

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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CHARACTERS



EDWARD KYLE

Edward was raised in London, but after his parents and his girlfriend died in a German air raid, he left college and enlisted in the British army to seek revenge. Before long, his talent was recognized by the special-ops forces, and he was assigned to the British SAS (Special Air Service).



JAMES GALLANT

Gallant is the leader of K Company, 1st Platoon, nicknamed the Wolf Pack. Gallant worked under Military Intelligence, Section 6 (MI6), to collect information from the enemy and plan subversive activities. He looks like an unrefined soldier, but he is usually calm and well-mannered. On the other hand, he has no problem with violence for the sake of a mission.

CORDELIA BLAKE

She has been in the British Army Special Forces since she was 13 years old. After Gallant and his men saved her life, she decided to join the Wolf Pack. She keeps to herself, and not many details about her past are known.



FRANK GAUNT

Frank is the second-in-command of the Wolf Pack, right below Gallant. In battle, he serves as excellent backup and excels in close-range combat. Despite his gruff appearance and brute strength, he is actually very intelligent and chooses his words carefully.



JUDE LANCELOT

Jude has been friends with Edward since they were very young, and his younger sister, Alicia, was Edward's girlfriend. After his and Edward's families were killed in an air raid over London, Jude and Edward joined the British army for the chance to fight back against the Germans. He is frequently arrogant, straightforward, and unforgiving.



KEITH MULLER

He is the point man in the Wolf Pack. Keith has known Gallant since he was born and has worked alongside him and Frank for many years. Keith can be cheerful and sociable at times, but in combat, he is as professional as they come. He is fearless and will always support a member of his team, no matter what.



CHARACTERS



CYNTHIA RIVELE

Cynthia is the resident sniper. She was born in Ulster, Ireland, and was recruited to K Company from the Signal Corps. She is always willing to help others and cares about her team members... even if she has a rather harsh tongue sometimes...

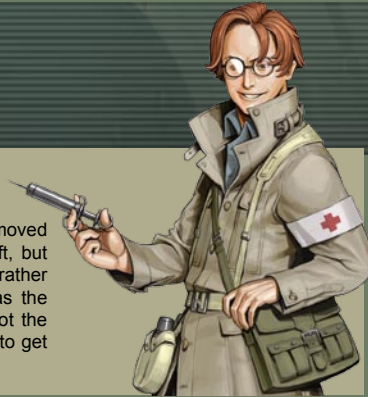


ELISA

She is a reserve member of the Wolf Pack and is an expert at fencing and special machine guns. When not with the rest of the team, she is a teacher at King's College. She is well-mannered and refined, but deep down, she much prefers the life of a soldier to the life of a professor.

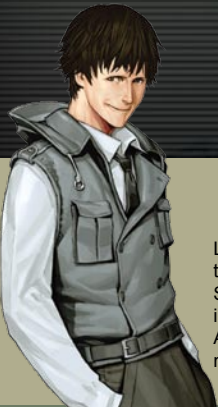
HERBERT EAST

He was born in the United States and later moved to England. No one knows exactly why he left, but rumors have surfaced he was involved in some rather "questionable" experiments. He now serves as the primary paramedic for the Wolf Pack. He is not the best-suited member for combat, and he tends to get lost in thought pretty easily.



JACK

Jack is the most mysterious soldier in the Wolf Pack and a master in the arts of edged weapons and assassination, but trusting him is not always easy for all members of the team. Nevertheless, he is a valuable asset to the Wolf Pack and will do whatever it takes to complete a mission.



LEWIS CANTON

Lewis is a lieutenant in the Wolf Pack, but he does not always travel with the unit. Before the war, he worked in Military Intelligence, Section 6 (MI6). Now, he works as a spy for the Wolf Pack and infiltrates into enemy territory alone, gathering information. Although he appears non-threatening, he may very well be the most ruthless member of the unit.



LEONA

Leona is a member of the French Resistance in Paris. Although she seems fragile and perhaps too young for battle, she is a very capable spy and covert ops agent.

