ORBONNE MONASTERY

VICTORY

Defeat all enemies.

PEFEATE

Ramza is killed.

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ENEMIES:

| | # | Enemy | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|---|--------|---------|--------|-------|--------|---------|--------|
| | Α | Random | Chemist | M | 6 | Random | Random | Random |
| | В | Random | Knight | M | 9 | Random | Random | Random |
| - | С | Random | Archer | M | 6 | Random | Random | Random |
| | D | Random | Archer | M | 7 | Random | Random | Random |
| | Е | Random | Archer | M | 7 | Random | Random | Random |

ALLIES:

| # | Ally | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|------------|----------------|--------|-------|---------------|---------|-------|
| Α | Agrias | Holy Knight | F | 10 | 99 | 71 | 63 |
| В | Gaffgarion | Fell Knight | M | 10 | ML | 61 | 67 |
| С | Ladd | Squire | М | 8 | సా | 63 | 60 |
| D | Lavian | Knight | F | 8 | Υ | 62 | 61 |
| Е | Alicia | Knight | F | 8 |)(| 61 | 62 |

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CHAPTER one

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SUGGESTED DEPLOYMENT:

Ramza deploys automatically at tile G6 as a level 9 Squire with the appropriate Mettle abilities, a Mythril Sword, Mythril Helm, Chainmail, and Battle Boots.

TACTICS: ***

This battle is essentially a tutorial level that helps you get used to moving Ramza around and attacking with him. You can't keep any JP or EXP gained here, and the enemies pose no threat to you.



You'll see these guys again, but not until Chapter 2.



Remember how powerful a Holy Knight can be.

THE MAGICK CITY OF GARILAND

DEPLOYMENT SLOTS:

5

VICTORY

Defeat all enemies.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES

2000 Gil Mythril Knife Phoenix Down Potion



BASICS

CHARACTERS

WALKTHROUGH

ADVANCED

SPECIAL EVENTS

ENEMIES:

| # | Enemy | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|--------|---------|--------|-------|--------|---------|--------|
| Α | Random | Squire | M | 1 | Random | Random | Random |
| В | Random | Squire | M | 1 | Random | Random | Random |
| С | Random | Squire | M | 1 | Random | Random | Random |
| D | Random | Squire | F | 1 | Random | Random | Random |
| Е | Random | Chemist | M | 1 | Random | Random | Random |

ALLIEST

| # | Ally | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|--------|--------|--------|-------|--------|---------|-------|
| Α | Delita | Squire | М | 1 | 1 | 71 | 55 |

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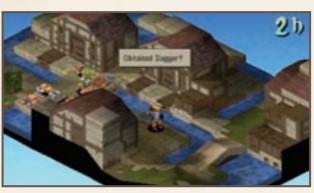
That's a level one of your troops could have gained.

SUGGESTED DEPLOYMENT:

Although you can deploy five units, Ramza cannot be removed leaving you with four open spots (this is the case with all story encounters). Send in a few Squires of each gender and a Chemist. Your Chemist should be someone that you are planning on turning into a Black Mage, and your Squires should all be candidates for Thieves or Knights.

TACTICS: *******

While Delita can almost clear this map single-handedly, it should be obvious from the start that he is not going to join your party permanently. If at all possible, don't let him get kills, since this just takes EXP away from your own characters. Don't waste Potions on him either. You don't lose anything if Delita falls in combat.



If an enemy falls and leaves a chest behind, be sure to pick it up.

MIDLIGHT'S

MELEE MODI

RENDEZVOUS MODE

POACHING

3 ERRANDS

SITEM DATA



ENEMIES:

Job Zodiac Faith Enemy Gender Level Bravery Random Squire Random Random Random Random Squire M Random Random Random Random C Random Squire M 1 Random Random M Random Random Random Squire 1 Random 2 Random Thief M Random Random Random Red Panther Random Ν 1 Random Random Random

HIDDEN TREASURES:

| Grid | Normal Drop | Rare Drop |
|------|-------------|------------|
| A13 | Potion | Dagger |
| E1 | Antidote | Rod |
| E9 | Hi-Potion | Broadsword |
| 17 | Eye Drops | Oak Staff |

AULIES

CHAPTER

| | # | Ally | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|---|--------|--------|--------|-------|--------|---------|-------|
| | Α | Delita | Squire | М | 1+ | 1 | 71 | 55 |
| 1 | В | Argath | Squire | M | 2 | Me | 73 | 59 |

SUGGESTED DEPLOYMENT:

You have two choices for this encounter. The first is to simply defeat the Brigade. The second is to beat the enemy while keeping Argath alive. This shouldn't be too hard, since Argath has the Items ability and can use Potions on himself. Just send your Squires and Chemist in to pick off the enemies.

