CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play. To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.
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THE GAME SUPPORTS
GAME PLAY WITH ONE PLAYER AND CONTROLLER.

THE GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTING OR STATISTICS.

THE GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVS.

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TEEN

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NINTENDO'S ESRB

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The world of Battalion Wars has a turbulent history, served by global conflict and only briefly interspersed with periods of tense, nervous peace. Over time, the great armies of the Western Frontier and the Tundran Territories have fought each other to a standstill. They now abide by a treaty guaranteeing mutual sovereignty, their two vast empires separated only by a thin strip of land—a Demilitarized Zone. Both sides monitor each other closely, primed to retaliate in the event of a preemptive strike.

Gorgi, Tsar of the Tundran Empire and supreme commander of its military forces, will soon pass the reins of command to his son and heir, Marshal Nova.

The Marshal has a more modern outlook than his father, and with Nova in charge, some dare to dream that a real and lasting peace might yet be possible…

But on the other side of the DMZ, General Herman of the Western Frontier is spoiling for a fight; it’s been too long since Frontier troops saw combat.

Brigadier Betty has a plan to get the men fighting fit and keep an eye on the Tundrans at the same time—this is where you come in, as special Battalion Commander for the “Fightin’ Frontier”!
As a special Battalion Commander for the Western Frontier forces, it is your job to combat the Tundran threat where the fighting is at its most desperate… You must master the control system if you are to fight and deploy your forces most effectively.

**USING THE CONTROLLER**

**Move**

Use the Control Stick to walk, drive, or fly the unit you are controlling in the direction you want to go. The amount you tilt the Control Stick affects the speed at which you will travel.

**Fire**

Press A to fire your weapon.

**Charge Fire**

Veteran troops are equipped with specialist weaponry. Press and hold A when controlling a Veteran soldier to power up the weapon. The effect of powering up varies according to the weapon being used:

- **Bazooka** — Charging up increases launch velocity; a charged up bazooka shell will travel farther, faster and cause more damage.
- **Flame** — Charging up increases the force of the napalm jet, extending the range of the weapon. Don’t allow the charge bar to fill completely or the weapon will overheat and cease to function until it cools.
- **Assault** — Charging up increases the rate of fire; stay in the ‘sweet spot’ and fire as fast as possible by rapidly pressing A. Don’t allow the weapon to overheat or it will be temporarily disabled.
- **Missile** — Charging up loads a salvo of missiles into the breech. These can then be launched in rapid succession. Use this technique to deliver a lot of damage in one attack.
- **Mortar** — Charging up increases the blast area and damage caused by mortar shells. Use charged up shells to disrupt large groups of infantry in a single strike.

**Jump**

Use A to clear low obstacles such as barbed wire, sandbags or fallen trees. You can also jump into empty gun nests, bunkers, towers or capture points.

**Crouch**

Press A to crouch down. Crouch behind sandbags and logs for protection; using cover will minimize the effect of enemy fire.
Move

You can also use the Surface dive to swim, but be warned, you can only do this for a limited time before the weight of your equipment will start to drag you down. Don’t stay in the water too long, or you will drown.

Don’t drive your vehicles into deep water; if water enters the engine compartment, the vehicle will start to take damage and eventually explode.

Aim

Pressing Aim also allows you to aim freely with Aim. Use aiming to direct your units to precise locations. The aim feature is also useful for targeting aircraft.

Lock-On

Press to lock on to enemy troops, and target your fire accurately. You can also use Lock-on to assist in giving orders to your friendly soldiers.

Lock-Cycle

You can switch between locked targets by rapidly pressing Aim. The secondary crosshair will show you which target you will cycle to next.

Sidestep

If you press and hold Aim, you can strafe side-to-side with Aim. Locking on to an enemy with Aim allows you to strafe around that enemy while keeping them in your crosshairs.

Combat rolls

While Aim is pressed, you can combat roll in four directions by pressing and tilting. Use this maneuver to dodge incoming fire and throw off the enemy’s aim momentarily.

Swim

You can also use Aim to swim, but be warned, you can only use this for a limited time before the weight of your equipment will start to drag you down. Don’t stay in the water too long, or you will drown.

