 makes you automatically continue to BF 15). If you choose to play something like BF 14 for your 6th battlefield, then you will complete the next mission (i.e. play BF 15) before moving on to Chapter 4.

GEN: 3.2 | ATK: 3.2 | TEC: 2.6 | LUK: 1.9 | Morale: 4900

* Enemies:

Bandit Touzoku danchou (Thief leader)
 GEN: 2.0 | ATK: 2.5 | TEC: 1.8 | LUK: 3.0 | Morale: 3620

Bandit Touzoku (Thief) (x2)
 GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 3.0 | Morale: 1650

Fencer Touzoku (Thief) (x2)
 GEN: 2.2 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 1890

Assassin Touzoku (Thief) (x1)
 GEN: 1.4 | ATK: 1.8 | TEC: 3.3 | LUK: 3.3 | Morale: 1500

* Tactics: Same as before.

* Win: Defeat all enemies

* MVP: 19 turns, GEN +1

-- Battlefield 11: Kawarimono, boshuuchuu - Part 1 -----BF11--

* Difficulty: 3

* Note: After playing this BF, you will continue to BF 12.

* Time: Fixed Evening

* Map:

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* Remarks:

1. Ao ringo (Blue Apple)
2. Yama budou (Mountain Grapes)

* Enemies:

Necromancer Kyoudan heichou (Cult Leader)
 Item: Kinki no rozario (Rosary of Taboo) [1]: [X] Morale DOWN slowly
 GEN: 3.0 | ATK: 2.3 | TEC: 4.0 | LUK: 2.0 | Morale: 3780

Valkyrie Kyoudan hei (Cult Army) (x3)
 Item: Medallion
 GEN: 1.9 | ATK: 2.2 | TEC: 3.0 | LUK: 2.3 | Morale: 1780

Hunter Kyoudan hei (Cult Army) (x2)

GEN: 2.1 | ATK: 1.8 | TEC: 3.3 | LUK: 2.3 | Morale: 1770
 Bandit Kyoudan hei (Cult Army) (x1)
 GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 3.0 | Morale: 1750
 Fencer Kyoudan hei (Cult Army) (x1)
 GEN: 2.2 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 1860

* Tactics: Aegina will do well against the Necromancer if she still has her Silk Corset to block counters, though she needs Revolution or Banish to win if she gets charged. You can move Siscia over too, but I'd recommend leaving your units near the start. As a matter of fact, you should leave only one unit down there to defeat the Necromancer. All other units should remain near the top right starting point. Also, get your items now. If you have Mizer and Medusa Eye, see the comment on that strategy in the next section.

* Advance: Defeat all enemies

-- Battlefield 11: Kawarimono, boshuuchuu - Part 2 -----

* Time: Fixed Night

* Map:

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* Remarks:

1. Ao ringo (Blue Apple)
2. Yama budou (Mountain Grapes)
- x. Retreat all units here.

* Enemies:

Valkyrie Kyoudan heichou (Cult Leader) [HIGH]
 GEN: 4.0 | ATK: 5.0 | TEC: 4.0 | LUK: 3.0 | Morale: 5600
 Valkyrie Kyoudan hei (Cult Army) (x3)
 GEN: 4.0 | ATK: 5.0 | TEC: 4.0 | LUK: 3.0 | Morale: 5600
 Necromancer Kyoudan hei (Cult Army) (x1)
 GEN: 3.0 | ATK: 4.0 | TEC: 5.0 | LUK: 5.0 | Morale: 5000
 Bandit Kyoudan hei (Cult Army) (x1)
 GEN: 3.0 | ATK: 5.0 | TEC: 2.0 | LUK: 5.0 | Morale: 4720
 Fencer Kyoudan hei (Cult Army) (x2)
 GEN: 4.0 | ATK: 5.0 | TEC: 3.0 | LUK: 2.0 | Morale: 5120

* Tactics: Run away. You can't let any units die here, and the enemy will use

all 10 MOV to chase you. Aegina can deal with the Necromancer all right if she has Banish as her card. Garlot should deal with incoming Fencers and hopefully by then, you'll have reached the target points. If you haven't, Shield Barrier is always an option, or even Thunderbolt if a bow unit like Siscia has 4 TEC, which will stop the closest enemy from moving for a turn. However, be careful with your ending formation because you will be surrounded.

This is probably the only time when the card Medusa Eye will actually be useful. If you recruited Mizer, (and you should've gotten Medusa Eye in the same battlefield,) then as long as he has 4 TEC, he can petrify any incoming unit. This is best done along the vertical, 1-unit-wide path, because as long as he stands just behind (above) the petrified unit, enemy units can't move past him and can't fight you. However, petrified units will eventually recover their status, so if you use it on the Necromancer, he'll recover in 2 turns. If you don't use it on the Necromancer, then he might just warp past Mizer, which would also be pretty bad, so it's your call. If, however, you left all other units as close to the target points as you could in the last part of this BF, then you should be fine.

* Note: Try not to let the Necromancer warp into one of the target points, since if he does that, you'll have to defeat him to advance, and that's just fail. You might as well restart.

* Note: You should complete this part of the BF by turn 9 if you want to get the MVP.

* Advance: Retreat all units to the target points

-- Battlefield 11: Kawarimono, boshuuchuu - Part 3 -----

* Map:

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* Enemies:

Assassin Zilva

Item: Jack Hand [1]: [O] 1 on 1 = win

GEN: 1.3 | ATK: 3.0 | TEC: 4.0 | LUK: 2.0 | Morale: 4440

Necromancer Kyoudan hei (Cult Army) (x1) [Protect]

GEN: 1.9 | ATK: 2.2 | TEC: 3.0 | LUK: 3.0 | Morale: 1830

Assassin Kyoudan hei (Cult Army) (x4) [Protect]

GEN: 1.5 | ATK: 2.0 | TEC: 3.4 | LUK: 3.4 | Morale: 1790

Griffon Rider Kyoudan hei (Cult Army) (x2)

Item: Medallion

GEN: 2.3 | ATK: 2.4 | TEC: 2.4 | LUK: 3.1 | Morale: 2020

* Tactics: Siscia evades criticals, which also means she can't be defeated with Bloody Claw. There's nothing you can do to evade repeated Assassin attacks at night, so try to survive for one turn. Shield Barrier can be used if you're desperate. You can also petrify one unit here as well, though I don't think that helps very much.

* Advance: Survive 1 turn (No card reset)

-- Battlefield 11: Kawarimono, boshuuchuu - Part 4 -----

* Time: Fixed Noon

* Map:

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* Remarks:

3. Ma suishou (Demonic Crystal)

* Ally:

Witch Eudy

Item: Noble Glasses [3]: [0] Evade panic

GEN: 2.4 | ATK: 2.1 | TEC: 3.4 | LUK: 3.5 | Morale: 4720

* Tactics: If you're using Mizer, he's [0] > Griffon Rider. Aegina and Jenon will also do well against the Griffon Riders. Just defeat Zilva on your charge or you'll probably end up losing from the [0] 1 on 1 = win unless you have Siscia steal it first. Shield Barrier also blocks the auto-win while activated.

I still don't see why there's a random cannon out there on a cliff, but okay.

* Win: Defeat Zilva

* MVP: 16 turns, LUK +1

-- Battlefield 12: Sabaku ni hiroe, itteki no namida - Part 1 -----BF12--

* Note: This BF is played upon completion of BF 11.

* Time: Fixed Night

* Map:

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[e]-[d]          [ ]-[ ]-[ ]
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[c]-[b]-[ ]-[ ]-[ ]-[ ]-[ ]-[2]
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* Remarks:

1. Suna no bara (Desert Rose)
2. Jiai no koin (Kindness Coins)
3. Trade: Rope --> Genjuu yaade no kaku (Yarde Horn)

* Enemies:

Griffon Rider Yusou taichou (Trafficker Leader) [Protect]
 Item: Kuro neko no mimikazari (Black Cat Earrings) [3]: [0] Night move ->
 Morale UP

	GEN: 2.5 ATK: 2.3 TEC: 2.6 LUK: 3.1 Morale: 4220
Assassin Yusou taiin (Worker) (x2)	GEN: 1.5 ATK: 2.0 TEC: 3.4 LUK: 3.4 Morale: 1790
Fencer Yusou taiin (Worker) (x1)	GEN: 2.3 ATK: 2.5 TEC: 2.4 LUK: 1.8 Morale: 2020
Necromancer Yusou taiin (Worker) (x1)	GEN: 1.9 ATK: 2.2 TEC: 3.0 LUK: 3.0 Morale: 1830

* Tactics: Garlot wins this one pretty easily, though he will probably get sniped by the second Assassin on the enemy turn. If he uses Chariot, he'll get the win anyway, being [0] Road, Bridge happy. You don't need to worry about the Griffon Rider at this point. However, if you're looking to get items, see the tactics for Part 2.

* Advance: Form 3 unions (charge or counter) with the foe.

-- Battlefield 12: Sabaku ni hiroe, itteki no namida - Part 2 -----

* Map:

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```

* Remarks:

1. Suna no bara (Desert Rose)
2. Jiai no koin (Kindness Coins)
3. Trade: Rope --> Genjuu yaade no tsuno (Yarde Horn)
4. Power Fruit
5. Stardust, Sleip only
6. Misty Coat, Eudy only
- x. Don't allow the Griffon Rider to reach the target point.

* Enemies:

Assassin Zilva

Item: Scorpio Tail [2]: [0] Sand happy

GEN: 1.9 | ATK: 2.6 | TEC: 4.0 | LUK: 3.2 | Morale: 4040

Griffon Rider Ansatsu mono (Assassin) (x2)

GEN: 2.3 | ATK: 2.3 | TEC: 2.4 | LUK: 3.0 | Morale: 2100

Assassin Ansatsu mono (Assassin) (x2)

Gen: 1.5 | ATK: 2.0 | TEC: 3.4 | LUK: 3.4 | Morale: 1890

* Tactics: The Griffon Rider will try to run to the target point in the north-east corner of the map. Move a few units over to literally block the target point, because the Griffon Rider will fly over you and you'll lose. In addition, if you defeat her, Zilva will retreat, so make sure to get your items quickly.

This actually presents a problem. You'll have to use Garlot to run up to Zilva from the south path and attack her if you have Eudy or Sleip getting items, because neither of them can really deal with Zilva, especially Eudy. However, Zilva's own Griffon Riders will most likely run to block your units up north if you haven't begun moving them to the target point in part 1 of this map. This means that you must defeat Zilva AND move a unit to block the lead Griffon Rider before the end of your second turn after you start part 2, OR defeat the Griffon Rider on your third turn. I recommend taking up to Turn 5 in part 1 to move your units into position, so that you end on Turn 15 at the latest.

* Win: Defeat the traffickers

* MVP: 15 turns, TEC +1

-- Battlefield 13: Kizoku no kokoro, soshite... -----BF13--

* Difficulty: 1

* Note: I like the starting conversation here too. ^^ It goes something like

this: Jenon: "Are you okay, Siscia?" Siscia: "It's nothing! With these clothes, I'm surprisingly warm..." Jenon: "...Liar." XD

* Time: Noon

* Map:

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    [ ]-[ ]-[c]-[d]-[ ]-[ ]-[1]-[ ]
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* Remarks:

1. Card: Blizzard

2. Movumovu no mi (Move Seed)

!. If you still have the Protato in your inventory, it will become a Hatsuga puroteimo (Sprouting Protato)

x. Send units here to open the larger map.

* Tactics: Take this time to send your units to open various locations on the map. It's your decision whether you want to open them all at once, or go one at a time, since the former will allow you to use one card in many unions while the latter is easier to set up, but you'll have to use multiple cards. I recommend moving Aegina or Jenon to the top left and Siscia to the top right.

* Map:

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      [ ]-[V]-[ ]-[ ] [ ]
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[ ]-[ ]-[V]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
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           [V]-[ ]-[ ]-[ ]

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* Remarks:

1. Card: Blizzard, Day/Evening only
2. Movumovu no mi (Move Seed)
3. Sennen yuki (Millennium's Snow / Thousand-year Snow)
4. Force Apple
- !. If you still have the Protato in your inventory, it will become a Hatsuga puroteimo (Sprouting Protato)
- x. Send a unit here to complete the map.

* Enemies:

Bandit Sanzoku taichou (Brigand Leader)

Item: Dragon Boots [2]: [-] Move -> Dragon

GEN: 2.0 | ATK: 2.4 | TEC: 2.0 | LUK: 3.0 | Morale: 3300

Fencer Sanzoku taichou (Brigand Leader)

Item: Hoof Shoes [2]: [-] Move -> Horse

GEN: 2.2 | ATK: 2.6 | TEC: 2.6 | LUK: 1.8 | Morale: 3520

Witch Sanzoku taichou (Brigand Leader)

Item: Warp Shoes [2]: [-] Night Move -> Warp

GEN: 1.8 | ATK: 1.8 | TEC: 3.5 | LUK: 3.0 | Morale: 3140

Assassin Sanzoku (Brigands) (x4)

GEN: 1.4 | ATK: 1.8 | TEC: 3.3 | LUK: 3.3 | Morale: 1500

Fencer Sanzoku (Brigands) (x3)

GEN: 2.1 | ATK: 2.3 | TEC: 2.3 | LUK: 1.8 | Morale: 1690

Axe Battler Sanzoku (Brigands) (x2)

GEN: 1.6 | ATK: 2.5 | TEC: 2.4 | LUK: 2.1 | Morale: 1690

Witch Sanzoku (Brigands) (x2)

GEN: 1.7 | ATK: 1.7 | TEC: 3.2 | LUK: 3.0 | Morale: 1510

* Tactics: You'll be going in a few 1-on-5 unions if you want a shot at the MVP. For the unit that moved to the top left, I recommend going 1-on-3 by engaging an Axe Battler instead of the center Fencer, but that's up to you. You'll also see why I prefer Siscia to the top right, since she must go 1-on-5 and she's good against the Witches who would otherwise defeat your usual sword/spear/axe units. Your units should try to make their engagements as fast as possible because there are a lot of Mind Changes going around. To avoid this, you can replace Siscia with Garlot and Chariot. (However, to get the Warp Shoes, you'll need to use Vise.)

If you want all items and the MVP, you should quickly defeat the top left group and start moving a unit toward the house. If you want more EXP, you can engage the bottom left enemies, which is slightly easier, since it's closer to your starting point. In general, cards that deal with mass unions such as Ace Guard, Chariot, Revolution, etc. are good here.

* Win: Arrive at the [x]

* MVP: 9 turns, TEC +1

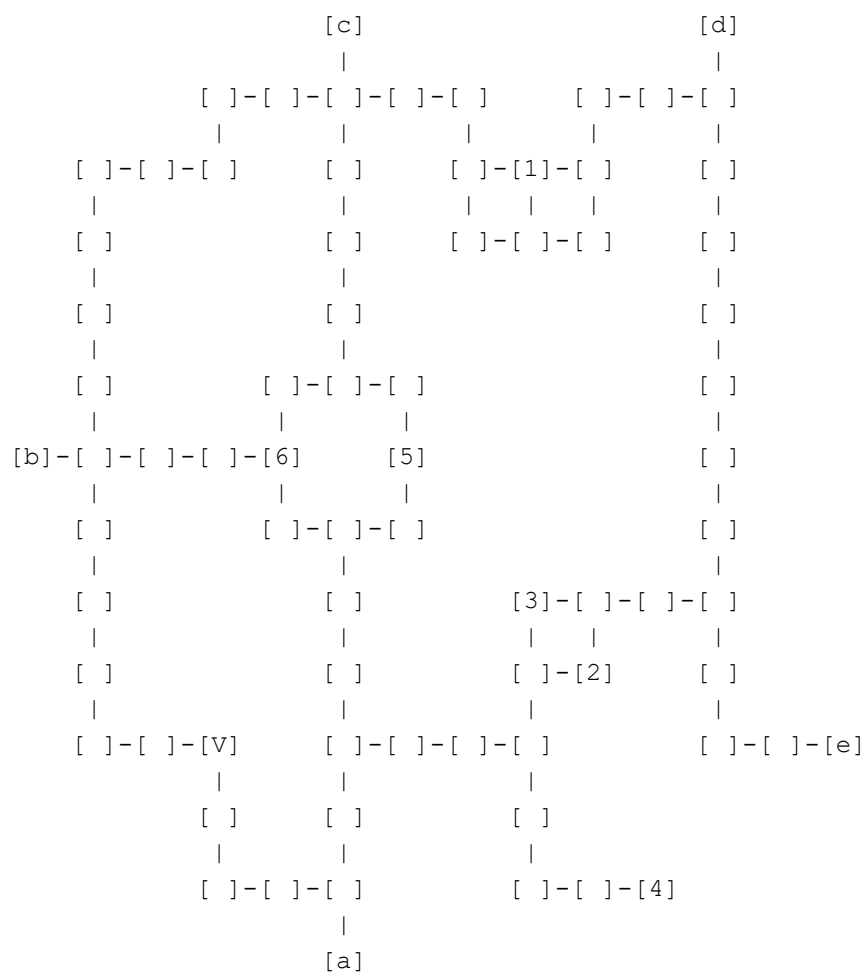
-- Battlefield 14: Ubaumono, ubawarerumono -----BF14--

* Difficulty: 2

* Note: After playing this BF, you will continue to BF 15.

* Time: Noon

* Map:



* Remarks:

1. Trade: Hero Badge --> Mushi bako (Insect Cage)
 2. Trade: Meimeru Bouquet --> Meimeru no Popuri (Meimeru Potpourri)
 3. Beads
 4. Boro nuno (Rags)
 5. Silver Badge
 6. Akazuno kaban (Unopened Bag)
- !. If you still have the Protato in your inventory, it will become a Hatsuga puroteimo (Sprouting Protato)

* Enemies:

- Hunter Touzoku danchou (Thief leader)
Item: Kurumi pan (Walnut Bread) [1]: [0] Eat: GEN UP
GEN: 2.4 | ATK: 2.0 | TEC: 3.4 | LUK: 2.4 | Morale: 4320
- Hunter Touzoku (Thief) (x1)
GEN: 2.1 | ATK: 1.8 | TEC: 3.3 | LUK: 2.3 | Morale: 3340
- Bandit Touzoku (Thief) (x2)
GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 3.0 | Morale: 1750
- Bandit Touzoku (Thief) (x4)
GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590
- Axe Battler Touzoku (Thief) (x2)
GEN: 1.6 | ATK: 2.5 | TEC: 2.4 | LUK: 2.1 | Morale: 1500

* Tactics: Your units will begin at the various entrances to the city. The ones you choose later will be further away from enemy units while the first few units you select will be almost adjacent to the west and north enemies. To get the

Silver Badge, you'll need to defeat the Hunter holding the Walnut Bread first. This can be easily accomplished by making the third unit you choose a sword unit and moving him/her down the center of the map to engage the Axe Battlers. Siscia can also do the same.

* Win: Don't allow all villages to be destroyed and defeat all enemies

* MVP: 14 turns, GEN +1

-- Battlefield 15: Sorezore no jijou - Part 1 -----BF15--

* Note: This BF is played upon completion of BF 14.

* Time: Noon

* Map:

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        [x]-[ ]       [ ]
            | |           |
        [ ]-[ ]-[ ]       [ ]
                |           |
                [ ]-[ ]-[ ]-[a]-[b]
                    | | |
                    [c]-[d]-[e]
```

* Remarks:

1. Dokumamushi (Poison Viper)

!. Mezurashii shiroi chou (Rare White Butterfly), must have Meimeru Bouquet in inventory, and this item will appear in your items list as well.

!. Kago no naka no shiroi chou (Caged White Butterfly), a unit must have the Insect Cage equipped and move once.

x. Place a unit here to advance to the next objective.

* Enemies:

Hunter Touzoku danchou (Thief Leader)

Item: Gatling Bow [2]: [0] Gauge fills

GEN: 2.4 | ATK: 3.0 | TEC: 4.0 | LUK: 2.4 | Morale: 4320

Axe Battler Touzoku (Thief)

Item: Kuma no nuigurumi (Teddy Bear) [2]: [-] No additional effect

GEN: 1.7 | ATK: 2.6 | TEC: 2.5 | LUK: 2.2 | Morale: 3160

Bandit Touzoku (Thief) (x2)

GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590

Hunter Touzoku (Thief) (x1)

GEN: 2.1 | ATK: 1.8 | TEC: 3.3 | LUK: 2.3 | Morale: 1770

Assassin Touzoku (Thief) (x1)

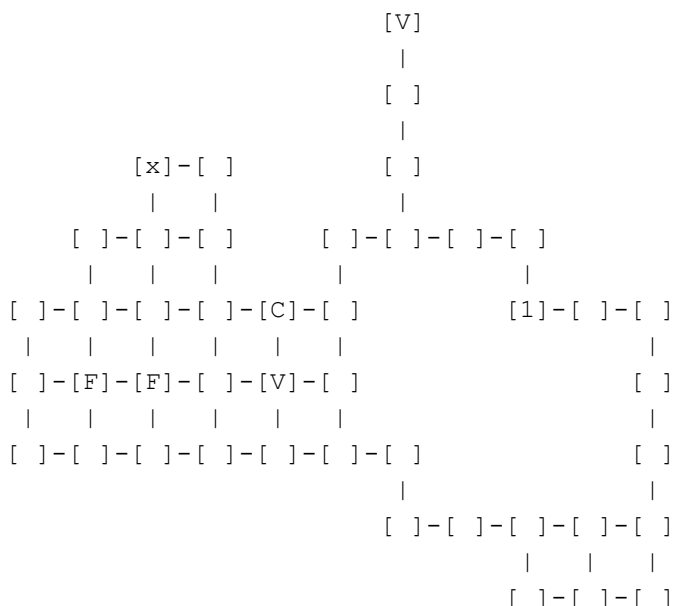
* Tactics: You should send two units to attack and on your second turn, use any extra movement to get the Poison Viper. On your first turn, if your union leader is male, he can include the catapult in formation, as well as make the union easier in terms of the amount of movement needed. Garlot is advised to stay away from forest terrain of course. Aegina or Jenon is recommended here. Oh, and try not to get Ivy Whipped, since it's now Y TEC + 3 when you're in the forest.

* Advance: Capture Fort 1 (Move a unit there)

-- Battlefield 15: Sorezore no jijou - Part 2 -----

* Map:

[]



* Remarks:

- 1. Dokumamushi (Poison Viper)
- !. Kago no naka no shiroi chou (Caged White Butterfly), a unit must have the Insect Cage equipped and move once.
- x. Place a unit here to advance to the next objective.

* Enemies:

- Hunter Touzoku danchou (Thief Leader)
 - Item: Gatling Bow [2]: [0] Gauge fills
 - GEN: 2.4 | ATK: 3.0 | TEC: 4.0 | LUK: 2.4 | Morale: 4320
- Fencer Touzoku (Thief)
 - Item: Bronze Shield [1]: [0] Block catapult
 - GEN: 3.0 | ATK: 2.3 | TEC: 1.0 | LUK: 1.8 | Morale: 3840
- Axe Battler Touzoku (Thief) (x1)
 - GEN: 1.6 | ATK: 2.5 | TEC: 2.4 | LUK: 2.1 | Morale: 1500
- Assassin Touzoku (Thief) (x2)
 - GEN: 1.4 | ATK: 1.8 | TEC: 3.3 | LUK: 3.3 | Morale: 1500
- Bandit Touzoku (Thief) (x2)
 - GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 3.0 | Morale: 1750

* Tactics: First round, you don't need to worry about Ivy Whip very much because you're not in the forest yet. Once again, a male unit first puts the catapult in formation unless you're willing to walk a female unit all the way around the fences. As before, sword units and Siscia work well in general. You don't need

to worry about including the catapult in formation when facing the leader since the thieves became smarter and gave him the Bronze Shield.

* Advance: Capture Fort 2 (Move a unit there)

-- Battlefield 15: Sorezore no jijou - Part 3 -----

* Map:

```
[C]-[ ]-[ ]
  |   |
  [x]-[ ]-[F]
  |   |   |
  [ ]-[ ]-[F]-[ ]           [V]
  |   |   |           |
  [ ]-[ ]-[ ]-[ ]           [ ]
  |           |           |
  [2]           [V]-[ ]           [ ]
           |   |           |
           [ ]-[ ]-[ ]           [ ]-[ ]-[ ]-[ ]-[ ]
           |   |   |           |           |
           [ ]-[ ]-[ ]-[ ]-[C]-[ ]           [1]-[ ]-[ ]
           |   |   |   |   |   |           |
           [ ]-[F]-[F]-[ ]-[V]-[ ]           [ ]
           |   |   |   |   |   |           |
           [V]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]           [ ]
           |           |           |
           |           |           |
           [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
           |   |   |
           [ ]-[ ]-[ ]
```

* Remarks:

1. Dokumamushi (Poison Viper)
2. Sweetberry
- !. Kago no naka no shiroi chou (Caged White Butterfly), a unit must have the Insect Cage equipped and move once.
- x. Place a unit here to complete the battlefield.

* Enemies:

Hunter Touzoku danchou (Thief Leader)
Item: Gatling Bow [2]: [0] Gauge fills
GEN: 2.4 | ATK: 3.0 | TEC: 4.0 | LUK: 2.4 | Morale: 4320

Bandit Touzoku (Thief) (x2)
GEN: 1.8 | ATK: 2.3 | TEC: 1.8 | LUK: 3.0 | Morale: 1590

Bandit Touzoku (Thief) (x1)
GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 3.0 | Morale: 1750

Axe Battler Touzoku (Thief) (x1)
GEN: 1.7 | ATK: 2.6 | TEC: 2.5 | LUK: 2.2 | Morale: 1680

Hunter Touzoku (Thief) (x1)
GEN: 2.3 | ATK: 2.0 | TEC: 3.4 | LUK: 2.4 | Morale: 2110

Assassin Touzoku (Thief) (x1)
GEN: 1.5 | ATK: 1.9 | TEC: 3.3 | LUK: 3.3 | Morale: 1660

* Tactics: No catapult support this time, but it shouldn't matter until you face the last Hunter, and even then, it might not matter if you defeat him quickly enough. The usual tactics work. Just remember that if you're leading with Siscia, leave enough MOV to retreat in case she doesn't defeat the first unit, or you'll see yourself getting shot by Hunters in forest terrain. (This applies almost universally, so hopefully you've picked this up by now.)

* Win: Capture Fort 3 (Move a unit there)

* MVP: 26 turns, ATK +1

-- Battlefield 16: Teikokuno umidashita mono - Part 1 -----BF16--

* Difficulty: 3

* Time: Fixed Noon

* Map:

[]

[V]

[]

[e]

|

[d]

|

[c] []-[]

[]-[]

| | |

| |

[]-[]-[]-[x]

[x]-[] [b]

| |

| | |

[]-[]

[]-[]-[]-[a]

* Remarks:

x. Place units here to advance.

* Enemies:

Valkyrie Hougeki te (Cannoner)

Item: Miwaku no bisuche (Seductive Bustier) [3]: [O] Morale UP slightly

GEN: 2.2 | ATK: 2.3 | TEC: 3.2 | LUK: 2.4 | Morale: 3700

Knight Hanran hei (Rebel Army)

Item: Phalanx [3]: [O] > Archers

GEN: 2.5 | ATK: 2.7 | TEC: 2.6 | LUK: 1.8 | Morale: 4000

Revolter Pandora

Item: Hachimaki (Headband) [2]: [O] Always ace

GEN: 3.0 | ATK: 3.0 | TEC: 2.5 | LUK: 3.1 | Morale: 4520

Fencer Hanran hei (Rebel Army) (x1)

GEN: 2.2 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 2260

Assassin Hanran hei (Rebel Army) (x1)

GEN: 1.4 | ATK: 1.8 | TEC: 3.3 | LUK: 3.3 | Morale: 2300

Bandit Hanran hei (Rebel Army) (x2)

GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 3.0 | Morale: 1780

Valkyrie Hanran hei (Rebel Army) (x2)

Item: Medallion

GEN: 1.9 | ATK: 2.2 | TEC: 3.0 | LUK: 2.3 | Morale: 1800

* Tactics: Garlot can handle the right side well by himself, and the left side isn't difficult with Aegina or another sword user. Pamela can also spam Fortune and her 5 LUK converts into a large ability difference as well. Once you take