TACTICS: *********

You want to deprive Argath of EXP and JP whenever you can. He can use Items, and his AI chooses to heal before attacking enemies. A good way to keep Argath too busy to upstage your own party is to just let him take over the healing duties for the fight.

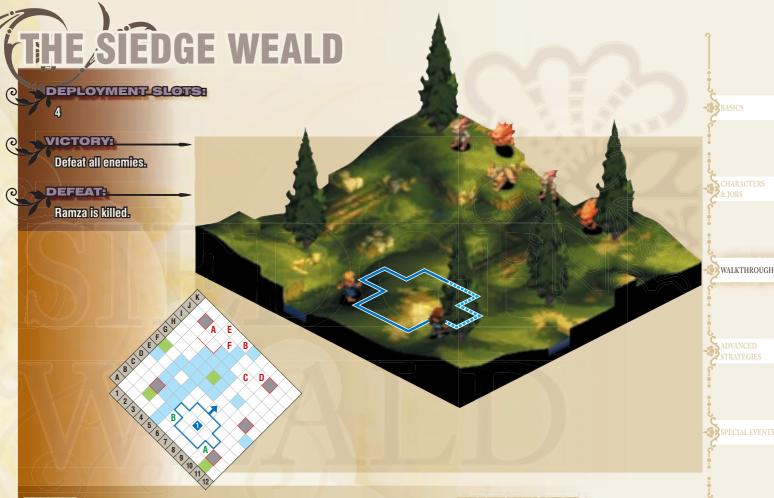
While Delita is still controlled by the AI, you can change his job and equipment between encounters. Take all of his equipment and make him an Archer if you want drastically to cut back his ability to acquire EXP and JP. Note that Delita's starting level in this fight is whatever it was at the end of the last one.



Argath's happy to spend a fight just handing out Potions.



This is a Delita that isn't much of a threat to anything.



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| # | Enemy | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|--------|-----------------|--------|----------|--------|---------|--------|
| Α | Random | Goblin | N | Variable | Random | Random | Random |
| В | Random | Goblin | N | Variable | Random | Random | Random |
| С | Random | Black Goblin | N | Variable | Random | Random | Random |
| D | Random | Bomb | N | Random | Random | Random | Random |
| Е | Random | Bomb | N | Variable | Random | Random | Random |
| F | Random | Red Panther | N | Variable | Random | Random | Random |

HIDDEN TREASURES:

| Grid | Normal Drop | Rare Drop |
|------|--------------|--------------|
| A11 | Echo Herbs | Bowgun |
| В3 | Phoenix Down | Escutcheon |
| F1 | Potion | Leather Helm |
| G8 | Hi-Potiion | Leather Cap |

ALLIES:

| # | Ally | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|--------|--------|--------|-------|--------|---------|-------|
| Α | Delita | Squire | М | 1+ | 1 | 71 | 55 |
| В | Argath | Squire | М | 2+ | Me | 73 | 59 |



This is an ideal level for fighting these monsters.

Hopefully, the enemies are going to beat on him instead of Ramza.

SUGGESTED DEPLOYMENT:

A couple of Knights, an Archer, and a Chemist can really clean up in this battle. Black Magick spells can also be very powerful if you have already unlocked the Black Mage class. Before the battle, you may want to make sure that your Knights have Long Swords and Escutcheons. Your Archer should have a Bowgun and, if you have the money to spare, an Escutcheon can offer some extra protection.

TACTICS:

Although this battle is a required part of the story, it uses the rules for random encounters. The monsters' levels will be equivalent to your strongest party member. If you have been too dependant on any one character, you may regret it in this battle.

All of the monsters are dangerous, but try to pick off the Bombs as quickly as you can. They do the heaviest damage and are immune to Fire magick (but they are very vulnerable to Thunder, don't bother with Ice). If you let them linger at low HP, they may Self-Destruct and do tremendous damage to every unit nearby. The sooner they are removed from the field, the better.