CHARACTERS



ALEXANDER VLADO

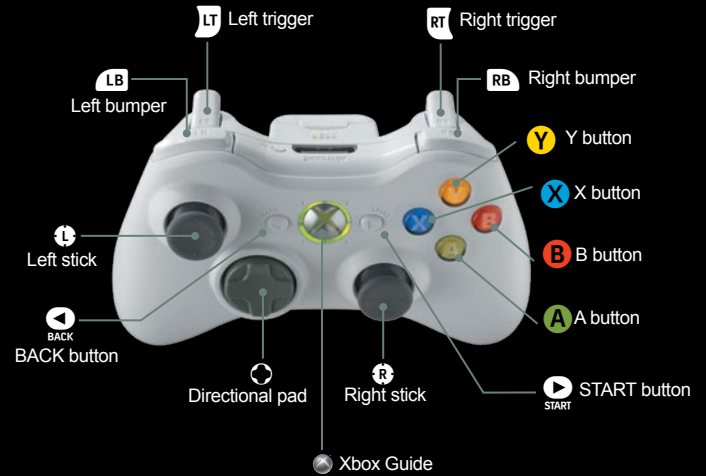
Alexander is a high ranking officer in Germany's elite Waffen-SS. With his silvery hair, unhealthy complexion, and fiendish features, he is an imposing figure on and off the battlefield. No one knows very much about his past... or his intentions.

CARMILLA

Carmilla is an officer of the Waffen-SS. She works for Alexander Vlado and is in direct communication with Heinrich Himmler. She is cold and calculating, with very little regard for human life.



XBOX 360™ CONTROLLER



Button	Controls in Menu	Controls in Battle
Directional pad	navigate menus and maps	move the cursor, navigate menus
Left stick	navigate menus and maps	move the cursor, navigate menus
Right stick	unused	move the camera
A button	confirm a selection	confirm a selection
B button	cancel, return to previous screen	cancel, return to previous screen
Y button	varies upon context	toggle turn order window and mini-map
X button	varies upon context	view status, enable free-camera movement
LT Left trigger	unused	scroll through enemy units
RT Right trigger	unused	scroll through enemy units
LB Left bumper	scroll through menus	scroll through friendly units
RB Right bumper	scroll through menus	scroll through friendly units
START button	unused	open the System Menu
BACK button	discard a weapon or item	discard a weapon or item

✦ The right bumper can be held to fast-forward through messages.

✦ The START button can be pressed to skip cutscenes.

STARTING THE GAME

Title Screen

New Game

Start the game from the beginning. You will be given the opportunity to rename the main character before the story begins.

Load Game

Continue playing from existing game data.

Xbox LIVE

Play online with other players. (This will require you to sign into Xbox LIVE® first.)

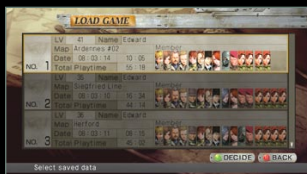
Sound Options

- BGM Volume:** Adjust the music volume. This does not affect FMV sequences.
- SE Volume:** Adjust the volume of sound effects. This does not affect FMV sequences.
- LFE Channel:** Adjust the volume of the LFE Channel. This setting requires your Xbox 360 audio configurations to be set to "Dolby® Digital 5.1."
- Analog Output:** Select between Stereo and Dolby® Pro Logic II for analog output. This setting requires your Xbox 360 audio configurations to be set to "Digital Stereo."



Saving & Loading

You can only save your progress during the Interlude between missions. Up to 10 slots can be used to store your data on the Xbox 360 Hard Drive or another storage device. You will be prompted to select a device to save or load data from.



Gameplay

This game is set amidst the battlefields of World War II. The story progresses as follows:

1 Interlude



The Interlude is where you will prepare for the upcoming mission. In addition to managing your party's skills and equipment, it is here that you will select your next destination. Campaign missions will advance the story, and they cannot be replayed. Armed Reconnaissance missions are optional and can be replayed to earn EXP and equipment. You must select a mission to exit the Interlude.

2 Events, Briefings, and Character Selection



After viewing all relevant movies or event scenes, you will be given a tactical overview of the mission. Here, you will be given key information about the upcoming battle. Afterwards, you will be told how many characters are allowed to go into combat for this mission and asked to select which characters you will take.