```

          [ ]                [3]
          |                    |
        [2]-[ ]-[ ]-[ ]-[ ]-[ ]
          | | | |
        [ ]-[ ]-[ ]-[ ]-[V]
          | | | |
          [ ]-[ ]-[ ]-[ ]
          | | | |
        [ ]-[ ]-[ ]-[ ]-[ ]      [ ]-[H]
          | | | | |
        [ ]-[1]-[ ]      [ ]-[ ]-[ ]
          | | |
[ ]      [ ]-[ ]-[ ]-[ ]
|                    |
[ ]      [ ]      [ ]
|                    |
[ ]      [ ]-[ ]      [V]-[ ]      [ ]-[ ]
| | | | | | | | | |
[ ]-[ ]-[ ]-[V]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[V]-[ ]      [ ]
| | | | | | | |
[ ]-[ ]      [ ]      [ ]-[ ]-[ ]-[ ]-[ ]

```

* Remarks:

1. Kuchi hateta ken (Rusted Sword)
2. Kazoku he no tegami (A Letter to Home)
3. Aran ningyou (Aran Doll)

* Enemies:

- Valkyrie Hougeki te (Cannoner)
 - Item: Miwaku no bisuche (Seductive Bustier) [3]: [O] Morale UP slightly
 - GEN: 2.2 | ATK: 2.3 | TEC: 3.2 | LUK: 2.4 | Morale: 3700
- Knight Hanran hei (Rebel Army)
 - Item: Phalanx [3]: [O] > Archers
 - GEN: 2.5 | ATK: 2.7 | TEC: 2.6 | LUK: 1.8 | Morale: 4000
- Revolter Pandora
 - Item: Hachimaki (Headband) [2]: [O] Always ace
 - GEN: 3.0 | ATK: 3.0 | TEC: 2.5 | LUK: 3.1 | Morale: 4520
- Knight Hanran hei (Rebel Army) (x3)
 - GEN: 2.4 | ATK: 2.2 | TEC: 2.4 | LUK: 1.8 | Morale: 1940
- Witch Hanran hei (Rebel Army) (x2)
 - GEN: 1.8 | ATK: 1.8 | TEC: 3.3 | LUK: 3.0 | Morale: 1670
- Necromancer Hanran hei (Rebel Army) (x2)
 - GEN: 1.8 | ATK: 2.1 | TEC: 3.0 | LUK: 3.0 | Morale: 1670
- Fencer Hanran hei (Rebel Army) (x2)
 - GEN: 2.2 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 1860
- Bandit Hanran hei (Rebel Army) (x2)
 - GEN: 2.0 | ATK: 2.5 | TEC: 1.8 | LUK: 3.0 | Morale: 1910

* Tactics: Be very careful of each matchup in your formation, because having Gravity Chaos casted on you over and over again will be a pain. Particularly, be careful when going Siscia against staff units, as she probably doesn't have 4 GEN at this point and slow makes her lose even when she has a red star.

After moving three of your units up, your top priorities are to take out the lead Knight and the Valkyrie spamming the cannon so they don't take up all your turns and screw your chance at the MVP. If you brought in Siscia, she must go after the Valkyrie unless she immediately steals the Knight's Phalanx. (I recommend [O] Gauge fills or [O] Instant charge for this, as that Phalanx really hurts.) If you don't want to focus them down, the alternative is to

directly attack Pandora, which will include the Valkyrie and Knight in his formation.

* Win: Defeat Pandora

* MVP: 41 turns, TEC +1

-- Battlefield 17: Taisetsu na mono ha doko -----BF17--

* Difficulty: 2

* Note: After playing this BF, you will continue to BF 18.

* Time: Noon

* Map:

```
[ ]-[ ]      ( )-[ ]-( )      [x]
| |      | | |      |
[ ]-[V]-[ ]-[B]-[ ]-[B]-[ ]      [ ]-[ ]
      | | | |      |
      [ ]-[1]-[ ]-[ ]      [B]-[ ]-[ ]
      | | | |      | | |
      [ ]-[ ]-[ ]-[ ]-[ ]      [ ]-[ ]-[B]-[ ]-[7]-[ ]
      | | | | | | | | | | | | | |
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
      | | | | | | | | | | | | | |
[b]-[a]-[ ]-[ ]-[2]-[ ]-[ ]-[ ]-(3)-[ ]-[ ]-[6]-[ ]
| |      | |      | | |      | |
[d]-[c]      [ ]-[ ]      [B]-[ ]-[4]      [ ]-[ ]
|      | |      | |      | |
[e]      [ ]-[ ]      [B]-[ ]-[ ]
      |      |
      [ ]-[5]-[ ]
      | | |
      [ ]-[ ]-[ ]
```

* Remarks:

1. Card: Mantrap, Day/Evening only.
2. Sending a male unit here gets you the Goorudo bajji (Gold badge). A female unit will acquire the Tasogare no veiru (Twilight Veil). Day/Evening only.
3. Kirei na yubiwa (Beautiful Ring)
4. Trade: Beautiful Ring --> Kinuori no Zukin (Silk Hood). Day/Evening only.
5. Kegawa (Fur)
6. If your win rate is over 80%, you get the Hyper Drill. Less than that gets you the Crusade Lance. Day/Evening only.
7. Win rate > 80% gets you the Jame (Evil Eye). Win rate < 80%, Akuma no shippo (Devil's Tail). Day/Evening only.
- !. If you still have the Protato in your inventory, it will become a Hatsuga puroteimo (Sprouting Potato)
- x. You will find Mizer here.

* Enemies:

Axe Battler Serika

Item: Fad Pendant [2]: [0] Morale maybe UP

GEN: 2.0 | ATK: 2.0 | TEC: 2.0 | LUK: 2.4 | Morale: 4180

Item: Kyoujin Beruseruku (Berserk) [1]: [-] Infinite rage / aggressive

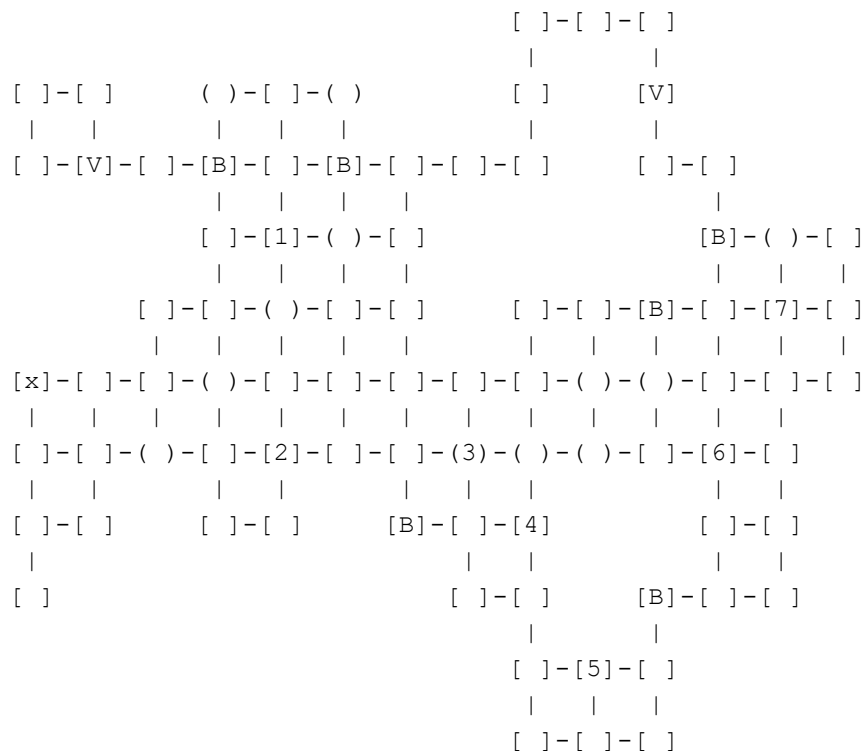
GEN: 1.4 | ATK: 4.0 | TEC: 2.0 | LUK: 2.2 | Morale: 4180

Bandit Yuugeki hei (Guerrilla army) (x2)

GEN: 1.9 | ATK: 2.4 | TEC: 1.8 | LUK: 3.0 | Morale: 1750

* Tactics: Stepping on [5] or [7] will reveal Serika's unit, but to get the item there, you need to step off and on again. If the one unit you sent out was Aegina, she'll do well against the axe users and fairly well against Mizer as long as she has 3 ATK and you aren't fighting during the day. You'll probably want to meet Serika on [5] because she won't have the Wasteland bonus like she will on [7]. If you choose to do this, you will lose the MVP bonus but (hopefully) gain Serika's item. If you don't choose to do this, then move one unit to [x] to engage Mizer.

* Map:



* Remarks:

1. Card: Mantrap, Day/Evening only.
2. Sending a male unit here gets you the Goorudo bajji (Gold badge). A female unit will acquire the Tasogare no veiru (Twilight Veil). Day/Evening only.
3. Kirei na yubiwa (Beautiful Ring)
4. Trade: Beautiful Ring --> Kinuori no Zukin (Silk Hood). Day/Evening only.
5. Kegawa (Fur)
6. If your win rate is over 80%, you get the Hyper Drill. Less than that gets you the Crusade Lance. Day/Evening only.
7. Win rate > 80% gets you the Jame (Evil Eye). Win rate < 80%, Akuma no shippo (Devil's Tail). Day/Evening only.
- x. Don't allow Mizer to reach the target point.

* Enemies:

Hunter Mizer

Item: Elfin Bow [3]: [O] Morale UP when low

GEN: 2.1 | ATK: 2.7 | TEC: 4.0 | LUK: 2.0 | Morale: 4160

* Tactics: When you expose Mizer, your turn will automatically end. Mizer will try to run to the left, but will engage any enemy in his way. This means that if you positioned someone like Garlot on the bridge, things will be pretty easy.

* Win: Defeat Mizer

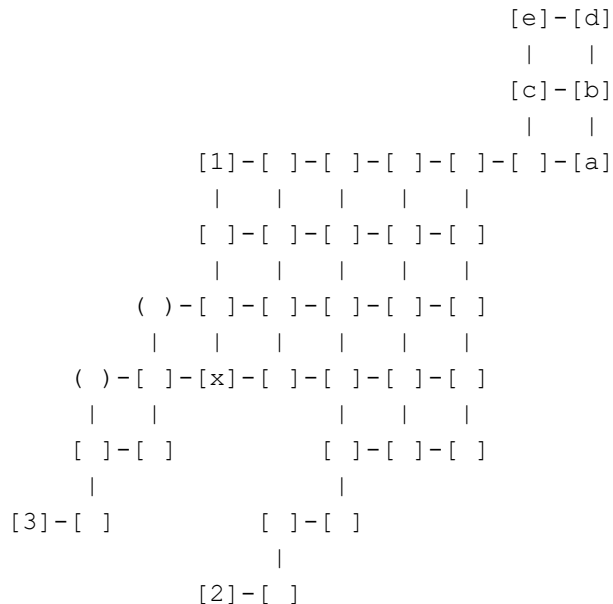
* MVP: 7 turns, LUK +1

-- Battlefield 18: Hadashi no mizeru - Part 1 -----BF18--

* Note: This BF is played upon completion of BF 17.

* Time: Noon

* Map:



* Remarks:

1. Trade: Caged White Butterfly --> Kouun no tarisuman (Good Luck Charm), Day/Evening only.
2. Kinkai (Gold Lump)
3. Card: Medusa Eye
- x. Advance units here to engage Mizer.

* Enemies:

Hunter Mizer
 GEN: 2.1 | ATK: 2.7 | TEC: 3.1 | LUK: 1.7 | Morale: 4160

Hunter Kobun (Henchman) (x1)
 GEN: 2.2 | ATK: 1.9 | TEC: 3.4 | LUK: 2.3 | Morale: 1940

Bandit Kobun (Henchman) (x1)
 GEN: 2.0 | ATK: 2.5 | TEC: 1.8 | LUK: 3.0 | Morale: 1910

* Tactics: You'll need to move some units to the [x] to begin fighting Mizer. Try not to let your units get paralyzed because they'll be unable to move, and if they're stuck in swamp, then no one else will be able to move past them either, which just eats up your turns until you're lucky enough to recover or use Refreshment. Also, note that the first unit you use probably won't be going back up to engage Mizer in the next part of the Battlefield. Since you now have Thunderbolt, you can use it with Siscia to Fatal Damage Mizer and his Hunters.

* Advance: Defeat Mizer

-- Battlefield 18: Hadashi no mizeru - Part 2 -----

* Map:



* Remarks:

- 1. Trade: Caged White Butterfly --> Kouun no tarisuman (Good Luck Charm), Day/Evening only.
- 2. Kinkai (Gold Lump)
- 3. Card: Medusa Eye
- 4. Biizu no udewa (Bead Bracelet) Day/Evening only, Beads required
- 5. Tamago no kara (Egg Shell), Day/Evening only
- 6. Trade: Diary of a Girl --> Meruhen nise tsubasa (Marchen Wings). Day/Evening only.
- x. Advance units here to engage Mizer.

* Enemies:

Hunter Mizer

Item: Lightning Bow [3]: [0] Thunder attack UP

GEN: 2.1 | ATK: 3.0 | TEC: 3.3 | LUK: 1.9 | Morale: 3328

Hunter Kobun (Henchman) (x1)

Item: Hayate no yumi (Gale Bow) [3]: [0] Instant charge

GEN: 2.2 | ATK: 1.9 | TEC: 4.0 | LUK: 2.3 | Morale: 1552

Bandit Kobun (Henchman) (x1)

Item: Mirage Coat [2]: [0] GEO +20%

GEN: 2.4 | ATK: 2.5 | TEC: 1.8 | LUK: 3.0 | Morale: 1528

* Tactics: Now you should fight them during the evening or night and maybe Steal the Lightning Bow so you don't get Fatal Damaged when Mizer breaks out.

* Win: Defeat Mizer

* MVP: 15 turns, GEN +1

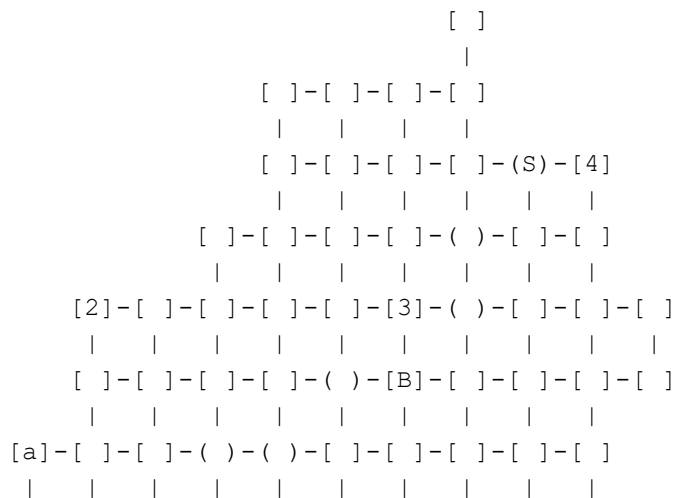
-- Battlefield 19: Yusousen shuugeki sakusen -----BF19--

* Difficulty: 2

* Note: Pamela is on this map... and she's still pretty silly. ^^ Move Siscia next to her on your turn and you'll see what I mean (if you can read the Japanese).

* Time: Fixed Night

* Map:



[b]-[]-()-[]-[]-[]-[]-[]-[]-[]-[]
| | | | | | | | | |
[]-[B]-[]-[]-[]-[]-[]-[]-[]-[1]-[]
| | | |
[]-[c]-[d]-[e]

* Remarks:

1. Kiraabii no su (Killer Bee Hive)
2. Chikaradake (Powershroom)
3. Soto tsu kuni no koin (National Coin)
4. Sabita kusari (Rusted Chain)

* Enemies:

Witch Yusou taichou (Transport Captain) [Protect when Morale > 50%]

Item: Ruby Staff [2]: [O] Fire attack UP

GEN: 2.1 | ATK: 2.5 | TEC: 4.0 | LUK: 3.1 | Morale: 4360

Bandit Shihei (Private Army)

GEN: 2.1 | ATK: 2.7 | TEC: 1.8 | LUK: 3.1 | Morale: 4180

Witch Shihei (Private Army) (x4)

GEN: 2.0 | ATK: 2.0 | TEC: 3.4 | LUK: 3.0 | Morale: 2000

Fencer Shihei (Private Army) (x2)

GEN: 2.4 | ATK: 2.6 | TEC: 2.4 | LUK: 1.8 | Morale: 2180

Assassin Shihei (Private Army) (x2)

GEN: 1.5 | ATK: 2.0 | TEC: 3.4 | LUK: 3.4 | Morale: 1790

Bandit Shihei (Private Army) (x3)

GEN: 2.0 | ATK: 2.6 | TEC: 1.8 | LUK: 3.1 | Morale: 2030

Mystic Witch Pamela

Item: Lucky Broom [3]: [O] Drop rate 100%

GEN: 2.0 | ATK: 2.4 | TEC: 4.0 | LUK: 5.0 | Morale: 4760

* Tactics: If you have a Yggdra Union [JP] save on your PSP, Pamela will join you if you defeat her here. However, note that she will leave when the Witch Leader loses her Morale Protect. In addition, she will never attack you on her turn, so you must attack her on your turn. You need two 2-on-1 unions with Siscia leading and a decently powered card (2200+) to defeat her quickly. Don't advance up the west side of the map now because that leaves you exposed to Assassins. Oh yeah, to get her item, you have to make her drop it, because when she joins, she'll have a different item.

Another thing to consider is that there are 4 teams on the field, so you only get a total of 5 turns for the MVP unless you can defeat a team. Leaving one or two units on the east near the secondary unit (the group with Mind Change) can help save turns if you can defeat the lead Bandit. This means that you should use the two units that you used to defeat Pamela to counter along the east side while having Garlot advance up the west side while attacking, so that he doesn't get killed by the Assassins on their charge.

You must be attacking the head Witch by Turn 19 and reduce her morale by at least half so that on her turn, she'll lose her Protect status and you defeat her on Turn 20 if you want the MVP.

* Win: Defeat the Transport Captain

* MVP: 20 turns, LUK +1

* Note: If Pamela joins you... Garlot: "Absolutely not!" Pamela: "Yay! Let's go!" XD

* Note: You can find a Yggdra Union [JP] save in the GameFAQs savedata section: <http://www.gamefaqs.com/psp/943637-yggdra-union/saves>

* Recruit:

Mystic Witch Pamela

Item: Pamela no houki (Pamela's Broom) [2]: [O] skill time 2x

GEN: 1.6 | ATK: 2.0 | TEC: 5.0 | LUK: 5.0 | Morale: 4760

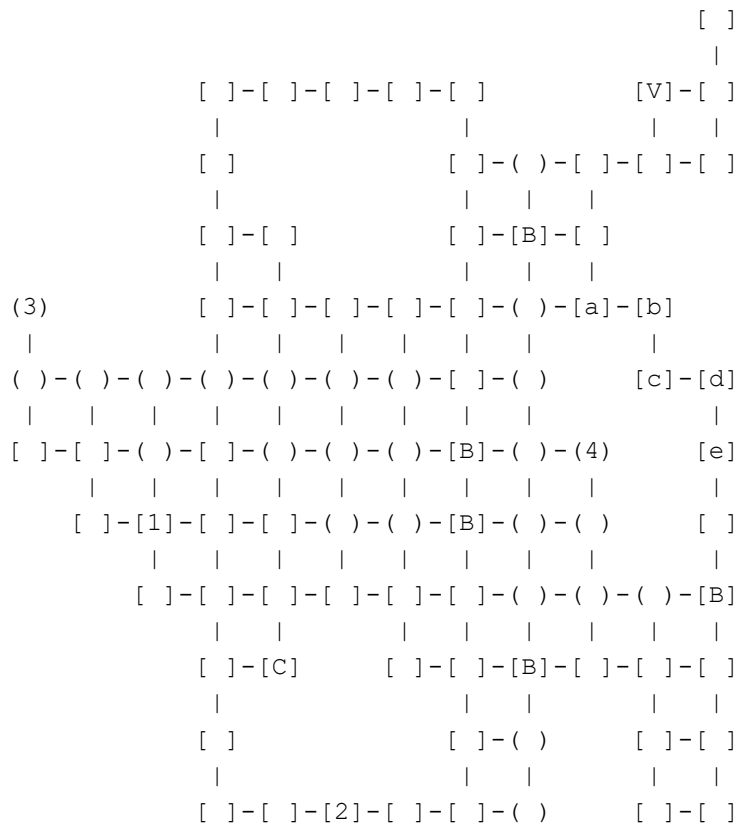
-- Battlefield 20: Higo no taika -----BF20--

* Difficulty: 2

* Note: After playing this BF, you will continue to BF 21.

* Time: Noon

* Map:



* Remarks:

1. Mugiwara boushi (Straw Hat), Day/Evening only
2. Kokori no mi (Kokori Nut)
3. Upora zou (Upola Statue). Warning: This item can be equipped, but if that character dies and gets revived by the Upola Statue, your game might freeze and you won't be able to do anything except reset. I only tested this with Medyute, and have NOT tested with other characters or other [O] Fragile: 1-time revival items.
4. Dozeu. This can also become a Bottled Dozeu if a unit has the Glass Bottle equipped, obtained after drinking the Goat Milk, while allowing the Dozeu to rot also adds items to your items list.

* Enemies:

Valkyrie Minpei (Militia)

Item: Morning Dress [3]: [O] Day happy

GEN: 1.0 | ATK: 2.3 | TEC: 3.4 | LUK: 2.6 | Morale: 3700

Hunter Minpei (Militia)

Item: Meteor [3]: [O] Critical 50%

Valkyrie Minpei (Militia) (x2) GEN: 2.2 | ATK: 2.0 | TEC: 4.0 | LUK: 2.3 | Morale: 3660
 Knight Minpei (Militia) (x2) GEN: 1.9 | ATK: 2.1 | TEC: 3.0 | LUK: 2.3 | Morale: 1770
 Knight Minpei (Militia) (x3) GEN: 2.5 | ATK: 2.3 | TEC: 2.4 | LUK: 1.8 | Morale: 2100
 Axe Battler (Militia) (x2) GEN: 2.4 | ATK: 2.2 | TEC: 2.4 | LUK: 1.8 | Morale: 1940
 Hunter Minpei (Militia) (x2) GEN: 1.6 | ATK: 2.5 | TEC: 2.4 | LUK: 2.1 | Morale: 1500
 GEN: 2.2 | ATK: 1.9 | TEC: 3.3 | LUK: 2.3 | Morale: 1930

* Tactics: To clear this in 10 turns, you'll miss the items. You must defeat the north Valkyrie unit by Turn 4, so you can either begin by attacking the north-east Knight, or just run Garlot straight up to attack the three Valkyries. If you do attack the Knight, then you'll need a 3-unit union, assuming that the Knight falls before Turn 4 and the top right Valkyrie does as well.

Afterward, your units must be able to deal with the southern catapult. Since it knocks off one figure, Garlot isn't advised. (He should've dealt with the Valkyries anyway.) Medyute probably does the best, but if she goes solo, she must take out the Hunters on her turn so that she doesn't get shot by the Hunters and the catapult on the enemy turn. By turn 10, you should have Medyute and one other unit ganging up on the Hunter with the Meteor. This is actually quite difficult if not planned out correctly (or if you fail and get criticaled by the Meteor).

* Win: Defeat all enemies

* MVP: 10 turns, GEN +1

-- Battlefield 21: Ougigeba yureru mugi no ho - Part 1 -----BF21--

* Note: This BF is played upon completion of BF 20.

* Time: Noon

* Map:

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[ ] [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ] [3]
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[a] [x] [2]-[ ]
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[b] [ ]
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[c] [d]
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[1]-[e]
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Item: Kou no perusona (Steel Persona) [1]: [O] Evade panic
 GEN: 2.4 | ATK: 3.0 | TEC: 4.2 | LUK: 3.0 | Morale: 5040
 Assassin Kyoudan hei chou (Cult Leader)
 GEN: 1.6 | ATK: 2.1 | TEC: 3.5 | LUK: 3.5 | Morale: 3940
 Assassin Kyoudan hei (Religious Army) (x6)
 GEN: 1.5 | ATK: 2.0 | TEC: 3.4 | LUK: 3.4 | Morale: 1890
 Undine Kyoudan hei (Religious Army) (x2)
 GEN: 2.4 | ATK: 2.4 | TEC: 3.1 | LUK: 2.4 | Morale: 2370

* Tactics: To get the MVP, you must rush Zilva with Garlot. 8 MOV is enough to attack her on the first turn. 5 ATK on Garlot is also recommended for this. If you want items, however, you can go to Part 2 of this map if you want items and such.

* Win: Defeat Zilva

* MVP: 5 turns, GEN +1

* Advance: Survive until the end of Turn 4 (No card reset)

-- Battlefield 22: Ounouno junkyou mono - Part 2 -----

* Map:

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```

* Enemies:

Valkyrie Kyoudan hei chou (Cult Leader)
 Item: Golem Suit [1]: [X] Move -> Slow
 GEN: 3.0 | ATK: 3.0 | TEC: 2.0 | LUK: 2.4 | Morale: 4240
 Valkyrie Kyoudan hei (Religious Army)
 Item: Flamberg [3]: [O] Fire attack UP
 GEN: 2.1 | ATK: 3.0 | TEC: 3.1 | LUK: 2.4 | Morale: 2220
 Golem (x6)
 GEN: 3.1 | ATK: 3.1 | TEC: 1.9 | LUK: 1.9 | Morale: 2720

* Tactics: You need to go straight after Zilva for the MVP, and even so, you somehow need two units to attack her and win while she's flanked by other Assassin units. Or, you can sit back, get some card power and items from the Valkyries. Accidentally defeating Zilva will make everyone else go away, so it might be worth it to stun her with Thunderbolt to prevent her from attacking you.

* Win: Defeat Zilva

* MVP: 5 turns, GEN +1

-- Battlefield 23: Owari naki fukushuu - Part 1 -----BF23--

* Time: Noon

* Map:

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[ ]-[ ]-[ ]-[ ]-[3]-[x]-[ ]-[ ]-[ ]-[ ]-[ ]
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* Remarks:

1. Kyokemono rokon no hone (Large Rokon Skull)
 2. Tamashii no rutsubo (Soul Crucible)
 3. Do hade na taaban (Gaudy Turban)
 4. Lost Material
- !. Your Meimeru Bouquet will become a Shioreta hanataba (Withered Bouquet)
!. Your Goat's Milk will become Hakusan hitsuji no chiizu (Goat Cheese)
!. Your Dozeu will become a Shinda dozeu (Dead Dozeu)
x. Step here to reveal additional enemies.

* Enemies:

Axe Battler Serika

Item: Dragon Eater [2]: [O] > Dragon

GEN: 1.9 | ATK: 4.0 | TEC: 4.0 | LUK: 2.3 | Morale: 4540

Item: Fad Pendant [2]: [O] Morale maybe UP

GEN: 2.0 | ATK: 3.0 | TEC: 2.0 | LUK: 2.5 | Morale: 4540

Axe Battler Yuugeki hei (Guerrilla Army) (x2)

GEN: 1.8 | ATK: 3.1 | TEC: 3.0 | LUK: 2.2 | Morale: 2090

Valkyrie Yuugeki hei (Guerrilla Army) (x2)

GEN: 2.1 | ATK: 2.3 | TEC: 3.0 | LUK: 2.3 | Morale: 2090

* Tactics: To get the MVP, I assume you need to go around the top to avoid Inzaghi and Serika's sister from showing up, though you miss their items. Once again, sword users work well against Serika's unit. If you do choose to engage the extra enemies, I'd leave Garlot back at the starting point and move Aegina or another sword user west to the [x]. Medyute and other neutral units can go wherever they want. If there's a character that you're not using, you can move him/her up to [4] to prevent them from engaging.

* Win: Defeat Serika

* MVP: 6 turns, LUK +1

* Advance: Step on the [x] (No card reset, your turn continues)

-- Battlefield 23: Owari naki fukushuu - Part 2 -----

* Map:

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[ ]-[ ]-[ ]-[ ]-[ ]-[2]-[ ]-[ ]-[ ]-[1]-[ ]-[ ]-[ ]-[ ]
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[ ]-[ ]-[ ]-[ ]-[3]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
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```

* Remarks:

1. Kyokemono rokon no hone (Large Rokon Skull)
2. Tamashii no rutsubo (Soul Crucible)
3. Do hade na taaban (Gaudy Turban)
4. Lost Material

* Enemies:

Axe Battler Serika

Item: Dragon Eater [2]: [0] > Dragon

GEN: 1.9 | ATK: 4.0 | TEC: 4.0 | LUK: 2.3 | Morale: 4540

Item: Fad Pendant [2]: [0] Morale maybe UP

GEN: 2.0 | ATK: 3.0 | TEC: 2.0 | LUK: 2.5 | Morale: 4540

Fencer Inzaghi

Item: Kawa no herumetto (Leather Helmet) [2]: [0] Evade panic

GEN: 3.0 | ATK: 3.1 | TEC: 2.5 | LUK: 1.9 | Morale: 5260

Axe Battler Yuugeki hei (Guerrilla Army)

Item: Hirahira ribon (Fluttering Ribbon) [2]: [0] Void ailments

GEN: 1.8 | ATK: 3.1 | TEC: 3.4 | LUK: 3.4 | Morale: 3980

Axe Battler Yuugeki hei (Guerrilla Army) (x2)

GEN: 1.8 | ATK: 3.1 | TEC: 3.0 | LUK: 2.2 | Morale: 2090

Griffon Rider Yuugeki hei (Guerrilla Army) (x2)

GEN: 2.3 | ATK: 2.3 | TEC: 2.4 | LUK: 3.0 | Morale: 2100

Fencer Youhei (Mercenary) (x1)

GEN: 2.6 | ATK: 3.1 | TEC: 2.5 | LUK: 1.9 | Morale: 2630

Knight Youhei (Mercenary) (x3)

GEN: 2.7 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 2410

* Note: I have never understood why girls wearing a Ribbon null all status ailments in just about every game I've played. If someone can explain this to me, please do.

* Tactics: Since you've gotten to this part, I'm going to assume you want items over the MVP. They're easily obtainable with the extra MOV on your attack cards, as the desert limits your ability to approach Serika. Just beware that Inzaghi's Knights have the [0] Road Happy bonus if they move onto the road.

* Win: Defeat Serika

* MVP: 6 turns, LUK +1

-- Battlefield 24: Shirenha shikabanewo koete - Part 1 -----BF24--

* Note: The "danchou onii-chan" part is pretty funny. ^^

* Time: Evening

* Map:

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[ ]          [ ]          [ ]-[1]-[ ]-[ ]-[ ]      [ ]-[ ]
|            |            |            |            |
[ ]          [ ]-[2]-[ ]-[C]-[ ]      [ ]-[ ]      [ ]
|            |            |            |            |
[ ]-[ ]-[ ]      [ ]-[ ]-[ ]      [a]-[b]-[c]-[d]-[e]
|            |            |            |            |
                    [ ]-[ ]-[ ]      [ ]-[ ]-[ ]-[C]      [ ]-[ ]
```

