

Gloria Union (Import) FAQ/Walkthrough

by Altiani

Updated to v1.0 on Apr 8, 2012

```
=====|
|               Gloria Union               |
|           ~ Twin Fates in Blue Ocean ~   |
|                                           |
| Platform: PSP [JP]                       | Version: 1.0 |
| FAQ/Walkthrough by: Shadowchaser91      | Date: April 8, 2012 |
|=====|
```

___ Quick Contents _____

0. Miscellaneous
1. FAQ
2. Paths and Endings
3. Walkthrough
4. Characters and Classes
5. Items
6. Cards
7. Credits

```
=====|
0. Miscellaneous
=====|
```

< Copyright >

* Gloria Union ~ Twin Fates in Blue Ocean ~ FAQ/Walkthrough: Copyright 2012 Shadowchaser91. This document may not be hosted, displayed, or otherwise reproduced in any way on any site except for those listed below, and is solely intended for personal, non-profit use only. If this FAQ is found on any site other than the ones listed below, please inform me by email immediately.

* Allowed Sites:

- GameFAQs (gamefaqs.com)
- Neoseeker (neoseeker.com)

< Warning: Spoilers >

* The walkthrough contains many spoilers, and these will not be tagged. Read at your own risk.

< Regarding this Guide >

* My Japanese is not perfect, so my translations (especially for items) may not be completely accurate. You can email me if you have better translations and I will try to accommodate.

* Contact info: For comments, questions, corrections, etc. my email is:

shadowchaser91 (at) gmail (dot) com

< Guide History >

* Version 1.0

- FAQ
 - Added section about beating Megiddo.
 - Updated [O] Flash attack damage UP.
- Walkthrough
 - Fixed some MVP turns.
 - Filled in missing enemy data.
 - Added more tactics.

* Version 0.9

- Walkthrough
 - Completed most material up to BF 5-7.
- Cards
 - Fixed minor errors.

* Version 0.85

- FAQ
 - New answers added.
- Walkthrough
 - Formatting added up to BF 3-4.
 - Additional strategies written up to BF 3-4.
 - Enemy data input up to BF 3-4.
 - Fixed minor errors.
- Item list
 - Fixed formatting.

* Version 0.8

- FAQ added.
- Walkthrough
 - Battlefield maps completed.
 - Item locations completed.
 - Beginning strategies.
 - Overall display remodeled.
- Characters section
 - Remodeled display.
 - Added Non-unique classes.
- Items list
 - Added missing items.

* Version 0.5

- Added Paths and Endings.
- Walkthrough in progress.
- Characters completed.
- Cards completed.
- Items list in progress.

=====

Q: I moved a unit to a village to get <item name> but I got nothing! Help!

A: 1) I missed a specific condition, e.g. Fame, character exception, time of day requirement, etc. that needs to be met for the item to be obtained. You should try under other conditions and email me with your results. Or, 2) You somehow already obtained the item. You cannot have item duplicates in your inventory.

Q: I beat a unit holding an item and they didn't drop it!

A: Did they have more LUK than you? Did anyone in their union Break Out with Vise? Are they a recruitable character? If the answer is yes to any of these questions, then that's why you didn't get the item drop.

Q: Are the X and O buttons reversed!?!?

A: Yes. Normally on your PSP, X is the equivalent of "A" and O is the equivalent of "B". However, in this game and in Blaze Union, O is now "A" and X is now "B". Don't let this confuse you in the Save screen, because if you want to save the game between battlefields, the controls are what you're used to in the PSP. (Or you can just read the Japanese...)

Q: Can I unequip items?

A: No. However, a change from Yggdra Union is that you can now replace a currently held item on any character.

Q: Why are some of the item names changed but they have the same effect/icon?

A: It suits the theme of pirates, etc. Gloria Union is meant to be a more light-hearted game in that there aren't any really serious issues (unlike in Blaze Union), but theme, character interaction, and comedy are a little more important.

Q: Is there an advantage to going Passive -> Aggressive -> Passive -> Aggressive versus just staying at 0% Gauge?

A: Yes. Since your gauge fills slightly faster when going Passive, you will get a little extra damage done assuming you use up the gauge % that you went Passive for. However, this will not make a significant difference.

Q: Did they nerf Gravity Chaos?

A: Yes. Curse doesn't reduce a unit's damage rate as much as it did in Yggdra Union. It's still a really powerful card and shouldn't be underestimated, but you can't spam it 1-on-5 and win all 5 engagements.

Q: Fatal Burns?

A: Your power decreases in battle.

Q: Flash attack damage UP?

A: It goes something like *kyoukougeki dameeji hosei*, i.e. powerful attack damage correction. According to Sting's Twitter, this ability increases the damage done by a flash attack (the smash).

Q: What is Fame?

A: Fame is like the old REP system, in that it sometimes determines what items you can get, story routes, etc.

Q: How do I use the Gloria Ship?

A: A ship can do three things on your turn. It can move, pick up and dispatch units, and fire the cannon. Each movement square takes up one MOV, as usual, and obviously, the ship can only move in water. If Diamond Dust is used and the ship is on Ice, it cannot move. Units can move into the ship or over it and this is a good way to conserve MOV while massively transporting all your units by water. For instance, say you have this situation:

[x]-[x]-[]-[]-[]-[]-[b]-[c]
| | | | | | | | |
[x]-[x]-: :-: :-: :-: :-: :-s:-[a]-[d]

If your units start at the small letters a,b,c,d and you want to transport them so they end up at the flags marked with [x], then doing it purely by land will cost you a total of 36 MOV. If you load everyone into the ship and then release them on the other side, the total MOV cost is 19. Finally, you can fire the cannon during the Day/Evening. This costs you nothing and is used to decrease the enemy's morale by some percentage depending on the ship captain that you selected during Character Selection. There may be additional effects. The ship also serves as a catapult for your troops only. Just include it in your formation.

Q: What does Rain do? Fog?

A: Rain decreases gun units' accuracy and they will have a noticeably lower damage rate. This doesn't affect the damage done by card effects when used by a gun unit, however. Fog decreases all teams' formation range by 1. For females, only directly adjacent units will be counted in formation. For males, only the close diagonal positions will be counted. There are no extended formations when there is Fog.

Q: I can't defeat a map no matter what I do.

A: If you have to retry a map when you lose (not soft reset -> restart), then the enemy units will have lower stats on your retry. Gloria Union is not as unforgiving as Yggdra Union since you get Morale Recovery upon leveling.

Q: What are some other changes in Gloria Union?

A: Some items have been removed and others have been added. For example, Zolfy, Aran Doll (remember Riviera?), Clover Light, Jack Hand, Early Drive, and the Powershroom have been removed. New items include Bold Bikini, Letter in a Bottle, Will Crystal, Legendary Cannon, and Beach Sandals. Other items have been changed, mostly to fit the theme of the game. These include Excalibur -> Centurio Blaster, Upola Statue -> Pirate King's Doll, Hero Badge -> Pirate King's Badge, Gatling Bow -> Gatling Gun, etc. In terms of cards, a lot of new cards have been added, mostly for specific characters (probably because they thought Revolution was too good and too class-specific). You can check those out at the bottom of the Cards list.

Q: How do I deal with Megiddo?

A: There are a couple ways. If Gang has enough TEC, Bloody Claw is one solution. Holy stops gauge accumulation, which also stops Megiddo. If you use Kiss of Death, you'll want to Break Out just as the boss reaches MAX and that will earn you about 7 extra seconds of attack time. There's really no downside to Kiss of Death when used in this situation, since you're about to lose anyway. Any element combos ([0] Element attack UP + the respective card) should almost always get you the win. If you only have 1 unit attacking only the boss, then you should be able to defeat him before he reaches MAX, though this method will take up a lot more turns. The last option is to take advantage of the battle penalty and have a 4 unit vs. boss only situation. Your second unit will be the "buffer" unit and will always lose, so make sure that (s)he has high GEN and as much GEO protection as possible. Your units should be strong enough to win fights 1, 3, and 4. Note that many of these strategies will NOT work on BF 7-6X due to boss bonuses.

Q: I have a question that isn't answered in your guide.

A: Email me using the contact information above. The in-game tutorial is also pretty good about explaining commonly asked questions.

=====
2. Paths and Endings
=====

-- 2a. Paths -----

Chapters 3 and 5 allow you to choose which missions you want to attempt. You must complete 5 in each chapter to continue with the main storyline. This section is here to help you plan which maps you want to play on.

(*) denotes starting maps while (->) denotes maps that become available once you have completed the previous mission. You may not repeat missions.

< Chapter 3 >

* BF 3-1 available at start
-> BF 3-2A and BF 3-2B
-> Complete either 3-2X to unlock BF 3-3

* BF 3-4 available at start
-> BF 3-5A and BF 3-5B
-> Complete either BF 3-5X to unlock BF 3-6

Completing 5 of these maps will advance you to BF 3-7.

< Chapter 4 >

Upon completion of BF 4-1, you will go to BF 4-2A if Fame is 0 or greater. (Continue through path A) or BF 4-2B if your Fame is negative. (Continue through path B).

< Chapter 5 >

* BF 5-1A available if completed path A in Chapter 4
* BF 5-1B available if completed path B in Chapter 4
-> BF 5-2A
-> BF 5-2B available only if Fame is -20 or less
-> BF 5-2C

* BF 5-3 available at start
-> BF 5-4A available only if Fame is 20 or more
-> BF 5-4B

-> Complete one of: BF 5-2X or 5-4X to unlock BF 5-5.

Completing 5 of these maps will advance you to BF 5-6 and BF 5-7.

-- 2b. Endings -----

There are two endings depending on your Fame at the end of BF 7-5. However, if you have the Manta Mantle in your inventory, then you will get the third ending regardless of your Fame. Each ending has a different final boss to play.

< Chapter 7 >

* Complete BF 7-1 through 7-5

-> BF 7-6A if your Fame is 0 or greater and you don't have the Manta Mantle.

-> BF 7-6B if your Fame is -1 or less and you don't have the Manta Mantle.

-> BF 7-6C if the Manta Mantle is in your inventory and you fulfilled the conditions on BF 7-4

=====
3. Walkthrough
=====

// Chapter 1 ~ hajimari no umi //////////////////////////////////////
the beginning ocean

___ BF 1-1 ~ hajimari no ao, umi to sora to kimi to _____
the blue beginning: the sea, the sky, and you...*

* In Japan, someone who is new to something can also be referred to as "ao" because the term itself refers to the color blue or green, and green symbolizes immaturity, youth, etc. Thus, the title of this map references blue skies, blue seas, and a "blue" beginner.

