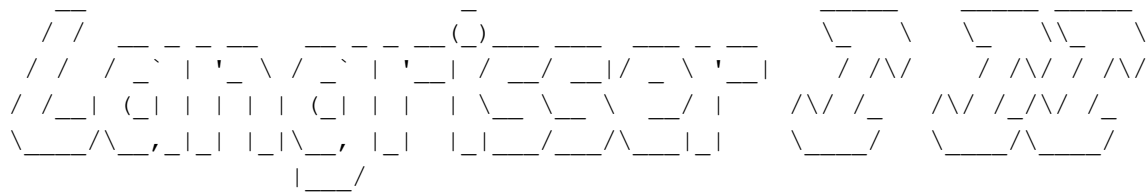


Langrisser I & II (Import) FAQ/Walkthrough

by Solomon warrior

Updated to v2.3 on Dec 20, 2007



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Langrisser I&II (Play Station) FAQ & Walkthrough  
By Fallen Wings

Version 2.3  
12-20-2007  
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T A B L E O F C O N T E N T S

-----LANGRISSE I-----

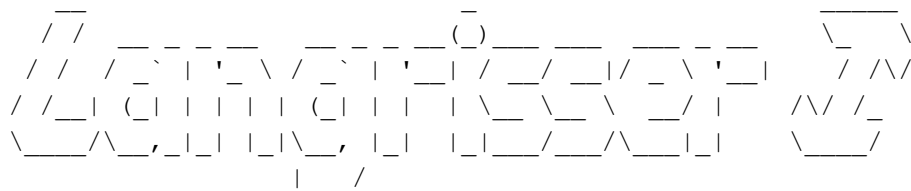
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Class List.....	[LANG4]
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-----LANGRISSE II-----

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-----OTHERS-----

Version History.....	[LANGD]
Copyright.....	[LANGE]
Credits.....	[LANGF]



This is probably my last FAQ. Thank you for your support.

Ledin is Prince of Baldia country. One day, he his castle was attacked by Imperial and the Holy Sword, Langrisser is stolen. With Langrisser stolen, monsters begin to spawn and disturb the balance of the world. Ledin fights Imperial to regain Langrisser and with the help of Langrisser, he chases the monsters back to the underworld.

Goddess Questions

[LANG2]

1) What will save the world on its brink of extinction ?

The Great Gods	Magic: Force Heal 1	->Question2
Wealth of knowledge	Magic: Thunder	->Question3
Power of self	None	->Question4

2) When fighting darkness, what image would you like to hold ?

A vile enemy	Magic: Turn Undead, MP+2	->Question5
A being of worship	Item: Devil Axe	->Question6
Hard to kill	Item: Mirage Robe, MP+2	->Question7

3) What is your Purpose in life ?

To protect the one you love	Magic: Protection 1	->Question5
To improve yourself	AT+2, DF+1	->Question6
To live to fulfill your dream	Attack 1, MP+4	->Question7

4) A Friendly Reconnaissance Group is surrounded, Your troops are also in danger. What will you do ?

Retreat	EXP+7	->Question6
Request reinforcements, defend	Item: War Hammer	->Question7
Help Reconnaissance Group	Item: Cross, Magic: Heal 1	->Question8

5) What is love to you?

Something to give to each other	Magic: Charm, MP+1	->Question9
Something to receive	Item: War Hammer	->Question9
A source of infinite energy	AT+1	->Question9

6) What do you hope for your world ?

Love, Courage and Hope	AT+1	->Question9
Freedom to live on your own will	MP+2	->Question9
To be unified	DF+1	->Question9

7) What do you think is the ability needed in a ruler ?

Charisma	Magic: Charm, MP+2	->Question9
Decisiveness	Magic: Quick, MP+1	->Question9
Executive Power	A+1	->Question9

8) What is the most important value for a hero to have ?

Determination	Magic Resist+10	->Question9
Leadership	D+1	->Question9
Courage	A+1	->Question9

9) What ability do you request from yourself before battle ?

Rich Knowledge of justice	Magic: Heal 1, MP+3, A+1	->Question10
Cool-headed judgement ability	DF+1, MP+2. D+1	->Question10

Abundance of power AT+1, DF+1, A+1, D+1 ->Question10

10) What type of unit is Ideal for you ?

Small Elite Force A+1, D+1, Mercenaries-1 ->Question11

Large but individually weak force Mercenaries+1 ->Question11

Yourself is all you need AT+2,DF+1 ->Question11

11) Lastly, What do you Fight for ?

To obtain Honor AT+2 ->END

To defend your home country Magic: Attack 1, MP+1 ->END

To protect the ones that you love Magic: Protection 1, DF+1 ->END

Recommeded path:

1. Wealth of knowledge
2. To live to fulfill your dream
3. Charisma
4. Abundance of power
5. Small Elite Force
6. To protect the ones that you love

Result:

Magic: Thunder, Attack 1, Charm, Protection 1

Status: MP+6 AT+1 DF+2 A+2 D+2

The most important thing is get Thunder because it can come in handy in some situation. There is no point to get Turn Undead because there is not many Undead enemies in this game. For healing magic, you can learn it via class change, so there is really no point to learn it right now.

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Walkthrough [LANG3]
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Lets start with some basic tips.

1. All troops should stay inside his/her own commander's command range to gain status bonus.
2. Troops staying beside his/her own commander can heal 3HP and 2MP in 1 turn.
3. Enemy will not attack if their HP is less than 8.
4. Archer is strong against Air.
Horse is strong against Ground.
Spear is strong against Horse.
Ground is strong against Spear.
Holy is strong against demons and undead.
Sea is stong at Water.
Air always has 25% terrain bonus.

Scenario 1

Winning Condition:

1. Kill all enemies
2. Get close to Namm

Losing Condition:

1. Death of Ledin
2. Death of Namm

Enemy Strength:

Lord AT22 DF20 MP01 A02 D04 PikeX5

Paladin AT23 DF23 MP12 A04 D03 MonkX5

General AT26 DF28 MP06 A05 D05 SoldierX5
Captain AT27 DF21 MP02 A05 D03 Lizard ManX5
Emperor AT47 DF30 MP10 A10 D10 GrenadierX6

Shop:

Knife 50P AT+1
Small Shield 60P DF+1

Secret Item:

None

Strategy:

This stage is tough if you want to defeat all enemies. If you get a devil axe from the character creation section, it will be a little bit easy to deal with the enemies. Let Taylor handle the general on the west of the map. Then, let Jessica handle the Captain at the bottom of the map. You have to use help of the Sword Master in order to deal with the enemies on the east of the map. After a few turns, Emperor Dios will show up with his grenadier armies. It is IMPOSSIBLE for you to deal with him right now. So, just go to the top of the map to meet up with Namm when he shows up.

Scenario 2

Winning Condition:

1. Kill all enemies
2. Chris reaches northwest of the map

Losing Condition:

1. Death of Ledin
2. Death of Chris

Enemy Strength:

Shaman AT22 DF15 MP05 A02 D02 BarbarianX2
Shaman AT22 DF15 MP05 A02 D02 BarbarianX2
Shaman AT23 DF15 MP06 A02 D02 BarbarianX3
Shaman AT23 DF15 MP06 A02 D02 BarbarianX3
REINFORCEMENT
Shaman AT23 DF15 MP06 A02 D02 BarbarianX3
Shaman AT23 DF15 MP06 A02 D02 BarbarianX5

Shop:

Knife 50P AT+1
Robe 80P DF+1, Magic Resist+10

Secret Item:

Chris give you a Large Shield if you managed to safe all civilians.

Strategy:

This stage is very easy. Let Ledin train as much as possible in this scenario. You just have to make sure Ledin can catch up with Chris. Let Ledin take care of the enemies on the left. Turn 8, Hopkin and Shawn will show up to help you to take care of enemy reinforcements. Remember to turn Hopkin to a Lord but not a Silver Knight.

Scenario 3

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Ledin
2. Death of all civilians

Enemy Strength:

Shaman AT22 DF15 MP05 A02 D02 BarbarianX2
Shaman AT22 DF15 MP05 A02 D02 BarbarianX2
Shaman AT22 DF15 MP05 A02 D02 BarbarianX3
Shaman AT22 DF15 MP05 A02 D02 BarbarianX3
Shaman AT22 DF15 MP05 A02 D02 BarbarianX3
Shaman AT22 DF15 MP05 A02 D02 BarbarianX3
Shaman AT25 DF16 MP08 A02 D02 BarbarianX5
REINFORCEMENT
Shaman AT23 DF15 MP06 A02 D02 BarbarianX5

Shop:

Knife	50P	AT+1
War Hammer	120P	AT+2
Great Sword	300P	AT+4
Small Shield	60P	DF+1
Large Shield	200P	DF+2
Robe	80P	DF+1, Magic Resist+10
Cross	300P	D+2, Magic Resist+20

Secret Item:

Rune Stone (14,06), Top of the map, below a large rock.
Civilians will give you a necklace if you managed to save them.
Namm gives you a Great Sword after you killed all enemies.

Strategy:

Get a Great Sword and equip the large shield you received from Chris on Ledin.
If you listened to my advice and turn Hopkin to a Lord, this stage is easy
because he can take on the enemy reinforcement near the cathedral. Meanwhile, let
Ledin rendezvous with Volkhov and Shawn and take care of the enemies. Heal 1 can
come in handy here since the enemy always uses Thunder Spell.

Scenario 4

Winning Condition:

1. Ledin survives for 16 turns
2. Kill all enemies

Losing Condition:

1. Death of Ledin

Enemy Strength:

Gel Gazer AT20 DF22 MP00 A01 D02 GelX5
Gel Gazer AT20 DF22 MP00 A01 D02 GelX5
Gel Gazer AT20 DF22 MP00 A01 D02 GelX3
Gel Gazer AT20 DF22 MP00 A01 D02 GelX3
Gel Gazer AT20 DF22 MP00 A01 D02 GelX3

Shop:

Knife	50P	AT+1
Small Shield	60P	DF+1
Robe	80P	DF+1, Magic Resist+10

Secret Item:

(you can only get 1 of those secret items, Devil Axe is better)

Devil Axe (30,25) lower right corner. 3 dots patch.

Chain Mail (29,26) lower right corner. human like statue.

Chris gives you a Cross after the battle.

Strategy:

Equip Great Sword on Namm. If you have Devil Axe, it is even better. Let Ledin, Volkhov and Namm take on the enemies on the top of the map. Just remember t let Namm get more EXP so she can change class after this scenario. Later, Shawn and Chris will show up with holy class army from the middle left of the map to wipe out the enemies.

Scenario 5

Winning Condition:

1. Defeat Black Knight Lance

Losing Condition:

1. Death of Ledin

Enemy Strength:

Silver Knight AT25 DF17 MP01 A05 D02 LancerX3
Silver Knight AT26 DF19 MP03 A04 D03 LancerX3
Lord AT22 DF21 MP02 A02 D04 SolduerX4
Lord AT22 DF21 MP02 A02 D04 PikeX4
Knight Master AT36 DF22 MP08 A08 D05 LancerX4

Shop:

War Hammer 120P AT+2
Large Shield 200P DF+2
Cross 300P D+2, Magic Resist+20

Secret Item:

Defeat Lance for a War Hammer.

Strategy:

If you are confident with your strength. Let Shawn hires Pike and go right to kill Retisia. Otherwise. Move all your troops to the top of the map. Remember to give Chris more EXP so she can learn more spells. Just remember not to let the enemies join forces(ie lancer and soldier stay close to each other). After a few turns, Lance will start to move. Most of the time, he goes left instead of bottom.

Scenario 6

Winning Condition:

1. Defeat Zeldo

Losing Condition:

1. Death of Ledin

Enemy Strength:

Silver Knight AT24 DF17 MP02 A05 D02 LancerX3
Silver Knight AT24 DF17 MP02 A05 D02 SoldierX4
Lord AT22 DF21 MP03 A05 D04 SoldierX4
Lord AT22 DF21 MP03 A05 D04 SoldierX4
Lord AT23 DF21 MP03 A05 D04 PikeX4
Lord AT23 DF23 MP03 A05 D04 SoldierX5

General AT28 DF28 MP06 A05 D08 SoldierX5

Shop:

War Hammer 120P AT+2
Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MPX2, Magic Range+3
Chain Mail 400P DF+3
Cross 300P D+2, Magic Resist+20

Secret Item:

Kill Zeldo for a necklace.

Strategy:

Buy new equipments for your characters. Do not let Ledin and Chris stay at the same side since they both have heal 1. 2 teams of enemy army from both side will go after your character. Try to finish them off quickly because the enemy can use heal spells to recover. Seria and Zeldo will not move, so do not worry about them first. Zeldo stays at the throne and has great bonus. try using magic to weaken and kill him.

Scenario 7

Winning Condition:

1. Defeat Bernie

Losing Condition:

1. Death of Ledin
2. Death of Albert

Enemy Strength:

Pirate AT22 DF20 MP01 A00 D02 LizardmanX3
Pirate AT22 DF20 MP01 A00 D02 LizardmanX3
Silver Knight AT26 DF18 MP03 A04 D02 LancerX4
Lord AT22 DF20 MP02 A02 D04 SoldierX5
Lord AT23 DF21 MP03 A02 D04 SoldierX5
Lord AT24 DF20 MP02 A02 D04 PikeX4

REINFORCEMENT

Knight Master AT39 DF23 MP08 A08 D05 LancerX4
Silver Knight AT28 DF18 MP05 A05 D02 LancerX4

Shop:

War Hammer 120P AT+2
Chain Mail 400P DF+3

Secret Item:

Kill Pike Leader for a War Hammer.
Defeat Lance for a Great Sword.

Strategy:

Speed is the key to win. Let all horse units and air units make a rush for Albert. Do not forget to let Jessica and Taylor to gain EXP here. Taylor should be able to handle enemies sea units. At turn 9, Lance and Laias will shows up at the top of the map. So, make sure you have Pike aemy to take care of him.

Scenario 8

Winning Condition:

1. Kill Lord Zaldaf

Losing Condition:

1. Death of Ledin
2. Lord Zaldaf escaped

Enemy Strength:

Lord	AT22	DF21	MP02	A02	D04	SoldierX5
Lord	AT22	DF21	MP02	A02	D04	SoldierX5
Lord	AT22	DF21	MP02	A02	D04	PikeX5
Lord	AT22	DF20	MP02	A02	D04	PikeX5
General	AT29	DF19	MP06	A05	D02	GrenadierX4

REINFORCEMENT

Knight Master	AT35	DF23	MP08	A08	D05	LancerX6
Silver Knight	AT29	DF19	MP06	A05	D02	LancerX6

Shop:

Knife	50P	AT+1
Small Shield	60P	DF+1
Robe	80P	DF+1, Magic Resist+10

Secret Item:

Masaiyan Sword (1,18) 3 dots patch.
Defeat Zaldaf for Great Sword and Small Shield.

Strategy:

This one is fairly easy. Let Taylor kill the enemy at sea. Let Horse unit kills the soldiers at the middle. Next, let soldier kills the Pike unit at the top. Remember to hire Pike units too since Lance will show up again at the southwest of the map at turn 5.

Scenario 9

Winning Condition:

1. Ledin reaches the top of the map.
2. Kill all enemies.

Losing Condition:

1. Death of Ledin

Enemy Strength:

General	AT28	DF25	MP04	A05	D05	PikeX6
Lord	AT22	DF21	MP02	A02	D04	SoldierX5
Lord	AT22	DF21	MP02	A02	D04	SoldierX5
Lord	AT24	DF24	MP04	A02	D04	SoldierX5
Captain	AT27	DF22	MP02	A05	D03	LizardmanX5

REINFORCEMENT

Craken	AT31	DF23	MP00	A06	D02	LeviathanX3
Craken	AT31	DF23	MP00	A06	D02	LeviathanX3
Knight Master	AT40	DF27	MP09	A08	D02	LancerX5

Shop:

War Hammer	120P	AT+2
Cross	300P	D+2, Magic Resist+20

Secret Item:

Defeat Lance for a Great Sword and Chain Mail.
Kill Seria for a Great Sword.

Strategy:

This stage is quite a challenge if you rush to enemies recklessly. Have Namm go after the enemies at the top of the map and have Taylor handle the sea units. All other troops should NOT move and wait for the Craken to show up. Lure the Craken out of water and kill them slowly. Then, when you are close to the small island, enemy will start to move. Then, When you get close to the top of the map, Lance will show up and after you. You can lure him into water and cast magic like Thunder to hurt him. After that, just kill all the enemies.

Scenario 10

Winning Condition:

1. Kill Kilhina

Losing Condition:

1. Death of Ledin

Enemy Strength:

Pirate	AT23	DF20	MP01	A00	D02	LizardmanX5
Pirate	AT23	DF20	MP01	A00	D02	LizardmanX5
General	AT25	DF26	MP05	A04	D05	GrenadierX4
Sorcerer	AT28	DF17	MP18	A03	D01	ElfX4
Paladin	AT25	DF21	MP13	A04	D03	PikeX6
Lord	AT23	DF22	MP03	A02	D04	SoldierX6

REINFORCEMENT

General	AT24	DF25	MP04	A04	D05	PikeX4
Silver Knight	AT29	DF19	MP06	A04	D02	LancerX6

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range +3
Chain Mail	400P	DF+3
Plate Armor	600P	DF+4
Necklace	900P	Command Range +2, D+3

Secret Item:

Hopkin gives you a wand and joins your party.

Strategy:

The enemies are defensive until turn 10. So, let Taylor fight the Pirate on the east and let Namm go after the Pirate on the top. Let Shawn hire Pike and stay at the southmost position. Let Albert hire soldier and stay at the leftmost position. Then, let Ledin, Chris and Jessica rush into the castle. use magic to weaken the sorcerer and her elf then dispatch her right away.

Scenario 11

Winning Condition:

1. Ledin reaches top of the map.
2. Kill all enemies

Losing Condition:

1. Death of Ledin

Enemy Strength:

General	AT25	DF26	MP05	A04	D05	SoldierX6
Knight Master	AT30	DF19	MP07	A06	D03	LancerX6

Sage AT26 DF23 MP16 A04 D04 PikeX6
Sorcerer AT28 DF17 MP18 A03 D01 ElfX4
Sorcerer AT28 DF17 MP18 A03 D01 ElfX4
REINFORCEMENT
Wyvern AT24 DF17 MP01 A05 D03 BatX6
Wyvern AT24 DF17 MP01 A05 D03 BatX6
Knight Master AT40 DF24 MP09 A08 D05 TrooperX6

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range +3
Plate Armor 600P DF+4
Necklace 900P Command Range +2, D+3
Amulet 1000P Magic Resist +20 (include mercenaries)
Speed Boots 600P MV+2 (include mercenaries)

Secret Item:

Defeat Lance for a Great Sword

Strategy:

Use horse to defeat the west side soldiers and then use spear to defeat east side horse. Namm should be put in the middle and go up. Then, let Namm go after one of the sorcerers. You should put one team of Pike soldier near Namm to take care of Lance who will show up at turn 5. At turn 7, two Wyverns show up and attack Sa Garius. Let Sa Garius use meteor on them then try to dispatch the Wyverns or Sa Garius himself.

Scenario 12

Winning Condition:

1. Kill Dios

Losing Condition:

1. Death of Ledin

Enemy Strength:

General AT24 DF25 MP04 A04 D08 SoldierX6
General AT24 DF25 MP04 A04 D08 SoldierX6
General AT24 DF25 MP04 A04 D08 SoldierX6
Arch Mage AT24 DF25 MP04 A04 D08 SoldierX6
Arch Mage AT24 DF25 MP04 A04 D08 SoldierX6
Grand Knight AT24 DF25 MP04 A04 D08 SoldierX6
Emperor AT24 DF25 MP04 A04 D08 SoldierX6
REINFORCEMENT
Sage AT24 DF25 MP04 A04 D08 SoldierX6

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range +3
Plate Armor 600P DF+4
Necklace 900P Command Range +2, D+3
Amulet 1000P Magic Resist +20 (include mercenaries)
Speed Boots 600P MV+2 (include mercenaries)

Secret Item:

Kill Lisram for a necklace.
Kill Dios for a Devil Axe and Chain Mail.

Get Langrisser from clearing this scenario.

Strategy:

Your troops split up. Ledin, Chris, Taylor and Hopkin is on the west while Jessica, Namm, Shawn and Albert is on the east. Both Arch Mage and Dios can cast meteor which can seriously damage you. So, have Namm hire Angel, which is impervious to magic. Then, have Albert hire soldier and kill the Arch Mage below him quickly. All the troops on the east should move down and have Namm's angel block enemies movements since angels take no damage from meteor. On the other hand, have Ledin hire Grenadier and kill the Pike troops as fast as possible. Chris can cast magic to hurt the Arch Mage and the Pike troops so the Arch Mage cannot cast meteor on you. At turn 1, Sa Garius teleports in with his Ballista troops, just remember to stay out of his range. Later, use Chris magic to destroy Ballista troops while Jessica responsible for healing the troops on the east. Finally, kill Dios with the help of magic.

Scenario 13

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Ledin
2. All commanders petrified

Enemy Strength:

Craken	AT36	DF26	MP00	A06	D02	LeviathanX4
Craken	AT36	DF26	MP00	A06	D02	LeviathanX4
Cerberus	AT22	DF22	MP00	A06	D02	HellhoundX5
Cerberus	AT22	DF22	MP00	A06	D02	HellhoundX5
Basilisk	AT33	DF24	MP06	A04	D01	CrolaX6
Living Armor	AT24	DF28	MP04	A05	D05	ZombieX6
Gel Gazer	AT22	DF24	MP00	A01	D02	GelX6

Shop:

War Hammer	120P	AT+2
Wand	150P	Magic Range+2, Magic Damage+1
Large Shield	200P	DF+2
Robe	80P	DF+1, Magic Resist+10
Cross	300P	D+2, Magic Resist+20

Secret Item:

None, unfortunately.

Strategy: (6 people only)

Let someone who can hire holy class army cross the bridge and dispatch the Gel Gazer quickly then touch the chest to recover the petrified Lance and civilians. Beware not to let Ledin get petrified by Basilisk or game over. Let someone who has Turn Undead to take down the Living Armor. Let all the characters who are at low level to kill Cerberus, Basilisk. Then, lure Craken out of water and dispatch them.

Scenario 14

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Ledin
2. Death of all NPC

Enemy Strength:

Zarvera AT28 DF17 MP20 A06 D03 SkeletonX6
Werewolf AT24 DF19 MP00 A04 D00 WolfmanX6
Werewolf AT24 DF19 MP00 A04 D00 WolfmanX6
Werewolf AT24 DF19 MP00 A04 D00 WolfmanX6
Werewolf AT24 DF19 MP00 A04 D00 WolfmanX6

REINFORCEMENT

Werewolf AT24 DF19 MP00 A04 D00 WolfmanX6
Werewolf AT24 DF19 MP00 A04 D00 WolfmanX6

Shop:

Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range +3
Robe 80P DF+1, Magic Resist+10
Mirage Robe 1000P DF+2, Magic Resist+20
Cross 300P D+2, Magic Resist+20
Necklace 900P Command Range +2, D+3
Amulet 1000P Magic Resist +20 (include mercenaries)
Speed Boots 600P MV+2 (include mercenaries)

Secret Item:

Get a Crown if all civilians are alive.

Strategy: (4 people only)

Only deploy the weakest troops. Give up Lance since he will leave you before the end of the game. This stage is full of horse units. So, Pike or Phalanx will be extremely useful in this stage. After killing the Zervera which is near the bridge, have 3 groups guard the west side of the village then have the other group guard the south of the village. At turn 6, 2 groups of werewolf shows up at east of the map, below the village. Have your pike army guard the village.

Scenario 15

Winning Condition:

1. Defeat Dragon

Losing Condition:

1. Death of Ledin
2. Death of all NPC

Enemy Strength:

Zarvera AT29 DF18 MP23 A06 D03 SkeletonX6
Master Dino AT35 DF23 MP00 A06 D03 Bone DinoX4
Master Dino AT35 DF23 MP00 A06 D03 Bone DinoX4
Wyvern AT27 DF19 MP02 A05 D03 BatX6
Wyvern AT27 DF19 MP02 A05 D03 BatX6
Great Dragon AT29 DF18 MP23 A06 D03 GargoyleX6
Werewolf AT29 DF18 MP23 A06 D03 WolfmanX4

Shop:

Great Sword 300P AT+4
Flame Lance 8500P AT+6
Chain Mail 400P DF+3
Plate Armor 600P DF+4

Secret Item:

Get a Rune Stone if all civilians are alive.

Strategy: (5 people only)

It is almost impossible to save the Serpent Lord on the ship without teleport skill. If you kill Nagia at northwest corner, Ledin will ask Ifrit for help. Ifrit is useless though. All enemies are either horse or air units. So, Phalanx, Pike, Elf and High Elf work very well in this stage. Nagia and the werewolf will not move. Master Dino near the Serpent Lord will go after the Serpent Lord on the ship. Great Dragon will not move but it will cast magic and attack the Serpent Lord on the ship. All other enemy units will go after civilians. So, you have to rush to the enemy on northeast as fast as possible.