* Remarks:

1. Element, unit must have Dowsing Rods equipped
2. Yuusha no koin (Hero's Coin)
3. Trade: Philosopher's Stone and Lost Material --> ?????? (?????????) This will eventually become the Seihitsu baruuku or Sabihitsu baruuku. Night only.
4. Trade: A win rate less than 70%: Random item --> Ayashi no kajitsu (Mysterious Fruit), while a win rate greater than 70%: Random item --> Dark Matter
5. Card: Dragon Killer

* Enemies:

Skeleton Shikabane hei (Dead Army)
GEN: 2.2 | ATK: 2.2 | TEC: 3.1 | LUK: 3.5 | Morale: 5960

Zepar Shikabane hei (Dead Army)
Item: You katana yasha (Demon Blade) [3]: [O] Heavy counter % UP
GEN: 3.0 | ATK: 4.0 | TEC: 4.0 | LUK: 1.0 | Morale: 5960

Skeleton Shikabane hei (Dead Army) (x3)
GEN: 2.2 | ATK: 2.2 | TEC: 3.1 | LUK: 3.5 | Morale: 2772

Forneus Shikabane hei (Dead Army) (x2)
Item: Medallion
GEN: 2.7 | ATK: 2.7 | TEC: 3.4 | LUK: 2.7 | Morale: 2835

Zepar Shikabane hei (Dead Army) (x5)
Item: Medallion (x2)
GEN: 2.7 | ATK: 3.2 | TEC: 3.0 | LUK: 2.1 | Morale: 2772

* Note: Finally! Extended formations. Considering when you were allowed card

skills, I still say we should've had extended formations at the beginning of Chapter 3. Anyway... unless you play this map perfectly, you'll never mock Poison Breath or Item Break ever again.

* Tactics: Obviously if you want the good items, you'll need the Warp Shoes. Speaking of items, you need to decide whether to equip them for the much needed stat boosts or not equip them because there are a lot of Zepar with Item Break. However, if you can bring a unit's GEN up to 4, that will stop most Item Breaks and Poison Breaths. In addition, you can make use of the Healing Herb or Ribbon here if you're sending that unit to face the Skeletons, but I still recommend equipping your best items such as the Shin Zantetsu, Meteor, Gatling Bow, etc.

To deal with the Zepar, Pamela has [0] Item Protect, but not the ATK to convincingly win, so you need a card with her or such as Flame or Fortune. Sleip is the only possible spear unit at this point who does really well against them. Aegina is strong when going Aggressive and playing the Banish card, as all her enemies are [X] < Holy. You can send Pamela up to face the Skeleton unit since she's [0] Void ailments, but beware as she's also [X] < Undine and Forneus units count as Undines. Eudy is also an option when equipped with an item to counter Poison Breath and you're using Flame. Finally, this is Mizer's strong terrain, so if you're using him, he basically gives you free wins on the charge, and ONLY the charge. You can use Garlot, but he's [X] Forest unhappy and gets a -20% GEO if he loses.

If you're going for the MVP, you'll want to defeat the lead Skeleton as fast as possible. This usually means that you just need to mass union him on Turn 9, when it's noon. A 3-unit union with a decent 2000+ card will suffice. However, if you're mass unioning him when it's not noon, then you'll need a 4-unit union with a stronger card, assuming you survive Poison Breath and no criticals.

* Note: When you fulfill the Advance requirement, the time stays the same. Use this to get all the items from the northeast and get your unit out of there so that he/she can still fight.

* Advance: Defeat the Dead Army

-- Battlefield 24: Shirenha shikabanewo koete - Part 2 -----

* Map:

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[ ]-[ ]                               [ ]      [ ]      [ ]-[3]
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[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]      [ ]
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      [ ]             [ ]      [ ]-[ ]             [ ]
      |               |               |
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]      [ ]
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      [ ]-[ ]             [ ]      [ ]      [ ]-[ ]-[ ]-[ ]-[ ]
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[ ]-[ ]             [ ]-[ ]-[ ]      [ ]      [ ]
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[ ]             [ ]      [ ]-[1]-[ ]-[ ]-[ ]      [ ]-[ ]
|   |               |               |               |
[ ]             [ ]-[2]-[ ]-[C]-[ ]      [ ]-[ ]      [ ]
|   |               |               |               |
[ ]-[ ]-[ ]             [ ]-[ ]-[ ]      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
|   |               |               |               |
```

[]-[]-[] []-[]-[]-[C] []-[]

* Remarks:

1. Element, unit must have Dowsing Rods equipped
2. Yuusha no koin (Hero's Coin)
3. Trade: Philosopher's Stone and Lost Material --> ?????? (?????????) This will eventually become the Seihitsu baruuku or Sabihitsu baruuku. Night only.
4. Trade: A win rate less than 70%: Random item --> Ayashi no kajitsu (Mysterious Fruit), while a win rate greater than 70%: Random item --> Dark Matter
5. Card: Dragon Killer

* Enemies:

The Ancient Nessiah

Item: Koto no ha no zukan (Picture Book of Words) [-]: [!] EX: Cards
 GEN: 3.3 | ATK: 3.1 | TEC: 3.2 | LUK: 3.0 | Morale: 6040

Forneus Shikabane hei (Dead Army) (x3)

Item: Medallion (x2)
 GEN: 3.0 | ATK: 3.0 | TEC: 3.4 | LUK: 3.0 | Morale: 2997

Zepar Shikabane hei (Dead Army) (x2)

GEN: 2.7 | ATK: 3.2 | TEC: 3.0 | LUK: 2.1 | Morale: 2772

* Tactics: If you attacked the Zepar units from the north, you should be in position to defeat Nessiah. Now, if you attack the south Zepar, you must defeat him on your turn or you'll get catapulted, unless you move Siscia away after your union. As before, Mizer is good here, Aegina does a fair job with her Holy element, and Siscia can be used to defeat Nessiah as well. Medyute or Eudy with Flame should handle the Forneus. You shouldn't have any MVP problems.

* Win: Defeat Nessiah

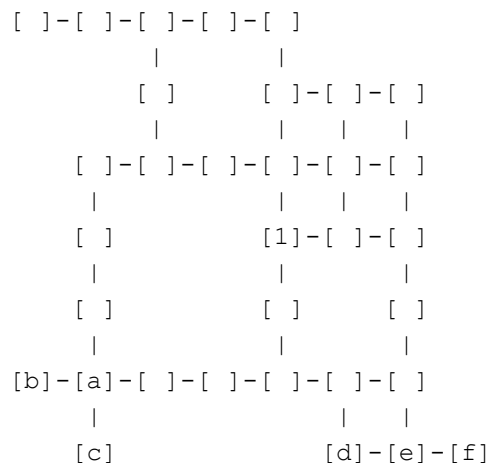
* MVP: 36 turns, ATK +1

-- Battlefield 25: Ten'i no meino shita ni - Part 1 -----BF25--

* Note: Playable only if you selected Battlefield 11: Kawarimono, boshuuchuu in Chapter 3

* Time: Fixed Noon

* Map:



* Remarks:

1. Dokuro iwa (Skull Rock)

* Enemies:

Undine Kyoudan hei chou (Cult Leader)

Item: Chiisana munaate (Small Breastplate) [2]: [O] > Archers

GEN: 2.7 | ATK: 2.5 | TEC: 3.4 | LUK: 3.0 | Morale: 4900

Bandit Kyoudan hei (Religious Troops) (x4)

GEN: 2.1 | ATK: 2.7 | TEC: 1.8 | LUK: 3.1 | Morale: 2190

Fencer Kyoudan hei (Religious Troops) (x2)

GEN: 2.4 | ATK: 2.7 | TEC: 2.5 | LUK: 1.8 | Morale: 2300

* Tactics: The last 3 units you choose will be closest to the enemy. This is very easy, just attack.

* Advance: Defeat all enemies

-- Battlefield 25: Ten'i no meino shita ni - Part 2 -----

* Map:

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      [ ]          [ ]-[ ]-[ ]

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* Remarks:

1. Dokuro iwa (Skull Rock)

* Ally:

Assassin Zilva

Item: Nightmare [3]: [O] Dark attack UP

GEN: 1.0 | ATK: 3.0 | TEC: 5.0 | LUK: 1.0 | Morale: 3720

* Enemies:

Necromancer Kyoudan hei chou (Cult Leader)

Item: Gargoyle Rod [3]: [O] Night happy

GEN: 2.0 | ATK: 3.0 | TEC: 4.0 | LUK: 2.0 | Morale: 4940

Assassin Kyoudan hei (Religious Troops) (x3)

GEN: 1.6 | ATK: 2.1 | TEC: 3.5 | LUK: 3.5 | Morale: 2170

Undine Kyoudan hei (Religious Troops) (x3)

GEN: 2.4 | ATK: 2.4 | TEC: 3.1 | LUK: 2.4 | Morale: 2370

* Tactics: Zilva takes up a turn by herself, so the 12 turn MVP is a little harder than you might think if your units aren't positioned correctly going into this segment. They should be close to the three units attacking Zilva, defeat them in one turn, and start hammering away at the northeast units. The enemy doesn't move, but attacks if you're standing next to them.

* Win: Defeat all enemies

* MVP: 12 turns, GEN +1

== Chapter 5 =====CH5==

* Note: Like in Chapter 3, you're allowed to choose which maps you want to play, so you need to match the title of the battlefield in game with the one in this walkthrough.

-- Battlefield 26: Senshitachi no kyusoku ~ Girl's Side ~ - Part 1 -----BF26--

* Difficulty: 2

* Note: After playing this BF, you will continue to BF 27.

* Note: Only Medyute and two other female members can be chosen. In addition, with Pamela in your party, you will acquire the Coma Karma card.

* Time: Fixed Noon

* Map:

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[ ]-[b]-[a]-[c]-[ ]-[ ]
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* Enemies:

- Bandit Gorotsuki (Rogue)
GEN: 2.2 | ATK: 3.1 | TEC: 1.9 | LUK: 3.2 | Morale: 4760
- Fencer Gorotsuki (Rogue)
GEN: 2.5 | ATK: 3.0 | TEC: 2.5 | LUK: 1.8 | Morale: 2460
- Hunter Gorotsuki (Rogue)
GEN: 2.4 | ATK: 2.1 | TEC: 3.5 | LUK: 2.4 | Morale: 2380
- Necromancer Gorotsuki (Rogue)
GEN: 2.0 | ATK: 2.4 | TEC: 3.1 | LUK: 3.0 | Morale: 2110

* Tactics: One union in the correct order will be enough to defeat all but the lead Bandit. Pretty simple. For the MVP, you need to clear this in 2 turns (yours and your opponent's).

* Advance: Defeat the lead Bandit

-- Battlefield 26: Senshitachi no kyusoku ~ Girl's Side ~ - Part 2 -----

* Map:

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* Enemies:

Knight Gorotsuki (Rogue)

GEN: 3.0 | ATK: 2.5 | TEC: 2.5 | LUK: 1.8 | Morale: 4960

Knight Sono chi (Others) (x2)

GEN: 3.0 | ATK: 2.5 | TEC: 2.5 | LUK: 1.8 | Morale: 2580

* Tactics: Medyute, obviously. Preferably before they move to the Road. If you cleared Part 1 in 2 turns, you have 3 turns this time if you want the MVP. After this, your cards and your units' positions will reset.

* Advance: Defeat the lead Knight

-- Battlefield 26: Senshitachi no kyuusoku ~ Girl's Side ~ - Part 3 -----

* Time: Fixed Evening

* Map:

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* Remarks:

x. Why do these have to be so far away?

* Enemies:

Bandit Gorotsuki (Rogue) [Protect]

GEN: 2.2 | ATK: 3.1 | TEC: 1.9 | LUK: 3.2 | Morale: 4760

Fencer Gorotsuki (Rogue)

GEN: 2.5 | ATK: 3.0 | TEC: 2.5 | LUK: 1.8 | Morale: 2460

Hunter Gorotsuki (Rogue)

GEN: 2.4 | ATK: 2.1 | TEC: 3.5 | LUK: 2.4 | Morale: 2380

Necromancer Gorotsuki (Rogue)

GEN: 2.0 | ATK: 2.4 | TEC: 3.1 | LUK: 3.0 | Morale: 2110

Knight Gorotsuki (Rogue)

GEN: 3.0 | ATK: 2.5 | TEC: 2.5 | LUK: 1.8 | Morale: 4960

Knight Sono chi (Others) (x2)

GEN: 3.0 | ATK: 2.5 | TEC: 2.5 | LUK: 1.8 | Morale: 2580

* Tactics: You have two options here, to get the MVP or to get a new character. If you want the MVP, retreat your units to the target points before Turn 12, which can easily be done with your high MOV cards if you defeated your enemies in 5 turns or less in Parts 1 and 2 above. If you do this, skip to the next battlefield.

If you want the new character, you can just continue attacking. Siscia or Aegina make the Twilight Veil worth equipping here. After 5 of your turns, you'll move on to Part 4.

* Win: Retreat to the target points

* MVP: 12 turns, LUK +1

* Advance: Stall for 5 of your turns

-- Battlefield 26: Senshitachi no kyusoku ~ Girl's Side ~ - Part 4 -----

* Ally:

Prowler Ita

Item: Shukufuku no Kourin (Angel Halo) [1]: [0] Morale UP gradually

GEN: 3.0 | ATK: 3.2 | TEC: 3.4 | LUK: 2.0 | Morale: 5640

* Note: During the day, Ita's weapon acts like a bow-- no counters for either side-- except that her weapon is neutral to everything. At night, she's stronger against all units and can be countered.

* Tactics: The Bandit loses his Protect, so just win.

* Win: Defeat all enemies

* MVP: 12 turns, LUK +1

-- Battlefield 27: Senshitachi no kyusoku ~ Boy's Side ~ - Part 1 -----BF27--

* Note: This BF is played upon completion of BF 26.

* Note: Only Garlot and two other male members can be chosen.

* Time: Fixed Noon

* Map:

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    [ ]-[ ]-[ ]-[ ]
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| | | |
[]-[c]-[b]-[a]

* Enemies:

Fencer Inzaghi

Item: Rekisen no bandana (Soldier's Bandana) [2]: [O] No battle penalty
GEN: 3.0 | ATK: 3.3 | TEC: 2.7 | LUK: 2.0 | Morale: 5260

Item: Headgear [2]: [O] Void ailments
GEN: 3.0 | ATK: 3.3 | TEC: 2.5 | LUK: 1.9 | Morale: 5040

Fencer: Youhei (Mercenary)

GEN: 2.4 | ATK: 2.7 | TEC: 2.5 | LUK: 1.8 | Morale: 2300

Bandit: Youhei (Mercenary)

GEN: 2.1 | ATK: 2.7 | TEC: 1.8 | LUK: 3.1 | Morale: 2190

* Tactics: Mizer is good at this time, but this shouldn't be too hard anyway.
Garlot destroys everyone with his Road bonus.

* Advance: Defeat Inzaghi

-- Battlefield 27: Senshitachi no kyuusoku ~ Boy's Side ~ - Part 2 -----

* Time: Fixed Evening

* Enemies:

Valkyrie Lapis

Item: Red Crimson [1]: [O] Fire attack UP
GEN: 2.5 | ATK: 4.0 | TEC: 2.0 | LUK: 2.7 | Morale: 5580

Valkyrie Shineitai (Imperial Guard)

GEN: 2.2 | ATK: 2.6 | TEC: 3.2 | LUK: 2.5 | Morale: 2510

Imperial Knight Shineitai (Imperial Guard)

GEN: 2.7 | ATK: 2.7 | TEC: 2.6 | LUK: 1.7 | Morale: 2450

* Tactics: If you caused Inzaghi to drop his item, you can't stand near it, or Lapis will pick it up instead. Garlot still wins against the Valkyrie and the Imperial Knight if you keep him on the Road.

* Advance: Defeat Lapis

-- Battlefield 27: Senshitachi no kyuusoku ~ Boy's Side ~ - Part 3 -----

* Note: You will face Baldus if you didn't complete BF 25. If you did, you will face Zilva instead.

* Time: Fixed Night

* Enemies:

Guardian Knight Baldus

Item: Gou yari ipponki (Strong Lance Ipponki) [3]: [X] Skills unusable
GEN: 5.0 | ATK: 4.0 | TEC: 2.0 | LUK: 1.9 | Morale: 6780

Guardian Knight Koutetsuki hei (Steel Knight) (x2)

Item: Medallion
GEN: 4.0 | ATK: 2.7 | TEC: 3.2 | LUK: 1.8 | Morale: 2850

* Tactics: Only Garlot can really do anything to Baldus's units, since your other options are Jenon and Baifuu (sword users), Nessiah (2 ATK fail), and Mizer (basically has a sword user's status). This means you'd better have at least 5 ATK on Garlot and using Ace Guard, Shield Barrier, possibly Chariot and if you have enough TEC (or time) for it, Vise. For Ace Guard and Vise, 3 TEC is recommended, as it makes things much easier.

The good thing about this is that you'll never suffer from Baldus's Ace Guard. The other good thing is that on your first turn, Baldus will be off the road, so you should hope that it stays that way.

* Win: Defeat Baldus

* MVP: 9 turns, LUK +1

-- Battlefield 27: Senshitachi no kyuusoku ~ Boy's Side ~ - Part 3 -----

* Note: You will face Zilva if you completed BF 25. If you didn't, you will face Baldus instead.

* Time: Fixed Night

* Enemies:

Assassin Zilva

Item: Nightmare [3]: [O] Dark attack UP

GEN: 1.0 | ATK: 3.0 | TEC: 5.0 | LUK: 2.0 | Morale: 5040

Assassin Kobun (Assassin) (x2)

GEN: 1.4 | ATK: 1.9 | TEC: 3.3 | LUK: 3.3 | Morale: 1910

* Tactics: Garlot does fine on the Road as usual, but why do we always have to face the Assassin team at night? You can actually use Nessiah here on your charge since he's [O] Void dark, but make sure you complete the BF with him, or he'll get shot badly. Also, if you have the Hyper Drill on Garlot, he will max Morale damage even if he's defeated by Bloody Claw. (As long as he still wins, he gets the 64% for undefeated units and the 40% for head alive bonus.)

* Win: Defeat Zilva

* MVP: 9 turns, LUK +1

-- Battlefield 28: Hi no kona ha tsudoi, taika heto - Part 1 -----BF28--

* Difficulty: 5

* Note: After playing this BF, you will continue to BF 29.

* Time: Noon

* Map:

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* Remarks:

1. Sekaiju no ha (World Tree Leaf) if your win rate > 70%, or Sekaihu no kare ha (Dead World Tree Branch) if your win rate < 70%. Day/Evening only.

x. Capture the fort to advance.

* Enemies:

Bandit Shoutaichou (Division Leader)

Item: Rapid Axe [2]: [O] Instant Charge

GEN: 2.0 | ATK: 3.3 | TEC: 2.0 | LUK: 3.2 | Morale: 4760

Bandit Hanran hei (Rebel) (x2)

GEN: 2.1 | ATK: 2.7 | TEC: 1.8 | LUK: 3.1 | Morale: 2190

Witch Hanran hei (Rebel) (x2)

GEN: 2.0 | ATK: 2.0 | TEC: 3.4 | LUK: 3.1 | Morale: 2110

Hunter Hanran hei (Rebel) (x1)

GEN: 2.5 | ATK: 2.1 | TEC: 3.5 | LUK: 2.5 | Morale: 2540

* Tactics: Easiness. You should be able to clear this by Turn 3. Just remember to save some MOV to capture the fort in the same turn. Attacking the southern-most Bandit conveniently puts axe users on 1-3-5, while staff users are on 2-4, making a 2-unit union with a sword and bow user very effective. Using Aegina and Mizer for that combo also prevents Mind Change.

* Advance: Control the fort (Move a unit to [x])

-- Battlefield 28: Hi no kona ha tsudoi, taika heto - Part 2 -----

* Map:

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* Remarks:

1. Sekaiju no ha (World Tree Leaf) if your win rate > 70%, or Sekaiju no kare eda (Dead World Tree Branch) if your win rate < 70%. Day/Evening only.
 2. Kusakarigama (Grass Sickle)
 3. Kiniro no mugi ho (Golden Wheat)
- x. Send one unit to each town to clear.

* Enemies:

Knight Leon

Item: Guillotine Weapon [1]: [O] Critical 50%

GEN: 2.0 | ATK: 4.0 | TEC: 3.4 | LUK: 1.0 | Morale: 6500

Revolter Pandora

Item: Sabita hachetto (Rusted Hatchet) [3]: [-] No additional effect

GEN: 2.1 | ATK: 3.0 | TEC: 3.0 | LUK: 3.3 | Morale: 5680

Knight Hanran hei (Rebel) (x2)

Item: Medallion

GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 2750

Fencer Hanran hei (Rebel) (x2)

GEN: 2.5 | ATK: 3.0 | TEC: 2.5 | LUK: 1.8 | Morale: 2460

Hunter Hanran hei (Rebel) (x3)

GEN: 2.5 | ATK: 2.1 | TEC: 3.5 | LUK: 2.5 | Morale: 2540

* Tactics: Well, this was a 5-star mission for a reason. I recommend stealing Leon's item first thing. (Because even after Siscia stole his item, Ita wasn't able to defeat him on her charge. This was during the evening.) The faster you defeat Leon, the higher your chances of getting the MVP because you need to capture all three strongholds (The fastest I can complete this is 15 turns, so you shouldn't kill your units trying to defeat Leon if you can't.) Leon doesn't move, and isn't in formation with anyone, so you can mass union him. Zilva can snipe him with Bloody Claw at night, anyone with Fatal Damage should also be put to use here.

Pandora is just as difficult to deal with. For one, his formation makes it impossible to avoid Gravity Chaos unless you get five criticals in a row... not to mention his annoying [O] Flash attack STR and % UP ability, which basically stops all slow charging skills and does a lot of extra damage. With that on top of the Curse, you'll think it's an easy win, but you might end up losing 0-1.

* Note: You don't have to defeat Leon to clear this map.

* Win: Capture all towns

* MVP: 26 turns, GEN +1

-- Battlefield 29: Senka ni tatsu shura - Part 1 -----BF29--

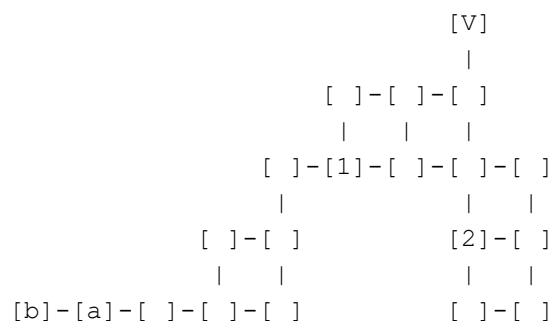
* Note: This BF is played upon completion of BF 28.

* Note: Because everyone likes the bathing scenes from this series, you might want to equip a girl with the Marchen Wings to make getting that scene slightly easier. See Part 3 of this battlefield for more details.

* Time: Noon

* Map:

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* Remarks:

1. Pepesu no jichi (Kalinka Berry)
2. Hokorobita rozario (Frayed Rosary), but the unit must have the Evil Eye equipped.

* Enemies:

Revolter Pandora

Item: Vivid Memorial [-]: [!] EX: Characters

GEN: 2.3 | ATK: 3.2 | TEC: 3.0 | LUK: 3.3 | Morale: 5680

Item: Sabita hachetto (Rusted Hatchet) [3]: [-] No additional effect

GEN: 2.1 | ATK: 3.0 | TEC: 3.0 | LUK: 3.3 | Morale: 5680

Valkyrie Hanran hei (Rebel) [Protect]

Item: Chimamire no reipia (Bloody Rapier) [1]: [X] Move: Morale DOWN

GEN: 2.2 | ATK: 3.0 | TEC: 4.0 | LUK: 2.5 | Morale: 4820

Valkyrie Hanran hei (Rebel) (x3)

GEN: 2.1 | ATK: 2.5 | TEC: 3.2 | LUK: 2.5 | Morale: 2350

Necromancer Hanran hei (Rebel) (x2)

GEN: 2.1 | ATK: 2.4 | TEC: 3.1 | LUK: 3.1 | Morale: 2270

Hunter Hanran hei (Rebel) (x2)

GEN: 2.6 | ATK: 2.2 | TEC: 4.0 | LUK: 2.5 | Morale: 2710

* Tactics: Medyute works well on Wasteland terrain. The enemy Valkyrie will time their Revolution right to maximize damage. (I won't go into the mechanics of it here, but basically you need to have someone like Garlot going all-out aggressive after Revolution or you'll lose.) After you engage and defeat some units, Leon will show up.

* Advance: Defeat at least 2 units (No card reset)

-- Battlefield 29: Senka ni tatsu shura - Part 2 -----

* Map:

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* Remarks:

1. Pepesu no jichi (Kalinka Berry)
2. Hokorobita rozario (Frayed Rosary), but the unit must have the Evil Eye equipped.
3. Trade: Fur --> Kegawa no kooto (Fur Coat). Day/Evening only.
4. Trade: Elemina Mint --> Fermata Bell. Day/Evening only.
5. This event can only be activated during the Day/Evening with Siscia, Medyute, Aegina, or Ita. Actually, Ita can get this event at night as well... o.O. You know what event I'm talking about. ^^ To get this and the MVP, though, you must start moving that unit into the deep snow on Turn 16.

* Enemies:

Revolter Pandora

Item: Vivid Memorial [-]: [!] EX: Characters

GEN: 2.3 | ATK: 3.2 | TEC: 3.0 | LUK: 3.3 | Morale: 5680

Item: Rusted Hatchet [3]: [-] No additional ability

GEN: 2.1 | ATK: 3.0 | TEC: 3.0 | LUK: 3.3 | Morale: 5680

Bandit Hanran hei (Rebels)

GEN: 2.3 | ATK: 3.2 | TEC: 2.0 | LUK: 3.3 | Morale: 2760

Assassin Hanran hei (Rebels)

GEN: 1.7 | ATK: 2.2 | TEC: 4.0 | LUK: 4.0 | Morale: 2350

* Tactics: No Aegina here, because she probably still has low stats and definitely loses against Gravity Chaos. Pandora's ability gets really annoying because once he gets started, it's basically impossible for you to use skills that require a charge unless you have [O] Instant charge. Using any hold skill, however, stops this, so Banshee's Cry, Shield Barrier, etc. will help you out a lot more than you think. Oh yeah-- Pandora's surrounded by two deep snow tiles, which are basically like desert tiles in that you can only move one at a time, so make sure you have the forces to mass union him if you're just barely getting the MVP on Turn 22.

* Win: Defeat Pandora

* MVP: 22 turns, TEC +1

-- Battlefield 30: Butsuyoku no naseru wana - Part 1 -----BF30--

* Difficulty: 4

* Note: After playing this BF, you will continue to BF 31.

* Time: Fixed Noon

* Map:

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* Remarks:

1. If you have the Sparkling Gold item and a 80% win rate or higher, you will obtain Kindan no kajitsu (Forbidden Fruit). A win rate less than 80% gets you Bananan no mi (Banana Fruit)
2. Sou tsurugi no koin (Sou tsurugi Coin)

* Enemies:

Bandit Sanzoku danchou (Brigand Leader)
 GEN: 2.1 | ATK: 3.0 | TEC: 1.8 | LUK: 3.2 | Morale: 4420

Bandit Sanzoku (Brigand) (x1)
 GEN: 2.1 | ATK: 2.7 | TEC: 1.8 | LUK: 3.1 | Morale: 2190

Assassin Sanzoku (Brigand) (x2)
 GEN: 1.6 | ATK: 2.1 | TEC: 3.5 | LUK: 3.5 | Morale: 2170

Fencer Sanzoku (Brigand) (x2)
 GEN: 2.4 | ATK: 2.6 | TEC: 2.4 | LUK: 1.8 | Morale: 2180

* Tactics: I don't really recommend charging in with one unit at the start, as there are assassins who will counterattack you with their bows and their Rockfall card. Nothing else to really worry about. Medyute can go wherever she wants due to her terrain bonus and she voids Rockfall. I recommend leaving Garlot along the east and moving sword, staff, and book users west.

* Advance: Defeat all enemies

-- Battlefield 30: Butsuyoku no naseru wana - Part 2 -----

* Map:

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          [ ]-[ ]-[2]    [ ]-[ ]
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* Remarks:

1. If you have the Sparkling Gold item and a 80% win rate or higher, you will obtain Kindan no kajitsu (Forbidden Fruit). A win rate less than 80% gets you Bananan no mi (Banana Fruit)
2. Sou tsurugi no koin (Sou tsurugi Coin)
3. Trade: Large Rokon Skull and Poison Viper --> Rakan no hiyaku (Lacan's Secret Medicine)

* Enemies:

Axe Battler Serika
 Item: Ranger Boots [2]: [0] GEO +10%
 GEN: 2.3 | ATK: 3 | TEC: 4.0 | LUK: 2.3 | Morale: 5180

Item: Dragon Eater [2]: [O] > Dragon
 GEN: 2.1 | ATK: 4.0 | TEC: 4.0 | LUK: 2.3 | Morale: 5180

Fencer Inzaghi
 Item: Rekisen no bandana (Soldier's Bandana) [2]: [O] No battle penalty
 GEN: 3.0 | ATK: 3.3 | TEC: 2.7 | LUK: 2.0 | Morale: 5560

Item: Headgear [2]: [O] Void ailments
 GEN: 3.0 | ATK: 3.3 | TEC: 2.5 | LUK: 1.9 | Morale: 5560

Axe Battler Yuugeki hei (Guerrilla Army) (x1)
 GEN: 2.0 | ATK: 3.2 | TEC: 3.1 | LUK: 2.3 | Morale: 4640

Witch Yuugeki hei (Guerrilla Army) (x2)
 GEN: 2.4 | ATK: 2.4 | TEC: 4.1 | LUK: 3.3 | Morale: 3000

Valkyrie Yuugeki hei (Guerrilla Army) (x2)
 GEN: 2.3 | ATK: 2.7 | TEC: 3.2 | LUK: 2.5 | Morale: 2670

Fencer Youhei (Mercenary) (x1)
 GEN: 2.6 | ATK: 3.1 | TEC: 2.5 | LUK: 1.9 | Morale: 2630

Knight Youhei (Mercenary) (x2)
 GEN: 2.7 | ATK: 2.4 | TEC: 2.4 | LUK: 1.8 | Morale: 2410

Hunter Youhei (Mercenary) (x2)
 GEN: 2.6 | ATK: 2.2 | TEC: 4.0 | LUK: 2.5 | Morale: 2710

* Tactics: You're forced to fight Inzaghi's Hunters during the day, and they have 4.0 TEC, which will do quite a lot on their charge. If you left Garlot over to the east, then he should be able to take them on with a Phalanx equipped and/or using Ace Guard to stop the charge or Chariot to bring it down to 1 on 1. Sleip should go with Garlot, as her weapon is neutral at worst. Quickly defeating Inzaghi's unit gives you ample time to finish off Serika and get the MVP.

Meanwhile, if you're using Nessiah, he can counter Serika's Witches quite easily, but will have trouble with the Axe Battlers since they have terrain bonus. Aegina or Jenon should engage the Axe Battlers, especially if Nessiah still only has 2 ATK. Pamela and Eudy can take on Serika's unit in general, but may have a bit of trouble with Serika herself, as they both probably still have 2 ATK. Nothing to worry about unless they've been battle penalized. Oh, and maybe it's just me, but Jenon will tend to get criticaled a lot here due to his abysmally low LUK, but he, Aegina, and Baifuu are the best options you have.

* Win: Defeat Serika

* MVP: 21 turns, TEC +1

-- Battlefield 31: Modotte kita senshi - Part 1 -----BF31--

* Note: This BF is played upon completion of BF 30.

* Time: Noon

* Map:

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* Remarks:

1. Kirei na kaigara (Pretty Shells)
2. Trade: Pretty Shells --> Kaigara no muneate (Shell Breastplate)

* Enemies:

Knight Hanran hei (Rebel)
 Item: Medallion

GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 5300

Bandit Hanran hei (Rebel) (x2)
 Item: Medallion (x1)

GEN: 2.1 | ATK: 3.0 | TEC: 1.8 | LUK: 3.2 | Morale: 2310

Fencer Hanran hei (Rebel) (x2)
 Item: Medallion (x1)

GEN: 2.5 | ATK: 3.0 | TEC: 2.5 | LUK: 1.8 | Morale: 2460

Undine Hanran hei (Rebel) (x1)

GEN: 2.6 | ATK: 2.6 | TEC: 3.2 | LUK: 2.5 | Morale: 2710

* Tactics: There are a couple Wasteland areas for Medyute and bushes for Mizer to be happy in, as well as water for Sleip. Now, if you aren't using any of those characters, then you'd have a slight problem, as the Undine does have 50% terrain bonus in water and the lead Knight is on the bridge. I suppose Eudy can work her fire magic against the Undine.

Anyway, you should be able to complete this in 3 turns. Leave units you're not using out of formation because you'll get attacked first.

* Advance: Defeat all enemies

-- Battlefield 31: Modotte kita senshi - Part 2 -----

* Map:

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* Remarks:

1. Kirei na kaigara (Pretty Shells)
2. Trade: Pretty Shells --> Kaigara no muneate (Shell Breastplate). Day/Evening only.
3. Visit any location to receive the Umihebi no ransaa (Serpent Lance). Day/

Evening only.

* Enemies:

Revolver Pandora [Protect]

Item: Sabita hachetto (Rusted Hatchet) [3]: [-] No additional effect

GEN: 2.1 | ATK: 3.0 | TEC: 3.0 | LUK: 3.3 | Morale: 5680

Knight Leon [Protect]

Item: Hi yari shiruvia (Silvia) [2]: [X] Gauge lowers

GEN: 3.2 | ATK: 4.0 | TEC: 4.0 | LUK: 1.0 | Morale: 6500

Undine Yuugeki hei (Guerrilla Army) (x2)

GEN: 2.7 | ATK: 2.7 | TEC: 3.2 | LUK: 2.6 | Morale: 2870

Bandit Yuugeki hei (Guerrilla Army) (x3)

GEN: 2.2 | ATK: 3.1 | TEC: 1.9 | LUK: 3.2 | Morale: 2480

Knight Hanran hei (Rebel) (x2)

Item: Medallion

GEN: 3.2 | ATK: 3.0 | TEC: 2.6 | LUK: 1.9 | Morale: 3030

Valkyrie Hanran hei (Rebel) (x3)

GEN: 2.2 | ATK: 2.6 | TEC: 3.2 | LUK: 2.5 | Morale: 2510

* Tactics: Pamela laughs at Leon when using Fortune--and when getting massive numbers of criticals, I suppose. With 5 or 6 LUK at this point, she will inevitably start raining criticals on the Knights with 1 LUK, but don't rely too much on it. (Though yes, I've gotten 64% Surviving units + 30% Ability difference + 50% Head Alive/Critical Hit on Leon using Fortune. She's also gotten 3 criticals in a row without a [O] Critical 50% item.) As usual, your best bet at the MVP is to defeat Leon's unit so he stops taking up turns. This is probably your best strategy without using Medyute.

However, if you've been using Medyute, make sure she targets a Knight and not the Valkyries. Sword users such as Aegina can deal with the incoming Bandits from Pandora's side, but be wary of the Undines in the back who will sneak out of the water to attack if you get too close.

If you did use only 3 turns for Part 1 of this map, then on your first turn, Pamela will defeat anyone with Coma Karma (though note that Leon and Pandora still have "boss invincibility" and can't be put to sleep).

* Advance: Survive 5 turns

-- Battlefield 31: Modotte kita senshi - Part 3 -----

* Ally:

Rabid Knight Garlot

Item: Ice Javelin [4]: [O] Ice attack UP

GEN: 3.3 | ATK: 5.0 | TEC: 3.0 | LUK: 2.1 | Morale: 6940

* Tactics: Garlot reappears, though I don't know if this makes things easier, as he's fairly out of the way. You should defeat Leon this turn if you still want to get the MVP. Unless Leon is out of formation, you don't really have the units to mass union him, so you must have been chipping away at his morale from before. While this is going on, move units over to engage Pandora. A fairly simple way around the Undines is to have a high TEC sword unit over with Banish, Aegina with Revolution, etc. but note that that ties up your card if you're still fighting Leon. Oh yeah, all leaders now lose their Protect.

* Win: Defeat Pandora

* MVP: 14 turns, GEN +1

* Difficulty: 3

* Time: Noon

* Map:

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* Remarks:

- 1. Kin no dozeu (Gold Dozeu)
- x. Capturing the citadel advances you to the next objective.

* Enemies:

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Bandit Banpei (Sentry)
  Item: Lionheart [1]: [O] No battle penalty
      GEN: 3.0 | ATK: 3.5 | TEC: 1.9 | LUK: 3.2 | Morale: 4760
Knight Teikoku hei (Imperial Army) (x1)
      GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 2750
Undine Teikoku hei (Imperial Army) (x1)
      GEN: 2.6 | ATK: 2.6 | TEC: 3.2 | LUK: 2.5 | Morale: 2710
Fencer Teikoku hei (Imperial Army) (x1)
      GEN: 2.4 | ATK: 2.7 | TEC: 2.5 | LUK: 1.8 | Morale: 2320
Hunter Teikoku hei (Imperial Army) (x2)
      GEN: 2.5 | ATK: 2.1 | TEC: 3.5 | LUK: 2.5 | Morale: 2280
Witch Teikoku hei (Imperial Army) (x2)
      GEN: 2.5 | ATK: 2.1 | TEC: 3.5 | LUK: 2.5 | Morale: 2540