3 Combat



You will be forced to fight against the enemy and complete a certain objective. If you meet the Victory Conditions, you will be able to move on to the next mission. If you are defeated, however, you will have to try the mission again.

4 Interlude



Upon completion of a mission, you will return to the Interlude, where you can prepare for your next assignment.

Honorable Discharge

You are only allowed to have 16 members in your group. If you acquire a new character in the course of the storyline, you may be forced to dismiss one of your reserve members. Be warned: this is a permanent discharge and cannot be undone.



INTERLUDE

Interlude

The Interlude in between battles is where you will prepare for your next mission.



1 Overall Map

This display shows the parts of North Africa and Europe that you will visit during your missions.

2 Routes

These lines show possible paths you may take to reach new battlefields.

3 Battlefields

- Campaign These are battles you have not yet completed. Moving to one of these points will automatically begin the next mission.
- Armed Reconnaissance These are optional battles that do not advance the storyline but may be used to gain EXP and equipment. Moving to one of these points will automatically begin the mission.
- Relay Points These are completed missions. You are allowed to replay previous AR missions but not Campaign missions.

4 Information Display

This provides location and date information for a mission.

5 Current Position

The map point you are currently situated on will be highlighted in red.

Map Menu

Character List

View your characters' status, equip new weapons and items, set skills, and view MS Attacks.

Inventory

View all unequipped weapons and items.

Supply Depot

Purchase new gear using Kill Points.

Recruit

Add new party members.

Move

Change map locations.

Attack

Engage the enemy on the current battlefield.

System

Save or load the game data or change certain game options.



Character List

Select a character to view their statistics and customize their equipment.

1 Name

Displays the character's name.

2 LV & Size

Indicates the character's level and size.

3 HP & MS

Indicates the character's Health Points and Martial Spirit. MS is consumed in special attacks and transformations.

4 EXP & NEXT

Indicates the character's current experience points (EXP) and the amount required to level up (NEXT).

5 Stats

Indicates the character's prowess in a variety of areas. These increase as he or she levels up.

Attack: Offensive power.

Defense: Defensive power.

Speed: Ability to act in battle. This affects turn order.

Hit: Accuracy in combat.

Luck: Ability to evade an enemy attack.

Weight: How much weight he or she is carrying.

Move: Movement range.

6 WEAPON

Displays which weapons are currently equipped. A character may carry up to five weapons.

7 ITEM

Displays which items are currently equipped. A character may carry up to five items.

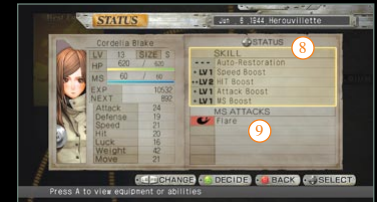
8 SKILL

Displays which skills are currently set. Only five skills may be set on a character at a time.

9 MS ATTACKS

Displays which MS Attacks the character has learned so far.

◆ Press **LB** or **RB** to swap between which character's status you are viewing.



Changing Equipment or Skills

Highlight either WEAPON, ITEM, SKILL, or MS ATTACKS and press the **A** button to view or customize your units in further detail.

Weapons

• About Equipping Weapons

A character may carry up to five weapons at a time. When you select the WEAPON panel, it will display a list of their current equipment on the left. Here, you can see further details of each weapon. Press the **X** button to remove a weapon and put it in your Inventory.



• How to Equip Weapons

Selecting a slot in your character's weapon list will bring up a list of what weapons are in your Inventory. Select one of these weapons to equip it to your character.



• Weapon Statistics

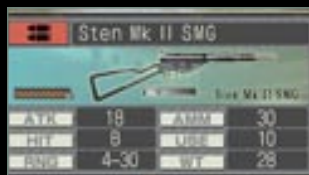
There are different types of weapons, each with a different range, accuracy, strength, and weight. It is important for you to understand these differences when selecting which weapons to equip to your characters.

- ATK:** (Attack) - The strength of a weapon.
- HIT:** (Hit Rate) - The accuracy of a weapon.
- RNG:** (Range) - The attack radius of a weapon.
- AMM:** (Ammunition) - The number of shots left. The weapon will have to be reloaded when this reaches 0.
- USE:** (Ammo Used) - The amount of ammo consumed in each attack.
- WT:** (Weight) - How heavy a weapon is. Carrying too much weight will slow your units down.