Take all of Argath's equipment before the battle, and take away his Item ability. If you can, make him an Archer to keep him from racking up kills. Ideally, he and Delita will just distract the enemy while your units go about the business of winning the actual fight.

RENDEZVOUS

POACHING

3ERRANDS

ITEM DATA

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HIDDEN TREASURES:

| # | Enemy | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|--------|------------|--------|-------|--------|---------|--------|
| Α | Random | Knight | M | 4 | Random | Random | Random |
| В | Random | Archer | M | 3 | Random | Random | Random |
| С | Random | Archer | M | 3 | Random | Random | Random |
| D | Random | Archer | M | 3 | Random | Random | Random |
| Е | Random | Black Mage | M | 2 | Random | Random | Random |
| F | Random | Black Mage | M | 3 | Random | Random | Random |

| Grid | Normal Drop | Rare Drop |
|------|--------------|---------------|
| A5 | Antidote | Leather Armor |
| E13 | Phoenix Down | Clothing |
| G2 | Echo Herbs | Mythril Knife |
| H15 | Phoenix Down | Longsword |

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| | # | Ally | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|---|--------|---------|--------|-------|--------|---------|-------|
| | Α | Delita | Squire+ | М | 1+ | 1 | 71 | 55 |
| - | В | Argath | Squire+ | M | 2+ | Me | 73 | 59 |





If you lose your Chemist in this battle. you might as well start over.

If you use a Phoenix Down on a defeated unit, you aren't in danger of losing them permanently.

SUGGESTED DEPLOYMENT:

Ramza's high Faith makes him very vulnerable to the enemy Black Mages. You may want to make him a Knight (to soak damage) with the Black Magicks ability (to also dish it out). Beyond that, a character with low Faith should be your Chemist, and make sure he or she learns how to use the Phoenix Down item.

Build up the rest of the characters that you are deploying as Knights. Give them the Item ability and teach them how to use Phoenix Down items if you can. Make sure all of your Knights deploy with the best equipment possible, even if it means heading back to Eagrose Castle to get it.

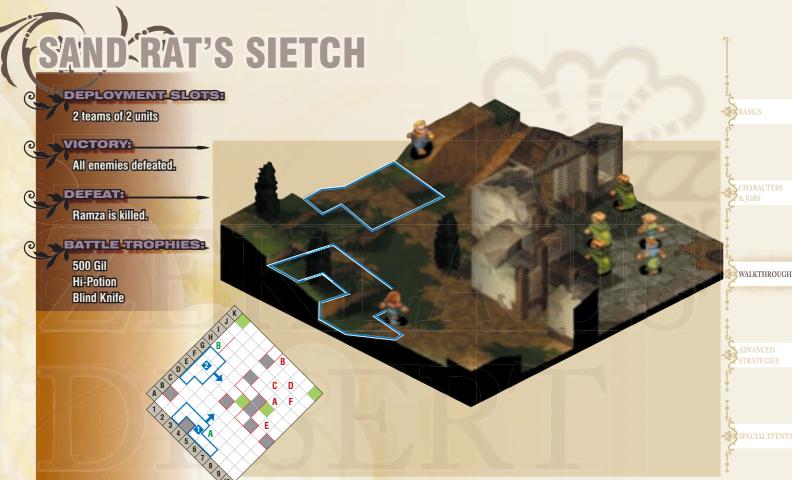
TACTICS:

The Archer at J2 may seem very threatening. With this unit's height advantage, his firing range covers most of the map. The real units to fear here are the two Black Mages. Have your two toughest Knights edge toward them while you send Ramza up after the Archer.

The Archer will spend most of his time firing at Delita and Argath, so Ramza should have little trouble defeating him. If your Knights can put an end to the Black Mages quickly enough, the rest of the battle is just a matter of picking off the other Archers and bringing down the Knight's HP.

If someone is defeated, immediately use Phoenix Down to revive them. The enemy Knight has the Items ability and can use Potions on himself. He can easily outlast the three turns it takes for one of your defeated characters to die permanently, and at this point in the game you have invested too much in them for loss to be an option.

You may need to repeat this battle a few times before enemies with Zodiac alignments that you can exploit spawn. You need to be able to defeat the Black Mages with one attack each. Many players choose to give up at this point in Final Fantasy Tactics, but you shouldn't. As long as you can defeat the Black Mages with a single blow each, you can clear this level.