```

* Tactics: A 5-unit union is unavoidable here, so I suggest you take the catapult into formation. This also means that you'll need to find a way to deal with Gravity Chaos. Both Nessiah and Pamela are naturally [O] Void ailments and Nessiah even has [O] Void dark. 4 GEN units also will shrug off Gravity Chaos. You should've cleared out everyone except the lead Bandit and possibly the Hunter just chilling up top by Turn 3 so that on Turn 5, you can just mass union the lead Bandit. A 4-on-1 is necessary to defeat him in one turn, as he has the Lionheart and the 40% GEO. Don't forget to leave enough MOV to put a unit on the capital afterward.

* Note: If you're an item collector and you have the Trap item, you must end this part of the battlefield during the Day/Evening. However, if you complete the objective on Turn 5, it'll be night. You can wait until Turn 6 (just defeat all enemies without taking the capital) but that will probably cost you the MVP.

GEN: 2.6 | ATK: 3.1 | TEC: 2.5 | LUK: 1.9 | Morale: 2630
Knight Youhei (Mercenary) (x3)

GEN: 3.0 | ATK: 2.5 | TEC: 2.5 | LUK: 1.8 | Morale: 2580

* Tactics: Once again, you choose whether to get items or the MVP. If you left units back at the start, you'll deal with Inzaghi's unit fairly easily. Leave Garlot on the Road for best results, of course, and careful if sending Aegina west. Pamela smacks people around with her broom if she has 5 TEC and 5 LUK and using Fortune or Coma Karma at night to deal with Pandora's Hunters.

However, you have to defend the capital that you just claimed. If you're getting items like I was, you'll definitely have to put your strongest sword user on the capital, since Pandora's unit will try to rush his units over. He'll also include the catapult in his formation, which doesn't help, but you don't need to worry Gravity Chaos if you can defeat everyone but Pandora.

* Win: Defeat Pandora without losing the west capital

* MVP: 10 turns, LUK +1

-- Battlefield 33: Teito gunji enshuu - Part 1 -----BF33--

* Difficulty: 5

* Note: Choose this BF when you're ready to advance to Chapter 6. (You'll play this and BF 34 through 37.)

* Time: Noon

* Map:

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[]-[]-[]-[]
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[]-[]-[]-[]-[]
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[]-[]-[]-[]
| | | |
[2]-[]-[]-[]-[]
| | | | |
[1]-[d]-[c]-[b]-[a]-[]

* Remarks:

1. Mekakushi no nuno (Blindfold Cloth)

2. Tetsu no ashikase (Iron Shackles)

!. The Meimeru Bouquet will become Kareta no hanataba (Dry Bouquet)

!. The Dozeu will now become Kusatta no dozeu (Rotting Dozeu)

* Enemies:

Guardian Knight Baldus

Item: Marusu no dai tate (Mars Shield) [1]: [O] Block Charge

GEN: 5.0 | ATK: 3.2 | TEC: 2.0 | LUK: 2.0 | Morale: 7220

Item: Gou yari ipponki (Strong Lance Ipponki) [3]: [X] Skills unusable

GEN: 5.0 | ATK: 4.0 | TEC: 2.0 | LUK: 1.9 | Morale: 7220

Guardian Knight Koutetsuki hei (Steel Knight)

Item: Shinku no manto (Crimson Mantle) [3]: [O] Void Fire

GEN: 5.0 | ATK: 3.0 | TEC: 4.0 | LUK: 1.9 | Morale: 6040

Guardian Knight Koutetsuki hei (Steel Knight) (x3)

Item: Medallion

GEN: 4.1 | ATK: 3.0 | TEC: 3.2 | LUK: 1.9 | Morale: 3120

* Tactics: This another difficult map, so equip your best items, including [O] Critical 50% items, [O] Morale damage = MAX items, and [O] 1 on 1 = win items (though I believe you only have Zilva + Jack Hand for this). Sword users don't really cut it here (Haha, bad pun. Sorry.) and Nessiah and Sleip don't really work either. You might be tempted to go Eudy, which is okay if she has at least 3 GEN, 3 ATK, and 5 TEC.

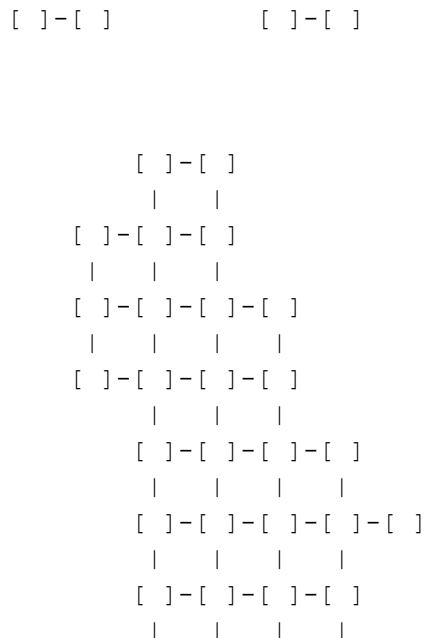
Pamela wins in a LUK war, if you're into using Fortune. As a matter of fact, if she has 5 TEC and 5 or 6 LUK and some [O] No battle penalty item, she can practically take care of this battlefield by herself. It would also help if for some reason you decided to power up a GEO card (preferrably Sandstorm or Mantrap, as they're STR = Y TEC + 4 - E GEN) and Pamela has 5 or 6 TEC.

Try to pick off the Guardian Knights not on the road first. You don't need to worry about Ace Guard until you're down to the last Knight and even then, if you can defeat him fast enough, Ace Guard isn't a big concern. I like Siscia here with Lightning Bow and Thunderbolt or any unit with a Fatal Damage combo really, but that's not strictly required if you use Medyute and Garlot on the road. (If you're doing this last one, though, both of them need some decent stats or they'll still lose.) This map should remind you of Yggdra Union BF 35, but a little easier to win.

* Advance: Defeat all enemies

-- Battlefield 33: Teito gunji enshuu - Part 2 -----

* Map:



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[2]-[ ]-[ ]-[ ]-[ ]
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[1]-[ ]-[ ]-[ ]-[ ]-[ ]
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* Remarks:

1. Mekakushi no nuno (Blindfold Cloth)
2. Tetsu no ashikase (Iron Shackles)
- !. The Meimeru Bouquet will become Kareta no hanataba (Dry Bouquet)

* Enemies:

Guardian Knight Baldus

Item: Marusu no dai tate (Mars Shield) [1]: [O] Block Charge

GEN: 5.0 | ATK: 3.2 | TEC: 2.0 | LUK: 2.0 | Morale: 7220

Item: Gou yari ipponki (Strong Lance Ipponki) [3]: [X] Skills unusable

GEN: 5.0 | ATK: 4.0 | TEC: 2.0 | LUK: 1.9 | Morale: 7220

Guardian Knight Koutetsuki hei (Steel Knight) (x3)

Item: Medallion

GEN: 4.2 | ATK: 3.1 | TEC: 3.3 | LUK: 1.9 | Morale: 3390

* Tactics: Same strategy as before, but this is where any Fatal Damage gets put to good use. Since the knights have ridiculously high GEN, they take less Morale damage and fewer cards work on them. Medyute and Garlot once again, obviously, especially as Medyute likes her [O] Heavy counter % UP.

If Baldus has the Mars Shield, then obviously you can't do anything to him on your charge, which means that hopefully you have a high GEN and TEC unit to counter with. Even if you managed to complete the first part of the map on Turn 4, don't get sloppy here because with 5 GEN, Baldus takes a long time to fall. Cards to use include Ace Guard, Fortune (Pamela), and any elemental Fatal Damage combos. It may be worth using Siscia to Steal Baldus's equipment, especially if it is the Mars Shield, but Siscia will probably lose unless she has a time bonus (Twilight Veil, Evening Dress, etc. equipped) and decent ATK. Don't forget she also needs 5 TEC for the Steal to be successful in the first place. If you can't steal his Mars Shield, then I wouldn't even bother bringing any bow units here.

* Win: Defeat Baldus

* MVP: 11 turns, ATK +1

-- Battlefield 34: Mamoru bekimono -----BF34--

* Time: Fixed Evening

* Map:

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|   |   |   |   |   |   |
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|   |   |   |   |   |   |
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* Remarks:

1. Trade: Bottled Dozeu --> Hikarabita tokage (Dried Lizard)
2. Trade: Random weapon --> Namakura soodo (Blunt Sword)
3. If your win rate is above 70%, obtain Kin no tokkuri (Gold Wine). Otherwise, Yumemi no boushi (Dream Cap). Sleip only.
4. If your win rate is above 70%, obtain Renkin no monokuru (Alchemy Monocle). Otherwise, Sorcery Glass. Eudy only.

* Enemies:

Fencer Inzaghi

Item: Criticalizer [1]: [O] Critical 50%

GEN: 2.7 | ATK: 3.2 | TEC: 3.0 | LUK: 1.9 | Morale: 5800

Item: Mistilteinn [1]: [O] Win = Drain 25% Morale

GEN: 1.0 | ATK: 4.0 | TEC: 3.0 | LUK: 2.0 | Morale: 5800

Item: Soldier's Bandana [2]: [O] No battle penalty

GEN: 3.0 | ATK: 3.4 | TEC: 3.0 | LUK: 2.0 | Morale: 5800

Fencer Youhei (Mercenary) (x1)

GEN: 2.7 | ATK: 3.2 | TEC: 2.6 | LUK: 1.9 | Morale: 2900

Knight Youhei (Mercenary) (x4)

GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 2750

Bandit Youhei (Mercenary) (x2)

GEN: 2.3 | ATK: 3.2 | TEC: 2.0 | LUK: 3.3 | Morale: 2760

* Tactics: If you want the MVP, you need to do it within 2 turns. That's right. So send your best units to attack the far left Knight, because you're more likely to get Inzaghi in formation on his turn. Also, you'd better hope that you can knock down more than half of Inzaghi's morale. [O] Morale damage = MAX units are a must. Did I say units? I meant "unit" because you can only move one down in your turn. Garlot with Hyper Drill is an example.

If you're not going for the MVP this time, then it's a fairly standard fight. As long as your units are in formation, you should be okay. Either that or you can send one unit and spam Gravity Chaos. I personally prefer Ita since she can't be countered, but this isn't recommended as she can't counter either and she'll suffer from Banshee's Cry a lot, and it becomes your decision whether to use Gravity Chaos to stop Banshee's Cry or play it earlier to slow them down.

* Win: Defeat Inzaghi

* MVP: 2 turns, TEC +1 (I thought I did okay, first time around, completing this in 5 turns, but no...)

-- Battlefield 35: Tiera enjou - Part 1 -----BF35--

* Time: Fixed Night

* Map:

[x]


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* Remarks:

1. Plank Sandal
2. Trade: Demonic Crystal and Element --> Taiyou no oobu (Sun Orb).

* Enemies:

Revolter Pandora

Item: Ryuu no chouzou (Dragon Sculpture) [2]: [O] > Dragon

GEN: 2.4 | ATK: 3.4 | TEC: 3.0 | LUK: 3.4 | Morale: 6240

Item: Gauntlet [1]: [O] Block counter

GEN: 3.0 | ATK: 3.4 | TEC: 3.4 | LUK: 3.4 | Morale: 6240

Item: Vivid Memorial [-]: [!] EX: Characters

GEN: 2.4 | ATK: 3.4 | TEC: 3.0 | LUK: 3.4 | Morale: 6240

Bandit Hanran hei (Rebel) (x1)

GEN: 2.2 | ATK: 3.2 | TEC: 2.0 | LUK: 3.3 | Morale: 2760

Assassin Hanran hei (Rebel) (x1)

GEN: 1.8 | ATK: 2.4 | TEC: 4.1 | LUK: 4.1 | Morale: 2740

* Tactics: You'll probably need Steal to get everyone into position. Don't worry about the Assassin and Bandit, as if you're walking up to Pandora from the south, he doesn't have anyone else in formation. A 3-unit union here will be enough to defeat him assuming that you don't lose the last engagement due to Gravity Chaos. As usual, Pandora will smash the crap out of you with his ability if you don't defeat him fast enough. Siscia and Zilva can easily snipe him off and Ita can almost do the same.