Scenario 16

Winning Condition:

1. Kill Dragon

Losing Condition:

1. Death of Ledin.

Enemy Strength:

Gel Gazer	AT22	DF24	MP00	A01	D02	GelX6
Wyvern	AT29	DF20	MP03	A05	D03	BatX6
Vampire Lord	AT29	DF22	MP18	A05	D04	ZombieX6
Queen Ant	AT25	DF30	MP02	A06	D06	GAntX6
Queen Ant	AT25	DF30	MP02	A06	D06	GAntX6
Master Dino	AT35	DF23	MP00	A06	D03	Bone DinoX6
Master Dino	AT35	DF23	MP00	A06	D03	Bone DinoX6
Great Dragon	AT31	DF23	MP04	A07	D04	GargoyleX6

Shop:

Knife	50P	AT+1
Small Shield	60P	DF+1
Robe	80P	DF+1, Magic Resist+10

Secret Item:

Rune Stone (6,7) Black hole
Rune Stone (28,19) Black hole
Crown (24,29) Black Hole

Strategy: (5 people only)

Most enemies are either horse or air units. Phalanx and High Elf work extremely well. Remember to deploy a holy class character to take care of Gel Gazer and Vampire Lord. Vampire Lord can cast meteor, keep that in mind. The chest near Gel Gazer contains DSlayer, which is an extremely powerful weapon. Anyway, DSlayer can only be used in this stage. It is better to approach the enemy slowly.

Scenario 17

Winning Condition:

1. Kill all enemies except Bozel

Losing Condition:

1. Death of Ledin

Enemy Strength:

Zarvera	AT30	DF19	MP25	A06	D03	SkeletonX6
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Arch Mage	AT30	DF20	MP27	A06	D02	SkeletonX6
Dark Master	AT35	DF30	MP35	A08	D13	Arch DemonX6
Wyvern	AT28	DF20	MP03	A05	D03	GargoyleX6
Wyvern	AT28	DF20	MP03	A05	D03	GargoyleX6
Wyvern	AT26	DF19	MP03	A05	D03	GargoyleX6
Wyvern	AT26	DF19	MP03	A05	D03	GargoyleX6
Master Dino	AT35	DF23	MP00	A06	D03	Bone DinoX6

Shop:

Great Sword	300P	AT+4
Flame Lance	8500P	AT+6
Plate Armor	600P	DF+4
Dragon Scale	2000P	DF+4
Necklace	900P	Command Range +2, D+3

Secret Item:

Kill Nagia for a Robe.
Kill Nicolis for a Robe.
Kill Bozel for a Wand and a Mirage Robe.

Strategy: (8 people only)

At the beginning of the stage, Namm or Chris will be mind controlled by Nicolis. You have to kill Nicolis to break the spell. Then, Nicolis and Bozel can cast meteor to damage you. It is better to put Jessica close to Nicolis and then cast turn undead on him then kill him to free Chris or Namm. It is also important to hire mercenaries like angel, witch or high elf. the Bone Dino is also a threat which should be dispatched as soon as possible. If you are not strong enough, give up the skeletons and attack the commander directly to prevent damage. High Elf is useful since most of the enemies are air units and they are impervious to magic.

Scenario 18

Winning Condition:

1. Kill Nagia

Losing Condition:

1. Death of Ledin

Enemy Strength:

Zarvera	AT33	DF21	MP66	A06	D03	GolemX6
Vampire Lord	AT30	DF23	MP21	A05	D04	SkeletonX6
Vampire Lord	AT30	DF23	MP21	A05	D04	SkeletonX6
Grand Knight	AT33	DF21	MP66	A06	D03	Bone DinoX6
Phoenix	AT33	DF21	MP66	A06	D03	GargoyleX6
Phoenix	AT33	DF21	MP66	A06	D03	GargoyleX6
Craken	AT33	DF21	MP66	A06	D03	LeviathanX6
Craken	AT33	DF21	MP66	A06	D03	LeviathanX6

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range +3
Plate Armor	600P	DF+4
Necklace	900P	Command Range +2, D+3
Amulet	1000P	Magic Resist +20 (include mercenaries)

Secret Item:

Kill Nagia for Orb and Mirage Robe.

Strategy: (8 people only)

This scenario is easy. Take your time to kill enemies. Before going into the castle. Kill all Crakens and Phoenix. Phoenix Fire Ball is not a big threat though. Then, both Vampire Lord can cast meteor and should be taken down with archers like high elf. Lance will leave you after this scenario.

Scenario 19

Winning Condition:

1. Kill Nicolis

Losing Condition:

1. Death of Ledin

Enemy Strength:

Arch Mage	AT32	DF20	MP34	A06	D02	BallistaX6
Arch Mage	AT30	DF19	MP25	A10	D04	BallistaX6
Zarvera	AT30	DF18	MP25	A06	D02	BallistaX6
Vampire Lord	AT32	DF26	MP27	A05	D04	SkeletonX6
Vampire Lord	AT32	DF26	MP27	A05	D04	SkeletonX6
Vampire Lord	AT31	DF24	MP23	A05	D04	SkeletonX6
Vampire Lord	AT31	DF24	MP23	A05	D04	SkeletonX6
Lich	AT29	DF17	MP38	A06	D06	BallistaX6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range +3
Mirage Robe	1000P	DF+2, Magic Resist+20
Cross	300P	D+2, Magic Resist+20
Amulet	1000P	Magic Resist +20 (include mercenaries)
Speed Boots	600P	MV+2 (include mercenaries)

Secret Item:

Kill lich for Orb and Necklace.
Kill Vampire Lord on the east of the map for Wand.
Kill Vampire Lord on the west of the map for Wand.
Kill Arch Mage for Wand.
Kill Zarvera for Wand.
Kill Vampire Lord on the northeast of the map for Wand.
Kill Vampire Lord on the northwest of the map for Wand.
Kill Nicolis for Wand and Amulet.

Strategy:

You start at the middle of the map and surrounded by enemies. There are ways to win this battle easily like hired ballista and attack Nicolis directly or use teleport spell to attack him directly. Use Namm attack him directly is also a good idea. Kill all enemies is extremely hard since all the enemies commander can cast meteor and waste all your troops in one turn. If you let all your commander hire high elf or air units, you might stand a chance against them.

Scenario 20

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Ledin

Enemy Strength:

Dark Master AT36 DF31 MP38 A08 D13 Bone DinoX6
 Vampire Lord AT33 DF27 MP30 A05 D04 SkeletonX6
 Vampire Lord AT33 DF27 MP30 A05 D04 SkeletonX6
 Vampire Lord AT33 DF27 MP60 A05 D07 BallistaX6
 Vampire Lord AT33 DF27 MP60 A05 D07 BallistaX6
 Zarvera AT34 DF19 MP34 A06 D02 BallistaX6
 Zarvera AT34 DF19 MP34 A06 D02 BallistaX6

REINFORCEMENT

Chaos AT39 DF33 MP45 A10 D09 Arch DemonX6

Shop:

Flame Lance 8500P AT+6
 Wand 150P Magic Range+2, Magic Damage+1
 Orb 1000P MP*2, Magic Range +3
 Dragon Scale 2000P DF+4
 Mirage Robe 1000P DF+2, Magic Resist+20
 Amulet 1000P Magic Resist +20 (include mercenaries)

Secret Item:

None

Strategy:

All enemies commander can cast meteor. Both Zarvera should be taken care of on the first turn. Then, both Vampire Lord should be killed with Ballista on the first turn too. Then, go after Bozel and Vampire Lords on the top. After defeating Bozel, he will summon Chaos. Just go all out and you can surely defeat Chaos. After that, enjoy the long ending.

=====
 Class Growth [LANG4]
 =====

Ledin

```

+-----+
|Level 1 Class |Level 2 Class |Level 3 Class |Level 4 Class |
|-----+-----+-----+-----|
|              |              |Knight Master |              |
|              |Silver Knight |Grand Knight  |              |
|Fighter      |              |              |              |
|              |Lord         |Sword Master  |King         |
|              |              |General       |Hero         |
+-----+

```

Recommended path: Fighter>Lord>Sword Master>King

King and Hero are good. The only difference is King has better attack and Hero has better defense. Personally, I will go for a king.

Chris

```

+-----+
|Level 1 Class |Level 2 Class |Level 3 Class |Level 4 Class |
|-----+-----+-----+-----|
|              |              |High Priest    |              |
|              |Cleric       |Sage          |              |
+-----+

```


Sister				
	Paladin	Arch Mage	Princess	
		Grand Knight		
+-----+				

Recommended path: Sister>Paladin>Arch Mage>Princess

Princess is definitely for Chris since she can learn meteor along the way to become princess. Princess also provides good offense and defense to mercenaries.

Namm

+-----+				
Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	
-----+	-----+	-----+	-----+	
		Dragon Lord		
	Hawk Lord	Knight Master		
Fighter				
	Lord	Grand Knight		
		General	Ranger	
+-----+				

Recommended path: Fighter>Hawk Lord>Dragon Lord

You maybe wonder why I didn't turn her into the level 4 class, Ranger. Ranger is strong but she doesn't have any command range and make her mercenaries completely useless. Then, fly units is very effective against all kind of army and she is the only air unit you can have until the end of the game. So, Dragon Lord is thousand times better than a ranger.

Jessica

+-----+				
Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	
-----+	-----+	-----+	-----+	
		Arch Mage		
	Sorcerer	Grand Knight		
Warlock				
	Paladin	High Priest	Agent	
		Sage		
+-----+				

Recommended path: Warlock>Paladin>High Priest>Agent

Tough choice. If you want meteor, you have to give up her level 4 class, Agent. Since Chris can use meteor, I think it is better to go for Agent so she can gain more status points. Agent's mercenaries, Angel is very useful since they are impervious to magic.

Taylor

+-----+				
Level 1 Class	Level 2 Class	Level 3 Class		
-----+	-----+	-----+		
	Captain	Serpent Lord		
Pirate				
	Silver Knight	Grand Knight		

+-----+
Recommended path: Pirate>Captain>Serpent Lord

He is your only sea unit in this game. So, there is no other option except turning him to a Serpent Lord.

Shawn

+-----+

Level 1 Class	Level 2 Class	Level 3 Class
	Silver Knight	Knight Master
Fighter		
	Lord	General

+-----+

Recommended path: Fighter>Silver Knight>Knight Master

Turn him into Horse unit since your team really lack of horse unit.

Albert

+-----+

Level 1 Class	Level 2 Class	Level 3 Class
	Silver Knight	Knight Master
Fighter		
	Lord	General

+-----+

Recommended path: Fighter>Silver Knight>Knight Master

Turn him into Horse unit since your team really lack of horse unit.

Hopkin

+-----+

Level 1 Class	Level 2 Class	Level 3 Class
	Silver Knight	Knight Master
Fighter		
	Lord	General

+-----+

Recommended path: Fighter>Lord>General

Since you have Shawn and Albert as your Horse units and you get him in your party near the end of the game, turning him into a General is a smart choice.

Lance

+-----+

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class
		Sword Master	

+-----+

	Silver Knight	Knight Master	Royal Guard	
Dragon Lord				
	Hawk Lord	Dragon Knight		
		Grand Knight		

**NOTE: You can only access to Lance's other classes via Rune Stone.

Recommended path: Dragon Lord

He joins as Dragon Lord but you can never turn him into a Dragon Lord AGAIN if you use Rune Stone on him. There is no point to use Rune Stone on him though since he leaves you before the end of the game and Dragon Lord is a very good class.

=====
Class List [LANG4]
=====

Legend:

- CR Command range AT Attack
 - DF Defense MP Magic point
 - MV Movement A Mercenaries Attack Bonus
 - D Mercenaries Defense Bonus MC Mercenaries Count
- Merc Mercenaries Type

NOTE Ledin, Namm, Albert, Hopkin and Shawn start as fighter class but all of them have slightly different status. Then, Lance join you as a Dragon Lord. However, he cannot promote to level 2 class when he reached level 10. The only way to gain Lance's other class is via Rune Stone and you can never be able to turn him back to a Dragon Lord again.

Level 1 Classes

Class	Type	CR AT DF	MP MV	A D MC Merc	Magic/Summon Characte
Fighter 4	Ground	2 +? +?	+? 5	+? +? +?	Soldier None Ledin
			6	+0 +2	Namm
			5	+1 +2	Albert
			5	+1 +2	Hopkin
			5	+0 +2	Pike Shawn
Sister 3	Ground	2 +0 +0	+0 5	+0 +5 +0	Monk Turn Undead Chris
					Heal 1
Warlock 3	Ground	2 +0 +0	+0 5	+2 +0 +0	Soldier Fire Ball Jessica
					Attack 1
Pirate 4	Sea	2 +0 +0	+0 6	+2 +1 +2	Merman None Taylor
Dragon Lord 6	Air	4 +0 +0	+0 10	+6 +3 +0	Griffon Fire Ball Lance

Level 2 Classes

Class	Type	CR	AT	DF	MP	MV	A	D	MC	Merc	Magic/Summon	Character
Silver Knight	Horse	3	+6	+2	+6	8	+4	+2	+1	Trooper	None	Ledin
										Soldier		Taylor
												Shawn
												Albert
												Hopkin
												Lance
Lord	Ground	3	+3	+6	+3	5	+2	+4	+1	Pike	Heal 1	Ledin
										Soldier		Namm
												Shawn
												Albert
												Hopkin
Cleric	Ground	2	+3	+3	+7	5	+1	+4	-1	Monk	Turn Undead	Chris
											Force Heal 1	
											Valkyrie	
Paladin	Ground	3	+3	+4	+7	6	+4	+3	+1	Monk	Turn Undead	Chris
											Heal 1	Jessica
											Protection 1	
											Resist	
Hawk Lord	Air	3	+7	+2	+3	8	+2	+4	+1	Fairy	None	Namm
										Trooper		Lance
Sorcerer	Ground	2	+4	+2	+9	5	+3	+1	-1	Elf	Fire Ball	Jessica
											Mute	
											Attack 1	
											Decline	
Captain	Sea	3	+6	+3	+2	6	+5	+3	+1	Merman	None	Taylor
										Elf		

Level 3 Classes

Class	Type	CR	AT	DF	MP	MV	A	D	MC	Merc	Magic/Summon	Character
Knight Master	Horse	4	+7	+5	+2	10	+6	+3	+1	Dragoon	Attack 1	Ledin
												Namm
												Shawn
												Albert
												Hopkin
												Lance
Grand Knight	Horse	4	+6	+6	+3	11	+5	+4	+1	Bone Dino	Attack 1	Ledin
										Witch		Chris
												Namm
												Jessica
												Taylor
												Lance
Sword Master	Ground	3	+8	+3	+2	06	+5	+3	+1	Grenadier	None	Ledin
										Ballista		Lance

										Phalanx		
General	Ground	4	+5	+6	+3	5	+4	+5	+1	Phalanx	Heal 1	Ledin
										Grenadier		Namm
												Shawn
												Albert
												Hopkin
High Priest	Ground	3	+5	+3	+13	5	+4	+4	-1	High Elf	Heal 2	Chris
										Cusader	Force Heal 2	Jessica
											Protection 2	
											White Dragon	
Sage	Ground	3	+6	+3	+10	5	+4	+4	-1	Crusader	Earthquake	Chris
										Ballista	Resist	Jessica
											Zone	
											Again	
Arch Mage	Ground	3	+5	+3	+15	5	+6	+2	-1	High Elf	Earthquake	Chris
										Ballista	Meteor	Jessica
											Attack 2	
											Decline	
Dragon Lord	Air	4	+7	+5	+3	10	+6	+3	+1	Angel	Fire Ball	Namm
										Dragoon		
Serpent Lord	Sea	4	+5	+8	+5	8	+6	+4	+1	Nixie	Attack 1	Taylor
										Phalanx		
Dragon Knight	Air	4	+6	+5	+4	9	+4	+3	+1	Angel	None	Lance

Level 4 Classes

Class	Type	CR	AT	DF	MP	MV	A	D	MC	Merc	Magic/Summon	Character	
King	Ground	4	+4	+1	+6	5	+9	+8	+1	Grenadier	None	Ledin	
Hero	Ground	4	+2	+2	+4	6	+9	+8	+1	Phalanx	None	Ledin	
Princess	Ground	4	+3	+1	+8	5	+9	+8	+0	Grenadier	Teleport	Chris	
Ranger	Range	0	+6	+2	+12	7	+8	+5	-1	None	Tornado	Namm	
											Blast		
											Charm		
Agent	Ground	4	+1	+2	+10	5	+8	+7	+0	Angel	Teleport	Jessica	
Royal Guard	Horse	4	+4	+0	+2	11	+11	+11	+7	+1	Angel	None	Lance

Mercenaries List

[LANG5]

Mercenaries	Type	Fees	AT	DF	MV	Effect
-------------	------	------	----	----	----	--------

Soldier	Ground	40P	20 14	5 None	
Grenadier	Ground	140P	26 23	5 None	
Monk	Ground	30P	20 13	6 Holy	
Crusader	Ground	120P	24 20	6 Holy	
Pike	Spear	50P	18 18	5 None	
Phalanx	Spear	110P	23 26	5 None	
Trooper	Horse	60P	24 15 10	None	
Dragoon	Horse	200P	28 20 10	None	
Bone Dino	Horse	200P	29 20	9 None	
Merman	Sea	70P	24 13	8 None	
Nixie	Sea	200P	27 18	8 None	
Fairy	Air	70P	23 15	9 None	
Griffon	Air	200P	29 19 10	None	
Angel	Air	200P	24 23 12	Impervious to magic	
Elf	Range	100P	19 8	6 3 Range	
Witch	Range	210P	24 10	6 3 Range	
High Elf	Range	220P	23 10	6 3 Range, Impervious to magic	
Ballista	Range	300P	22 10	3 6 Range, not effective against air units	

Equipment List

[LANG6]

This is the list of equipment for this game. Some equipments can only be bought at secret shop though.

Weapons	Price	Effect	
Knife	50P	AT+1	
War Hammer	120P	DF+2	
Great Sword	300P	AT+4	
Wand	150P	Magic Range +1, Magic Damage +1	
Flame Lance	8500P	AT+6	
Devil Axe	2500P	AT+8, DF-3	
D. Slayer	10000P	AT+7	
Langrisser	0P	AT+3, DF+1	
Mesaiyan Sword	600P	AT-4, DF-3, A-2, EXP*2	
Orb	1000P	MP*2, Magic Range +3	
Long Bow	1000P	AT-2, MV-2, Range 1~3	
Arbalest	5000P	AT-4, MV-2, Range 1~6	

Armor/Accessories	Price	Effect	
Small Shield	60P	DF+1	
Large Shield	200P	DF+2	
Chain Mail	400P	DF+3	
Plate Armor	600P	DF+4	
Assault Suit	30000P	AT+10, DF+10	
Robe	80P	DF+1, Magic Resist +20	
Dragon Scale	2000P	DF+4	
Mirage Robe	1000P	DF+2, Magic Resist +20	
Amulet	1000P	Magic Resist +20 (include mercenaries)	
Cross	300P	D+2, Magic Resist +20	
Necklace	900P	Command Range +2, D+3	
Speed Boots	600P	MV+2 (include mercenaries)	

Crown	5000P	A+3, D+2, Command Range+2	
Rune Stone	15000P	Reset class	

=====
 Magic List [LANG7]
 =====

Magic Range and Magic Area of Effect will increase with class level.

Magic	Element	Target	MP	Effect	
Blast	Physic	Enemy/Single	10	Physical damage	
Thunder	Thunder	Enemy/Team	4	Thunder damage	
Fire Ball	Fire	Enemy/Area	2	Fire damage	
Meteor	Ground	Enemy/Area	8	Damage enemy and terrain	
Blizzard	Water	Enemy/Area	3	Water damage	
Tornado	Wind	Enemy/Area	2	Wind damage	
Turn Undead	Holy	Enemy/Area	5	Instant kill undead mercenaris	
Earthquake	Ground	Enemy/Area	12	Damage enemy, useless vs fly	
Heal 1	Water	Ally/Area	2	Heal 3 HP	
Heal 2	Water	Ally/Area	4	Heal all	
Force Heal 1	Water	Ally/Team	3	Heal 3HP	
Force Heal 2	Water	Ally/Team	6	Heal all	
Mute	Dark	Enemy/Leader	3	Seal enemy's magic	
Protection 1	Support	Ally/Team	2	+3 Defense(1 turn)	
Protection 2	Support	Ally/Team	4	+5 Defense(1 turn)	
Attack 1	Support	Ally/Team	2	+3 Attack(1 turn)	
Attack 2	Support	Ally/Team	4	+5 Attack(1 turn)	
Zone	Dark	Enemy/Leader	2	A and D reduced to 0	
Teleport	Support	Ally/Team	5	move ally to other location	
Resist	Support	Ally/Team	2	+ magic resist (1 turn)	
Quick	Support	Ally/Team	5	+3 movement (1 turn)	
Again	Support	Ally/Team	10	Refresh ally	
Charm	Dark	Enemy/Team	6	Turn enemy to NPC	
Decline	Support	Enemy/Team	5	-15 magic resist(1 turn)	

=====
 Summon List [LANG8]
 =====

Name	Type	Class	MP needed	AT	DF	MP	MV	Magic	
Valkyrie	Air	Cleric	10	36	24	15	7	Fire Ball, Quick	
White Dragon	Dragon	High Priest	20	40	30	8	5	Fire Ball, Blizzard	

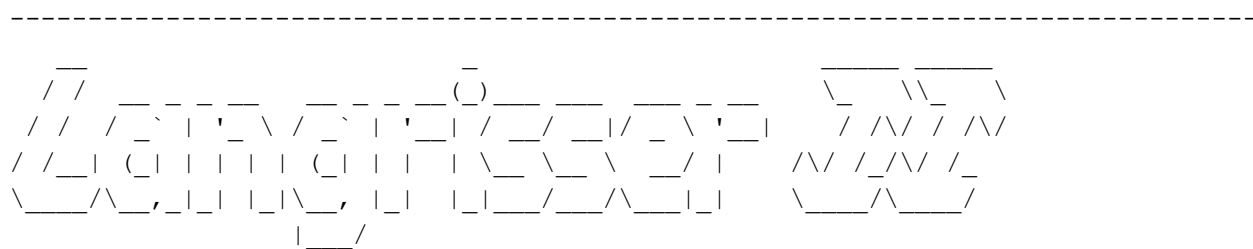
=====
 Cheats [LANG9]
 =====

-----Scenario Select-----
 At Load Screen, highlight a save data. Press RIGHT, DOWN, UP, LEFT, R1, Square, START, SELECT, TRIANGLE, CIRCLE.

-----BGM Movie-----
 At Load Screen, highlight a save data. Press UP, DOWN, UP, DOWN, LEFT, RIGHT, SELECT, CIRCLE.

-----Secret Shop-----
Highlight Buy. Press UP, LEFT, RIGHT, DOWN, RIGHT, RIGHT, CIRCLE.

-----Ultimate Shop-----
Highlight Buy. Press LEFT, UP, DOWN, RIGHT, LEFT, SELECT, RIGHT, UP, LEFT, DOWN
RIGHT, SELECT, CIRCLE



=====
Introduction [LANG1]
=====

Langrisser 2 is a pain. This game take a lot of effort to write a complete FAQ.
This game has 78 scenarios, 4 groups, 11 different roads, 10 endings. Then, this
game has more characters and classes.

=====
Goddess Questions [LANG2]
=====

Beginning -Light- Scenario 1 (Scenario 1)

Winning Condition:
1. Kill Baldo

Losing Condition:
1. Death of Elwyn
2. Baldo escape via south of the map

Enemy Strength:
Fighter AT19 DF18 MP00 A01 D01 Soldier*5
Fighter AT22 DF18 MP00 A01 D01 Soldier*5
Knight Master AT44 DF33 MP10 A12 D09 None
High Lander AT36 DF26 MP08 A06 D03 Lancer*4

Shop:
Knife 50P AT+1
Small Shield 60P DF+1

Secret Item:
Magic Resist Up(24,05) Northeast corner of the map. A patch, middle of forest.
AT+1(18,25) Drawer in the house north of Elwyn.
Get 100P if all NPC survives
Defeat Leon for Great Sword and Plate Armor. (impossible without cheat)
Defeat Liard for War Hammer and Chain Mail.

Strategy:
There is no point to go after Leon or Liard since they can kill you easily.
Both Elvin and Hein should join forces and kill the fighter nearby. Do not
go north and fight Baldo. You should block his way when he try to escape to
south of the map. Later, some NPC will show up to keep Leon and Liard busy.

After you kill Baldo, Leon and Liard will retreat. Then, Scott joins your party.

Next Scenario:

Beginning -Light- Scenario 2 (Scenario 2)

Beginning -Light- Scenario 2 (Scenario 2)

Winning Condition:

1. Liana reaches the top of the map
2. Kill all enemies

Losing Condition:

1. Death of Elwyn
2. Death of Liana

Enemy Strength:

Fighter AT21 DF18 MP00 A01 D01 Soldier*6

Fighter AT21 DF18 MP00 A01 D01 Soldier*6

Knight Master AT44 DF33 MP10 A11 D08 None

High Lander AT37 DF25 MP09 A06 D03 Lancer*3

REINFORCEMENT 1

Fighter AT21 DF18 MP00 A01 D01 Pike*6

Fighter AT21 DF18 MP00 A01 D01 Pike*6

REINFORCEMENT 2

Fighter AT21 DF18 MP00 A01 D01 Soldier*4, Pike*2

Fighter AT21 DF18 MP00 A01 D01 Soldier*4, Pike*2

Shop:

Knife 50P AT+1

Robe 80P DF+1, Magic Resist +10

Secret Item:

Speed Boots (04,04) Northwest of the map. A patch in the middle of the forest.

AT+1 (21,30) middle east of the map. 1 square north of the vertical cliff.

Get Great Sword from Rolan if he is alive.

Defeat Leon for Great Sword and Plate Armor.

Defeat Liard for War Hammer and Large Shield. (lose chance to join Imperial)

Strategy:

Rolan can't be much help since he hired Pike and it is recommended to kill Liard if you want to get an offer to join the imperial. You can have Scott, assist Rolan to kill 2 fighters and have Elwyn and Hein guard Liana along the way to the top of the map. After killing both fighters, enemy reinforcement will show up and you can have Hein and Elwyn to deal with them. On turn 2, Leon will leave the battlefield to kill monster at the village in his country. After killing both fighters with Pike, enemy reinforcement arrives again. Rouga shows up along with them as a NPC. This time, you can use Scott against them. After you kill all enemies, Liard will retreat.