◆ Melee weapons have no AMM or USE stat.

Weapon Icons

	Pistols
	Rifles
	Submachine Guns
	Machine Guns
	Melee Weapons
	Thrown Weapons
	Rocket Launchers
	Mines & Explosives
	Hand-to-Hand Combat



Items

• How to Equip Items

The process of equipping items is the same as equipping weapons. Your characters may only equip five items at a time.

• Item Statistics

There are three different types of items: Recovery, Support, and Ammunition. Recovery items restore HP or MS or cure status effects. Support items affect allies' and enemies' statistics. Ammunition is used to reload your weapons in combat.

TARGET: What unit is affected by the item.

TYPE: What type of item it is.

WT: How heavy the item is.

Skills

• About Skills

You may assign up to five skills per character at a time. These can be set in the same fashion as weapons and items. Your skills are passive abilities that will take effect in battle without your characters needing to activate them. These can include such benefits as increasing your damage output, reducing the effectiveness of enemy attacks, or automatically using a restorative item when your character's HP is low. New skills are acquired after completing certain missions, and as a character gains experience, the skills that he or she has assigned will also level up.

LV ICON: The level of the skill. The maximum level varies by skill.

TYPE: What type of skill it is: Recovery, Support, Offense, Defense, or MS Attacks.

MS Attacks

• About MS Attacks

Characters can use powerful MS Attacks in combat, at the expense of some of their MS (Martial Spirit). New MS Attacks are acquired as your characters level up. Be aware that some MS Attacks require the character to be carrying a certain weapon.

TARGET: What unit is affected by the ability.

TYPE: What type of ability it is: Recovery, Support, or Attack.

MS: The MS cost of the ability.



BRIEFING

Inventory

The Inventory holds all spare weapons and items that are not currently equipped to your characters. The Inventory is separated based on weapons and items, and there is a limited amount of each which you can hold. Press the **Y** button to sort your Inventory. Press **X** to permanently discard a piece of equipment.

Inventory



The Supply Depot allows you to purchase new weapons and items by spending Kill Points earned in battle. The variety and amount of gear in the Supply Depot depends upon your progress in the game.

- KILL POINTS:** The total number of Kill Points you have remaining.
COST: How many Kill Points a weapon or item costs.
STOCK: How many of a weapon or item are available for purchase.

Recruit



You may add new recruits to your party in this menu. You are only allowed 16 party members, though. In this menu, you will be able to view a recruit's status before adding him or her to the party.

Attack

If you are currently on a map space that has a mission to play, select this option to begin.

System

The System Menu allows you to save the game data, load previous data, adjust the sound configuration, and quit the game.

Briefing



Once you have selected a stage, you will be taken to the mission's Briefing, where you will be given an explanation of the mission and its objectives, as well as strategies for achieving victory.

Pay careful attention because vital information can be given here. If you are told there will be enemy vehicles present, you can be prepared and bring your rocket launchers. If you know that there will be a limited amount of time within which to complete your objective, you may want not want to equip too many heavy items that might slow down your characters' turn order.

Unit Selection



After watching the Briefing and any event scenes, you will be prompted to select which party members will take part in the mission. For some missions, certain characters may be required to join the fight. Any character with a red marker is a character who cannot be removed from your roster for this mission. Any character you select in addition to these will have a white marker instead.

UNIT: The right number indicates the total number of characters who can be selected for the mission. The left number indicates how many characters are currently selected.

Selecting the Right Equipment for the Job

Your characters have different stats and specialties. For example, Cynthia is a sniper. She is one of the few characters who is trained to use sniper rifles, her Hit stat is higher than many other characters', and her MS Attacks take advantage of sniping. Try to find the weapons that your characters are best-suited for.

COMBAT



1 Turn Order Display

This indicates who is currently active and what the turn order is. Pressing the **Y** button toggles between this display and the Battlefield Display.

2 Battlefield Display

This is a mini-map showing a simplified overview of the battlefield. Enemies are shown in red, allies are shown in blue, and the cursor is shown in yellow.