If you don't defeat Pandora in one turn, then you should leave one unit like Medyute who can deal with Leon on his charge next to him. This way you can continue reducing his morale as you're fighting Pandora. Leon will move to engage.

* Advance: Defeat Pandora without letting one of his units reach the southeast bridges

-- Battlefield 35: Tiera enjou - Part 4 -----

* Tactics: If you did as I suggested above, you should be in good shape to finish Leon for the MVP. If all else fails, or if you were unable to move units over fast enough, you just need to mass union him. Since he has Chariot, you can assume that he's going to Break Out on the second fight. This means you should have units 1 and 3 be non-counter units (either bows or a unit with [O] Block Counter, though this isn't required... it just helps) and unit 2 be Garlot, as he handles Chariot the best.

* Note: Defeating Leon here doesn't give you his item. If you want to equip it on him later, then you'll have to Steal it here.

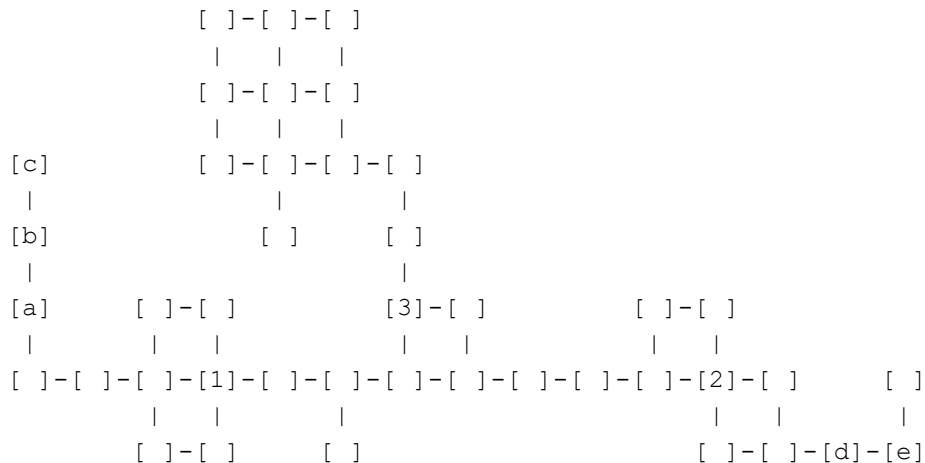
* Win: Defeat Leon

* MVP: 15 turns, ATK +1

-- Battlefield 36: Kyou senshi no sakebi - Part 1 -----BF36--

* Time: Fixed Noon

* Map:



* Remarks:

1. Shichisei houken (7-star Sword)
2. Elegant Spear, if your win rate is greater than 75%
3. Mana Stone

* Ally:

Knight Leon

Item: Yami no katasutorofu (Black Catastrophe) [1]: [O] Dark attack UP
 GEN: 4.0 | ATK: 5.0 | TEC: 5.0 | LUK: 2.4 | Morale: 6900

* Enemies:

Revolter Pandora

Item: Nivuruguriibu [1]: [O] All terrain happy
 GEN: 2.6 | ATK: 3.4 | TEC: 3.4 | LUK: 4.0 | Morale: 6240

Item: Ryuu no chouzou (Dragon Sculpture) [2]: [O] > Dragon
 GEN: 2.4 | ATK: 3.4 | TEC: 3.0 | LUK: 3.4 | Morale: 6240

Griffon Rider Hanran hei (Rebel)

Item: Purachina no kamikazari (Platinum Ornament) [3]: [O] Void all but dark
 GEN: 3.0 | ATK: 2.6 | TEC: 2.7 | LUK: 4.0 | Morale: 3150

Knight Hanran hei (Rebel) (x2)

GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 2750

Bandit Hanran hei (Rebel) (x3)

GEN: 2.3 | ATK: 3.2 | TEC: 2.0 | LUK: 3.3 | Morale: 2760

Bandit Hanran hei (Rebel) (x1)

GEN: 2.1 | ATK: 3.0 | TEC: 1.8 | LUK: 3.2 | Morale: 2310

* Tactics: Your starting units are separated again; last two start on the right while Garlot and the first two you select start on the left. To get the MVP, you need to make it quick, as he and Pandora take up a turn each. Leon's badass enough that he can even defeat the Griffon Rider, though don't expect him to win more than 2 of the 4 fights with the battle penalty.

* Advance: Move a unit next to Leon

-- Battlefield 36: Kyou senshi no sakebi - Part 2 -----

* Time: Fixed Evening

* Map:



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      [ ]-[ ] [ ] [ ]-[ ]-[ ]-[ ]-[ ]

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* Remarks:

1. Shichisei houken (7-star Sword)
2. Elegant Spear, if your win rate is greater than 75%
3. Mana Stone

* Enemies:

Revolter Pandora

Item: Nivuruguriibu [1]: [O] All terrain happy
 GEN: 2.6 | ATK: 3.4 | TEC: 3.4 | LUK: 4.0 | Morale: 6240

Item: Ryuu no chouzou (Dragon Sculpture) [2]: [O] > Dragon
 GEN: 2.4 | ATK: 3.4 | TEC: 3.0 | LUK: 3.4 | Morale: 6240

Knight Hanran hei (Rebel) (x2)
 GEN: 3.2 | ATK: 3.0 | TEC: 2.6 | LUK: 1.9 | Morale: 3030

Griffon Rider Hanran hei (Rebel) (x2)
 GEN: 3.0 | ATK: 3.0 | TEC: 2.6 | LUK: 3.3 | Morale: 3150

* Tactics: Be ready for Gravity Chaos. By this time, all you need is 3 GEN and you can evade it from everyone except Pandora. Jenon and Baifuu or any girl with the Twilight Veil equipped will work fine. Aegina needs to be careful with her [X] < Dark, though. If you're facing him with the Nivuruguriibu equipped, then note that he'll have a 50% GEO and an additional LUK point to make his flash attacks even stronger and more frequent, so only sword users or very strong bow users should go after him and move out of formation before you end your turn.

* Win: Defeat Pandora

* MVP: 21 turns, GEN +1

-- Battlefield 37: Reikishi ha yoru, ugoku - Part 1 -----BF37--

* Time: Fixed Night

* Map:

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GEN: 1.7 | ATK: 2.5 | TEC: 5.0 | LUK: 5.0 | Morale: 4920

Assassin Ansatsu mono (Assassin) (x2)

GEN: 1.7 | ATK: 2.3 | TEC: 4.0 | LUK: 4.0 | Morale: 2560

* Tactics: Good luck getting the Rainbow Arc. (Hint, hint.) If you attack from the right, the Assassins will run away, so you don't need to worry about their charge. It would suck if they did attack you though. Undines will appear at the southwest next, so start moving units in that direction.

* Advance: Survive 3 of your turns (No card reset)

-- Battlefield 37: Reikishi ha yoru, ugoku - Part 3 -----

* Map:

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[ ]           [ ]           [2]-[ ]-[5]-[ ]-[ ]
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* Remarks:

1. Card: Kiss of Death
2. Yousei ishi no buroochi (Fairy's Stone Brooch), obtainable only if BF 32: Soruto roodo was NOT played.
3. Depending on the number of coins you've collected, you can obtain various items. Having all 6 coins gets you a Princess Dress. 5 gets a Shugo seirei no ringu (Protect Spirit Ring). 3 or 4 trades for a Snipe Glass, and 1 or 2 goes for Yuusha no misanga (Hero's Misanga).
4. Mayakashi no fue (Flute of Deception)
5. Purachina bajji (Platinum Badge)

* Enemies:

Undine Ansatsu mono (Assassin)

Item: Yamiyo no roobu (Black Night Robe) [3]: [0] Void Dark

GEN: 3.0 | ATK: 3.0 | TEC: 3.5 | LUK: 2.5 | Morale: 5780

Undine Ansatsu mono (Assassin) (x2)

GEN: 2.7 | ATK: 3.0 | TEC: 3.3 | LUK: 2.5 | Morale: 2990

* Tactics: Once again, not very difficult. Focus on the leader if you want a shot at the MVP. Necromancers will appear at the northeast after this, so once you defeat the Undines, call your units back to the flags and move one unit like Aegina, Siscia, or Zilva to the northeast.

* Advance: Survive 3 of your turns (No card reset)

-- Battlefield 37: Reikishi ha yoru, ugoku - Part 4 -----

* Map:

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[ ]          [ ]          [x]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
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[ ]          [ ]-[x]-[ ]-[1]    [ ]-[ ]
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[ ]          [ ]          [2]-[ ]-[5]-[ ]-[ ]
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* Remarks:

1. Card: Kiss of Death
2. Yousei ishi no buroochi (Fairy's Stone Brooch), obtainable only if BF 32: Soruto roodo was NOT played.
3. Depending on the number of coins you've collected, you can obtain various items. Having all 6 coins gets you a Princess Dress. 5 gets a Shugo seirei no ringu (Protect Spirit Ring). 3 or 4 trades for a Snipe Glass, and 1 or 2 goes for Yuusha no misanga (Hero's Misanga).
4. Mayakashi no fue (Flute of Deception)
5. Purachina bajji (Platinum Badge)

* Enemies:

Necromancer Ansatsu mono (Assassin)
 Item: Cat's Eye [2]: [O] Night happy
 GEN: 2.3 | ATK: 3.0 | TEC: 4.0 | LUK: 4.0 | Morale: 5500
 Necromancer Ansatsu mono (Assassin) (x2)
 GEN: 2.3 | ATK: 3.0 | TEC: 3.3 | LUK: 3.3 | Morale: 2850

* Tactics: A couple problems here. One is that the Necromancers are NOT in formation so if you took too long before, you can't get the MVP unless you can defeat one Necromancer a turn. The other, more importantly, is that the Necromancers will warp to the target points and make you lose so don't let that happen. Oh, and a third thing is that the Necromancer has 4.0 LUK, so if you don't have a 4 LUK unit and you've already used Vise to get the Rainbow Arc...

* Win: Defeat all enemies

* MVP: 14 turns, LUK +1

* Note: Beatorinu will join you here if you are headed for Chapter 6c.

* Note: At this point, based on the maps you chose to play in Chapters 3 and 5, you will play one of three different endings for Chapter 6. To check the requirements for each ending, go to Section IV of this FAQ. Yay for butterfly effect.

== Chapter 6a =====CH6a==

-- Battlefield 38: Utsurou toki no naka de - Part 1 -----BF38--

* Note: Enjoy the intro conversation to this part. ^^

* Time: Fixed Night

* Map:

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[c]-[a]-[G]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]      [ ]
| | | | | | | | | |
[d]-[b]-[G]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
|          | | | | |
[f]      [ ]-[ ]-[ ]-[ ]-[ ]
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|
[ ]

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* Enemies:

Guardian Knight Baldus

Item: Paladin Lance [2]: [O] Holy attack UP

GEN: 5.0 | ATK: 4.0 | TEC: 3.4 | LUK: 2.0 | Morale: 7760

Knight Juuki hei (Heavy Knight)

Item: Grand Cross [3]: [O] Void all attr.

GEN: 4.0 | ATK: 3.4 | TEC: 2.7 | LUK: 1.9 | Morale: 6820

Knight Juuki hei (Heavy Knight)

GEN: 3.5 | ATK: 3.2 | TEC: 2.7 | LUK: 1.9 | Morale: 6820

Knight Juuki hei (Heavy Knight) (x2)

GEN: 3.2 | ATK: 3.0 | TEC: 2.6 | LUK: 1.9 | Morale: 3030

Fencer Teikoku hei (Imperial Army) (x2)

GEN: 2.6 | ATK: 3.1 | TEC: 2.5 | LUK: 1.9 | Morale: 2630

Assassin Teikoku hei (Imperial Army) (x2)

GEN: 1.7 | ATK: 2.2 | TEC: 4.0 | LUK: 4.0 | Morale: 2350

* Tactics: My advice is to attack the top knight closest to you so that you can take out the assassins. (They will be second and fourth in formation, so if you have any unit that works specifically against them, a 2-unit union with him/her will suffice.) Or, you can just have Pamela put everyone to sleep again. Zilva works well, of course, along with anyone with a [O] Night happy item. You must clear this part within 5 turns if you want the MVP.

* Advance: Defeat the lead Knight

-- Battlefield 38: Utsurou toki no naka de - Part 2 -----

* Map:

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* Ally:

Assault Siscia

GEN: 2.7 | ATK: 4.2 | TEC: 5.1 | LUK: 6.0 | Morale: 9999

* Enemies:

Guardian Knight Baldus [Protect]

Item: Paladin Lance [2]: [O] Holy attack UP

GEN: 5.0 | ATK: 4.0 | TEC: 3.4 | LUK: 2.0 | Morale: 7760

Guardian Knight Koutetsuki hei (Steel Knight) (x3)

Item: Medallion

GEN: 4.2 | ATK: 3.2 | TEC: 3.4 | LUK: 1.9 | Morale: 3610

Valkyrie Teikoku hei (Imperial Army)

GEN: 2.4 | ATK: 3.1 | TEC: 3.4 | LUK: 2.6 | Morale: 3070

Assassin Teikoku hei (Imperial Army)

GEN: 1.7 | ATK: 2.3 | TEC: 4.0 | LUK: 4.0 | Morale: 2560

* Tactics: Whatever you do, do NOT charge in with one unit. This means no Pamela spamming Coma Karma either, because Guardian Knights are [O] Void ailments anyway. You need to wait for Siscia to reach the top left, which will be a total of 15 turns. If you're just using a movement card to advance, stay at least 3 tiles away from the Valkyries so that at most only one of Baldus's units will charge at you. Also note that Baldus is wise enough to have his Assassins out of formation, so you must specifically target each one to get them before they get you. And chances are, they'll get you, so be prepared for that.

Note: You can't defeat Baldus, nor can you Steal his item. This means that if you want the Famous Horse Werdna item in BF 41, you need to Item Break here (when Baldus has the Paladin Lance equipped only). Otherwise Baldus will still have the Paladin Lance (or whatever item he has equipped now) in BF 41.

* Win: Stall for 15 turns

* MVP: 20 turns, ATK +1

-- Battlefield 39: Betsuri - Part 1 -----BF39--

* Time: Fixed Night

* Map:

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* Enemies:

Noble Velleman

[O] No battle penalty

[O] Void Dark

Item: Southern Cross [1]: [O] Power 50% UP

GEN: 3.4 | ATK: 5.0 | TEC: 5.0 | LUK: 5.0 | Morale: 7240

Assassin Shihei (Private Army)

Item: Medallion

GEN: 1.7 | ATK: 2.2 | TEC: 4.0 | LUK: 4.0 | Morale: 4500

Necromancer Shihei (Private Army) (x3)

GEN: 2.5 | ATK: 3.1 | TEC: 3.4 | LUK: 3.4 | Morale: 3180

Assassin Shihei (Private Army) (x1)

GEN: 1.7 | ATK: 2.2 | TEC: 4.0 | LUK: 4.0 | Morale: 2350

* Tactics: Easy. Target the left assassin and you should be able to win this in 3 turns.

* Advance: Defeat the lead Assassin

-- Battlefield 39: Betsuri - Part 2 -----

* Map:

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* Remarks:

1. Otome no namida (Maiden's Tears). Kind of sad that at the beginning of the last BF, she said, "Betsu ni suki niha naranai," which basically means that she doesn't like it when they're apart.

* Enemies:

Noble Velleman

[O] No battle penalty

[O] Void Dark

Item: Southern Cross [1]: [O] Power 50% UP

GEN: 3.4 | ATK: 5.0 | TEC: 5.0 | LUK: 5.0 | Morale: 7240

Assassin Shihei (Private Army)

Item: Medallion

GEN: 1.7 | ATK: 2.3 | TEC: 4.0 | LUK: 4.0 | Morale: 4920

Necromancer Shihei (Private Army) (x2)

GEN: 2.5 | ATK: 3.1 | TEC: 3.4 | LUK: 3.4 | Morale: 3180

Assassin Shihei (Private Army) (x3)

GEN: 1.7 | ATK: 2.3 | TEC: 4.0 | LUK: 4.0 | Morale: 2560

* Tactics: Zilva does really well here, since her opponents are either staff users or have 1 GEN. You shouldn't have too much trouble defeating the Private Army. Velleman is a different story, as he does have 5 ATK and TEC (not to mention you'll need someone with 5 LUK or Vise to take his item) and the usual sword / spear / axe weapons don't really match up. Bow users are really good here. Otherwise, Medyute has terrain bonus and Nessiah has weapon advantage as well.

* Win: Defeat Velleman

* MVP: 12 turns, TEC +1

-- Battlefield 40: Yubi okose, maryuu no chi - Part 1 -----BF40--

* Time: Noon

* Map:

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* Enemies:

Oracle Beatorinu

GEN: 2.5 | ATK: 2.5 | TEC: 4.2 | LUK: 3.4 | Morale: 6560

Knight Shinden no mono (Temple Guard) (x3)

GEN: 3.3 | ATK: 3.1 | TEC: 2.6 | LUK: 1.9 | Morale: 3190

Griffon Rider Shinden no mono (Temple Guard) (x2)

GEN: 3.0 | ATK: 3.0 | TEC: 2.6 | LUK: 3.3 | Morale: 3050

Witch Shinden no mono (Temple Guard) (x2)

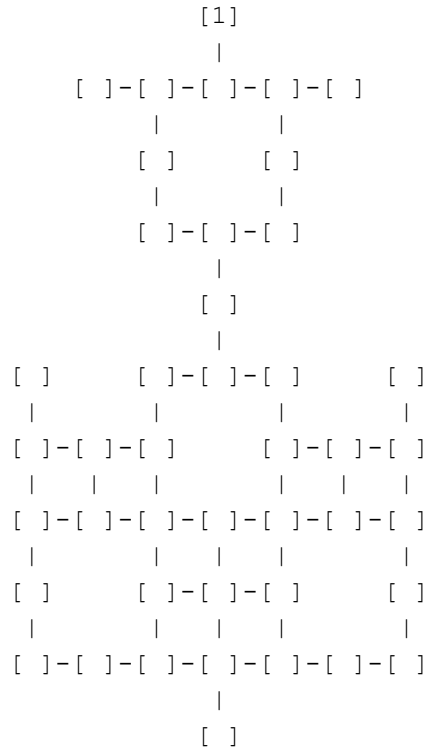
GEN: 2.5 | ATK: 2.5 | TEC: 4.0 | LUK: 3.3 | Morale: 2950

* Tactics: Just don't put Garlot against the Griffon Riders and you'll be fine. Beatorinu isn't anything to worry about either, as she only has 2 ATK. You should be able to complete this part in 5 turns. There isn't much strategy to this, as any combination of units can be used as long as your formation/union lineup is correct.

* Advance: Defeat Beatorinu

-- Battlefield 40: Yubi okose, maryuu no chi - Part 2 -----

* Map:



* Remarks:

1. Inferno

* Enemies:

Oracle Beatorinu

Item: Clover Light [1]: [0] Critical 50%

GEN: 3.0 | ATK: 3.0 | TEC: 5.0 | LUK: 4.0 | Morale: 6560

Knight Shinden no mono (Temple Guard) (x3)

GEN: 3.3 | ATK: 3.1 | TEC: 2.6 | LUK: 1.9 | Morale: 3190

Griffon Rider Shinden no mono (Temple Guard) (x2)

GEN: 3.0 | ATK: 3.0 | TEC: 2.6 | LUK: 3.3 | Morale: 3050

Witch Shinden no mono (Temple Guard) (x2)

GEN: 2.5 | ATK: 2.5 | TEC: 4.0 | LUK: 3.3 | Morale: 2950

* Tactics: A little harder than before, as Beatorinu now has the Clover Light, but still nothing too bad. A 2-unit union can basically take out the Knights and Witches flanking the Griffon Riders. If you don't want to risk getting criticaled, defeat Beatorinu on your turn. A 3-unit union will suffice, especially if you already began to chip away at her morale when fighting the Griffon Riders.

* Win: Defeat Beatorinu

* MVP: 14 turns, ATK +1

-- Battlefield 41: Tate wo yaburu no ha hoko nanoka? - Part 1 -----BF41--

* Time: Noon

* Map:

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* Enemies:

Guardian Knight Baldus [HIGH] [Protect]

Item: Meiba waadona (Famous Horse Werdna) [3]: [O] Always ace
 GEN: 5.0 | ATK: 4.0 | TEC: 4.0 | LUK: 2.0 | Morale: 8000

Item: Paladin Lance [2]: [O] Holy attack UP
 GEN: 5.0 | ATK: 4.0 | TEC: 3.5 | LUK: 2.0 | Morale: 8000

Guardian Knight Koutetsuki hei (Steel Knight) (x5)
 GEN: 4.2 | ATK: 3.2 | TEC: 3.4 | LUK: 1.9 | Morale: 6720

* Tactics: Don't think that you can auto-win just because you have Genocide, and spamming it will make you lose. Medyute and Mizer can take on the Knights, though remember to move Mizer out of formation when you're done. Since it's almost the end, start equipping the good items you've been keeping in your inventory. To get the MVP, you'll need to attack the bottom right Guardian Knight, as the back ones have higher morale, and you should be able to complete this part in 1 or 2 turns. If you don't care about that, then do whatever you want, but be aware that most of the Knights, including Baldus, are on the road.

* Advance: Defeat at least two Guardian Knights

-- Battlefield 41: Tate wo yaburu no ha hoko nanoka? - Part 2 -----

* Map:

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* Additional Enemies:

Bandit Teikoku hei (Imperial Army)

GEN: 2.3 | ATK: 3.2 | TEC: 2.0 | LUK: 3.3 | Morale: 5320

Hunter Teikoku hei (Imperial Army) (x2)

GEN: 2.4 | ATK: 2.1 | TEC: 3.5 | LUK: 2.4 | Morale: 2380

Axe Battler Teikoku hei (Imperial Army) (x2)

GEN: 2.0 | ATK: 3.2 | TEC: 3.1 | LUK: 2.3 | Morale: 2420

Bandit Teikoku hei (Imperial Army) (x1)

GEN: 2.2 | ATK: 3.1 | TEC: 1.9 | LUK: 3.2 | Morale: 2480

* Tactics: Just use a few units who should already be in position to attack the reinforcements and they'll quickly go away.

* Advance: Defeat at least 1 unit from the south

-- Battlefield 41: Tate wo yaburu no ha hoko nanoka? - Part 3 -----

* Tactics: Baldus no longer has HIGH or Protect. For the MVP, you should be starting this part on Turn 4. Attacking the bottom center Knight will defeat him and you should decide whether you want to defeat Baldus or have him join you.

To defeat him, move a unit toward Baldus with MOV left over after your union. Make sure your units can counter well on Turn 5 so that you can mass union him on Turn 6 for the MVP. If you want him to join you, you need to defeat all other Knights, which shouldn't be difficult, just that you might miss out on the MVP because they're not in formation. If you don't care about MVPs at this point, then you can just do whatever you want.

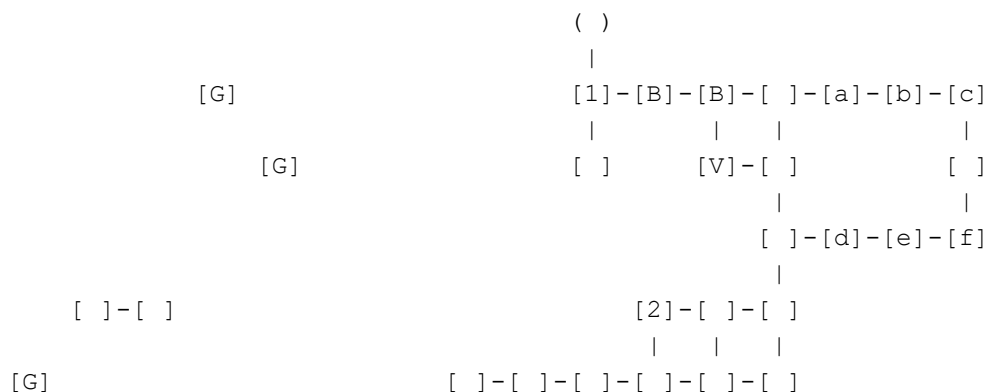
* Win: Defeat Baldus or Defeat all other Knights

* MVP: 6 turns, LUK +1

-- Battlefield 42: Sou ryuu gekitotsu - Part 1 -----BF42--

* Time: Fixed Noon

* Map:



* Remarks:

1. Trade: Rusted Sword and Mana Stone --> Magical Sword
2. Inishie no gakufu (Antique Music)

* Enemies:

Emperor Thortie

[O] Compensate for heavy damage

[O] Heavy counter % UP

Item: Daakunesugaadoru (Darkness Girdle) [1]: [O] Dark attack UP

GEN: 5.0 | ATK: 6.0 | TEC: 6.0 | LUK: 3.0 | Morale: 8820

Valkyrie Lapis

Item: Sousou tsurugi Zorufi (Funeral Sword Zolfy) [2]: [O] 1 on 1 = win

GEN: 5.0 | ATK: 6.0 | TEC: 5.0 | LUK: 4.0 | Morale: 9000

Knight Teikoku hei (Imperial Army)

GEN: 3.4 | ATK: 3.1 | TEC: 2.6 | LUK: 1.9 | Morale: 6480

Knight Teikoku hei (Imperial Army) (x1)

GEN: 3.4 | ATK: 3.1 | TEC: 2.6 | LUK: 1.9 | Morale: 3340

Undine Teikoku hei (Imperial Army) (x2)

GEN: 2.7 | ATK: 3.0 | TEC: 3.3 | LUK: 2.6 | Morale: 3000

Imperial Knight Teikoku hei (Imperial Army) (x2)

GEN: 3.2 | ATK: 3.2 | TEC: 3.2 | LUK: 1.9 | Morale: 3090

Axe Battler Teikoku hei (Imperial Army) (x2)

GEN: 3.1 | ATK: 3.4 | TEC: 2.6 | LUK: 1.9 | Morale: 3220

* Tactics: Bow users can snipe off the Imperial Knights pretty quickly, or you can just use staff users or Gulcasa to do the same. For the MVP, though, you might want to ignore Imperial Knights altogether and go straight for the lead Knight, but is one tiny GEN star going to make a difference at this point in the game?

