

WM-01



VALKYRIA CHRONICLES 4

Controls	↗
Command Mode	↗
Action Mode	↗
Target Mode	↗
Combat Classes	↗

Setting

The State of Europa, 1935 EC



This story is set in Europa, the western region of the Northern Hemisphere's largest continent.



ATLANTIC FEDERATION

A wide network of loosely-allied West European democracies. The Federation is powerful, but slow to reach a consensus.



EAST EUROPEAN IMPERIAL ALLIANCE

A vast country ruled with an iron fist by an autocratic emperor. The Empire still adheres to many aspects of feudalism.

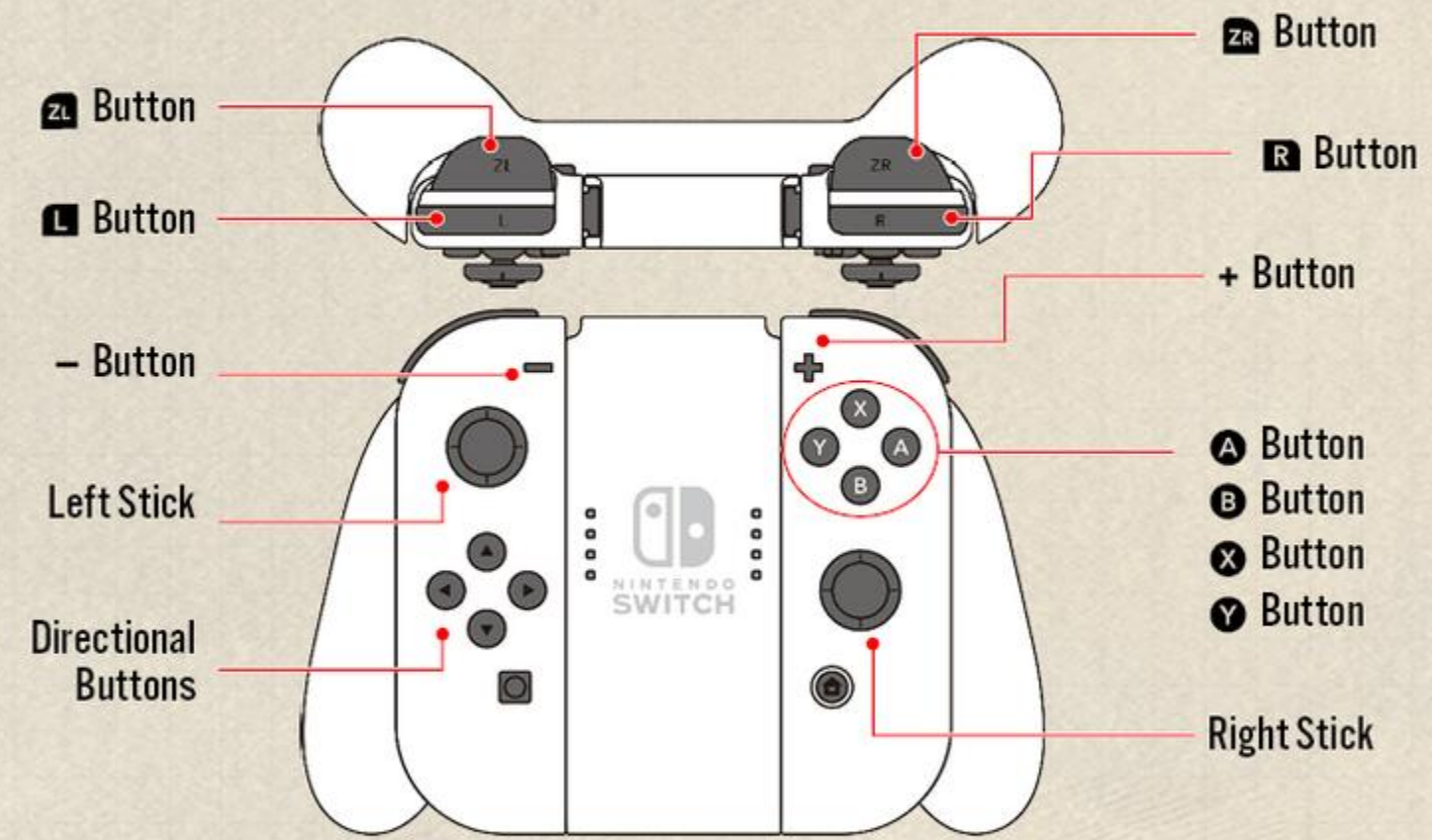


PRINCIPALITY OF GALLIA

A small, neutral nation between Imperial and Federate borders. Many Gallians join allied armies to aid the war effort abroad.