* Map:

```
[ ]-[ ]-[ ]-[ ]-[ ]
  |   |   |
  [2]-[ ]-[1]
     |
     [ ]
     |
  [b]-[a]
     |
     [ ]
     |
     [ ]
     |
     [ ]
     |
     [ ]
```

* Remarks:

1. Four-leaf Clover.
2. Proteimo.

* Boss Data:

Pirates / Velgas GEN: 1 | ATK: 2 | TEC: 1 | LUK: 2 | Morale: 1700
Item: Rusted Hatchet [3]: [-] No additional effect

* Other Enemies:

Pirates (x3)

* Tactics:

You can clear this map in three turns if you go straight for Velgas, but getting the items and some extra EXP doesn't hurt, as long as you defeat Velgas on Turn 6. Ishut does this in one turn with Item Break. If you want his item, though, you must have Pinger defeat him.

* Win: Defeat Velgas

* Excellent Clear: 6 turns

* Recruit:

Uranos / Lulu GEN: 3 | ATK: 1 | TEC: 2 | LUK: 3 | Morale: 3220

Item: Jewel Rod [5]: [-] Counter same damage

[O] in Mystic Ruins

[O] Block criticals

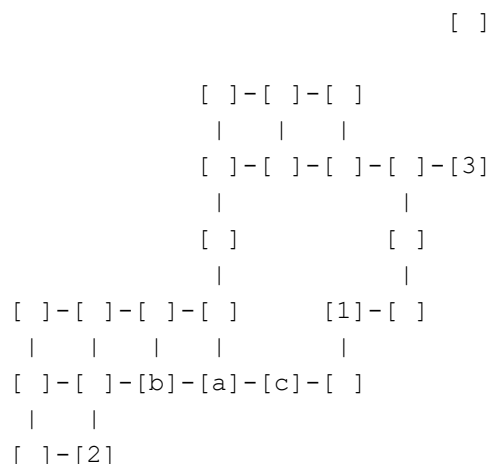
[-] Counter same damage

__ BF 1-2 ~ tsundere no kaizoku shoujo _____

The tsundere pirate girl*

* Tsundere refers to someone who is usually sharp and sarcastic on the outside, but is lovestruck and fawning underneath. (Source: jisho.org; Search: tsundere.)

* Map:



* Remarks:

1. Sea Goblin's Milk. And if you're wondering what this game's idea of a sea goblin is, it's the cute little thing that goes "kyukyu."
2. Colorful Pearls.
3. Beach Sandals.

* Boss Data:

Valkyrie / Anne Komaku GEN: 2 | ATK: 2 | TEC: 3 | LUK: 2 | Morale: 2500

Item: Fluttery Ribbon [2]: [O] Void ailments

* Other Enemies:

Valkyrie (x1)

Item: Winged Sandals [2]: [-] GEO 0%

Sailor (x1)

Chaser (x1)

* Tactics:

Before you begin the map, if you're planning to use Lulu for the rest of the game, you should take advantage of the fact that you can now replace items by giving her the Proteimo. You will still have the Jewel Rod in your inventory, to use later, but boosting Lulu's ATK to 2 is important and will make things much easier on this map. However, unless you put the Four-leaf Clover on Ishut, you will not be able to get the Valkyrie's Winged Sandals.

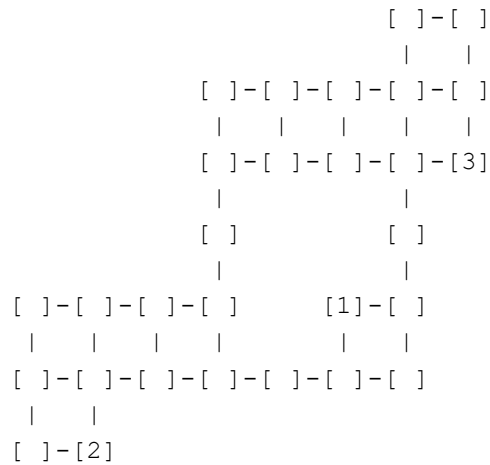
To clear in 12 turns, you must defeat the Valkyrie team by turn 8. Move Pinger to attack the sailor and move Ishut above her to defeat the Chaser using his Hyper Ring. Doing this will trigger Elisha to appear (and Lulu should defeat the lead Valkyrie for the Winged Sandals in two of your turns).

* Advance: Defeat two units.

* Recruit:

Gunner / Elisha GEN: 2 | ATK: 2 | TEC: 3 | LUK: 2 | Morale: 3560
Item: Skull Pistol [5]: [0] Power 25% UP
[O] in Day
[O] > Griffon Rider
[X] in Rain
[O] Power 25% UP

-- BF 1-2 Part 2 -----



* Remarks:

1. Sea Goblin's Milk. And if you're wondering what this game's idea of a sea goblin is, it's the cute little thing that goes "kyukyu."
2. Colorful Pearls.
3. Beach Sandals.

* Boss Data:

Valkyrie / Anne Komaku GEN: 2 | ATK: 2 | TEC: 3 | LUK: 2 | Morale: 2500
Item: Fluttery Ribbon [2]: [0] Void ailments

* Other Enemies:

Sniper (x2)

* Tactics:

Ishut usually can't defeat Anne when he's countering, even though it would seem as though he should. Only Lulu with her [-] Counter same damage can beat Anne 1-0 on her turn. If you equipped Proteimo on her, Lulu should do a little

better. Elisha on her charge will take out Anne pretty easily since she has time of day bonus and if you use Fusillade, she may be able to one-shot Anne.

* Win: Defeat Anne

* Excellent Clear: 12 turns

___ BF 1-3 ~ kai ou shinden _____
temple of the sea king

* Map:

```
      [ ]-[ ]-[ ]
      |      |
      [ ]    [ ]
      |      |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[a]-[c]
|  |  |  |  |  |  |  |
[1]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[b]-[d]
      |      |
      [ ]    [ ]
      |      |
      [ ]-[ ]-[ ]
```

* Remarks:

1. Sparkling Coins

-. You can now use formations.

* Boss Data:

Pirates / Velgas GEN: 2 | ATK: 2 | TEC: 1 | LUK: 3 | Morale: 3200
Item: Sea Boots [1]: [0] Void poison, marsh terrain

* Other Enemies:

Pirates (x4)

Axe Battler (x1)

Sniper (x1)

* Tactics:

This is extremely easy. Just remember to move Elisha out of formation at the end of each of your turns. (You should always do this with Gun units anyway.) Lulu has terrain bonus everywhere and Ishut's weapon is good against everything. This map is mostly just to show you how unions work. If you want Velgas's item, be sure to have a unit with 3 LUK defeat him.

* Excellent Clear: 7 turns

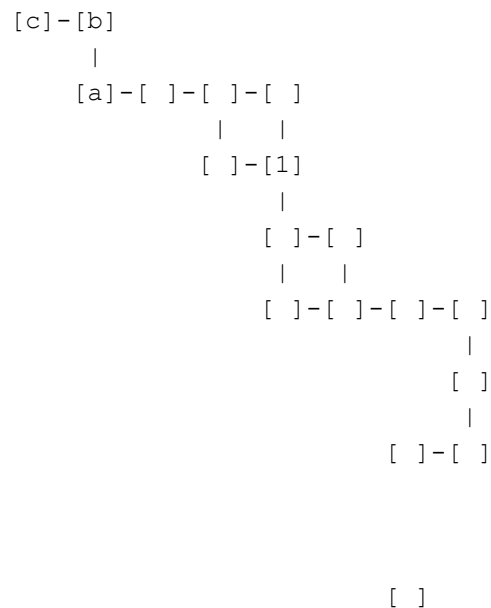
___ BF 1-4 ~ kuroi kiba _____
black fang

* Map:

```
[G]-[x]-[x]-[ ]-[ ]-[ ]-[ ]-[ ]-[a]-[c]-[ ]
|  |  |  |  |  |  |  |  |  |  |
[G]-[x]-[x]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[b]-[d]-[ ]
```


__ BF 2-1 ~ samayou rougoku no naka de _____
wandering around in jail

* Map:



* Remarks:

1. Trap.

* Other Enemies:

Pirates (x3)

Item: Leather Helmet [2]: [0] Evade Panic

* Tactics:

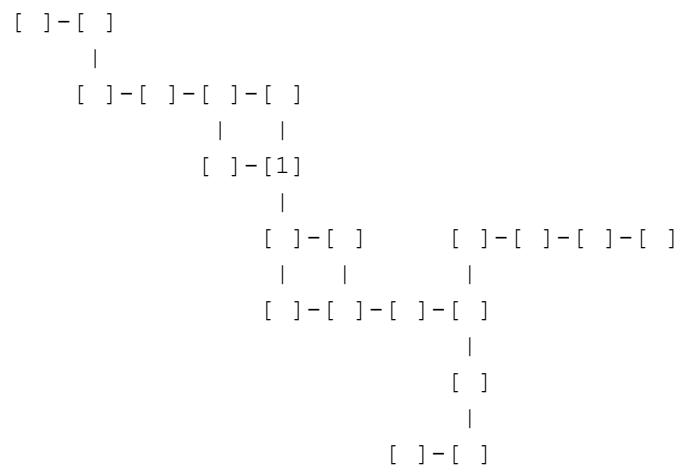
Defeating the lead Pirate doesn't cause the rest of his troops to retreat. You should clear out the Pirates by Turn 5 or sooner. Any of your units except for Elisha on the counter can handle this.

* Advance: Defeat all enemies.

* Your positions will reset.

-- BF 2-1 Part 2 -----

* Map:



|
[]
|
[2]

* Remarks:

1. Trap.
2. Rusted Chain.

* Boss Data:

Witch / Locomoco GEN: 2 | ATK: 1 | TEC: 3 | LUK: 2 | Morale: 2640
Item: Candy Staff [4]: [0] No battle penalty

* Other Enemies:

Golem (x3)

* Tactics:

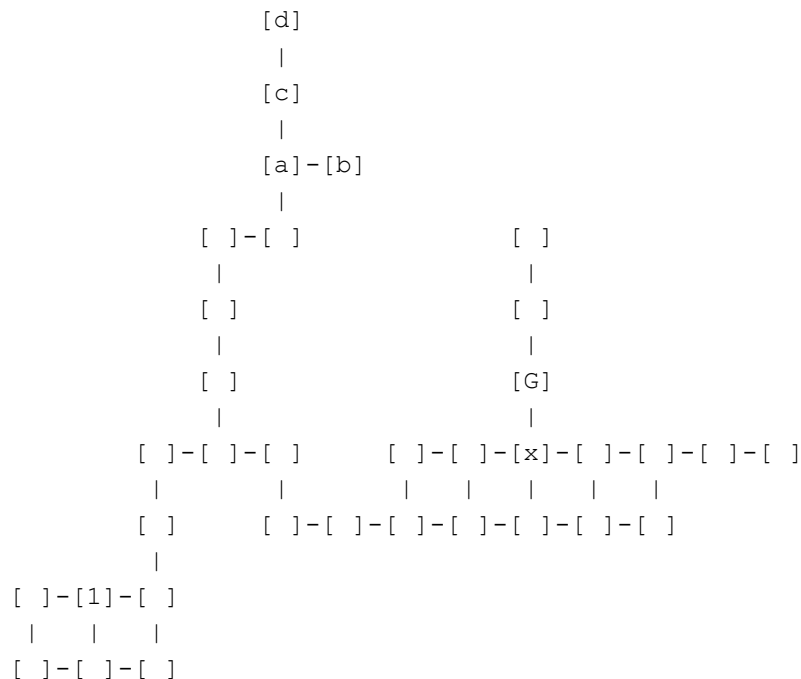
Locomoco and her Golems are on their own teams, so they each take up a turn and have their respective cards. Defeating the lead Golem causes all Golems to retreat, so do this if you're running out of turns. You can begin by using Steal to move Lulu to the top left and Pinger up a few spaces so that she can Steal Locomoco's Candy Staff on the counter, but be aware that Pinger will usually lose to Locomoco in this way. Elisha obviously does well against Locomoco.