Don’t drive your vehicles into deep water; if water enters the engine compartment, the vehicle will start to take damage and eventually explode.

Surface dive

Press Aim while swimming to dive beneath the surface for a moment. This will help you to evade incoming enemy projectiles in this vulnerable situation.

Altitude Change

When flying aircraft, use together with Aim to change your altitude.

Commanding Controls

Selecting Units

The Selected unit type which will respond when you issue a command. Tilt left or right to Select a unit type.

Selecting Individual Units

This is an advanced technique; Tilt up to select individual units. You can then give orders to one unit at a time.

Ordering Units to Follow or Wait

Instruct selected units to follow you by pressing Aim. Units in follow mode will defend you and each other automatically. If all the selected units are already in follow mode, pressing Aim will instruct them to wait.

Ordering Units to Advance

Use Aim to order your selected units forward.

- Pressing Aim while aiming at an empty piece of ground will order your selected units to move to that area and defend it.
- Pressing Aim while aiming at an enemy will order your selected units to attack. Units will return to follow mode once an attack has been carried out.
- Pressing Aim while aiming at a gun nest, tower, bunker, or Capture Point will order selected infantry units to occupy that building.

Control Transfer

As special Battalion Commander, you can switch direct control between any of the units in your battalion. Use Aim to transfer control to another unit. You can do this in three ways:

1) Lock onto the friendly unit with Aim and then press Aim.

2) Select a unit type with Aim and then press Aim to transfer to the nearest unit of that type.

3) Select an individual unit with Aim and then press Aim to transfer to that particular unit.
You can switch between Local and Global camera views at any time by pressing any direction on .

Local view is best for close-quarters combat.

Global view offers improved situational awareness, and can make commanding your troops easier.

On successful completion of a mission, your CO will assess your prowess as a Commander. The medal you receive depends entirely on your performance. The following criteria are used when making an assessment of your command:

- **Power**: How much punishment you dished out to the enemy.
- **Speed**: How swiftly you completed the mission objectives.
- **Technique**: How well you protected and preserved your units.

**You can receive the following medals:**

- **Special**: These medals are awarded only for distinguished service above and beyond the call of duty. Extraordinary valor and strategic genius required.
- **Top-flight commanding**: Other COs have a thing or two to learn from your battle skills.
- **Awarded for solid, respectable performance in the field**: Good job!
- **Success, but at what price? Consider using tactics, Commander!**

**Unlocking Bonus Missions**

Each of the four Battalion Wars campaigns features one unlockable Bonus Mission. We’re not saying anything more about these top-secret missions, but they’re something out of the ordinary.

Unlock each Bonus mission by achieving a high average score for that campaign. The total score required to make the Bonus missions available appears when you select that mission on the Global Map Screen. You don’t necessarily have to do well in every mission, so if you have a favorite, try getting an S on that mission to boost your average!
UNDERSTANDING YOUR HEADS-UP DISPLAY

Incoming Intel and strategic advice from your Commanding Officer will be relayed via your Comlink. Don’t forget that you can check back on this CO intel in the Mission Log screen (press Start/Pause, and navigate to the Mission Log with and ). You can also monitor transmissions from enemy COs with this device, so pay attention—they may give away useful information.

The Reload Bar appears on the left hand side of the crosshair. This handy gauge lets you know how many shots you have left in your current magazine.

It’s also useful for checking when new shells have been loaded into the breech, especially on units that take a while to reload, such as tanks and artillery. Your unit will reload automatically, but keep an eye on your reload bar if you don’t want to have to change mags at a dangerous time.

Veteran troops have advanced weapons that feature a Charge Bar. This appears on the right-hand side of the crosshair. The Charge Bar behaves differently than the Reload Bar—it fills as your weapon powers up. Fill the charge bar as high as you dare to deliver maximum damage; but watch out—if you fill the bar completely when using Assault or Flame troops, your weapon will overheat and be temporarily disabled.

The crosshair is your best friend. Remember to keep it pointed at the enemy in dangerous situations!

And this is how it looks when you’re free-aiming with .

When you lock on to a target with , the crosshair will change shape.

If the target you’re locked onto is out of weapon range, the crosshair will flash. But when your target is within weapon range, the crosshair will display like this.