3 Range Grid

A character's range of movement or attack is displayed over the terrain.

4 Action Menu

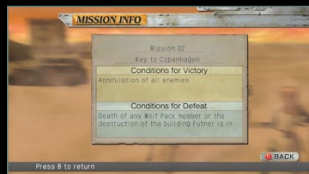
This menu contains the commands you can issue your allies on their turn.

5 Attack Area

The target cells for your attacks are displayed in red. The projectile path is shown as a yellow line. A box above the cursor notes the accuracy and strength of the attack.

Victory and Defeat Conditions

The mission objectives can be reviewed during battle by pressing the **Start** button. Sometimes, these conditions will change during the course of the mission, so be sure to check them.



The Active Unit

The frequency of your characters' turns is influenced by their Speed and Weight. Units with a lower Weight will act more often than characters who are carrying heavier gear.

The weight of a character's equipment can be viewed in the Status Screen, and it is color-coded to show how it will affect your character. Blue means a unit's turn order will not be affected very much, yellow means his or her turn order will be slightly delayed, and red means he or she will act much less frequently, due to equipment weight.

The Action Menu

When it is a unit's turn to act, the Action Menu will display the commands you may issue to them. Press the **Start** button to view the System Menu. Press the **X** button to examine units and the battlefield. When your cursor is over an ally, pressing the **X** button again will allow you to view his or her status.



Move

The Move command is used to move your units around the battlefield. The cells you can move to will be highlighted in blue. Be very careful because once you confirm your movement, it cannot be taken back. Movement can be done in conjunction with attacking or using an item.



Attack

When selected, this command will bring up a list of the character's weapons. Select the weapon you wish to attack with, then select a target to fire at. After you have selected a target, you can see the status of both characters before making your final confirmation. While selecting a weapon, you can press the **Back** button to discard it permanently.



Item

Select this command to use one of your character's items. Once you have chosen an item to use, select a target that is within the highlight range. While selecting an item, you can press the **Back** button to discard it permanently.

MS Attacks

Select "MS Attacks" to use one of your character's special attacks. Additional MS Attacks are learned as your characters gain levels. MS Attacks will consume MS points, though, so there is a limit to how often you can use them. Finally, be aware that your units cannot move and execute an MS Attack in the same turn, and some MS Attacks require that certain weapons be equipped.



Transform

This command allows certain characters to enter their werewolf form. While in werewolf form, all of a character's stats will be increased to 170% of normal, but his or her MS will decrease by 2% whenever an ally acts. When a character hits 0 MS, he or she will leave werewolf form.

Cover

Cover tactics are valuable tools on the battlefield. Look on page 19 for more information.


Pick Up

A unit standing in one of the eight squares adjacent to a corpse will have the option of taking weapons and items from the body.

Finish

This will end the character's turn.

System Menu

Press the  button in battle to bring up the System Menu.

- Mission Info:** Review the conditions for victory and defeat.
- Sound Options:** Change the audio settings.
- Exit Mission :** Retreat from the current mission (not available on all stages).

Additional Combat Information

Experience and Levels

As characters defeat enemy units, they will gain experience and levels. Gaining levels will make your units stronger and allow them to learn new abilities.



Status Effects

Turn to page 28 for a list of status effects and their explanation.

Kill Points

These are awarded for killing enemy units. They can be traded in for additional weapons and items. Go to the Supply Depot in the Interlude to view or spend your points.

COVER TACTICS

Selecting this command will bring up the Cover Menu. There are three types of Cover tactics: Cover Move, Cover Attack, and Cover Ambush. Cover tactics allow your units to act automatically, once certain conditions have been met. While awaiting these triggers, units on Cover will enter standby mode. You can cancel standby mode manually on their next turn. Cover will also end if they take damage.



◆ Units cannot move and set a Cover command in the same turn.

COVER MOVE

This command allows a unit to move at 150% movement automatically, once the trigger is activated. This can be used to move your units more strategically around the map, as well as move farther and more safely. You must set conditions for this, however. You may select either another unit or an area of land to serve as the trigger. Until these conditions are met, the unit will remain on standby.