* Win: Defeat Locomoco

* Excellent Clear: 11 turns

___ BF 2-2 ~ taikai no hasha _____
ruler of the ocean

* Map:



* Remarks:

1. Blindfold Cloth.

* Other Enemies:

Gunner (x3)

Item: Iron Choker [2]: [0] Block criticals

Pirates (x2)

* Tactics:

If you still have the Hyper Ring, you should put it on Ishut because most of this area is Fort terrain, and without it, you will take a while to defeat the enemies. Also, since the Gunners have Thunderbolt, the Fluttery Ribbon isn't a bad item to equip (though it could also be saved for later). Make your way down toward the Gunners and focus them on your turn if you want the MVP. The fact that they can't counter should help you whittle them down faster, but just be aware that Thunderbolt locks your units in place until Paralysis wears off.

* Advance: Obtain the Key and move a unit to [x] to unlock the gate.

* Recruit:

Captain / Zazarland GEN: 2 | ATK: 3 | TEC: 2 | LUK: 2 | Morale: 4340

Item: Mage Ring [4]: [0] Gauge fills

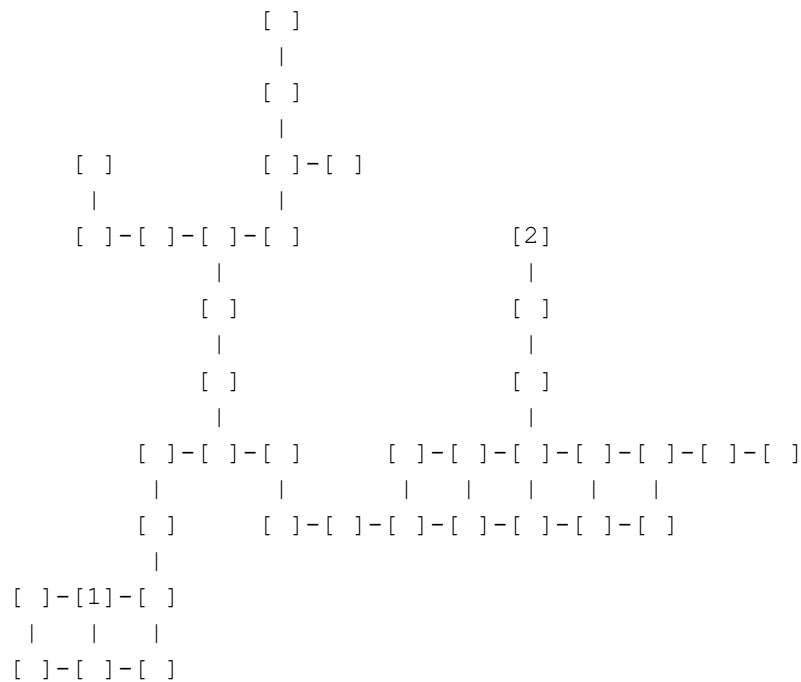
[0] Heavy counter % UP

[0] Flash attack damage UP

[0] Gauge fills

-- BF 2-2 Part 2 -----

* Map:



* Remarks:

1. Blindfold Cloth.
2. Gold Sake Bottle.

* Boss Data:

Valkyrie / Anne Komaku GEN: 3 | ATK: 3 | TEC: 2 | LUK: 2 | Morale: 4340

Item: Salamandora [1]: [-] Counter same damage

* Other Enemies:

Valkyrie (x1)

Sailor (x1)

* Tactics:

If you engage Anne's unit where they appear, then you will have the advantage of fighting them while they're on Wasteland terrain and they won't have the 40% GEO bonus if they lose. This is critical if you want the MVP, since Anne's 3 ATK and 3 GEN make it take much longer to defeat her on Fort terrain.

If you are doing this, then your first unit up should probably be Lulu, and also probably with Coalesce since Anne has 3 ATK. Your second unit should probably be Ishut with anything decent.

* Advance: Defeat Anne Komaku

* Your position will reset again.

-- BF 2-2 Part 3 -----

* Map:

```

      [ ]
      |
      [ ]
      |
[ ]   [ ]-[ ]
  |     |
[ ]-[ ]-[ ]-[ ]   [2]
  |             |
    [ ]         [ ]
    |             |
    [ ]         [ ]
    |             |
    [ ]-[ ]-[ ]   [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
    |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
[ ]   [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]   [ ]-[ ]   [ ]
  |             |   |
[ ]-[1]-[ ]   [ ]-[3]-[ ]
  |   |   |
[ ]-[ ]-[ ]

```

* Remarks:

1. Blindfold Cloth.
2. Gold Sake Bottle.
3. Frayed Rosary.

* Boss Data:

Sailor / Minnesota Grey GEN: 3 | ATK: 2 | TEC: 2 | LUK: 1 | Morale: 4480
 Item: Ranger Boots [5]: [0] GEO +10%

* Other Enemies:

Sailor (x2)
 Item: Love Intro Letter [1]: [0] No zero reset

* Tactics:

Same deal as before. If you engage the Sailors where they appear from, they will not have terrain bonuses, allowing you to clear this map much quicker. Obviously, Pinger, Zazarland, and Lulu will do the best here. If you use Pinger, there are some decent items to Steal as well.

* Win: Defeat Minnesota Grey

* Boss Data:

Black Chaser / Blackmore GEN: 2 | ATK: 3 | TEC: 3 | LUK: 1 | Morale: 4360

Item: Zantetsu [3]: [O] Power 25% UP

[O] Void Thunder

[O] in Fort

[O] Power 25% UP

* Other Enemies:

Pirates (x4)

Sailor (x2)

* Tactics:

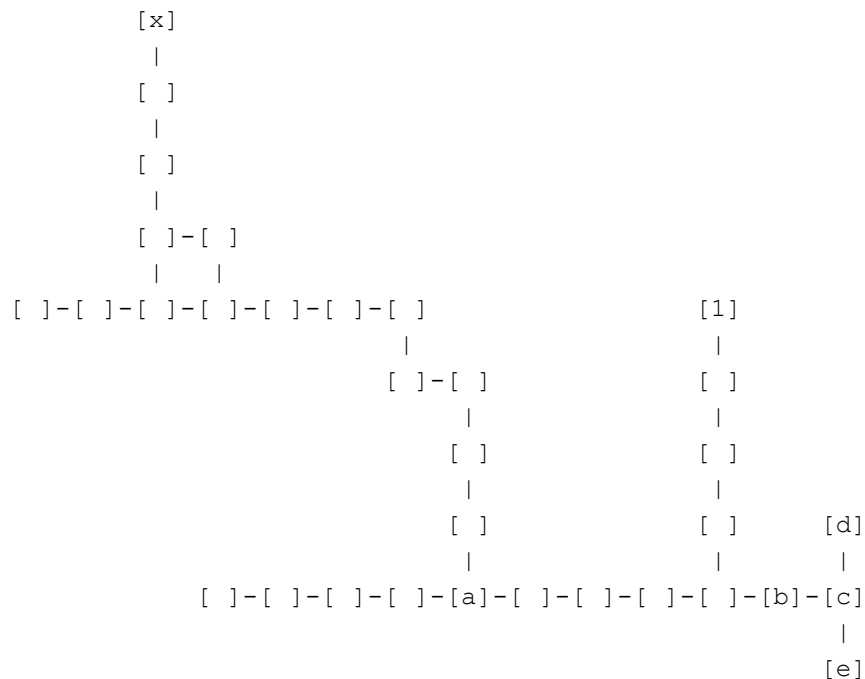
Start running, but leave one of your units in the narrow alleyway so that Blackmore's troops can't include him in formation. Keep going and park a second unit at the junction where the Sailors try to cut you off so that they don't actually cut you off, or you'll waste precious turns. For example, you can leave Ishut or Lulu in the narrow alleyway so that they can counter the minions and the rest of your forces should make their way to the flags [x].

* Win: Move all units to the waypoint.

* Excellent Clear: 12 turns

___ BF 2-4 ~ datsugoku!! eikou no umi e
jailbreak!! to the sea of glory

* Map:



* Remarks:

1. If you have the Love Intro Letter, a unit will get his/her formation changed here.

* Boss Data:

Black Chaser / Blackmore GEN: 2 | ATK: 3 | TEC: 3 | LUK: 1 | Morale: 4360

Item: Zantetsu [3]: [O] Power 25% UP

[O] Void Thunder

[O] in Fort
[O] Power 25% UP

* Other Enemies:

Sailor (x2)
Pirates (x1)
Chaser (x2)

* Tactics:

Blackmore and his troops will chase you, so you have to keep running. Unless you have a very strong Ishut at this point, I recommend sending up two units with him, even though this will probably cost you a few extra turns. Be careful to not allow Blackmore in formation. The corridors are ideal for not letting this happen when the Sailors are attacking you, but when you turn a corner, be sure to put yourself in a position such that Blackmore isn't attacking with them.

* Advance: Move Ishut to the flag [x].

* Your positions will NOT reset.