Controls

Joy-Con™ (Shown with Joy-Con™ Grip)



	Command Mode	Action Mode
Directional Buttons	Select Unit	Move Unit / Move Reticle (Slow)
Left Stick	Move Cursor	Move Unit / Move Reticle (Fast)
Right Stick	_____	Rotate Camera
B Button	End Phase	Cancel
A Button	Confirm	Field Action / Attack / Use Item
Y Button	Command Menu	Unit Details
X Button	Squad List	Change Weapons
L Button	_____	Mini-Map / Change Target
R Button	_____	Target Mode / Change Target
ZL/ZR Button	_____	Lean / Change POV
Press Right Stick	_____	Reset Camera
- Button	Display Menu	Toggle Sight Lines
+ Button	Confirm	End Unit's Action

* Also applies to the Nintendo Switch™ Pro Controller

Briefings

Briefings cover a mission's location, info, and conditions. Position your units and prepare to deploy.

Unit Position Phase



- ❶ Total: Team Members (Current/Limit)
- ❷ Enemy Camp
- ❸ Routes: Blue= Allies, Red = Enemies
- ❹ Allied Camp
- ❺ Camp: Team Members (Current/Limit)

POSITION UNITS

Place a soldier from the Unit List onto the field with **A**.



DEPLOY

End the briefing and enter combat.

REASSIGN SQUAD

Swap out soldiers and their equipment.

MISSION INFO

View the conditions for victory and failure.

BOOK MODE

Return to the diary of Claude Wallace.

The Flow of Combat

Combat is turn-based. Each army gets one phase per turn to use actions. Move allied units during the player phase by alternating between Command, Action, and Target Modes.

Player Phase

Select a unit from the overhead map (Command Mode) to control them in real-time combat (Action Mode).



Enemy Phase

The player spectates as enemy units advance against your team's automated defenses (interception fire).



Command Mode

Command Mode displays an overhead map to assess the battlefield, track enemy movement, and command your troops. Select a unit with the directional buttons and press **A** to enter Action Mode.



- 1** Turn Shows the current turn number
- 2** CP Use Command Points to take action
- 3** Units Blue = Allies, Red = Enemies
- 4** Camps Blue = Allies, Red = Enemies
- 5** Unit Info Class Name, HP, AP, and Status
- 6** Sight Lines Displays sighted units

Map Icons

	TOWER Climb to the top for a good vantage point of the surrounding area.		OBSTACLE (INDESTRUCTIBLE) Terrain made impassable by a barricade blocking the way.
	LADDER Passage to and from high ground. Engineers can fix broken ones.		OBSTACLE (DESTRUCTIBLE) Destroy with explosives or vehicular collision to open a path.
	NARROW Passage too narrow for vehicles to enter (advance with infantry).		SHELTER Structure with a roof to block attacks from above (such as mortars).

Command Mode

Y Commands

Press **Y** to bring up a list of unit commands.



Squad List

Press **X** to view a list of allied and enemy units. Turn pages with **L** and **R**, press **Y** to view detailed info, or press **A** to control a highlighted ally in Action Mode.



+ Menu

Press the **+** button to open a menu with the following options:



END PHASE

End the player phase to begin the enemy's.

ORDERS

Spend CP to issue a special order.

MISSION INFO

Check victory/failure conditions.

SYSTEM

Change settings, view tutorials, or save/load.

GIVE UP

Surrender the mission and retreat.

Command Mode

Command Points (CP)

Command Points (CP) allow you to control your squad. Use 1 CP at a time to move units, give orders, request reinforcements, and issue retreats away from allied camps. CP will partially refill itself each turn. Unused CP from one turn will roll over to the next (max 20). Use multiple CP on a single unit in the same turn to have them carry out consecutive actions.



***A common strategy is to save up CP over several turns and use it all at once.**

When you run out of CP, you cannot select any more units and must end your phase. Press + or **B** to end the player phase at any time.

LEADERS AND CP

Each leader deployed adds 1 Command Point to your CP pool per turn. Leadership is indicated by a star badge.



If a leader is defeated, their +1 CP will not be added to your pool at the start of the next turn's player phase.



