

P.S: A guy who exchanged with me my Langrisser V Saturn for your Langrisser III please contact me via email. Put subject as Langrisser V. My old email is gone. I remember your email is foo(something)@singnet.com.sg. I cant remember the exact address Been 2 years...I suspect my my Langrisser IV & V CD disc 2 (ie. Langrisser 5 CD) for PSX could be inside..so please contact me ASAP @ azureflare@hotmail.com if you see this thanks.

1. Introduction

This is the first walkthrough i wrote. So it may have mistakes in it I complete this game with Sega Saturn(that time i don't have a PlayStation) I took about 3 months to 6 months to complete it, thats about 2 years ago.

This is a Japanese game so i won't able to understand what they saying. But i know by reading some tradition Chinese Words(Chineses will know) My Main Character was VERY STRONG when i complete it

, Att: 62 Def: 40-45 (can't remember much) Scary or not huh?

Thats why only my Main and Main Female(to level her up is very easy since she need lesser EXP than others) got to the 5th Class.

As my final Primary School Exams is around October, i need some time to finish the FAQ, so please wait for the meantime.

2. New Things

1. Langrisser 4's armies (leaders too) are smaller than Langrisser 5.
 2. Some army are removed from Langrisser 4, Some are added to Langrisser 5.
 3. Some weapons are removed from Langrisser 4, Some are added to Langrisser 5.
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3. Characters

Sigma (main character)
Lambda\Maryandell
Alfred
Brenda
Clarette
Lanford

5. Armies

One of the most important thing in the game. They can fight and EVEN guard you so that the enemies will not get you. But on thing is if the armies leave the 'Borders', They will NOT get +Att & +Def. Except for those +10 and above.

Example: Soldier +20 Att,+17 Def leave border, he only +10 Att & +7 Def

Land Armies - They move fast on land but slow on Sea.

Sea Armies - They move fast on Sea but slow on Land

Air Armies - They move fast no matter where

Note: * means i forgot about how much Att/Def they have

A. Basic Armies(First and Second Class Armies)

Soldiers(Level 1)

Attack : 20

Defense: 14

They are the cheapest of all in the game. They are good in the beginning so you can rely them until you reached the Third Class.

Spearmen(Level 2)

Attack : 18

Defense: 18

They are good in the beginning so you shouldn't have problem until you met(or reached) Third(best and last) Class armies

Horsemen*(Level 1/2)

Attack : 24

Defense: 17

The fastest of the Land armies. Best if you need armies to reach from a point to another. Slow when moving in forests

Armoured Horsemen(Level 2)

Attack :22

Defense:20

They are almost invincible when fighting weak Spearmen.Have a lost in MV.
Best until reach Level 5

Archers(Level 1/2)

Attack :

Defense:

The most basic archer in the game.

Kobolds*(Level 2)

Attack : 22

Defense: 13

You can only get them if Alucard go to the 1st of the Second Class. They are just like Soldiers except that they move in the Sea faster than on the Land.

Mermen*(Level 2)

Attack : 23
Defense: 12

Fastest of the basic Sea Armies. This is another one which only can be get if Alucard goes to the 1st of the Second Class. They move real fast on the Sea.

Griffins*(Level 1/2)

Attack : 20
Defense: 13

The most basic Air Armies in the game

Sparrows*(Level 2)

Attack : 19
Defense: 13

Fastest of the Air Armies. Also named 'King of the Sky'(i doesn't mean they WILL win all the Air Armies in the game)

Winged Archers*(Level 2)

Attack :
Defense:

The lousiest archer in the game. But good when you just started playing this game.

Monks*(Level 2)

Attack : 19
Defense: 15

One of the Holy Armies.

Holy Mages(Level 2)

Attack : 22
Defense: 15

Best of the Basic Holy Armies.

B. Advanced Armies(Third and Fourth Class Armies)

Warrior*(Level 3)

Attack :
Defense:

Best until you reached the 5th(and last) Level

Pikemen(Level 3)

Attack : 23
Defense: 24

They are the best armies in the game.