-- BF 2-4 Part 2 -----

* Map:

```

      [2]-[ ]-[4]
        | | |
      [3]-[ ]-[ ]
          |
          [ ]
          |
          [ ]-[ ]
            | |
          [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ] [1]
            |                   |
          [ ]                   [ ]-[ ] [ ]
            |                   |
          [ ]                   [ ] [ ]
            |                   |
[ ]-[ ]-[ ]-[ ]-[ ] [ ] [ ] [ ] [ ]
| | | | | | | | | | | | | | | | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | | | | | | | | | |
[ ]-[ ]-[ ]-[ ]-[ ] [ ] [ ]
| | | | |
[ ]-[ ]-[ ]-[ ]-[ ]

```

* Remarks:

1. If you have the Love Intro Letter, a unit will get his/her formation changed here.
2. Treasure Map
3. Philosopher's Stone
4. Gold Lump

* Boss Data:

Black Chaser / Blackmore GEN: 2 | ATK: 3 | TEC: 3 | LUK: 1 | Morale: 4360
 Item: Zantetsu [3]: [O] Power 25% UP
[O] Void Thunder
[O] in Fort
[O] Power 25% UP

* Other Enemies:

Axe Battler (x2)

Sniper (x2)

Chaser (x2)

* Tactics:

You will now have to attack Blackmore head on in order to have a shot at the MVP. This is partly why I recommended you to bring another unit with Ishut in part 1 of this map, so that they can help in the battle. Attacking through the left corridor puts Blackmore second in formation, which gives you enough time to charge up for Tidal Wave if you wish. Otherwise, you'll need someone powerful enough to take out Blackmore when he's not on Fort terrain. Lulu and Minnesota are probably your best bets.

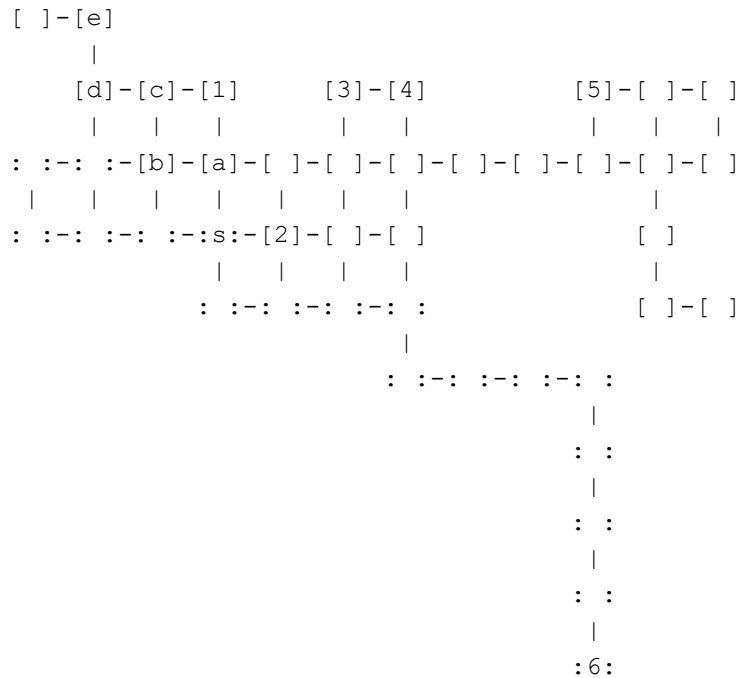
* Win: Defeat Blackmore

* Excellent Clear: 14 turns

// Chapter 3 ~ migakareru yaiba tsumugareru kizuna //////////////////////////////////////
polishing blades, weaving bonds

___ BF 3-1 ~ osanaki mahou no shoujo _____
the immature witch girl

* Map:



* Remarks:

1. Large Meal. In addition, Fame +16.
2. Visiting this village twice gets you a Fish Mail.
3. Trade: Gold Lump -> Golden Spear.
4. Sister's Bouquet. However, if Raspberry visits this village, Fame -16.
5. [Card] Mantrap and Fame +16.

6. Rope.

* Other Enemies:

Sniper (x4)

Item: {Tanegashima} [1]: [X] Critical 0%

Gunner (x2)

* Tactics:

You won't be able to get all the items if you want the MVP, but you'll get most of them. If you don't defeat the two Gunners on your first turn, then you must have Raspberry fly over them and start attacking the Snipers on your turn during the Evening. She should be able to defeat all three of them on her own. You should be able to defeat any remaining Gunners on Turn 4 with the units you have back near the start. That leaves Turn 5 and 6 with Raspberry and one other unit going against the lead Sniper, which shouldn't be too hard as long as you can avoid Bloody Claw (or do so much damage that it doesn't matter).

* Excellent Clear: 6 turns

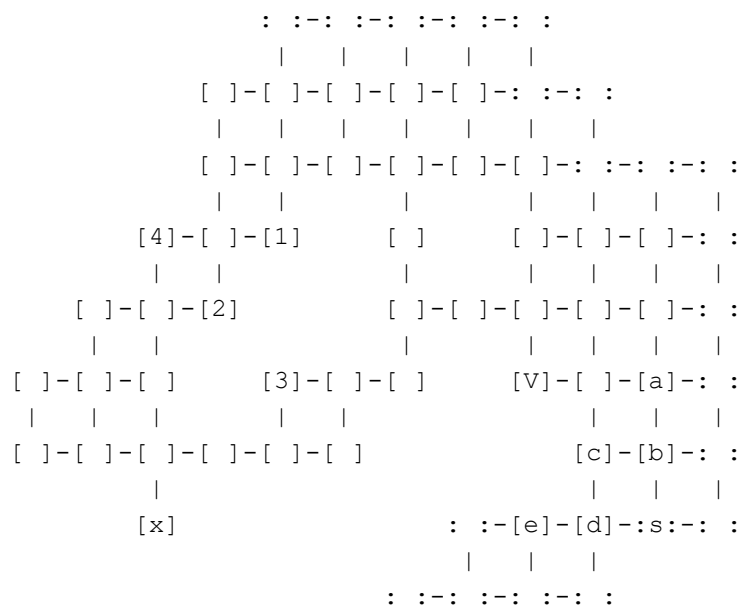
___ BF 3-2A ~ hito wa hito wo urisabaku _____
no translation

* Tactics:

Choose which story path you wish to take. It's the difference between a few items and +/- 30 Fame.

-- BF 3-2A ~ -----

* Map:



* Remarks:

1. Licking Candy.
2. Trade: Trap -> Insect Cage.
3. If your Fame is positive, you'll get [Card] Rockfall. Otherwise, Fame -16.
4. Banana Fruit.

* Other Enemies:

Sailor (x1)

Item: Rosary of Taboo [1]: [X] Morale DW slowly
Gunner (x2)
Chaser (x1)

* Win: Defeat the lead Sailor. (Fame -30)

* Excellent Clear: 8 turns

-- BF 3-2A ~ -----

* Map:

```
      : :-: :-: :-: :-: :  
      | | | | |  
      [ ]-[ ]-[ ]-[ ]-[ ]-: :-: :  
      | | | | | | | |  
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :-: :  
      | | | | | | | |  
      [4]-[ ]-[1] [ ] [ ]-[ ]-[ ]-: :  
      | | | | | | | |  
      [ ]-[ ]-[2] [ ]-[ ]-[ ]-[ ]-[ ]-: :  
      | | | | | | | |  
      [ ]-[ ]-[ ] [3]-[ ]-[ ] [V]-[ ]-[ ]-: :  
      | | | | | | | |  
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ] [ ]-[ ]-: :  
      | | | | | | | |  
      [ ] [x] : :-[ ]-[ ]-: :-: :  
      | | | | | | | |  
      [ ]-[5] [ ]-[6] : :-: :-: :-: :  
      | | | | | | | |  
      [ ]-[ ]-[ ]-[ ]-[ ]-: :-: :-[ ]-: :  
      | | | | | | | |  
      [ ]-[ ]-[ ]-: :-: :-[ ]-[ ]-: :  
      | | | | | | | |  
      : :-: :-: :-: :-: :
```

* Remarks:

1. Licking Candy.
2. Trade: Trap -> Insect Cage.
3. If your Fame is positive, you'll get [Card] Rockfall. Otherwise, Fame -16.
4. Banana Fruit.
5. Coelacanth's Bone.
6. Trade: Ogrenium -> Ogre Blade.

* Other Enemies:

Pirates (x3)

Item: Killer Bee Hive [1]: [0] Heavy counter % UP

Chaser (x3)

Item: Headband [2]: [0] Always ace

* Win: Defeat all enemies.

* Excellent Clear: 8 turns

___ BF 3-2B ~ yandere no ningyo _____
the sick mermaid

* Map:

```
: :-[2]-[ ]-: :-: :-: :
| | | | |
: :-: :-[ ]-[ ]-: :-[3]
| | | | |
: :-: :-: :-: :-[ ]-[ ]-: :
| | | | | | |
: :-: :-: :-[ ]-[ ]-[ ]-: :-: :-: :
| | | | | | | | |
: :-: :-: :-[d]-[1]-[ ]-:s:-[ ]-[ ]-: :
| | | | | | | | |
: :-[ ]-[ ]-[b]-[a]-[ ]-: :-[ ]-[ ]-: :
| | | | | | | | |
: :-: :-[ ]-[c]-[ ]-: :-: :-[4]-: :-: :
| | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-: :-[ ]-: :-: :-: :
| | | | | | | | |
: :-: :-: :-: :-: :-: :-: :-: :-: :
| | | | |
: :-[5]-[ ]-: :-: :
| | | | |
: :-: :-[ ]-: :-: :
```

* Remarks:

- 1. Trade: Colorful Pearls -> Pearl Bracelet
- 2. Visiting this village during the day gets you King Scallop. At night, you can trade the Fish Mail for the Rare Fish Mail.
- 3. Sharp Puffer Fish.
- 4. If you have the Love Crystals, a unit will get his/her formation changed here.
- 5. Castaway Story.
- . Having the Sister's Bouquet in your inventory will also get you the Rare White Butterfly automatically. If you equip a unit with the Insect Cage, you will convert it to the Caged White Butterfly. Otherwise, it will fly away.

* Boss Data:

Undine / Phoebe GEN: 2 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 4560
Item: Coral Spear [4]: [0] Morale UP in water

* Other Enemies:

Undine (x3)
Item: Love Crystals [2]: [0] Gauge = maybe MAX

* Tactics:

Sending one unit over to defeat the Undines will be enough for you to win by Turn 5 as long as the Undines Break Out with Diamond Dust on your first turn. Lulu, Pinger, and Zazarland can do this job. The rest of your units should be going around to pick up items. Raspberry doesn't necessarily need to do this because the ocean should be frozen anyway.

* Advance: Defeat Phoebe.

* Your position will reset, so don't worry about staying in formation when your troops are gathering items on the islands.

* Recruit:

Undine / Phoebe GEN: 2 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 5040
Item: Coral Spear [4]: [0] Morale UP in water
[0] in Water

* Excellent Clear: 12 turns

BF 3-3 ~ umi no inu
sea dog

* Map:

```

[c]-[b]-[ ]           [2]
|  |  |                |
[d]-[a]-[ ]-[ ]-[ ]-[ ]-[ ]
|      |  |  |  |  |  |
[e]    [ ]-[ ]-[ ]-[ ]-: :
|      |  |  |  |  |  |
:s:    : :-[1]-[ ]-[ ]-: :
|      |  |  |  |  |  |
: :-: :-: :-: :-: :-: :-: :-: :

```

* Remarks:

1. Sea Serpent.
2. Egg Shell. In addition, if Pinger visited this village, Fame +16. Zazarland gets nothing and Fame -16.