Keep an eye out for the secondary crosshair. This nifty item will indicate to you what you’ll lock onto next if you press .

Player Unit and Life Gauge

The unit under your direct command appears here, along with a Life Gauge to let you know how fighting fit he is.

Watch out if your Life Gauge flashes red—this means you’re taking hits.

A blue flashing Life Gauge means you’re in water, and your stamina is running out. Head for the shore if it’s flashing fast, or you’ll start to drown!

Command Chevron

This is the badge of command. It shows you who’s in charge (you!). Watch out for the Command Chevron on the Map Screen and in the Global camera view, it helps identify your position.

Player Unit

Life Gauge

Command Chevron

Mission Timer

Command Bar

All Icon

Overhead Icons

Radar

Comlink

Reload Bar

Charge Bar

CO Comlink

CROSSHAIR

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Keep an eye out for the secondary crosshair. This nifty item will indicate to you what you’ll lock onto next if you press .
You can access your satellite battle map by pressing Start/Pause and navigating to it with and . The satellite map offers you a commanding view of the combat zone. Use it to locate prisoners of war and to scope out enemy positions.

Plan ahead—Make tactical decisions about which units to deploy, based on the enemies you identify on the map screen before going into combat.

Move your magnifying lens around the map using . The magnifying lens allows you to identify individual units in the field. You can Zoom in and out with to get more detail, but note that the lens moves faster when you are zoomed out.

You can also control transfer to friendly units via the map; just put the crosshairs of your magnifying lens over them and press .

Primary objectives can be seen on the map screen as flashing gold stars. Secondary objectives are represented by flashing silver stars.

Check back on strategic advice given to you by your CO in the Mission Log. You can access the Mission Log by pressing Start/Pause and navigating to it with and . Here you will find a record of all recent communications from friendly and enemy COs that have been transmitted during the mission. Use the Control Stick to scroll up and down if you want to check on earlier dialogue.
The battlefield can be a chaotic place at times; if you ever need to remind yourself of what’s next on your to-do list, refer to the Objectives screen. You can access the Objectives Screen by pressing Start/Pause and navigating to it with and .

Primary Objectives have to be completed in order to successfully clear the mission. These are marked with a gold star.

Secondary Objectives may boost your firepower, or otherwise assist in completion of the Primary Objectives. These are marked with a silver star. Completion of secondary objectives can also improve your score for the mission. When an objective has been completed, it will be colored gray.

Sometimes even the most hardened veterans can get war weary. If you’ve had your fill of fighting, turn to the Pause Menu to try again or throw in the towel. You can access the Pause Menu by pressing .

Anti-air missiles can’t track aircraft below radar altitude; if you hear a missile lock-on warning sound when flying a plane or gunship, dive low to avoid enemy missiles!

Tactical deployment is essential for success; use Bazooka troops against enemy armored vehicles, but don’t expect them to have an easy time against Rifle troops. Flame troops can take down enemy infantry in a jiffy at short range, but they can’t offer much resistance to tanks.

If you have units that may be vulnerable to your enemies up ahead, leave them behind until the threat has been neutralized by setting them to Sentry mode. You can do this with .

If you’re not sure what to do next, check back on the Mission Log and Objectives Screens by pressing the Start/Pause Button.

Anti-air missiles can’t track aircraft below radar altitude; if you hear a missile lock-on warning sound when flying a plane or gunship, dive low to avoid enemy missiles!

Sometimes even the most hardened veterans can get war weary. If you’ve had your fill of fighting, turn to the Pause Menu to try again or throw in the towel. You can access the Pause Menu by pressing Start/Pause and navigating to it with and . You can restart the mission if you’ve devised a new battle plan that you want to try out, continue if you’ve changed your mind, or just plain quit if you’ve really had enough.

You can control transfer to distant units via the Map Screen; just move your crosshair over the unit you want to transfer to and press .

Try not to leave the mission area. If you attempt to go AWOL, you will be brought back onto the battlefield by your CO.

When defending an area, put your infantry into positions where they can take advantage of cover to minimize the damage they suffer.

Use Recons to scout out the enemy positions and issue rapid deployment orders. These vehicles may be lightly armored, but their speed allows you to gain command of a large area.