* Advance: Defeat the lead Knight

-- Battlefield 42: Sou ryuu gekitotsu - Part 2 -----

* Map:

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* Remarks:

1. Trade: Rusted Sword and Mana Stone --> Magical Sword
2. Inishie no gakufu (Antique Music)

* Enemies:

Emperor Thortie

[O] Compensate for heavy damage

[O] Heavy counter % UP

Item: Daakunesugaadoru (Darkness Girdle) [1]: [O] Dark attack UP

GEN: 5.0 | ATK: 6.0 | TEC: 6.0 | LUK: 3.0 | Morale: 8820

Valkyrie Lapis

Item: Sousou tsurugi Zorufi (Funeral Sword Zolfy) [2]: [O] 1 on 1 = win

GEN: 5.0 | ATK: 6.0 | TEC: 5.0 | LUK: 4.0 | Morale: 9000

Valkyrie Shineitai (Imperial Guard) (x1)

GEN: 2.6 | ATK: 3.4 | TEC: 3.5 | LUK: 2.7 | Morale: 3520

Imperial Knight Shineitai (Imperial Guard) (x2)

GEN: 3.5 | ATK: 3.5 | TEC: 3.4 | LUK: 1.9 | Morale: 3590

Griffon Rider Shineitai (Imperial Guard) (x2)

* Tactics: It's been a while since we last saw the Revolution + [O] 1 on 1 = win combo, but here it is once again. This means to avoid it, you should first attack the northeast-most Griffon Rider so that Lapis isn't in formation. Otherwise, she will be third or later in formation, which will inevitably lead to my favorite auto-win combo. Another way to avoid it is to block Revolution, either with Shield Barrier (come on, you're Gulcasa, you don't use Shield Barrier!) or Genocide, which prevents any other Break Out.

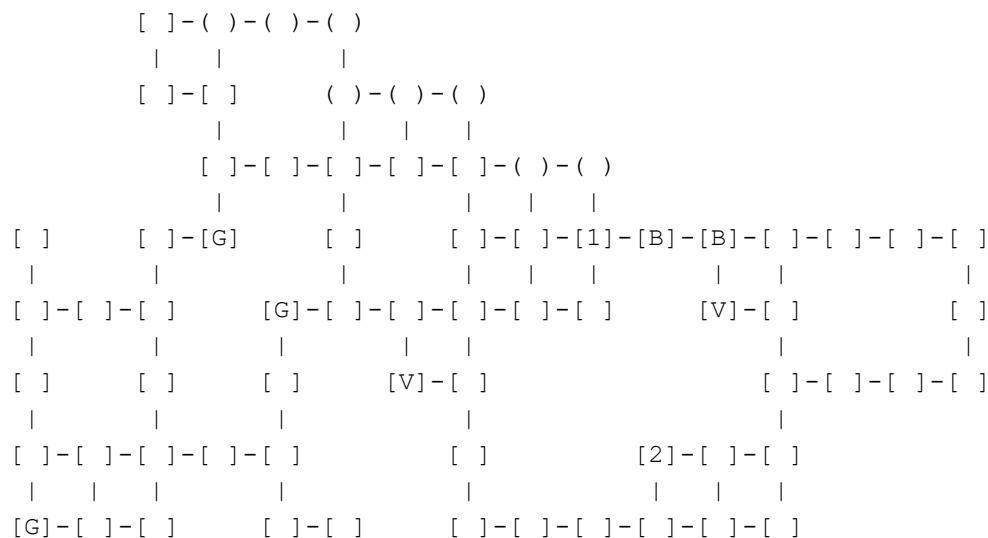
Don't forget that a 1 on 1 before Revolution is also a win for Lapis, and since she has 6 ATK, you have to get a good charge/counter, or she'll come down with Zolfy against you. Large units aren't recommended here, as they reach 1 figure faster than small units do.

* Advance: Bring Lapis to < 50% morale or Defeat Lapis (No card reset)

* Note: If you only brought Lapis down to < 50% morale, she will fully recover morale when Thortie appears. Your turn still continues when you complete this objective and your cards don't reset. In addition, Thortie will appear at the northwest, while defeating Lapis will force you to approach Thortie at the southwest.

-- Battlefield 42: Sou ryuu gekitotsu - Part 3 -----

* Map:



* Remarks

1. Trade: Rusted Sword and Mana Stone --> Magical Sword
2. Inishie no gakufu (Antique Music)

* Enemies:

Emperor Thortie

[O] Compensate for heavy damage

[O] Heavy counter % UP

Item: Daakunesugaadoru (Darkness Girdle) [1]: [O] Dark attack UP

GEN: 5.0 | ATK: 6.0 | TEC: 6.0 | LUK: 3.0 | Morale: 8820

Imperial Knight Konoe hei (Imperial Guard) (x2)

GEN: 4.0 | ATK: 4.0 | TEC: 3.5 | LUK: 1.9 | Morale: 3760

Undine Konoe hei (Imperial Guard) (x2)

GEN: 3.2 | ATK: 3.2 | TEC: 3.4 | LUK: 2.7 | Morale: 3490

Axe Battler Konoe hei (Imperial Guard) (x2)

GEN: 3.0 | ATK: 3.5 | TEC: 3.3 | LUK: 2.4 | Morale: 3170

* Tactics: Thortie adds a dark element on Rage and his item is [O] Dark attack UP, which will turn a close match into his win. He also has pretty high stats, so only leveled up units can face him. (He also has level advantage, so even Jenon with the same stats will most likely lose.) Recommended units include Leon, Gulcasa, and Baldus.

* Win: Defeat Thortie

* MVP: 14 turns, GEN +1

-- Battlefield 43: Honoo mikado garukaasa -----BF43--

* Note: The conversation goes for 4 turns.

* Time: Fixed Night

* Map:

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* Enemies:

Axe Battler Medyute

GEN: 4.0 | ATK: 6.0 | TEC: 6.0 | LUK: 4.0 | Morale: 8880

* Tactics: You don't need me to tell you what to do. Medyute doesn't even have terrain bonus.

* Win: Defeat Medyute

* MVP: --

* End: This is the canon ending. It always makes me sad to think about why Garlot became Gulcasa... You can kind of guess what they talked about, too. First three turns was about Gulcasa's role in creating a new future, the one that Siscia wanted, and about how he was using it as an excuse... while the last turn, Medyute asks Garlot to look at himself now and tell her if that's what Siscia really wanted. The epilogue is pretty nice too.

== Chapter 6b =====CH6b==

-- Battlefield 44: Higeki (Tragedy) - Part 1 -----BF44--

* Note: I like Siscia and Jenon's conversation here. ^^ Oh, and "chiwagenka" is basically a lovers' quarrel.

* Time: Fixed Noon

* Map:

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* Enemies:

Undine Kyoudan hei chou (Religious Leader)

Item: Rinne no namida (Tears of Rebirth) [3]: [O] Skill time 2x

GEN: 3.0 | ATK: 3.4 | TEC: 3.3 | LUK: 3.0 | Morale: 5780

Undine Kyoudan hei (Religious Army) (x1)

GEN: 2.7 | ATK: 3.0 | TEC: 3.3 | LUK: 2.5 | Morale: 2990

Griffon Rider Kyoudan hei (Religious Army) (x2)

GEN: 2.5 | ATK: 2.5 | TEC: 2.4 | LUK: 3.1 | Morale: 2530

Fencer Kyoudan hei (Religious Army) (x2)

GEN: 2.6 | ATK: 3.1 | TEC: 2.5 | LUK: 1.9 | Morale: 2630

Bandit Kyoudan hei (Religious Army) (x2)

GEN: 2.2 | ATK: 3.1 | TEC: 1.9 | LUK: 3.2 | Morale: 2480

* Tactics: I'm proud to say that I put Fermata Bell on Ita and she went 5-0 by herself on the first turn without the enemy using Shield Barrier once. This is just another standard fight. However, you need to make this fast if you want the MVP.

* Advance: Defeat all enemies

-- Battlefield 44: Higeiki (Tragedy) - Part 2 -----

* Time: Fixed Evening

* Map:

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* Ally:

Valkyrie Luciana

GEN: -- | ATK: -- | TEC: -- | LUK: -- | Morale: --

* Enemies:

Necromancer Kyoudan hei chou (Religious Leader) [Protect]

Item: Pain Staff [1]: [O] All elements UP

GEN: 2.5 | ATK: 3.3 | TEC: 3.5 | LUK: 3.5 | Morale: 5720

Necromancer Kyoudan hei (Religious Army) (x1)

GEN: 2.3 | ATK: 3.1 | TEC: 3.3 | LUK: 3.3 | Morale: 2960

Bandit Kyoudan hei (Religious Army) (x2)

GEN: 2.3 | ATK: 3.2 | TEC: 2.0 | LUK: 3.3 | Morale: 2760

Undine Kyoudan hei (Religious Army) (x2)

GEN: 2.6 | ATK: 2.6 | TEC: 3.2 | LUK: 2.5 | Morale: 2710

Assassin Kyoudan hei (Religious Army) (x2)

GEN: 1.8 | ATK: 2.4 | TEC: 4.1 | LUK: 4.1 | Morale: 2710

* Tactics: Luciana will take one step at a time so all you can do is stall for 9 turns, as the lead Necromancer can't be defeated. This one shouldn't be too hard either, if you brought two or more units from the start.

* Advance: Stall for 9 turns

-- Battlefield 44: Higeiki (Tragedy) - Part 3 -----

* Time: Fixed Night

* Map:

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* Remarks:

1. Blue Stinger

* Enemies:

Necromancer Kyoudan hei chou (Religious Leader)

GEN: 2.5 | ATK: 3.2 | TEC: 3.4 | LUK: 3.4 | Morale: 6380

Assassin Kyoudan hei (Religious Army) (x2)

GEN: 1.8 | ATK: 2.5 | TEC: 4.2 | LUK: 4.2 | Morale: 5740

* Tactics: You have to charge in against the Necromancer and Assassin if you want a shot at the MVP. It would hopefully be the girl wearing the Evening Dress from the last battlefield, but you'll have to send whoever's closest. Note that from the closest possible position, it still takes 11 MOV, not to mention the Assassins will counterattack on their turn. Also, unless you manage to defeat

both Assassins at night on their counter, you'll need a unit like Garlot to move past enemies to get the Blue Stinger along with the MVP.

* Win: Defeat all enemies

* MVP: 16 turns, ATK +1

* Enjoy Aegina's backstory! ^^ Too bad it isn't part of route A, but at least they included it.

-- Battlefield 45: Fukushuu (Revenge) - Part 1 -----BF45--

* Time: Noon

* Map:

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* Remarks:

1. Trade: Dark Matter --> Dark Sabre. Day/Evening only.

* Ally:

Valkyrie Aegina

GEN: 3.3 | ATK: 5.0 | TEC: 5.0 | LUK: 3.0 | Morale: 9999

* Enemies:

Fencer Russell

Item: End of Ages [1]: [O] Power 50% UP

GEN: 4.0 | ATK: 4.0 | TEC: 3.0 | LUK: 1.0 | Morale: 6780

Knight Soutai hei??? (Kingdom Troops???)

Item: Burning Sun [3]: [O] Day happy

GEN: 3.5 | ATK: 4.0 | TEC: 3.0 | LUK: 1.9 | Morale: 6820

Knight Oukoku hei (Kingdom Troops) (x1)

Item: Medallion

GEN: 3.3 | ATK: 3.1 | TEC: 2.6 | LUK: 1.9 | Morale: 3190

Knight Oukoku hei (Kingdom Troops) (x1)

Item: Medallion

GEN: 3.2 | ATK: 3.0 | TEC: 2.6 | LUK: 1.9 | Morale: 3030

Knight Oukoku hei (Kingdom Troops) (x2)

Item: Medallion

GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 2750

Fencer Oukoku hei (Kingdom Troops) (x2)

GEN: 2.6 | ATK: 3.2 | TEC: 2.6 | LUK: 1.9 | Morale: 2850

Valkyrie Oukoku hei (Kingdom Troops) (x1)

GEN: 2.4 | ATK: 3.0 | TEC: 3.3 | LUK: 2.6 | Morale: 2950
Griffon Rider Oukoku hei (Kingdom Troops) (x2)

GEN: 3.1 | ATK: 3.1 | TEC: 2.6 | LUK: 3.4 | Morale: 3320
Griffon Rider Oukoku hei (Kingdom Troops) (x1)

GEN: 3.0 | ATK: 3.0 | TEC: 2.6 | LUK: 3.3 | Morale: 3050

* Tactics: The first part is easy, and you should be able to complete this within one turn if you save enough MOV to place a unit next to Aegina. Note that if you decided not to level her, then a female unit will include her in formation, which might be bad as she can't use skills or the gauge.

* Advance: Move a unit next to Aegina

-- Battlefield 45: Fukushuu (Revenge) - Part 2 -----

* Tactics: Basically you continue where you left off. Garlot can't charge in by himself because there are Griffon Riders flanking Russell, so if you do use him, make sure that you have other units in formation to defeat the Griffon Riders. Unless you're using Sleip, the only way through is past Russell. Just defeat him before he Item Breaks anything valuable. This will open the next part of the map.

* Advance: Defeat Russell (No card reset)

-- Battlefield 45: Fukushuu (Revenge) - Part 3 -----

* Map:

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* Remarks:

1. Trade: Dark Matter --> Dark Sabre

* Additional Enemies:

Hunter Oukoku hei (Kingdom Troops)

GEN: 2.6 | ATK: 2.2 | TEC: 4.0 | LUK: 2.6 | Morale: 5220

Hunter Oukoku hei (Kingdom Troops) (x3)

GEN: 2.6 | ATK: 2.2 | TEC: 4.0 | LUK: 2.6 | Morale: 2710

* Tactics: The Hunters will move out of their forest area, making it that much easier. However, their formation isn't that great, meaning they'll probably counter you during the day before you can defeat them all. In addition, they make great meat shields for the lead Knight. Since he has 4 ATK and a Shield Barrier, even 5 ATK Garlot on the Road is screwed, so don't underestimate the annoyance of Shield Barrier.

* Win: Defeat the lead Knight

* MVP: 15 turns, TEC +1

* Note: It makes me sad that Pamela never has her portrait featured on the save screen. :(

-- Battlefield 46: Kakusei (Awakening) - Part 1 -----BF46--

* Time: Noon

* Map:

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* Remarks:

1. Trade: Desert Rose and Stardust --> Hoshikuzu no sunadokei (Stardust Hourglass)

* Enemies:

Griffon Rider Oukoku hei (Kingdom Troops)

Item: Bloody Rose [2]: [0] Power 25% UP

GEN: 3.4 | ATK: 4.0 | TEC: 3.0 | LUK: 3.3 | Morale: 6100

Griffon Rider Oukoku hei (Kingdom Troops) (x3)

GEN: 2.7 | ATK: 2.7 | TEC: 2.5 | LUK: 3.2 | Morale: 2870

Necromancer Oukoku hei (Kingdom Troops) (x2)

GEN: 2.2 | ATK: 2.6 | TEC: 3.2 | LUK: 3.2 | Morale: 2560

* Tactics: Once again, no Garlot against Griffon Riders. Their card is Gravity Chaos, so count Aegina out as well. Mizer does really well here, since he can be anywhere, any time, and get at least an [0] status. After this, Russell will arrive at the northeast and Baldus along the east road.

* Advance: Defeat all enemies

-- Battlefield 46: Kakusei (Awakening) - Part 2 -----

* Map:

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* Remarks:

- 1. Trade: Desert Rose and Stardust --> Hoshikuzu no sunadokei (Stardust Hourglass)
- x. See Tactics.

* Enemies:

- Fencer Russell [HIGH]
 - Item: Etherion [1]: [O] Gauge fills fast
 - GEN: 4.0 | ATK: 4.0 | TEC: 3.0 | LUK: 2.0 | Morale: 6780
- Guardian Knight Baldus [HIGH]
 - Item: Mars Shield [1]: [O] Block charge
 - GEN: 5.0 | ATK: 3.3 | TEC: 2.0 | LUK: 2.4 | Morale: 7760
- Fencer Oukoku hei (Kingdom Troops) (x2) [HIGH]
 - GEN: 3.1 | ATK: 3.4 | TEC: 2.6 | LUK: 1.9 | Morale: 3220
- Hunter Oukoku hei (Kingdom Troops) (x3) [HIGH]
 - GEN: 3.0 | ATK: 2.3 | TEC: 4.0 | LUK: 2.6 | Morale: 3030
- Guardian Knight Koutetsuki hei (Steel Knight) (x5) [HIGH]
 - GEN: 4.2 | ATK: 3.2 | TEC: 3.4 | LUK: 1.9 | Morale: 3610

* Tactics: When you choose to attack Baldus's unit, you have to defeat the first Knight before he Breaks Out with Ace Guard. Since you're already on Chapter 6, you might as well equip all your good items, including [O] Critical 50%, [O] 1 on 1 = win, etc. Otherwise, items that raise your ATK are good, since you probably won't be beating Baldus's unit with TEC any time soon. If you are equipping items, though, either make sure your units have 4 GEN as well or don't directly attack Russell's team because his Etherion guarantees the Item Break.

Hunters will approach you through the northeast forest. It would be advisable to leave any west units at least 2 tiles away from forest terrain, since that forces Hunters out of the forest to attack you, and you should have an easier time dealing with them. Also, to prevent the Road bonus for the Knights, you should set your units one tile left of the wasteland terrain (on either of the [x]-marked spots) so that when the Knights approach, one must be on wasteland terrain instead of the road.

If you still want the MVP, though, then things are a little different. You must form a 5-unit union right now, preferably not attacking Baldus. Your first two and last two units must fulfill the advance condition. While it's doubtful that all of your units will be clumped together enough for Ace Guard, that would be the card of choice. However, it's by no means a requirement.

* Advance: Defeat 2 Guardian Knights

* Map:

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* Remarks:

1. Trade: Desert Rose and Stardust --> Hoshikuzu no sunadokei (Stardust Hourglass)
2. Gurifon no hane (Griffon's Feather)
3. Mepuru no kajitsu (Mepple Fruit)

* Ally:

Griffon Rider Emilia

Item: Seirei no meisu (Spirit Mace) [1]: [0] Day move -> Morale UP

GEN: 4.0 | ATK: 3.0 | TEC: 5.0 | LUK: 3.1 | Morale: 7240

* Tactics: Try not to get Emilia sniped off by the Hunters. She can go against Baldus, but not Russell. Things become a lot easier here.

* Win: Defeat Baldus and Russell

* MVP: 10 turns, LUK +1

* Time: Fixed Noon

* Map:

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* Ally:

Valkyrie Aegina [HIGH]

GEN: 3.4 | ATK: 6.0 | TEC: 6.0 | LUK: 3.0 | Morale: 9999

* Enemies:

King Ordene

[O] Void ailments

[O] Void all but Dark

Item: Gran Centurio [1]: [O] Holy attack UP

GEN: 5.0 | ATK: 4.0 | TEC: 4.0 | LUK: 2.6 | Morale: 8240

* Tactics: Yes, Aegina will always lose, but that doesn't matter. Enjoy the storyline.

* Advance: Wait three turns

-- Battlefield 48: Saikai (Reunion) - Part 2 -----

* Map:

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[c]-[]-[e]
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* Enemies:

King Ordene

[O] Void ailments

[O] Void all but Dark

Item: Gran Centurio [1]: [O] Holy attack UP

GEN: 5.0 | ATK: 4.0 | TEC: 4.0 | LUK: 2.6 | Morale: 8240

Witch Oukoku hei (Kingdom Troops)

Item: Formular [1]: [O] Gauge = MAX

GEN: 2.4 | ATK: 3.0 | TEC: 5.0 | LUK: 3.3 | Morale: 6040

Witch Oukoku hei (Kingdom Troops) (x3)

GEN: 2.4 | ATK: 2.5 | TEC: 4.2 | LUK: 3.3 | Morale: 3120

Fencer Oukoku hei (Kingdom Troops) (x4)

GEN: 3.0 | ATK: 3.3 | TEC: 2.6 | LUK: 1.9 | Morale: 3060

* Tactics: Ordene will not Jihad against Aegina, but will against everyone else. As usual, auto-KO cards do go through Shield Barrier, so don't even try. If you still want the MVP, you'll need to defeat the Witch unit in 2 turns or less, preferably in 1 turn, because you can't mass union Ordene without losing at least once or twice. On your charge, it's recommended to keep Aegina second in

formation, so that Ordene will probably be MAXed when she's fighting. You might also want the first person in formation to have a [O] Foe GEO 0% item to defeat him that much faster. Your third unit is probably screwed unless they have a [O] Critical 50% item to further prevent Jihad.

* Win: Defeat Ordene

* MVP: 10 turns, GEN +1

-- Battlefield 49: Kuromaku (Black Curtain) -----BF49--

* Time: Fixed Night

* Map:

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* Enemies:

Conjurer Alanjame

[O] Void Dark

[X] < Holy

Item: Jewel Rod [2]: [O] Thunder attack UP

GEN: 3.0 | ATK: 3.1 | TEC: 3.4 | LUK: 4.0 | Morale: 6900

Necromancer Minion (x1)

GEN: 2.6 | ATK: 3.3 | TEC: 3.4 | LUK: 3.4 | Morale: 3450

Bandit Minion (x2)

GEN: 2.5 | ATK: 3.5 | TEC: 1.9 | LUK: 3.4 | Morale: 3190

Undine Minion (x2)

GEN: 3.1 | ATK: 3.1 | TEC: 3.4 | LUK: 2.6 | Morale: 3320

Assassination Minion (x2)

GEN: 1.8 | ATK: 2.5 | TEC: 4.2 | LUK: 4.2 | Morale: 2970

* Tactics: Make sure your first card can defeat all units in formation or that all units can use the card because you'll most likely get countered by the Assassins on their turn. Nothing much to worry about, as you should be able to easily defeat all minions. You can mass union Alanjame for the win.

* Win: Defeat Alanjame

* MVP: 5 turns, ATK +1

* End: I'm too lazy to translate it, but... I'd have to say it's my favorite ending, which is why I finished writing up Chapter 6b first. :D Basically, even though Aegina doesn't really accept Yggdra at first, they eventually become good friends.

* Continue: The next battlefield / hidden ending can only be played if you've seen the Route B normal ending once before and if you brought Emilia along in the previous two battlefields, so don't forget about this on your second playthrough.

-- Battlefield 50: Chi (Blood) -----BF50--

* Time: Fixed Night

* Map:

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* Enemies:

Kiddy Bronga Emilia

[O] Void ailments

[O] Void all attr.

[-] GEO 0%

Item: Black Maria [3]: [O] Block counter

GEN: 6.0 | ATK: 6.0 | TEC: 6.0 | LUK: 6.0 | Morale: 9999

* Tactics: This is the hardest fight in the game. And about time. I was getting worried that everything in Yggdra / Blaze Union could be solved with no brains and high stats.

Since this is deceptively difficult, I guess I should write a little bit more about what to do. Two words: Mass union. Use a turn to set up your units and another for a 5-unit union. Don't rush in. And heal all your units to max morale and get their GEN or ATK as high as you can.

Now... how to win. Emilia will lose a little HP due to battle penalty, but this is usually not enough for the win because her HP in successive fights depends on how much you reduced it in the fight before. To make this quick, you have to trigger her Genocide, and, assuming you lose, she'll lose a much larger fraction of her HP for the next fight in the union. Just make sure your next unit can actually win. If you're successful this way, then Emilia will probably Genocide again, and after that, you have another chance at chipping away a little more of her morale.

I recommend this formation: Siscia first. Leave room for her to move away after the union because you don't want to fight Emilia on the counter. Trust me on this one. Your second and fourth units should both have some item that voids

fire. There's the Princess Dress for Aegina, Platinum Ornament for any female character, and Crimson Mantle for all characters. These will be the units triggering Genocide, so they should have decent GEN (at least 4, but hopefully 5 or 6). However, they can't slack on ATK either because they still need to cause as much damage as possible to decrease Emilia's HP on fights 3 and 5. Speaking of which, third and fifth units should be the ones able to defeat Emilia when she starts with around 1/4 of her max HP. [O] Morale damage = MAX items are an option for these units, as well as the Seihitsu baruuku if you've been saving it.

* Note: Any cheese you're thinking of, including [O] 1 on 1 = win, doesn't work. You have no elementals and no fatal damage here.

* Win: Defeat Emilia

* MVP: --

* Note: For winning, you will add the Black Maria to your Extra Contents / Item Manual whether you actually take the item or not, so don't worry about that.

* End: I don't want to spoil too much here, since you should beat this BF for yourself and see what happens. To be honest though, I thought this was an awesome ending but was kind of disappointed at the same time. Guess none of the endings could be perfect / happily ever after.

== Chapter 6c =====CH6c==

-- Battlefield 51: Hajimari no owari (The End of the Beginning) -----BF51--

* Time: Fixed Noon

* Map:

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* Enemies:

Axe Battler Serika

Item: Kill Blade [2]: [O] 1 on 1 = win

GEN: 1.0 | ATK: 4.0 | TEC: 3.2 | LUK: 2.3 | Morale: 7820

Axe Battler Yuugeki hei (Guerrilla Army) (x1)

GEN: 2.3 | ATK: 3.3 | TEC: 3.2 | LUK: 2.3 | Morale: 2790

Knight Yuugeki hei (Guerrilla Army) (x2)

GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 2750
Griffon Rider Yuugeki hei (Guerrilla Army) (x2)

GEN: 3.0 | ATK: 3.0 | TEC: 2.6 | LUK: 3.3 | Morale: 3050
Witch Yuugeki hei (Guerrilla Army) (x2)

GEN: 2.2 | ATK: 2.2 | TEC: 4.0 | LUK: 3.2 | Morale: 2560

* Tactics: Mizer does really well here, and can defeat Serika no matter what item she has. (Just watch out on the counter though.) You can test out Beatorinu's abilities as well-- her 5 TEC and equipment makes using card skills much easier. Otherwise, I'd equip some [O] Critical 50% or [O] No battle penalty item on one unit and let him/her take care of this one pretty easily. [O] Day happy equipment works nicely too. Note that you can't actually start attacking Serika until Turn 3 because of her formation.

Funnily enough, you can start turn 1 with Ita and a card she can spam like Gravity Chaos. She should have at least 5 TEC and attack the top Knight. This way, she should be able to defeat all large units by Turn 2, which leaves only small female units so that on Turn 3, you can Mind Change for the win (and avoid the Kill Blade if Serika has it). However, note that if her LUK is still fairly low, once Serika's unit Breaks Out with Vise, they'll be more likely to land criticals.

* Win: Defeat Serika

* MVP: 4 turns, GEN +1

-- Battlefield 52: Nokori hi (Embers) -----BF52--

* Time: Noon

* Map:

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* Enemies:

Revolter Pandora

Item: Rebellion Force [3]: [O] Fighting status +1

GEN: 1.0 | ATK: 4.0 | TEC: 4.0 | LUK: 3.4 | Morale: 6560

Valkyrie Hanran hei (Rebel)

Item: Medallion

GEN: 2.2 | ATK: 2.6 | TEC: 3.2 | LUK: 2.5 | Morale: 4820

Knight Hanran hei (Rebel)

Item: Knight Killer

GEN: 3.2 | ATK: 4.0 | TEC: 3.0 | LUK: 1.9 | Morale: 5860

Bandit Hanran hei (Rebel) (x3)

GEN: 2.3 | ATK: 3.2 | TEC: 2.0 | LUK: 3.3 | Morale: 2760

Knight Hanran hei (Rebel) (x4)

Item: Medallion

GEN: 3.1 | ATK: 2.6 | TEC: 2.5 | LUK: 1.9 | Morale: 2750

Witch Hanran hei (Rebel) (x2)

GEN: 2.1 | ATK: 2.1 | TEC: 3.5 | LUK: 3.1 | Morale: 2280

Fencer Hanran hei (Rebel) (x2)

GEN: 2.6 | ATK: 3.2 | TEC: 2.6 | LUK: 1.9 | Morale: 2850

Valkyrie Hanran hei (Rebel) (x3)

Item: Medallion

GEN: 2.2 | ATK: 2.6 | TEC: 3.2 | LUK: 2.5 | Morale: 2510

Necromancer Hanran hei (Rebel) (x2)

GEN: 2.1 | ATK: 2.4 | TEC: 3.1 | LUK: 3.1 | Morale: 2270

* Tactics: There are too many unit types to account for, not to mention that there are three enemy groups, so you'll be counterattacked three times. This means you don't want to be retarded like me and choose the three bow units (Siscia, Zilva, Mizer) and pseudo-bow units (Ita) as your primary characters because they can't counter. (It was a good idea at the time, okay?) I also highly recommend items that will always give your units a good fighting status, such as the Nivuruguriibu that you might've received from Pandora last time, the various Dresses for each time of day, etc. Garlot also is Road happy, but there is a lead Knight with the Knight Killer.

