

# Valkyria Chronicles 2 Class Guide Final

by vanalpsen

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## Valkyria Chronicles 2 - Class Guide

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## Table of Contents:

1. Version History
2. Characters
  - 2.1 Key Members (KEY)
  - 2.2 Scout (SCO)
  - 2.3 Shocktrooper (STR)
  - 2.4 Lancer (LAN)
  - 2.5 Engineer (ENG)
  - 2.6 Armor Tech (ATE)
  - 2.7 Tank Commander (TCO)
3. Additional Notes
4. Contact
5. Thanks

## Version History

1.0 10/27/2010: Just finished the game. For the first time, I decided to make

a guide. Since this is my first guide, I decided to write a simple guide.

- 1.1 11/18/2010: Change explanation of several potentials so people can understand better, add Edy's Detachment and Emilia Percival, add info about several classes and info of Light Tank B cost.
- 1.2 12/20/2010: Add lots of characters and put almost every characters new potentials. I also give a suggestion of every characters best class.
- 1.3 01/27/2011: Finally I got Leon Hardins. Now I can finish this guide.

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## Characters

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I put characters in the game based on their class. For key members, Avan, Aliasse, Zeri and Cossette, I put them in the same section. For Lavinia, I don't consider her as a key member because she has a mission unlike other key members.

The structure:

(no) (character's name)  
Join: (month the character enter your squad)  
Memories: (character events\*)  
Mission: (character mission^)  
Potential: (character potentials#)

\*there are three events that you need to see before you can unlock their mission. You will see the fourth after you finish their mission. To see them, you must put them in battles as much as possible.

^after you finish their mission, that character will get new P potential  
# Each character has 2 kinds of potentials. The first 4 are that character potentials and symbolized by letter P. The remaining 4, symbolized by letter B, are that character potentials when they in a certain class. Two of them are their class potential, you can get 1 potential from each class and the last one are potential that you can set so that character can use that potential regardless of class.

Here are the characters:

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### Key Members (KEY)

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#### 1. Avan Hardins

Join: Main character so it's obvious  
Memories: none  
Mission: none

Avan started with 3 potentials. After finishing story mission in July, he will got Charisma Potential. Avan's Brother's Words potential will change into Left the Nest after a story mission in December.

Potential:

P: Hot Blooded (raises defense)  
Unprecedented (raises attack against infantry targets)  
Left the Nest (raises all abilities)  
Charisma (raises firing accuracy)

Scout: Accuracy Boost (raises firing accuracy)  
Sighting (raises firing accuracy when enemy is sighted)

Clear Thought (raises resistance to status ailments during interception fire)

Scout Veteran: Accuracy Boost (raises firing accuracy)

Nocturnal (visibility at night equal as if in the middle of the day)

Dud Mine (land mines do not detonated when triggered)

Sniper: Accuracy Boost (raises firing accuracy)

Major Accuracy (raises firing accuracy)

Critical Attack (inflicts critical damage no matter where an attack hits)

Scout Elite: Accuracy Boost (raises firing accuracy)

Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)

Concentration (focuses all shots on a single point when attacking)

Heavy Scout: Accuracy Boost (raises firing accuracy)

Major Defense (raises defense)

Anti-Intercept (halves the damage taken from enemy interception fire)

Sniper Elite: Accuracy Boost (raises firing accuracy)

Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)

Eagle Eye (raises zoom-in capability)

AT Sniper: Accuracy Boost (raises firing accuracy)

Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)

Ammo Refill (fully reloads ammunition after an attack)

Shocktrooper: vs Personnel Boost (raises attack against infantry targets)

Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)

Clear Shot (raises firing accuracy and attack power against infantry targets when no enemies are nearby)

Trooper Veteran: vs Personnel Boost (raises attack against infantry targets)

Ambush Spotter (spot concealed enemies from double distance than usual)

Neutralize (cannot be countered when attacking)

Gunner: vs Personnel Boost (raises attack against infantry targets)

First Aid Boost (raises healing from ragnaid)

Suppression (raises chance to inflict status ailments)

Trooper Elite: vs Personnel Boost (raises attack against infantry targets)

Kamikaze (raises firing accuracy and evasive skills when HP is less than half)

Side Defense (raises side defense)

Commando: vs Personnel Boost (raises attack against infantry targets)

Fearless Will (raises attack against infantry targets and defense during interception fire)

Phoenix (recovers full HP when HP reaches 0)

Gunner Elite: vs Personnel Boost (raises attack against infantry targets)

Deadly Aim (raises chance to inflict status ailments)

Range Extension (raises effective range of an attack)

Heavy Gunner: vs Personnel Boost (raises attack against infantry targets)

Resist Counters (lowers damage taken from counterattacks)

Full HP Recover (restores HP to full)

Lancer: vs Armor Boost (raises attack against armored targets)  
Armored Traits (raises defense during interception fire)  
Stand Ready (raises evasive skills and defense during interception fire)

Lancer Veteran: vs Armor Boost (raises attack against armored targets)  
Major vs Armor (raises attack against armored targets)  
Tank Slayer (raises firing accuracy and attack power against armored targets when multiple tanks are nearby)

Mortarar: vs Armor Boost (raises attack against armored targets)  
Evasive Stance (raises evasive skills during interception fire)  
Packed Charges (explosions retain their force for a greater radius)

Lancer Elite: vs Armor Boost (raises attack against armored targets)  
Side Attack (raises attack against armored targets when attacking the side of a tank)  
Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Mobile Lancer: vs Armor Boost (raises attack against armored targets)  
Major Resist (raises resistance to status ailments)  
Diversion (becomes concealed)

Heavy Mortarar: vs Armor Boost (raises attack against armored targets)  
Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)  
Ranged Shot (attack made when shooting from a distance cannot be evaded)

Mobile Mortarar: vs Armor Boost (raises attack against armored targets)  
Major vs Personnel (raises attack against infantry targets)  
Speed Burst (raises movement speed)

Engineer: Exploit Boost (raises chance to inflict status ailments)  
Aid Range Boost (raises effective range of healing)  
Super Exploit (raises chance to inflict status ailments)

Engineer Veteran: Exploit Boost (raises chance to inflict status ailments)  
Major Exploit (raises chance to inflict status ailments)  
Super Repair (raises amount of HP restored when repairing a vehicle)

Anthem Corp: Exploit Boost (raises chance to inflict status ailments)  
Vigilance (raises evasive skills and defense when crouching)  
Contact Wound (raises attack against infantry targets when closing in on an enemy)

Engineer Elite: Exploit Boost (raises chance to inflict status ailments)  
Repair Boost (raises amount of HP restored when repairing a vehicle)  
Super Aid Range (raises effective range of healing)

Medic: Exploit Boost (raises chance to inflict status ailments)  
Major Aid Range (raises effective range of ragnaid)  
Poison Resist (becomes immune to status ailments)

Anthem Elite: Exploit Boost (raises chance to inflict status ailments)  
Major Defense (raises defense)  
Super Evasion (raises evasive skills)

Melodist: Exploit Boost (raises chance to inflict status ailments)  
Major Evasion (raises evasive skills)  
Double Action (able to act again)

Armor Tech: Defensive Boost (raises defense)  
Nocturnal (visibility at night equal as if in the middle of the day)  
Super Defense (raises defense)

Tech Veteran: Defensive Boost (raises defense)  
Armored Traits (raises defense during interception fire)  
Penetration (attacks ignore defense when causing damage)

Fencer: Defensive Boost (raises defense)  
Covert Attack (attack when crouching cannot be evaded)  
Third Eye (raises defense during interception fire)

Tech Elite: Defensive Boost (raises defense)  
Auto-Clear (clear land mines when stepping on them)  
Super vs Personnel (raises attack against infantry targets)

Special Tech: Defensive Boost (raises defense)  
Extra Shot (adds 1 grenade)  
Total Defense (raises defense and resistance to status ailments)

Fencer Elite: Defensive Boost (raises defense)  
Overrun (raises attack against infantry targets and defense when closing in on an enemy)  
Double Movement (able to move again)

Mauler: Defensive Boost (raises defense)  
Combat Skill (raises attack against infantry and armored targets)  
Point Blank (raises attack against armored targets when an enemy is nearby)

I will give 5 recommendations for Avan since you can change him into any class.

Best class if your Avan is Scout:  
Scout Elite with Diversion or Double Movement set as fourth potential

Avan as Scout has high HP. Since Scout Elite is best used to capture camp, you should change him into this class. With Diversion, Avan can move undetected. Alternatively you can set Double Movement so Avan can move twice the normal distance. I like Diversion better though.

Best class if your Avan is Shocktrooper:  
Heavy Gunner with Double Action set as fourth potential

With Double Action and Full HP Recover plus Resist Counters, you can use Avan continuously to attack enemies.

Best class if your Avan is Lancer:  
Lancer Elite with Double Action set as fourth potential

You can attack twice with Double Action. Be warned though, because you will spend two ammo and Avan doesn't have any potential to refill ammo.

Best class if your Avan is Engineer:  
Melodist with Double Movement set as fourth potential

Just like Avan as Scout, he will also have high HP so you can send him to attack enemies. As Melodist, Avan will have Double Action and Double Movement.

Best class if your Avan is Armor Tech:  
Fencer Elite with Double Action set as fourth potential

This is, in my opinion, the best class for Avan. He can OHKO any infantry, two until three in a turn with Double Action. You also don't need to worry about Fencer Elite low AP thanks to Double Movement.

## 2. Aliasse

Join: September

Memories: none

Mission: none

Aliasse started with 3 potentials. After finishing a story mission in December, she will get Fellowship potential.

Potential:

P: Mysterious Body (restores HP to full)

Valkyria (raises all abilities when HP is less than half)

Solitude (lowers defense when no allies is nearby)

Fellowship (raises attack against infantry and armored targets when an ally is nearby)

Scout: Defensive Boost (raises defense)

Resist Boost (raises resistance to status ailments)

Clear Thought (raises resistance to status ailments during interception fire)

Scout Veteran: Defensive Boost (raises defense)

Major Evasion (raises evasive skills)

Third Eye (raises defense during interception fire)

Sniper: Defensive Boost (raises defense)

Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)

Critical Attack (inflicts critical damage no matter where an attack hits)

Scout Elite: Defensive Boost (raises defense)

Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)

Max Evasion (significantly raises evasive skills at all times)

Heavy Scout: Defensive Boost (raises defense)

Ranged Shot (attack made when shooting from a distance cannot be evaded)

Anti-Intercept (halves the damage taken from enemy interception fire)

Sniper Elite: Defensive Boost (raises defense)

Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)

Max Accuracy (significantly raises firing accuracy at all times)

AT Sniper: Defensive Boost (raises defense)

Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)

Ammo Refill (fully reloads ammunition after an attack)

Best class:

AT Sniper with Anti-Intercept set as fourth potential

Aliasse has high shoot stat, so you should change her into right side classes. With Anti-Intercept, she will receive less damage while trying to the rear of a tank. She also got Mysterious Body so you should not worry about her HP.

### 3. Zeri

Join: January

Memories: none

Mission: none

Zeri started with only 2 potentials. After finishing story mission in April, he will get Competitive potential. After finishing story mission in November, he will get A Friendly Hand potential.

Potential:

P: Composed (raises firing accuracy during interception fire)

Darcsen Pride (raise various abilities when a Darcsen is nearby)

Competitive (raises firing accuracy)

A Friendly Hand (raises firing accuracy and attack against infantry targets when a close friend is nearby)

Shocktrooper: Firing Stance (raises firing accuracy when crouching)

Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)

Clear Shot (raises firing accuracy and attack power against infantry targets when no enemies are nearby)

Trooper Veteran: Firing Stance (raises firing accuracy when crouching)

Ambush Spotter (spot concealed enemies from double distance than usual)

Advanced Attack (raises various abilities)

Gunner: Firing Stance (raises firing accuracy when crouching)

First Aid Boost (raises healing from ragnaid)

Suppression (raises chance to inflict status ailments)

Trooper Elite: Firing Stance (raises firing accuracy when crouching)

Major Evasion (raises evasive skills)

Max vs Personnel (significantly raises attack against infantry targets at all times)

Commando: Firing Stance (raises firing accuracy when crouching)

Fearless Will (raises attack against infantry targets and defense during interception fire)

Phoenix (recovers full HP when HP reaches 0)

Gunner Elite: Firing Stance (raises firing accuracy when crouching)

Major Accuracy (raises firing accuracy)

Range Extension (raises effective range of an attack)

Heavy Gunner: Firing Stance (raises firing accuracy when crouching)

Resist Counters (lowers damage taken from counterattacks)

Max Exploit (significantly raises chance to inflict status ailments at all times)

Best class:

Trooper Elite with Phoenix set as fourth potential

Zeri can kill any infantry easily now and Phoenix will revive him.

### 4. Cosette Coalhearth

Join: January

Memories: none

Mission: none

Cosette's Klutz will change 2 times. First, after finishing story mission in June, Klutz will change into Blood Trauma potential. This potential will change into Beautiful World after finishing story mission in October.

Potential:

P: Positive (raises defense during interception fire)  
Maternal (raises evasive skills when any close friends is nearby)  
Father's Dream (raises healing and effective range of ragnaid)  
Beautiful World (able to attack again)

Engineer: Evasion Boost (raises evasive skills)  
Guarding Stance (raises defense when inflicted by status ailments)  
Super First Aid (raises healing from ragnaid)

Engineer Veteran: Evasion Boost (raises evasive skills)  
Ambush Spotter (spot concealed enemies from double distance than usual)  
Uncounterable (cannot be countered when attacking)

Anthem Corp: Evasion Boost (raises evasive skills)  
Vigilance (raises evasive skills and defense when crouching)  
Contact Wound (raises attack against infantry targets when closing in on an enemy)

Engineer Elite: Evasion Boost (raises evasive skills)  
Major vs Personnel (raises attack against infantry targets)  
Double Attack (able to attack again before the enemy counterattacks)

Medic: Evasion Boost (raises evasive skills)  
Fierce Assault (raises chance to inflict status ailments when crouching)  
Max Aid Range (significantly raises effective range of ragnaid at all times)

Anthem Elite: Evasion Boost (raises evasive skills)  
Unevadable Shot (attacks made cannot be evaded)  
Double Movement (able to move again)

Melodist: Evasion Boost (raises evasive skills)  
Major Evasion (raises evasive skills)  
Invincible (ignores damage from enemies)

Best class:  
Anthem Elite with Invincible set as fourth potential

Cosette will have these 3 potentials: Beautiful World so she can attack again, Double Movement so she can move again and Invincible so no attack can harm her. She still weak against crouching enemies though.

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Scout (SCO)  
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Scout has the most AP meaning they can run very far. This make them extremely good for capturing camps or retrieve goods mission. Their attacks are not that good, especially if you use their no-material-needed-to-upgrade- weapons which only shoot 5 times.

Equipment:  
Gallian Rifle, 5-7 shots  
B-Type Grenade, 1 ammo  
Field Suit



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Left Side  
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Scout --> Scout Veteran --> Scout Elite or Heavy Scout

a. Scout Veteran (Certificate x1, March x2, March X x1):

They has more AP than a regular scout that allow them to capture camp with less CP. Still relatively weak though. Don't make them fight several times in one turn.

Equipment:

Gallian Rifle, 5-7 shots

B-Type Grenade, 1 ammo

Ragnaid

Field Suit

b. Scout Elite (Diploma x1, Arms x3, MarchII x2, MarchII X x2):

Incredible. They got more HP and defense especially AP than Scout Veteran. Make sure to give them a better weapon. If you have several of them, you can finish a capture camp mission in 1 turn.

Equipment:

Gallian Rifle, 5-7 shots

B-Type Grenade, 1 ammo

Ragnaid

Field Suit

c. Heavy Scout (Diploma x1, Attack x1, ArmsII x3, ArmsII X x1):

They are less useful than Scout Elite because their AP is reduced. However if your Scout Elite died while trying to capture a camp which heavily guarded, try to send your Heavy Scout. They're the strongest Scout, so you can also use them to fight enemies too.