To cycle rapidly between multiple targets, click .

Combat roll to avoid enemy projectiles and throw off their aim; you can roll left, right, forward, or backward by tilting the Control Stick and pressing when is held down.

Remember to take advantage of cover in a firefight—crouch down behind logs and sandbags to reduce the impact of enemy fire.

Use your Mortar troops to dislodge enemy troops from cover. Remember that Mortars can target enemies through obstacles such as walls or terrain.

Check the map screen to locate Prisoners of War; rescuing our boys from captivity can really bolster your firepower.

If you need a broader view of the battlefield, Invoke Global Mode by pressing any direction on to raise the camera and improve your situational awareness.

You can control transfer to distant units via the Map Screen; just move your crosshair over the unit you want to transfer to and press .

Try not to leave the mission area. If you attempt to go AWOL, you will be brought back onto the battlefield by your CO.

When defending an area, put your infantry into positions where they can take advantage of cover to minimize the damage they suffer.

Use Recons to scout out the enemy positions and issue rapid deployment orders. These vehicles may be lightly armored, but their speed allows you to gain command of a large area.
**UNIT DOSSIER**

### Infantry

**Rifle Grunts**
- **Armed With:** M17 Fully Automatic Assault Rifle
- **Combat Role:** Long Ranged Anti-Infantry
  - One on one, Grunts are weaker than most Veterans, but in sufficient numbers they are very useful shock troops. Grunts have the longest range of any infantry unit which can make their deployment decisive on an open battlefield.

**Assault**
- **Armed With:** Belt Fed M70 Heavy Caliber Machine Gun
- **Combat Role:** Mid Ranged Anti-Infantry / Light Anti-Armor / Aircraft
  - Although inaccurate at extreme long range, the sheer volume of heavy caliber bullets that Assault veterans produce means that they are deadly against all infantry types, and reasonably effective against the more lightly armored vehicles.

**Flame**
- **Armed With:** "THERMIDOR" High-Pressure Incendiary Projector
- **Combat Role:** Short Ranged Anti-Infantry / Open Vehicles
  - Nothing strikes fear into an opponent more than the sight of a Flame Veteran advancing through cover to close quarter combat range. Amongst tightly packed groups of infantry they are the most devastating troops available, but against armored vehicles they can do little more than scorch the paint.

### Bazooka
- **Armed With:** Low Recoil Rocket Propelled Projectile Launcher
- **Combat Role:** Mid Ranged Anti-Armor. Vulnerable to other Infantry
  - Bazooka Veterans are ideal for dealing with the threat of enemy tanks. A few well-placed high explosive projectiles can turn even the most impressive battle machine into a heap of smoking junk. Unfortunately their projectiles have a very low muzzle velocity which makes them relatively easy to dodge for more agile enemies.

### Missile
- **Armed With:** Radar Guided Silverfish Anti-Air Missiles
- **Combat Role:** Mid Ranged Anti-Air. Vulnerable to Ground-Based Enemies
  - Against an airborne target, Missile Veterans are deadly. The sight of that distinctive curving smoke trail means freedom for troops pinned down by enemy aircraft. But the missiles are easily confused by ground scatter, against land-based units they cannot achieve lock-on and simply spiral out of control.
Armed with “Groundhog” 50mm Parabolic grenade launcher. Combat Role: Long ranged support unit. Targets enemies behind walls and cover.

The ability of Mortar veterans to fire over walls and defenses makes them invaluable for dealing with heavily entrenched opposition. Use Mortar troops to blast your opponents out of cover or out from behind walls. Their high explosive shells are also effective against vehicles.

Mortar

**Statistics**
- Crew: 2
- Speed: 3
- Weapons: 2
- Armor: 3

Combat Role: Anti-infantry. Vulnerable to anti-armor veterans and aircraft.

The Herman Mk5 light tank has been the standard battle tank of the Western Frontier for some years now. Its latest iteration sees it armed with a single 100mm cannon and a short-range heavy machine gun. Despite its relative high speed and mobility, its light armor means this tank is easily vulnerable to a Bazooka ambush.

Light Tank

**Statistics**
- Crew: 3
- Speed: 2
- Weapons: 3
- Armor: 4

Combat Role: Anti-vehicle/anti-infantry. Vulnerable to anti-armor veterans and aircraft.