1 Setting a Trigger



2 Selecting a Move Route



With a Unit as the Trigger

Once that unit moves or makes an attack, the Cover conditions will be met, and your standby unit will initiate his or her move.

NOTE: Using items or MS Attacks will not trigger the Cover command

3 After Trigger is Activated



With a Location as the Trigger

Once any unit enters the selected area, the Cover conditions will be met, and your standby unit will initiate his or her move.

COVER ATTACK

This command allows a unit to automatically deliver support fire at the same target that another ally is attacking. With this, your units can make more attacks than they might normally make, and it focuses your damage onto single targets.

Upon selecting this command, you will be prompted to choose a weapon for this Cover. Weapons with longer ranges will of course allow for more opportunities to attack.

When Cover Attack is initiated, the character will stay on standby and wait for allies to attack. Cover Attack can be triggered by another ally's regular attacks or by Cover Ambush.

There is no limit to how many attacks a character on standby can make in one turn! Characters will remain on standby for Cover Attack until they are damaged by an enemy, they run out of ammunition, or you cancel the Cover on their turn.

Damage received by characters on Cover Attack will be 125% of normal. Damage dealt will not be affected.

1 Choosing a Weapon



2 Ally Attacking an Enemy (Trigger)



3 Cover Attack on the Same Enemy



COVER AMBUSH

This command allows a unit to automatically deliver an ambush attack against any target who moves within his or her range of fire. Your characters can attack much more frequently with this than with regular attacks.

Upon selecting this command, you will be prompted to choose a weapon for this Cover. Weapons with longer ranges will of course allow for more opportunities to attack.

When Cover Ambush is initiated, the character will enter standby mode and wait for enemies to move within range. Every time an enemy moves, the Cover Ambush will trigger, and your character will make an automatic attack.

There is no limit to how many attacks a character on standby can make in one turn! Characters will remain on standby for Cover Ambush until they are damaged by an enemy, they run out of ammunition, or you cancel the Cover on their turn.

Damage received by characters on Cover Ambush will be 125% of normal. Damage dealt will be reduced to 33% of normal.

1 Choosing a Weapon



2 Enemy Moving in Range (Trigger)



3 Cover Ambush is Activated



STRATEGY: The Cover Trap

Aligning characters in an arc formation on Cover Attack will create a powerful wall of defense. Any enemy who enters within range of your units will easily become the target of multiple attacks. All it takes is for one of your characters to make the first shot, and the others will all join in!



STRATEGY: The Cover Sniper

Long-range weapons like sniper rifles will be most effective in Cover Ambush. However, since units on Cover Ambush will deal less damage than normal, you can increase your firepower by combining Cover Ambush and Cover Attack units into a solid formation. Making effective use of the Cover tactics will increase your odds of winning.



XBOX® LIVE

Players may partake in co-op missions over Xbox LIVE®.

◆ This mode allows for voice chat. For more information, please visit www.xbox.com.

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Saved Data

Online play requires an offline saved game. When you select "Xbox LIVE" from the Title Menu, you will be asked to load this data. Any gear or EXP you earn while playing online will not be transferred to your offline game data.



Online Menu

To begin playing online, you will need to be logged into Xbox LIVE. Selecting "Xbox LIVE" on the Title Menu will take you to the Online Menu.

Quick Match Search for games to join. This is the fastest way to start playing an online game.

Custom Match Search for games to join using a variety of filters:

Map: Search for a game based on a specific battlefield.

Time Limit: Search for a game based on time limit.

Max Slots: Search for a game based on maximum number of players allowed.

Create Session Create your own game with custom settings. You can set:

Map: Select a specific battlefield for the game.

Time Limit: Set a time limit for players' turns.

Max Slots: Set the maximum number of players who can join the game.

Session Type: Set who is allowed to join your game.

Save Game Save the results of your online play. (You cannot keep EXP or gear that you earned online, but online victories will unlock new items for purchase at the Supply Depot when you play offline.)

Set Members

Each player is allowed to choose up to three units to take into battle in an online game. This screen can also be used to customize your characters' equipment and skills.



Session Menu

The Session Menu is where players wait for others to join the session. Only the player who originally created the session can start the game.