Equipment:

Rowen Advance Rifle, 7-9 shots

RG37E Mortar, 1 ammo

Ragnaid

Field Suit

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Right Side  
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Scout --> Sniper --> Sniper Elite or AT Sniper

a. Sniper (Certificate x1, Attack x3, Support X x1):

They trade AP for longer attack range. I found them bad since they can't intercept enemies. You may need it when you fight Baldren in May mission.

Equipment:

GSR Sniper Rifle, 1 shot and 3 ammo

Ragnaid

Field Suit

b. Sniper Elite (Diploma x1, Support x2, AttackII x3, SupportII X x1):

A very strong unit. They can OHKO any enemies. Their HP is very low though so you must handle them carefully. A must unit when you fight Baldren in December mission.

Equipment:

Brondel Auto Sniper Rifle, 3 shots and 3 ammo

Ragnaid

Field Suit

c. AT Sniper (Diploma x1, ArmsX x1, SupportII x3, AttackII X x1):

The only Scout that can destroy tanks easily. However they have low AP and HP so it's almost impossible for them to go to the rear of a tank to OHKO that tank, making them less favorable than Lancer.

Equipment:

Gautt AT Sniper Rifle, 1 shot and 3 ammo

Ragnaid

Field Suit

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1. Nichol Martin

Join: January

Memories: Sibling Mismatch, Nichol's Talent, Seeking Honor, A Brother's Love

Mission: A Dangerous Mission

This mission took place at Daws Dessert, only Avan and Nichol. After finishing this mission, Nichol will get Tender Emotion potential. You can also know the truth about Nichol and his sister, Franca

Potential:

P: Night Vision (raises firing accuracy at night)

Indecisive (lowers accuracy when too many enemies around)

Frail Body (lowers defense if AP less than half)

Tender Emotion (increases attack against infantry and armored targets)

Scout: Evasion Boost (raises evasive skills)

Resist Boost (raise resistance to status ailments)

Full HP Recover (restores HP to full)

Scout Veteran: Evasion Boost (raises evasive skills)

Major Evasion (raises evasive skills)

Range Extension (raises effective range of an attack)

Sniper: Evasion Boost (raises evasive skills)

Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)

Super Accuracy (raises firing accuracy)

Scout Elite: Evasion Boost (raises evasive skills)

Major Accuracy (raises firing accuracy)

Concentration (focuses all shots on a single point when attacking)

Heavy Scout: Evasion Boost (raises evasive skills)

Major Defense (raises defense)

Anti-Intercept (halves the damage taken from enemy interception fire)

Sniper Elite: Evasion Boost (raises evasive skills)

Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)

Eagle Eye (raises zoom-in capability)

AT Sniper: Evasion Boost (raises evasive skills)  
Vehicle Assault (raises attack against armored targets)  
Ammo Refill (fully reloads ammunition after an attack)

Best class:

Sniper Elite with Range Extension set as fourth potential

V2, Dirk and Baldren can not counter Nichol's attacks. One exception is Valkyria Baldren.

2. Helmut Bourdais

Join: January

Memories: From the Empire, Zeri's Feud, Move out!, A Military Man

Mission: Saving the Darcsens

This mission took place at Diebal Mountains, all class G are included with Avan, Zeri and Helmut already deployed. After finishing this mission, Helmut will get Soldier's Pride potential. Darcsen Hater still remain though.

Potential:

P: Lancer Killer (raises firing accuracy and attack against infantry targets)  
Rear Guard (raises attack against infantry targets if he act last)  
Darcsen Hater (lowers defense when a Darcsen is nearby)  
Soldier's Pride (raises defense)

Scout: Accuracy Boost (raises firing accuracy)  
Sighting (raises firing accuracy when enemy is sighted)  
Super Evasion (raises evasive skills)

Scout Veteran: Accuracy Boost (raises firing accuracy)  
Nocturnal (visibility at night equal as if in the middle of the day)  
Third Eye (raises defense during interception fire)

Sniper: Accuracy Boost (raises firing accuracy)  
Major Accuracy (raises firing accuracy)  
Backup Sniping (raises firing accuracy and attack against infantry targets when no one is nearby)

Scout Elite: Accuracy Boost (raises firing accuracy)  
Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)  
Cover Stance (raises defense)

Heavy Scout: Accuracy Boost (raises firing accuracy)  
Ranged Shot (attack made when shooting from a distance cannot be evaded)  
Full HP Recover (restores HP to full)

Sniper Elite: Accuracy Boost (raises firing accuracy)  
Extra Shot (adds 1 ammo)  
Second Wind (restores AP to full when AP reaches half)

AT Sniper: Accuracy Boost (raises firing accuracy)  
Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)  
Super vs Armor (raises attack against armored targets)

Best class:

Heavy Scout with Second Wind set as fourth potential

Helmut has high HP so he can be used to attack enemies. Second Wind enables him to move longer.

### 3. Sigrid Eissel

Join: after you finish Reiner's mission

Memories: The Traitor, Amends, To Find Trust, Sigrid's Vow

Mission: Battle for Atonement

This mission took place at Arlem Village, only Avan, Reiner and Sigrid. After finishing this mission, Sigrid will get Peace in Gallia potential. All class G will also recognise him as an ally, activating potentials about when an ally is nearby for him too.

Potential:

P: Daredevil (raises firing accuracy and attack against infantry targets)

Tech Killer (raises chance to inflict status ailments)

Reconciliation (raises defense)

Peace in Gallia (raises firing accuracy)

Scout: Defensive Boost (raises defense)

Resist Boost (raises resistance to status ailments)

Clear Thought (raises resistance to status ailments during interception fire)

Scout Veteran: Defensive Boost (raises defense)

Major Evasion (raises evasive skills)

Dud Mine (land mines do not detonated when triggered)

Sniper: Defensive Boost (raises defense)

Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)

Critical Attack (inflicts critical damage no matter where an attack hits)

Scout Elite: Defensive Boost (raises defense)

Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)

Max Evasion (significantly raises evasive skills at all times)

Heavy Scout: Defensive Boost (raises defense)

Ranged Shot (attack made when shooting from a distance cannot be evaded)

Unevadable Shot (attacks made cannot be evaded)

Sniper Elite: Defensive Boost (raises defense)

Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)

Max Accuracy (significantly raises firing accuracy at all times)

AT Sniper: Defensive Boost (raises defense)

Vehicle Assault (raises attack against armored targets)

Total Defense (raises defense and resistance to status ailments)

Best class:

Heavy Scout with Critical Attack set as fourth potential

Sigrid as Heavy Scout has high HP but no potential to help him capture camps so it is better to use him to attack enemies. Critical Attack will help his low shoot stat.

### 4. Lotte Netzel

Join: January

Memories: Frontline Report, Lanseal's Enigma, The Old Campus, Lotte's Ambition  
Mission: Recovering the Camera

This mission took place at Lanseal Drill Ground, all class G are included with Avan and Lotte already deployed. After finishing this mission, Lotte will get Truth Seeker potential.

Potential:

P: City Kid (raises defense when standing on paved area)  
Chatterbox (lowers firing accuracy)  
Curious Mind (lowers evasive skills)  
Truth Seeker (able to move again)

Scout: Evasion Boost (raises evasive skills)  
Sighting (raises firing accuracy when enemy is sighted)  
Full HP Recover (restores HP to full)

Scout Veteran: Evasion Boost (raises evasive skills)  
Nocturnal (visibility at night equal as if in the middle of the day)  
Third Eye (raises defense during interception fire)

Sniper: Evasion Boost (raises evasive skills)  
Major Accuracy (raises firing accuracy)  
Backup Sniping (raises firing accuracy and attack against infantry targets when no one is nearby)

Scout Elite: Evasion Boost (raises evasive skills)  
Major Accuracy (raises firing accuracy)  
Max Evasion (significantly raises evasive skills at all times)

Heavy Scout: Evasion Boost (raises evasive skills)  
Major Defense (raises defense)  
Anti-Intercept (halves the damage taken from enemy interception fire)

Sniper Elite: Evasion Boost (raises evasive skills)  
Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)  
Max Accuracy (significantly raises firing accuracy at all times)

AT Sniper: Evasion Boost (raises evasive skills)  
Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)  
Ammo Refill (fully reloads ammunition after an attack)

Best class:

Scout Elite with Anti-Intercept set as fourth potential

Lotte has Truth Seeker that enables her to move again. Anti-Intercept will reduce any damage to her.

5. Melissa Dalen

Join: January

Memories: A Longing Gaze, On a Date?, Protecting Zeri, Melissa's Love

Mission: Zeri's Bodyguards

This mission took place at Lanseal Drill Ground, only Avan and Melissa. After finishing this mission, Melissa will get Zeri Lover potential.

Potential:

P: Misogynist (lowers firing accuracy when a woman is nearby)  
Chameleon (raises defense when concealing)  
Zeri Lover (raises attack against infantry targets when Zeri is nearby)  
Stalker (raises chance to inflict status ailments)

Scout: Accuracy Boost (raises firing accuracy)  
Resist Boost (raises resistance to status ailments)  
Super Evasion (raises evasive skills)

Scout Veteran: Accuracy Boost (raises firing accuracy)  
Major Evasion (raises evasive skills)  
Dud Mine (land mines do not detonated when triggered)

Sniper: Accuracy Boost (raises firing accuracy)  
Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)  
Critical Attack (inflicts critical damage no matter where an attack hits)

Scout Elite: Accuracy Boost (raises firing accuracy)  
Major Accuracy (raises firing accuracy)  
Concentration (focuses all shots on a single point when attacking)

Heavy Scout: Accuracy Boost (raises firing accuracy)  
Ranged Shot (attack made when shooting from a distance cannot be evaded)  
Full HP Recover (restores HP to full)

Sniper Elite: Accuracy Boost (raises firing accuracy)  
Extra Shot (adds 1 ammo)  
Second Wind (restores AP to full when AP reaches half)

AT Sniper: Accuracy Boost (raises firing accuracy)  
Vehicle Assault (raises attack against armored targets)  
Super vs Armor (raises attack against armored targets)

Best class:

AT Sniper with Second Wind or Full HP Recover set as fourth potential

Second Wind enables Melissa to the rear of a tank. Alternatively you can set Full HP Recover so you can use her continuously. Misogynist works with Alexis, see Alexis' events to know the reason.

6. Chloe Blixen

Join: February

Memories: Chloe the Artist, Seeking a Theme, Snow Rabbits, Before Her Eyes

Mission: Snow Rabbit Search

This mission took place at Diebal Mountains, only Avan and Chloe. After finishing this mission, Chloe' Slump potential will change into Creative Urge potential.

Potential:

P: Moody (unable to act)  
Night Vision (raises firing accuracy at night)  
Creative Urge (able to move again)

Scout: Defensive Boost (raises defense)  
Nocturnal (visibility at night equal as if in the middle of the day)  
Clear Thought (raises resistance to status ailments during interception fire)

Scout Veteran: Defensive Boost (raises defense)  
Sighting (raises firing accuracy when enemy is sighted)  
Range Extension (raises effective range of an attack)

Sniper: Defensive Boost (raises defense)  
Major Accuracy (raises firing accuracy)  
Super Accuracy (raises firing accuracy)

Scout Elite: Defensive Boost (raises defense)  
Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)  
Cover Stance (raises defense)

Heavy Scout: Defensive Boost (raises defense)  
Major Defense (raises defense)  
Unevadable Shot (attacks made cannot be evaded)

Sniper Elite: Defensive Boost (raises defense)  
Extra Shot (adds 1 ammo)  
Eagle Eye (raises zoom-in capability)

AT Sniper: Defensive Boost (raises defense)  
Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)  
Total Defense (raises defense and resistance to status ailments)

Best class:

Scout Elite with Total Defense set as fourth potential

Just like Lotte, she has a potential that enables her to move again. Moody make her can't act so sometimes you can not use her to attack enemies. This is perfect for Scout Elite since this class main job is to move and capture camps instead of fighting.

7. Welkin Gunther

Join: after you reach lv50 for all class

Memories: none

Mission: none

Potential:

P: Nature Lover (raises defense outdoor)  
Calm Heart (raises evasive skills and defense)  
Sibling Ties (raises firing accuracy and defense)  
Power of Love (raises various abilities)

Scout: Defensive Boost (raises defense)  
Sighting (raises firing accuracy when enemy is sighted)  
Clear Thought (raises resistance to status ailments during interception fire)

Scout Veteran: Defensive Boost (raises defense)  
Major Evasion (raises evasive skills)  
Third Eye (raises defense during interception fire)

Sniper: Defensive Boost (raises defense)  
Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)  
Critical Attack (inflicts critical damage no matter where an attack hits)

Scout Elite: Defensive Boost (raises defense)  
Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)  
Max Evasion (significantly raises evasive skills at all times)

Heavy Scout: Defensive Boost (raises defense)  
Ranged Shot (attack made when shooting from a distance cannot be evaded)  
Full HP Recover (restores HP to full)

Sniper Elite: Defensive Boost (raises defense)  
Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)  
Second Wind (restores AP to full when AP reaches half)

AT Sniper: Defensive Boost (raises defense)  
Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)  
Total Defense (raises defense and resistance to status ailments)

Best class:

Heavy Scout with Total Defense set as fourth potential

Welkin will be harder to kill with lots of potential that increase his defense, on top of that he can recover his HP so he won't be killed easily.

8. Alicia Melchiott

Join: January 2nd year, after you finish the game

Memories: none

Mission: none

Potential:

P: Country Bred (raises firing accuracy and attack against infantry targets when standing in dirt)

Maternal (raises evasive skills when any close friends is nearby)

Mysterious Body (restores HP to full)

Valkyria (raises all abilities when HP is less than half)

Scout: Evasion Boost (raises evasive skills)

Resist Boost (raises resistance to status ailments)

Anti-Intercept (halves the damage taken from enemy interception fire)

Scout Veteran: Evasion Boost (raises evasive skills)

Nocturnal (visibility at night equal as if in the middle of the day)

Range Extension (raises effective range of an attack)

Sniper: Evasion Boost (raises evasive skills)

Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)

Super Accuracy (raises firing accuracy)

Scout Elite: Evasion Boost (raises evasive skills)

Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)

Cover Stance (raises defense)

Heavy Scout: Evasion Boost (raises evasive skills)

Major Defense (raises defense)

Unevadable Shot (attacks made cannot be evaded)



Sniper Elite: Evasion Boost (raises evasive skills)  
Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)  
Second Wind (restores AP to full when AP reaches half)

AT Sniper: Evasion Boost (raises evasive skills)  
Vehicle Assault (raises attack against armored targets)  
Ammo Refill (fully reloads ammunition after an attack)

Best class:

Heavy Scout with Anti-Intercept set as fourth potential

Alicia has several abilities that enables her to fight enemies. Anti-Intercept will reduce damage that she took and Mysterious Body will heal her completely.

9. Selvaria Bles

Join: Go to extra and enter this code: 53K8FKGP1GHQ4SBN

Memories: none

Mission: none

Potential:

P: Born Leader (raises defense when allies is nearby)

Tank Hater (lowers attack against armored targets)

Scout: Accuracy Boost (raises firing accuracy)

Sighting (raises firing accuracy when enemy is sighted)

Clear Thought (raises resistance to status ailments during interception fire)

Scout Veteran: Accuracy Boost (raises firing accuracy)

Major Evasion (raises evasive skills)

Dud Mine (land mines do not detonated when triggered)

Sniper: Accuracy Boost (raises firing accuracy)

Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)

Backup Sniping (raises firing accuracy and attack against infantry targets when no one is nearby)

Scout Elite: Accuracy Boost (raises firing accuracy)

Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)

Max Evasion (significantly raises evasive skills at all times)

Heavy Scout: Accuracy Boost (raises firing accuracy)

Ranged Shot (attack made when shooting from a distance cannot be evaded)

Anti-Intercept (halves the damage taken from enemy interception fire)

Sniper Elite: Accuracy Boost (raises firing accuracy)

Extra Shot (adds 1 ammo)

Eagle Eye (raises zoom-in capability)

AT Sniper: Accuracy Boost (raises firing accuracy)

Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)

Total Defense (raises defense and resistance to status ailments)

Best class:

Heavy Scout with Max Evasion or Total Defense set as fourth potential

Selvaria is weak so you need one of this two potential set to help her when she fight enemies.