Action Mode

Select a unit in Command Mode to move them in Action Mode. From there, enter Target Mode to aim and attack.



- ❶ Sight Lines Shows a unit's sighted enemies.
- ❷ Mini-Map Toggle on or off with **L**.
- ❸ AP Action Points deplete as a unit moves.
- ❹ Star Badge Marks the unit as a leader.
- ❺ Unit Info Name, Class, HP, AP, and Status.
- ❻ Equipped Change weapons or items with **X**.

Sight Lines

Sight lines are drawn between a unit under your control and nearby enemies. Their colors vary with the situation.



SIGHT LINE COLORS

-You can see the enemy, but they cannot see you.
-The enemy has sighted you but is out of range.
-The enemy has sighted you and is opening fire.
- Same as , but the enemy has paused to reload.

Action Mode

Action Points (AP)

As you move units with the left stick, their Action Points (AP) deplete. Once a unit's AP falls to 0, they will be unable to move any farther.



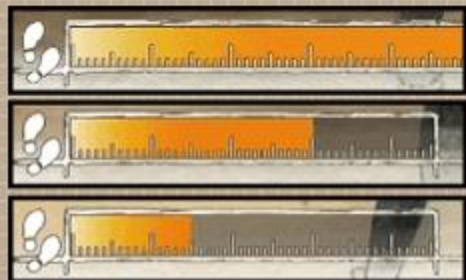
Field Actions

Approaching certain map features will cause a **A** prompt to appear. For example, units in tall grass can select Crawl to go prone and hide from enemy attackers. Keep an eye out for other useful actions.



CONSECUTIVE MOVEMENTS

When one unit takes multiple actions in the same phase, their max AP for that turn will decrease with each movement.



..... 1st Action: Full AP

..... 2nd Action: 2/3 AP

..... 3rd Action: 1/3 AP



Sandbags



Towers



Switches

Action Mode

Armored Personnel Carrier (APC)

The Cactus, an armored personnel carrier (APC), can carry infantry for safe transport. Move a foot soldier near the APC and press **A** when the Board prompt appears.



To let infantry out, highlight the Cactus in Command Mode, press **Y**, and select Deploy.



*The APC becomes available through story progression.

Direct Commands

Infantry leaders can give a Direct Command to take other foot soldiers with them. Press **Y** on a leader in Command Mode and select Direct Command.



Approach a soldier in Action Mode press **A** when the Team Up prompt appears. Up to 2 units can then follow the leader until they Disband with **A** or the leader runs out of AP.



Note: Direct Commands require a special resource called SP.

Action Mode

Weather

Weather keeps the battlefield dynamic by affecting tactical options.

NIGHT/FOG

Visibility is reduced, so units must enter close quarters combat to sight each other. Advance with caution.

SNOW

The cold reduces the number of turns it takes for a unit in critical condition to die. Rescue fallen allies ASAP.

BLIZZARDS

On top of reduced visibility, units will consume AP more quickly. Blizzards start and stop every other turn.

WITCH'S BLIZZARD

Infantry in the Witch's Blizzard cannot recover HP at the start of your turn unless positioned at an allied camp.

WHITEOUT

Whiteouts start and stop every other turn, and reduce visibility like a smoke screen; use this to slip by enemies.

AVALANCHE

Beware of avalanches while in mountainous battlefields. Units caught by an avalanche will be forced to retreat, so clear the area when you spot one about to happen.



Action Mode

Camps are the focal points of European warfare. They are marked by a flag surrounded by sandbags and offer various benefits. Field camps provide footholds for advancement, while base camps are critical to victory.

In-Camp Benefits

- ▶ Allied units recover extra HP every turn.
- ▶ Ammo is fully reloaded every turn.
- ▶ Defense will be temporarily increased.
- ▶ Units can retreat in either mode for free.
- ▶ Backup can be deployed from the reserves.

Capturing Camps

Approach the flagpole in the center of an unoccupied enemy camp and press **A** to capture it. (Tanks cannot capture camps.)



CAMPING AND TANKING

Unlike infantry, tanks do not recover HP without an Engineer. However, a tank positioned in an allied camp will automatically regain HP every turn. Nothing says "Defense" like a mobile cannon with self-repairing armor.



Allied Base Camp



Allied Field Camp



Enemy Base Camp



Enemy Field Camp

Action Mode

Units on standby will automatically intercept enemies that move into range during the opposing army's turn. Note that a line of sight must be maintained in order for a unit to open interception fire.