Equipped with the new twin-barreled anti-tank cannon and two Hubert and Cumbernauld anti-personnel machine guns, the Herman Mk5 Main Battle Tank, or “Heremanator” as it is affectionately known, packs a mighty punch. Like the Mk5 however, this unit can still fall prey to enemy RPG’s despite its ceramic laminate armor.

Heavy Tank

**Statistics**
- Crew: 3
- Speed: 5
- Weapons: 1
- Armor: 1

Combat Role: High-speed reconnaissance, light anti-infantry.

The MX-500 is the Western Frontier’s fastest Light Attack Vehicle. Its speed and maneuverability make it ideal for its role as the army’s “roving eyes.” With no armor to speak of and just the one rear mounted HMG on the base model, this vehicle should avoid entanglement wherever possible.

Light Recon

**Statistics**
- Crew: 3
- Speed: 4
- Weapons: 2
- Armor: 2

Combat Role: High speed anti-infantry. Vulnerable to machine guns.

The Humbug heavy recon vehicle is armed with dual-turret, pintle-mounted .50 caliber HMGs. It is most effective at last, stinging raids against infantry. While its maneuverability can make it capable of avoiding enemy rockets, it’s light armor leaves it susceptible to HMG fire.

Heavy Recon

**Statistics**
- Crew: 3
- Speed: 4
- Weapons: 2
- Armor: 2

Combat Role: High speed anti-infantry. Vulnerable to machine guns.

The Humbug heavy recon vehicle is armed with dual-turret, pintle-mounted .50 caliber HMGs. It is most effective at last, stinging raids against infantry. While its maneuverability can make it capable of avoiding enemy rockets, it’s light armor leaves it susceptible to HMG fire.
**Anti-Air Vehicle**

**Statistics**
- Crew: 2
- Speed: 2
- Weapons: 2
- Armor: 3

**Combat Role:** Anti-air, vulnerable to tanks, and anti-armor veterans

The Prometheus AIM-9RR mobile missile platform fires a barrage of 8 deadly IS-III Silverfish anti-air missiles. With a highly explosive payload and deadly accuracy against air targets, this unit is the scourge of enemy air forces. The AIM-9RR is unable to radar-lock low level targets, and hence is wildly inaccurate against ground units.

**Artillery**

**Statistics**
- Crew: 2
- Speed: 2
- Weapons: 2
- Armor: 3

**Combat Role:** Long range support unit. Targets enemies behind walls/cover

The self-propelled "Preacher Pk-772" artillery piece has the longest reach of any Western Frontier vehicle. Its cumbersome movement is more than made up for by the power and range of its 38mm, low recoil cannon. Despite the fitment of a mounted HMG, it is advisable to keep enemies at a distance where the primary cannon can be brought to bear.

**Battlestation**

**Statistics**
- Crew: 6
- Speed: 2
- Weapons: 6
- Armor: 5

**Combat Role:** Anti-infantry/anti-tank. Vulnerable to aircraft

With an intimidating array of firepower the Ajax T-600 Battlestation is the ultimate ground-based weapons platform. The T-600 features a powerful double barreled battle-cannon, two side-mounted anti-vehicle turrets and three rear-mounted .50 caliber HMGs. Its only weakness is its lack of anti-air capabilities.

**T-Copter**

**Statistics**
- Crew: 3
- Speed: 3
- Weapons: 3
- Armor: 4

**Combat Role:** Air to ground. Vulnerable to fighters

The Valentine B-58, (or "Vandal" as it is affectionately known) has an armor-skinned fuselage and a deadly payload of fuel-air bombs that can pulverize ground targets in an instant. However, without fighter escort, the B58’s two HMG blisters offer only light defensive capability against enemy air attack.