10. Marina Wulfstan

Join: Go to extra and enter this code: CR6BG1A9LYQKB6WJ

Memories: none

Mission: none

Potential:

P: Pollen Allergy (HP drained when standing on grassy areas)

Lone Wolf (lowers evasive skills when allies are nearby)

Night Vision (raises firing accuracy at night)

My Way (raises evasive skills when no allies are nearby)

Scout: Evasion Boost (raises evasive skills)

Resist Boost (raises resistance to status ailments)

Super Evasion (raises evasive skills)

Scout Veteran: Evasion Boost (raises evasive skills)

Major Evasion (raises evasive skills)

Range Extension (raises effective range of an attack)

Sniper: Evasion Boost (raises evasive skills)

Extra Shot (adds 1 ammo)

Penetration (attacks ignore defense when causing damage)

Scout Elite: Evasion Boost (raises evasive skills)

Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)

Concentration (focuses all shots on a single point when attacking)

Heavy Scout: Evasion Boost (raises evasive skills)

Ranged Shot (attack made when shooting from a distance cannot be evaded)

Anti-Intercept (halves the damage taken from enemy interception fire)

Sniper Elite: Evasion Boost (raises evasive skills)

Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)

Max Accuracy (significantly raises firing accuracy at all times)

AT Sniper: Evasion Boost (raises evasive skills)

Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)

Ammo Refill (fully reloads ammunition after an attack)

Best class:

AT Sniper with Anti-Intercept set as fourth potential

Anti-Intercept will reduce damage from interception fire while Marina get to the rear of a tank.

11. Eleanor Varrot

Join: after you reach Lv50 Scout

Memories: none

Mission: none

Potential:

P: City Kid (raises defense when standing on paved area)

Bookworm (lowers evasive skills)  
Camp Defender (raises evasive skills in camp area)  
Broken Chains (raises firing accuracy)

Scout: Evasion Boost (raises evasive skills)  
Sighting (raises firing accuracy when enemy is sighted)  
Super Evasion (raises evasive skills)

Scout Veteran: Evasion Boost (raises evasive skills)  
Major Evasion (raises evasive skills)  
Range Extension (raises effective range of an attack)

Sniper: Evasion Boost (raises evasive skills)  
Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)  
Critical Attack (inflicts critical damage no matter where an attack hits)

Scout Elite: Evasion Boost (raises evasive skills)  
Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)  
Concentration (focuses all shots on a single point when attacking)

Heavy Scout: Evasion Boost (raises evasive skills)  
Major Defense (raises defense)  
Anti-Intercept (halves the damage taken from enemy interception fire)

Sniper Elite: Evasion Boost (raises evasive skills)  
Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)  
Max Accuracy (significantly raises firing accuracy at all times)

AT Sniper: Evasion Boost (raises evasive skills)  
Vehicle Assault (raises attack against armored targets)  
Ammo Refill (fully reloads ammunition after an attack)

Best class:  
Sniper Elite with Range Extension set as fourth potential

The female version of Nichol although you must not use her when fighting Valkyria Baldren as he can kill Eleanor in counter attack.

12. Hubert Brixham  
Join: January 2nd year, after you finish the game  
Memories: none  
Mission: none

Potential:

P: Military Family (raises firing accuracy)  
Eternal Smile (raises defense)  
Old Wound (lowers firing accuracy)  
Warrior's Blood (raises attack against infantry targets)

Scout: Evasion Boost (raises evasive skills)  
Sighting (raises firing accuracy when enemy is sighted)  
Super Evasion (raises evasive skills)

Scout Veteran: Evasion Boost (raises evasive skills)  
Nocturnal (visibility at night equal as if in the middle of the day)  
Range Extension (raises effective range of an attack)

Sniper: Evasion Boost (raises evasive skills)  
Major Accuracy (raises firing accuracy)  
Critical Attack (inflicts critical damage no matter where an attack hits)

Scout Elite: Evasion Boost (raises evasive skills)  
Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)  
Concentration (focuses all shots on a single point when attacking)

Heavy Scout: Evasion Boost (raises evasive skills)  
Major Defense (raises defense)  
Unevadable Shot (attacks made cannot be evaded)

Sniper Elite: Evasion Boost (raises evasive skills)  
Nest Master (raises attack against infantry targets and chance to inflict status ailments when climbing a ladder)  
Eagle Eye (raises zoom-in capability)

AT Sniper: Evasion Boost (raises evasive skills)  
Vehicle Assault (raises attack against armored targets)  
Ammo Refill (fully reloads ammunition after an attack)

Best class:

Heavy Scout with Concentration or Critical Attack set as fourth potential

You may want to have those two potentials ready. Set Concentration for day mission and set Critical Attack for night mission. The reason is you can only spot enemies when they close to you in night mission. If you found crouching enemies, it is better if you have Critical Attack so you can attack your enemies rather than use mortar that need long range to hit enemies.

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Shocktrooper (STR)  
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Shocktrooper are the best unit in term of combat. They can kill an enemy or several enemies if you can position them well. Their HP is also high enables them to have several battles per turn. They can also intercept enemies. They can't run as far as Scout though. Use them to clean your Scout way to a camp.

Equipment:

Mags Sub Machine Gun, 20-31 shots  
B-Type Grenade, 1 ammo  
Field Suit

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Left Side  
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Shocktrooper --> Trooper Veteran --> Trooper Elite or Commando

a. Trooper Veteran (Certificate x1, Attack x3, Attack X x1):

They can carry more hand grenade meaning they good against crouching enemies. Except that, no difference with Shocktrooper if not for their increased stats.

Equipment:

Mags Sub Machine Gun, 20-31 shots  
B-Type Grenade, 3 ammo  
Ragnaid

Field Suit

b. Trooper Elite (Diploma x1, March x2, AttackII x3, MarchII X x1):

A better version of Trooper Veteran. That's all I can say.

Equipment:

Mags Sub Machine Gun, 20-31 shots

B-Type Grenade, 3 ammo

Ragnaid

Field Suit

c. Commando (Diploma x1, March X x1, ArmsII x3, AttackII X x2):

They use flamethrower that extremely good against cannon towers and turrets.

Against crouching enemies, flamethrower is equal grenade. Their flaws is

against tanks and V2.

Equipment:

Mags Sub Machine Gun, 20-31 shots

FF Flamethrower, 1 shot

Ragnaid

Field Suit

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Right Side

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Shocktrooper --> Gunner --> Gunner Elite or Heavy Gunner

a. Gunner (Certificate x1, Arms x3, Support X x1):

The main reason you want to deploy them is because they extremely good for interception since any enemy that come to them usually will die before they can attack. After you capture a camp, you only have 1 CP? Deploy them in that camp in another area and none can take that camp back. Essential if you want to have an A for a mission.

Equipment:

Squall Machine Gun, 45-69 shots

B-Type Grenade, 1 ammo

Ragnaid

Field Suit

b. Gunner Elite (Diploma x1, Support x2, MarchII x2, SupportII X x1):

Because of their better AP than Gunner, Gunner Elite is more suited to attack enemies. For their increased stats they can fight more enemies now.

Equipment:

Hurricane Light Machine Gun, 55-70 shots

B-Type Grenade, 1 ammo

Ragnaid

Field Suit

c. Heavy Gunner (Diploma x1, Arms X x1, SupportII x2, ArmsII X x1):

Use them mainly for defending your camp. You won't be able to move far with their AP. A hint: Essential for August mission against Dirk. Use them to defend your camp from enemy reinforcements that coming from their camp. The reinforcements is always V2. They also good against APC although you must attack directly from rear.

Equipment:

Cyclone Heavy Machine Gun, 40-60 shots

B-Type Grenade, 1 ammo

Ragnaid  
Field Suit

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1. Erik Kampmann

Join: January

Memories: On the Prowl, The Birds, Suspicion, A Wolf Unmasked

Mission: Uncovering the Truth

This mission took place at Lanseal Drill Ground, only Avan and Erik. After finishing this mission, Erik will get Clumsy Kindness potential.

Potential:

P: Camp Defender (raises evasive skills in camp area)

Scout Killer (raises firing accuracy and attack against infantry targets)

Outcast (lowers evasive skills when an ally from same class is nearby)

Clumsy Kindness (raises firing accuracy)

Shocktrooper: Firing Stance (raises firing accuracy when crouching)

Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)

Ammo Refill (fully reloads ammunition after an attack)

Trooper Veteran: Firing Stance (raises firing accuracy when crouching)

Shielded Shot (raises firing accuracy when crouching)

Unevadable Shot (attacks made cannot be evaded)

Gunner: Firing Stance (raises firing accuracy when crouching)

First Aid Boost (raises healing from ragnaid)

Prone Attack (raises firing accuracy when crouching)

Trooper Elite: Firing Stance (raises firing accuracy when crouching)

Major Evasion (raises evasive skills)

Double Attack (able to attack again before the enemy counterattacks)

Commando: Firing Stance (raises firing accuracy when crouching)

Assault Stance (raises resistance to status ailments during interception fire)

Phoenix (recovers full HP when HP reaches 0)

Gunner Elite: Firing Stance (raises firing accuracy when crouching)

Deadly Aim (raises chance to inflict status ailments)

Close Quarters (raises evasive skills when closing in on an enemy)

Heavy Gunner: Firing Stance (raises firing accuracy when crouching)

Resist Counters (lowers damage taken from counterattacks)

Max Exploit (significantly raises chance to inflict status ailments)

Best class:

Trooper Elite with Phoenix set as fourth potential

Double Attack is for attacking and Phoenix is for defending your camp, especially in August mission.

2. Pete Stang

Join: March

Memories: A Role Model, Pete's Rival, Desperation, A New Role Model

Mission: Rescuing Pete

This mission took place in Leanbluff Forest, all class G are included with Avan and Pete already deployed. After finishing this mission, Pete's Zeri Hater will change into Zeri's Disciple potential.

Potential:

P: Country Bred (raises firing accuracy and attack against infantry targets when standing in dirt)

Rebel Hater (raises firing accuracy)

Zeri's Disciple (raises attack against infantry targets when Zeri nearby)

Shocktrooper: vs Personnel Boost (raises attack against infantry targets)

Guarding Stance (raises defense when inflicted by status ailments)

Super vs Personnel (raises attack against infantry targets)

Trooper Veteran: vs Personnel Boost (raises attack against infantry targets)

Ambush Spotter (spot concealed enemies from double distance than usual)

Advanced Attack (raises various abilities)

Gunner: vs Personnel Boost (raises attack against infantry targets)

Major vs Personnel (raises attack against infantry targets)

Cover Stance (raises defense)

Trooper Elite: vs Personnel Boost (raises attack against infantry targets)

Kamikaze (raises firing accuracy and evasive skills when HP is less than half)

Side Defense (raises side defense)

Commando: vs Personnel Boost (raises attack against infantry targets)

Fearless Will (raises attack against infantry targets and defense during interception fire)

Perfect Dodge (always evades enemy counter attacks)

Gunner Elite: vs Personnel Boost (raises attack against infantry targets)

Major Accuracy (raises firing accuracy)

Range Extension (raises effective range of an attack)

Heavy Gunner: vs Personnel Boost (raises attack against infantry targets)

Dud Mine (land mines do not detonated when triggered)

Super Evasion (raises evasive skills)

Best class:

Commando with Advanced Attack set as fourth potential

Pete will be difficult to kill now.

3. Nahum Dryer

Join: August

\* Karlmann Leung said that he got Nahum in February after finishing Marion's mission. I haven't tried it again so this is possible.

Memories: Prince Nahum, All Together, The Statesman, Departure

Mission: Defending the People

This mission took place at Arlem Village, all class G are included with Avan and Nahum already deployed. After finishing this mission, Nahum will get Ruler's Grace potential. He will leave Lanseal if you finished this mission although... Well, it's better for you to see it yourself.

Potential:

P: Bully (raises firing accuracy when pack of allies present in same area)

Show-Off (raises defense when sighted by multiple enemies)  
Panicky (lowers attack against infantry targets during interception fire)  
Ruler's Grace (raises attack against infantry and armored targets)

Shocktrooper: Evasion Boost (raises evasive skills)  
Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)  
Clear Shot (raises firing accuracy and attack power against infantry targets when no enemies are nearby)

Trooper Veteran: Evasion Boost (raises evasive skills)  
Shielded Shot (raises firing accuracy when crouching)  
Neutralize (cannot be countered when attacking)

Gunner: Evasion Boost (raises evasive skills)  
Major vs Personnel (raises attack against infantry targets)  
Suppression (raises chance to inflict status ailments)

Trooper Elite: Evasion Boost (raises evasive skills)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Max vs Personnel (significantly raises attack against infantry targets at all times)

Commando: Evasion Boost (raises evasive skills)  
Fearless Will (raises attack against infantry targets and defense during interception fire)  
Speed Burst (raises movement speed)

Gunner Elite: Evasion Boost (raises evasive skills)  
Deadly Aim (raises chance to inflict status ailments)  
Super Exploit (raises chance to inflict status ailments)

Heavy Gunner: Evasion Boost (raises evasive skills)  
Resist Counters (lowers damage taken from counterattacks)  
Full HP Recover (restores HP to full)

Best class:  
Heavy Gunner with Max vs Personnel set as fourth potential

Panicky will lower his attack against infantry not armored targets and Heavy Gunner is good against any armored targets. You can offset Panicky by set Max vs Personnel as his fourth potential.

#### 4. Franca Martin

Join: January

Memories: The Harsh Sister, Hidden Feelings, Franca's Fears, Family First

Mission: Rescuing Nichol

This mission took place at Leanbluff Forest, all class G included with Avan and Franca already deployed. After finishing this mission, Franca's Nichol Hater will change into Tough Love potential.

Potential:

P: Neat Freak (lowers firing accuracy)  
Born Leader (raises defense when allies is nearby)  
Tough Love (raises attack against infantry and armored targets)

Shocktrooper: Firing Stance (raises firing accuracy when crouching)  
Guarding Stance (raises defense when inflicted by status ailments)



Ammo Refill (fully reloads ammunition after an attack)

Trooper Veteran: Firing Stance (raises firing accuracy when crouching)  
Ambush Spotter (spot concealed enemies from double distance than usual)  
Advanced Attack (raises various abilities)

Gunner: Firing Stance (raises firing accuracy when crouching)  
First Aid Boost (raises healing from ragnaid)  
Cover Stance (raises defense)

Trooper Elite: Firing Stance (raises firing accuracy when crouching)  
Major Evasion (raises evasive skills)  
Max vs Personnel (significantly raises attack against infantry targets at all times)

Commando: Firing Stance (raises firing accuracy when crouching)  
Assault Stance (raises resistance to status ailments during interception fire)  
Perfect Dodge (always evades enemy counter attacks)

Gunner Elite: Firing Stance (raises firing accuracy when crouching)  
Major Accuracy (raises firing accuracy)  
Super Exploit (raises chance to inflict status ailments)

Heavy Gunner: Firing Stance (raises firing accuracy when crouching)  
Dud Mine (land mines do not detonated when triggered)  
Super Evasion (raises evasive skills)

Best class:

Trooper Elite with Perfect Dodge set as fourth potential

Use Franca mainly to kill any infantry targets.

## 5. Anisette Nelson

Join: January

Memories: A Pledge Made, Becoming an Idol, Showdown!, Live in Concert

Mission: Taking the Stage

This mission took place at Lanseal Drill Ground, only Avan and Anisette. After finishing this mission, Anisette will get Diligent potential. You will also meet a character from the first series, Edy Nelson that happens to be Anisette's sister. Enjoy Edy's singing.