Set Members: Change the characters and equipment you will take on the mission.

Player List: View information on the other players in the session.

Inventory: View your weapons and items.

Change Rules: Change the session settings (only the player who created the session may do this).

Start Game: Begin the mission (only the player who created the session may do this).

Sound Options: Change the audio settings.

Quit: Exit the session and return to the Online Menu.

Online Missions

During an online mission, up to 4 players may play at once. Each player is allowed to bring 3 units into battle, for a maximum of 12 friendly units. There are no restrictions on which characters a player can select or on how many players are allowed to select the same character. So do not be alarmed if you see an online battle with four Gallants, three Cynthias, two Herberts, two Franks, and one Keith! Basic controls remain the same as in offline battles, with the addition of a time limit. Each player's turn will have a maximum duration, and if you take too long, your turn will end prematurely. Also, you may press **L1**, **RT**, **LB**, and **RB** simultaneously to quit an online mission at any time.



① The Active Window will display a tag for each player, making it easier to tell your units apart.

② There will also be a tag displayed above each unit, marking which player is controlling him or her.

You cannot keep EXP or gear earned over Xbox LIVE missions, but every victory will unlock a new item for sale in the Supply Depot when you play offline. So be sure you save your game before exiting the Online Menu.

STRATEGIES FOR SURVIVAL

1 Spread Out in Battle



When your units are bunched up in one location, it is much more likely for them to all fall prey to a wide range attack, such as from a tank or a grenade. Try to leave at least a few cells separating your characters.

2 Less Is More



Your characters can carry five weapons and five items each, but that does not mean you should fill up their inventory before heading into battle. Units who are weighed down by gear become slower and do not have their turns as often as lighter, faster units.

As a character's weight increases, the value changes color from blue to yellow to red.

3 Loot the Bodies



When an enemy or ally is killed, their corpse remains on the battlefield, and their equipment becomes fair game. A number of rare and powerful weapons (as well as some secret items) can be found on the bodies of fallen soldiers.

It is possible to enter battle with only a minimal supply of weapons and obtain the rest from enemy corpses!

4 Attack from the Rear



The direction of an attack matters. The accuracy of an incoming attack is affected by the direction of impact. Attacks from behind are more accurate than attacks from the side, or from the front.

These adjustments apply to both allies and enemies, so always pay attention to which direction your units are facing.

5 Rocket Launchers Are Your Friend



Although rocket launchers are heavy and can slow your units down, their attacks are among the most powerful in the game. Vehicles, in particular, can be quite challenging without rockets, so be sure to have at least one or two characters carrying them.



Enemy units might carry a Panzerfaust, a single-use rocket launcher. If you find one on their corpse, you can use it that same turn.

6 The Werewolves



Keith and Gallant are able to use the "Transformation" command in battle. When in werewolf form, all of their statistics will rise to 170% of normal (including HP and Movement). They will remain in this powerful state until their MS reaches zero, but they will lose 2% of their total MS every time an ally takes action. Because this form will only last a limited amount of time, it is recommended you save these transformations for the most critical points in battle, such as taking down a boss.

7 Watch Out for Other Units

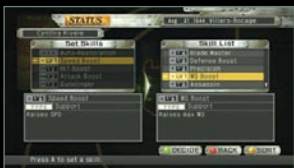


While using a gun or any attack with a straight projectile path, be careful about obstacles in your line of sight. Not only can walls, trees, and other terrain features block your shot, but your own allies can too.



Be careful about where you place your characters so you avoid friendly fire.

8 Find Strong Skill Combinations



Different combinations of skills can be very effective on the battlefield. For instance, if you combine "Attack Boost" and "Find Weakness," your character can deal some serious damage to the enemy. On the other hand, if you combine "Defense Boost" and "Endurance," the damage dealt to that character will be greatly reduced.

Skills are acquired as you complete certain missions. However, with the exception of "Auto-Restoration," a skill will gain levels based on the EXP your character earns while that skill is equipped.

Not all skills will increase your stats or affect the damage you give or receive. "Auto-Restoration" will cause your characters to automatically use recovery items as needed. "Assassin" gives your character's attacks a chance to cause instant death to an enemy. "Avoidance" gives you a chance of evading an attack altogether.