Interception Fire

Yellow sight lines confirm that you are out of interception range. Non-Scout classes have a narrow range of vision (90 degrees), so use enemies' blind spots.



If you enter an enemy's interception range, their sight line will turn red as they open fire.



TACTICAL POSITIONING

Predict the enemy's movement and position your units to intercept enemies during their next phase. Just place some sturdy troops along the enemy's path of advancement, then sit back and watch the carnage.



GRENADEIER INTERCEPTION

If an enemy unit has sight of you, enemy Grenadiers can use interception fire, even from behind obstacles. Keep an eye on sight line colors to stay out of the crossfire.



Target Mode

Press **R** to switch from Action Mode to Target Mode. Swap between enemies in range with **L** and **R**. Move the reticle with the left stick and make fine adjustments with the directional buttons. Change weapons with **X**, line up your target, and press **A** to fire. Each unit gets one attack per action.



- ① To Kill: Number of shots to terminate target
- ② Number of shots fired in a single attack
- ③ Effectiveness vs. infantry (Strong ○ > △ > × Weak)
- ④ Effectiveness vs. tanks (Strong ○ > △ > × Weak)
- ⑤ Whether it is an area attack (○ = Yes; × = No)

SNIPER SCOPE

Snipers can adjust the zoom on their scope while aiming. Use (up/down arrows) on the right stick to zoom in or out.



ARTILLERY SUPPORT

Grenadiers can attack enemies that are sighted by allies. Tilt the right stick up or down to change perspective.



Target Mode

Surprise Attacks

Catch an enemy unawares (from behind or in bad weather) to launch a surprise attack. Surprise attacks cannot be dodged and will always hit.



Co-op Attacks

When one unit attacks, nearby allies might join in a co-op attack. Up to 3 units can team up to attack at once. Squaddies who like each other will see even better results.



(Note: Some classes are incompatible.)

ARTILLERY SURPRISE

Grenadiers excel at launching surprise attacks by firing at enemies from across long distances, around obstacles, and behind cover.



CO-OP TEAM-UP

Leaders who use Direct Command in Command Mode can team up with other units. Followers will open fire on the same enemy their leader targets. Team up and use co-op attacks to maximize firepower and minimize AP/CP costs.

Target Mode

Recovering HP

Ragnaid and the Engineer's Vehicle Repair Kit can restore a unit's HP. Select and use healing equipment in Target Mode as you would any other weapon.



RAGNAID

Restores HP. If the reticle is not targeting an ally, the user will heal themselves.

REVIVAL RAGNAID

Engineers only. Restores extra HP, has a longer range, and brings units back from critical condition.

VEHICLE REPAIR KIT

Engineers only. Restores HP to a single nearby tank or APC.

BATTLEFIELD ENGINEERING

Engineers lack combat prowess but are uniquely suited for support and utility.

ENGINEER ABILITIES

- ▶ Reload nearby allies' ammo
- ▶ Disarm and remove landmines
- ▶ Revive allies in critical condition
- ▶ Repair vehicles, restoring HP



Fix ladders, sandbags, and towers to boost mobility and open new paths.



Carry 3 grenades at once. Pair 2 Engineers together to keep both their grenades fully stocked.

Combat Classes

Foot soldiers are divided into six unique combat classes.

SCOUT



Reconnaissance: High mobility, enhanced vision, and wide interception range. Wields a rifle.

SHOCKTROOPER



Vanguard: Great attack and defense, well-suited for CQC. Wields a machine gun.

LANCER



Anti-tank: Blast-resistant, but cannot intercept. Wields an armor-piercing rocket launcher.

ENGINEER



Reloads ammo, revives allies, fixes objects, removes mines, and repairs tanks. Wields a rifle.

SNIPER



Anti-personnel: Learns how to intercept and counter with rank. Wields a long-ranged sniper rifle.

GRENADIER



Fire support: Long-range mortar fire in action and interception. Vulnerable while prepping.

Combat Classes

TANKS



Vehicles boast advanced firepower and defense. Allied infantry can use them as cover.



Tank Warfare

The Hafen is equipped for any combat situation. Press **X** to cycle through its armaments.

ARMOR-PIERCING SHELLS



Effective against blast-resistant enemies like tanks, pillboxes, and Lancers. AP shells are limited, so watch your ammo.

MORTAR



Anti-personnel ragnite cannon. The blast deals splash damage in its radius. Mortar shells are limited, so watch your ammo.