To clear this in 8 turns, though, you'll have to defeat some of the leaders before Turn 5. Pandora can be defeated fairly quickly, as he's in formation at the beginning. However, you might need a Steal for this because if you just force the drop, you're more likely than not to get his item looted on the enemy turn. (Though if you've already gotten his item before, or if you don't care about items, then it doesn't really matter.)

Another word of advice: Get your units up to 3 GEN or a [O] Void ailments item. It makes things much easier.

* Win: Defeat all enemies

* MVP: 8 turns, ATK +1

-- Battlefield 53: Abakareshi hitomi no oku - Part 1 -----BF53--

- -

* Time: Noon

* Map:

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* Remarks:

1. Dragon Fang. Beatorinu must visit here and you must have a win rate higher than 80%.

* Enemies:

```

Asmodeus Shikabane hei (Dead Army)
      GEN: 3.2 | ATK: 3.2 | TEC: 3.2 | LUK: 1.9 | Morale: 7540
Zepar Shikabane hei (Dead Army) (x3)
      GEN: 3.4 | ATK: 4.1 | TEC: 3.1 | LUK: 2.2 | Morale: 4000
Forneus Shikabane hei (Dead Army) (x2)
  Item: Medallion
      GEN: 3.1 | ATK: 3.1 | TEC: 3.4 | LUK: 2.6 | Morale: 4100

```

* Tactics: As before, Nessiah's undead are pretty strong. There are a couple Wasteland and Water tiles for Medyute and Sleip respectively. Other than that, take advantage of the changing time of day for bow users. The Forneus in water will be really annoying since she's at a pretty high level and always has her GEO bonus, so aim to defeat her last, before you go up against the Asmodeus. The first part is really nothing you haven't seen in BF 24, except that the Asmodeus is like a Dragon Knight without the ice weakness and has [O] No battle penalty. Your usual units won't work very well, but bow units are recommended here as they're a scythe weapon's only real weakness.

Oh yeah, if you have a 4500+ card and 4 ATK units, you should be able to defeat most of the Zepar and Forneus in your first turn assuming you get a good charge. Flame and Banish can be abused here as well, as well as Aegina and Ita's add holy element on aggressive.

To deal with Shield Barrier, you can expect the late second or early third union to Break Out with it if you've been consistently winning, so you should have some card ready to cancel it, preferably something like Banshee's Cry or any other hold skill. Otherwise, I'd only use one unit (though this will take you a few more turns.)

* Note: Don't expect Beatorinu to solo. While she does carry a scythe, she only has 3 ATK and can be easily countered by the Forneus in water and the Asmodeus.

* Advance: Defeat the Asmodeus

-- Battlefield 53: Abakareshi hitomi no oku - Part 2 -----

* Map:

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* Enemies:

The Ancient Nessiah

Item: Akuryou no Jufu (Evil Spirit Charm) [1]: [X] Move -> Morale DW

GEN: 5.0 | ATK: 3.3 | TEC: 3.5 | LUK: 4.0 | Morale: 7940

Andras Shikabane hei (Dead Army) (x2)

GEN: 2.7 | ATK: 4.0 | TEC: 2.2 | LUK: 4.0 | Morale: 3690

Asmodeus Shikabane hei (Dead Army) (x1)

Item: Medallion

GEN: 3.2 | ATK: 3.2 | TEC: 3.2 | LUK: 1.9 | Morale: 3870

Murmur Shikabane hei (Dead Army) (x2)

GEN: 3.4 | ATK: 3.4 | TEC: 3.1 | LUK: 4.1 | Morale: 4100

Forneus Shikabane hei (Dead Army) (x2)

Item: Medallion

GEN: 3.1 | ATK: 3.1 | TEC: 3.4 | LUK: 2.6 | Morale: 4100

* Tactics: This is arguably easier than before, as you don't need to worry about Reincarnation until you fight Nessiah. You're first up against only two Andras. If you completed the first part of this battlefield at noon with Mizer, you're in a good position to defeat the Andras and not have to worry about the Murmur. However, you'll still have to find a way to deal with the two Forneus in water, as well as the Asmodeus who will be in formation with Nessiah. Note that the Murmur only have [X] < Hunter as their weakness now. Be aware that if you're using Zilva, just about everyone has [O] Void Dark.

Once you're just down to Nessiah, try not to epic fail (meaning lose 0-8 just after he uses Reincarnation). He will use it to revive all members and get the the best fighting status possible.

There's what I call the "bow counter strategy." You need bow units (Siscia, Mizer, or Zilva) with at least 4 ATK to "counter" him when it's his turn. That's it. No other members in the union unless they're also bow users. This way, you should be able to defeat him on the first fight by going Aggressive just before he uses Reincarnation. If you have multiple bow users in formation, on the second fight, let Nessiah Break Out and then repeat. It would be nice to have Mizer second during the day or Zilva second during the night.

You can probably mass union him on your turn for the win, though once again, bows are the best to use since they can't be countered so you don't lose any figures for free to Reincarnation.

* Note: If you put Ita against Nessiah, he won't use Reincarnation because nothing is strong against koto and the fighting status is the same no matter what class he changes to. The same is true for Beatorinu, I believe.

* Win: Defeat Nessiah

* MVP: 22 turns, ATK +1

[O] Heavy counter % UP

Item: Noble Mind [2]: [O] Void ailments

GEN: 4.3 | ATK: 6.0 | TEC: 6.0 | LUK: 2.0 | Morale: 8820

Imperial Knight Konoe hei (Imperial Guard) (x2)

GEN: 3.4 | ATK: 3.4 | TEC: 3.4 | LUK: 1.9 | Morale: 3430

Valkyrie Konoe hei (Imperial Guard) (x2)

GEN: 2.5 | ATK: 4.3 | TEC: 3.4 | LUK: 2.7 | Morale: 3240

* Tactics: You'll probably need Garlot to deal with Thortie, as he does have 6 ATK, 6 TEC, and level advantage. Miser also fares pretty well as long as he's out of formation on Thortie's turn. As noted before, any bow units should deal with the Imperial Knights (this is where the Rainbow Arc can be put to good use).

* Win: Defeat Thortie

* MVP: 18 turns, ATK +1

-- Battlefield 56: Shi no butou -----BF56--

* Time: Fixed Noon

* Map:

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                [d]-[e]-[f]

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* Remarks:

1. Trade: Orihalcum --> Excalibur

* Enemies:

The Ancient Nessiah [HIGH] [Protect]

Item: Mesara no jogensho (Mesala's Prophecy) [-]: [!] EX: War Chronicles

GEN: 5.0 | ATK: 3.5 | TEC: 3.5 | LUK: 3.0 | Morale: 8480

Fencer Jenon

Item: Nama to shino chaamu (Charm of Life and Death) [1]: [O] > Nessiah

GEN: 4.0 | ATK: 4.3 | TEC: 6.0 | LUK: 2.1 | Morale: 7660

Forneus Shikabane hei (Dead Army) (x3)

GEN: 3.5 | ATK: 3.5 | TEC: 4.1 | LUK: 3.2 | Morale: 4270

Asmodeus Shikabane hei (Dead Army) (x2)

GEN: 4.0 | ATK: 4.0 | TEC: 4.0 | LUK: 2.2 | Morale: 4040

Zepar Shikabane hei (Dead Army) (x2)

GEN: 3.5 | ATK: 4.2 | TEC: 3.2 | LUK: 2.2 | Morale: 4170

Murmur Shikabane hei (Dead Army) (x3)

GEN: 3.3 | ATK: 3.3 | TEC: 3.1 | LUK: 4.0 | Morale: 3930

* Tactics: So, uh, 6 ATK Mizer with Soldier's Bandana can beat everything by himself on this map, assuming he has at least 4 GEN on the counter so that he doesn't get his item broken (and assuming no criticals on him, which might be a bad assumption given his low LUK). He should be able to 1 on 1 Jenon and win as well, and if you're not sure, Mind Change is always a good card to use. Garlot can do the job as well, and I'd add in Siscia just for the effects, but... yes, you will have to defeat him. If you mass union Jenon, second or third unit will most likely get Item Broken.

If you're choosing to fight Nessiah, the bow counter strategy from BF 53 no longer works unless you're using Thunderbolt. If you have a bow unit ready to counter him, he'll use Reincarnation to revive Hunters, which receive the [O] Day happy bonus. However, you can Thunderbolt after he Breaks Out which becomes Fatal Damage for the win and quite a lot of EXP for any bow units you have in the union. Nessiah also has HIGH and Protect, so you must Steal to get his item here. If you don't have the TEC on Siscia for this, make sure you have 5 TEC on her to Steal in the next battlefield.

* Win: Defeat Jenon

* MVP: 5 turns, TEC +1

* Note: I'm so glad that there was no cheese with Jenon and Siscia's last conversation. But yes, this wouldn't be Blaze Union if no one died in Chapter 6.

-- Battlefield 57: Hito ga kachi eta mono - Part 1 -----BF57--

* Time: Noon

* Map:

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* Enemies:

The Ancient Nessiah [Protect]

Item: Mesara no jogensho (Mesala's Prophecy) [-]: [!] EX: War Chronicles

GEN: 5.0 | ATK: 4.0 | TEC: 4.0 | LUK: 3.0 | Morale: 8920

Andras Shikabane hei (Dead Army)

GEN: 3.0 | ATK: 4.2 | TEC: 2.2 | LUK: 4.1 | Morale: 7740

Zepar Shikabane hei (Dead Army)

GEN: 3.5 | ATK: 4.2 | TEC: 3.2 | LUK: 2.2 | Morale: 8140

Asmodeus Shikabane hei (Dead Army) (x3)

GEN: 4.1 | ATK: 4.1 | TEC: 4.1 | LUK: 2.2 | Morale: 4210

Leraje Shikabane hei (Dead Army) (x4)

GEN: 2.2 | ATK: 3.1 | TEC: 5.1 | LUK: 5.1 | Morale: 3910

Murmur Shikabane hei (Dead Army) (x4)

GEN: 3.4 | ATK: 3.4 | TEC: 3.1 | LUK: 4.1 | Morale: 4100

Andras Shikabane hei (Dead Army) (x3)

GEN: 3.0 | ATK: 4.2 | TEC: 2.2 | LUK: 4.1 | Morale: 3970

Forneus Shikabane hei (Dead Army) (x4)

GEN: 3.5 | ATK: 3.5 | TEC: 4.1 | LUK: 3.2 | Morale: 4270

Zepar Shikabane hei (Dead Army) (x3)

GEN: 3.5 | ATK: 4.2 | TEC: 3.2 | LUK: 2.2 | Morale: 4170

* Tactics: You're up against Gravity Chaos, Item Break, and of course Nessiah's Reincarnation. In addition, a lot of units have [O] Void Dark and [X] < Holy. Equip all your best items here as this is the last battlefield. Also, there are too many different unit types to account for, so it's best to have various items equipped that guarantee a good fighting status or place Sleip in water, Mizer in the trees, etc. You don't really need me to tell you how to play this one. You can either defeat all units or just rush to the ending and defeat Nessiah.

* Advance: Bring Nessiah to < 50% Morale

-- Battlefield 57: Hito ga kachi eta mono - Part 2 -----

* Tactics: Nessiah will regain morale, and he still has Protect here. I still say it would've been more fun/been a challenge if they gave him a HIGH status or something.

* Advance: Move Medyute to destroy the Gran Centurio [x]

-- Battlefield 57: Hito ga kachi eta mono - Part 3 -----

* Tactics: Nessiah will finally lose his Protect status here, so you can defeat him and enjoy the C ending. Note that you won't pick up the Mesala's Prophecy if he still has it equipped, since you go straight to the ending. You'll have to Steal it on your first playthrough. (If you took it in BF 56, though, then ignore this.)

* Win: Defeat Nessiah

* MVP: --

* End: Probably my least favorite ending, but I still like it (I just like the other ones more). I suppose it's also the happiest ending, for you people who can't stand sad ones. This is off topic, but after playing BF 57 and looking back at the Chapter 6 CG for it, they drew the CG really well.

=====
IV. Endings
=====

Supposedly, if you follow these guidelines, you will get the ending that you want. Thanks to Ryan G. (ryan.g.613@gmail.com) for informing me of this.

* For the A ending (Chapter 6a), you must complete only 3 of these battlefields: BF 14, 16, 20, 29, and/or 32. Warning: If you complete four or more of them, you will most likely go to the C ending. Note that if you don't play BF 11 and 28, you are guaranteed the A ending regardless of any other BF selection. (It's still possible to play those BFs and get the A ending, though.) In the event that you don't fulfill the conditions for any ending, you will most likely default to this ending anyway.

* For the B ending (Chapter 6b), Zilva is required. That's it. However, to have her join, you must complete BF 11 and 27. In addition, you need to make sure that you haven't fulfilled the conditions for the A or C ending (i.e. you must play 2 or fewer of these battlefields: BF 14, 16, 20, 29, and/or 32) or you will go to those endings instead.

* For the C ending (Chapter 6c), BF 28 is required. Also, three or more of these must be completed: BF 14, 16, 20, and/or 32.

=====
V. Playable Characters
=====

* Note on this section: If you're looking to recruit certain characters, make sure to check the walkthrough for any details.

* All growth charts contributed by Truong Nguyen (milanor1412@yahoo.com.vn). For people who like to pick and choose when to use their stat UP items or just to assess a character's stat gains.

Garlot [M]						Siscia [F]				
Class: Rabid Knight						Class: Assault				
[O] Compensate for heavy damage						[O] Alley, Street happy				
[O] Road, Bridge happy						[O] Evade criticals				
[X] < Griffon Rider						[O] Move after union OK				
[X] Forest unhappy										
Weapon: Spear						Weapon: Bow				
Joins at: BF 1 [Start]						Joins at: BF 1 [Start]				
Growth Chart:						Growth Chart:				
	GEN	ATK	TEC	LUK			GEN	ATK	TEC	LUK
Start: Level 3	2.4	2.6	2.1	1.6		Start: Level 1	1.8	2.0	2.6	3.0
Level 4	+1	+2				Level 2	+1	+1	+2	
Level 5	+1	+2	+1	+1		Level 3		+1	+2	+1
Level 6	+1	+1				Level 4		+1	+1	
Level 7	+1	+1		+1		Level 5	+1	+1	+1	
Level 8	+1	+1	+1			Level 6		+1	+1	+1
Level 9	+1	+1		+1		Level 7		+1		
Level 10		+1	+1			Level 8	+1	+1	+1	+2
Level 11	+2		+1	+1		Level 9	+1	+1		+2
Level 12	+2	+1	+1			Level 10		+1		+1
Level 13			+1	+1		Level 11	+1		+1	

Level 14	+2	+1	+1			Level 12		+1	+1		+1
Level 15	+2		+1	+1		Level 13					
Level 16		+1	+1			Level 14		+1	+1	+1	
Level 17			+3	+1		Level 15		+1			+1
Level 18	+1	+1	+1			Level 16			+1		
Level 19			+3	+1		Level 17		+1		+1	
Level 20	+1	+1	+1			Level 18			+1		
Total:	6.0	6.0	5.0	2.4		Level 19					+1

GEN and ATK grow steadily, but don't expect high TEC until the end. No LUK. May be worth investing in some early TEC. You won't really see much from him until Lv. 12 or so, and there are arguably more bad maps for him than good ones, but as he is your main character...

Level 20
Total: 3.0 4.0 5.0 5.0
Fairly strong growth at the beginning but falls off near the end unless you use stat boosters, especially for ATK. Despite the lack of GEN (which shouldn't be a problem anyway if you know how to use bow units), she has great potential throughout most of the game. The one problem is that she has a terrain bonus instead of a time bonus, and tougher maps tend to not have alley or street terrain.

Jenon [M]
Class: Fencer
[O] Void Thunder

Medyute [F]
Class: Axe Battler
[O] Wasteland happy
[O] Heavy counter % UP

Weapon: Sword
Joins at: BF 2 [Auto]
Growth Chart:

Weapon: Axe
Joins at: BF 6 [Auto]
Growth Chart:

	GEN	ATK	TEC	LUK			GEN	ATK	TEC	LUK
Start: Level 2	2.2	2.5	2.4	1.4		Start: Level 5	2.1	3.0	3.0	2.6
Level 3	+2	+2	+2	+1		Level 6	+1	+1	+1	+1
Level 4	+2	+1	+2			Level 7		+1	+1	
Level 5	+2	+2	+2	+1		Level 8	+1	+1	+1	+1
Level 6	+1	+2	+1			Level 9		+1	+1	
Level 7			+1	+1		Level 10	+1		+1	+1
Level 8	+1	+1	+1			Level 11	+1	+1	+1	
Level 9			+1	+1		Level 12	+1	+1		+1
Level 10		+1	+1			Level 13	+1	+1	+1	
Level 11	+1		+1	+1		Level 14	+1		+1	+1
Level 12		+1	+2			Level 15	+1	+1		
Level 13			+1	+1		Level 16	+1	+1	+1	+1
Level 14	+1	+1	+1			Level 17	+1	+1	+1	
Level 15				+1		Level 18	+1			+1
Level 16	+1	+1				Level 19	+1	+1	+1	+1
Level 17				+1		Level 20	+1	+1	+1	+1
Level 18		+1				Total:	4.0	6.0	6.0	4.0
Level 19	+1			+1						
Level 20										
Total:	4.0	5.0	6.0	2.3						

Like Siscia. Gains stats early, but falls off in late game. Maxes TEC early, which is helpful, and even 4 ATK comes naturally by Lv. 10, though his lack of LUK might be the cause of the more frequent than usual criticals on him. Still, a good unit to play with.

A solid performer in ATK and TEC. Steadiest growth of just about any unit and one of the better all around units in the late game. She's also really your only axe user, and her [O] Heavy counter % UP ability helps out in tight spots.

Aegina [F]

Baifuu [M]

Class: Valkyrie

[O] > Golem

[O] Void Holy

[X] < Dark

Weapon: Sword

Joins at: BF 8 [Clear]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 5	2.5	2.6	3.0	1.7
Level 6	+1	+1	+1	
Level 7				+2
Level 8	+1	+1		+1
Level 9			+1	+1
Level 10		+1		+1
Level 11			+1?	+1
Level 12			+1	+1
Level 13		+1		
Level 14	+1		+2	+1
Level 15		+3	+2	
Level 16			+2	+1
Level 17		+3	+1	
Level 18				+1
Level 19		+2		
Level 20	+1			
Total:	3.0	5.0	5.0	3.0

You really need to love Aegina enough to keep using her, because her stats are fairly low until late game. Some early ATK investment might be worth it, and a little GEN to boost it up to 3 by Lv. 14 would help. Her LUK is hopeless too, though.

Eudy [F]

Class: Witch

[O] Void Fire

Weapon: Staff

Joins at: BF 11 [Clear]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 7	2.2	2.1	3.4	3.1
Level 8		+1		
Level 9	+1	+1		+1
Level 10		+1	+1	+1
Level 11	+1	+1	+1	+1
Level 12		+1		
Level 13	+1	+1	+1	+1
Level 14		+1	+1	+1
Level 15	+1		+1	+1
Level 16		+1	+1	
Level 17	+1	+1	+1	+1
Level 18		+1		+1
Level 19	+1	+1	+1	+1
Level 20		+1	+1	
Total:	3.0	4.0	6.0	5.0

A little ATK investment early is good, because she otherwise stays at 2 ATK

Class: Varian

[O] Block bow charge

[O] Snow terrain happy

[X] < Fire

Weapon: Sword

Joins at: BF 10 [Event]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 6	3.2	3.2	2.2	1.7
Level 7		+1	+3	
Level 8	+1		+3	
Level 9		+1	+3	
Level 10	+1		+1	+1
Level 11		+1	+1	
Level 12	+1		+1	
Level 13		+1		
Level 14	+1			+1
Level 15		+1		
Level 16	+1	+1		
Level 17	+1	+1		
Level 18	+1	+1		+1
Level 19		+1		
Level 20	+1	+1		
Total:	5.0	6.0	4.0	2.0

Another character with no LUK. Early TEC increases very fast, but stops growing altogether by mid game. GEN and ATK grow steadily. I suppose you could think of him as a substitute for Jenon. He also comes with Rauher, which is more useful if you're planning to have more male units.

Mizer [M]

Class: Hunter

[O] > Griffon Rider

[O] Day happy

[O] Forest happy

[X] < Thunder

Weapon: Bow

Joins at: BF 18 [Clear]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 7	2.1	2.7	3.1	1.7
Level 8	+1	+1	+1	+1
Level 9	+2	+1	+1	
Level 10			+1	
Level 11	+2	+1	+1	+1
Level 12	+2		+1	
Level 13		+3	+1	
Level 14	+2	+1	+1	+1
Level 15	+1	+2	+1	
Level 16			+1	
Level 17		+2		
Level 18	+1			
Level 19	+1			
Level 20	+1			
Total:	4.0	5.0	5.0	2.0

He reaches 3 ATK quickly, and even 4 ATK comes naturally by Lv. 14, which

for an unbearably long time. Also, she ends up with higher stats than most other supporting characters.

Sleip [F]

Class: Undine

[O] Water happy

[O] Void Ice

[X] Desert unhappy

[X] < Fire

Weapon: Spear

Joins at: BF 19 [Clear]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 8	2.5	3.0	3.0	3.0
Level 9	+1	+1	+1	
Level 10	+1		+1	+1
Level 11	+1			+1
Level 12	+1	+1		
Level 13				
Level 14	+1			+1
Level 15	+1	+1		+1
Level 16		+1		+1
Level 17			+2	+1
Level 18	+1		+2	+1
Level 19	+1	+1		
Level 20	+1	+1		
Total:	4.0	4.0	4.0	4.1

Another casualty for the Undines, in my opinion, because while Sleip starts strong, her stats will stay at 3 for a long time without MVPs. I think this also why she gets you things like the Gold Dozeu... because she needs it.

Nessiah [M]

Class: The Ancient

[O] Void ailments

[O] No zero reset

[O] Void Dark

Weapon: Book

Joins at: BF 24 [Clear]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 10	3.3	3.1	3.3	3.0
Level 11	+1			
Level 12	+1	+1		
Level 13	+1		+1	
Level 14				
Level 15	+1	+1		
Level 16	+1			
Level 17	+1		+1	
Level 18	+1	+1		
Level 19		+2	+1	
Level 20				

is good for a bow user and can be sped up with a little help. He also sees no LUK, but his other stats aren't bad. There are also quite a few maps for him to abuse the terrain and time.

Pamela [F]

Class: Mystic Witch

[O] Full STR GEO card anywhere

[O] Void ailments

[O] Item Protect

[X] < Undine

Weapon: Staff

Joins at: BF 19 [Special/Clear]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 10	1.8	2.0	4.0	4.0
Level 11	+1	+1	+1	
Level 12	+1	+1		+1
Level 13	+1	+1	+1	+1
Level 14	+1	+1		+1
Level 15	+1	+1	+1	+1
Level 16	+1	+1		+2
Level 17	+1	+1	+1	
Level 18	+1	+1		
Level 19	+1		+1	
Level 20	+1		+1	
Total:	3.0	3.0	6.0	6.0

What did you expect? As in Yggdra Union, Pamela has no GEN, no ATK, and a hell lot of TEC and LUK. Unlike in Yggdra, though, there's no way to get her lacking stats any higher. You should've saved your Powershroom, Force Apple, etc. for her, as she's actually a decent unit, coming with Fortune and Coma Karma to make up for the low ATK.

Ita [-]

Class: Prowler

Day: [O] Ignore union ace

Night: [O] > All units

[X] Skills unusable

Weapon: Koto

Joins at: BF 26 [Event]

Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 10	2.4	3.2	3.4	1.4
Level 11		+1		+3
Level 12	+1			+3
Level 13			+1	+3
Level 14		+1		+3
Level 15	+1			+2
Level 16		+1		+3
Level 17			+1	+3
Level 18	+1	+1		+2
Level 19				+2
Level 20	+1			+2

Total:	5.0	4.0	4.0	3.0		Total:	3.0	4.0	4.0	6.0
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Like Sleip. Starts out strong, but doesn't really get you anywhere. His LUK never grows, so if you got him a LUK MVP, it's basically worthless. His end stats are about equal to Sleip's.

| An interesting unit. Starting stats don't really shine, but she rapidly gains a LOT of LUK. It's advised to give her quite a few stat boosts in ATK and 1 TEC and 1 or 2 GEN to make her more useful early on, though. She is pretty fragile as well, and does the worst against Valkyries. If you do decide to use her, treat her as a bow unit and don't overestimate her

| [O] > All units ability at night.

Zilva [F]
 Class: Assassin
 [O] Night happy
 [O] Void Dark

Weapon: Bow
 Joins at: BF 27 [Clear]
 Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 10	2.0	3.0	4.0	2.7
Level 11	+1	+1		
Level 12	+1			
Level 13	+1	+1	+1	+1
Level 14			+1	
Level 15	+1	+1		+1
Level 16	+1		+1	
Level 17	+1	+1	+1	+1
Level 18				
Level 19	+1	+1	+1	
Level 20	+1	+1	+1	
Total:	3.0	4.0	6.0	3.2

Basically your typical Assassin. Has high TEC, of course, but her stats don't really go anywhere until the last few battlefields.

Gulcasa [M]
 Class: Dragon Knight
 [O] Wasteland happy
 [O] Void Fire

Weapon: Scythe
 Joins at: BF 40 [Start]
 Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 18	4.3	3.5	3.5	2.0
Level 19	+1	+1	+1	
Level 20	+1	+1	+1	
Total:	5.1	4.1	4.1	2.0

Emilia [F]
 Class: Griffon Rider
 [O] > Knight
 [-] GEO 0%
 [X] < Hunter
 [X] < Ice

Leon [M]
 Class: Knight
 [O] Road, Bridge happy
 [X] < Griffon Rider
 [X] Forest unhappy

Weapon: Spear
 Joins at: BF 36 [Auto]
 Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 14	3.3	4.0	4.0	2.2
Level 15	+1	+1		
Level 16		+1	+1	
Level 17	+1	+1	+1	+1
Level 18		+1		
Level 19	+1	+1	+1	+1
Level 20		+1	+1	
Total:	4.0	6.0	5.0	2.4

Leon and subsequent units join way too late to comment on their stat growth. They are the way they are.