With only five slots in which to equip skills, you'll need to be very selective. Try to think about which skills will benefit a character the most.

9 Cover Tactics Win the Day

With an effective use of the Cover commands, you can gain a powerful advantage over your enemies. Cover commands will allow you to move and attack far more frequently, strategically, and safely than the simple "move-and-shoot" approach. For instance, Cover Move will allow your units to move farther than normal, which will save you turns in battle. Cover Attack and Cover Ambush will allow your units to attack multiple times in one turn and to prepare for these attacks before the enemies are in range. The key to issuing successful Cover orders to your units is to take into account where the enemy is—and where they will be moving. Try to use the geography of the battlefield to move your units into the most powerful formation possible, and you will stand a much better chance of victory.

10 Weapon Compatibility



Each character is trained in certain weaponry. For example, only Cynthia, Edward, Lewis, and female recruits are able to use sniper rifles. However, some of the heavier weapons can only be used by the stronger characters. You should take note that if a character cannot use a weapon, then he or she will not be allowed to equip it. As such, when characters examine a corpse, they will not be able to view weapons they cannot carry.

11 MS Attacks and You



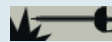
Some MS Attacks have weapon requirements. Your characters can only use these attacks if they are currently carrying a weapon of that type.

Also, your units cannot use an MS Attack on a turn in which they move, so careful planning is important.

MS Attack Icons



A specific gun or firearm is required for this ability.



A specific melee weapon is required for this ability.



No weapons are required for this ability.

12 Enemy Fire Incoming!



Since there are a number of long-range weapons in the game, you cannot rely on distance as a safeguard against enemy attacks. Learn to use obstacles and terrain to keep your characters safe from enemy fire.

Even being partially hidden can improve your chances of avoiding an attack.

Weapon Type	Range and Accuracy
Melee Weapons	very low range, but very high accuracy
Handguns	larger range than melee weapons, but accuracy decreases greatly over distance
Submachine Guns	mid-range, but accuracy decreases greatly over distance
Semi-Automatics	longer range and high accuracy, but can only hit a single target
Machine Guns	lower range and accuracy than a semi-automatic, but can hit multiple targets
Sniper Rifles	very high in both range and accuracy
Anti-Tank Rifles	lower accuracy than a sniper rifle, but increased range

13 Watch Out for Status Effects



Certain attacks and abilities have a chance of causing status effects to their targets. If one of your units is afflicted with a status effect, you should use a restorative item or ability to cure them.

	Poison: Unit's HP decreases by 15% periodically
	Shell Shock: Unit is unable to make any movements or actions.
	Blind: Unit is unable to make attacks. Movement is decreased by 3.
	Dizziness: Unit's accuracy is lowered by 20%, and MS is reduced by 5.
	Break: Vehicle is unable to move but can still attack.
	Stun: Unit is temporarily unable to make any movements or actions.

14 Land Mine, Ho!



Mines cannot be seen unless they are planted on pavement or rocky areas. Be careful to avoid stepping on enemy mines. Mines set by allies are still invisible, but they can be targeted using and .

Using mines and explosives can be tricky, but when used properly, they can be devastating to the enemy. When an enemy walks within range, explosive devices will explode. Some are large enough to hit any unit within five cells of the spot where they were armed. They can also be very effective against tanks and vehicles.

Land mines that your allies arm will not be triggered when your units walk near them. However, shooting a mine will cause it to detonate, hitting anyone in the blast radius. If one of your characters is knocked back by an explosion or an enemy attack, and he or she lands within the trigger range of a land mine, then it is possible that the mine will detonate, even if it is friendly.

Schrapnellmine 36	When a unit triggers the mine, it will explode in a 2-cell radius.
Anti-Tank Mine	When a vehicle triggers the mine, it will explode in a 4-cell radius.
C3 Explosives	When a unit triggers the mine, it will explode in a 5-cell radius.
SdKfz 303 Ausf D (Goliath Tracked Mine)	These mines move around the battlefield. They will explode in a 5-cell radius, so try to destroy them before they get close to your units.



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