Potential:

P: Country Bred (raises firing accuracy and attack against infantry targets when standing in dirt)  
Camaraderie (raises evasive skills)  
Unfit (lowers firing accuracy)  
Diligent (restores HP)

Shocktrooper: vs Personnel Boost (raises attack against infantry targets)  
Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)  
Super vs Personnel (raises attack against infantry targets)

Trooper Veteran: vs Personnel Boost (raises attack against infantry targets)  
Ambush Spotter (spot concealed enemies from double distance than usual)  
Neutralize (cannot be countered when attacking)

Gunner: vs Personnel Boost (raises attack against infantry targets)

First Aid Boost (raises healing from ragnaid)  
Suppression (raises chance to inflict status ailments)

Trooper Elite: vs Personnel Boost (raises attack against infantry targets)  
Major Evasion (raises evasive skills)  
Side Defense (raises side defense)

Commando: vs Personnel Boost (raises attack against infantry targets)  
Fearless Will (raises attack against infantry targets and defense during interception fire)  
Phoenix (recovers full HP when HP reaches 0)

Gunner Elite: vs Personnel Boost (raises attack against infantry targets)  
Major Accuracy (raises firing accuracy)  
Close Quarters (raises evasive skills when closing in on an enemy)

Heavy Gunner: vs Personnel Boost (raises attack against infantry targets)  
Resist Counters (lowers damage taken from counterattacks)  
Max Exploit (raises chance to inflict status ailments)

Best class:  
Commando with Neutralize set as fourth potential

With Neutralize there's a less chance for Phoenix to activated.

## 6. Marion Siegbahn

Join: January  
Memories: Lovely Marion, Secrets, For This Day, Unlikely Tastes  
Mission: Against New Weaponry

This mission took place at Arlem, all class G are included with Avan and Marion already deployed. After finishing this mission, Marion will get Weapons Freak. I guarantee you will be surprised after the mission.

Potential:

P: Social Elite (raises defense when standing on paved area)  
Scout Killer (raises firing accuracy and attack against infantry targets)  
Reconciliation (raises defense)  
Weapons Freak (raises attack against infantry and armored targets)

Shocktrooper: Evasion Boost (raises evasive skills)  
Guarding Stance (raises defense when inflicted by status ailments)  
Clear Shot (raises firing accuracy and attack power against infantry targets when no enemies are nearby)

Trooper Veteran: Evasion Boost (raises evasive skills)  
Shielded Shot (raises firing accuracy when crouching)  
Unevadable Shot (attacks made cannot be evaded)

Gunner: Evasion Boost (raises evasive skills)  
Major vs Personnel (raises attack against infantry targets)  
Prone Attack (raises firing accuracy when crouching)

Trooper Elite: Evasion Boost (raises evasive skills)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Double Attack (able to attack again before the enemy counterattacks)

Commando: Evasion Boost (raises evasive skills)  
Assault Stance (raises resistance to status ailments during interception fire)

Speed Burst (raises movement speed)

Gunner Elite: Evasion Boost (raises evasive skills)  
Deadly Aim (raises chance to inflict status ailments)  
Range Extension (raises effective range of an attack)

Heavy Gunner: Evasion Boost (raises evasive skills)  
Dud Mine (land mines do not detonated when triggered)  
Full HP Recover (restores HP to full)

Best class:

Heavy Gunner with Double Attack set as fourth potential

Weapons Freak is good against infantry and armored targets just like Heavy Gunner.

7. Brigitte "Rosie" Stark

Join: after you reach Lv50 Shocktrooper

Memories: none

Mission: none

Potential:

P: Dessert Allergy (HP drained in sandy areas)  
Strong-Willed (halves damage from interception fire)  
Big Sister (raises firing accuracy and attack power against infantry targets)  
Song of Peace (raises firing accuracy and evasive skills)

Shocktrooper: Firing Stance (raises firing accuracy when crouching)  
Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)  
Ammo Refill (fully reloads ammunition after an attack)

Trooper Veteran: Firing Stance (raises firing accuracy when crouching)  
Shielded Shot (raises firing accuracy when crouching)  
Unevadable Shot (attacks made cannot be evaded)

Gunner: Firing Stance (raises firing accuracy when crouching)  
First Aid Boost (raises healing from ragnaid)  
Prone Attack (raises firing accuracy when crouching)

Trooper Elite: Firing Stance (raises firing accuracy when crouching)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Double Attack (able to attack again before the enemy counterattacks)

Commando: Firing Stance (raises firing accuracy when crouching)  
Fearless Will (raises attack against infantry targets and defense during interception fire)  
Perfect Dodge (always evades enemy counter attacks)

Gunner Elite: Firing Stance (raises firing accuracy when crouching)  
Major Accuracy (raises firing accuracy)  
Close Quarters (raises evasive skills when closing in on an enemy)

Heavy Gunner: Firing Stance (raises firing accuracy when crouching)  
Dud Mine (land mines do not detonated when triggered)  
Max Exploit (significantly raises chance to inflict status ailments at all times)

Best class:

Trooper Elite with Unevadable Shot set as fourth potential

She can attack twice and no enemies can evade from her attack. Don't use her in Daws Dessert, especially during sandstorm.

#### 8. Lynn

Join: Go to extra and enter this code: CR6BG1A9LYQKB6WJ

Memories: none

Mission: none

Potential:

P: Child of Nature (lowers defense when standing on paved area)

Darcsen Bond (raises defense when a Darcsen present in same area)

Trooper Killer (raises firing accuracy and attack against infantry targets)

Hard Worker (able to attack again)

Shocktrooper: Firing Stance (raises firing accuracy when crouching)

Ambush Spotter (spot concealed enemies from double distance than usual)

Ammo Refill (fully reloads ammunition after an attack)

Trooper Veteran: Firing Stance (raises firing accuracy when crouching)

Shielded Shot (raises firing accuracy when crouching)

Unevadable Shot (attacks made cannot be evaded)

Gunner: Firing Stance (raises firing accuracy when crouching)

First Aid Boost (raises healing from ragnaid)

Prone Attack (raises firing accuracy when crouching)

Trooper Elite: Firing Stance (raises firing accuracy when crouching)

Kamikaze (raises firing accuracy and evasive skills when HP is less than half)

Max vs Personnel (significantly raises attack against infantry targets at all times)

Commando: Firing Stance (raises firing accuracy when crouching)

Fearless Will (raises attack against infantry targets and defense during interception fire)

Perfect Dodge (always evades enemy counter attacks)

Gunner Elite: Firing Stance (raises firing accuracy when crouching)

Deadly Aim (raises chance to inflict status ailments)

Super Exploit (raises chance to inflict status ailments)

Heavy Gunner: Firing Stance (raises firing accuracy when crouching)

Dud Mine (land mines do not detonated when triggered)

Full HP Recover (restores HP to full)

Best class:

Commando with Max vs Personnel or Full HP Recover set as fourth potential

It's your choice. For offensive Lynn, choose Max vs Personnel, defensive Lynn should choose Full HP Recover.

#### 9. Edy Nelson

Join: Go to extra and enter this code: CR6BG1A9LYQKB6WJ

Memories: none

Mission: none

Potential:

P: Country Bred (raises firing accuracy and attack against infantry targets when standing in dirt)

Panicky (lowers attack against infantry targets during interception fire)

Born Leader (raises defense when allies is nearby)

Rosie Hater (lowers attack against infantry targets when Rosie is nearby)

Shocktrooper: Evasion Boost (raises evasive skills)

Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)

Super vs Personnel (raises attack against infantry targets)

Trooper Veteran: Evasion Boost (raises evasive skills)

Ambush Spotter (spot concealed enemies from double distance than usual)

Unevadable Shot (attacks made cannot be evaded)

Gunner: Evasion Boost (raises evasive skills)

Major vs Personnel (raises attack against infantry targets)

Prone Attack (raises firing accuracy when crouching)

Trooper Elite: Evasion Boost (raises evasive skills)

Major Evasion (raises evasive skills)

Double Attack (able to attack again before the enemy counterattacks)

Commando: Evasion Boost (raises evasive skills)

Fearless Will (raises attack against infantry targets and defense during interception fire)

Phoenix (recovers full HP when HP reaches 0)

Gunner Elite: Evasion Boost (raises evasive skills)

Deadly Aim (raises chance to inflict status ailments)

Close Quarters (raises evasive skills when closing in on an enemy)

Heavy Gunner: Evasion Boost (raises evasive skills)

Resist Counters (lowers damage taken from counterattacks)

Max Exploit (significantly raises chance to inflict status ailments at all times)

Best class:

Heavy Gunner with Double Attack set as fourth potential

Panicky is bad when you attack enemies. It will also lower attack against infantry targets. Heavy Machine Gun can help with that.

10. Aisha Neumann

Join: January 2nd year, after you finish the game

Memories: none

Mission: none

Potential:

P: Dessert Allergy (HP drained in sandy areas)

Panicky (lowers attack against infantry targets during interception fire)

Dependant (lower evasive skills when no allies around)

Starting Dash (raises firing accuracy during the first two turns of an operation)

Shocktrooper: vs Personnel Boost (raises attack against infantry targets)

Guarding Stance (raises defense when inflicted by status ailments)

Super vs Personnel (raises attack against infantry targets)

Trooper Veteran: vs Personnel Boost (raises attack against infantry targets)  
Ambush Spotter (spot concealed enemies from double distance than usual)  
Neutralize (cannot be countered when attacking)

Gunner: vs Personnel Boost (raises attack against infantry targets)  
First Aid Boost (raises healing from ragnaid)  
Suppression (raises chance to inflict status ailments)

Trooper Elite: vs Personnel Boost (raises attack against infantry targets)  
Major Evasion (raises evasive skills)  
Max vs Personnel (significantly raises attack against infantry targets at all times)

Commando: vs Personnel Boost (raises attack against infantry targets)  
Assault Stance (raises resistance to status ailments during interception fire)  
Phoenix (recovers full HP when HP reaches 0)

Gunner Elite: vs Personnel Boost (raises attack against infantry targets)  
Major Accuracy (raises firing accuracy)  
Super Exploit (raises chance to inflict status ailments)

Heavy Gunner: vs Personnel Boost (raises attack against infantry targets)  
Resist Counters (lowers damage taken from counterattacks)  
Max Exploit (significantly raises chance to inflict status ailments)

Best class:  
Commando with Neutralize of Max vs Personnel set as fourth potential

It's up to you actually although you maybe want to choose Neutralize since she already has vs Personnel Boost.

11. Oscar Bielert  
Join: January 2nd year, after you finish the game  
Memories: none  
Mission: none

Potential:

P: Meadow Bred (raises defense when standing on grassy areas)  
Imp Hatred (raises firing accuracy)  
Night Vision (raises firing accuracy at night)  
Coward (lowers firing accuracy)

Shocktrooper: Firing Stance (raises firing accuracy when crouching)  
Close Combat (raises firing accuracy and chance to inflict status ailments if an enemy is nearby)  
Clear Shot (raises firing accuracy and attack power against infantry targets when no enemies are nearby)

Trooper Veteran: Firing Stance (raises firing accuracy when crouching)  
Shielded Shot (raises firing accuracy when crouching)  
Advanced Attack (raises various abilities)

Gunner: Firing Stance (raises firing accuracy when crouching)  
First Aid Boost (raises healing from ragnaid)  
Prone Attack (raises firing accuracy when crouching)

Trooper Elite: Firing Stance (raises firing accuracy when crouching)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Max vs Personnel (significantly raises attack against infantry targets)

at all times)

Commando: Firing Stance (raises firing accuracy when crouching)  
Assault Stance (raises resistance to status ailments during interception fire)  
Phoenix (recovers full HP when HP reaches 0)

Gunner Elite: Firing Stance (raises firing accuracy when crouching)  
Major Accuracy (raises firing accuracy)  
Range Extension (raises effective range of an attack)

Heavy Gunner: Firing Stance (raises firing accuracy when crouching)  
Resist Counters (lowers damage taken from counterattacks)  
Full HP Recover (restores HP to full)

Best class:  
Heavy Gunner with Advanced Attack set as fourth potential

With this, Oscar can fire from short distance without worrying about his HP.

-----  
Lancer (LAN)  
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Tanks are nothing for them, just toys. Just remember about their lance's ammo, only three. Always make sure to attack a tank from rear to conserve ammo.

Equipment:  
Lancaar A-Tank Lance, 1 shot and 3 ammo  
Combat Suit

-----  
Left Side  
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Lancer --> Lancer Veteran --> Lancer Elite or Mobile Lancer

a. Lancer Veteran (Certificate x1, Arms x3, Arms X x1):  
There's a possibility that your Lancer will die when they try to outflank a tank when another enemy is nearby that tank. For Lancer Veteran the possibility is lower.

Equipment:  
Lancaar A-Tank Lance, 1 shot and 3 ammo  
Ragnaid  
Combat Suit

b. Lancer Elite (Diploma x1, Attack x3, SupportII x2, AttackII X x1):  
The only Lancer that can destroy a heavy tank in one turn. They got increased stats from Lancer Veteran.

Equipment:  
Theimer Advance AT Lance, 1 shot and 3 ammo  
Ragnaid  
Combat Suit

c. Mobile Lancer (Diploma x1, March X x1, AttackII x3, Support X x1):  
Just like their name, mobile means more range to cover. Their attack just the same though. It's up to you to decide, more AP or more attack power. Basically, use Lancer Elite for missions that took place in a place that make targeting easier such as clear sky. Use Mobile Lancer for missions that

took place in a place that make targeting difficult such as fog because you need to place your Lancer as close as possible to the enemies.

Equipment:

Lancaar A-Tank Lance, 1 shot and 3 ammo

Ragnaid

Combat Suit

-----  
Right Side  
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Lancer --> Mortarar --> Heavy Mortarar or Mobile Mortarar

a. Mortarar (Certificate x1, Support x2, Attack X x1):

In my opinion, Mortarar are quite bad. Yes, they can kill enemies in an area, but they can't intercept enemies. Not only that, you can not use them to kill their fellow Mortarar or Lancer.

Equipment:

Lancaar-SH Mortar Lance, 1 shot and 3 ammo

Ragnaid

Combat Suit

b. Heavy Mortarar (Diploma x1, March x2, ArmsII x3, ArmsII X x2):

Stronger mortarar. Their area damage is larger as well. Unlike Lancer Elite and Mobile Lancer, you don't need to choose between Heavy Mortarar and Mobile Mortarar because of the range that needed when attacking enemies are quite long so usually you don't need to spend all your AP.

Equipment:

Diehl Heavy Mortar Lance, 1 shot and 3 ammo

Ragnaid

Combat Suit

c. Mobile Mortarar (Diploma x1, Support X x1, MarchII x2):

They are mobile so they can cover more area. Since their attack are still the same, they less favorable.

Equipment:

Lancaar-SH Mortar Lance, 1 shot and 3 ammo

Ragnaid

Combat Suit

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1. Reiner Tristan

Join: January

Memories: Self Discipline, Betrayal, Reiner's Resolve, Forgotten Vows

Mission: Fighting Friends

This mission took place at Arlem Village, all class G are included with Avan and Reiner already deployed. After finishing this mission, Reiner will get Peace in Gallia potential. You can also get his friend, Sigrid as a member of your squad.