* Other Enemies:

- Sniper (x1)
- Gunner (x1)
- Griffon Rider (x2)
- Chaser (x1)

* Tactics:

Clear this part of the stage as fast as you can; you'll need all the turns you can get in part 2. Elisha does extremely well here. I'm hesitant about bring in Lulu. Phoebe is also pretty good here, and of course, you'll have your cannon in formation. As a matter of fact, it might be wise to pick your star character last [e] so they can take the ship [s] over for a more efficient union.

* Advance: Defend the Sea Goblins.

-- BF 3-3 Part 2 -----

* Map:

```

          [ ]-[ ]-[ ]-[ ]-[3]-[ ]-[ ]-[ ]-[ ]
          |      |  |  |  |  |  |  |  |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]    [2]-[ ]-[ ]-[ ]-[4]-[ ]-[ ]
|  |  |  |  |  |  |  |  |  |  |  |  |  |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
|      |  |  |  |  |  |  |  |  |  |  |  |
[ ]    [ ]-[ ]-[ ]-[ ]-[ ]-: :-: :-: :-: :-: :-: :-: :-: :
|      |  |  |  |  |  |  |  |  |  |  |  |
: :    : :-[1]-[ ]-[ ]-: :-: :-: :-: :-: :-: :-: :-: :
|      |  |  |  |  |  |  |  |  |  |  |  |
: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-: :

```

* Remarks:

1. Sea Serpent.
2. Egg Shell. In addition, if Pinger visited this village, Fame +16. Zazarland gets nothing and Fame -16.

- 3. If you have the Love Locket, a unit will get his/her formation changed here.
- 4. Move Seed.

* Other Enemies:

- Sniper (x1)
 - Item: Sea Goblin's Doll [2]
- Griffon Rider (x3)
 - Item: Love Locket
- Sailor (x2)
- Chaser (x1)
- Gunner (x1)

* Tactics:

The most annoying thing about this map is that the Griffon Riders will fly over your units and get to the Sea Goblins if you don't take them out first. The good thing is that the enemy comes to you, so if you set up your defenses properly, then you can save some MOV.

* Win: Do not let an enemy unit move adjacent to a Sea Goblin and defeat the lead Sniper.

* Excellent Clear: 12 turns

___ BF 3-4 ~ isekai kara no raihousha _____
 visitors from another world

* Map:

```
[ ]-[ ]
| |
[ ]-[ ]-[ ]
| | |
[ ]-[ ]-[ ]-< >
| | | |
< >-< >-[ ]-< >-< >-<1>
| | | | | |
< >-< >-[d]-[c]-[b]-[a]
| | | |
< >-< >-< >-< >
| |
< >-< >
```

* Remarks:

- 1. Rags.

* Boss Data:

Vampire / Raspberry GEN: 2 | ATK: 3 | TEC: 3 | LUK: 1 | Morale: 3980
 Item: Guillotine Weapon [3]: [O] > Skeleton
 [O] Void Dark
 [-] Ignore terrain
 [X] < Holy
 [O] > Skeleton

* Other Enemies:

- Skeleton (x2)

* Tactics:

If you don't mind Ishut taking a bit of morale damage, have him grab the useless Rags at the top right. If you had another unit equip the Sea Boots (it was called Tough Boots in YU), then have them directly attack Raspberry on your first turn. Ideally, you will complete this in three turns, but you may take up to Turn 5.

Also, if you want the MVP, don't troll yourself like I did and Steal Raspberry's Guillotine Weapon. You'll need it equipped on her in the upcoming fight.

* Advance: Defeat Raspberry

* Your positions will NOT reset, so use extra movement to move your units to the upper left. The conversation with Raspberry herself is pretty hilarious after you win. ^^

-- BF 3-4 Part 2 -----

* Map:

```
[2]-[ ]-[ ]-[ ]      [ ]-[ ]-[ ]
 |   |   |   |       |   |   |
 [ ]-[ ]-[ ]-[ ]      [ ]-[ ]-[ ]-[ ]
 |   |   |   |       |   |   |   |
 [ ]-[ ]-[ ]-< >-< >-[ ]-[ ]-[ ]-[ ]-< >
 |   |   |   |   |   |   |   |   |   |
 [ ]-< >-< >-< >-< >-[ ]-< >-< >-[ ]-< >-< >-<1>
 |           |   |   |   |   |   |   |
 [ ]-[ ]      < >-< > < >-< >-[ ]-[ ]-[ ]-[ ]-[ ]
                |   |   |   |
                < >-< >-< >-< >
                |   |
                < >-< >
```

* Remarks:

1. Rags.
2. Ogrenium. (Raspberry: "I can't believe this rock just talked to me...")

* Boss Data

Carcassa / Rogan GEN: 3 | ATK: 3 | TEC: 2 | LUK: 2 | Morale: 4820
Item: Pirate King's Badge [1]: [O] Always ace
[O] Void ailments
[O] in Night
[X] < Holy
[O] Always ace

* Tactics:

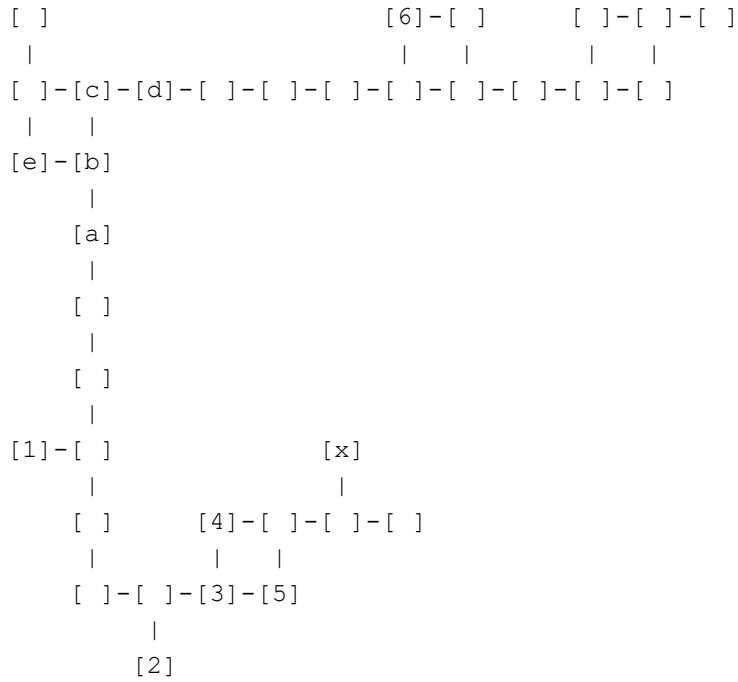
Rogan is not considered a Skeleton, so Guillotine Weapon is not super effective against him. Have Raspberry fly over the marsh to engage him while unioning with one other unit. You should be able to defeat all Skeletons in 2 turns (yours and Rogan's) so that by turn 6 or 8, you're facing Rogan alone.

* Win: Defeat Rogan

* Excellent Clear: 8 turns

inheritance of ancient euphoria

* Map:



* Remarks:

1. A male unit will get you [Card] Flame. A female unit will get you [Card] Sandstorm.
2. If your Fame is positive, you will get the Lace Handkerchief. Raspberry only gets you Fame -16.
3. Pretty Ring.
4. Silver Badge.
5. Dirty Pendant.
6. Dowsing Rods.

* Tactics:

You must choose which storyline you want to take. Defeating the Black Fang attacking the merchant will also net you Fame +30. Investigating the mansion [x] will also make you lose Fame (-30) at the end.

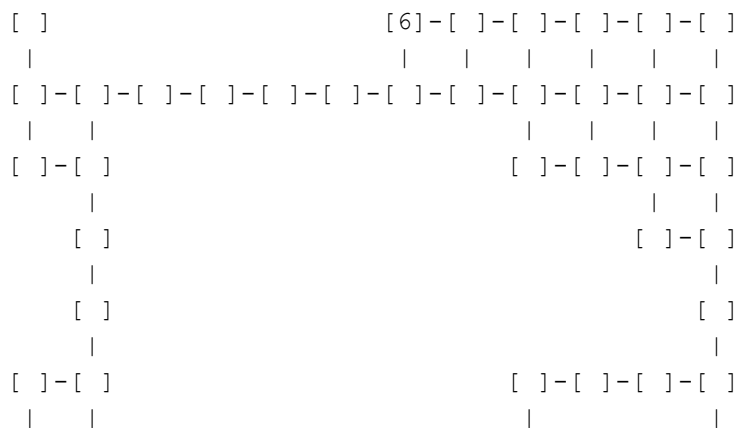
* Advance: Move a unit to the mansion [x].

-- OR --

* Advance: Move a unit next to the Black Fang.

-- BF 3-5A Part 2 -----

* Map:



```

[1]-[ ]          [x]          [ ]          [ ]
|   |            |            |            |
[ ]-[ ]          [4]-[ ]-[ ]-[ ]-[ ]-[ ]          [8]-[ ]
|   |            |   |            |   |            |
[ ]-[ ]-[ ]-[3]-[5]          [ ]-[ ]          [ ]
|   |            |   |            |
[ ]-[2]          [7]-[ ]-[ ]-[ ]

```

* Remarks:

1. A male unit will get you [Card] Flame. A female unit will get you [Card] Sandstorm.
2. If your Fame is positive, you will get the Lace Handkerchief. Raspberry only gets you Fame -16.
3. Pretty Ring.
4. Silver Badge.
5. Dirty Pendant.
6. Dowsing Rods.
7. Minnesota will get you Fame +16.
8. Imperial Warfare 1.

* Other Enemies (Black Fang mission):

Pirates (x2)

Item: Cat's Eye [2]: [0] in Night

Axe Battler (x5)

* Other Enemies (Mansion mission):

Axe Battler (x2)

Sniper (x2)

* Win: Defeat all enemies. (Fame +/- 30)

* Excellent Clear: 10 turns

___ BF 3-5B ~ episode 0 _____

* Map:

```

[ ]-[ ]-[ ]-[ ]-: :-: :-: :
|   |   |   |   |   |
[ ]-[V]-[ ]-[ ]-[ ]-[ ]-: :-: :
|   |           |   |   |
[ ]-[ ]          [ ]-[ ]-[ ]-: :
|   |           |   |   |
[ ]-[ ]-[ ]      [a]-[ ]-[ ]-: :
|   |   |       |   |   |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-: :
|   |   |   |   |   |
[ ]-[ ]-[ ]-[ ]-[ ]-: :
|   |   |   |   |
[ ]-[ ]-[ ]-: :-: :
|   |   |   |
: :-: :-: :-: :-: :

```

* Boss Data:

Black Chaser / Blackmore GEN: 3 | ATK: 3 | TEC: 3 | LUK: 1 | Morale: 4360

Item: Demon Blade [3]: [0] Heavy counter % UP

[0] Void Thunder

[0] in Fort

* Tactics:

You should choose Dreadnought and probably Fusillade as two of your five cards, as well as equip some good items on both Elisha and Zazarland. There is some Beach terrain so that Beach Sandals might be useful.