Cavalries*(Level 3)

Attack :27
Defense:20

Best until have Armoured Cavalries(Level 5)

Greater Archers(Level 3)

Attack :
Defense:

They are better than Archers

Longbow Archers(Level 4)

Attack :
Defense:

They have a great range(Not as great as Balistas) and a 'quite' high AT.

Kobold Warriors*(Level 3)

Attack : 24
Defense: 19

They are Level 2 Kobolds. Better than Warriors

Merman Warriors*(Level 3)

Attack :
Defense:

They are Level 2 Mermen. Best of Sea Armies

Mermaids*(Level 4)

Attack :
Defense:

They are the Sea Archers.(I had never used them before)

Angels(Level 3)

Attack : 23
Defense: 21

They are Level 2 griffins(but they are not griffins). Great when used with Sparrows.

Balistas*(Level 4)

Attack : 20
Defense: 3

The worst of the Archers in the game. I doesn't even know how to use this guys.
Though their range are the greatest.

C. Master Armies

Crusaders (Level 5)

Attack : 26

Defense: 21

They are Level 3 Soldiers. The best soldiers (including Kobolds) in the game

Armoured Cavalries

Attack :

Defense:

They are Level 2 Armoured Horsemen. The best Horsemen in the game. I had seen but not used them before.

6. Strong and Weak Points

(You should know this one)

Strong - Win Easily

Average - Normal

Weak - Win Hardly

E.g: Soldiers are strong against Spearmen, weak against Horsemen.

This means that Soldiers can defeat Spearmen easily, Horsemen with Difficulties

Note: 1. The result of Same Armies (e.g Soldier fight Soldiers) are average.
2. Basic Armies is unable to defeat Advanced or Master Armies easily.
3. Advanced Armies is unable to defeat Master Armies easily, but is able to defeat Basic Armies easily.
4. Master Armies is able to defeat Basic and Advanced Armies easily.
5. I won't state Advanced and Master Armies Strong and Weak Points since it is pretty obvious. Check their Levels or Type at the 'Armies Stats' Section
6. Spearmen can win Soldiers too. It is according to AT and DF, so if your Spearmen has a higher AT than your enemy's Soldiers, then the result is like Soldiers fighting Soldiers.

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1. Soldiers are strong against Spearmen, average against Kobolds and Mermen, but weak against Horsemen and Griffins
 2. Spearmen are strong against Horsemen, but weak against Soldiers, Kobolds and Mermen.
 3. Horsemen are strong against Soldiers, average against Griffins, but weak against Spearmen.
 4. Griffins are strong against Soldiers, average against Horsemen, weak against Spearmen.
 5. Kobolds are strong against Spearmen, average against Soldiers and Merman, weak against Horsemen and Griffins.
 6. Mermen are strong against Spearmen, average against Soldiers and Kobolds, weak against Horsemen and Griffins.

7. Holy Armies are strong against all Undeads (you will see but not have these), weak against Horsemen and Griffins.

8. Armoured Cavalries are strong against Soldiers, Kobolds, Mermen, Horsemen and Griffins, average against Spearmen, weak against Pikemen.

8.NPC/Ally List

Name	Class
Alfred	- Fighter
Brenda	- Knight
Civilian(Male)	- Civilian
Civilian(Female)	- Civilian
Female Mercenary	- Knight
Clarette	- Pegasus Knight
Wheeler	- Short Swordsman
Selena	- Cavalier
Soldier	- (Almost all classes possible)
Village Elder	- Fighter

10. Secrets and Codes

.....Under Construction.....

11. FAQ

Email me at azureflare@hotmail.com.sg for submission of question, i will post your name (or nickname). Subject MUST be 'Langrisser 5 Questions'

.....Under Construction.....

13. Posting this FAQ into your Website

If you want to post this into your website give me a mail 1st

Subject: 'About posting your FAQ into my website'

Message: 'May i post your FAQ to my website, [your website's URL]'

Give me a week to reply (i check mail at most every 2 days)

My reply message should be: 'Authorization Accepted' OR 'Authorization Rejected'/
'Authorization Declined'/'Authorization Unaccepted'

14. Credit

Chen Guojun - Helping me with the translation of the names

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