Potential:

P: Child of Nature (lowers defense when standing on paved area)

Camaraderie (raises evasive skills)



Tank Killer (raises attack against armored targets)  
Peace in Gallia (raises firing accuracy)

Lancer: vs Armor Boost (raises attack against armored targets)  
Resist Boost (raises resistance to status ailments)  
Ammo Refill (fully reloads ammunition after an attack)

Lancer Veteran: vs Armor Boost (raises attack against armored targets)  
Tank Foe (raises firing accuracy and attack against armored targets when multiple tanks is nearby)  
Prone Attack (raises firing accuracy when crouching)

Mortarar: vs Armor Boost (raises attack against armored targets)  
Major Defense (raises defense)  
Super Defense (raises defense)

Lancer Elite: vs Armor Boost (raises attack against armored targets)  
Side Attack (raises attack against armored targets when attacking the side of a tank)  
Clear Thought (raises resistance to status ailments during interception fire)

Mobile Lancer: vs Armor Boost (raises attack against armored targets)  
Major Resist (raises resistance to status ailments)  
Poison Resist (becomes immune to status ailments)

Heavy Mortarar: vs Armor Boost (raises attack against armored targets)  
Explosives Ace (raises attack against infantry and armored targets when attacking with mortar)  
Ranged Shot (attack made when shooting from a distance cannot be evaded)

Mobile Mortarar: vs Armor Boost (raises attack against armored targets)  
Extra Shot (adds 1 ammo)  
Anti-Intercept (halves the damage taken from enemy interception fire)

Best class:

Mobile Lancer with Anti-Intercept set as fourth potential

Anti-Intercept will reduce damage while Reiner trying to get to the rear of a tank.

## 2. Vario Kraatz

Join: May

Memories: Vario's Song, Rosie's Song, The Musician, A Song For All

Mission: A Battle of Attrition

This mission took place at Arlem Village, all class G are included with Avan and Vario already deployed. After finishing this mission, Vario's Headstrong will change into Power of Song potential. You can see another character from the first series, Rosie during his memories.

Potential:

P: Fancies Women (raises firing accuracy when women present in same area)  
Acrobat (raises attack against infantry in high places)  
Power of Song (raises firing accuracy and attack against infantry targets)

Lancer: Firing Stance (raises firing accuracy when crouching)  
Armored Traits (raises defense during interception fire)  
Super vs Armor (raises attack against armored targets)

Lancer Veteran: Firing Stance (raises firing accuracy when crouching)  
Major vs Armor (raises attack against armored targets)  
Tank Slayer (raises firing accuracy and attack power against armored targets when multiple tanks are nearby)

Mortarar: Firing Stance (raises firing accuracy when crouching)  
Evasive Stance (raises evasive skills during interception fire)  
Packed Charges (explosions retain their force for a greater radius)

Lancer Elite: Firing Stance (raises firing accuracy when crouching)  
Extra Shot (adds 1 ammo)  
Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Mobile Lancer: Firing Stance (raises firing accuracy when crouching)  
Major Accuracy (raises firing accuracy)  
Diversion (becomes concealed)

Heavy Mortarar: Firing Stance (raises firing accuracy when crouching)  
Major Resist (raises resistance to status ailments)  
Full HP Recover (restores HP to full)

Mobile Mortarar: Firing Stance (raises firing accuracy when crouching)  
Major vs Personnel (raises attack against infantry targets)  
Speed Burst (raises movement speed)

Best class:

Heavy Mortarar with Diversion set as fourth potential

With Diversion you can move undetected when getting to the rear of a tank.

### 3. Jugin

Join: January 2nd year, after you finish the game

Memories: Truancy, Guilty Feelings, Jugin the Lancer, Leon's Friend

Mission: Defending Our School

This mission took place at Leanbluff Forest, all class G are included with Avan and Jugin already deployed. After finishing this mission, Jugin will get Hard Worker potential.

Potential:

P: Shut-In (lowers defense in camp area)  
Darcsen Bond (raising defense when a Darcsen present in same area)  
Outcast (lowers evasive skills when an ally from same class is nearby)  
Hard Worker (able to attack again)

Lancer: Defensive Boost (raises defense)  
Resist Boost (raises resistance to status ailments)  
Stand Ready (raises evasive skills and defense during interception fire)

Lancer Veteran: Defensive Boost (raises defense)  
Major vs Armor (raises attack against armored targets)  
Dismantle (raises firing accuracy and attack against armored targets)

Mortarar: Defensive Boost (raises defense)  
Major Defense (raises defense)  
Ammo Refill (fully reloads ammunition after an attack)

Lancer Elite: Defensive Boost (raises defense)

Extra Shot (adds 1 ammo)

Max vs Armor (significantly raises attack against armored targets at all times)

Mobile Lancer: Defensive Boost (raises defense)

Major Accuracy (raises firing accuracy)

Close Quarters (raises evasive skills when closing in on an enemy)

Heavy Mortarier: Defensive Boost (raises defense)

Major Resist (raises resistance to status ailments)

Full HP Recover (restores HP to full)

Mobile Mortarier: Defensive Boost (raises defense)

Major vs Personnel (raises attack against infantry targets)

Super vs Personnel (raises attack against infantry targets)

Best class:

Lancer Elite with Full HP Recover set as fourth potential

Jugin will be harder to kill and he can go destroying any tanks.

#### 4. Noel Willoch

Join: January

Memories: Noel's Dream, Parental Concern, Standing Tall, Will to Protect

Mission: Rescuing Father

This mission took place at Leanbluff Forest, all class G are included with Avan and Noel already deployed. After finishing this mission, Noel's Future Concerns will change into Loyal Defender potential.

Potential:

P: Dependant (lower evasive skills when no allies around)

Good Buddy (raises various abilities when allies around)

Loyal Defender (raises defense)

Lancer: vs Armor Boost (raises attack against armored targets)

Armored Traits (raises defense during interception fire)

Ammo Refill (fully reloads ammunition after an attack)

Lancer Veteran: vs Armor Boost (raises attack against armored targets)

Tank Foe (raises firing accuracy and attack against armored targets when multiple tanks is nearby)

Tank Slayer (raises firing accuracy and attack power against armored targets when multiple tanks are nearby)

Mortarier: vs Armor Boost (raises attack against armored targets)

Evasive Stance (raises evasive skills during interception fire)

Packed Charges (explosions retain their force for a greater radius)

Lancer Elite: vs Armor Boost (raises attack against armored targets)

Side Attack (raises attack against armored targets when attacking the side of a tank)

Max vs Armor (significantly raises attack against armored targets at all times)

Mobile Lancer: vs Armor Boost (raises attack against armored targets)

Major Resist (raises resistance to status ailments)

Poison Resist (becomes immune to status ailments)

Heavy Mortarier: vs Armor Boost (raises attack against armored targets)

Explosives Ace (raises attack against infantry and armored targets when

attacking with a hand grenade)

Suppression (raises chance to inflict status ailments)

Mobile Mortarier: vs Armor Boost (raises attack against armored targets)

Extra Shot (adds 1 ammo)

Anti-Intercept (halves the damage taken from enemy interception fire)

Best class:

Lancer Elite with Anti-Intercept set as fourth potential

Noel has Max vs Armor in this class and Anti-Intercept will reduce any damage.

## 5. Coleen Celsius

Join: January

Memories: Beyond Reach, First Love, To Confess Love, Showing Devotion

Mission: In Search of Moonglow

This mission took place at Daws Desert, only Avan, Coleen and Cosette. After finishing this mission, Coleen's Feeble Attack will change into Moonglow potential.

Potential:

P: Mooch (adds 1 ammo)

Chatterbox (lowers firing accuracy)

Moonglow (raises attack against armored targets)

Lancer: Firing Stance (raises firing accuracy when crouching)

Resist Boost (raises resistance to status ailments)

Super vs Armor (raises attack against armored targets)

Lancer Veteran: Firing Stance (raises firing accuracy when crouching)

Major vs Armor (raises attack against armored targets)

Dismantle (raises firing accuracy and attack against armored targets)

Mortarier: Firing Stance (raises firing accuracy when crouching)

Major Defense (raises defense)

Ammo Refill (fully reloads ammunition after an attack)

Lancer Elite: Firing Stance (raises firing accuracy when crouching)

Side Attack (raises attack against armored targets when attacking the side of a tank)

Clear Thought (raises resistance to status ailments during interception fire)

Mobile Lancer: Firing Stance (raises firing accuracy when crouching)

Major Accuracy (raises firing accuracy)

Close Quarters (raises evasive skills when closing in on an enemy)

Heavy Mortarier: Firing Stance (raises firing accuracy when crouching)

Major Resist (raises resistance to status ailments)

Ranged Shot (attack made when shooting from a distance cannot be evaded)

Mobile Mortarier: Firing Stance (raises firing accuracy when crouching)

Extra Shot (add 1 ammo)

Speed Burst (raises movement speed)

Best class:

Mobile Lancer with Dismantle set as fourth potential

Actually Coleen is equal as any class but her Mobile Lancer has Major Accuracy

that offset Chatterbox.

## 6. Rene Randall

Join: January

Memories: Rene's Mistake, Beauty and Beast, Garment Goddess, Goddess Revealed

Mission: A Muddy Battle

This mission took place at Arlem Village, all class G are included with Avan and Rene already deployed. After finishing this mission, Rene's Distraught will change into Maternal potential.

Potential:

P: Egalitarian (raises firing accuracy)

Camaraderie (raises evasive skills)

Maternal (raises evasive skills when any close friends is nearby)

Lancer: Defensive Boost (raises defense)

Armored Traits (raises defense during interception fire)

Stand Ready (raises evasive skills and defense during interception fire)

Lancer Veteran: Defensive Boost (raises defense)

Tank Foe (raises firing accuracy and attack against armored targets when multiple tanks is nearby)

Prone Attack (raises firing accuracy when crouching)

Mortarar: Defensive Boost (raises defense)

Evasive Stance (raises evasive skills during interception fire)

Super Defense (raises defense)

Lancer Elite: Defensive Boost (raises defense)

Extra Shot (adds 1 ammo)

Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Mobile Lancer: Defensive Boost (raises defense)

Major Resist (raises resistance to status ailments)

Diversion (becomes concealed)

Heavy Mortarar: Defensive Boost (raises defense)

Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)

Suppression (raises chance to inflict status ailments)

Mobile Mortarar: Defensive Boost (raises defense)

Major vs Personnel (raises attack against infantry targets)

Super vs Personnel (raises attack against infantry targets)

Best class:

Mobile Mortarar with Diversion set as fourth potential

Rene will finally has vs potential as Mobile Mortarar so you must change her as this class.

## 7. Largo Potter

Join: after you reach Lv50 Lancer

Memories: none

Mission: none

Potential:

P: Child of Nature (lowers defense when standing on paved area)  
Camaraderie (raises evasive skills)  
Big-Hearted (recovers full HP when HP reaches 0)  
Veggie-Maniac (raises attack against infantry and armored targets when walking on bountiful earth)

Lancer: Firing Stance (raises firing accuracy when crouching)  
Resist Boost (raises resistance to status ailments)  
Ammo Refill (fully reloads ammunition after an attack)

Lancer Veteran: Firing Stance (raises firing accuracy when crouching)  
Major vs Armor (raises attack against armored targets)  
Tank Slayer (raises firing accuracy and attack power against armored targets when multiple tanks are nearby)

Mortarar: Firing Stance (raises firing accuracy when crouching)  
Evasive Stance (raises evasive skills during interception fire)  
Packed Charges (explosions retain their force for a greater radius)

Lancer Elite: Firing Stance (raises firing accuracy when crouching)  
Extra Shot (adds 1 ammo)  
Max vs Armor (significantly raises attack against armored targets at all times)

Mobile Lancer: Firing Stance (raises firing accuracy when crouching)  
Major Resist (raises resistance to status ailments)  
Diversion (becomes concealed)

Heavy Mortarar: Firing Stance (raises firing accuracy when crouching)  
Explosives Ace (raises attack against infantry and armored targets when attacking with mortar)  
Suppression (raises chance to inflict status ailments)

Mobile Mortarar: Firing Stance (raises firing accuracy when crouching)  
Extra Shot (adds 1 ammo)  
Anti-Intercept (halves the damage taken from enemy interception fire)

Best class:

Lancer Elite with Diversion set as fourth potential

This is for the first time I can stealth one of my strongest unit. You can't do it in other game. By the way, have you seen his expression when Veggie-Maniac activated? Incredible expression I must say.

8. Jann Walker

Join: Go to extra and enter this code: CR6BG1A9LYQKB6WJ

Memories: none

Mission: none

Potential:

P: Pollen Allergy (HP drained when standing on grassy areas)  
Fancies Men (raises firing accuracy when men are nearby)  
Largo Lover (raises attack against armored targets when Largo is nearby)

Lancer: Defensive Boost (raises defense)  
Armored Traits (raises defense during interception fire)  
Ammo Refill (fully reloads ammunition after an attack)

Lancer Veteran: Defensive Boost (raises defense)

Tank Foe (raises firing accuracy and attack against armored targets when multiple tanks is nearby)

Prone Attack (raises firing accuracy when crouching)

Mortarar: Defensive Boost (raises defense)

Major Defense (raises defense)

Packed Charges (explosions retain their force for a greater radius)

Lancer Elite: Defensive Boost (raises defense)

Extra Shot (adds 1 ammo)

Max vs Armor (significantly raises attack against armored targets at all times)

Mobile Lancer: Defensive Boost (raises defense)

Major Accuracy (raises firing accuracy)

Diversion (becomes concealed)

Heavy Mortarar: Defensive Boost (raises defense)

Major Resist (raises resistance to status ailments)

Full HP Recover (restores HP to full)

Mobile Mortarar: Defensive Boost (raises defense)

Extra Shot (adds 1 ammo)

Super vs Personnel (raises attack against infantry targets)

Best class:

Lancer Elite with Diversion set as fourth potential

What will you choose? Max vs or Super vs. I choose Max vs, that's why I choose to change him into Lancer Elite.

9. Maximilian

Join: Go to extra and enter this code: H73G4L9GLJR1CHJP

Memories: none

Mission: none

Potential:

P: Social Elite (raises defense when standing on paved area)

Focused Breach (raises attack against infantry and armored targets)

Independent (raises defense)

Mother Face (raises evasive skills when women are nearby)

Lancer: Firing Stance (raises firing accuracy when crouching)

Armored Traits (raises defense during interception fire)

Ammo Refill (fully reloads ammunition after an attack)

Lancer Veteran: Firing Stance (raises firing accuracy when crouching)

Major vs Armor (raises attack against armored targets)

Prone Attack (raises firing accuracy when crouching)

Mortarar: Firing Stance (raises firing accuracy when crouching)

Major Defense (raises defense)

Super Defense (raises defense)

Lancer Elite: Firing Stance (raises firing accuracy when crouching)

Side Attack (raises attack against armored targets when attacking the side of a tank)

Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Mobile Lancer: Firing Stance (raises firing accuracy when crouching)  
Major Accuracy (raises firing accuracy)  
Poison Resist (becomes immune to status ailments)

Heavy Mortarier: Firing Stance (raises firing accuracy when crouching)  
Major Resist (raises resistance to status ailments)  
Suppression (raises chance to inflict status ailments)

Mobile Mortarier: Firing Stance (raises firing accuracy when crouching)  
Major vs Personnel (raises attack against infantry targets)  
Anti-Intercept (halves the damage taken from enemy interception fire)

Best class:

Mobile Mortarier with Poison Resist set as fourth potential

It's difficult to determine Maximilian best class. Mobile Mortarier give him Major vs Personnel although it will rarely activated, Focused Breach is his potential that will activated often.

10. Faldio Landzaat

Join: Go to extra and enter this code: GWN95RSETW1VGNQ

Memories: none

Mission: none

Potential:

P: City Kid (raises defense when standing on paved area)  
Fancies Women (raises firing accuracy when women present in same area)  
Chatterbox (lowers firing accuracy)  
Patriot (lowers defense)

Lancer: Firing Stance (raises firing accuracy when crouching)  
Armored Traits (raises defense during interception fire)  
Ammo Refill (fully reloads ammunition after an attack)

Lancer Veteran: Firing Stance (raises firing accuracy when crouching)  
Tank Foe (raises firing accuracy and attack against armored targets when multiple tanks is nearby)  
Dismantle (raises firing accuracy and attack against armored targets)

Mortarier: Firing Stance (raises firing accuracy when crouching)  
Major Defense (raises defense)  
Super Defense (raises defense)

Lancer Elite: Firing Stance (raises firing accuracy when crouching)  
Extra Shot (adds 1 ammo)  
Max vs Armor (significantly raises attack against armored targets at all times)

Mobile Lancer: Firing Stance (raises firing accuracy when crouching)  
Major Accuracy (raises firing accuracy)  
Close Quarters (raises evasive skills when closing in on an enemy)

Heavy Mortarier: Firing Stance (raises firing accuracy when crouching)  
Explosives Ace (raises attack against infantry and armored targets when attacking with mortar)  
Ranged Shot (attack made when shooting from a distance cannot be evaded)

Mobile Mortarier: Firing Stance (raises firing accuracy when crouching)  
Major vs Personnel (raises attack against infantry targets)  
Anti-Intercept (halves the damage taken from enemy interception fire)



Best class:

Lancer Elite with Anti-Intercept set as fourth potential

Use him to destroy any tanks that lie in the middle of the map, usually Supply VHC.