You need to survive two turns (yours and Blackmore's) for Elisha to show up and defeat the minions. That still leaves Blackmore and his cannon. Ideally, you will defeat him in one turn, but this might not be possible. If you manage to crit him using Fusillade, you're guaranteed to take a huge chunk out of his morale. The other possibility is to get a Fatal Damage counter using Zazarland, but the probability of this is also quite low. Dreadnought will inflict 3 to 4 damage, and could narrowly give you a win.

* Win: Defeat Blackmore

* Excellent Clear: 6 turns

___ BF 3-6 ~ taru darake no shima _____
the island covered with barrels

* Map:

```

                [3]-[ ]-[ ]-[ ]
                | | |
: :-[ ]-[ ]-[ ]      [ ]-[ ]-[ ]-[ ]
| | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[2]
| | | | | | |
: :-: :-[a]      [1]-[ ]
| | | | | | |
: :-: :-[b]-[c]      [ ]-[ ]-[ ]-[ ]-[ ]-[x]
| | | | | | | | |
: :-: :-: s:-[d]-[e]      [ ]      [ ]
| | | | | | | | |
: :-: :-: :-: :-: :-[ ]-[ ]-[ ]-[V]-[4]      [5]
| | | | | | | | | | | | |
: :-[7]-[ ]-: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | | | | |
: :-: :-[ ]-: :-: :-: :-: :-: :-: :-: :-: :-: :-:      [6]
| | | | | | | | | | |
: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-:

```

* Remarks:

1. Imperial Warfare 2.
2. Imperial Warfare 3.
3. Misty Coat.
4. Poseidon's Sandals.
5. Warp Shoes.
6. [Card] Ivy Whip.
7. A female unit here gets you the Mermaid Fin and Fame +16.

* Other Enemies:

Skeleton (x3)

* Tactics:

Find the Crystal before Anne to clear the map. To do this, you must open the expanded map by moving a unit to [x]. Lulu or another strong unit should get the items at the bottom right for an easier union. Raspberry with her Guillotine Weapon and one other unit in the union will let you easily get the MVP.

* Advance: Your turn continues when you encounter the second group of Skeletons when you stand on [x].

-- BF 3-6 Part 2 -----

* Map:

```

                                [3]-[ ]-[ ]-[ ]-[ ]
                                | | | |
: :-[ ]-[ ]-[ ] [ ]-[ ]-[ ]-[ ] [ ]
| | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[2] [8] [ ]
| | | | | | | |
: :-: :-[a] [1]-[ ] [ ]-[ ]-[ ]
| | | | | | | |
: :-: :-[b]-[c] [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | |
: :-: :-: :-[d]-[e] [ ] [ ]
| | | | | | | |
: :-: :-: :-: :-: :-[ ]-[ ]-[ ]-[V]-[4] [5]
| | | | | | | | | | | |
: :-[7]-[ ]:-: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | | | |
: :-: :-[ ]:-: :-: :-: :-: :-: :-: :-: : [6]
| | | | | | | | | |
: :-: :-: :-: : : :-: :
```

* Remarks:

1. Imperial Warfare 2.
2. Imperial Warfare 3.
3. Misty Coat.
4. Poseidon's Sandals.
5. Warp Shoes.
6. [Card] Ivy Whip.
7. A female unit here gets you the Mermaid Fin and Fame +16.
8. Crystal.

* Other Enemies:

Skeleton (x3)
Item: Nightmare [3]: [0] Dark attack UP

* Tactics:

Just deal with the Skeletons, grab the Crystal, and you're set.

* Win: Find the Crystal on [8].

* Excellent Clear: 12 turns

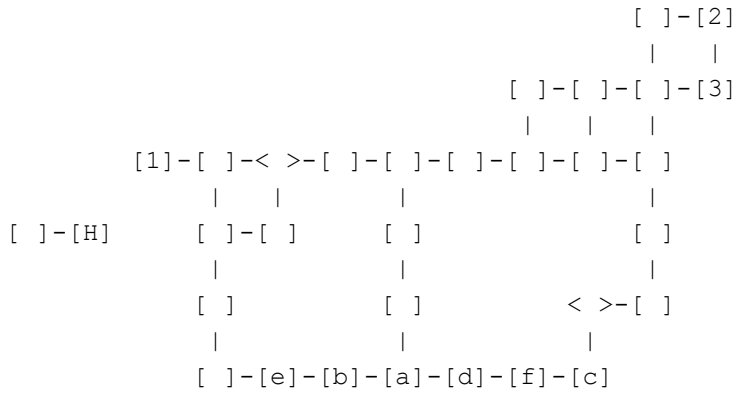
___ BF 3-7 ~ kuro no shuushifu _____
the end of the black fang

* Map:

[H]-[]

[H]-[]

[]-[H]



* Remarks:

1. Trade: Sparkling Coins -> Silk Hood.
2. Fur.
3. Pirate's Bag.

* Other Enemies:

Pirates (x2)

Item: Hoof Shoes [2]: [-] Move -> Horse

Gunner (x2)

Item: Love Ring [2]: [0] Void all attr.

Axe Battler (x4)

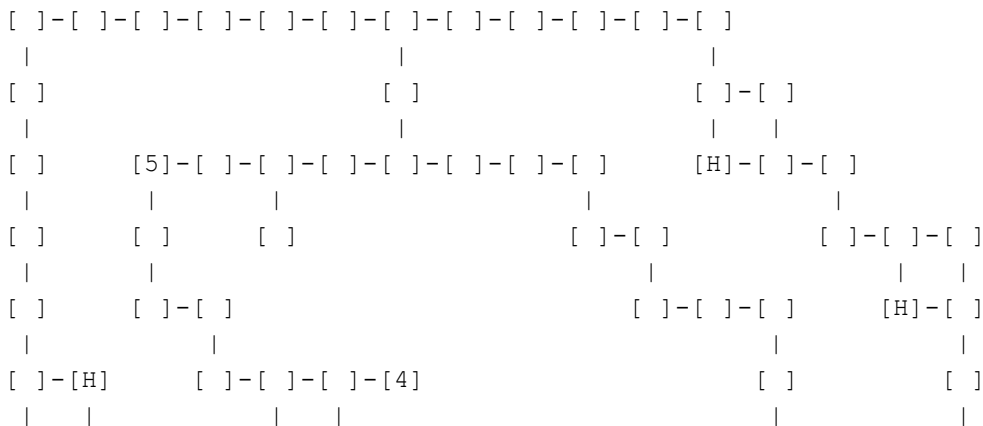
* Tactics:

Elisha is terrible here, even during the day, since her damage rate is essentially halved during combat. She can still get you some wins through Thunderbolt + Golden Spear on Raspberry or Minnesota and if you get lucky with Fusillade. You can just give her the Treasure Map or something to eat. Equip your best items on Raspberry, Minnesota, Ishut, Phoebe, and Lulu, which ever you're using. Ideally, they will have at least 3 ATK and other decent stats.

* Advance: Defeat the lead Bandit.

-- BF 3-7 Part 2 -----

* Map:



```

[ ]-[ ]          [ ]-[ ]          [ ]-[2]      [ ]
|   |            |                |   |        |
[ ]-[ ]          [ ]                [ ]-[ ]-[ ]-[ ]-[3]  [ ]
|   |            |                |   |        |
[ ]          [1]-[ ]-< >-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
|   |            |   |            |                |   |
[ ]-[H]        [ ]-[ ]          [ ]          [ ]          [ ]
|               |               |               |
[ ]          [ ]          < >-[ ]
|               |               |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]

```

* Remarks:

1. Trade: Sparkling Coins -> Silk Hood.
2. Fur.
3. Pirate's Bag.
4. During the day, you will get the Steel Cannon. At night, you'll get the Mirage Coat.
5. A unit with the Treasure Map equipped will find the Lost Material here.

* Boss Data:

```

Black Chaser / Blackmore          GEN: 3 | ATK: 4 | TEC: 3 | LUK: 2 | Morale: 5020
  Item: Shin Zantetsu [2]: [0] Morale damage = MAX
[0] Void Thunder
[0] in Fort
[0] Morale damage = MAX

```

* Other Units

```

Gunner (x4)
  Item: Small Breastplate [2]: [0] > Gun units
Axe Battler (x3)
Chaser (x3)
Pirates (x1)

```

* Tactics:

You should have Pinger defeat the closest Gunner so that they don't take up any more precious turns. Clearing out the Pirates and Axe Battlers is fairly easy, but once you get to Blackmore and his guard on the Fort terrain, it actually gets quite difficult. With 4 ATK and [0] in Fort, you'll need to come up with clever ways to defeat him. Mirage is amazing in this situation, since not only does it nullify his terrain advantage, but reduces his damage rate as well. Fatal Damage is another way to get wins when you normally wouldn't, but don't forget he's [0] Void Thunder, so Thunderbolt + Golden Spear doesn't work. Once again, you can try to get lucky with Fusillade, but the rain will make Elisha lose if you fail. If you know you're desperate, you can have Pinger Steal his Shin Zantetsu, but she will most likely lose to him and the other Chasers because she can't union with anyone.

* Win: Defeat Blackmore

* Excellent Clear: 23 turns

// Chapter 4 ~ kaze ha deai daichi ha tatakau //////////////////////////////////////
the winds are meeting, the earth is fighting

* Map:

```

                : :-[ ]-[4]
                | | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :-[ ]-[ ]-[ ]
| | | | | | | | | | |
[ ]-[V]-[ ]-: :-[ ]-[ ]-[ ]-: :-:2:-[3]-: :
| | | | | | | | | | |
[ ]-[ ]-[ ]-: :-[ ]-[ ]-[ ]-[ ]-: :-: :-: :
| | | | | | | | | | |
[ ]-[ ]-: :-: :-: :-: :-: :-: :-: :
| | | | | | | | | | |
[ ]-[ ]-[ ]-[ ]-: :-: s:-: :
| | | | | | | | | | |
[1]-[ ]-[a]-[c]-[e]-: :
| | | | | | | | | | |
[ ]-[b]-[d]-: :-: :
| | |
[ ]-: :-: :

```

* Remarks:

1. Southern World Fruit.
2. Dozeu.
3. Letter in a Bottle.
4. If you have the Love Ring, a unit will get his/her formation changed here.
- . If you still have the Sea Goblin's Milk, it will now turn into Sea Goblin's Cheese.