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| # | Enemy | Job | Gender | Level | Zodiac | Bravery | Faith | |
|---|--------|--------|--------|-------|--------|---------|--------|--|
| Α | Random | Knight | M | 3 | Random | Random | Random | |
| В | Random | Knight | M | 4 | Random | Random | Random | |
| С | Random | Knight | M | 5 | Random | Random | Random | |
| D | Random | Archer | M | 3 | Random | Random | Random | |
| Ε | Random | Monk | M | 3 | Random | Random | Random | |
| F | Random | Monk | M | 4 | Random | Random | Random | |

HIDDEN TREASURES:

| Grid | Normal Drop | Rare Drop |
|------|-------------|------------------|
| F6 | Potion | Bronze Helm |
| G8 | Hi-Potion | Plumed Hat |
| K1 | Eye Drops | Leather Clothing |
| K10 | Antidote | Linen Curirass |

ALLIES

| # | Ally | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|--------|---------|--------|-------|--------|---------|-------|
| Α | Delita | Squire+ | М | 1+ | 1 | 71 | 55 |
| В | Argath | Squire+ | M | 2+ | M | 73 | 59 |



Black Magicks let you easily kill two or three enemies at a time.



This battle is excellent for leveling up Archers.

SUGGESTED DEPLOYMENT:

This is a job for long-range attackers. Send two Black Mages in with Delita and two Archers in with Argath. You may want to turn Argath and Delita into Knights for this battle and equip them with any appropriate armor you have lying around, so they are a bit more durable.

TACTICS:

The enemies are effectively boxed in by the walls of the house around them, with the only openings for them to escape at I5 and E9. Argath and Delita really like to stand on these tiles and block the way, so long-range attackers can heap damage on the enemy freely from behind them.

If Argath and Delita prove unreliable when it comes to blocking in the enemy, try tackling this battle with two Knights and two Black Mages. Have your Knights box in the enemy by standing on the escape tiles; then you can use your Black Mages to cast spells on the enemy from a safe distance.

POACHING

ERRANDS

ITEM DATA



CHAPTER

ENEMIES: HIDDEN TREASURES:

| # | Enemy | Job | Gender | Level | Zodiac | Bravery | Faith |
|---|----------|------------|--------|-------|--------|---------|--------|
| Α | Milleuda | Knight | F | 7 | ML | 68 | 58 |
| В | Random | Thief | М | 4 | Random | Random | Random |
| С | Random | Thief | М | 5 | Random | Random | Random |
| D | Random | Thief | M | 6 | Random | Random | Random |
| Е | Random | White Mage | F | 6 | Random | Random | Random |
| F | Random | White Mage | F | 5 | Random | Random | Random |

| Grid | Normal Drop | Rare Drop |
|------|--------------|-------------|
| B2 | Antidote | Flame Rod |
| C2 | Eye Drops | Ice Rod |
| F3 | Echo Herbs | White Staff |
| J12 | Phoenix Down | Longbow |

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|---|--------|---------|--------|-------|--------|---------|-------|
| # | Ally | Job | Gender | Level | Zodiac | Bravery | Faith |
| Α | Delita | Squire+ | М | 1+ | 1 | 71 | 55 |
| В | Argath | Squire+ | M | 2+ | Me | 73 | 59 |





Milleuda's a persistent foe, so don't think you've seen the last of her here.

One of many times when you should've listened to Delita.

Male \mathcal{H} has the best chance of stealing Milleuda's equipment (her Chainmail and Power Gauntlet are particularly worth taking). Try not to deploy female \mathcal{H} .

SUGGESTED DEPLOYMENT:

If you've unlocked the Thief class, it's time to consider looting the enemies on this map. Send in some Knights with Rend Speed and Rend Weapon, or Time Mages if you want to make things even easier. The Steal Heart ability is also good to use if you have managed to acquire it before this level.

If you are not interested in looting Milleuda, just send someone in with Black Magicks. A strong enough spell caster can easily take out Milleuda and most of her escort with one or two spells. A company of Knights can be used with this tactic to shield the spell caster from harm. Archers can also be effective from range in this battle, if you're still trying to unlock the Thief job.

TACTICS:

While the Thieves are just annoyances, you need to get rid of the White Mages entirely before you try and fight Milleuda. Not only are they powerful healers, but they can also use Black Magicks. Fortunately, both the Black Mages and Milleuda are very vulnerable to Black Magicks, and the map terrain forces them to clump together.