11. Leon Hardins

Join: after you got 25 medals

Memories: none

Mission: none

Potential:

P:Country Bred (raises firing accuracy and attack against infantry targets when standing in dirt)

Born Leader (raises defense when allies is nearby)

Camaraderie (raises evasive skills)

Furious Energy (raises various abilities)

Lancer: Defensive Boost (raises defense)

Sighting (raises firing accuracy when enemy is sighted)

Clear Thought (raises resistance to status ailments during interception fire)

Lancer Veteran: Defensive Boost (raises defense)

Nocturnal (visibility at night equal as if in the middle of the day)

Dud Mine (land mines do not detonated when triggered)

Mortarer: Defensive Boost (raises defense)

Ammo Selection (raises attack against infantry targets and chance to inflict status ailments)

Critical Attack (inflicts critical damage no matter where an attack hits)

Lancer Elite: Defensive Boost (raises defense)

Silent Assassin (raises firing accuracy and attack against infantry targets when taking the enemy by surprise)

Max Evasion (significantly raises evasive skills at all times)

Mobile Lancer: Defensive Boost (raises defense)

Major Defense (raises defense)

Anti-Intercept (halves the damage taken from enemy interception fire)

Heavy Mortarer: Defensive Boost (raises defense)

Extra Shot (adds 1 ammo)

Max Accuracy (significantly raises firing accuracy at all times)

Mobile Mortarer: Defensive Boost (raises defense)

Vehicle Assault (raises attack against armored targets)

Total Defense (raises defense and resistance to status ailments)

Best class:

Lancer Elite with Anti-Intercept set as fourth potential

As you can see, Leon is unique. He is a Lancer but his potential is just like Scout. SEGA put some of his potential in, in my opinion, wrong class. Vehicle Assault should be put in left side classes rather than right side classes.

12. "Cosette"

Join: Go to extra and enter this code: NL45TX9F8VRSUKGR

Memories: none

Mission: none

Potential:

P: Panicky (lowers attack against infantry targets during interception fire)  
Poor Servicing (unable to act)  
Disheveled (lowers firing accuracy)  
Committed (able to move again)

Lancer: Firing Stance (raises firing accuracy when crouching)  
Armored Traits (raises defense during interception fire)  
Stand Ready (raises evasive skills and defense during interception fire)

Lancer Veteran: Firing Stance (raises firing accuracy when crouching)  
Major vs Armor (raises attack against armored targets)  
Dismantle (raises firing accuracy and attack against armored targets)

Mortarar: Firing Stance (raises firing accuracy when crouching)  
Evasive Stance (raises evasive skills during interception fire)  
Packed Charges (explosions retain their force for a greater radius)

Lancer Elite: Firing Stance (raises firing accuracy when crouching)  
Side Attack (raises attack against armored targets when attacking the side of a tank)  
Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Mobile Lancer: Firing Stance (raises firing accuracy when crouching)  
Major Resist (raises resistance to status ailments)  
Diversion (becomes concealed)

Heavy Mortarar: Firing Stance (raises firing accuracy when crouching)  
Explosives Ace (raises attack against infantry and armored targets when attacking with mortar)  
Suppression (raises chance to inflict status ailments)

Mobile Mortarar: Firing Stance (raises firing accuracy when crouching)  
Extra Shot (adds 1 ammo)  
Anti-Intercept (halves the damage taken from enemy interception fire)

Best class:

Heavy Mortarar with Diversion set as fourth potential

This character is really bad. I guess you should not use her at all. With that, you must not questioning my opinion about her best class.

-----  
Engineer (ENG)  
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Engineer is your healer for infantry or armored units. Their attack power actually higher than Scout since their weapon can shot more although lack of grenade make them weak against crouching enemies. Just make sure they don't have several battles per turn since they can't take too many damage. They shine in Diebal Mountain because natural regeneration is disabled there. You might also need them for an Escort APC mission.

Equipment:

Viper Pistol, 6-8 shots  
Ragnaid +

Spanner  
Field Suit

-----  
Left Side  
-----

Engineer --> Engineer Veteran --> Engineer Elite or Medic

a. Engineer Veteran (Certificate x1, Support x2, Support X x1):  
The best thing about them is that they can heal any units for 100% HP. You don't need to worry then to send anyone to fight as much as possible.

Equipment:  
Viper Pistol, 6-8 shots  
Ragnaid A +  
Spanner  
Field Suit

b. Engineer Elite (Diploma x1, March x2, AttackII x2, MarchII X x1):  
They can heal several units. However, in my tactic, I rarely used more than 2 units to attack an enemy. One of them usually still in good shape, making this class has little value.

Equipment:  
Viper Pistol, 6-8 shots  
Ragnaid-D +  
Spanner  
Field Suit

c. Medic (Diploma x1, March X x1, March II x1, SupportII X x2):  
You will need them when you try to get Phoenix potential for a character. Revive them and let them try to get Phoenix again.

Equipment:  
Viper Pistol, 6-8 shots  
Rev Ragnaid-X  
Spanner  
Field Suit

-----  
Right Side  
-----

Engineer --> Anthem Corp --> Anthem Elite or Melodist

Anthem Corp (Certificate x1, Attack x2, Arms X x1):  
They can play music that give allies good status. The music is area effect meaning more than 1 unit can get that good status. A good addition.

Equipment:  
Viper Pistol, 6-8 shots  
Fireworks Instrument  
Ragnaid +  
Field Suit

Anthem Elite (Diploma x1, Arms x2, SupportII x2, ArmsII X x1):  
Their instrument able to give more good status. No different with Anthem Corp actually.

Equipment:

Viper Pistol, 6-8 shots  
Flameworks Advance Instrument  
Ragnaid +  
Field Suit

Melodist (Diploma x1, Attack X x1, ArmsII x1, AttackII X x1):

The opposite of Anthem Corp, they give bad status to enemies. It also area effect. I found them pretty useless because you need to send them to enemies who will intercept them. By the time they reach the enemies, they play their music. Isn't it better to kill the enemies than give them bad status? A waste of CP, I must say.

Equipment:

Viper Pistol, 6-8 shots  
Pressure-F Orchestral  
Ragnaid +  
Field Suit

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1. Raymond Moen

Join: January

Memories: The Timid Giant, Raymond's Worry, Finding Yourself, A Fine Engineer

Mission: Engineer Showdown

This mission took place at Daws Dessert, all class G are included with Avan and Raymond already deployed. After finishing this mission, Raymond's Coward will change into Fruits of Labor potential.

Potential:

P: Awkward (lowers firing accuracy)  
Calm Heart (raises evasive skills and defense)  
Fruits of Labor (raises various abilities)

Engineer: Accuracy Boost (raises firing accuracy)  
Aid Range Boost (raises effective range of ragnaid)  
Super Exploit (raises chance to inflict status ailments)

Engineer Veteran: Accuracy Boost (raises firing accuracy)  
Major Exploit (raises chance to inflict status ailments)  
Max First Aid (significantly raises healing from ragnaid at all times)

Anthem Corp: Accuracy Boost (raises firing accuracy)  
Major Resist (raises resistance to status ailments)  
Super Accuracy (raises firing accuracy)

Engineer Elite: Accuracy Boost (raises firing accuracy)  
Major vs Personnel (raises attack against infantry targets)  
Super Aid Range (raises effective range of ragnaid)

Medic: Accuracy Boost (raises firing accuracy)  
Fierce Assault (raises chance to inflict status ailments when crouching)  
Poison Resist (becomes immune to status ailments)

Anthem Elite: Accuracy Boost (raises firing accuracy)  
Major Defense (raises defense)  
Super Evasion (raises evasive skills)

Melodist: Accuracy Boost (raises firing accuracy)  
Major Evasion (raises evasive skills)  
Double Action (able to attack again)

Best class:

Engineer Elite with Double Action set as fourth potential

Raymond's potentials enables him to become a hybrid unit, he can attack well and he can also heal any units.

2. Randy Hamsun

Join: January

Memories: Vice President, His True Face, A Dark Plot, Revenge

Mission: Against the Clock!

This mission took place at Arlem Village, all class G are included with Avan, Zeri and Randy already deployed. After finishing this mission, Randy will get Dark Side potential. Maybe in VC4 Randy will be the bad guy, I hope. He will finally get a chance for revenge against a Hardins.

Potential:

P: Show-Off (raises defense when sighted by multiple enemies)

Born Leader (raises defense when allies is nearby)

Camaraderie (raises evasive skills)

Dark Side (raises chance to inflict status ailments when Avan present in same area)

Engineer: Evasion Boost (raises evasive skills)

Guarding Stance (raises defense when inflicted by status ailments)

Dud Mine (land mines do not detonated when triggered)

Engineer Veteran: Evasion Boost (raises evasive skills)

Ambush Spotter (spot concealed enemies from double distance than usual)

Super Repair (raises amount of HP restored when repairing a vehicle)

Anthem Corp: Evasion Boost (raises evasive skills)

Vigilance (raises evasive skills and defense when crouching)

Contact Wound (raises attack against infantry targets when closing in on an enemy)

Engineer Elite: Evasion Boost (raises evasive skills)

Repair Boost (raises amount of HP restored when repairing a vehicle)

Max Exploit (significantly raises chance to inflict status ailments at all times)

Medic: Evasion Boost (raises evasive skills)

Major Aid Range (raises effective range of ragnaid)

Third Eye (raises defense during interception fire)

Anthem Elite: Evasion Boost (raises evasive skills)

Unevadable Shot (attacks made cannot be evaded)

Double Movement (able to move again)

Melodist: Evasion Boost (raises evasive skills)

Resist Counters (lowers damage taken from counterattacks)

Invincible (ignores damage from enemies)

Best class:

Melodist with Double Movement set as fourth potential

Because of their low HP, Engineer should be made into defensive units. That's why I suggest Melodist rather than Anthem Elite

### 3. Heinz Gilde

Join: June

Memories: Heinz the Butler, Special Training, To Diebal, His True Master

Mission: Butler Battle

This mission took place at Diebal Mountains, all class G are included with Avan and Heinz already deployed. After finishing this mission, Heinz will get Master for Life potential.

Potential:

P: Pollen Allergy (HP drained when standing on grassy areas)

Darcsen Hater (lowers defense when a Darcsen is nearby)

Like-Minded (raises attack against infantry targets when an ally of same class present in same area)

Master for Life (raises defense)

Engineer: Exploit Boost (raises chance to inflict status ailments)

Aid Range Boost (raises effective range of ragnaid)

Super First Aid (raises healing from ragnaid)

Engineer Veteran: Exploit Boost (raises chance to inflict status ailments)

Major Exploit (raises chance to inflict status ailments)

Uncounterable (cannot be countered when attacking)

Anthem Corp: Exploit Boost (raises chance to inflict status ailments)

Vigilance (raises evasive skills and defense when crouching)

Perfect Dodge (always evades enemy counter attacks)

Engineer Elite: Exploit Boost (raises chance to inflict status ailments)

Repair Boost (raises amount of HP restored when repairing a vehicle)

Double Attack (able to attack again before the enemy counterattacks)

Medic: Exploit Boost (raises chance to inflict status ailments)

Major Aid Range (raises effective range of ragnaid)

Max Aid Range (significantly raises effective range of ragnaid at all times)

Anthem Elite: Exploit Boost (raises chance to inflict status ailments)

Major Defense (raises defense)

Cover Stance (raises defense)

Melodist: Exploit Boost (raises chance to inflict status ailments)

Major Evasion (raises evasive skills)

Super Resist (raises resistance to status ailments)

Best class:

Engineer Elite with Perfect Dodge set as fourth potential

A good Engineer to attack enemies in any map except Leanbluff Forest.

### 4. Sofia Collins

Join: January

Memories: A Roguish Girl, Who Needs Men?, Sofia's Past, To Love Again

Mission: Protecting Sofia

This mission took place at Lanseal Drill Ground, all class G are included with

Avan and Sofia already deployed. After finishing this mission, Sofia will get Avan Lover potential. By the way Sofia reminds me of my ex-girlfriend.

Potential:

P: Dexterous (raises evasive skills)  
Sadist (raises attack against infantry targets)  
Man Hater (lowers firing accuracy when men are nearby)  
Avan Lover (raises firing accuracy when Avan is nearby)

Engineer: Accuracy Boost (raises firing accuracy)  
Guarding Stance (raises defense when inflicted by status ailments)  
Dud Mine (land mines do not detonated when triggered)

Engineer Veteran: Accuracy Boost (raises firing accuracy)  
Ambush Spotter (spot concealed enemies from double distance than usual)  
Super Repair (raises amount of HP restored when repairing a vehicle)

Anthem Corp: Accuracy Boost (raises firing accuracy)  
Major Resist (raises resistance to status ailments)  
Super Accuracy (raises firing accuracy)

Engineer Elite: Accuracy Boost (raises firing accuracy)  
Major vs Personnel (raises attack against infantry targets)  
Double Attack (able to attack again before the enemy counterattacks)

Medic: Accuracy Boost (raises firing accuracy)  
Fierce Assault (raises chance to inflict status ailments when crouching)  
Max Aid Range (significantly raises effective range of ragnaid at all times)

Anthem Elite: Accuracy Boost (raises firing accuracy)  
Unevadable Shot (attacks made cannot be evaded)  
Super Evasion (raises evasive skills)

Melodist: Accuracy Boost (raises firing accuracy)  
Resist Counters (lowers damage taken from counterattacks)  
Super Resist (raises resistance to status ailments)

Best class:

Engineer Elite with Max Aid Range set as fourth potential

Max Aid Range is Sofia only max something potential, so use it. This will also enables her to become hybrid unit, she can be at frontline or backline.

5. Magari

Join: January

Memories: The Bookworm, Welkin's Point, Scarab Mystery, See For Yourself

Mission: Cerulean Scarab Search

This mission took place at Leanbluff Forest, only Avan and Magari. After finishing this mission, Magari's Bookworm will change into Reveler potential.

Potential:

P: Stage Fright (unable to move when sighted by multiple enemies)  
Darcsen Bond (raises defense when a Darcsen present in same area)  
Reveler (raises firing accuracy)

Engineer: Evasion Boost (raises evasive skills)  
Aid Range Boost (raises effective range of ragnaid)

Super Exploit (raises chance to inflict status ailments)

Engineer Veteran: Evasion Boost (raises evasive skills)

Ambush Spotter (spot concealed enemies from double distance than usual)

Max First Aid (significantly raises healing from ragnaid at all times)

Anthem Corp: Evasion Boost (raises evasive skills)

Major Resist (raises resistance to status ailments)

Perfect Dodge (always evades enemy counter attacks)

Engineer Elite: Evasion Boost (raises evasive skills)

Major vs Personnel (raises attack against infantry targets)

Super Aid Range (raises effective range of ragnaid)

Medic: Evasion Boost (raises evasive skills)

Major Aid Range (raises effective range of ragnaid)

Poison Resist (becomes immune to status ailments)

Anthem Elite: Evasion Boost (raises evasive skills)

Unevadable Shot (attacks made cannot be evaded)

Cover Stance (raises defense)

Melodist: Evasion Boost (raises evasive skills)

Major Evasion (raises evasive skills)

Double Action (able to act again)

Best class:

Engineer Elite with Double Action set as fourth potential

Stage Fright sucks. Super Aid Range will help Magari to heal far away units.