* Boss Data:

General / Garm GEN: 4 | ATK: 4 | TEC: 1 | LUK: 1 | Morale: 5640
Item: Strong Lance Ipponki [3]: [X] Skills unusable
Valkyrie / Melanie GEN: 3 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 5960
Item: Flamberg [2]: [0] Fire attack UP

* Other Enemies

- Knight (x3)
- Valkyrie (x3)
- Axe Battler (x2)

* Tactics:

If you have a fairly strong Axe unit, you should send them to fight Garm's unit as soon as you have the free MOV, or he will keep taking up turns and you will miss the MVP. The rest of your forces should be focusing on Melanie and her troops and you should be able to take this one without much problem. Wise is a decent counter to Revolution since flash attacks after Revolution make a huge difference in whether you win or lose.

You can take up to Turn 10 to defeat Melanie, which is more than enough time. Against Garm, anyone with fighting advantages, e.g. Phoebe in water, axe units, etc. will bring him down. He does have 4 ATK and GEN, so you're dependent on a good charge/counter.

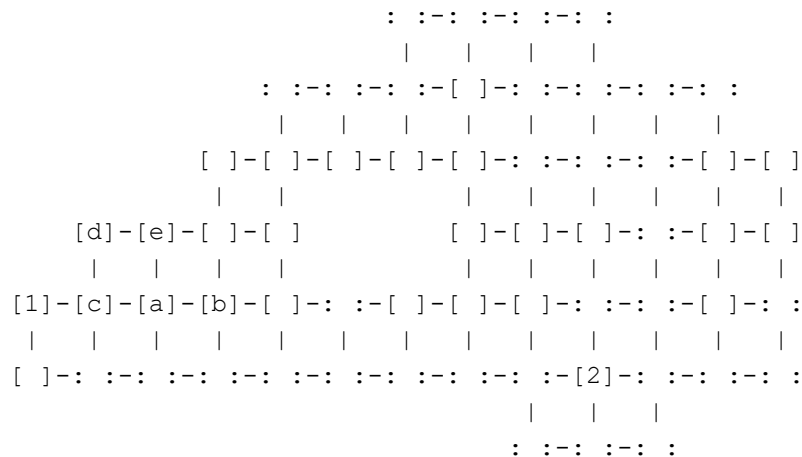
* Win: Defeat Melanie, Defeat Garm

* Excellent Clear: 16 turns

* If your Fame is positive, continue to BF 4-2A. Otherwise, skip to BF 4-2B.

BF 4-2A ~ ougon wo matou hakaisha
the destroyer wearing gold

* Map:



* Remarks:

- 1. Trade: Steel Cannon -> Meteor Cannon
- 2. Wind God Fragments

* Boss Data:

Avenger / Yggdra GEN: | ATK: | TEC: | LUK: | Morale:

 Item: Centurio Blaster [1]: [0] Holy attack UP

[O] Void Holy

[O] in Day

[X] in Rain

[O] Holy attack UP

* Other Enemies:

* Tactics:

Your first turn ideally involves a 2-unit union using the Ship. Instead of taking the long way around the top, use the Ship to bridge the southern beach-line.

To get the Sorcery Glasses in time for the MVP, you must either have Pinger Steal it, which costs a lot of movement because the ship has to go around the island with the Wind God Fragments, or you can have a strong Raspberry fly over with at least 3 LUK and target the Witch with the Sorcery Glasses.

Yggdra is weaker than you think because she can't counter. If you wait until night when it starts raining, then you'll have no problems. It also helps (maybe a little too much) that she's on beach terrain, so all your damage is boosted by 20%. She will join you at the end of this map.

* Win: Defeat Yggdra

* Excellent Clear: 8 turns

* Recruit:

Avenger / Yggdra

GEN: | ATK: | TEC: | LUK: | Morale:

Item: Centurio Blaster [1]: [O] Holy attack UP

[O] Void Holy

[O] in Day

[X] in Rain

[O] Holy attack UP

___ BF 4-3A ~ kaze no fukinukeru michi _____

the wind blowing through the road

* Map:

```
  [ ]-[ ]
    |  |
[ ]-[ ]-: :-: :
|  |  |  |
[ ]-[ ]-: :-: :-: :
|  |  |  |
[ ]-[ ]-[ ]-: :
    |  |  |
    [ ]-[ ]-[2]
        |
        [ ]
        |
    [1]-[ ]-[ ]-[ ]-[ ]-[ ]
            |  |  |  |
            [a]-[b]-[c]-[d]
                |
                [e]
```

* Remarks:

1. Healing Herbs.

2. Trade: Lost Material and Philosopher's Stone -> ??????

* Boss Data:

Mad Scientist / Ajo Gurafo GEN: 3 | ATK: 3 | TEC: 5 | LUK: 3 | Morale: 5760

Item: Black Robe [3]: [O] Void Dark

[O] > Skeleton

[O] Void Dark

[X] < Holy

Doppelganger / Lulu MK-2 GEN: 3 | ATK: 3 | TEC: 3 | LUK: 3 | Morale: 5620

Item: Ruby Staff [3]: [O] Fire attack UP

[O] in Mystic Ruins

[O] Block criticals

[O] Fire attack UP

* Other Enemies

Witch (x4)

Necromancer (x2)

* Tactics:

Lulu MK-2 is fairly easy to deal with if you're using Yggdra and/or Elisha. You'd think it'd be the same against Ajo Gurafo but this is not the case. 5 TEC and Insanity will demolish even your gunners on his charge, especially if he gets Poison or Curse. Unless you have a 6 GEN Gunner, it would be wise to bring in Refreshment. Increasing your LUK also reduces the number of turns you're afflicted with status ailments. Fluttering Ribbon, if you still have it, is good

to equip on Yggdra or Elisha. Banish will be helpful here, though that does require Ishut to be the Ace. You don't really need any other units though, because Witches and Necromancers are pretty good against most of the other units you can have at this point. You can have Pinger Steal the Black Night Robe to take off a TEC from Ajo but once again, unless you have a strong Pinger, she will lose.

And I figured out what's worse than Insanity inflicting Poison: Insanity inflicting Sleep.

* Win: Defeat Ajo Gurafo.

* Excellent Clear: 12 turns

__ BF 4-4A ~ umikaze wa toki ni tsumetaku _____
when the ocean wind turns cold

* Map:

```
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
        |               |
    [ ]-[ ]           [ ]-[e]
        | |           | |
[ ]-[ ]-[ ]-[ ]     [ ]-[a]-[c]-[ ]
| | | |           | | |
[ ]-[ ]-[ ]         [b]-[d]-[ ]
        |               |
        [ ]-[ ]       [ ]-[ ]
            |           |
            [ ]-[ ]-[ ]-[ ]
```

* Boss Data:

Gunner / Tracy GEN: 3 | ATK: 3 | TEC: 4 | LUK: 1 | Morale: 5900

Item: Picture Book of Words [0]: [!] Ex: Cards

* Other Enemies:

Sniper (x2)

Sailor (x1)

Gunner (x4)

* Tactics:

Remember how Blaze Union taught you to be afraid of Poison Breath? Sting Co. has brought another useless card from Yggdra Union back to life, but this time, it's even worse than Poison Breath. Medusa Eye on Gunners with 3 TEC will turn your army to stone if you don't have at least 4 GEN or some other way to prevent Medusa Eye from going off. Magic Shield is one way, but this will only save you one turn of ailments (and you might want to use it for a different reason... see below.) Refreshment does nothing against Medusa Eye because petrified units don't count as part of the union. You could consider equipping the Small Breastplate, which is now [0] > Gunners to give yourself a little protection on the charge. Ironically, Lulu is decent here with her Coalesce and Magic Shield due to her terrain bonus, but she's still very fragile and can't take any gunshots back.

* Advance: Turn 2

-- BF 4-4A Part 2 -----

* Map:

```

      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
      |                               |
      [ ]-[ ]                       [ ]-[ ]
      | |                             | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | |                       | | | | | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]          [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
      |                               |
      [ ]-[ ]                       [ ]-[ ]
      |                               |
      [ ]-[ ]-[ ]-[ ]-[ ]

```

* Boss Data:

Mad Scientist / Ajo Gurafo GEN: 2 | ATK: 3 | TEC: 4 | LUK: 4 | Morale: 5620

Item: Noble Glasses [1]: [0] Evade Panic

[0] > Skeleton

[0] Void Dark

[X] < Holy

[0] Evade Panic

Valkyrie / Anne Komaku GEN: 3 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 5340

Item: Silk Corset [3]: [0] Block counter

Gunner / Tracy GEN: 3 | ATK: 3 | TEC: 4 | LUK: 1 | Morale: 5900

Item: Picture Book of Words [0]: [!] Ex: Cards

* Other Enemies:

Valkyrie (x3)

Necromancer (x2)

Witch (x1)

Sniper (x2)

Sailor (x1)

Gunner (x4)

* Tactics:

And... Surprise! You're flanked by Ajo Gurafo and Anne Komaku and you don't get an extra turn to prepare, so you'd better hope you left some Gunners back at the starting point. You also *finally* get extended formations at this point (just so you know, in case you have Tutorials disabled). Now you must decide whether to use Magic Shield for Insanity or for Medusa Eye. A Fluttery Ribbon of course voids all ailments as well.

If you're extremely patient and/or don't care about the MVP, you can wait for Tracy to change her card to Refreshment before attacking her. She will alternate between that and Medusa Eye.

* Win: Defeat Tracy

* Excellent Clear: 18 turns

* Advance to Chapter 5.

___ BF 4-2B ~ gagagaganga

no translation

* Map:

```

          [1]
          |
          : :
          |
          : :-: :-: :-: :-: :
          | | | | |
          : :-:s:-: :-: :-: :-: :
          | | | | |
[ ]      [ ]-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]
|        | | | | |
[ ]-[ ]-[ ]-: :-: :-[a] [ ]-[ ]
| | | | | | |
[ ]-[ ]-[ ]-[ ]-[ ]-[b]-[ ]-[ ]-[ ]-[ ]
| | | | | | |
[ ]-[ ]-[ ] [c]-[ ] [ ]-[ ]
| | | | |
[ ] [ ] [ ]-[ ]-[ ]

```

* Remarks:

1. Earth's Spear Fragments.

* Boss Data:

Sniper / Gang GEN: 4 | ATK: 2 | TEC: 4 | LUK: 1 | Morale: 6260
 Item: Plasma Shot [2]: [0] Thunder attack UP

* Tactics: To clear this in two turns and get the Fragments, you must use Tidal Wave. Lulu will not be participating in this map; Ishut will union with the third unit you chose. It can be any unit since they will take the ship over to get the Fragments after the fight on Turn 1. On Turn 2, you should use Tidal Wave to fulfill the winning condition.