**C-Type "Samson" rapid-insertion Carryall**

**Statistics**
- Crew: 6
- Speed: 1
- Weapons: 6
- Armor: 4

**Combat Role:** Troop and vehicle carrier.

The C-Type "Samson" rapid-insertion Carryall transports WF infantry and vehicles in and out of hotspots across the globe. Although lacking in any significant offensive capability, the seven-berth Samson (6 crew and 1 vehicle) is thickly armored and can soak up a lot of punishment.
**Statistics**

**CREW:** 2 / **SPEED:** 6 / **WEAPONS:** 2 / **ARMOR:** 3

**Combat Role:** Air to Air. Poor Air to Ground capabilities

The F-19 Poltergeist is the most advanced jet fighter yet. It has twin air to air Silverfish missile pods that are perfect for targeting enemy aircraft. The inaccuracy of its missiles against sub-radar targets does limit its usefulness in an air-to-ground role however.

**Statistics**

**CREW:** 3 / **SPEED:** 3 / **WEAPONS:** 3 / **ARMOR:** 3

**Combat Role:** Air to Ground. Vulnerable to Fighters, Gunships

As a stable gun platform for unleashing destruction from the air, the Duey AH-86 Gunship has no equal. Its two mountings for AGM-115 “Backfire” missiles ensure that the Gunship can cut through enemy tank columns in a very short time indeed. Its slow speed can leave it exposed to fighters.

**Statistics**

**CREW:** 7 / **SPEED:** 3 / **WEAPONS:** 7 / **ARMOR:** 5

**Combat Role:** Air to Air, Air to Ground. Vulnerable to rear

The B-5000 “Strato Destroyer” is the king of the sky. Armed with both air-to-air missiles and the ability to deliver a heavy consignment of high explosive bombs, there is no real chink in its armor (which is extremely thick). Its only possible weak point is that it has no rear facing armaments.

**OFFICER PROFILES**

**Western Frontier**

As a nation, the “Fightin’ Frontier” is inclined to take a sporting approach to war. Frontier Commanding Officers keep tabs on their world ranking and are very competitive about their latest “scores.” The Western Frontier keeps its age-old enemy, the Tundran Empire, at arm’s length, but they are out of touch with what goes on beyond their borders.

**Colonel Austin**

Distinguished and statesmanlike. Austin can sometimes become over-concerned with details and planning, and the army would grind to a perfectly-organized halt if he weren’t paired with Herman. Strategic thinking is Austin’s strongest suit.

**Brigadier Betty**

Athletic, vivacious, and energetic. She likes to win, and win hard. Her sunny outlook boosts morale and she is keen that all the soldiers are happy and well look after. She can be impatient with her other COs, but when they ruffle each other’s feathers, Betty straightens them out.

**General Herman**

Distinguished and statesmanlike. Austin can sometimes become over-concerned with details and planning, and the army would grind to a perfectly-organized halt if he weren’t paired with Herman. Strategic thinking is Austin’s strongest suit.

General Herman is such a bundle of aggressive energy that two generations of Frontier tanks were named after him. His immense drive keeps the Frontier forces on the ball. Herman is gruff but playful, with a fascination for all things tactical. Herman is affectionately known as “Coach” by the troops.
The Tundran Empire has long been ruled by a Dynasty. Tundra is steeped in tradition with a rigid social structure. Only male members of the Imperial family may aspire to the Officer class of the Tundran army. This has changed with the ascendency of Marshal Nova to the rank of Supreme Commander. His first and most controversial act was to demonstrate his belief in merit over birthright by appointing Nelly to the post of major.

Once, Xylvania was a mighty power. Its fabled Iron Legion held half the world in a ruthless grip. But the cataclysm visited upon the Legion by the Solar Empire pushed Xylvania between the cracks of history. Its people became a casualty of the Frontier/Tundra power struggle; annexed and abused by one side or the other, then left to nurse their resentment in the shadows.

Many centuries ago, the Solar Empire were able to defeat Xylvania by the last-ditch use of a doomsday device. Though it reduced the Iron Legion to ashes, the cataclysm also inflicted great sacrifice on the Sols. Neither peoples will never forget this day, and their individual legacies have been forged around it. To the Solar Empire, they must stand firm against a resurgence of the truly evil Xylvanians.

The direct descendant of the ancestral Solar Leader who destroyed the Iron Legion. Supremely elegant, yet ruthless, the Empress is able to presage events. She has been brought up, as were her mother and mother’s mother, to be ready to stop the Xylvanian evil should it arise again.
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War does not determine who is right—only who is left. ~Bertrand Russell

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