6. Vicky Baytear

Join: April

Memories: Wild Vicky, Failed Engineer, On the Hunt, Engineer's Role

Mission: Mountain Rescue

This mission took place at Diebal Mountains, all class G are included with Avan, Cosette and Vicky already deployed. After finishing this mission, Vicky's Dog-Eat-Dog will change into Considerate potential.

Potential:

P: Wild Child (raises evasive skills)

Hunter Instinct (raises firing accuracy)

Considerate (raises healing from ragnaid)

Engineer: Exploit Boost (raises chance to inflict status ailments)

Guarding Stance (raises defense when inflicted by status ailments)

Super First Aid (raises healing from ragnaid)

Engineer Veteran: Exploit Boost (raises chance to inflict status ailments)

Major Exploit (raises chance to inflict status ailments)

Uncounterable (cannot be countered when attacking)

Anthem Corp: Exploit Boost (raises chance to inflict status ailments)

Vigilance (raises evasive skills and defense when crouching)

Contact Wound (raises attack against infantry targets when closing in on an enemy)

Engineer Elite: Exploit Boost (raises chance to inflict status ailments)



Repair Boost (raises amount of HP restored when repairing a vehicle)  
Max Exploit (raises chance to inflict status ailments)

Medic: Exploit Boost (raises chance to inflict status ailments)  
Fierce Assault (raises chance to inflict status ailments when crouching)  
Third Eye (raises defense during interception fire)

Anthem Elite: Exploit Boost (raises chance to inflict status ailments)  
Major Defense (raises defense)  
Double Movement (able to move again)

Melodist: Exploit Boost (raises chance to inflict status ailments)  
Resist Counters (lowers damage taken from counterattacks)  
Invincible (ignores damage from enemies)

Best class:  
Anthem Elite with Invincible set as fourth potential

Vicky now can aid frontline units.

7. Susie Evans  
Join: Go to extra and enter this code: CR6BG1A9LYQKB6WJ  
Memories: none  
Mission: none

Potential:

P: Country Bred (raises firing accuracy and attack against infantry targets when standing in dirt)  
Trooper Hater (lowers attack against infantry targets when shocktroopers are nearby)  
Humanitarian (unable to act)

Engineer: Evasion Boost (raises evasive skills)  
Sighting (raises firing accuracy when enemy is sighted)  
Dud Mine (land mines do not detonated when triggered)

Engineer Veteran: Evasion Boost (raises evasive skills)  
Major Exploit (raises chance to inflict status ailments)  
Full HP Recover (restores HP to full)

Anthem Corp: Evasion Boost (raises evasive skills)  
Vigilance (raises evasive skills and defense when crouching)  
Contact Wound (raises attack against infantry targets when closing in on an enemy)

Engineer Elite: Evasion Boost (raises evasive skills)  
Repair Boost (raises amount of HP restored when repairing a vehicle)  
Double Attack (able to attack again before the enemy counterattacks)

Medic: Evasion Boost (raises evasive skills)  
Super Evasion (raises evasive skills)  
Max Aid Range (significantly raises effective range of ragnaid at all times)

Anthem Elite: Evasion Boost (raises evasive skills)  
Unevadable Shot (attacks made cannot be evaded)  
Cover Stance (raises defense)

Melodist: Evasion Boost (raises evasive skills)  
Resist Counters (lowers damage taken from counterattacks)

Double Action (able to move again)

Best class:

Medic with Double Action set as fourth potential

She sucks. Humanitarian makes her can't act and can't move anymore because you will return to strategic map. Use her only for healing so Humanitarian will not activated.

8. Homer Peron

Join: Go to extra and enter this code: CR6BG1A9LYQKB6WJ

Memories: none

Mission: none

Potential:

P: Neat Freak (lowers firing accuracy)

Frail Body (lowers defense if AP less than half)

Dependant (lowers evasive skills when no allies present in same area)

Masochist (raises defense if HP less than half)

Engineer: Exploit Boost (raises chance to inflict status ailments)

Aid Range Boost (raises effective range of ragnaid)

Super First Aid (raises healing from ragnaid)

Engineer Veteran: Exploit Boost (raises chance to inflict status ailments)

Ambush Spotter (spot concealed enemies from double distance than usual)

Max First Aid (significantly raises healing from ragnaid at all times)

Anthem Corp: Exploit Boost (raises chance to inflict status ailments)

Vigilance (raises evasive skills and defense when crouching)

Perfect Dodge (always evades enemy counter attacks)

Engineer Elite: Exploit Boost (raises chance to inflict status ailments)

Repair Boost (raises amount of HP restored when repairing a vehicle)

Max Exploit (significantly raises chance to inflict status ailments at all times)

Medic: Exploit Boost (raises chance to inflict status ailments)

Fierce Assault (raises chance to inflict status ailments when crouching)

Poison Resist (becomes immune to status ailments)

Anthem Elite: Exploit Boost (raises chance to inflict status ailments)

Unevadable Shot (attacks made cannot be evaded)

Double Movement (able to move again)

Melodist: Exploit Boost (raises chance to inflict status ailments)

Lower Ground (raises evasive skills and attack against infantry targets when enemy is above you)

Double Action (able to move again)

Best class:

Anthem Elite with Double Movement set as fourth potential

Since it is risky to send him to attack enemies, use him only when you need to heal units that is far away from your camps.

9. Emile Bielert

Join: after you reach Lv50 Engineer

Memories: none

Mission: none

Potential:

P: Meadow Bred (raises defense when standing on grassy areas)  
Frail Body (lowers defense if AP less than half)  
Good Buddy (raises various abilities when friends are nearby)  
Never Say Die (raises firing accuracy when HP reaches 30%)

Engineer: Accuracy Boost (raises firing accuracy)  
Aid Range Boost (raises effective range of ragnaid)  
Dud Mine (land mines do not detonated when triggered)

Engineer Veteran: Accuracy Boost (raises firing accuracy)  
Ambush Spotter (spot concealed enemies from double distance than usual)  
Uncounterable (cannot be countered when attacking)

Anthem Corp: Accuracy Boost (raises firing accuracy)  
Major Resist (raises resistance to status ailments)  
Contact Wound (raises attack against infantry targets when closing in on an enemy)

Engineer Elite: Accuracy Boost (raises firing accuracy)  
Repair Boost (raises amount of HP restored when repairing a vehicle)  
Max Exploit (significantly raises chance to inflict status ailments)

Medic: Accuracy Boost (raises firing accuracy)  
Fierce Assault (raises chance to inflict status ailments when crouching)  
Max Aid Range (significantly raises effective range of ragnaid at all times)

Anthem Elite: Accuracy Boost (raises firing accuracy)  
Major Defense (raises defense)  
Super Evasion (raises evasive skills)

Melodist: Accuracy Boost (raises firing accuracy)  
Resist Counters (lowers damage taken from counterattacks)  
Invincible (ignores damage from enemies)

Best class:

Medic with Invincible set as fourth potential

Emile will be able to do cure or revive from a safe distance. Invincible will help when he must pass one or more enemies.

10. Ali

Join: Go to extra and enter this code: NL45TX9F8VRSUKGR

Memories: none

Mission: none

Potential:

P: Self Centered (lowers evasive skills)  
Ignorant (lowers firing accuracy)  
Innocent (able to act again)  
Test Subject (increases effective shot range)

Engineer: Exploit Boost (raises chance to inflict status ailments)  
Aid Range Boost (raises effective range of ragnaid)  
Super First Aid (raises healing from ragnaid)

Engineer Veteran: Exploit Boost (raises chance to inflict status ailments)  
Major Exploit (raises chance to inflict status ailments)  
Super Repair (raises amount of HP restored when repairing a vehicle)

Anthem Corp: Exploit Boost (raises chance to inflict status ailments)  
Major Resist (raises resistance to status ailments)  
Perfect Dodge (always evades enemy counter attacks)

Engineer Elite: Exploit Boost (raises chance to inflict status ailments)  
Repair Boost (raises amount of HP restored when repairing a vehicle)  
Super Defense (raises defense)

Medic: Exploit Boost (raises chance to inflict status ailments)  
Fierce Assault (raises chance to inflict status ailments when crouching)  
Poison Resist (becomes immune to status ailments)

Anthem Elite: Exploit Boost (raises chance to inflict status ailments)  
Major Defense (raises defense)  
Super Evasion (raises evasive skills)

Melodist: Exploit Boost (raises chance to inflict status ailments)  
Resist Counters (lowers damage taken from counterattacks)  
Invincible (ignores damage from enemies)

Best class:

Engineer Elite with Invincible set as fourth potential

Just like Lancer Cossette, she sucks although still better than Susie.

-----  
Armor Tech (ATE)  
-----

I really like Armor Tech since you can use them for various strategies. For example in Escort APC mission. You can combo Escort APC and Armor Tech. They will clear the APC path from mines. Another example is in capture camp mission. You can use Armor Tech and position them well so that your Scout is protected when they rush into enemy camp.

Equipment:

Warpick Wrench  
B-Type Grenade, 1 ammo  
Blast Suit

-----  
Left Side  
-----

Armor Tech --> Tech Veteran --> Tech Elite or Special Tech

a. Tech Veteran (Certificate x1, Support x2, Support X x1):

They can plant a small mine that only good against infantry targets. However the mine can't kill the enemy that step on it. So it is quite useless.

Equipment:

Warpick Wrench  
B-Type Grenade, 1 ammo  
Ragnaid  
Land Mines, 8 ammo  
Blast Suit

b. Tech Elite (Diploma x1, Attack x3, MarchII x2, MarchII X x1):

With them you can plant a big mine that can kill infantry targets and damaging armored targets. Much better than Tech Veteran.

Equipment:

Warpick Wrench  
B-Type Grenade, 1 ammo  
Ragnaid  
Land Mines-AT, 8 ammo  
Blast Suit

c. Special Tech (Diploma x1, March X x2, ArmsII x3, SupportII X x1):

Their X-Type Grenade don't inflict damage to enemies instead they inflict No Counters status. The enemy will not intercept you although they can still evading your attacks. Just like any other game, bosses or commander can't be affected. I mean Baldren.

Equipment:

Warpick Wrench  
X-Type Grenade, 1 ammo  
Ragnaid  
Blast Suit

-----  
Right Side  
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Armor Tech --> Fencer --> Fencer Elite or Mauler

a. Fencer (Certificate x1, March x2, Attack X x1):

Their weapon is only a sword, minus a hand grenade. However their sword can cut anything, infantry or armored targets although it is better to use them against infantry units. Too bad their AP is reduced.

Equipment:

Cival Sword  
Ragnaid  
Blast Suit

b. Fencer Elite (Diploma x1, Arms x3, AttackII x3, AttackII X x2):

They are infantry units killer. No matter what tier an enemy is, Fencer Elite can kill them instantly. Use them to kill Baldren and make sure to aim at his feet.

Equipment:

Percival Greatsword  
Ragnaid  
Blast Suit

c. Mauler (Diploma x1, Arms X x3, SupportII x2, ArmsII X x1):

The strongest armored targets destroyer. They even stronger than Lancer Elite. Unfortunately their AP is as low as Sniper. Use them mainly for destroying bunkers and towers.

Equipment:

HBS Maul  
Ragnaid  
Blast Suit

-----  
1. Joachim Osen

Join: January

Memories: Unlucky, Booby Price, Joachim's Lament, Luckiest of All

Mission: Bad Luck Battle

This mission took place at Diebal Mountains, all class G are included with Avan and Joachim already deployed. After finishing this mission, Joachim will get Lucky potential.

Potential:

P: Impatient (lowers defense when hiding)

Youngest Child (lower firing accuracy and defense if he act last)

Luck-Pusher (raises defense)

Lucky (land mines do not detonated when triggered)

Armor Tech: vs Personnel Boost (raises attack against infantry targets)

Resist Boost (raises resistance to status ailments)

Med HP Recover (recovers HP)

Tech Veteran: vs Personnel Boost (raises attack against infantry targets)

Armored Traits (raises defense during interception fire)

Max Resist (raises resistance to status ailments)

Fencer: vs Personnel Boost (raises attack against infantry targets)

Assault Stance (raises resistance to status ailments during interception fire)

Feint (attacks made cannot be evaded)

Tech Elite: vs Personnel Boost (raises attack against infantry targets)

Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)

Advanced Attack (raises various abilities)

Special Tech: vs Personnel Boost (raises attack against infantry targets)

Extra Shot (adds 1 grenade)

Power Throw (increases the distance that hand grenades can be thrown)

Fencer Elite: vs Personnel Boost (raises attack against infantry targets)

Overrun (raises attack against infantry targets and defense when closing in on an enemy)

Face-To-Face (raises attack against infantry targets when an enemy is nearby)

Mauler: vs Personnel Boost (raises attack against infantry targets)

Combat Skill (raises attack against infantry and armored targets)

Suppression (raises chance to inflict status ailments)

Best class:

Fencer Elite with Feint or Advanced Attack set as fourth potential

Joachim has vs Personnel Boost so use him to attack infantry targets.

2. Morris Lling

Join: January

Memories: To Be a Man, Avan's Disciple, To Confess Love, Showing Devotion

Mission: In Search of Moonglow

You may think I misstyped his mission. No, his mission exactly the same as Coleen mission. The place is also the same and the winning condition is also

the same. After this mission, Morris' Timid will change into Moonglow potential, just like Coleen.

Potential:

P: Pessimist (lowers evasive skill if HP less than half)  
Wholehearted (raises attack against infantry and armored targets)  
Moonglow (raises attack power against armored targets)

Armor Tech: vs Armor Boost (raises attack against armored targets)  
Nocturnal (visibility at night equal as if in the middle of the day)  
Super Defense (raises defense)

Tech Veteran: vs Armor Boost (raises attack against armored targets)  
Major Exploit (raises chance to inflict status ailments)  
Side Defense (raises side defense)

Fencer: vs Armor Boost (raises attack against armored targets)  
Covert Attack (attack when crouching cannot be evaded)  
Phoenix (recovers full HP when HP reaches 0)

Tech Elite: vs Armor Boost (raises attack against armored targets)  
Auto-Clear (clear land mines when stepping on them)  
Super vs Personnel (raises attack against infantry targets)

Special Tech: vs Armor Boost (raises attack against armored targets)  
Major Defense (raises defense)  
Poison Resist (becomes immune to status ailments)

Fencer Elite: vs Armor Boost (raises attack against armored targets)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Double Movement (able to move again)

Mauler: vs Armor Boost (raises attack against armored targets)  
Major vs Armor (raises attack against armored targets)  
Point Blank (raises attack against armored targets when an enemy is nearby)

Best Class:

Mauler with Double Movement set as fourth potential

Double Movement will help Mauler's low AP. Morris, by the way, is natural enemy of any armored targets.

### 3. Jamill Caines

Join: June

Memories: Live By The Dice, Luck is All, Jamill's Feeling, To Change Fate

Mission: Against All Odds

This mission took place at Arlem Village, all class G are included with Avan and Jamill already deployed. After finishing this mission, Jamill will get Vagabond potential.

Potential:

P: Lone Wolf (lowers evasive skills when allies is nearby)  
Lucky Dice (raises chance to inflict status ailments)  
Grim Reaper (instills fear to enemies)  
Vagabond (raises defense)

Armor Tech: Defensive Boost (raises defense)

Resist Boost (raises resistance to status ailments)

Super Resist (raises resistance to status ailments)

Tech Veteran: Defensive Boost (raises defense)

Major Exploit (raises chance to inflict status ailments)

Penetration (attacks ignore defense when causing damage)

Fencer: Defensive Boost (raises defense)

Covert Attack (attack when crouching cannot be evaded)

Third Eye (raises defense during interception fire)

Tech Elite: Defensive Boost (raises defense)

Auto-Clear (clear land mines when stepping on them)

Max Defense (significantly raises defense at all times)

Special Tech: Defensive Boost (raises defense)

Major Defense (raises defense)

Total Defense (raises defense and resistance to status ailments)

Fencer Elite: Defensive Boost (raises defense)

Overrun (raises attack against infantry targets and defense when closing in on an enemy)

Speed Burst (raises movement speed)

Mauler: Defensive Boost (raises defense)

Combat Skill (raises attack against infantry and armored targets)

Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Best class:

Tech Elite with Penetration set as fourth potential

Since Jamill doesn't have any vs potential, you better change him into any left side classes. Deploy him to protect your Scout when capturing a camp. To help Jamill kill an enemy, set Penetration.