Next Scenario:

Beginning -Light- Scenario 3 (Scenario 3)

Beginning -Light- Scenario 3 (Scenario 3)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn
2. Death of Priest
3. Death of Liana

Enemy Strength:

Gladiator	AT24	DF18	MP01	A01	D01	Pike*6
Gladiator	AT23	DF18	MP01	A01	D01	Barbarian*6
Gladiator	AT23	DF18	MP01	A01	D01	Pike*6
Fighter	AT22	DF19	MP01	A01	D01	Soldier*4, Lancer*1
Fighter	AT22	DF19	MP01	A01	D01	Soldier*4, Lancer*1
Fighter	AT24	DF21	MP01	A01	D01	Soldier*4, Pike*2
Sorcerer	AT24	DF15	MP11	A03	D01	Soldier*4, Elf*2
REINFORCEMENT						
Fighter	AT21	DF19	MP00	A01	D01	Soldier*6
Fighter	AT22	DF19	MP01	A01	D01	Soldier*6

Shop:

Knife	50P	AT+1
War Hammer	120P	AT+2
Great Sword	300P	AT+4
Small Shield	60P	DF+1
Large Shield	200P	DF+2
Robe	80P	DF+1, Magic Resist +10

Secret Item:

Defeat Gladiator on the left for a Knife.
Get a Knife and Small Shield from defeating Jorum.
Defeat sorcerer, Morgan for a Wand.
Get a Cross if sister is alive.

Strategy:

Let Elwyn and Hein take the left and Scott take the middle. Rouga can guard the entrance on the right, so do not need to worry about him. When you reach the entrance, enemy reinforcement shows up on the left and right entrance. They are pretty weak, do not need to worry. On turn 3, Rouga will join your party. After destroying 3 or 4 groups of enemy troops, Shelly will show up as NPC to guard the middle entrance. Now, the enemy will move towards the building except Morgan who will cast Fire Ball to hurt your troops. The sorcerer will try to run away after you defeat Jorum. Try to train Rouga as much as possible because he is just too weak. After that, Rouga and Liana join your party.

Next Scenario:

Beginning -Light- Scenario 4 (Scenario 4)

Beginning -Light- Scenario 4 (Scenario 4)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn
2. Death of all NPC

Enemy Strength:

Knight	AT22	DF16	MP00	A02	D00	Lancer*4
Knight	AT22	DF16	MP00	A02	D00	Lancer*4
Fighter	AT22	DF19	MP00	A01	D01	Soldier*6
Fighter	AT22	DF19	MP01	A01	D01	Soldier*6
Assassin	AT24	DF17	MP00	A04	D02	Soldier*4, Barbarian*2

Assassin AT24 DF17 MP00 A04 D02 Soldier*4, Barbarian*2
Hawk Knight AT25 DF15 MP01 A01 D01 Harpy*6
High Lord AT31 DF28 MP05 A03 D04 Pike*4, Elf*2

REINFORCEMENT

Fighter AT23 DF21 MP00 A01 D01 Soldier*3, Pike*3
Warlock AT23 DF21 MP00 A02 D00 Elf*4, Barbarian*2
Sorcerer AT23 DF21 MP00 A03 D01 Soldier*3, Elf*3

Shop:

War Hammer 120P AT+2
Great Sword 300P AT+4
Large Shield 200P DF+2
Chain Mail 400P DF+3
Plate Armor 600P DF+4
Cross 300P D+2, Magic Resist+20

Secret Item:

DF+1 (02,02) only air unit (Shelly) can get this.
Get Dragon Scale if all NPC alive.
Defeat Vargas for War Hammer.
Defeat Jorum for knife and small shield.
Defeat Morgan for a Robe.

Strategy:

It is a good idea to take a look at the shop and buy some new weapons and armors for all your characters. Vargas will ask all his troops to after you except both Assassins near the NPC. The NPC will lose and die if you do not fast enough to safe them. Vargas will stay on the bridge to heal and attack the NPC with his Elf. If Elwyn is now a Lord, have him hire Pike. Hein should hire Elf to take down the air units. Scott and Shelly should hire their own units and attack the enemy. Just let Shelly stay out of Elf attack range. On turn 7, enemy reinforcements will arrive. Morgan will try to escape via south of the map. Try to finish him off before he rus away. There are many elves in enemy troops, you have to finish them off in one turn before they do serious damage to your troops. Warlock can cast Fire Ball though. After that, Scott leaves your party and Keith joins you.

Next Scenario:

Beginning -Light- Scenario 5 (Scenario 5)

Beginning -Light- Scenario 5 (Scenario 5)

Winning Condition:

1. Defeat Camilla

Losing Condition:

1. Death of Elwyn
2. Death of Jessica

Enemy Strength:

Zarvera AT32 DF22 MP35 A11 D05 Phalanx*4
Hawk Knight AT24 DF15 MP01 A01 D01 Harpy*4
Sorcerer AT26 DF16 MP15 A03 D01 Barbarian*5, Elf*1
Sorcerer AT26 DF16 MP15 A03 D01 Barbarian*5, Elf*1
Sorcerer AT25 DF17 MP14 A03 D01 Soldier*2, Elf*2

REINFORCEMENT 1:

Pirate AT22 DF19 MP01 A00 D02 LizardMan*4
Pirate AT22 DF19 MP01 A00 D02 LizardMan*4

REINFORCEMENT 2:

Knight	AT22	DF16	MP00	A02	D00	Lancer*6
Fighter	AT24	DF21	MP01	A01	D01	Pike*6
High Lord	AT37	DF20	MP00	A03	D07	Soldier*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Robe	80P	DF+1, Magic Resist+10
Cross	300P	D+2, Magic Resist+20

Secret Item:

Rune Stone (17,09) Below the mansion. 1 Square up, 1 square right from Jessica.
Defeat Egbert for Wand and Mirage Robe.
Defeat Vargas for War Hammer and Necklace.
Defeat Jorum for Knife and Small Shield. (lose chance to join Imperial)
Defeat Camilla for Robe.

Strategy:

You meet Jessica again. She is the woman you will meet in EVERY langrisser series. The company just loves her for some reasons. Egbert casts Fire Ball to burn forest on turn 1. Hein should hire elf to take down the air units on the left. On turn 3, enemy reinforcements arrive and Egbert will teleport away. The enemy here is weak, but they can cast Fire Ball. You just have to rush down and kill the enemy along your way. When you reach the middle of the map, enemy reinforcements arrived. Do not defeat Jorum if you want to join Imperial later. Vargas is slow, so do not need to worry about him. Pirates are stupid enough to go out of the water and challenge your army. Then, Camilla will just cast Fire Ball or heal. You should take care of Camilla as soon as possible because you don't want to kill Jorum. After that, Lester will join your party.

Next Scenario:

Beginning -Light- Scenario 6 (Scenario 6)

Beginning -Light- Scenario 6 (Scenario 6)

Winning Condition:

1. Kill all enemies
2. Get Dark Rod

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Gel Gazer	AT21	DF22	MP00	A01	D02	Gel*6
Gel Gazer	AT21	DF22	MP00	A01	D02	Gel*6
Werewolf	AT24	DF19	MP00	A04	D00	WolfMan*6
Werewolf	AT24	DF19	MP00	A04	D00	WolfMan*6
Ghost	AT23	DF16	MP09	A03	D00	Raise*6
Ghost	AT23	DF16	MP09	A03	D00	Raise*6
Ghost	AT23	DF16	MP09	A03	D00	Raise*6
Ghost	AT23	DF16	MP09	A03	D00	Raise*6
Lich	AT24	DF16	MP10	A06	D03	Skeleton*4
REINFORCEMENT						
Zervera	AT33	DF22	MP36	A11	D05	Grenadier*3

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist+10

Secret Item:

Let a unit stay at (08,06). Below a broken statue and activate a switch.
Let Elwyn stays at (02,06) to enter secret stage.

Strategy:

Monk and Turn Undead work well here. You might as well hire Pike to handle Werewolf. This is a good time to train Liana to use Turn Undead and level up. When you reach the entrance of the building, Egbert will teleport inside the east of the building. The next turn, Egbert will teleport and take away the Dark Rod. On turn 4, Egbert will teleport away with the Dark Rod with him. Monk can defeat Gel, Raise and skeleton easily. Turn Undead can kill all raises and skeletons instantly. Remember to let low level character to gain some level here.

Next Scenario:

Beginning -Light- Scenario 7 (Scenario 7)
OR
Beginning -Light- Scenario X1 (Scenario 71)
- fulfill secret scenario requirements.

Beginning -Light- Scenario 7 (Scenario 7)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn
2. Death of all civilains

Enemy Strength:

Werewolf AT24 DF19 MP00 A04 D00 Wolfman*6
Werewolf AT24 DF19 MP00 A04 D00 Wolfman*6
Cerberus AT26 DF24 MP01 A06 D02 Hellhound*6
Cerberus AT26 DF24 MP01 A06 D02 Hellhound*6
Silver Knight AT27 DF18 MP02 A04 D02 Hellhound*6
REINFORCEMENT
Lich AT23 DF16 MP09 A06 D03 Zombie*4, Ogre*2

Shop:

War Hammer 120P AT+2
Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Chain Mail 400P DF+3
Plate Armor 600P DF+2, Magic Resist+20
Cross 300P D+2, Magic Resist+20

Secret Item:

AT+1 (13,24) In the middle of the forest.
300P if all civilians are alive.

Strategy:

Put Rouga at the left most position. Then, have Rouga stay close to Sonia so they can have a coversation. THIS IS A MUST, do not miss this. All the enemies on the left are Horse units. Just use Pike units to counter them. On turn 3, Sonia summons 3 liches at the graveyard. Use holy units like Monk and Turn Undead spell to counter them. On Turn 5, Leon and Liard will show up as NPC to help you. So, you must kill the enemies as soon as possible so they do not have any chance to take away your precious EXP. After that, Leon will ask you to join the Imperial if you fulfill all the conditions. Once again, the conditions are:

1. Do not defeat Liard in Scenario 2.
2. Do not defeat Jorum in Scenario 5.

If you want to join the Imperial, go to Scenario 37.
Liana, Shelly, Keith and Lester will leave your party.

If you do not want to join the Imperial, go to Scenario 8.
Rouga will leave your party.

Next Scenario:

Light Scenario 8 (Scenario 8)

- Stay at Light

OR

Imperial Scenario 8 (Scenario 37)

- Join Imperial

Light Scenario 8 (Scenario 8)

Winning Condition:

1. Kill Claymer in 18 Turns

Losing Condition:

1. Death of Elwyn
2. Turn Over

Enemy Strength:

Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
High Lord	AT25	DF28	MP05	A03	D04	Soldier*4, Ballista*2

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist+10
Small Shield	60P	DF+1

Secret Item:

Magic Resist Up(37,02) First Option. Northeast lake of the map. beside tree.
Let Elwyn stay at (33,17) The water pool below the end of the bridge to enter secret scenario.

Strategy:

As you can see, almost all the enemies are air units. Hire as many elves and air units as possible. When you reaches half of the bridge, all enemies will attack you. You must be prepare for this and cast any status spells on the commanders who take the lead. After defeating all the air units, use magic to destroy Ballista first before hunting for Claymer.

Next Scenario:

Light Scenario 9 (Scenario 9)

OR

Light Scenario X2 (Scenario 72)

- fulfill secret scenario requirement.

Light Scenario 9 (Scenario 9)

Winning Condition:

1. Defeat Imelda

Losing Condition:

1. Death of Elwyn
2. Death of all civilians

Enemy Strength:

High Lord AT24 DF27 MP04 A03 D04 Soldier*4, Grenadier*2
Silver Knight AT26 DF18 MP03 A04 D02 Lancer*6
High Lord AT24 DF27 MP04 A03 D04 Soldier*6
Saint AT29 DF29 MP19 A05 D04 Grenadier*4, Elf*2
Lord AT25 DF25 MP04 A02 D04 Soldier*4
High Lord AT24 DF27 MP04 A03 D04 Pike*6
Lord AT25 DF25 MP04 A02 D04 Soldier*4

REINFORCEMENT

Captain AT24 DF20 MP02 A05 D03 Lizard Man*4
Captain AT24 DF20 MP02 A05 D03 Lizard Man*4

REINFORCEMENT

Silver Knight AT24 DF17 MP01 A04 D02 Lancer*4

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Chain Mail 400P DF+3
Plate Armor 600P DF+4
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Rune Stone (06,03) Second Option. 4 poles in sea, northwest of map.
Defeat Imelda for War Hammer and Chain Mail.

Strategy:

On turn 2, Alan will join your party. Let Lester hire sea units and guard your troops who go across the bridge. When you reached the middle of the bridge, enemy reinforcement will show up on the small island and east of the map. Grenadier units should take the lead when you go across the bridge. Shelly's air units are also useful and can be used to protect those who are crossing the bridge. Most of the enemies will go after Alan. You should act fast to save him. After that, cast magic to hurt Imelda and all the troops near to her since all of them stay close to each other. On Turn 11, enemy reinforcement shows up again but he is not a threat though. Just focus your fire power on Imelda if you want to finish the scenario quickly.

Next Scenario:

Light Scenario 10 (Scenario 10)

Light Scenario 10 (Scenario 10)

Winning Condition:

1. Defeat Vargas

Losing Condition:

1. Death of Elwyn

Enemy Strength:

High Lander AT27 DF29 MP05 A06 D03 Lancer*4, Royal Lancer*2
High Lander AT27 DF29 MP05 A06 D03 Lancer*4, Royal Lancer*2
Sword Man AT32 DF25 MP02 A05 D03 Soldier*4, Pike*2
Sorcerer AT27 DF17 MP20 A03 D01 Ballista*3, Pike*3
Sorcerer AT27 DF17 MP20 A03 D01 Ballista*3, Pike*3
Sword Man AT32 DF25 MP02 A05 D03 Elf*4
Hawk Lord AT31 DF17 MP04 A02 D04 Harpy*4, Griffon*2
Hawk Lord AT31 DF17 MP04 A02 D04 Harpy*4, Griffon*2
REINFORCEMENT
General AT35 DF35 MP10 A08 D07 Grenadier*4, Elf*2

Shop:

Knife 50P AT+1
Robe 80P DF+1, Magic Resist+10
Small Shield 60P DF+1

Secret Item:

Defeat Jorum for Knife and Small Shield.
Defeat Vargas for Great Sword.

Strategy:

Put archers on the right to kill Hawk Lords. Then, use Spear units to take the lead and kill all horse units on the left. just remember not to go into Ballista attack range. Now cast magic to destroy all Ballista before rushing into the building with your Grenadier. Once you rush into the building, Vargas will show up at north of the building. Do not worry about him since he need 2 or 3 turns to reach you. Kill Jorum first, then dispatch Vargas.

Next Scenario:

Light Scenario 10 (Scenario 10)

Light Scenario 11 (Scenario 11)

Winning Condition:

1. Defeat all enemies
2. Get Langrisser

Losing Condition:

1. Death of Elwyn
2. Leon gets Langrisser

Enemy Strength:

Hawk Lord AT30 DF16 MP03 A02 D04 Harpy*6
Hawk Lord AT30 DF16 MP03 A02 D04 Griffon*6
Serpent Lord AT31 DF24 MP05 A04 D03 Lizard Man*6
Serpent Lord AT31 DF24 MP05 A04 D03 Lizard Man*6
High Lord AT26 DF29 MP06 A03 D04 Phalanx*3, Pike*3
Mage AT29 DF19 MP26 A05 D03 Ballista*4, Soldier*2
Mage AT29 DF19 MP26 A05 D03 Ballista*4, Soldier*2
High Lander AT37 DF26 MP08 A06 D03 Royal Lancer*6
REINFORCEMENT
Knight Master AT49 DF35 MP12 A12 D09 Royal Lancer*4

Shop:

Knife 50P AT+1

Robe 80P DF+1, Magic Resist+10
Small Shield 60P DF+1
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

AT+3 (16,24) Third Option. Wood pieces in the river.
Defeat Liard for War Hammer and Chain Mail.

Strategy:

Only Liana, Elwyn and Shelly can get Langrisser. Let Shelly and Elwyn go for Langrisser. The rest of the troops should take care of the enemies at the bottom of the map. Liard will go for Langrisser as well. Let Lester troops protect Elwyn and Shelly when they are crossing the bridge. Liana, Hein should cast magic to kill Ballista. Alan and Keith should take care of the injured units. Turn 6, enemy reinforcement arrived. Shelly and Elwyn should take the middle road because it is faster. Turn 8, Jessica will show up but it is already too late. Ignore Jessica and go for Langrisser.

Next Scenario:

Light Scenario 12 (Scenario 12)

Light Scenario 12 (Scenario 12)

Winning Condition:

1. Defeat Leon

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Knight Master AT50 DF35 MP12 A12 D09 Royal Lancer*6
High Lander AT37 DF23 MP08 A06 D03 Royal Lancer*6
Sword Man AT32 DF24 MP02 A05 D03 Elf*2, Grenadier*4
Sword Man AT32 DF24 MP02 A05 D03 Elf*2, Grenadier*4
Mage AT29 DF19 MP26 A05 D03 Ballista*6
Mage AT29 DF19 MP26 A05 D03 Ballista*6

REINFORCEMENT

Dark Princess AT34 DF33 MP30 A11 D08 Demon*4
Phoenix AT30 DF22 MP10 A07 D02 Bat*4
Phoenix AT30 DF22 MP10 A07 D02 Bat*4

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Long Bow 1000P AT+2, MV-2, Range1~3
Chain Mail 400P DF+3
Plate Armor 600P DF+4
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Rune Stone(1,2) Inside the northwest hole.
Defeat Leon for Great Sword and Plate Armor.

Strategy:

Stay defensive and kill 2 Sword Mans. Then, use magic to kill Ballista before 2 mages. Then, Dark Princess will show up along with some minions. She can cast Meteor and you have to be very careful. Leon and Liard will now becoming

offensive and go after you. Now, you should stay out of Rana Meteor and kill Phoenix or Leon to clear this scenario.

Next Scenario:

Light Scenario 13 (Scenario 13)

Light Scenario 13 (Scenario 13)

Winning Condition:

1. Defeat Bernhardt or Bozel

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Emperor	AT41	DF38	MP10	A12	D09	Royal Lancer*4, Grenadier*2
Dark Master	AT41	DF32	MP48	A08	D13	Berserker*4, Specter*2
Zarvera	AT32	DF20	MP34	A11	D05	Ballista*4, Royal Lancer*2
Mage	AT30	DF19	MP30	A05	D03	Ballista*4, Elf*2
Mage	AT30	DF19	MP30	A05	D03	Ballista*4, Lancer*2
Mage	AT30	DF19	MP30	A05	D03	Ballista*4, Lancer*2
Sword Man	AT34	DF25	MP02	A05	D03	Phalanx*4, Elf*2
Sword Man	AT34	DF25	MP02	A05	D03	Phalanx*4, Elf*2
High Lord	AT26	DF29	MP06	A03	D04	Grenadier*6

REINFORCEMENT

High Lander	AT35	DF23	MP09	A06	D03	Lancer*6
High Lander	AT35	DF23	MP09	A06	D03	Lancer*6

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Long Bow	1000P	AT+2, MV-2, Range1~3
Chain Mail	400P	DF+3
Plate Armor	600P	DF+4
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)

Secret Item:

Can only choose one of these two

Magic Resist Up (07,06) Left Door behind Sword Man.

Movement+1 (19,06) Right Door behind Sword Man.

Strategy:

The mages can cast Meteor. It is better to go south a bit to stay out of her range if you cannot defeat all 3 commanders near to you. Remember to put Spear units at the back because the enemy reinforcement will show up at the bottom of the map. After you had defeated all 3 commanders, enemy reinforcement will show up. After you killed all the reinforcement, use magic to destroy Ballistas hired by 3 mages. If you have High Elf, you can dispatch the mages easily or you can wait for the mages to run out of MP since they always cast Meteor. On turn 8, Jessica will teleport in as NPC. Bozel and Egbert both can cast Meteor. You should use magic to kill Egbert's Ballista before finishing him. Then, choose to defeat Bozel or Bernhardt.

Next Scenario:

Light Scenario 14 (Scenario 14)

- Defeat Bozel.

OR

Light Scenario 14 (Scenario 25)

- Defeat Bernhardt.

Light Scenario 14 (Scenario 14)

Winning Condition:

1. Defeat Imelda in 23 turns

Losing Condition:

1. Death of Elwyn
2. Turn Over

Enemy Strength:

High Lord AT28 DF32 MP08 A03 D04 Grenadier*4, Elf*2
High Lord AT28 DF32 MP08 A03 D04 Grenadier*4, Phalanx*2
Mage AT30 DF19 MP30 A05 D03 Ballista*6
Mage AT30 DF19 MP30 A05 D03 Ballista*6
Sage AT33 DF32 MP20 A08 D08 Ballista*4, Elf*2
Serpent Lord AT33 DF27 MP06 A04 D03 Lizard Man*6
Dragon Knight AT33 DF32 MP06 A04 D03 Griffon*6
Dragon Knight AT33 DF32 MP06 A04 D03 Griffon*6

REINFORCEMENT

High Lander AT36 DF24 MP09 A06 D03 Lancer*6
High Lander AT34 DF23 MP08 A06 D03 Lancer*6

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Long Bow 1000P AT+2, MV-2, Range1~3
Chain Mail 400P DF+3
Plate Armor 600P DF+4
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Grapple (04,10) Crates, northwest of the map.
Defeat Imelda for Great Sword and Plate Armor.

Strategy:

This scenario is quite hard since the enemy has many range units and the mages can cast Meteor. You may need units like High Elf and Angel to make things easier. You should cast a meteor on enemy's ship to destroy all Ballista before trying to kill the High Lords. When you reach the bridge, enemy reinforcement arrived. Just Dispatch them with High Elves or Spear units. When you go onboard, Serpent Lord and Dagon Knight will become offensive and go after you. Just dispatch the mages first since they can do good damage with their Meteor. Then, just kill Imelda to clear this scenario.

Next Scenario:

Light Scenario 15 (Scenario 15)

Light Scenario 15 (Scenario 15)

Winning Condition:

1. Kill all enemies in 18 turns

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Minotaurus	AT32	DF27	MP00	A06	D03	Ogre*3, Ballista*2
Succubus	AT33	DF21	MP29	A07	D02	Demon*4, Arch Demon*2
Minotaurus	AT32	DF27	MP00	A06	D03	Ogre*3, Ballista*2
Phoenix	AT31	DF22	MP11	A07	D02	Gargoyle*6
Phoenix	AT31	DF22	MP11	A07	D02	Gargoyle*6
Dark Princess	AT35	DF34	MP29	A11	D08	Witch*4, Ballista*2

REINFORCEMENT

Craken	AT34	DF25	MP04	A06	D02	Leviathan*6
Craken	AT34	DF25	MP04	A06	D02	Leviathan*6
Ailment Guard	AT35	DF26	MP10	A08	D08	Leviathan*6
Vampire Lord	AT35	DF34	MP35	A10	D08	Skeleton*6

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist+10
Devil Axe	2500P	AT+8, DF-3

Secret Item:

MP+4 (24,13) A crater on sand near Minotaurus.

Strategy:

Air units are useful here since sea will slow down your movement. Just remember to destroy all the Ballista before going into the sea or you are done for sure. Dark Princess can cast Meteor. Just use healing spells on your troops until she runs out of MP. After you defeated Dark Princess, enemy reinforcement will show up. All the enemies are sea units, just stay out of water and you can defeat them easily. The Vampire Lord has Meteor and you must be careful. High Elf can work well on him.

Next Scenario:

Light Scenario 16 (Scenario 16)

Light Scenario 16 (Scenario 16)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Mage	AT31	DF20	MP70	A05	D03	Ballista*4, Elf*2
Mage	AT31	DF20	MP70	A05	D03	Ballista*4, Elf*2
General	AT29	DF33	MP09	A08	D07	Grenadier*4, Phalanx*2
General	AT29	DF33	MP09	A08	D07	Grenadier*4, Phalanx*2
Arch Mage	AT31	DF20	MP35	A10	D04	Ballista*4, Grenadier*2
Arch Mage	AT31	DF20	MP35	A10	D04	Ballista*4, Grenadier*2
General	AT34	DF38	MP12	A08	D07	Phalanx*4, Elf*2
Zarvera	AT45	DF22	MP47	A14	D06	Ballista*4, High Elf*2

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15
Cross	300P	D+2, Magic Resist+20

Necklace 900P Command Range+2, D+3
Long Bow 1000P AT+2, MV-2, Range 1~3

Secret Item:

Defeat Mage for Orb.

Defeat Mage for Orb.

Strategy:

Hire 2 groups of Ballista to dispatch both mages on first turn. Generals are aggressive and they can be killed with your air units. After that, use Meteor to destroy Arch Mages' Ballista. When you reached the entrance, Egbert will teleport away and all enemies will become aggressive. Watch out for the Arch Mages since they can cast Meteor. Use Angel to defeat the Arch Mage and then kill the General blocking your way. Finally, Liana and Rana will join your party and Alan leave for good.