MACHINE GUN



Close-quarters, anti-personnel gun used for interception fire. Unlike AP and mortars shells, machine guns have infinite ammo.

SMOKE SCREEN



Covers the area of impact in heavy smoke for one turn. Units inside the screen are undetectable and avoid interception fire. **Mortars and grenades can disperse smoke screens**, so be careful.



*Becomes available through R&D.

SUPPORT

SEGA Support

Please refer to the support site before submitting a request.

<http://help.sega.com/>

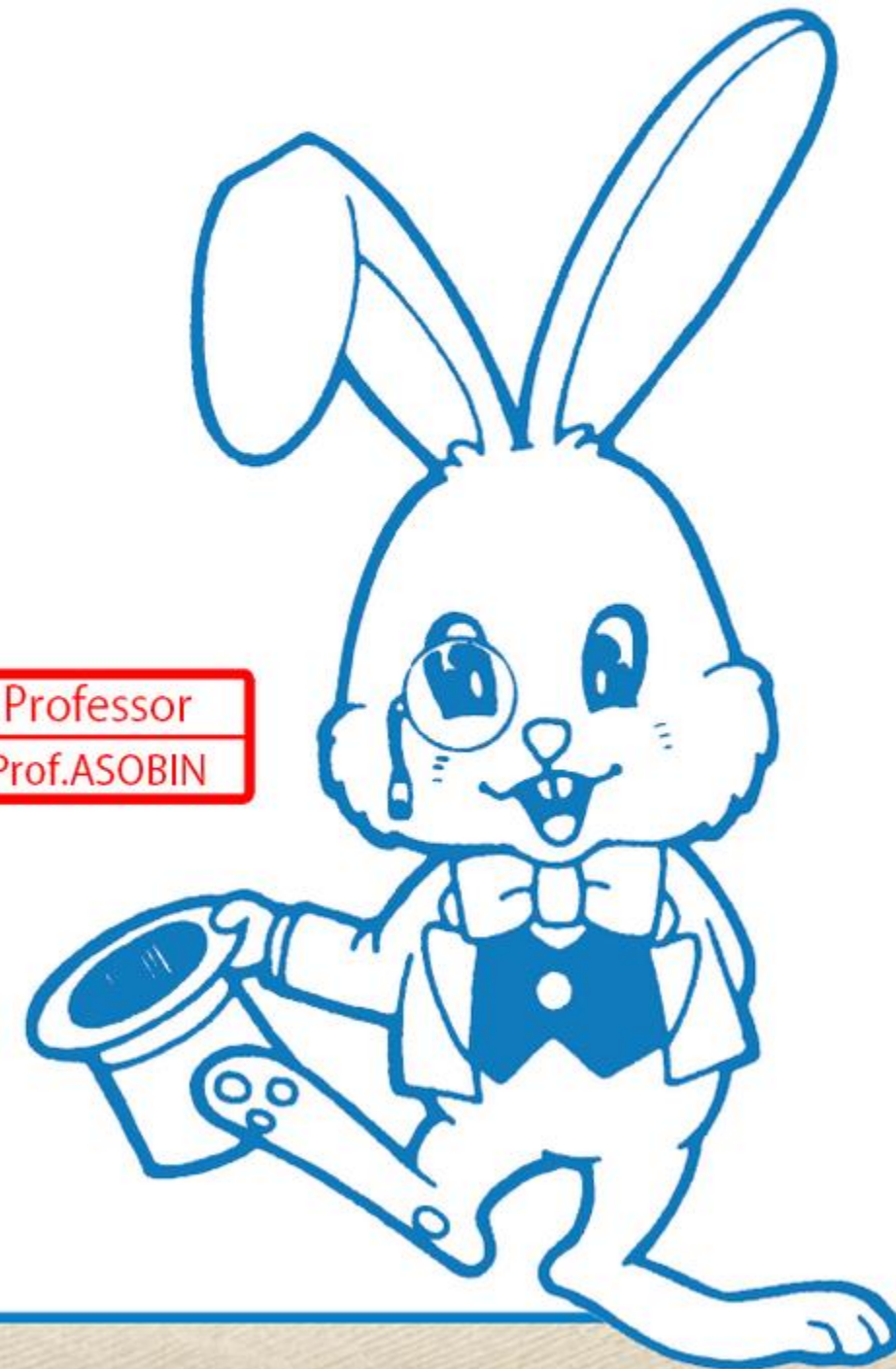
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Professor
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