#### 4. Mischlitt

Join: January

Memories: The Girl Genius, Unseen Barriers, A Cry For Help, Valued Friend

Mission: Mischlitt's Hometown

This mission took place at Diebal Mountains, all class G are included with Avan and Mischlitt already deployed. After finishing this mission, Mischlitt's Insular will change into Thaw potential.

Potential:

P: Fear of Water (lowers chance to inflict status ailments when near water)

Genius (raises all abilities)

Thaw (raises chance to inflict status ailments)

Armor Tech: vs Personnel Boost (raises attack against infantry targets)

Nocturnal (visibility at night equal as if in the middle of the day)

Med HP Recover (restores HP)

Tech Veteran: vs Personnel Boost (raises attack against infantry targets)

Armored Traits (raises defense during interception fire)

Side Defense (raises side defense)

Fencer: vs Personnel Boost (raises attack against infantry targets)



Assault Stance (raises resistance to status ailments during interception fire)  
Phoenix (recovers full HP when HP reaches 0)

Tech Elite: vs Personnel Boost (raises attack against infantry targets)  
Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)  
Max Defense (significantly raises defense at all times)

Special Tech: vs Personnel Boost (raises attack against infantry targets)  
Extra Shot (add 1 grenade)  
Power Throw (increases the distance that hand grenades can be thrown)

Fencer Elite: vs Personnel Boost (raises attack against infantry targets)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Speed Burst (raises movement speed)

Mauler: vs Personnel Boost (raises attack against infantry targets)  
Major vs Armor (raises attack against armored targets)  
Suppression (raises chance to inflict status ailments)

Best class:  
Mauler with Med HP Recover set as fourth potential

Although Mischlitt has vs Personnel Boost, notice that she as Mauler has Major vs Armor so she should be changed into Mauler. I don't pick Phoenix as fourth potential because Mauler naturally has high defense so there's a chance Phoenix will never be activated.

5. Alexis Hilden  
Join: January  
Memories: An Invitation, Surprise, Awkwardness, Friends As Ever  
Mission: An Awkward Fight

This mission took place at Daws Dessert, all class G are included with Avan and Alexis already deployed. After finishing this mission, Alexis will get Mighty Heart potential.

Potential:

P: Over-Analytical (lowers firing accuracy and defense)  
Daredevil (raises firing accuracy and attack against infantry targets)  
Vanguard (raises attack against infantry targets if he act first)  
Mighty Heart (restores HP)

Armor Tech: vs Armor Boost (raises attack against armored targets)  
Resist Boost (raises resistance to status ailments)  
Super Resist (raises resistance to status ailments)

Tech Veteran: vs Armor Boost (raises attack against armored targets)  
Armored Traits (raises defense during interception fire)  
Penetration (attacks ignore defense when causing damage)

Fencer: vs Armor Boost (raises attack against armored targets)  
Assault Stance (raises resistance to status ailments during interception fire)  
Feint (attacks made cannot be evaded)

Tech Elite: vs Armor Boost (raises attack against armored targets)  
Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)  
Advanced Attack (raises various abilities)

Special Tech: vs Armor Boost (raises attack against armored targets)  
Extra Shot (adds 1 grenade)  
Poison Resist (becomes immune to status ailments)

Fencer Elite: vs Armor Boost (raises attack against armored targets)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Face-To-Face (raises attack against infantry targets when an enemy is nearby)

Mauler: vs Armor Boost (raises attack against armored targets)  
Combat Skill (raises attack against infantry and armored targets)  
Point Blank (raises attack against armored targets when an enemy is nearby)

Best class:

Fencer Elite with Advanced Attack or Feint set as fourth potential

Set Advanced Attack to inflict more damage or play safe by setting Feint so her attacks hit enemies. Wait, did I say "her"? Oops, slip of tongue, I guess.

6. Inghild Noverre

Join: after you finish 10 classmate missions

Memories: "His" Revelation, On the Mark, III Luck for G, G's Misfortune

Mission: A Tragic Prophecy

This mission took place at Leanbluff Forest, all class G are included with Avan and Inghild already deployed. After finishing this mission, Inghild will get Prophecy potential.

Potential:

P: Broken Reality (raises attack against infantry targets)  
Good Omen (raises attack against infantry targets)  
Evil Omen (lowers firing accuracy and attack against armored targets)  
Prophecy (raises various abilities)

Armor Tech: Defensive Boost (raises defense)  
Nocturnal (visibility at night equal as if in the middle of the day)  
Super Defense (raises defense)

Tech Veteran: Defensive Boost (raises defense)  
Major Exploit (raises chance to inflict status ailments)  
Max Resist (significantly raises resistance to status ailments at all times)

Fencer: Defensive Boost (raises defense)  
Covert Attack (attack when crouching cannot be evaded)  
Third Eye (raises defense during interception fire)

Tech Elite: Defensive Boost (raises defense)  
Auto-Clear (clear land mines when stepping on them)  
Super vs Personnel (raises attack against infantry targets)

Special Tech: Defensive Boost (raises defense)  
Major Defense (raises defense)  
Total Defense (raises defense and resistance to status ailments)

Fencer Elite: Defensive Boost (raises defense)  
Overrun (raises attack against infantry targets and defense when closing in on an enemy)  
Double Movement (able to move again)

Mauler: Defensive Boost (raises defense)

Major vs Armor (raises attack against armored targets)

Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Best class:

Fencer Elite with Super vs Personnel set as fourth potential

Inghild will be harder to kill than any Fencer Elite.

7. Zaka

Join: after you reach Lv50 Armor Tech

Memories: none

Mission: none

Potential:

P: Metal Head (raises attack against armored targets)

Good Buddy (raises various abilities when friends are nearby)

Born Leader (raises defense when allies is nearby)

Darcsen Pride (raise various abilities when a Darcsen is nearby)

Armor Tech: vs Personnel Boost (raises attack against infantry targets)

Nocturnal (visibility at night equal as if in the middle of the day)

Med HP Recover (restores HP)

Tech Veteran: vs Personnel Boost (raises attack against infantry targets)

Armored Traits (raises defense during interception fire)

Max Resist (significantly raises resistance to status ailments at all times)

Fencer: vs Personnel Boost (raises attack against infantry targets)

Assault Stance (raises resistance to status ailments during interception fire)

Third Eye (raises defense during interception fire)

Tech Elite: vs Personnel Boost (raises attack against infantry targets)

Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)

Super vs Personnel (raises attack against infantry targets)

Special Tech: vs Personnel Boost (raises attack against infantry targets)

Extra Shot (add 1 grenade)

Power Throw (increases the distance that hand grenades can be thrown)

Fencer Elite: vs Personnel Boost (raises attack against infantry targets)

Kamikaze (raises firing accuracy and evasive skills when HP is less than half)

Double Movement (able to move again)

Mauler: vs Personnel Boost (raises attack against infantry targets)

Combat Skill (raises attack against infantry and armored targets)

Suppression (raises chance to inflict status ailments)

Best class:

Fencer Elite with Super vs Personnel or Med HP Recover set as fourth potential

You can actually change Zaka into a Mauler as well, but without any vs Armor potential, Fencer Elite is better.

8. Isara Gunther

Join: Go to extra and enter this code: 37LRK5D214VQV FYH

Memories: none

Mission: none

Potential:

P: Country Bred (raises firing accuracy and attack against infantry targets when standing in dirt)

Darcsen Bond (raises defense when a Darcsen present in same area)

New Bond (raises defense)

Road to Peace (raises defense)

Armor Tech: vs Armor Boost (raises attack against armored targets)

Nocturnal (visibility at night equal as if in the middle of the day)

Super Resist (raises resistance to status ailments)

Tech Veteran: vs Armor Boost (raises attack against armored targets)

Major Exploit (raises chance to inflict status ailments)

Penetration (attacks ignore defense when causing damage)

Fencer: vs Armor Boost (raises attack against armored targets)

Assault Stance (raises resistance to status ailments during interception fire)

Third Eye (raises defense during interception fire)

Tech Elite: vs Armor Boost (raises attack against armored targets)

Auto-Clear (clear land mines when stepping on them)

Max Defense (significantly raises defense at all times)

Special Tech: vs Armor Boost (raises attack against armored targets)

Extra Shot (adds 1 grenade)

Power Throw (increases the distance that hand grenades can be thrown)

Fencer Elite: vs Armor Boost (raises attack against armored targets)

Kamikaze (raises firing accuracy and evasive skills when HP is less than half)

Face-To-Face (raises attack against infantry targets when an enemy is nearby)

Mauler: vs Armor Boost (raises attack against armored targets)

Major vs Armor (raises attack against armored targets)

Suppression (raises chance to inflict status ailments)

Best class:

Mauler with Max Defense set as fourth potential

You will need that potential because Isara will face a tank which definitely got powerful interception fire.

9. Juliana Everhart

Join: after you get 20 medals

Memories: none

Mission: none

Potential:

P: Social Elite (raises defense when standing on paved area)

Reconciliation (raises defense)

Excellence (raises all abilities)

Bad Singer (lowers chance to inflict status ailments)

Armor Tech: vs Personnel Boost (raises attack against infantry targets)

Resist Boost (raises resistance to status ailments)

Med HP Recover (restores HP)

Tech Veteran: vs Personnel Boost (raises attack against infantry targets)  
Armored Traits (raises defense during interception fire)  
Max Resist (significantly raises resistance to status ailments)

Fencer: vs Personnel Boost (raises attack against infantry targets)  
Assault Stance (raises resistance to status ailments during interception fire)  
Feint (attacks made cannot be evaded)

Tech Elite: vs Personnel Boost (raises attack against infantry targets)  
Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)  
Super vs Personnel (raises attack against infantry targets)

Special Tech: vs Personnel Boost (raises attack against infantry targets)  
Major Defense (raises defense)  
Poison Resist (becomes immune to status ailments)

Fencer Elite: vs Personnel Boost (raises attack against infantry targets)  
Kamikaze (raises firing accuracy and evasive skills when HP is less than half)  
Double Movement (able to move again)

Mauler: vs Personnel Boost (raises attack against infantry targets)  
Combat Skill (raises attack against infantry and armored targets)  
Point Blank (raises attack against armored targets when an enemy is nearby)

Best class:

Fencer Elite with Super vs Personnel or Med HP Recover set as fourth potential

It is obvious which class you should change her into.

10. Emilia Percival

Join: Go to extra and enter this code: FSHL2DTP1EVB52AN

Memories: none

Mission: none

Potential:

P: Foreign Born (lowers attack against infantry targets)  
Genius (raises all abilities)  
Outcast (lowers evasive skills when an ally from same class is nearby)  
New Family (raises various abilities)

Armor Tech: vs Personnel Boost (raises attack against infantry targets)  
Resist Boost (raises resistance to status ailments)  
Super Defense (raises defense)

Tech Veteran: vs Personnel Boost (raises attack against infantry targets)  
Armored Traits (raises defense during interception fire)  
Side Defense (raises side defense)

Fencer: vs Personnel Boost (raises attack against infantry targets)  
Assault Stance (raises resistance to status ailments during interception fire)  
Feint (attacks made cannot be evaded)

Tech Elite: vs Personnel Boost (raises attack against infantry targets)  
Auto-Clear (clear land mines when stepping on them)  
Super vs Personnel (raises attack against infantry targets)

Special Tech: vs Personnel Boost (raises attack against infantry targets)  
Major Defense (raises defense)

Poison Resist (becomes immune to status ailments)

Fencer Elite: vs Personnel Boost (raises attack against infantry targets)

Overrun (raises attack against infantry targets and defense when closing in on an enemy)

Face-To-Face (raises attack against infantry targets when an enemy is nearby)

Mauler: vs Personnel Boost (raises attack against infantry targets)

Combat Skill (raises attack against infantry and armored targets)

Point Blank (raises attack against armored targets when an enemy is nearby)

Best class:

Fencer Elite with Feint set as fourth potential

Almost all of her potentials will increase her attack against infantry targets.

Set Feint so she won't miss her targets.

10. "Zeri"

Join: Go to extra and enter this code: NL45TX9F8VRSUKGR

Memories: none

Mission: none

Potential:

P: Quibbler (lowers defense)

Dissonance (lowers attack against infantry targets when non-Darcsen are nearby)

Irritation (raises attack against infantry targets during interception fire)

Enthusiasm (able to act again)

Armor Tech: Defensive Boost (raises defense)

Resist Boost (raises resistance to status ailments)

Super Resist (raises resistance to status ailments)

Tech Veteran: Defensive Boost (raises defense)

Armored Traits (raises defense during interception fire)

Penetration (attacks ignore defense when causing damage)

Fencer: Defensive Boost (raises defense)

Assault Stance (raises resistance to status ailments during interception fire)

Feint (attacks made cannot be evaded)

Tech Elite: Defensive Boost (raises defense)

Explosives Ace (raises attack against infantry and armored targets when attacking with a hand grenade)

Super vs Personnel (raises attack against infantry targets)

Special Tech: Defensive Boost (raises defense)

Extra Shot (add 1 grenade)

Poison Resist (becomes immune to status ailments)

Fencer Elite: Defensive Boost (raises defense)

Kamikaze (raises firing accuracy and evasive skills when HP is less than half)

Double Movement (able to move again)

Mauler: Defensive Boost (raises defense)

Major vs Armor (raises attack against armored targets)

Tank Destroyer (attacks that hit a vehicle result in the same effect as hitting a weak point)

Best class:

SPeacial Tech with Double Movement set as fourth potential

Again, just like Lancer Cossette and Engineer Ali, don't bother to use him.

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Tank Commander  
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1. Lavinia Lane

Join: February, key member

Memories: The Tank Pilot, Exacting Revenge, You Have Friends, Ghost Exorcised

Mission: Ghostly Vengeance

This mission took place at Leanbluff Forest, all class G are included with Avan and Lavinia already deployed. After finishing this mission, Lavinia's Wounded Heart will change into Tank Mastery potential.

Potential:

P: Big Sister (raises firing accuracy and attack power against infantry targets)

Bloodthirsty (able to attack again)

Tank Mastery (raises various abilities)

Don't make your tank into a heavy tank because it cost 3 CP. Medium tank B is recommended because it can carry several equipments, good defense, can move well in Yuell and cost 2 CP. If you want your tank to be as cheap as your infantry units, Utility APC or Light Tank B is the best choice. I like Utility APC though because it can carry lots of equipments that can offset it weakness.

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Additional Notes  
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If you think my class suggestion for each character is ridiculous and you like them in another class, please do so. My suggestion is based on my opinion.

I found all the characters from playing the game and putting codes in extra. I got the code from Gamefaqs only so maybe I miss one or two characters. If you know which character that I miss, please inform me the way to get them. Or you can send me their datas to me so I can put it in my guide.

I consider this guide finished because I already got all characters with their potentials.

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Contact  
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This guide is far from perfect. I'd gladly accept any help from you. Probably some of the info was wrong, you can also e-mail me about that.

This is the address if you want to contact me:

vanalpsen@gmail.com

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Thanks  
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Thanks to my friend Ronal for downloading this game and let me copy it to my PSP

Thanks to ChefSnake21 for his guide for finishing Baldren mission in May on Gamefaqs

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Karlmann Leung for the info about how he get Nahum in February after Marion personal mission

Thanks to SEGA for this great game

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