Next Scenario:

Light Scenario 17 (Scenario 17)

Light Scenario 17 (Scenario 17)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn
2. Enemy got Holy Rod and escaped via south of map

Enemy Strength:

Knight Master AT40 DF26 MP10 A11 D08 Royal Lancer*6
Arch Mage AT34 DF22 MP47 A10 D04 Ballista*6
Sword Master AT40 DF28 MP04 A08 D07 Grenadier*4, Elf*2
Knight Master AT40 DF26 MP10 A11 D08 Royal Lancer*6
Arch Mage AT34 DF22 MP47 A10 D04 Ballista*6
Sword Master AT40 DF28 MP04 A08 D07 Grenadier*4, Elf*2
Sword Man AT32 DF25 MP02 A05 D03 Grenadier*4
Sword Man AT32 DF25 MP02 A05 D03 Grenadier*4
High Master AT47 DF37 MP26 A08 D09 Griffon*4

Shop:

Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Robe 80P DF+1, Magic Resist+10
Amulet 1000P Magic Resist+15
Cross 300P D+2, Magic Resist+20
Necklace 900P Command Range+2, D+3
Long Bow 1000P AT+2, MV-2, Range 1~3
Arbalest 5000P AT-4, MV-2, Range 1~6

Secret Item:

Mirage Robe (29,09) A patch northeast of map.

Defeat Rouga for Necklace.

Strategy:

Holy Rod is inside one of four room. You don't have to rush into the building and take the Rod. You just have to wait for the enemy to get it and then kill the enemy who holds the rod. The enemies outside of building is your main concern. You need to cast Meteor to destroy Ballistas and hurt all the enemies. The Arch mages can cast strong spells and should be killed as soon as possible.

After that, use your units to block the entrance of the building. When the enemy gets the Holy Rod, all the enemies inside the building will become aggressive. Just cast magic on them and kill them with your Grenadier or Dragoon. On Turn 10, Leon will show up at middle south (south of bridge). Just remember to let your Phalanx to guard the bridge or your troops will be whacked for sure.

Next Scenario:

Light Scenario 18 (Scenario 18)

Light Scenario 18 (Scenario 18)

Winning Condition:

1. Defeat Sonia

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Wyvern AT28 DF21 MP03 A05 D03 Gargoyle*6
Succubus AT32 DF20 MP27 A07 D02 Witch*6
Arch Mage AT36 DF24 MP47 A10 D04 Arch Demon*6
Living Armor AT28 DF31 MP07 A05 D05 Ogre*4, Arch Demon*2
Master Dino AT42 DF32 MP04 A13 D06 Bone Dino*6
Succubus AT32 DF20 MP27 A07 D02 Witch*6
Arch Mage AT36 DF24 MP47 A10 D04 Arch Demon*6
Living Armor AT28 DF31 MP07 A05 D05 Ogre*4, Arch Demon*2
Master Dino AT42 DF32 MP04 A13 D06 Bone Dino*6
REINFORCEMENT
Vampire Lord AT34 DF33 MP32 A10 D08 Elemental*6
REINFORCEMENT
Ailment Guard AT36 DF28 MP12 A08 D08 Leviathan*6
Ailment Guard AT36 DF28 MP12 A08 D08 Leviathan*6

Shop:

Great Sword 300P AT+4
Orb 1000P MP*2, Magic Range+3
Chain Mail 400P DF+3
Amulet 1000P Magic Resist+15(include mercenaries)
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)
Dragon Scale 2000P DF+4

Secret Item:

Rune Stone (27,20) 2nd Option. southeast corner, a patch beside a tree.
Can only choose one of these.
Grapnel (07,06) 2nd Option. northwest corner, between 3 trees on hills.
Grapnel (22,03) 2nd Option. northeast corner, single tree on hills.
Defeat Sonia for Mirage Robe.

Strategy:

Stay defensive and let Spear units guard the bridge. Use magic to bombard the enemy on the bridge as well. Then, put archers at the bottom and kill the air units who come after you. On turn 5, a Vampire Lord will show up and attack Sonia. Ignore them and kill all the enemy on the bridge first. If you go across the bridge, enemy reinforcement will show up. You shouldn't do that unless you defeated all aggressive enemies. Later, just use magic to destroy Ailment Guards. Finally, dispatch Sonia and the Vampire Lord.

After this Scenario, choose first option to go to Velzelia, choose second option

to pursue Sonia.

Next Scenario:

Light Scenario 19 (Scenario 19)

- Choose first option, Velzelia.

OR

Light Scenario 19 (Scenario 22)

- Choose second option, pursue Sonia.

Light Scenario 19 (Scenario 19)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dragon Lord	AT36	DF24	MP07	A04	D03	Griffon*6
High Lander	AT36	DF24	MP09	A06	D03	Royal Lancer*6
Royal Guard	AT57	DF39	MP14	A15	D10	Royal Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Royal Lancer*6
Mage	AT30	DF20	MP32	A05	D03	Grenadier*6
Mage	AT30	DF20	MP32	A05	D03	Grenadier*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Flame Lance	8500P	AT+6
Long Bow	1000P	AT+2, MV-2, Range 1~3

Secret Item

Can only choose one of these

MP+2 (13,04) North of the map. Logo left of a door. Only air unit can reach it.

AT+1 (18,04) North of the map. Logo right of a door. Only air unit can reach it.

Defeat Leon for Flame Lance and Plate Armor.

Strategy:

Spear units will be important in this scenario. You need to put 2 mages on northeast and northwest commander spot as well since the enemy cannot reach you in one turn. Then, just cast magic to hurt all the enemies and use your Spear units to kill those enemies. Ballista can work well too since the enemy are very aggressive. Just remember to put Ballista away from danger. This scenario is quite simple but Leon is a bit hard to kill. You need to use magic to hurt him to make things easier.

Next Scenario:

Light Scenario 20 (Scenario 20)

Light Scenario 20 (Scenario 20)

Winning Condition:

1. Defeat Bernhardt

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Emperor AT57 DF50 MP16 A13 D11 Royal Lancer*6
Zarvera AT36 DF21 MP50 A11 D05 Dark Guard*6
Vampire Lord AT33 DF31 MP29 A10 D08 Arch Demon*6
Vampire Lord AT33 DF31 MP29 A10 D08 Witch*6
Great Dragon AT45 DF32 MP14 A10 D08 Gargoyle*6
Arch Mage AT34 DF22 MP48 A10 D04 Ballista*6
Arch Mage AT34 DF22 MP48 A10 D04 Ballista*6
Arch Mage AT31 DF20 MP35 A10 D04 Specter6
Arch Mage AT31 DF20 MP35 A10 D04 BSpecter*6

REINFORCEMENT

Royal Guard AT51 DF32 MP14 A15 D10 Royal Lancer*6

Shop:

Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Robe 80P DF+1, Magic Resist+10
Amulet 1000P Magic Resist+15
Cross 300P D+2, Magic Resist+20
Necklace 900P Command Range+2, D+3
Long Bow 1000P AT+2, MV-2, Range 1~3

Secret Item:

None

Strategy:

What the heck. All imperial commanders hire monster class mercenaries. Put 2 groups of High Elf at the top to dispatch Arch Mages and Dragon Lord on first turn. Arch Mages with Specters should be killed on first turn as well. Now, here come the hard parts. Egbert and Vampire Lords can cast Meteor. If you have Cross or Amulet equipped, this is not a big prolem. The Arch Demons are hard to be killed. You may consider just attack the Vampire Lord and give up EXP for his troops. Then, just use High Elf to kill Egbert. Finally, use status spells on the Elwyn and kill Bernhardt. One more thing, Leon will show up in the the middle of the map if you attack Bernhardt. You had better be prepared to handle him or you will be wasted for sure.

Next Scenario:

Light Scenario 21 (Scenario 21)

Light Scenario 21 (Scenario 21)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Great Dragon AT45 DF32 MP14 A10 D11 Gargoyle*6
Great Dragon AT45 DF32 MP14 A10 D11 Gargoyle*6
Wizard AT48 DF24 MP62 A15 D09 Elemental*4, Arch Demon*2

Vampire Lord AT35 DF34 MP35 A10 D08 Witch*3, Arch Demon*3
 Vampire Lord AT35 DF34 MP35 A10 D08 Witch*3, Arch Demon*3
 Master Dino AT46 DF34 MP00 A13 D06 Bone Dino*6
 Master Dino AT46 DF34 MP00 A13 D06 Bone Dino*6
 Succubus AT33 DF21 MP29 A07 D02 Witch*4, Specter*2
 Stone Golem AT35 DF43 MP08 A07 D13 Golem*4, Ogre*2
 Stone Golem AT35 DF43 MP08 A07 D13 Golem*4, Ogre*2
 REINFORCEMENT
 Chaos AT49 DF50 MP64 A10 D09 Arch Demon*6

Shop:

Wand 150P Magic Range+2, Magic Damage+1
 Orb 1000P MP*2, Magic Range+3
 Robe 80P DF+1, Magic Resist+10
 Amulet 1000P Magic Resist+15
 Cross 300P D+2, Magic Resist+20
 Necklace 900P Command Range+2, D+3
 Long Bow 1000P AT+2, MV-2, Range 1~3

Secret Item:

None

Strategy:

Put Grenadier or Angel on the first row and Ballista on second row. You should dispatch the Succubus and the Master Dino on first turn. Then, your Grenadier should go south a bit to stay away from Meteor. Then, use your Grenadier to dispatch two Stone Golems. Then, use High Elves to go up the stairs on both side and kill two Vampire Lords, cast Attack 2 spells on your High Elves in order to kill them with one strike. The other Master Dino is defensive and can be killed by Ballistas. Then, cast Meteor on Sonia and both Great Dragon and use High Elf to dispatch both Great Dragon. Just remember to stay out of Sonia command range. After that, just defeat Sonia. Sonia will summon Chaos. Again, cast status spells on your strogest character and then kill Chaos. Egbert will show up as NPC but he is useless and not reliable though.

Next Scenario:

Light Ending 1

 Light Scenario 19 (Scenario 22)

Winning Condition:

1. Defeat Sonia

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Living Armor AT30 DF33 MP16 A05 D05 Dark Guard*3, Arch Demon*2
 Living Armor AT30 DF33 MP16 A05 D05 Dark Guard*3, Arch Demon*2
 Arch Mage AT34 DF22 MP47 A10 D04 Elemental*6
 Great Dragon AT43 DF31 MP13 A10 D11 Gargoyle*6
 Master Dino AT44 DF33 MP00 A13 D09 Bone Dino*6
 Stone Golem AT31 DF35 MP08 A07 D13 Golem*4, Specter*2
 Stone Golem AT31 DF35 MP08 A07 D13 Golem*4, Specter*2
 Vampire Lord AT33 DF31 MP29 A10 D08 Witch*4, Specter*2
 Phoenix AT35 DF25 MP18 A07 D02 Elemental*6
 Phoenix AT35 DF25 MP18 A07 D02 Elemental*6
 Living Armor AT30 DF37 MP16 A05 D05 Dark Guard*4, Ogre*2

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Flame Lance	8500P	AT+6
Long Bow	1000P	AT+2, MV-2, Range 1~3

Secret Item:

Defeat Living Armor for Orb and Plate Armor.
 Defeat Vampire Lord for Amulet.
 Defeat Stone Golem for Necklace.
 Defeat Stone Golem for Necklace.
 Defeat Master Dino for Necklace.
 Defeat Great Dragon for Necklace.
 Defeat Living Armor for Orb and Amulet.
 Defeat Living Armor for Orb and Amulet.

Strategy:

Put Anyone with Turn Undead spell, probably Liana and Rana at the bottom corner. Use Turn Undead to kill Elemental and dispatch Phoenix as well. Put Ballista on second row and dispatch the Vampire Lord on first turn. Put Grenadier on first row and go after the Stone Golem. Two groups of yours should take care of the Living Armor inside a room. Great Dragon and Master Dino are defensive. Use magic to hurt them and then finish them off. After that, cast magic to hurt Sonia and Living Armors. Turn Undeade can be used to kill Sonia's troops. You can also ignore Living Armors and attack Sonia.

Next Scenario:

Light Scenario 20 (Scenario 23)

 Light Scenario 20 (Scenario 23)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dragon Lord	AT43	DF27	MP12	A10	D10	Griffon*6
Knight Master	AT51	DF33	MP12	A11	D08	Royal Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Royal Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Lancer*6
Arch Mage	AT32	DF21	MP80	A10	D04	Grenadier*6
Arch Mage	AT32	DF21	MP80	A10	D04	Grenadier*6
Zarvera	AT36	DF21	MP44	A11	D05	None

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15

Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Flame Lance	8500P	AT+6
Long Bow	1000P	AT+2, MV-2, Range 1~3

Secret Item

Can only choose one of these

MP+2 (13,04) North of the map. Logo left of a door. Only air unit can reach it.

AT+1 (18,04) North of the map. Logo right of a door. Only air unit can reach it.

Kill Arch Mage for Orb.

Kill Arch Mage for Orb.

Defeat Leon for Flame Lance and Plate Armor.

Kill Leon for Great Sword and Plate Armor.

Kill Dragon Lord for Necklace.

Strategy:

Egbert will teleport away before the battle starts. Put 2 groups of Ballista nearest to the Arch Mage and kill them on first turns since they can cast Meteor. Other troops should hire Phalanx and guard your Ballista. Mages at the back should cast Status spells to make the front line troops stronger.

Next Scenario:

Light Scenario 21 (Scenario 24)

Light Scenario 21 (Scenario 24)

Winning Condition:

1. Defeat Bernhardt

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Emperor	AT57	DF50	MP16	A13	D11	Royal Lancer*6
Zarvera	AT36	DF21	MP50	A11	D05	Dark Guard*6
Vampire Lord	AT34	DF33	MP32	A10	D08	Arch Demon*6
Vampire Lord	AT34	DF33	MP32	A10	D08	Arch Demon*6
Great Dragon	AT45	DF32	MP14	A10	D08	Gargoyle*6
Arch Mage	AT34	DF22	MP48	A10	D04	Ballista*6
Arch Mage	AT34	DF22	MP48	A10	D04	Ballista*6
Arch Mage	AT31	DF20	MP35	A10	D04	Specter*6
Arch Mage	AT31	DF20	MP35	A10	D04	Specter*6

REINFORCEMENT

Royal Guard	AT51	DF32	MP14	A15	D10	Royal Lancer*6
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Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Range 1~3

Secret Item:

None

Strategy:

This Scenario is similar to Light Scenario 20 (Scenario 20).

What the heck. All imperial commanders hire monster class mercenaries. Put 2 groups of High Elf at the top to dispatch Arch Mages and Dragon Lord on first turn. Arch Mages with Specters should be killed on first turn as well. Now, here come the hard parts. Egbert and Vampire Lords can cast Meteor. If you have Cross or Amulet equipped, this is not a big problem. The Arch Demons are hard to be killed. You may consider just attack the Vampire Lord and give up EXP for his troops. Then, just use High Elf to kill Egbert. Finally, use status spells on the Elwyn and kill Bernhardt. One more thing, Leon will show up in the middle of the map if you attack Bernhardt. You had better be prepared to handle him or you will be wasted for sure.

Next Scenario:

Light Ending 2

Imperial Scenario 8 (Scenario 37)

Winning Condition:

1. Defeat Lester in 19 turns.

Losing Condition:

1. Death of Elwyn.
2. Turn over.

Enemy Strength:

High Lander AT30 DF20 MP07 A06 D03 Trooper*4, Dragoon*2
High Lander AT30 DF20 MP07 A06 D03 Trooper*4, Dragoon*2
High Lord AT24 DF27 MP04 A03 D04 Pike*6
Serpent Lord AT33 DF24 MP05 A04 D06 Soldier*4, Grenadier*2
Cleric AT23 DF20 MP13 A01 D04 Monk*4

REINFORCEMENT

Dragon Knight AT33 DF24 MP05 A04 D05 Fairy*4, Angel*2
Hawk Knight AT25 DF14 MP00 A01 D01 Fairy*4
Hawk Knight AT25 DF14 MP00 A01 D01 Fairy*4
Hawk Knight AT25 DF14 MP00 A01 D01 Fairy*4
Hawk Knight AT25 DF14 MP00 A01 D01 Fairy*4

Shop:

Knife 50P AT+1
Robe 80P DF+1, Magic Resist+10
Small Shield 60P DF+1

Secret Item:

Defeat Keith for a Large Shield.

Defeat Lester for a War Hammer.

Magic Resist Up(37,02) First Option. Northeast lake of the map. beside tree.

Let Elwyn stay at (33,17) The water pool below the end of the bridge to enter secret scenario.

Strategy:

The enemies are quite weak but there is a turn limit. Put Pike army in the first row and Elf army in the second row and then go across the bridge. Only Horse units will move. All other enemies will stay still. On turn 6, Imelda will show up with her High Elf and join you. After you had defeated both the Horse Units, Keith will show up along with 4 air unit commanders at the south of the map. Keith's angel army can do some damage, you should use Elf to kill them as soon as possible. Lester can cast Thunder spell, I wonder when he learned that spell. The cleric behind Lester can cast heal 1 but she is not a threat.

Next Scenario:

Imperial Scenario 9 (Scenario 38)

OR

Imperial Scenario X3 (Scenario 73)

- fulfill secret scenario requirement.

Imperial Scenario 9 (Scenario 38)

Winning Condition:

1. Defeat Shelly

Losing Condition:

1. Death of Elwyn

Enemy Strength:

High Lander	AT30	DF20	MP07	A06	D03	Trooper*4,	Dragoon*2
High Lander	AT30	DF20	MP07	A06	D03	Trooper*4,	Dragoon*2
SwordMan	AT29	DF23	MP01	A05	D03	Soldier*4,	Grenadier*2
SwordMan	AT29	DF23	MP01	A05	D03	Soldier*4,	Grenadier*2
High Lord	AT24	DF27	MP04	A03	D04	Elf*6	
High Lord	AT24	DF27	MP04	A03	D04	Phalanx*4	
Dragon Knight	AT35	DF23	MP07	A06	D03	Angel*4	
Dragon Knight	AT31	DF20	MP04	A04	D03	Fairy*4	
Dragon Knight	AT31	DF20	MP04	A04	D03	Fairy*4	
Serpent Knight	AT29	DF22	MP03	A04	D03	Merman*4	

Shop:

War Hammer	120P	AT+2	
Wand	150P	Magic Range+2,	Magic Damage+1
Long Bow	1000P	AT+2, MV-2,	Range1~3
Chain Mail	400P	DF+3	
Necklace	900P	Command Range+2,	D+3
Speed Boots	600P	MV+2 (include	Mercenaries)

Secret Item:

None. Unfortunately.

Strategy:

Shelly will not move until all other units are dead. The Elf troops will not attack you for a few turns since they need to help the civilians to escape. All other units will rush towards you. Hire Pike army to handle the horse units nearby since they can reach you in 1 turn. Then, hire Elf to take care of the air units who come from north. On turn 7, Vargas will show up along with his Grenadier troops. You can use him to dispatch the Pike and other ground units. Do not worry about the Serpent Lord, just wait for him to get out of sea then dispatch him. Just watch out for Phalanx, Dragoon and Grenadier troops since they are quite strong. Then, most of the ground commanders can cast heal 1. After this scenario, Vargas will leave your party.

Next Scenario:

Imperial Scenario 10 (Scenario 39)

Imperial Scenario 10 (Scenario 39)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dragon Knight AT31 DF20 MP04 A04 D03 Fairy*4
Dragon Knight AT31 DF20 MP04 A04 D03 Fairy*4
High Lander AT33 DF21 MP08 A06 D03 Dragoon*4, Trooper*2
High Lander AT33 DF21 MP08 A06 D03 Dragoon*4, Trooper*2
High Lander AT33 DF21 MP08 A06 D03 Dragoon*4, Trooper*2
Saint AT24 DF24 MP15 A04 D04 Crusader*4
High Lord AT32 DF35 MP08 A04 D04 Phalanx*6
Priest AT21 DF26 MP17 A03 D06 Crusader*4
Mage AT28 DF18 MP23 A05 D03 Ballista*4
Mage AT28 DF18 MP23 A05 D03 Ballista*4

REINFORCEMENT

Serpent Knight AT30 DF23 MP03 A04 D03 Merman*4, Nixie*2
Serpent Knight AT30 DF23 MP03 A04 D03 Merman*4, Nixie*2

Shop:

Knife 50P AT+1
Robe 80P DF+1, Magic Resist+10
Small Shield 60P DF+1

Secret Item:

Defeat Alan for War Hammer and Chain Mail.

Strategy:

This scenario is hard since the enemies are defensive. But, when you go to the bridge, enemy reinforcement shows up and all the enemies will corner you except mages who will constantly cast attack 2 and protection 2 for their troops. So, what you can do is assemble all your troops near the bridge. Then, cast Attack and protection to a leader and have him walk 3 squares up on the bridge. One more thing, the unit on the bridge must either be air or pike units or you will be whacked by the enemies for sure. Then, when the enemies reinforcements show up, throw everything you have at them since they concentrate their firepower at the bridge. If you have Ballista unit, it is even better. After you defeated all the enemies on the bridge, take your time to heal before going for the mages group on the top of the map. The mages are strong against magic but Ballistas don't. So, use Imelda or Hein to take down the Ballista as soon as possible. The rest off the enemies can be taken care of easily. Please note that there is almost nothing can hurt Alan when he has Protection 2 on him.

Next Scenario:

Imperial Scenario 11 (Scenario 40)

Imperial Scenario 11 (Scenario 40)

Winning Condition:

1. Get Langrisser
2. Kill all enemies

Losing Condition:

1. Death of Elwyn
2. langrisser stolen

Enemy Strength:

High Lander AT31 DF20 MP07 A06 D03 Dragoon*4
High Lander AT31 DF20 MP07 A06 D03 Dragoon*4
Sword Man AT31 DF24 MP02 A05 D03 Grenadier*6
Mage AT27 DF17 MP20 A05 D03 Elf*4, Pike*2
Mage AT27 DF17 MP20 A05 D03 Elf*4, Pike*2

Mage AT27 DF17 MP20 A05 D03 Ballista*4
Arch Mage AT32 DF21 MP39 A10 D04 High Elf*4
Hawk Lord AT31 DF17 MP04 A02 D04 Fairy*4
Hawk Lord AT31 DF17 MP04 A02 D04 Fairy*4
Dragon Knight AT34 DF25 MP06 A04 D05 Angel*4
REINFORCEMENT
Dragon Knight AT36 DF24 MP08 A06 D03 Angel*6

Shop:

Knife 50P AT+1
Robe 80P DF+1, Magic Resist+10
Small Shield 60P DF+1
Speed Boots 600P MV+2 (include Mercenaries)

Secret Item:

AT+3 (16,24) Third Option. Wood pieces in the river.
Defeat Keith for Large Shield.
Defeat Jessica for Wand and Robe.

Strategy:

Only Leon or Elwyn can get Langrisser. All mages will not move but both High Lander and Sword Man will rush towards you. Since the horse units will reach you first, let your Pike units kill them. Then, let Liard take care of the ground units. Elwyn, Leon and Hein should go straight up into the building. Jessica will try to get the sword but she is slow. Keith and other air units will travel diagonally and try to block you. They are surely fast enough to block the middle road. Now, you can choose to travel the long way or defeat them with archer and take the middle road. It is not easy to defeat Keith and then horse units cannot take the middle road though. After you defeated the the army who rushed towards you, you may go for the mages. just remember to cast magic to hurt them first before rushing towards them. On turn 7, Vargas will show up along with his Phalanx units. On turn 8, Shelly will show up at southeast corner. She will try to get Langrisser but she is a bit far. After getting Langrisser, you are given a choice either giving the Langriser to Imperial or not.

If you give Langrisser to the Imperial, go to Scenario 41.

If you do not give Langrisser to the Imperial, go to Scenario 56.
Leon, Imelda, Vargas will leave your party.

Next Scenario:

Imperial Scenario 12 (Scenario 41)

- Give up Langrisser.

OR

Dark Scenario 12 (Scenario 56)

- Keep Langrisser.

Imperial Scenario 12 (Scenario 41)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

High Lord AT25 DF28 MP05 A03 D04 Phalanx*4
High Lord AT25 DF28 MP05 A03 D04 Phalanx*4

High Lord	AT25	DF28	MP05	A03	D04	Grenadier*6
High Lord	AT25	DF28	MP05	A03	D04	Grenadier*6
Mage	AT28	DF18	MP25	A05	D03	High Elf*4
Hawk Lord	AT33	DF17	MP04	A02	D04	Fairy*6
Hawk Lord	AT33	DF17	MP04	A02	D04	Fairy*6
High Lander	AT32	DF21	MP08	A06	D03	Dragoon*6
Dragon Knight	AT36	DF24	MP07	A06	D03	Dragoon*6
Dragon Knight	AT36	DF24	MP07	A04	D05	Angel*6
Mage	AT31	DF20	MP37	A05	D03	Ballista*5
Priest	AT25	DF30	MP27	A03	D06	Crusader*5

Secret Item:

Northwest of map, a patch on hills. (10,06) Second Option. Then, MP+3. 1st Option.

AT+1, DF+1. 2nd Option.

Mirage Robe (14,11). 2nd Option. In the river near staging spot.

Arbalest (35,06). A patch on hills on northwest of the map.

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist+10
Small Shield	60P	DF+1

Strategy:

This scenario is a bit hard since most enemies will rush towards you without hesitation. You should put Spear units east, Archers in the middle while ground units west. Remember to place mages to back up your troops on the left or they will be wasted in no time. After defeating the offensive enemies, Keith will lose his patience and go after you. Just use your archers to defeat him. After that, use your archers to defeat Shelly as well. Then, use meteor to kill all Jessica's Ballista. Without Ballista in your way, you can defeat Jessica and Liana easily.