Baldus [M]
 Class: Guardian Knight
 [O] Void ailments
 [O] Road, Bridge happy
 [X] < Griffon Rider
 [X] Forest unhappy

Weapon: Spear
 Joins at: BF 41 [Event]
 Growth Chart:

	GEN	ATK	TEC	LUK
Start: Level 18	4.3	3.5	3.5	2.0
Level 19	+1	+1	+1	
Level 20	+1	+1	+1	
Total:	5.1	4.1	4.1	2.0

Beatorinu [F]
 Class: Oracle
 [O] Void ailments

Weapon: Axe		Weapon: Scythe
Joins at: BF 46 [Auto]		Joins at: BF 51 [Start]
Growth Chart:		Growth Chart:
Start: Level 15	GEN ATK TEC LUK	Start: Level 15
Level 16	3.2 4.0 4.1 3.5	Level 16
Level 17	+1 +1 +1 +1	Level 17
Level 18	+1 +1 +1 +1	Level 18
Level 19	+1 +1 +1 +1	Level 19
Level 20	+1 +1 +1 +1	Level 20
Total:	4.0 5.0 5.0 5.0	Total:

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VI. Item List
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* Note on items: "Maps" is the number of maps the item lasts before it wears off, because as we all know by now, you can't unequip items. If there is no "Maps" entry, then the item can't be equipped by any character. "BF" is the battlefield where you can acquire the item. If there's no "BF" entry, then it probably indicates a certain event must be triggered regardless of the map you're playing. On the other hand, "BF" values with certain character names indicate that they hold the item, but the actual battlefield varies. This is because you MUST make them drop their previous item, or they will have the same item when you face them next time. For all other items, you should be able to search through the walkthrough to find more details on them.

-- Untranslated --

Name	Maps	BF	GEN	ATK	TEC	LUK	Effect
"Meimeru" Potpourri	1	14					[O] Day move -> Morale UP
"Meimeru" Bouquet		9					
"Nivuruguriibu"	1	Pandora	+2		+4	+4	[O] All terrain happy
"Riburo" Contract	2	24	+6	-4		+6	[O] Necro Gate STR UP
"Sabihiitsu baruuku"	3		+2	+2	+2	+2	[O] Flash attack % UP
"Seihitsu baruuku"	3		UP	UP	UP	UP	[O] Flash attack STR and % UP
"Seiryuu" Coin		10					
"Sou tsurugi" Coin		30					

-- Translated --

Name	Maps	BF	GEN	ATK	TEC	LUK	Effect
??????		24	Note: Variations of this item not included.				
7-Star Sword	1	36	UP	-6	+6	+4	[O] Thunder attack UP
A Letter to Home		16					
Alchemy Monocle	1	34			+6	+4	[O] EXP +3
Angel Halo	1	26	UP			UP	[O] Morale UP gradually
Antique Music		42					[!] EX: Sound mode
Aquarius	3	21	+4			UP	[O] GEO card in water
Aran Doll	Inf.	16				DW	[X] Can't be removed
Armory Key		55					
Banana Fruit	1	30					[O] Eat: LUK UP
Bead Bracelet	1	18	-4		+2	+4	[O] Evade panic
Beads		14					

Beasterfang	1	32	+4	+4	+2	[X]	< Archers
Beautiful Ring	2	17			+4	[O]	Fragile: 1-time revival
Belt Pouch	3	7				UP	[O] Morale UP when low
Berserk	1	Serika	-4	UP	-2		[-] Infinite aggressive
Big Foot	1	9	+2		+4		[O] Void Ice, snowstorm
Black Brand	2	8	-4	-2	UP		[O] Dark attack UP
Black Cat Earrings	3	12	+2		+2		[O] Night move -> Morale UP
Black Catastrophe	1	35	+6	UP	+4	+2	[O] Dark attack UP
Black Maria	3	50	+4		+2	+6	[O] Block counter
Black Night Robe	3	37	+4		+2		[O] Void Dark
Blaze Spear	4	1			+4	+2	[O] Power 25% UP
Blindfold Cloth	1	33	-4	-6			[X] Foe critical 50%
Bloody Rapier	1	29		UP	UP		[X] Move -> Morale DW
Bloody Rose	2	46	+4	UP	+4		[O] Power 25% UP
Blue Apple	1	11					[X] Eat: LUK DW
Blue Stinger	1	44	-2	UP	+4	-2	[O] Ice attack UP
Blunt Sword	3	34	-6	DW	DW		[X] < all units
Bottled Dozeu	1	20					[O] Eat: GEN UP
Brascendo	2	9		UP	+4	UP	[X] Morale DW slowly
Brave Ring	3	3	+4	+2			[O] Critical 50%
Broken Upola Statue	3		DW			DW	[X] Can't counter
Bronze Shield	1	15	UP	-2	DW		[O] Block catapult
Burning Sun	3	45		+4	+2		[O] Day happy
Cachusha	2	8	+2			+4	[O] Instant charge
Caged White Butterfly		15					
Cat's Eye	2	37			+4	+6	[O] Night happy
Charm of Life and Death	1	56	UP		UP		[O] > Nessiah
Clover Light	1	40	+7	+7	+7	+7	[O] Critical 50%
Coral Spear	2	19		+4	+4		[O] Morale UP in water
Crimson Mantle	3	33	+6		+4		[O] Void Fire
Criticalizer	1	Inzaghi			UP		[O] Critical 50%
Crusade Lance	3	17	UP	+4	+4	+2	[O] > Skeleton
Dark Gray Iron Spear	2	55	+4	UP			[O] No battle penalty
Dark Matter		24					
Dark Sabre	2	45	-6	+6	+6	DW	[O] Dark attack UP
Darkness Girdle	1	42	+6		+2		[O] Dark attack UP
Dead Dozeu	1	23					[O] Eat: Stat UP
Dead World Tree Branch	3	28	+4		+2	+2	[O] Gauge = maybe MAX
Death Bringer	2	29	DW	+6	+4	+2	[O] Critical 50%
Demon Blade	3	24	UP	UP	UP	DW	[O] Heavy counter % UP
Demonic Crystal		11					
Desert Rose		12					
Devil's Tail	1	17	-6		UP	UP	[X] Noon -> Sleep
Diary of a Girl	1	8				+4	[O] No Zero Reset
Dowsing Rods	4	10		-2		+6	[O] Detect: React to an item
Dozeu	1	20					[O] Eat: GEN UP
Dragon Boots	2	13	+4		+4		[-] Move -> Dragon
Dragon Eater	2	Serika		+6	+6		[O] > Dragon
Dragon Sculpture	2	Pandora					[O] > Dragon
Dragon Steak	1						[O] Eat: GEN UP
Dream Cap	2	34		+4	+4	UP	[X] Noon = sleep
Dried Lizard	1	34					[O] Eat: ATK UP
Dry Bouquet		33					
Early Drive	2	8		+4	+4		[O] Instant charge
Egg Shell	1	18	+2				[X] Morale DW slowly
Elegant Spear	2	36		+2	+4	+2	[O] Win: EXP +3
Element		24					
Elemina Mint	1	9					[O] Eat: TEC UP
Elfin Bow	3	17			UP	+4	[O] Morale UP when low
End of Ages	1	45	UP	UP	+4	DW	[O] Power 50% UP

Etherion	1	46	UP	+4	+4	+4	[O]	Gauge fills fast	
Evening Dress	2	21		+4		-4	+2	[O]	Night happy
Evil Eye	1	17		+2	UP		-4	[X]	Detect: Move -> Morale DW
Evil Spirit Charm	1	Nessiah	UP				UP	[X]	Move -> Morale DW
Excalibur	2	56	UP	UP	+4	+4		[O]	Holy attack UP
Fad Pendant	2	Serika	+6	-2	-2	+2		[O]	Morale maybe UP
Fairy's Stone Brooch	1	37	UP	UP	UP			[O]	All attributes UP UP
Famous Horse Werdna	3	Baldus	+6	+4	+2			[O]	Always ace
Fermata Bell	3	29			+4	UP		[O]	Rage fills slowly
Flamberg	2	22		+4				[O]	Fire attack UP
Flute of Deception	2	37					-4	[O]	Foe GEO 0%
Fluttery Ribbon	2	23			+4	+2		[O]	Void ailments
Forbidden Fruit	1	30						[O]	Eat: All stats UP
Force Apple	1	13						[O]	Eat: All stats UP
Formular	1	48		UP	UP			[O]	Gauge = MAX
Four-Leaf Clover	4	9					UP	[O]	Drop rate 100%
Fox fur coat	1	9	+4		-2			[O]	Void Ice, snowstorm
Frayed Rosary	1	29	DW	+2	+2	DW		[O]	Gauge fills
Funeral Sword Zolfy	2	42	-4	+4	+6	-6		[O]	1 on 1 = win
Fur		17							
Fur Coat	3	29	+4					[O]	Void Ice
Furry Cloak	3	10			+4	+2		[O]	GEO +10%
Gale Bow	3	18			+6			[O]	Instant Charge
Gargoyle Rod	3	25	-2	+4	+4	-4		[O]	Night happy
Gatling Bow	2	15		UP	+4			[O]	Gauge fills
Gaudy Turban	2	23	+6			+2		[O]	No zero reset
Gauntlet	1	Pandora	+4		+4			[O]	Block counter
Glass Bottle	1			DW				[X]	Foe critical 50%
Goat Cheese	1	23						[O]	Eat: ATK UP
Goat's Milk	1	2						[O]	Eat: TEC UP
Gold Badge	2	17		+4		+4		[O]	MVP reward: medium???
Gold Dozeu	1	32						[O]	Eat: All stats UP
Gold Lump		18							
Gold Wine	3	34	-6	-4	-2	+6		[X]	Skills unusable
Golden Spear	3	21	+6		DW	UP		[O]	Thunder attack UP
Golden Wheat	4	28	+2		+2	+6		[O]	Win: EXP +2
Golem Suit	1	22	UP	+4	DW			[X]	Move -> Slow
Good Luck Charm	1	18	+4				UP	[O]	Drop rate 100%
Gran Centurio	1	48	UP	+6	+4	+2		[O]	Holy attack UP
Grand Cross	3	38	UP	+2				[O]	Void all attr.
Grass Sickel	2	28	+1	+1	+1			[O]	No battle penalty
Griffon's Feather	1	46					UP	[O]	Morale UP slowly
Grilled Griffon	1							[O]	Eat: GEN UP
Guillotine Weapon	1	28	-4	UP			-2	[O]	Critical 50%
Hammer of Ruin	1	35		+6	-6			[-]	Destroy Object
Handmade Bow	1	18	UP	-2	-2			[X]	Critical 0%
Headband	2	Pandora	UP	+2				[O]	Always ace
Headgear	2	Inzaghi	+6	+2				[O]	Void ailments
Healing Herbs	4	5					+2	[O]	Fragile: Cure ailments
Hero Badge	1	4	+4	+2		+4		[O]	Always ace
Hero's Coin		24							
Hero's Misanga	3	37			+4	+4		[O]	Power 25% UP
Hoof Shoes	2	13		+2	+2			[-]	Move -> Horse
Hyper Drill	2	17		UP	DW			[O]	Morale damage = MAX
Hyper Ring	1	1	+2	+2		-6		[O]	Morale damage = MAX
Ice Javelin	5	21		+4	+4			[O]	Ice attack UP
Imperial Warfare, Earth	3	8	+2	-4	UP	+4		[O]	No zero reset
Imperial Warfare, People	3	9	UP	-4	+2	+4		[O]	No zero reset
Imperial Warfare, Sky	3	8	+2	-4	+2	UP		[O]	No zero reset
Inferno	1	40	DW	UP	UP	DW		[O]	Win = Drain Morale

Insect Cage	3	14							
Iron Choker	2	2	+2	+2	+2	[O]	Evade criticals		
Iron Helm	2	Inzaghi	UP	-2	-4	[O]	Evade criticals		
Iron Shackles	1	33	-2	-4	DW	[X]	Move cost 2x		
Item Manual		21				[!]	EX: Items		
Jack Hand	1	11	-6	UP	+6	DW	[O]	1 on 1 = win	
Jewel Rod	2	49	UP	-2		+6	[O]	Thunder attack UP	
Kalinka Berry	1	29					[O]	Eat: Stat UP	
Kill Blade	2	51	DW	UP			[O]	1 on 1 = win	
Killer Bee Hive	1	19					[O]	Heavy counter % UP	
Kilt Scarf	6	1		+2	+2		[O]	Block charge	
Kindness Coins		12							
Knight Killer	3	52		+6	+2		[O]	> Knight	
Kokori Nut	1	20					[O]	Eat: LUK UP	
Lacan's Secret Medicine	1	30					[O]	Eat: TEC UP	
Lace Handkerchief	2	51			+4	+4	[O]	Instant charge	
Lady's Coat	2	47	+6	-4	-2	+4	[X]	Critical 0%	
Large Rokon Skull		23							
Leather Helmet	2	Inzaghi	+4				[O]	Evade panic	
Lightning Bow	2	18		+4	+2	+2	[O]	Thunder attack UP	
Lionheart	1	32	+6	+4			[O]	No battle penalty	
Lost Material		23							
Lucky Broom	3	19	+2	+4		UP	[O]	Drop rate 100%	
Mage Ring	4	4			+4		[O]	Gauge fills	
Magical Sword	2	42	+2		+4	+4	[O]	Gauge fills	
Maiden's Tears	1	39					[O]	Fragile: 1-time revival	
Mana Stone		36							
Marchen Wings	1	18	+2			+6	[-]	Move -> Fly	
Mars Shield	1	Baldus	UP		DW	+4	[O]	Block charge	
Medallion							[-]	Recover Morale	
Mepple Fruit	1	46					[O]	Eat: LUK UP	
Mermaid Fin	1	9			-4		[-]	Move -> Swim	
Mesala's Prophecy		Nessiah					[!]	EX: War Chronicles	
Meteor	2	20		+2	+6		[O]	Critical 50%	
Millennium's Snow		13							
Mirage Coat	2	18	+4				[O]	GEO +20%	
Mistilteinn	1	Inzaghi	DW	UP	UP	+4	[O]	Win = Drain 25% Morale	
Misty Coat	3	12	+2	+1	+5	+3	[O]	Win: EXP +1	
Morning Dress	3	20	-4		+4	+2	[O]	Day happy	
Mountain Grapes	1	11					[O]	Eat: TEC UP	
Move Seed	1	13	+2	-2	+2	-2	[O]	Move after union OK	
Mysterious Fruit	1	24					[O]	Eat: Stat UP	
National Coin		19							
Night Scope	1	55			+6		[O]	Night happy	
Nightmare	3	25	-2		+6	DW	[O]	Dark attack UP	
Noble Glasses	1	11	+2			+4	[O]	Evade panic	
Noble Mind	1	55	+2	+4	+2	DW	[O]	Void ailments	
Obsidian	2	7					[O]	Night happy	
Ogrenium		6							
Orihalcum		32							
Pain Staff	1	42	+2	+2	+2	+2	[O]	All elements UP	
Paladin Lance	2	Baldus	UP	+6			[O]	Holy attack UP	
Pamela's Broom	2	19	-2	+4	+6	UP	[O]	Skill time 2x	
Phalanx	3	16		+4	+2		[O]	> Archers	
Philosopher's Stone		10							
Picture Book of Words		Nessiah					[!]	EX: Cards	
Plank Sandal	3	35		-2	-2	+4	[X]	Move: Morale DW	
Platinum Badge	1	37		+6		+6	[O]	MVP reward: large???	
Platinum Ornament	3	36	+2		+2	+4	[O]	Void all but dark	
Poison Viper	1	15					[X]	Eat: TEC DW	

Power Fruit	1	12						[O] Eat: ATK UP
Powershroom	1	19						[O] Eat: ATK UP
Pretty Shells		31						
Princess Dress	3	37	UP	+2	+4	+4		[O] Void all attr.
Protato	1	1						[O] Eat: ATK UP
Protect Spirit Ring	2	37	UP	+2	+4	+6		[O] GEO +20%
Quicksand Orb	1	9		+2	+2			[O] No move penalty in desert
Rags	1	14	DW				DW	[X] Morale DW slowly
Rainbow Arc	2	37		+2	+6	UP		[O] Foe GEO 0%
Ranger Boots	2	Serika	+2		+4			[O] GEO +10%
Rapid Axe	2	28	-2	+2	+6			[O] Instant charge
Rare White Butterfly		15						
Rebellion Force	3	52	DW	UP	+6			[O] Fighting status +1
Red Crimson	1	27	+2	UP	-4	+2		[O] Fire attack UP
Religious Organization Coin	8							
Revenger	2	4	-6	+2	UP	DW		[-] Counter same damage
Rope	3	8	DW	DW	DW			[X] < All units
Rosary of Hope	3	32	+4		+2	+4		[O] Block counter
Rosary of Taboo	1	11	UP		UP	DW		[X] Morale DW slowly
Rotting Dozeu	1	33						[X] Eat: GEN DW
Ruby Staff	5	19		+4	+2			[O] Fire attack UP
Rusted Chain	3	19		DW	DW			[X] Can't counter
Rusted Hatchet	3	Pandora	-2	-2				
Rusted Sword	1	16	DW	DW	DW	-4		[X] Critical 0%
Salamandora	1	8	+4	+4	-4			[-] Counter same damage
Scorpio Tail	2	12		+2	+6			[O] Sand happy
Seductive Bustier	3	16	+2		+2			[O] Morale UP slowly
Senior Medallion	2	55	+1	+1	+1	+1		[O] Evade panic
Serpent Lance	2	31	+2	+2	+6	+2		[O] > units in water
Shell Breastplate	2	31	+2		+2	UP		[O] Block criticals
Shin Zantetsu	2	5		UP	UP	UP		[O] Morale damage = MAX
Silk Corset	6	8	UP					[O] Block counter
Silk Hood	2	17		-2	+2	+4		[O] Evade panic
Silver Badge	3	14		+2		+2		[O] MVP reward: small???
Silvia	2	31		UP	+6	DW		[X] Gauge lowers
Skull Stone		25						
Small Breastplate	2	25	+2		+2	+4		[O] > Archers
Snipe Glass	1	37				UP		[O] 1 on 1 = win
Soldier's Bandana	2	Inzaghi	+4	+2	+2	+2		[O] No battle penalty
Sorcery Glass	1	34		-2	UP	+2		[O] Gauge fills
Soul Crucible	3	23	-4				-6	[O] Fragile: 1-time revival
Southern Cross	1	39	+4	+4	UP	UP		[O] Power 50% UP
Sparkling Gold		8						
Spirit Mace	1	46	+4	-4	+4	-4		[O] Day move -> Morale UP
Sprouting Protato	1							[X] Eat: ATK DW
Stardust Hourglass		46						[O] Fragile: 1-time revival
Steel Persona	1	22	+4		+2	-2		[O] Evade panic
Straw Hat	2	20	+2			+2		[O] Day happy
Strong Lance Ipponki	3	Baldus	UP	UP	DW			[X] Skills unusable
Sturdy Boots	1	Serika	+2					[O] Void poison
Sun Orb	3	35	+2			+2		[O] Day move -> Morale UP
Sweet Candy	1	6						[O] Morale UP slowly
Sweetberry	1	15						[O] Eat: LUK UP
Tears of Rebirth	3	44	+6	+4		+4		[O] Skill time 2x
Teddy Bear	2	15	+2					
Trap		9						
Treasure Map	1	4						[O] Detect: React to an item
Twilight Veil	2	17	+2		+4	+2		[O] Evening happy
Unopened Bag	2	14						
Upola Statue*	2	20	-2	-2	-2	UP		[O] Fragile: 1-time revival

Vivid Memorial		Pandora			[!] EX: Characters
Walnut Bread	1	14			[O] Eat: GEN UP
Warp Shoes	2	13	+2		[-] Night move -> Warp
Winged Sandals	2	6	+2	+6	[-] GEO 0%
Withered Bouquet		23			
World Tree Leaf	1	28			UP [O] GEO card anywhere
Yarde Horn	3	12	+2	+2	[O] Evening move -> Morale UP
Zantetsu	3	3		UP UP	[O] > Golem

* Warning: The Upola Statue can be equipped, but if that character dies and gets revived by the item's effect, your game might freeze and you won't be able to do anything except reset. I only tested this with Medyute, and have NOT tested with other characters or other [O] Fragile: 1-time revival items.

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VII. Card List
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* Note to the Cards section: C type cards require the charge, H type cards are held to activate. Some cards can't be used. BF is usually the earliest map you can obtain the card. Note that some cards have been changed since Yggdra Union.

Name	Ace	Move	Type	BF	Description / Opinion
Make Doll	Staff	11	C	19	Witches only. STR = 2. Summons a golem after battle. Use for the movement, not for the ability.
Necro Gate	Book	11	C	24	Nessiah only, Night only. STR = 2. Summons a skeleton after battle. Again, not very useful except for the movement.
Medusa Eye	Bow	9	C	18	Hunter only. Y TEC >= E GEN = OK. Turns foe to stone. Still does no Morale damage if successful, but now your units are allowed to move over petrified units, both yours and the enemy's. You can't attack petrified units. I still don't really see how this is useful, except in one specific BF.
Poison Breath	Clump	10	C	24	Inflicts poison status. Hurts. A lot. Skeletons only.
Gravity Chaos	Axe	9	C	16	STR = Y TEC + 1 - E GEN. Inflicts curse status if Y TEC >= E GEN. As OP as ever.
Item Break	Sword	8	C	4	Destroys the foe's equipped item and lowers the foe's fighting status by 1 level whether an item was destroyed or not. Y TEC >= E GEN = OK. Though it's been slightly improved, we still want to take items, not destroy them. However, it must be used on a particular BF.
Steal	Bow	12	C	1	Siscia only. Takes foe's item. Y TEC >= E GEN = OK.

Bloody Claw	Bow	10	C	8	Assassin only, Night only. Defeats the enemy leader. $Y \text{ TEC} \geq E \text{ GEN} = \text{OK}$. Also as OP as ever with the bonus if used to end the fight, though they nerfed it slightly, since 10 MOV means lower starting gauge... not that it really matters.
Chariot	Spear	9	C	9	Knights only. Cuts enemy figures to same as yours but randomizes HP of last figure. Has no effect when figures are equal.
Shield Barrier	All	6	H	1	Prevents all damage and most C skills while casted, as well as 1 on 1 = win. As spamnable as ever. I challenge anyone to play through BU without using this card.
Flame	Staff	7	C	11	Fire damage. $\text{STR} = Y \text{ TEC} + 1 - E \text{ GEN}$ and inflicts burn status when $Y \text{ TEC} \geq E \text{ GEN}$, causing Morale damage every turn. Used to get the Grilled Griffon and Dragon Steak.
Blizzard	Spear	7	C	13	Ice damage. $\text{STR} = Y \text{ TEC} + 2 - E \text{ GEN}$. Freezes water when used by Undines.
Thunderbolt	Bow	7	C	17	Thunder damage. $\text{STR} = Y \text{ TEC} + 1 - E \text{ GEN}$ and inflicts Paralyze when $Y \text{ TEC} \geq E \text{ GEN}$ to prevent movement outside of battle.
Banish	Sword	7	C	1	Holy damage. $\text{STR} = Y \text{ TEC} + 2 - E \text{ GEN}$.
Dragon Killer	Axe	12	H	24	Medyute only, when the foe is Dragon-type. [O] > Dragon while activated and 50% bonus if activated when the fight ends. Sees much less use in BU, as very few of your foes will be Dragon Knights.
Earthquake	Clump	10	C	22	Golem only. Defeats half of the opponent's remaining figures. Destroys all objects within 2 tiles of the golem.
Mind Change	All	6	C	1	Works only when foe is the same size and gender. Absorbs foe's HP. $\text{STR} = Y \text{ TEC} + 1 \pm \text{random} - E \text{ GEN}$.
Revolution	Sword	10	C	8	Valkyrie only, when only the leader remains. Defeats all enemy figures and cuts the leader's HP to 1/2 max or half the user's HP.
Jihad	Sword	12	C	--	Ordene only, when only the leader remains. Defeats all enemies, nulls Shield Barrier.
Sanctuary	All	8	C	20	Day only. Revives fallen figures. $\text{STR} = Y \text{ TEC} \pm \text{random}$.
Refreshment	All	4	C	1	Union leader must be female. Recovers morale and status of all units in the union. Must be used on the first engagement.
Kiss of Death	All	6	C	37	Night only. Raises your ATK and lowers foe's

ATK for 7.77 sec, but defeats your leader after time is up.

Fortune	All	6	H	19	LUK becomes ATK for both sides.
Mirage	All	3	C	1	Day only. Switches terrain for both units and the foe's hit rate decreases???
Banshee's Cry	Sword	8	H	21	Foe's ATK = 1 as long as this card is activated.
Ivy Whip	All	5	C	14	STR = Y TEC + 3 - E GEN when foe is in Forest terrain. Can now be used regardless of terrain, but STR = Y TEC + 1 - E GEN when foe is not in Forest terrain.
Sandstorm	All	5	C	11	STR = Y TEC + 4 - E GEN when foe is in Desert terrain. Can now be used regardless of terrain, but will be weaker.
Mantrap	All	5	C	17	STR = Y TEC + 4 - E GEN when foe is in Swamp terrain. Can now be used regardless of terrain, but will be weaker.
Rockfall	All	5	C	6	STR = Y TEC + 2 - E GEN when foe is in Wasteland terrain and inflicts slow when Y TEC >= E GEN. Also usable anywhere, but STR = Y TEC + 1 - E GEN and cannot inflict slow when foe is not on Wasteland.
Ace Guard	All	4	C	6	Union leader must be male. Blocks all charges and counters against the union. Can only be used in the first engagement. Think of it as "Siege Mode."
Genocide	Scythe	10	C	40	Gulcasa only. Gauge break. Figures to 1. Inflicts heavy damage.
Genocide	Axe	10	C	--	Emilia only. Gauge break. Figures to 1. Inflicts heavy damage.
Reincarnation	Book	10	C	--	Nessiah only. Revives all fallen figures and changes their class to favor the user. This ability can't create more figures than how many the user started with due to Battle Penalty.
Oblivious Dawn	Scythe	10	H	51	Beatorinu only. Gauge/Rage meter falls while activated.
Coma Karma	Staff	7	C	26	Pamela only, Night only. Inflicts Sleep status if Y TEC >= E GEN. Also pretty spammable, as she can go 1-on-5 at night and win all of it.
Judgment Zero	Staff	5	C	--	Alanjame only. Goes through Shield Barrier. STR = Infinite if only leader is alive. Otherwise, STR = random.
Rauher	Sword	8	C	10	Baifuu only. Raises ATK and GEN of all male

union members.

Insanity Sword 5 C -- Inflicts random damage and status ailment.

Vise All 8 C 2 LUK to 6 for all union members.

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VIII. Credits
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* Ryan G. (ryan.g.613@gmail.com)
for figuring out MVP bonuses and explaining the story branches.

* Truong Nguyen (milanor1412@yahoo.com.vn)
for contributing the characters' stat growth charts.

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IX. End of Document
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