Next Scenario:

Imperial Scenario 13 (Scenario 42)

Imperial Scenario 13 (Scenario 42)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn
2. Enemy escaped via north of the map

Enemy Strength:

Sword Man	AT32	DF25	MP02	A05	D03	Grenadier*6
High Lord	AT26	DF29	MP06	A03	D04	Phalanx*6
High Lander	AT35	DF23	MP09	A06	D03	Dragoon*6
Mage	AT29	DF19	MP26	A05	D03	High Elf*4
Mage	AT29	DF19	MP26	A05	D03	High Elf*4
High Lord	AT28	DF32	MP08	A03	D04	Ballista*6
Silver Knight	AT26	DF18	MP03	A04	D02	Dragoon*6
Priest	AT22	DF27	MP19	A03	D06	Crusader*4
High Lord	AT26	DF29	MP06	A03	D04	Phalanx*6
Sword Man	AT32	DF25	MP02	A05	D03	Grenadier*6

REINFORCEMENT

Silver Knight	AT26	DF18	MP03	A04	D02	Dragoon*4
Silver Knight	AT26	DF18	MP03	A04	D02	Dragoon*4

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Long Bow	1000P	AT+2, MV-2, Range1~3
Chain Mail	400P	DF+3
Plate Armor	600P	DF+4
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)

Secret Item:

(27,33) 4 poles in the river.

Command Range+1: 1st Option

AT+1: 2nd Option

DF+1: 3rd Option

Strategy:

This scenario is easier than Dark Scenario 14 (Scenario 58) since you can put your troops at top of the map. Let someone who can deploy Ballista stay at the spot at the top of the map. Let them take care of Sword Man, High Lord or anyone else who try to escape. Then, the priest, Sword Man and High Lord at the entrance are stupid enough to charge towards you and give you a chance to corner them. Then, have your mage cast Meteor to destroy all the Ballistas before charging into the building. Then, use your Ballista to destroy both mages beside Rolan. One thing, remember to put a Spear groups to guard the entrance because enemy reinforcement will show up after you defeated most of the enemies inside the building. After that, just take your time to kill all the enemies.

Next Scenario:

Imperial Scenario 14 (Scenario 43)

Imperial Scenario 14 (Scenario 43)

Winning Condition:

1. Defeat Alan

Losing Condition:

1. Death of Elwyn

Enemy Strength:

High Lander	AT33	DF22	MP08	A06	D03	Dragoon*6
Sword Man	AT32	DF25	MP02	A05	D03	Grenadier*6
Mage	AT29	DF19	MP28	A05	D03	High Elf*4
Serpent Lord	AT34	DF28	MP07	A04	D06	Nixie*6
Mage	AT31	DF20	MP35	A05	D03	Phalanx*2, Ballista*2
Sword Master	AT41	DF28	MP04	A09	D07	Phalanx*6
Sword Man	AT32	DF25	MP02	A05	D03	Grenadier*6
High Lander	AT33	DF22	MP08	A06	D03	Dragoon*6
Mage	AT29	DF19	MP28	A05	D03	High Elf*4

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Long Bow	1000P	AT+2, MV-2, Range1~3
Chain Mail	400P	DF+3
Plate Armor	600P	DF+4
Necklace	900P	Command Range+2, D+3

Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Rune Stone (06,03) Second Option. 4 poles in sea, northwest of map.
Defeat Serpent Lord for Necklace.

Strategy:

Put your Spear units nearest to the bridge and let your Horse unit back up them. Remember to let your units to stay away from water before killing the Serpent Lord, you should not go across the river as well. The most easiest way to kill Serpent Lord is casting Meteor on him when he is near the Mage on an island. Use Horse units to kill the Sword Master who guards the north bridge as well. Next, just kill all the mages since they can only cast Fire Ball which cannot seriously hurt you. It is even easier if you have High Elf. You just have to calculate enemy's attack range and then kill the mages and Alan.

Next Scenario:

Imperial Scenario 15 (Scenario 44)

Imperial Scenario 15 (Scenario 44)

Winning Condition:

1. Death of all enemies except Liana
2. Egbert gets close to Liana

Losing Condition:

1. Death of Elwyn
2. Death of Liana or Liana escaped

Enemy Strength:

Mage	AT29	DF19	MP28	A05	D03	High Elf*4, Ballista*2
Mage	AT29	DF19	MP28	A05	D03	High Elf*4, Ballista*2
Dragon Lord	AT39	DF26	MP10	A10	D09	Angel*6
Sage	AT33	DF32	MP27	A08	D11	Dragoon*4
High Lord	AT28	DF32	MP08	A03	D04	Phalanx*6
High Lord	AT28	DF32	MP08	A03	D04	Phalanx*6
Dragon Knight	AT34	DF23	MP06	A04	D03	Angel*6
Dragon Knight	AT34	DF23	MP06	A04	D03	Angel*6
Serpent Lord	AT36	DF31	MP09	A12	D11	Nixie*6
Arch Mage	AT34	DF21	MP47	A10	D04	Grenadier*4, High Elf*2
High Priest	AT28	DF27	MP31	A07	D11	Crusader*4

Shop:

Great Sword	300P	AT+4
Orb	1000P	MP*2, Magic Range+3
Chain Mail	400P	DF+3
Plate Armor	600P	DF+4
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Devil Axe	2500P	AT+8, DF-3

Secret Item:

Dragon Scale(26,01) 2nd Option. Single tree on an island northeast of map.
Defeat High Lord for Amulet.
Defeat High Lord for Amulet.
Defeat Shelly for Necklace.

Strategy:

This scenario is similar to Scenario 59 but you are with Imperial this time.

Dragon Knight, High Lord and Serpent Lord will come to you. On turn 7, Liana will try to get away. This stage will be hard without the nasty Teleport spell. The mages can only cast Fire Ball. Use Meteor to dispatch their Ballista before killing them. Then, have Grenadier take the lead and rush into the building. Archer is also important to dispatch the Dragon Knight Remember Lester too, his sea units are very strong. Shelly and Keith will not move. So, plan your steps to kill them. After you killed Keith, Liana, Jessica and Shelly will start to run to northeast of the map.

Next Scenario:

Imperial Scenario 16 (Scenario 45)

Imperial Scenario 16 (Scenario 45)

Winning Condition:

1. Defeat Bozel

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Master Dino	AT41	DF31	MP04	A13	D06	Gargoyle*6
Great Dragon	AT40	DF29	MP10	A10	D08	Gargoyle*6
Vampire Lord	AT34	DF33	MP32	A10	D08	Ballista*2, Specter*2
Vampire Lord	AT34	DF33	MP32	A10	D08	Ballista*2, Specter*2
Stone Golem	AT31	DF35	MP08	A07	D10	Golem*6
Arch Mage	AT35	DF21	MP43	A10	D04	Bone Dino*6
Dark Master	AT50	DF32	MP46	A11	D14	Dark Guard*6

REINFORCEMENT:

General	AT32	DF36	MP08	A08	D07	High Elf*6
Sage	AT33	DF32	MP14	A08	D08	Angel*6
Arch Mage	AT35	DF22	MP44	A10	D04	High Elf*6
Serpent Lord	AT38	DF34	MP11	A12	D11	Grenadier*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15(include Mercenaries)
Cross	300P	D+2, Magic Reist +20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Rang1~3

Secret Item:

Strategy:

The map is exactly like Scenario 60 but the enemies are not the same. Put Rouga below Sonia so he can have a conversation with her on Turn 1. Demon Lord and Bozel can cast Meteor. So, remember to equip your troops with Cross or Amulet. You have 2 choices here. Either all troops rush towards Bozel or fight all the enemies. Magic will not work against Bozel. Use Status up spells and then fight him with your strongest troops. You can kill him with Leon, who is equipped with Langrisser. If you choose to fight the enemies, Use Meteor to destroy all the Ballista on first Turn. Then, use High Elf to dispatch all the enemies in the middle of the map. High Elf is useful here since enemies deploy Air units and High Elves are Impervious to magic. On Turn 2, Light Army will show up. Let Est and Ost keep the Light army busy. Concentrate your fire power to destroy the troops in the middle of the map and destroy Bozel as well.

After the scenario, Egbert will ask you to pursue either Light or Dark.
If you want to pursue Bozel, choose the first option.
If you want to pursue Jessica, choose the second option, then the first option.

Next Scenario:

Imperial 17 (Scenario 46)

- Choose to pursue Bozel (dark).

OR

Imperial 17 (Scenario 51)

- Choose to pursue Jessica (light).

Imperial Scenario 17 (Scenario 46)

Winning Condition:

1. Defeat Sonia or convince Sonia

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Stone Golem	AT30	DF33	MP08	A07	D10	Golem*6
Stone Golem	AT30	DF33	MP08	A07	D10	Golem*6
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4, Hellhound*2
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4, Hellhound*2
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4, Hellhound*2
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4, Hellhound*2
Vampire Lord	AT34	DF33	MP32	A10	D08	Demon*4, Arch Demon*2
Master Dino	AT42	DF32	MP04	A13	D06	Elemental*6
Great Dragon	AT41	DF30	MP11	A10	D08	Gargoyle*6
Arch Mage	AT33	DF21	MP47	A10	D04	Dark Guard*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Rangel~3
Arbalest	5000P	AT-4, MV-2, Rangel~6

Secret Item:

Get Holy Rod.

Strategy:

Spear units are very important in this scenario. In the beginning of this scenario, it is better to put Spear units on the top of commander spots. Then, have Grenadier units occupy the bottom commander spots. Just cast status spells on first turn. Then, cast Heal spells and start to counterattack all the enemies. Finally just use Rouga to convince Sonia or use any other character to kill Sonia.

Next Scenario:

Imperial 18 (Scenario 47)

- Use Rouga to convince Sonia.

OR

Imperial 18 (Scenario 74)

- Defeat Sonia.

Imperial Scenario 18 (Scenario 47)

Winning Condition:

1. Defeat Bozel

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dark Master	AT52	DF34	MP54	A11	D14	Arch Demon*6
Vampire Lord	AT35	DF34	MP35	A10	D08	Witch*4, Ballista*2
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*6
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*6
Stone Golem	AT32	DF38	MP08	A07	D10	Stone Golem*6
Great Dragon	AT42	DF30	MP12	A10	D08	Gargoyle*6
Master Dino	AT43	DF32	MP04	A13	D06	Elemental*6
Vampire Lord	AT35	DF34	MP35	A10	D08	Specter*6
Vampire Lord	AT35	DF34	MP35	A10	D08	Arch Demon*6
Succubus	AT33	DF21	MP29	A07	D02	Witch*4, Ballista*2
Succubus	AT33	DF21	MP29	A07	D02	Witch*4, Ballista*2

Shop:

Great Sword	300P	AT+4
Orb	1000P	MP*2, Magic Range+3
Chain Mail	400P	DF+3
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)
Dragon Scale	2000P	DF+4

Secret Item:

Defeat Bozel for Alhazard.

Strategy:

Very similar to Imperial Scenario 21 (Scenario 55) except enemies are weaker. Both Succubus should be killed by your Ballista on Turn 1. Then, have your your troops staying at higher position retreat a bit so they will not die from Vampire Lord's Meteor. Let Est, Ost and Golem go after you to the south. After killing them, kill the Vampire Lord on both side with speed spells, teleport or anything else you can think of. After that, cast Meteor to destroy the Ballista hired by Vampire Lord. Bone Dinosaurs are weak against Magic. Use this to your advantage. Again, magic doesn't work against Bozel and Arch Demons. You may use Meteor to destroy Bozel's 40% bonus and then use archers to destroy his minions. Then, just put status spells on your strongest units and kill Bozel. Archers also work well on Bozel.

Next Scenario:

Imperial Scenario 19 (Scenario 48)

Imperial Scenario 19 (Scenario 48)

Winning Condition:

1. Defeat Lester

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dragon Lord	AT43	DF27	MP12	A10	D07	Angel*6
Serpent Lord	AT37	DF32	MP10	A12	D09	Nixie*6
Arch Mage	AT33	DF21	MP41	A10	D04	High Elf*4
Knight Master	AT43	DF27	MP11	A11	D08	Dragoon*6
General	AT33	DF37	MP11	A08	D07	Phalanx*6
Dragon Lord	AT43	DF27	MP12	A10	D07	Angel*6
Serpent Lord	AT37	DF32	MP10	A12	D09	Nixie*6
Knight Master	AT43	DF27	MP11	A11	D08	Dragoon*6
General	AT33	DF37	MP11	A08	D07	Phalanx*6
Dragon Lord	AT43	DF27	MP12	A10	D07	Angel*6
Arch Mage	AT33	DF21	MP41	A10	D04	High Elf*4
Serpent Lord	AT39	DF36	MP12	A12	D11	Grenadier*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Flame Lance	8500P	AT+6
Long Bow	1000P	AT+2, MV-2, Range1~3

Secret Item:

Grapnel (04,10) Crates, northwest of the map.
 Defeat General for Amulet.
 Defeat General for Amulet.
 Defeat Knight Master for Necklace.
 Defeat Arch Mage for Orb.
 Defeat Arch Mage for Orb.

Strategy:

Almost all enemies will rush towards you. You should stay on the ship. Ballista can work well too since the enemies are offensive and they need some time to reach your ship. Just do not stay too close to water or you will be attacked by Serpent Lord. The Dragon Lord is a pain as well since angels are very strong. Killing them is your first priority. You should stay defensive from the beginning till the end and kill everyone who tries to go onboard. You should beware of the Arch Mage since they can cast Meteor.

Next Scenario:

Imperial Scenario 20 (Scenario 49)

 Imperial Scenario 20 (Scenario 49)

Winning Condition:

1. Defeat Shelly.

Losing Condition:

1. Death of Elwyn.

Enemy Strength:

Sage	AT33	DF32	MP26	A08	D08	Crusader*4
Princess	AT36	DF36	MP31	A09	D08	Dragoon*4, Grenadier*2
Arch Mage	AT33	DF21	MP45	A10	D04	Ballista*4
General	AT34	DF38	MP12	A08	D07	Phalanx*6
General	AT34	DF38	MP12	A08	D07	Phalanx*6
Knight Master	AT45	DF28	MP12	A11	D08	Dragoon*6
Dragon Lord	AT45	DF28	MP14	A10	D07	Angel*6

Sword Master AT42 DF29 MP05 A08 D07 Grenadier*6
 Dragon Lord AT45 DF28 MP14 A10 D07 Angel*6
 Sword Master AT42 DF29 MP05 A08 D07 Grenadier*6
 REINFORCEMENT
 Knight Master AT42 DF26 MP11 A11 D08 Dragoon*6
 Knight Master AT42 DF26 MP11 A11 D08 Dragoon*6

Shop:

Great Sword 300P AT+4
 Wand 150P Magic Range+2, Magic Damage+1
 Orb 1000P MP*2, Magic Range+3
 Plate Armor 600P DF+4
 Amulet 1000P Magic Resist+15(include Mercenaries)
 Necklace 900P Command Range+2, D+3
 Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Rune Stone (16,29) Third Option. Small island in the middle of river.

Strategy:

The enemies are defensive. Approach them slowly and kill Sword Master and Dragon Lord on both side. Then, the enemies will start to act offensive. High Elf is useful to dispatch the Sword Master and Dragon Lord. Later, just take your time to dispatch Phalanx and Dragoon. Magic is also a big help. Later enemy reinforcement shows up at southwest and southeast corner. Use magic and Spear units to dispatch them. Finally, use Meteor to dispatch Ballista unit. Then, just use magic to hurt Shelly and her troops. Grenadier and Dragoon are quite annoying as well.

Next Scenario:

Imperial Scenario 21 (Scenario 50)

 Imperial Scenario 21 (Scenario 50)

Winning Condition:

1. Defeat Jessica.

Losing Condition:

1. Death of Elwyn.

Enemy Strength:

General AT35 DF39 MP12 A08 D07 Phalanx*6
 Knight Master AT46 DF28 MP12 A11 D08 Dragoon*6
 Sword Master AT45 DF31 MP07 A08 D07 Grenadier*6
 Sword Master AT45 DF31 MP07 A08 D07 Grenadier*6
 Sage AT33 DF32 MP27 A08 D08 Ballista*6
 Knight Master AT46 DF28 MP12 A11 D08 Dragoon*6
 Knight Master AT46 DF28 MP12 A11 D08 Dragoon*6
 Arch Mage AT34 DF22 MP96 A10 D04 Ballista*4
 General AT35 DF39 MP12 A08 D10 Grenadier*6
 Agent AT33 DF32 MP99 A08 D10 Crusader*4
 Wizard AT36 DF23 MP99 A09 D09 Crusader*4
 Wizard AT37 DF23 MP99 A09 D09 High Elf*6

Shop:

Great Sword 300P AT+4
 Wand 150P Magic Range+2, Magic Damage+1
 Orb 1000P MP*2, Magic Range+3
 Plate Armor 600P DF+4

Amulet 1000P Magic Resist+15(include Mercenaries)
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Flame Lance (06,05) Left Treasure chest
Rune Stone (12,05) Right Treasure chest

Strategy:

If you have teleport, just kill Jessica and safe all the troubles. If not, you have to put Hein, Imelda and Elwyn on the right. All units on the right should hire Spear units. Imelda should cast Earthquake to destroy the Ballista on the left, Hein should kill the Ballista on the south of the map. Elwyn should just protect them. This scenario is hard because the enemies have many MP and can cast Meteor spells. Your armies on the right should goes south soon after you killed the Knight Master and the Arch Mage. Then, just stay defensive and kill all the enemies. High Elf works well against Liana, Rana and Jessica though.

Next Scenario:

Imperial Ending 1

Imperial Scenario 17 (Scenario 51)

Winning Condition:

1. Defeat Lester

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Serpent Lord AT34 DF28 MP07 A12 D09 Nixie*6
Dragon Lord AT37 DF25 MP09 A10 D07 Angel*6
Serpent Lord AT38 DF35 MP11 A12 D11 Dragoon*6
Sage AT28 DF28 MP20 A08 D08 High Elf*4
Knight Master AT37 DF24 MP09 A11 D08 Dragoon*6
Serpent Lord AT34 DF28 MP07 A12 D09 Nixie*6
Serpent Lord AT34 DF28 MP07 A12 D09 Nixie*6
Dragon Lord AT37 DF25 MP09 A10 D07 Angel*6
REINFORCEMENT
Knight Master AT37 DF24 MP09 A11 D08 Trooper*6
General AT29 DF33 MP09 A08 D07 Phalanx*6

Shop:

Knife 50P AT+1
Robe 80P DF+1, Magic Resist +10
Small Shield 60P DF+1
Arbalest 5000P AT-4, MV-2, Rangel~6

Secret Item:

Rune Stone (27,20) 2nd Option. southeast corner, a patch beside a tree.
Can only choose one of these.
Grapnel (07,06) 2nd Option. northwest corner, between 3 trees on hills.
Grapnel (22,03) 2nd Option. northeast corner, single tree on hills.

Strategy:

This scenario is a bit tricky. The enemies will only start moving when you get close to the river. Then, the Serpent Lords will eliminate most of your units by then. The only way to lure the enemy unharmed is cast Protection 2 spells on your Phalanx and then move the towards the Serpent Lord south of the bridge.

Then, have a group of archers to backup them. Next turn, let your units retreat and lure all the sea units out of water. Then, just kill all the Serpent Lords and Dragon Lords. After that, Lester will lose patience and ask all his troops to attack you. Now, use Phalanx to guard the river and have archers stay at the back of Phalanx. If you have units staying too close to the northwest mountain, this is a good time to move them south a few square because the enemy reinforcement will arrive there. Use your magic to bombard the enemy reinforcement. The Sage can cast earthquake. Try to finish him off before he managed to walk across the bridge. Finally, lure Lester out of water and finish him off with your Phalanx.

Next Scenario:

Imperial Scenario 18 (Scenario 52)

Imperial Scenario 18 (Scenario 52)

Winning Condition:

1. Defeat Jessica

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Serpent Lord	AT36	DF31	MP09	A12	D09	Nixie*6
Serpent Lord	AT36	DF31	MP09	A12	D09	Nixie*6
Dragon Lord	AT40	DF26	MP11	A10	D07	Angel*6
Knight Master	AT42	DF26	MP11	A11	D08	Dragoon*6
Arch Mage	AT32	DF21	MP38	A10	D04	Ballista*4, High Elf*2
General	AT32	DF36	MP11	A08	D07	Phalanx*6
Sage	AT29	DF29	MP22	A08	D08	Crusader*4
Sword Master	AT42	DF29	MP05	A08	D07	Grenadier*6
Princess	AT35	DF33	MP29	A09	D08	Angel*4, High Elf*2
Wizard	AT35	DF22	MP56	A09	D06	High Elf*4, Ballista*2

REINFORCEMENT

High Lander	AT34	DF22	MP08	A06	D03	Trooper*6
High Lander	AT34	DF22	MP08	A06	D03	Trooper*6

Shop:

Great Sword	300P	AT+4
Orb	1000P	MP*2, Magic Range+3
Chain Mail	400P	DF+3
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)
Dragon Scale	2000P	DF+4

Secret Item:

Flame Lance (15,25) Crater near commander spot.
Odin Shield (21,26) 3rd Option. small island near the crater.
Defeat Sage for a Wand.
Defeat Jessica for Wand.

Strategy:

Put your mages and Ballista units nearest to the building. On Turn 1, use Ballista to dispatch the Knight Master and the Arch Mage. The next turn, Dragon Lord, Serpent Lord and General will start to attack you. Just wait for them to come close enough and dispatch them on land. Next, cast a meteor to destroy Jessica's Ballista before going into the building. Then, you can use Ballista to eliminate most of the troops inside the building. On Turn 9, enemy reinforcement

arrived at northwest of the map. They are weak and easy to deal with, there is nothing to be worried about. What you really worry about is Jessica's Meteor and her High Elf. If you cannot defeat her in one turn, your troops are done for sure. So, use quick, teleport or anything else that might help you to kill her.

Next Scenario:

Imperial Scenario 19 (Scenario 53)

Imperial Scenario 19 (Scenario 53)

Winning Condition:

1. Defeat Sonia or convince Sonia

Losing Condition:

1. Death of Elwyn
2. Death of Bernhardt

Enemy Strength:

Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4
Stone Golem	AT32	DF38	MP08	A07	D10	Golem*6
Great Dragon	AT42	DF30	MP12	A10	D08	Elemental*6
Vampire Lord	AT37	DF37	MP41	A10	D08	Specter*6
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4
Stone Golem	AT32	DF38	MP08	A07	D10	Golem*6
Great Dragon	AT42	DF30	MP12	A10	D08	Elemental*6
Wizard	AT40	DF23	MP60	A09	D09	Elemental*6
Master Dino	AT45	DF33	MP04	A13	D09	Elemental*6
Great Dragon	AT44	DF31	MP13	A10	D11	Gargoyle*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Flame Lance	8500P	AT+6
Long Bow	1000P	AT+2, MV-2, Rangel~3

Secret Item:

Rune Stone(1,2) Inside the northwest hole.
Get Flame Lance if Liard is alive.

Strategy:

If you have teleport, just teleport Rouga to Sonia to clear this scenario. If you do not have teleport just hire a lot of Archers since they can attack most of the enemies on first turn. However, remember to kill Vampire Lord first since he can cast Meteor. Anyway, Est, Ost and Sonia will go after Liard and Bernhardt and the rest of the enemies will go after you. Liard and Bernhardt can hold for a few turns, you would be able to safe them. Anyway, have Rouga go to Sonia as soon as possible and Sonia will retreat.

Next Scenario:

Imperial Scenario 20 (Scenario 54)

Imperial Scenario 20 (Scenario 54)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4
Stone Golem	AT32	DF38	MP08	A07	D10	Golem*6
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*4
Stone Golem	AT32	DF38	MP08	A07	D10	Golem*6
Succubus	AT33	DF21	MP29	A07	D02	Witch*6
Succubus	AT33	DF21	MP29	A07	D02	Witch*6
Vampire Lord	AT38	DF39	MP44	A10	D08	Arch Demon*6
Master Dino	AT46	DF34	MP04	A13	D06	Elemental*6
Great Dragon	AT45	DF32	MP14	A10	D08	Gargoyle*6
Wizard	AT39	DF23	MP60	A09	D06	Dark Guard*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15(include Mercenaries)
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Rangel~3

Secret Item:

None

Strategy:

If you have teleport, just teleport Rouga to Sonia to clear this scenario. If you do not have teleport, put 3 groups of archers on the top of commander spot. Let those archers eliminate Est, Ost and the Vampire Lord as soon as possible. Then, let your mages cast Meteor on both sides to hurt all the horse units. There is no time to waste. Just move Rouga to Sonia or kill Sonia.

Next Scenario:

Imperial Scenario 21 (Scenario 55)

- Use Rouga to convince Sonia.

OR

Imperial Scenario 21 (Scenario 78)

- Kill Sonia.

Imperial Scenario 21 (Scenario 55)

Winning Condition:

1. Defeat Bozel

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Master Dino	AT46	DF34	MP00	A13	D06	Bone Dino*6
Master Dino	AT46	DF34	MP00	A13	D06	Bone Dino*6
Dark Master	AT47	DF28	MP54	A11	D14	Arch Demon*6
Vampire Lord	AT38	DF39	MP44	A10	D08	Witch*4, Ballista*2

Stone Golem	AT35	DF43	MP08	A07	D10	Golem*6
Great Dragon	AT45	DF32	MP14	A10	D08	Gargoyle*6
Master Dino	AT46	DF34	MP00	A13	D06	Elemental*6
Vampire Lord	AT38	DF39	MP44	A10	D08	Sprecter*6
Vampire Lord	AT38	DF39	MP44	A10	D08	Arch Demon*6
Succubus	AT33	DF23	MP29	A07	D02	Witch*4, Ballista*2
REINFORCEMENT						
Chaos	AT49	DF41	MP65	A10	D09	Arch Demon*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15(include Mercenaries)
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Rangel~3

Secret Item:

None

Strategy:

Both Succubus should be killed by your Ballista on Turn 1. Then, have your your troops staying at higher position retreat a bit so they will not die from Vampire Lord's Meteor. Let Est, Ost and Golem go after you to the south. After killing them, kill the Vampire Lord on both side with speed spells, teleport or anything else you can think of. After that, cast Meteor to destroy the Ballista hired by Vampire Lord. Bone Dinos are weak against Magic. Use this to your advantage. Again, magic doesn't work against Bozel and Arch Demons. You may use Meteor to destroy Bozel's 40% bonus and then use archers to destroy his minions. Then, just put status spells on your strongest units and kill Bozel. Archers also work well on Bozel. After you defeated Bozel, he will summon Chaos. Chaos is at the middle of the Battle field. He can cast Meteor as well. Archers work against Arch Demon but not Chaos himself. Again, use status spells on your strongest character and kill him.

Next Scenario:

Imperial Ending 2

 Dark Scenario 12 (Scenario 56)

Winning Condition:

1. Kill all enemies.

Losing Condition:

1. Death of Elwyn

Enemy Strength:

High Lord	AT26	DF29	MP06	A03	D04	Phalanx*6
High Lord	AT26	DF29	MP06	A03	D04	Phalanx*6
Sage	AT30	DF29	MP23	A08	D08	Grenadier*6
General	AT35	DF35	MP19	A08	D07	Grenadier*6
Zarvera	AT34	DF20	MP45	A11	D05	Ballista*4
Mage	AT28	DF18	MP23	A05	D03	Ballista*4
Knight Master	AT37	DF24	MP09	A11	D08	Royal Lancer*4
Knight Master	AT44	DF30	MP11	A12	D09	Royal Lancer*4
Dragon Knight	AT32	DF21	MP05	A04	D03	Griffon*6
Dragon Knight	AT32	DF21	MP05	A04	D03	Griffon*6

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Long Bow	1000P	AT+2, MV-2, Rangel~3
Chain Mail	400P	DF+3
Plate Armor	600P	DF+4
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)

Secret Item:

Rune Stone(1,2) Inside the northwest hole.

Strategy:

Now you are really lack of commanders. So, make sure all your characters are well equipped. All Imperial Generals are here, cool. You have 3 commanders while enemy has 10 commanders, what a big disadvantage. all units will rush towards you except Leon, Imelda, Egbert and the Mage. Since most enemy units close to you are Phalanx, you should hire Grenadier. On turn 3, Sonia, Est and Ost will show up to help you at the southeast corner. Now, all you need to do is kill all enemies rush towards you. After that, approach the enemy above slowly. Always remember that Ballistas are weak to magic. Then, use golem to handle Leon. Keep in mind that Egbert can cast Meteor.

Next Scenario:

Dark Scenario 13 (Scenario 57)

Dark Scenario 13 (Scenario 57)

Winning Condition:

1. Defeat Bernhardt and Egbert

Losing Condition:

1. Death of Elwyn

Enemy Strength:

High Lander	AT34	DF22	MP08	A06	D03	Lancer*6
High Lander	AT34	DF22	MP08	A06	D03	Lancer*6
High Lander	AT34	DF22	MP08	A06	D03	Lancer*6
High Lander	AT34	DF22	MP08	A06	D03	Lancer*6
Saint	AT26	DF26	MP17	A05	D04	Crusader*4
High Lord	AT28	DF32	MP08	A03	D04	Phalanx*6
High Lord	AT28	DF32	MP08	A03	D04	Phalanx*6
Sword Man	AT35	DF26	MP03	A05	D03	Grenadier*6
Sword Man	AT35	DF26	MP03	A05	D03	Grenadier*6
Emperor	AT51	DF42	MP10	A13	D11	Grenadier*6
Zarvera	AT31	DF19	MP35	A11	D05	High Elf*4

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Long Bow	1000P	AT+2, MV-2, Rangel~3
Chain Mail	400P	DF+3
Plate Armor	600P	DF+4
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)

Secret Item:

Can only choose one of these two
Magic Resist Up (07,06) Left Door behind Sword Man.
Movement+1 (19,06) Right Door behind Sword Man.
Defeat Bernhardt for Alhazard.

Strategy:

Only 4 High Lander will charge at you. The rest of the enemies are defensive. Later, Bozel will teleport in as NPC. Saint can cast heal, you should dispatch him as soon as you can too. Since all the enemies are defensive, you can approach enemies slowly but ignore Egbert and Bernhardt for now and take out all the High Lord. Then, Sword Man will become offensive and go after you. Magic will not work against Egbert. So, you need to use quick and charge at him as fast as you can. After defeating Egbert, use archers to take out Bernhardt's Grenadier. Then, use magic to hurt Bernhardt before defeating it.

Next Scenario:

Dark Scenario 14 (Scenario 58)

Dark Scenario 14 (Scenario 58)

Winning Condition:

1. Defeat Scott and Rolan

Losing Condition:

1. Death of Elwyn
2. Scott or Rolan escaped via north of the map

Enemy Strength:

Serpent Knight AT31 DF24 MP05 A04 D03 Merman*3, Nixie*3
Serpent Knight AT31 DF24 MP05 A04 D03 Merman*3, Nixie*3
High Lander AT33 DF22 MP08 A06 D03 Dragoon*4
High Lander AT33 DF22 MP08 A06 D03 Dragoon*4
Sword Man AT32 DF25 MP02 A05 D03 Grenadier*4
Sword Man AT32 DF25 MP02 A05 D03 Grenadier*4
Sword Man AT32 DF25 MP02 A05 D03 Grenadier*4
Priest AT23 DF28 MP21 A03 D06 Monk*3
High Lord AT29 DF33 MP09 A23 D26 Phalanx*6
Knight Master AT37 DF24 MP09 A13 D08 Dragoon*4
Mage AT29 DF19 MP26 A05 D03 High Elf*4

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Long Bow 1000P AT+2, MV-2, Range1~3
Chain Mail 400P DF+3
Plate Armor 600P DF+4
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

(27,33) 4 poles in the river.
Command Range+1: 1st Option
AT+1: 2nd Option
DF+1: 3rd Option

Strategy:

Use Phalanx to rush into the building. After defeating 2 groups of Horse unit, let Granadier take over the first row and rush towards the left. If you kill

Rolan, Scott will try to get away to the north. If you kill Scott first, Rolan will try to get away. You can ignore the sea units or use Ost and Est to take care of them since sea units are not strong out of sea.

Next Scenario:

Dark Scenario 15 (Scenario 59)

Dark Scenario 15 (Scenario 59)

Winning Condition:

1. Defeat all enemies other than Liana
2. Sonia gets close to Liana

Losing Condition:

1. Death of Elwyn
2. Death of Liana, Liana escaped

Enemy Strength:

Mage	AT29	DF19	MP28	A05	D03	High Elf*4,	Ballista*2
Mage	AT29	DF19	MP28	A05	D03	High Elf*4,	Ballista*2
Dragon Lord	AT39	DF26	MP10	A10	D09	Angel*6	
Sage	AT33	DF32	MP27	A08	D11	Dragoon*4	
High Lord	AT28	DF32	MP08	A03	D04	Phalanx*6	
High Lord	AT28	DF32	MP08	A03	D04	Phalanx*6	
Dragon Knight	AT34	DF23	MP06	A04	D03	Angel*6	
Dragon Knight	AT34	DF23	MP06	A04	D03	Angel*6	
Serpent Lord	AT36	DF31	MP09	A12	D11	Nixie*6	
Arch Mage	AT34	DF21	MP47	A10	D04	Grenadier*4,	High Elf*2
High Priest	AT28	DF27	MP31	A07	D11	Crusader*4	

Shop:

Great Sword	300P	AT+4	
Orb	1000P	MP*2,	Magic Range+3
Chain Mail	400P	DF+3	
Plate Armor	600P	DF+4	
Amulet	1000P	Magic Resist+15	(include Mercenaries)
Cross	300P	D+2,	Magic Resist +20
Necklace	900P	Command Range+2,	D+3
Devil Axe	2500P	AT+8,	DF-3

Secret Item:

Dragon Scale(26,01) 2nd Option. Single tree on an island northeast of map.
Defeat High Lord for Amulet.
Defeat High Lord for Amulet.
Defeat Shelly for Necklace.

Strategy:

Dragon Knight, High Lord and Serpent Lord will come to you. On turn 7, Liana will try to get away. This stage will be hard without the nasty Teleport spell. Est and Ost should hire Gargoyle and take down the mages as soon as possible. Then, have Grenadier take the lead and rush into the building. Archer is also important to dispatch the Dragon Knight or you can use Ost and Est to deal with Dragon Knight. Remember Lester too, his sea units are very strong. Shelly and Keith will not move. So, plan your steps to kill them. After you killed Keith, Liana, Jessica and Shelly will start to run to northeast of the map.

Next Scenario:

Dark Scenario 16 (Scenario 60)

Dark Scenario 16 (Scenario 60)

Winning Condition:

1. Defeat Bernhardt
2. Defeat Bozel (Conqueror only)

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Knight Master AT37 DF24 MP09 A11 D08 Lancer*6
Knight Master AT37 DF24 MP09 A11 D08 Lancer*6
Royal Guard AT49 DF35 MP13 A15 D10 Royal Lancer*6
Dragon Lord AT39 DF26 MP10 A10 D07 Griffon*6
Dragon Lord AT39 DF26 MP10 A10 D07 Griffon*6
Knight Master AT45 DF31 MP12 A11 D08 Royal Lancer*6
Emperor AT50 DF44 MP10 A10 D10 Royal Lancer*6
Dark Master AT41 DF32 MP52 A08 D13 Grenadier*6
CONQUEROR PATH REINFORCEMENT
Dark Master AT52 DF34 MP54 A11 D24 Arch Demon*6
Stone Golem AT32 DF36 MP08 A07 D10 Golem*6
Stone Golem AT32 DF36 MP08 A07 D10 Golem*6
Great Dragon AT39 DF29 MP10 A10 D08 Gargoyle*6
Est AT?? DF?? MP?? A?? D??(become your unit after you defeated Bozel)
Ost AT?? DF?? MP?? A?? D??(become your unit after you defeated Bozel)

Shop:

Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Robe 80P DF+1, Magic Resist+10
Amulet 1000P Magic Resist+15(include Mercenaries)
Cross 300P D+2, Magic Resist +20
Necklace 900P Command Range+2, D+3
Long Bow 1000P AT+2, MV-2, Range1~3

Secret Item:

Defeat Bozel for Alhazard.
Defeat Bernhardt for Devil Axe.

Strategy:

This scenario can be really easy if you choose no and go on with the Dark path. On the other hand, this scenario is hell if you choose yes and go for the Conqueror path. Just to be safe, put Est and Ost at both of the bottom spots. Elwyn and Hein should be put at top. For Conqueror path, all your units should rush towards Bozel on Turn 1, defeat Golem troops along your way. Imperial army will keep Est and Ost busy. If you have item that can add magic resist, equip all of them since the Great Dragon always cast Fire Ball while Bozel always cast Meteor. Magic will not work at Bozel, you need range unit to weaken and kill Bozel. High Elf is useful since Ballista get whacked by meteor before they can attack. After that, use Spear units or Arch Demon to take care of Imperial army. The Emperor is strong and High Elf can hardly work at him. So, you need to use magic to weaken him and then finish him off.

Next Scenario:

Dark Scenario 17 (Scenario 61)

- Choose 2nd option to stay with Bozel.

OR

Conqueror Scenario 17 (Scenario66)

- Choose 1st option to betray Bozel.

Dark Scenario 17 (Scenario 61)

Winning Condition:

1. Defeat Vargas in 20 turns

Losing Condition:

1. Death of Elwyn
2. Turn Over

Enemy Strength:

Dragon Lord	AT43	DF27	MP12	A10	D07	Griffon*6
Sword Master	AT42	DF29	MP05	A08	D07	Grenadier*6
General	AT33	DF37	MP11	A08	D07	Phalanx*6
Arch Mage	AT33	DF21	MP43	A10	D04	High Elf*4
General	AT40	DF40	MP12	A08	D07	Phalanx*6
Knight Master	AT43	DF27	MP11	A11	D08	Royal Lancer*6
Knight Master	AT43	DF27	MP11	A11	D08	Royal Lancer*6
Knight Master	AT46	DF28	MP12	A11	D08	Royal Lancer*6
Royal Guard	AT48	DF35	MP13	A15	D10	Royal Lancer*6
Queen	AT47	DF32	MP09	A09	D08	Phalanx*6
Dark Master	AT41	DF32	MP53	A08	D13	High Elf*4
Emperor	AT44	DF49	MP12	A10	D10	Grenadier*4

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist +10
Small Shield	60P	DF+1
Arbalest	5000P	AT-4, MV-2, Range1~6

Secret Item:

None

Strategy:

This Scenario is similar to Conqueror Scenario 17 except Liana, Rana are here. Most of the enemy commanders will try to run away. You should go for Vargas first since he will not retreat as fast as Imelda. Archers work well in this stage too. Grenadier is also important since Vargas and Imelda hire Phalanx. The Arch Mage can cast Meteor to hurt your army, you should dispatch him as soon as possible too. All your mages should keep on hurting the enemies at Vargas side with magic. Your fighter should take down the imperial mage at first priority.

Next Scenario:

Dark Scenario 18 (Scenario 62)

Dark Scenario 18 (Scenario 62)

Winning Condition:

1. Defeat Imelda in 25 turns

Losing Condition:

2. Death of Elwyn
2. Turn Over

Enemy Strength:

Serpent Lord	AT37	DF33	MP10	A12	D09	Leviathan*6
Serpent Lord	AT37	DF33	MP10	A12	D09	Leviathan*6
Sword Master	AT43	DF30	MP06	A08	D07	Grenadier*6

Knight Master	AT47	DF29	MP12	A11	D08	Royal Lancer*6
Zarvera	AT33	DF20	MP39	A09	D05	Ballista*4
Royal Guard	AT48	DF35	MP13	A15	D10	Royal Lancer*6
Knight Master	AT44	DF27	MP11	A11	D08	Royal Lancer*6
Emperor	AT45	DF50	MP13	A10	D10	Grenadier*6
Dark Master	AT41	DF32	MP53	A08	D13	High Elf*4
Queen	AT48	DF33	MP10	A09	D08	High Elf*4, Phalanx*2

REINFORCEMENT

Dragon Lord	AT37	DF25	MP09	A10	D07	Griffon*6
Dragon Lord	AT37	DF25	MP09	A10	D07	Griffon*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15(include Mercenaries)
Cross	300P	D+2, Magic Reist +20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Rangel~3
Dragon Scale	2000P	DF+4

Strategy:

On Turn 1, Egbert will teleport Bernhardt away from battlefield. Your main task on Turn 1 is use Ballista to dispatch the Zarvera. Then, cast magics to hurt enemy troops. The Serpent Lord should be taken care of by Ballista as well. Just remember not to destroy the bridge or you are in trouble. If you have Teleport spell, this battle will be a piece of cake. Egbert cannot be hurt by magic. If you want to stop him from casting meteor, you have to hurt the enemies near to him. On turn 2, the Sword Master will start attacking and walking across the bridge. Use Archers to dispatch them. Then, after you defeated the Serpent Lords, two Dragon Lords show up and come from northwest and southwest. Just use archers to dispatch them. This scenario really need archers. Later, Egbert will teleport Liard away. Next, he will teleports Leon away. Later, Egbert will teleport away and leave Imelda there to be killed by your troops.

Next Scenario:

Dark Scenario 19 (Scenario 63)

 Dark Scenario 19 (Scenario 63)

Winning Condition:

1. Defeat all enemies

Losing Condition:

2. Death of Elwyn

Enemy Strength:

Knight Master	AT51	DF33	MP10	A11	D08	Royal Lancer*6
Knight Master	AT44	DF27	MP10	A11	D08	Royal Lancer*6
Royal Guard	AT55	DF39	MP13	A15	D10	Royal Lancer*6

REINFORCEMENT

General	AT33	DF37	MP11	A08	D07	Greandier*6
Sword Master	AT43	DF30	MP06	A08	D07	Greandier*6
Sword Master	AT43	DF30	MP06	A08	D07	Greandier*6

REINFORCEMENT

Serpent Lord	AT38	DF34	MP11	A12	D09	Leviathan*6
Arch Mage	AT33	DF21	MP45	A10	D04	High Elf*4, Ballista*2
Arch Mage	AT33	DF21	MP45	A10	D04	High Elf*4, Ballista*2

REINFORCEMENT

Dragon Lord AT44 DF28 MP13 A10 D10 Griffon*6
Dragon Lord AT44 DF28 MP13 A10 D10 Griffon*6
Dragon Lord AT44 DF28 MP13 A10 D10 Griffon*6

Shop:

Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Robe 80P DF+1, Magic Resist+10
Amulet 1000P Magic Resist+15(include Mercenaries)
Cross 300P D+2, Magic Reist +20
Necklace 900P Command Range+2, D+3
Flame Lance 8500P AT+6
Long Bow 1000P AT+2, MV-2, Rangel~3

Secret Item:

Rune Stone (27,20) 2nd Option. southeast corner, a patch beside a tree.
Can only choose one of these.

Grapnel (07,06) 2nd Option. northwest corner, between 3 trees on hills.

Grapnel (22,03) 2nd Option. northeast corner, single tree on hills.

Defeat Liard for Great Sword and Plate Armor.

Defeat Leon for Flame Lance and Plate Armor.

Defeat General for Amulet.

Defeat Sword Master for Amulet.

Defeat Sword Master for Amulet.

Defeat Arch Mage for Amulet.

Defeat Arch Mage for Amulet.

Defeat Serpent Lord for Amulet.

Defeat Dragon Lord for Necklace.

Defeat Dragon Lord for Necklace.

Defeat Dragon Lord for Necklace.

Strategy:

There are only 3 groups at the beginning of the scenario. You can expect many reinforcement in this scenario. After you fight with the horse troops once, enemy ground units will show up at south. If you fight with the ground units, Serpent Lord and Arch Mage will show up at south and southwest. If you fight with the Arch Mage, Dragon Lord will show up at northwest corner. This scenario will be easy if you can hire Ballista to dispatch the enemies since they are so close to you. So, put your Spear troops at upper righth spot. Your horse units at lower right spot and your archers and ballista at left spot. If you put your units accordingly, this scenario is a piece of cake.

Next Scenario:

Dark Scenario 20 (Scenario 64)

Dark Scenario 20 (Scenario 64)

Winning Condition:

1. Defeat Bernhardt

Losing Condition:

2. Death of Elwyn

Enemy Strength:

General AT36 DF40 MP12 A08 D07 Phalanx*6
Zarvera AT35 DF21 MP43 A09 D05 Ballista*4
Arch Mage AT34 DF22 MP47 A10 D04 Ballista*4
Arch Mage AT34 DF22 MP47 A10 D04 Ballista*4
General AT36 DF40 MP12 A08 D07 Phalanx*6

Sword Master AT46 DF32 MP07 A08 D07 Grenadier*6
Knight Master AT47 DF29 MP12 A11 D08 Royal Lancer*6
Dark Master AT42 DF33 MP58 A08 D13 High Elf*4
Emperor AT51 DF51 MP15 A10 D13 Grenadier*6
REINFORCEMENT
Knight Master AT47 DF29 MP12 A11 D08 Royal Lancer*6
Royal Guard AT51 DF32 MP14 A15 D10 Royal Lancer*6

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Plate Armor 600P DF+4
Amulet 1000P Magic Resist+15(include Mercenaries)
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Flame Lance (06,05) Left Treasure chest
Rune Stone (12,05) Right Treasure chest
Defeat General for Amulet.
Defeat General for Amulet.
Defeat Royal Guard for Amulet.
Defeat Dark Master for Wand.
Defeat Emperor for Great Sword and Necklace.

Strategy:

There are 3 mages near your troops. You have to cast meteor to destroy all Ballistas on Turn 1. Put High Elf troops nearest to the enemies and have the commanders to the troops equip increase Magic Resist item so he or she can withstand meteor damage. Then, use your range units, teleport spells or anything else you can think of to destroy the mages. After destroying all the mages, Leon will show up at southeast corner. Just use your Spear units to destroy them. Egbert and Bernhardt is hard to be destroyed since they have good troops and Meteor spells. All you need to do is Teleport your Ballista to kill Egbert. Finally, cast meteor to destroy Bernhardt 40% bonus and then kill him with your strongest troops. Range units cannot work well against Bernhardt though.

Next Scenario:

Dark Scenario 21 (Scenario 65)

Dark Scenario 21 (Scenario 65)

Winning Condition:

1. Kill all enemies

Losing Conditio:

1. Death of Elwyn

Enemy Strength:

Serpent Lord AT41 DF36 MP12 A12 D14 Nixie*6
Dragon Lord AT51 DF29 MP15 A10 D10 Angel*6
Sword Master AT45 DF31 MP07 A08 D07 Grenadier*6
Sword Master AT51 DF32 MP07 A09 D07 Dragoon*6
Wizard AT37 DF25 MP66 A09 D06 High Elf*4
High Priest AT31 DF30 MP38 A07 D09 Crusader*6
General AT39 DF39 MP12 A08 D07 Phalanx*6
Arch Mage AT34 DF22 MP50 A10 D04 Ballista*4
Knight Master AT50 DF28 MP12 A11 D11 Dragoon*6

Sword Master AT45 DF31 MP07 A08 D07 Grenadier*6
Knight Master AT50 DF28 MP12 A11 D11 Dragoon*6
REINFORCEMENT
King AT47 DF41 MP18 A12 D10 Grenadier*6
Lushiris AT50 DF43 MP55 A13 A11 Angel*6

Shop:

Great Sword 300P AT+4
Orb 1000P MP*2, Magic Range+3
Chain Mail 400P DF+3
Amulet 1000P Magic Resist+15(include Mercenaries)
Necklace 900P Command Range+2, D+3
Speed Boots 600P MV+2(include Mercenaries)

Secret Item:

Flame Lance (15,25) Crater near commander spot.
Odin Shield (21,26) 3rd Option. small island near the crater.

Strategy:

On Turn 1, a Knight Master and Sword Master nearest to your troops will charge towards the right side and fight your troops. Then the other Knight Master will charge towards the left side. You should have 2 of your commanders hire Spear units and put them at top of the commander spot on both side. Then, put range units behind them to dispatch the first batch of enemies in next turn. Shelly and Lester take 3 turns to reach your troops. Lester will be stupid enough to get out of water. You can use any units to dispatch him. As for Shelly, just use archers dispatch her as usual. Now, this is time to attack the castle. Use Meteor to dispatch all the Ballistas before anything else. Then, try to kill the High Priest to prevent her from casting Healing spells or wait for the Arch Mage's MP to run out then use your units to dispatch them. Watch out for Jessica High Elf when you are inside the castle. Next, just kill all the enemies before Jessica. Then, Jessica will summon Lushiris and Lushiris will summon Ledin. Ledin will go after you, so you have to dispatch him first. You have lure Ledin to leave Lushiris to she cannot help him with her angel troops. Range will not work against Ledin, but it work against his troops. Just use High Elf to dispatch some of his troops and then use your strongest unit to dispatch him. Finally, just take your time to kill Lushiris.

Next Scenario:

Dark Ending

Conqueror Scenario 17 (Scenario 66)

Winning Condition:

1. Defeat Vargas and Imelda

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dragon Lord AT43 DF27 MP12 A10 D07 Griffon*6
Sword Master AT42 DF29 MP05 A08 D07 Grenadier*6
General AT33 DF37 MP11 A08 D07 Phalanx*6
Arch Mage AT33 DF21 MP43 A10 D04 High Elf*4
General AT40 DF40 MP12 A08 D07 Phalanx*6
Knight Master AT43 DF27 MP11 A11 D08 Royal Lancer*6
Knight Master AT43 DF27 MP11 A11 D08 Royal Lancer*6
Knight Master AT46 DF28 MP12 A11 D08 Royal Lancer*6
Royal Guard AT50 DF35 MP13 A15 D10 Royal Lancer*6

Queen	AT47	DF32	MP09	A09	D08	Phalanx*6
Dark Master	AT41	DF32	MP53	A08	D13	High Elf*4
Emperor	AT14	DF10	MP12	A10	D10	Grenadier*4

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist +10
Small Shield	60P	DF+1
Arbalest	5000P	AT-4, MV-2, Range1~6

Secret Item:

None

Strategy:

Most of the enemy commanders will try to run away. You should go for Vargas first since he will not retreat as fast as Imelda. Archers work well in this stage too. Grenadier is also important since Vargas and Imelda hire Phalanx. The Arch Mage can cast Meteor to hurt your army, you should dispatch him as soon as possible too. All your mages should keep on hurting the enemies at Vargas side with magic. Your fighter should take down the imperial mage at first priority. After you killed Vargas, Imelda will become angry and go to challenge you. What a foolish woman. Then, you just have to use archer to finish her.

Next Scenario:

Conqueror Scenario 18 (Scenario 67)

Conqueror Scenario 18 (Scenario 67)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Knight Master	AT42	DF26	MP11	A11	D08	Royal Lancer*6
Knight Master	AT42	DF26	MP11	A11	D08	Royal Lancer*6
Knight Master	AT42	DF26	MP11	A11	D08	Royal Lancer*6
Knight Master	AT42	DF26	MP11	A11	D08	Royal Lancer*6
Knight Master	AT42	DF26	MP11	A11	D08	Royal Lancer*6
Knight Master	AT49	DF32	MP12	A11	D08	Royal Lancer*6
Royal Guard	AT55	DF39	MP13	A15	D10	Royal Lancer*6
Zarvera	AT33	DF20	MP37	A09	D05	Grenadier*6
Zarvera	AT33	DF20	MP37	A09	D05	Grenadier*6
Dragon Lord	AT42	DF27	MP11	A10	D07	Griffon*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15(include Mercenaries)
Cross	300P	D+2, Magic Reist +20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Range1~3
Dragon Scale	2000P	DF+4

Secret Item:

Defeat Liard for Great Sword and Plate Armor.
Defeat Leon for Flame Lance and Plate Armor.

Strategy:

Dragon Scale is a nice item. It gives good defense and everyone can equip it. Most enemies are Knights. So, you have to hire Phalanx as your main force. Both the Zarvera can cast Meteor to hurt you. If you cannot take them down in first turn, you are done for sure. So, if do not have the confident to defeat those Zarvera, you can go to the south of the map because Zarvera will not go after you. Then, after you defeated the Horse units, go after the Zarvera who gave you a lot of trouble. You may consider hire Ballista to take down Zarvera and then have your Phalanx to guard them.

Next Scenario:

Conqueror Scenario 19 (Scenario 68)

Conqueror Scenario 19 (Scenario 68)

Winning Condition:

1. Defeat Bernhardt

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Arch Mage	AT33	DF21	MP43	A10	D04	Ballista*4
Zarvera	AT33	DF20	MP39	A09	D05	Ballista*4
Sword Master	AT42	DF29	MP05	A08	D07	Grenadier*6
Sword Master	AT42	DF29	MP05	A08	D07	Grenadier*6
General	AT33	DF37	MP11	A08	D07	Phalanx*6
General	AT33	DF37	MP11	A08	D07	Phalanx*6
Knight Master	AT43	DF27	MP11	A11	D08	Royal Lancer*6
Zarvera	AT33	DF20	MP39	A09	D05	High Elf*4
Dark Master	AT36	DF22	MP54	A08	D13	High Elf*4
Emperor	AT46	DF50	MP14	A10	D10	Royal Lancer*6
REINFORCEMENT						
Royal Guard	AT54	DF35	MP13	A15	D10	Royal Lancer*6

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15(include Mercenaries)
Cross	300P	D+2, Magic Reist +20
Necklace	900P	Command Range+2, D+3
Flame Lance	8500P	AT+6
Long Bow	1000P	AT+2, MV-2, Range1~3

Secret Item:

None

Strategy:

Buy Flame Lance if you need it. Range units are very useful in this scenario. On Turn 1, you should eliminate the Arch Mage and Zarvera who own Ballista units. Then, Split your troops to defeat Sword Master on both side and Knight Master on the north. Leave a commander with Spear units stay at the most south position since Leon will show up after you defeated all enemies except Egbert, Bernhardt and a Zarvera. Then, rush towards Egbert and finish him off in one turn. Do the same thing to the Zarvera on the east of the map. Finally, use Range unit to defeat the Royal Lancer and Bernhardt.

Next Scenario:

Conqueror Scenario 20 (Scenario 69)

Conqueror Scenario 20 (Scenario 69)

Winning Condition:

1. Kill all enemies in 25 Turns
2. Ruin cannot be activated

Losing Condition:

1. Death of Elwyn
2. Turn Over

Enemy Strength:

Sage	AT33	DF32	MP26	A08	D08	Crusader*4
Knight Master	AT45	DF28	MP12	A11	D08	Dragoon*6
Princess	AT37	DF34	MP35	A09	D08	Angel*6
Arch Mage	AT34	DF22	MP47	A10	D04	High Elf*4
High Priest	AT31	DF29	MP36	A07	D09	Crusader*4
Knight Master	AT45	DF28	MP12	A11	D08	Dragoon*6
Knight Master	AT45	DF28	MP12	A11	D08	Dragoon*6
Sage	AT33	DF31	MP26	A08	D08	Crusader*4
General	AT34	DF38	MP12	A08	D07	Phalanx*6
General	AT34	DF38	MP12	A08	D07	Phalanx*6
Arch Mage	AT34	DF22	MP47	A10	D04	High Elf*4
Arch Mage	AT34	DF22	MP47	A10	D04	High Elf*4
Serpent Master	AT42	DF38	MP14	A10	D07	Dragoon*6

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist +10
Small Shield	60P	DF+1

Secret Item:

None

Strategy:

Shower enemy troops in front of you with Meteor and then dispatch the Arch Mages as soon as possible. Then, have your strong commander and units to take on the injured Lester. Then, you have to divide your troops into 3 groups. Stronger group goes after Shelly. All the enemies will always cast Attack, Protection and Resist which are really annoying. If you have Ballista, you could attack the leader directly without so much trouble. The Sages are useless themselves, they just use support spells to strengthen their allies. All in all, this is the scenario for Range units to show their usefulness.

Next Scenario:

Conqueror Scenario 21 (Scenario 70)

Conqueror Scenario 21 (Scenario 70)

Winning Condition:

1. Defeat Lushiris

Losing Condition:

1. Death of Elwyn

Enemy Strength:

General	AT40	DF40	MP12	A08	D07	Phalanx*6
General	AT40	DF40	MP12	A08	D07	Phalanx*6
Knight Master	AT51	DF29	MP12	A11	D11	Dragoon*6
Knight Master	AT51	DF29	MP12	A11	D11	Dragoon*6
High Priest	AT32	DF30	MP39	A07	D09	High Elf*4
Arch Mage	AT34	DF22	MP50	A10	D04	High Elf*4
Arch Mage	AT34	DF22	MP50	A10	D04	High Elf*4
Agent	AT33	DF32	MP51	A08	D07	Angel*4
Wizard	AT36	DF23	MP64	A11	D06	Angel*4
Wizard	AT36	DF25	MP62	A09	D06	High Elf*4
REINFORCEMENT						
Lushiris	AT46	DF50	MP45	A13	D11	Angel*4
King	AT47	DF47	MP18	A12	D10	Grenadier*4
Hero	AT57	DF38	MP11	A14	D08	Grenadier*4

Shop:

Knife	50P	AT+1
Robe	80P	DF+1, Magic Resist +10

Secret Item:

D. Slayer(29,16) middle right of the map. Water below the statue.

Strategy:

Equip any items that give Magic Resist bonus. Trust me, you will really need it. Let General, Knight Master and High Priest come to you. Magic will not work well in this stage. So, use all the magic you have against the groups of enemies who go after you. If you have teleport, this scenario will be easier. Teleport combine with archers is deadly. After defeating the Generals, Knight Master and High Priest, Lushiris teleports in and summon Ledin and Gilbert. Wow, even Langrissier I main character is here to kill you. Both the Arch Mage can cast Meteor. Use quick spell, teleport or anything else to dispatch them before they do serious damage to your troops. Then, Jessica always casts Meteor to hurt your troops. The rest of the enemies will only cast Status up spells. So, you have to defeat first. You can just let her use her meteor spell until she ran out of MP and then use Ballista to finish her. Later, you can use Ballista to kill the rest of enemies. Lushiris can cast meteor too but she doesn't have much MP. Long range will not work against her. You need to use status up spells on your strong troops and let them charge at Lushiris.

Next Sceario:

Conqueror ENDING.

Beginning -Light- Scenario X1 (Scenario 71)

Winning Condition:

1. Kill all enemies

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Builder	AT38	DF20	MP10	A06	D01	Wolfman*6
Builder	AT38	DF20	MP10	A06	D01	Wolfman*6
Builder	AT38	DF20	MP10	A06	D01	Gel*6
Builder	AT38	DF20	MP10	A06	D01	Gel*6
Builder	AT38	DF20	MP10	A06	D01	Raise*4
Builder	AT38	DF20	MP10	A06	D01	Raise*4
Builder	AT45	DF25	MP10	A06	D01	Golem*4, Raise*2
Builder	AT45	DF25	MP10	A06	D01	Golem*4, Raise*2

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Chain Mail	400P	DF+3
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Magic Range+2, D+3
Speed Boots	600P	MV+2 (include Mercenaries)
Cross	300P	D+2, Magic Resist+20

Secret Item:

Rune Stone (09,03) Upper left statue
DF+1 (15,06) Left of middle statues
AT+1 (16,06) Right of middle statues
AT+2 (22,03) Upper Right statue. Second Option.
Iron Array (16,10) Exactly where Balan is.

Strategy:

Like previous stage, Turn Undead and monk are great against the monsters here. You need to hire some Pike to deal with the wolfman too. All the builders has strong attack, it is not a good idea to charge at them recklessly, magic and elf combo may work as well. Just take your time to kill all of them. Pike troops take the left and Monk troops take the right. Remember to kill Balan first so you can get Iron Array. Adon can cast heal, so it is important to focus your attack power at one builder at a time. Other builders on top can cast Blast, it is extremely powerful. So, you must be careful when you approach them.

Next Scenario:

Beginning -Light- Scenario 7 (Scenario 7)

Imperial Scenario X2 (Scenario 72)

Winning Condition:

1. Defeat Utsuki

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Lord	AT25	DF25	MP04	A02	D04	Lancer*4
Lord	AT25	DF25	MP04	A02	D04	Lancer*4
High Lord	AT25	DF28	MP05	A03	D04	Soldier*6
Lord	AT25	DF25	MP04	A02	D04	Soldier*4
Lord	AT25	DF25	MP04	A02	D04	Soldier*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Hawk Lord	AT30	DF16	MP03	A02	D04	Harpy*4
Lord	AT25	DF25	MP04	A02	D02	Pike*4
High Lord	AT25	DF28	MP05	A03	D04	Lancer*4, Ballista*2
High Lord	AT25	DF28	MP05	A03	D04	Lancer*4, Ballista*2

Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Magic Range+2, D+3

Strategy:

Fight the nearest Lord with horse and choose third option. Then fight the

Lord with Horse beside the first one and choose second option. Then, fight the Lord on the left and choose second option. Fight the Lord on the right and choose second option as well. Fight the Hawk Lord on the left and choose second option. Fight the Hawk Lord on the right and choose first option. Fight the High Lord on the left and choose first option. Fight the Lord on the right and choose second option. Finally fight Utsuki and choose first option.

Next Scenario:

Light Scenario 9 (Scenario 9)

Imperial Scenario X3 (Scenario 73)

Winning Condition:

1. Defeat Witch

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Rostock	AT24	DF18	MP00	A01	D00	Bat*5
Serpent	AT25	DF20	MP04	A05	D02	Lizardman*4
Dullahan	AT22	DF24	MP03	A05	D04	Raise*4
Wyvern	AT24	DF18	MP02	A05	D03	Bat*5
SwordMan	AT29	DF23	MP01	A05	D03	Bandit*3
Cerberus	AT25	DF24	MP03	A06	D02	HellHound*6
Sorcerer	AT26	DF16	MP16	A03	D01	Elf*4
Summoner	AT17	DF17	MP18	A06	D01	None

REINFORCEMENT

Saint	AT21	DF26	MP13	A04	D05	None
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Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Magic Range+2, D+3

Secret Item:

Kill Saint for Long Bow and Odin's Shield.

Strategy:

There are many types of enemies. So, just stay at the starting point and let enemies come to you. The enemies on the top will not move. It is good to hire Elf to handle the enemies. Wyvern can cast Fire Ball but it is not strong. When the enemies join up, use Imelda and Hein to use magic to weaken them. After that, just kill the witch and her henchman.

Next Scenario:

Imperial Scenario 9 (Scenario 38)

Imperial Scenario 18 (Scenario 74)

Winning Condition:

1. Defeat Bozel

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dark Master	AT52	DF34	MP54	A11	D14	Arch Demon*6
Vampire Lord	AT35	DF34	MP35	A10	D08	Witch*4, Ballista*2
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*6
Master Dino	AT41	DF31	MP04	A13	D06	Bone Dino*6
Stone Golem	AT32	DF38	MP08	A07	D10	Stone Golem*6
Great Dragon	AT42	DF30	MP12	A10	D08	Gargoyle*6
Master Dino	AT43	DF32	MP04	A13	D06	Elemental*6
Vampire Lord	AT35	DF34	MP35	A10	D08	Specter*6
Vampire Lord	AT35	DF34	MP35	A10	D08	Arch Demon*6
Succubus	AT33	DF21	MP29	A07	D02	Witch*4, Ballista*2
Succubus	AT33	DF21	MP29	A07	D02	Witch*4, Ballista*2

Shop:

Great Sword	300P	AT+4
Orb	1000P	MP*2, Magic Range+3
Chain Mail	400P	DF+3
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)
Dragon Scale	2000P	DF+4

Secret Item:

Defeat Bozel for Alhazard.

Strategy:

Very similar to Imperial Scenario 21 (Scenario 55) except enemies are weaker. Both Succubus should be killed by your Ballista on Turn 1. Then, have your your troops staying at higher position retreat a bit so they will not die from Vampire Lord's Meteor. Let Est, Ost and Golem go after you to the south. After killing them, kill the Vampire Lord on both side with speed spells, teleport or anything else you can think of. After that, cast Meteor to destroy the Ballista hired by Vampire Lord. Bone Dinosaurs are weak against Magic. Use this to your advantage. Again, magic doesn't work against Bozel and Arch Demons. You may use Meteor to destroy Bozel's 40% bonus and then use archers to destroy his minions. Then, just put status spells on your strongest units and kill Bozel. Archers also work well on Bozel.

Next Scenario:

Imperial Scenario 19 (Scenario 75)

Imperial Scenario 19 (Scenario 75)

Winning Condition:

1. Defeat Lester

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Dragon Lord	AT43	DF27	MP12	A10	D07	Angel*6
Serpent Lord	AT37	DF32	MP10	A12	D09	Nixie*6
Arch Mage	AT33	DF21	MP41	A10	D04	High Elf*4
Knight Master	AT43	DF27	MP11	A11	D08	Dragoon*6
General	AT33	DF37	MP11	A08	D07	Phalanx*6
Dragon Lord	AT43	DF27	MP12	A10	D07	Angel*6
Serpent Lord	AT37	DF32	MP10	A12	D09	Nixie*6
Knight Master	AT43	DF27	MP11	A11	D08	Dragoon*6
General	AT33	DF37	MP11	A08	D07	Phalanx*6
Dragon Lord	AT43	DF27	MP12	A10	D07	Angel*6

Arch Mage AT33 DF21 MP41 A10 D04 High Elf*4
Serpent Lord AT39 DF36 MP12 A12 D11 Grenadier*6

Shop:

Wand 150P Magic Range+2, Magic Damage+1
Orb 1000P MP*2, Magic Range+3
Robe 80P DF+1, Magic Resist+10
Amulet 1000P Magic Resist+15
Cross 300P D+2, Magic Resist+20
Necklace 900P Command Range+2, D+3
Flame Lance 8500P AT+6
Long Bow 1000P AT+2, MV-2, Range1~3

Secret Item:

Grapple (04,10) Crates, northwest of the map.
Defeat General for Amulet.
Defeat General for Amulet.
Defeat Knight Master for Necklace.
Defeat Arch Mage for Orb.
Defeat Arch Mage for Orb.

Strategy:

Almost all enemies will rush towards you. You should stay on the ship. Ballista can work well too since the enemies are offensive and they need some time to reach your ship. Just do not stay too close to water or you will be attacked by Serpent Lord. The Dragon Lord is a pain as well since angels are very strong. Killing them is your first priority. You should stay defensive from the beginning till the end and kill everyone who tries to go onboard. You should beware of the Arch Mage since they can cast Meteor.

Next Scenario:

Imperial Scenario 20 (Scenario 76)

Imperial Scenario 20 (Scenario 76)

Winning Condition:

1. Defeat Shelly.

Losing Condition:

1. Death of Elwyn.

Enemy Strength:

Sage AT33 DF32 MP26 A08 D08 Crusader*4
Princess AT36 DF36 MP31 A09 D08 Dragoon*4, Grenadier*2
Arch Mage AT33 DF21 MP45 A10 D04 Ballista*4
General AT34 DF38 MP12 A08 D07 Phalanx*6
General AT34 DF38 MP12 A08 D07 Phalanx*6
Knight Master AT45 DF28 MP12 A11 D08 Dragoon*6
Dragon Lord AT45 DF28 MP14 A10 D07 Angel*6
Sword Master AT42 DF29 MP05 A08 D07 Grenadier*6
Dragon Lord AT45 DF28 MP14 A10 D07 Angel*6
Sword Master AT42 DF29 MP05 A08 D07 Grenadier*6

REINFORCEMENT

Knight Master AT42 DF26 MP11 A11 D08 Dragoon*6
Knight Master AT42 DF26 MP11 A11 D08 Dragoon*6

Shop:

Great Sword 300P AT+4
Wand 150P Magic Range+2, Magic Damage+1

Orb	1000P	MP*2, Magic Range+3
Plate Armor	600P	DF+4
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)

Secret Item:

Rune Stone (16,29) Third Option. Small island in the middle of river.

Strategy:

The enemies are defensive. Approach them slowly and kill Sword Master and Dragon Lord on both side. Then, the enemies will start to act offensive. High Elf is useful to dispatch the Sword Master and Dragon Lord. Later, just take your time to dispatch Phalanx and Dragoon. Magic is also a big help. Later enemy reinforcement shows up at southwest and southeast corner. Use magic and Spear units to dispatch them. Finally, use Meteor to dispatch Ballista unit. Then, just use magic to hurt Shelly and her troops. Grenadier and Dragoon are quite annoying as well.

Next Scenario:

Imperial Scenario 21 (Scenario 77)

Imperial Scenario 21 (Scenario 77)

Winning Condition:

1. Defeat Jessica.

Losing Condition:

1. Death of Elwyn.

Enemy Strength:

General	AT35	DF39	MP12	A08	D07	Phalanx*6
Knight Master	AT46	DF28	MP12	A11	D08	Dragoon*6
Sword Master	AT45	DF31	MP07	A08	D07	Grenadier*6
Sword Master	AT45	DF31	MP07	A08	D07	Grenadier*6
Sage	AT33	DF32	MP27	A08	D08	Ballista*6
Knight Master	AT46	DF28	MP12	A11	D08	Dragoon*6
Knight Master	AT46	DF28	MP12	A11	D08	Dragoon*6
Arch Mage	AT34	DF22	MP96	A10	D04	Ballista*4
General	AT35	DF39	MP12	A08	D10	Grenadier*6
Agent	AT33	DF32	MP99	A08	D10	Crusader*4
Wizard	AT36	DF23	MP99	A09	D09	Crusader*4
Wizard	AT37	DF23	MP99	A09	D09	High Elf*6

Shop:

Great Sword	300P	AT+4
Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Plate Armor	600P	DF+4
Amulet	1000P	Magic Resist+15(include Mercenaries)
Necklace	900P	Command Range+2, D+3
Speed Boots	600P	MV+2(include Mercenaries)

Secret Item:

Flame Lance (06,05) Left Treasure chest

Rune Stone (12,05) Right Treasure chest

Strategy:

If you have teleport, just kill Jessica and safe all the troubles. If not, you

have to put Hein, Imelda and Elwyn on the right. All units on the right should hire Spear units. Imelda should cast Earthquake to destroy the Ballista on the left, Hein should kill the Ballista on the south of the map. Elwyn should just protect them. This scenario is hard because the enemies have many MP and can cast Meteor spells. Your armies on the right should go south soon after you killed the Knight Master and the Arch Mage. Then, just stay defensive and kill all the enemies. High Elf works well against Liana, Rana and Jessica though.

Next Scenario:

Imperial Ending 2

Imperial Scenario 21 (Scenario 78)

Winning Condition:

1. Defeat Bozel

Losing Condition:

1. Death of Elwyn

Enemy Strength:

Master Dino	AT46	DF34	MP00	A13	D06	Bone Dino*6
Master Dino	AT46	DF34	MP00	A13	D06	Bone Dino*6
Dark Master	AT47	DF28	MP54	A11	D14	Arch Demon*6
Vampire Lord	AT38	DF39	MP44	A10	D08	Witch*4, Ballista*2
Stone Golem	AT35	DF43	MP08	A07	D10	Golem*6
Great Dragon	AT45	DF32	MP14	A10	D08	Gargoyle*6
Master Dino	AT46	DF34	MP00	A13	D06	Elemental*6
Vampire Lord	AT38	DF39	MP44	A10	D08	Sprecter*6
Vampire Lord	AT38	DF39	MP44	A10	D08	Arch Demon*6
Succubus	AT33	DF23	MP29	A07	D02	Witch*4, Ballista*2

REINFORCEMENT

Chaos	AT60	DF48	MP65	A10	D09	Arch Demon*6
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Shop:

Wand	150P	Magic Range+2, Magic Damage+1
Orb	1000P	MP*2, Magic Range+3
Robe	80P	DF+1, Magic Resist+10
Amulet	1000P	Magic Resist+15(include Mercenaries)
Cross	300P	D+2, Magic Resist+20
Necklace	900P	Command Range+2, D+3
Long Bow	1000P	AT+2, MV-2, Range1~3

Secret Item:

None

Strategy:

Very imilar to Imperial Scenario 21 (Scenario 55), except Sonia is already dead. Both Succubus should be killed by your Ballista on Turn 1. Then, have your your troops staying at highier position retreat a bit so they will not die from Vampire Lord's Meteor. Let Est, Ost and Golem go after you to the south. After killing them, kill the Vampire Lord on both side with speed spells, teleport or anything else you can think of. After that, cast Meteor to destroy the Ballista hired by Vampire Lord. Bone Dinosaurs are weak against Magic. Use this to your advantage. Again, magic doesn't work against Bozel and Arch Demons. You may use Meteor to destroy Bozel's 40% bonus and then use archers to destroy his minions. Then, just put status spells on your strongest units and kill Bozel. Archers also work well on Bozel. After you defeated Bozel, he will summon Chaos. Chaos is at the middle of the Battle field. He can cast Meteor as well. Archers work against Arch Demon but not Chaos himself. Again, use status spells on your

strongest character and kill him. Chaos is stronger here, I guess this is the penalty for killing Sonia.

Next Scenario:

Imperial Ending 3

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Class Growth
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Elwyn

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Sage	
		High Lord		
	Lord		General	King
Varies		Sword Man		
	Silver Knight		Sword Master	Hero
		High Lander		
			Knight Master	Royal Guard

Recommended path: Bishop>Lord>Sword Man>General>King

Hein

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Arch Mage	Wizard
		Mage		
	Sorcerer		Sage	
Warlock		Saint		
	Paladin		Sword Master	
		Priest		
			High Priest	

Recommended path: Warlock>Sorcerer>Mage>Arch Mage>Wizard

Liana

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			High Priest	Agent
		Priest		
	Cleric		Sage	Princess
Sister		Saint		
	Paladin		Arch Mage	
		Mage		
			Sword Master	

Recommended path: Sister>Cleric>Priest>High Priest>Agent

Scott

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			General	
		High Lord		
	Lord		Sword Master	
Knight		Sword Man		
	Silver Knight		Knight Master	Royal Guard
		High Lander		
			Dragon Lord	

Recommended path: Knight>Silver Knight>High Lander>Knight Master>Royal Guard

Shelly

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Ranger	High Master
		Sword Man		
	Hawk Lord		Sage	Princess
Hawk Knight		Dragon Knight		
	Silver Knight		Dragon Lord	
		Unicorn Knight		
			Knight Master	Royal Guard

Recommended path: Hawk Knight>Silver Knight>Unicorn Knight>Knight Master>Royal G

Keith

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Serpent Lord	
		Serpent Knight		
	Hawk Lord		Dragon Lord	Dragon Master
Hawk Knight		Dragon Knight		
	Lord		Knight Master	
		High Lord		
			General	

Recommended path: Hawk Knight>Hawk Lord>Dragon Knight>Dragon Lord>Dragon Master

Alan

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Ranger	High Master
		High Lord		

	Lord		Sword Master	Hero	
Fighter		Sword Man			
	Paladin		Sage		
		Saint			
			Dragon Lord		

Recommended path: Fighter>Paladin>Sword Man>Sword Master>Hero

Lester

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class	
			Dragon Lord		
		Dragon Knight			
	Captain		Serpent Lord	Serpent Master	
Pirate		Serpent Knight			
	Assassin		Knight Master		
		Sword Man			
			Sword Master		

Recommended path: Pirate>Captain>Serpent Knight>Serpent Lord>Serpent Master

Rana

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class	
			Dragon Lord		
		Saint			
	Cleric		Sage	Princess	
Sister		Priest			
	Sorcerer		High Priest	Agent	
		Mage			
			Arch Mage	Wizard	

Recommended path: Sister>Sorcerer>Mage>Arch Mage>Wizard

Leon

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class	
			General		
		High Lord			
	Lord		Sword Master	Hero	
Knight		Sword Man			
	Silver Knight		Knight Master	Royal Guard	
		High Lander			
			Dragon Lord		

Recommended path: Knight>Silver Knight>High Lander>Knight Master>Royal Guard

Vargas

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Arch Mage	
		High Lord		
	Lord		General	Hero
Fighter		Sword Man		
	Assassin		Sword Master	
		Serpent Knight		
			Serpent Lord	

Recommended path: Fighter>Lord>High Lord>General>Hero

Imelda

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Zarvera	
		Mage		
	Sorcerer		Arch Mage	Wizard
Warlock		Saint		
	Assassin		Sage	Queen
		Sword Man		
			Sword Master	

Recommended path: Warlock>Sorcerer>Saint>Sage>Queen

Egbert

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			General	
		Saint		
	Sorcerer		Sage	
Warlock		Mage		
	Necromancer		Arch Mage	
		Summoner		
			Zarvera	Dark Master

Recommended path: Warlock>Necromancer>Summoner>Zarvera>Dark Master

Rouga

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Knight Master	
		High Lander		
	Silver Knight		Sword Master	

Gladiator		Sword Man		
	Assassin		General	Emperor
		High Lord		
			Ranger	High Master

Recommended path: Gladiator>Assassin>High Lord>General>Emperor

Sonia

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			General	
		Sword Man		
	Assassin		Sword Master	
Knight		mage		
	Silver Knight		Arch Mage	Wizard
		High Lander		
			Kngiht Master	Royal Guard

Recommended path: Knight>Silver Knight>High Lander>Knight Master>Royal Guard

Est

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Great Dragon	
		Phoenix		
	Serpent		Ailment Guard	
Scylla		Craken		
	Lich		Vampire Lord	
		Succubus		
			Stone Golem	

Recommended path: Scylla>Lich>Succubus>Vampire Lord

Ost

Level 1 Class	Level 2 Class	Level 3 Class	Level 4 Class	Level 5 Class
			Great Dragon	
		Phoenix		
	Cerberus		Master Dino	
Werewolf		Minotaurus		
	Dullahan		Stone Golem	
		Living Armor		
			Vampire Lord	

Recommended path: Werewolf>Cerberus>Phoenix>Master Dino

Dark Princess Rana

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-----+-----+-----+-----+-----+
|Level 1 Class |Level 2 Class |Level 3 Class |Level 4 Class |Level 5 Class |
|-----+-----+-----+-----+-----+
|              |              |              |Dragon Lord   |              |
|              |              |Saint         |              |              |
|              |Necromancer  |              |Sage          |Dark Princess |
|Shaman       |              |Summoner     |              |              |
|              |Sorcerer     |              |Zarvera      |Dark Master   |
|              |              |Mage         |              |              |
|              |              |              |Arch Mage    |Wizard        |
|-----+-----+-----+-----+-----+

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Recommended path: Shaman>Necromancer>Summoner>Sage>Dark Princess

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Class List
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-----+-----+-----+-----+-----+
Level 1 Classes
-----+-----+-----+-----+-----+

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-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Class          |Type  |CR|AT|DF|MP|MV| A | D|MC|Merc      |Magic/Summon |Characte|
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Warlock 3     |Ground| 2|+?|+?|+?| 5|+?|+?|+?| Soldier  |#Magic Arrow|#Elwyn  | |
|              |      |  |  |  |  |  | +2|+0|  |         | Fire Ball  |#Hein   |
|              |      |  |  |  |  |  |  |  |  |  |         | Attack 1   |Imelda  |
|              |      |  |  |  |  |  |  |  |  |  |         |            |Egbert  |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Bishop 3      |Ground| 2|+?|+?|+?| 5|+?|+?|+?| Monk     | Fire Ball  |Elwyn   |
|              |      |  |  |  |  |  |  |  |  |  | Soldier  | Force Heal 1|
|              |      |  |  |  |  |  |  |  |  |  |         | Attack 1   |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Gladiator 4   |Ground| 2|+?|+?|+?| 6|+?|+?|+?| Barbarian|None        |#Elwyn  |
|              |      |  |  |  |  |  | +3|+1| |#Soldier |           |Rouga   |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Fighter 5     |Ground| 2|+?|+?|+?| 5|+?|+?|+?| Soldier  |None        |Elwyn   |
|              |      |  |  |  |  |  | +1|+2| |         |           |Alan    |
|              |      |  |  |  |  |  | +1|+1| |         |           |Vargas  |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Pirate 5      |Sea   | 2|+?|+?|+?| 6|+?|+?|+?|#Monk    |None        |#Elwyn  |
|              |      |  |  |  |  |  | +0|+4| |#Soldier |           |Lester  |
|              |      |  |  |  |  |  |  |  |  | Merman  |           |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Knight 5      |Horse | 2|+?|+?|+?| 8|+?|+?|+?|#Soldier |None        |#~Elwyn |
|              |      |  |  |  |  |  | +4|+0| |~Trooper |           |~Scott  |
|              |      |  |  |  |  |  |  |  |  | *Lancer  |           |*#Leon |
|              |      |  |  |  |  |  | +2|+0| |*Phalanx |           |@Sonia  |
|              |      |  |  |  |  |  |  |  |  | *Pike    |           |
|              |      |  |  |  |  |  |  |  |  | @Hellhound|           |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Hawk Knight 5|Air   | 2|+?|+?|+?| 8|+?|+?|+?|#Soldier |None        |#Elwyn  | |
|              |      |  |  |  |  |  | 9|+3|+1| |#Harpy   |           |*Shelley|
|              |      |  |  |  |  |  | 8|+1|+3| |*Fairy   |           |*Keith  |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Sister        |Ground| 2|+?|+?|+?| 5|+0|+6|+?| Monk     | Turn Undead|Liana   |
|              |      |  |  |  |  |  |  |  |  |         | Heal 1     |Rana    |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+

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Scylla	Sea	2	+	?	+	?	5	+	3	+	4	+	?	Golem	Charm	Est
Werewolf	Horse	2	+	?	+	?	8	+	5	+	0	+	?	Wolf Man	None	Ost
Shaman	Ground	?	+	?	+	?	?	+	?	+	?	+	?	Berserker	Thunder	RanaDP

Level 2 Classes

Class	Type	CR	AT	DF	MP	MV	A	D	MC	Merc	Magic/Summon	Character						
Lord	Ground	3	+	3	+	6	+	3	5	+	2	+	4	+	1	Pike Soldier	Heal 1	Elwyn Scott Keith Leon Vargas Alan
Paladin	Ground	3	+	3	+	3	+	7	6	+	4	+	3	+	1	Monk	Turn Undead Heal 1 Protection 1 Resist	Hein Liana Alan
Silver Knight	Horse	3	+	6	+	2	+	6	8	+	4	+	2	+	1	#Trooper ~Soldier @Lancer *Hellhound *Berserker	None	#~Elwyn #~Scott #~Rouga #~Shelly @~Leon *Sonia
Sorcerer	Ground	2	+	3	+	2	+	9	5	+	3	+	1	-1	#Elf *Dark Elf	Fire Ball Mute Attack 1 Decline	#Hein #Imelda *RanaDP #Egbert #Rana	
Assassin	Ground	2	+	7	+	3	+	0	6	+	4	+	2	+	0	#Soldier Barbarian @Berserker	None	#Rouga #Lester #Leon #Vargas @Sonia
Cleric	Ground	2	+	3	+	3	+	7	5	+	1	+	4	-1	Monk	Turn Undead Force Heal 1 Valkyrie	Liana Rana	
Hawk Lord	Air	3	+	7	+	2	+	3	8	+	2	+	4	+	1	Fairy Trooper	None	Shelly Keith
Captain	Sea	3	+	6	+	3	+	2	6	+	5	+	3	+	1	Merman Trooper	None	Lester
Cerberus	Horse	3	+	7	+	3	+	2	8	+	6	+	2	+	1	Hellhound	Fire Ball	Ost
Serpent	Sea	3	+	6	+	3	+	0	7	+	5	+	2	+	1	Lizard Man Bat	None	Est

Lich	Undead	3	+6	+1	10	5	+6	+3	+1	Raise	Fire Ball	Est
										Dark Elf	Quick	
										Zombie	Attack 1	
Dullahan	Undead	3	+4	+6	+3	5	+5	+4	+1	Zombie	None	Ost
										Raise		
Necromancer	Ground	2	+4	+1	+9	5	+3	+1	-1	#Dark Elf	Thunder	#RanaDP
							+6	+2		*Elf	Salamander	*Egbert

Level 3 Classes

Class	Type	CR	AT	DF	MP	MV	A	D	MC	Merc	Magic/Summon	Character
High Lord	Ground	3	+5	+6	+5	5	+3	+4	+1	Phalanx	Heal 1	Elwyn
												Scott
												Rouga
												Keith
												Leon
												Vargas
												Alan
Priest	Ground	3	+4	+4	10	5	+4	+6	-1	Crusader	Heal 2	Hein
							+3				Force Heal 1	Liana
							+3				Protection 1	Rana
											Freya	
Mage	Ground	3	+4	+3	15	5	+5	+3	-1	#High Elf	Blast	#Liana
										*Ballista	Blizzard	#Hein
											Attack 2	*Imelda
											Decline	*Sonia
												*RanaDP
												*Egbert
												#Rana
Saint	Ground	3	+5	+5	+7	5	+4	+4	+0	Crusader	Quick	Hein
							+4				Sleep	Liana
							+5				Protection 2	Imelda
							+5				Resist	RanaDP
							+5					Egbert
							+4					Alan
							+4					Rana
Sword Man	Ground	3	+8	+3	+2	6	+5	+3	+1	Bandit	None	#Elwyn
										#Elf		#Scott
										*Dark Elf		#Rouga
												#Shelly
												#Lester
												#Leon
												#Imelda
												*Sonia
												#Vargas
												#Alan
High Lander	Horse	4	+7	+4	+2	10	+6	+3	+1	#Dragoon	None	#Elwyn

										@Harpy		@Rouga
										*Fairy		*Scott
										~Royal Lancer		@Leon
										"Bone Dino		"Sonia
										"Bat		

Dragon Knight	Air	4	+6	+5	+4	9	+4	+3	+1	Angel	None	Shelly
												Keith
												Lester

Unicorn Knight	Horse	3	+6	+4	+7	10	+5	+3	+1	Dragoon	Heal 1	Shelly
										Monk		

Serpent Knight	Sea	4	+5	+6	+4	7	+4	+3	+1	#Nixie	None	#Keith
										Ballista		#Lester
										*Leviathan		*Vargas

Phoenix	Air	4	+6	+4	10	8	+7	+2	+1	Gargoyle	Fire Ball	Ost
												Est

Succubus	Demon	4	+4	+4	10	7	+7	+2	+1	Arch Demon	Fire Ball	Est
										Raise	Charm	
											Attack 2	
											Resist	

Living Armor	Undead	4	+6	+5	+4	5	+5	+5	+1	Elemental	None	Ost
										Skeleton		

Craken	Sea	4	+6	+4	+0	8	+6	+2	+1	Leviathan	None	Est
										Bone Dino		

Minotaurus	Demon	4	+7	+4	+0	5	+6	+3	+1	Ogre	None	Ost
										Golem		

Summoner	Ground	3	+4	+2	13	5	+6	+2	-1	#Dark Elf	Thunder	#RanaDP
							+7			*High Elf	Tornado	*Egbert
											Iron Golem	

Level 4 Classes

Class	Type	CR	AT	DF	MP	MV	A	D	MC	Merc	Magic/Summon	Character
Sage	Ground	4	+6	+5	+8	5	+8	+8	-1	Crusader	Earthquake	Elwyn
										Ballista	Resist	Liana
											Zone	Imelda
											Again	RanaDP
												Egbert
												Alan
												Rana

High Priest	Ground	3	+5	+4	13	5	+7	+9	-1	High Elf	Heal 2	Hein
										Crusader	Force Heal 2	Liana
											Protection 2	Rana
											White Dragon	

Sword Master	Ground	3	+9	+6	+4	6	+8	+7	+1	#Grenadier	Quick	#Liana

										Ballista		#Hein
										#Phalanx		#Elwyn
									@Dark Guard			#Scott
									@Golem			#Lester
												#Leon
												#Imelda
												@Sonia
												#Vargas
												#Alan

General	Ground	4	+7	+7	+3	5	+8	+7	+1	#Phalanx	Heal 1	#Scott
										#Grenadier		#Elwyn
										@Golem		#Keith
										@Dark Guard		#Rouga
												#Leon
												@Sonia
												#Egbert
												#Vargas

Knight Master	Horse	4	10	+5	+3	11	11	+8	+1	#Dragoon	Attack 1	#Elwyn
										"High Elf		#Rouga
										@Royal Lancer		#Scott
										~Bone Dino		#Shelly
										~Witch		#Keith
												#Lester
												@Leon
												~Sonia

Arch Mage	Ground	3	+3	+2	15	5	10	+4	-1	#High Elf	Earthquake	#Hein
										Ballista	Meteor	#Liana
										@Witch	Attack 2	#Imelda
											Decline	@Sonia
												@RanaDP
												#Vargas
												#Egbert
												#Rana

Dragon Lord	Air	4	10	+4	+6	10	10	+7	+1	#Angel	Fire Ball	#Scott
										#Dragoon		#Shelly
										*Griffon		*Leon
										*Royal Lancer		@RanaDP
										@Gargoyle		#Alan
										@Bone Dino		#Rana

Ranger	Range	0	+9	+6	12	7	+8	+5	-1	None	Tornado	Rouga
											Blast	Shelly
											Charm	Alan

Serpent Lord	Sea	4	+5	+8	+5	8	12	+9	+1	#Nixie	Attack 1	#Keith
										Phalanx		#Lester
										*Leviathan		*Vargas

Zarvera	Ground	4	+4	+2	15	5	+9	+5	-1	#High Elf	Blast	#Imelda
										Ballista	Attack 2	*RanaDP
										*Witch	Demon Lord	#Egbert

Great Dragon	Dragon	4	+9	+5	+6	5	10	+8	+1	Gargoyle	Fire Ball	Est
										Ogre		Ost
										Arch Demon		

Stone Golem	Spear	4	+5	10	+0	5	+7	10	+1	Golem	None	Est
										Elemental		Ost
										Specter		

Vampire Lord	Undead	4	+5	+8	15	6	10	+8	+0	Arch Demon	Meteor	Est
										Specter	Charm	Ost
											Resist	
											Decline	

Ailment Guard	Sea	4	+6	+8	+8	7	+8	+8	+1	Leviathan	None	Est
										Elemental		
										Ogre		

Master Dino	Horse	4	10	+5	+0	10	13	+6	+1	Bone Dino	Fire Ball	Ost
										Ogre		
										Skeleton		

Level 5 Classes

Class	Type	CR	AT	DF	MP	MV	A	D	MC	Merc	Magic/Summon	Character
Royal Guard	Horse	4	+4	+0	+2	11	11	+7	+1	#Griffon	None	#Elwyn
										@Angel		@Scott
										~Witch		@Shelly
												#Leon
												~Sonia

Hero	Ground	4	+2	+2	+4	6	+9	+8	+1	Phalanx	None	Elwyn
												Leon
												Vargas
												Alan

King	Ground	4	+4	+1	+6	5	+9	+8	+1	Grenadier	None	Elwyn

Wizard	Ground	4	+2	+1	12	5	+9	+6	+0	*Griffon	Teleport	*Hein
										Ballista		*Imelda
										#Gargoyle		#Sonia
										@Angel		#RanaDP
												@Rana

High Master	Range	0	+2	+2	+8	8	+8	+6	-1	None	Earthquake	Rouga
											Teleport	Shelly
												Alan

Agent	Ground	4	+1	+2	10	5	+8	+7	+0	Angel	Teleport	Liana
												Rana

Emperor	Ground	4	+6	+5	+6	5	+9	+8	+1	Grenadier	None	Rouga

Princess	Ground	4	+3	+1	+8	5	+9	+8	+0	Grenadier	Teleport	Liana
												Rana

Dragon Master	Air	4	+4	+0	+2	11	11	+8	+1	Dragoon		Keith

Serpent Master	Sea	4	+3	+2	+2	9	10	+7	+1	Ballista		Lester

Queen	Ground	4 +2 +2 +4	6 +9 +8 +1	Phalanx		Imelda
Dark Master	Ground	4 +2 +2 +8	6 +8 13 +0	#Gargoyle	Teleport	#RanaDP
				Ballista		Egbert
Dark Princess	Ground	4 +3 +2 +6	5 11 +8 +0	Dark Guard		RanaDP

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Mercenaries List
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Mercenaries	Type	Fees	AT	DF	MV	Effect
Barbarian	Ground	10P	19	12	7	
Soldier	Ground	40P	20	14	5	
Berserker	Ground	40P	21	13	5	
Bandit	Ground	130P	28	16	7	
Grenadier	Ground	140P	26	23	5	
Dark Guard	Ground	140P	26	23	5	
Ogre	Ground	170P	28	20	4	
Monk	Holy	30P	20	13	6	
Crusader	Holy	120P	24	20	6	
Trooper	Horse	60P	24	15	10	
Cerberus	Horse	60P	24	15	10	
Lancer	Horse	60P	24	15	10	
Hell Hound	Horse	60P	24	15	10	
Dragoon	Horse	200P	28	20	10	
Bone Dino	Horse	200P	29	20	9	
Royal Lancer	Horse	250P	30	21	9	
Pike	Spear	50P	18	18	5	
Phalanx	Spear	110P	23	26	5	
Golem	Spear	180P	22	26	4	
Elf	Range	100P	19	8	6 3	Range
Dark Elf	Range	110P	19	8	6 3	Range
Witch	Range	210P	24	10	5 3	Range
High Elf	Range	220P	23	10	6 3	Range, Impervious to magic
Ballista	Range	300P	22	10	3 6	Range, not effective against air units
Bat	Air	60P	25	13	9	
Fairy	Air	70P	23	15	9	
Harpy	Air	70P	25	13	8	
Gargoyle	Air	180P	27	20	9	
Angel	Air	200P	24	23	12	Impervious to magic
Griffon	Air	200P	29	19	10	
Zombie	Undead	20P	20	13	4	
Skeleton	Undead	40P	23	22	4	
Raise	Undead	90P	21	16	6	Walk through Wall
Specter	Undead	160P	25	21	6	Walk through Wall
Arch Demon	Demon	420P	30	24	7	Impervious to magic
Merman	Sea	70P	24	13	8	
Lizard Man	Sea	80P	25	13	8	
Leviathan	Sea	180P	28	21	7	
Nixie	Sea	200P	27	18	8	

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Groups
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Well, this is the group of characters for every single path you take.

LIGHT	IMPERIAL	DARK	CONQUEROR
Elwyn	Elwyn	Elwyn	Elwyn
Hein	Hein	Hein	Hein
Liana	Leon	Liana	Rouga
Scott	Vargas	Rouga	Sonia
Shelly	Imelda	Sonia	Est
Keith	Egbert	Est	Ost
Alan	Rouga	Ost	
Lester	Sonia	Rana Dark Princess	
Rana			

Decendent Of Light (people can equip Langrisser)

Elwyn
Shelly
Liana
Rana
Leon

Equipment List

This is the list of equipment for this game. Some equipments can only be bought at secret shop though.

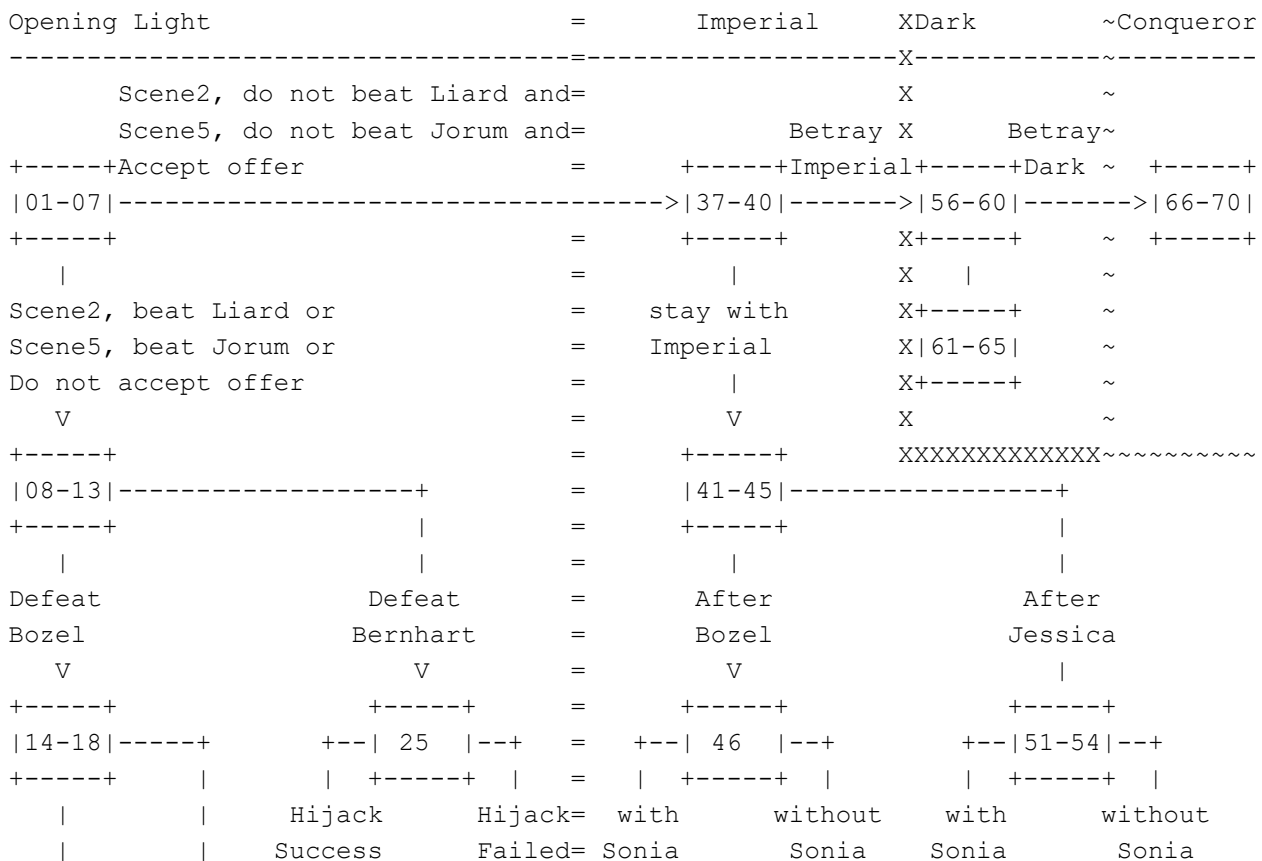
Weapons	Price	Effect
Knife	50P	AT+1
War Hammer	120P	DF+2
Great Sword	300P	AT+4
Wand	150P	Magic Range +1, Magic Damage +1
Flame Lance	8500P	AT+6
Devil Axe	2500P	AT+8, DF-3
D. Slayer	10000P	AT+7
Langrisser	0P	AT+3, DF+1
Langrisser(Powered)	0P	AT+9, DF+2, A+3, D+1
Alhazard	0P	AT+10, DF+1, A+3, D+1
Mesaiyan Sword	600P	AT-4, DF-3, A-2, EXP*2
Holy Rod	0P	Magic Damage+1, Magic Resist+30, Magic Range+2
Dark Rod	0P	Magic Damage+2, Magic Resist+10, Magic Range+2
Long Bow	1000P	AT-2, MV-2, Range 1~3
Arbalest	5000P	AT-4, MV-2, Range 1~6
Orb	1000P	MP*2, Magic Range +3
Grapnel	3000P	DF+1, Summon: Fenril
Iron Array	10P	AT+1, MV-1, Summon: Aniki

Armor/Accessories	Price	Effect
Small Shield	60P	DF+1
Large Shield	200P	DF+2
Chain Mail	400P	DF+3

Freya	Air	None	Priest	15	34	29	25	7	Sleep
									Attack 2
									Force Heal 2
White Dragon	Dragon	None	High Priest	20	40	30	8	5	Fire Ball
									Blizzard
Salamander	Dragon	None	Necromancer	5	28	26	10	6	Fire Ball
Iron Golem	Spear	None	Summoner	18	32	32	0	4	None
Demon Lord	Demon	None	Zarvera	30	38	28	25	5	Meteor
									Force Heal 2
									Zone
									Attack 2
Slaynil	Horse	Odin Shield	None	10	38	25	0	10	None
Fenril	Horse	Grapnel	None	20	42	28	10	8	Blizzard
									Tornado
									Quick
Aniki	Ground	Iron Array	None	25	40	30	16	5	Blast
									Heal 1
									Decline

Flowchart

Well, this is flowchart for entire game. I admit, it is complicated but this is the best I can do with ASCII. I hope you all can understand.



	V	V	=	V	V	V
	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
	28-30	26-27	47-50	74-77	55	78
	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
	V	V	=	V	V	V

Go to Pursue +-----+Rana +-----+= **Note: Scenario 71 to Scenario 73 are
Valzeria Sonia | 31 |<---| 30 |= secret scenarios that are not related with
| +-----+Stay +-----+= story mode.
| | | | = +-----+ +-----+ +-----+Any unit (08,06)
| | | Alan stay= | 06 |->| 71 |->| 07 |Elwyn (02,06)
| | V V = +-----+ +-----+ +-----+X1
| | +-----+ +-----+= +-----+ +-----+ +-----+Elwyn (33,17)
| +----| 32 | |33-36|= | 08 |->| 72 |->| 09 |X2
| | +-----+ +-----+= +-----+ +-----+ +-----+
V V = +-----+ +-----+ +-----+Elwyn (33,17)
+-----+ +-----+ = | 37 |->| 73 |->| 38 |X3
|19-21| |22-24| = +-----+ +-----+ +-----+
+-----+ +-----+ =

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Cheats
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-----Scenario Select-----

At Load Screen, highlight a save data. Press RIGHT, DOWN, UP, LEFT, R1, Square, START, SELECT, TRIANGLE, CIRCLE.

-----BGM Movie-----

At Load Screen, highlight a save data. Press UP, DOWN, UP, DOWN, LEFT, RIGHT, SELECT, CIRCLE.

-----Secret Shop-----

Highlight Buy. Press UP, LEFT, RIGHT, DOWN, RIGHT, RIGHT, CIRCLE.

-----Ultimate Shop-----

Highlight Buy. Press LEFT, UP, DOWN, RIGHT, LEFT, SELECT, RIGHT, UP, LEFT, DOWN RIGHT, SELECT, CIRCLE

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Version History
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[LANGD]

-----Version 1.0-----

- finished Langrisser I

-----Version 2.0-----

- reformat lists.

-----Version 2.1-----

- Start Langrisser II
- finished Dark and Conqueror.

-----Version 2.2-----

4:34 PM Tuesday, December 18, 2007
- Finished Imperial.

-----Version 2.3-----

4:15 PM Thursday, December 20, 2007
- Finished Equipment, Magic, Summon, Class Growth, Class, Group.
- Finished 2 endings for Light Scenario.

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Copyright

[LANGE]
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dslevantine at hotmail dot com

=====
Credits

[LANGF]
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<http://www.network-science.de/ascii/>

<http://www.langrisser.cn>

- Many informations about this game.

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