* Win: Reduce Gang's Morale to less than 2000 without defeating it.

* Excellent Clear: 2 turns

* Recruit:

Sniper / Gang GEN: 4 | ATK: 2 | TEC: 4 | LUK: 1 | Morale: 6420
 Item: Plasma Shot [2]: [0] Thunder attack UP
 [O] in Night
 [X] in Rain
 [O] Thunder attack UP

___ BF 4-3B ~ daichi ni sasaru yari _____
 spear stuck in the earth

* Map:

```

          [ ]
          |
          [ ]-[ ]
          |
[ ]-[ ]-[ ]-[ ]
| | |
[2] [ ]-[ ]-[ ]-[ ]
| |
[ ] [ ]
| |

```

[1]-[]-[]-[]-[]
| |
[a]-[b]-[c]-[]
| |
[d]-[e]

* Remarks:

1. Trade: Lost Material and Philosopher's Stone -> ??????
2. Demonic Crystal

* Boss Data:

Mad Scientist / Ajo Gurafo GEN: 3 | ATK: 3 | TEC: 5 | LUK: 3 | Morale: 5760

Item: Black Robe [3]: [O] Void Dark

[O] > Skeleton

[O] Void Dark

[X] < Holy

Doppelganger / Lulu MK-2 GEN: 3 | ATK: 3 | TEC: 3 | LUK: 3 | Morale: 5620

Item: Ruby Staff [3]: [O] Fire attack UP

[O] in Mystic Ruins

[O] Block criticals

[O] Fire attack UP

* Other Enemies

Witch (x4)

Necromancer (x3)

* Tactics:

You should clear out Lulu MK-2's units by Turn 4. Gang or Elisha will do fine here. Due to Magic Shield, your units shouldn't be relying on Card abilities to win.

As for Ajo Gurafo, his 5 TEC Insanity is very painful. Any [O] Void ailments items are nice to equip. Banish on Ishut is also a good way to take large chunks out of his Morale. Lulu can go with Coalesce, but she must have decent stats to begin with. Typically, she must end up no more than two figures down after the charge/counter or she will lose even with Coalesce.

* Win: Defeat Lulu MK-2. Defeat Ajo Gurafo.

* Excellent Clear: 12 turns

___ BF 4-4B ~ ryokufuu wa toki ni tsumetaku _____
when the early summer breeze turns cold

* Map:

[]-[]-[] []-[] []-[]-[]
| | | | | | | | |
[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[]
| | | | | | | | |
[]-[] []-[]-[]-[] []-[]
| | | | | | | | |
[] [] [] [] [] [] [] [] [] []
| | | | | | | | |
[]-[] []-[] []-[] []-[]
| | | | | | | | |
[]-[]-[]-[]-[a]-[b]-[]-[]-[]

| | | |
[]-[c]-[d]-[e]

* Remarks:

-. You are now allowed extended formations.

* Tactics:

After you end your first turn, you will get flanked by Anne Komaku from the west corridor and Ajo Gurafo from the east one, so move your troops accordingly. That is all. If you're using Gang, you should boost his GEN to 5 with some item.

* Advance: Turn 2

-- BF 4-4B Part 2 -----

```
      [ ]-[ ]-[ ]      [ ]-[ ]      [ ]-[ ]-[ ]
      | | |      | |      | | |
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
      | |      | | | |      | |
[ ]-[ ]-[ ]-[ ]      [ ]-[ ]-[ ]-[ ]      [ ]-[ ]-[ ]-[ ]
| | |      |
[ ]-[ ]-[ ]      [ ]-[ ]-[ ]
      |      |
      [ ]-[ ]      [ ]-[ ]
      |      |
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
      | | | |
      [ ]-[ ]-[ ]-[ ]
```

* Boss Data:

Mad Scientist / Ajo Gurafo GEN: 2 | ATK: 3 | TEC: 4 | LUK: 4 | Morale: 5620

Item: Noble Glasses [1]: [0] Evade Panic

[0] > Skeleton

[0] Void Dark

[X] < Holy

[0] Evade Panic

Valkyrie / Anne Komaku GEN: 3 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 5340

Item: Silk Corset [3]: [0] Block counter

Gunner / Tracy GEN: 3 | ATK: 3 | TEC: 4 | LUK: 1 | Morale: 5900

Item: Picture Book of Words [0]: [!] Ex: Cards

* Other Enemies:

Valkyrie (x3)

Necromancer (x2)

Witch (x1)

Sniper (x2)

Sailor (x1)

Gunner (x3)

* Tactics:

Remember how Blaze Union taught you to be afraid of Poison Breath? Sting Co. has brought another useless card from Yggdra Union back to life, but this time, it's even worse than Poison Breath. Medusa Eye on Gunners with 3 TEC will turn your army to stone if you don't have at least 4 GEN or some other way to prevent Medusa Eye from going off. Magic Shield is one way, but this will only save you one turn of ailments (and you might want to use it for a different reason... see below.) Refreshment does nothing against Medusa Eye because petrified units don't count as part of the union. You could consider equipping the Small

Breastplate, which is now [0] > Gunners to give yourself a little protection on the charge. Ironically, Lulu is decent here with her Coalesce and Magic Shield due to her terrain bonus, but she's still very fragile and can't take any gunshots back.

If you're extremely patient and/or don't care about the MVP, you can wait for Tracy to change her card to Refreshment before attacking her. She will alternate between that and Medusa Eye. When you do attack into her units, though you must defeat the very first unit you engage. When you can't counter, it hurts. A lot.

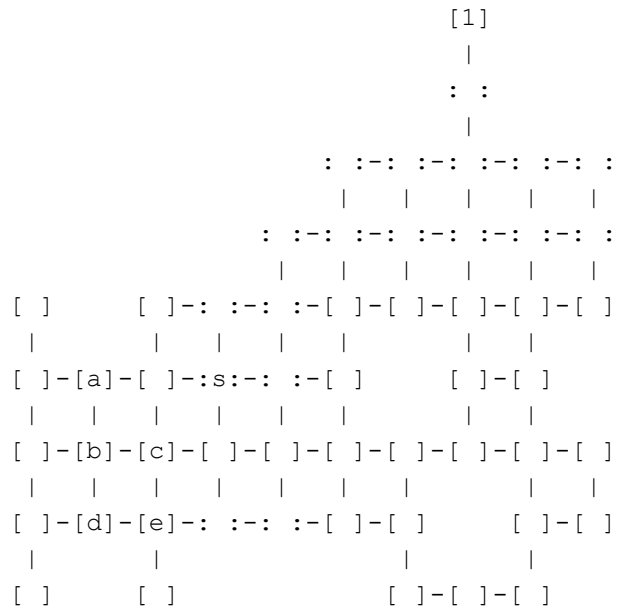
* Win: Defeat Tracy

* Excellent Clear: 24 turns

// Chapter 5 ~ shinjitsu ha shiranami no gotoku //////////////////////////////////////
truth is like white waves

__ BF 5-1A ~ omoi gakenu saikai _____
unexpected reunion

* Map:



* Remarks:

1. Earth's Spear Fragments.

* Other Enemies:

- Pirates (x1)
 - Item: Kill Blade [2]: [0] 1 on 1 = win
- Griffon Rider (x2)
- Necromancer (x2)
- Chaser (x1)
- Undine (x2)

* Tactics:

I really like how the developers bring dead characters back to life in this series. No, really. It's so much more exciting compared to other games that invent new characters every other chapter. (Ahem, Fire Emblem.) Anyway...

This map is fairly easy if you have something to deal with 3 TEC Gravity Chaos. Spear users will not like this map very much. Just be aware that if you have large unions with Gun users, you'll get hit pretty hard on the counter with Undines in water and a Pirate with Kill Blade.

You should have no problems getting the MVP.

* Win: Defeat all enemies.

* Excellent Clear: 10 turns

__ BF 5-1B ~ omoi gakenu saikai _____
unexpected reunion

* Map:

```

          : :-: :-: :-: :
          | | | |
          : :-: :-: :-[ ]-: :-: :-: :-: :
          | | | | | | | |
          [ ]-[ ]-[ ]-[ ]-[a]-: :-: :-: :-[ ]-[ ]
          | | | | | | | |
          [ ]-[ ]-[ ]-[ ] [b]-[c]-[ ]-: :-[ ]-[ ]
          | | | | | | | |
          [1]-[ ]-[ ]-[ ]-[ ]-: :-[ ]-[d]-[e]-: :-: :-[ ]-: :
          | | | | | | | | | | | |
          [ ]-: :-: :-: :-: :-: :-: :-: :-: :-: :-[2]-: :-: :-: :
          | | |
          : :-: :-: :

```

* Remarks:

1. Trade: Steel Cannon -> Meteor Cannon
2. Wind God Fragments

* Other Enemies:

Pirates (x1)

Item: Kill Blade [2]: [0] 1 on 1 = win

Griffon Rider (x2)

Necromancer (x2)

Chaser (x1)

Undine (x2)

* Tactics:

Let the Griffon Riders come to you. You will waste turns trying to attack them because they're not in formation. You might be tempted to load your army into your ship and attack through the lower canal, but there is an enemy Necromancer blocking your landing site, so you will actually have to travel much further and unless you're using Phoebe, you will lack much of a formation. Try not to attack the lead Pirate when you're late in your formation unless you're certain that you can avoid his [0] 1 on 1 = win.

* Win: Defeat all enemies.

* Excellent Clear: 10 turns

___ BF 5-2A ~ fukai wo terasu hikari _____
light illuminating the decaying ocean

* Map:

```

      [ ]-: :-: :-: :
          | | | |
    [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[1]
          | | | | | | | | |
: :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
          | | | | | | | | | |
[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :-: :-[ ]-[ ]
          | | | | | | | | |
[4]-[ ]-[3]-[ ]-: :-: :      :e--:b:
          | | | | | | | | |
: :-: :-: :-: :-: :-: :-: :-: :-a--:s--:c--[ ]
          | | | | | | | | |
    [ ]-[ ]-: :-: :-: :-: :-: :-: :-: :-d--: :      [5]
          | | | | | | | | |
          [ ]-: :-: :-: :-: :-: :-: :-: :-: :-[ ]-[ ]
                | | | | | | | |
                [ ]-[2]-[ ]-: :-: :-: :-: :
                        | |
                        : :-: :

```

* Remarks:

1. Phoebe visiting here gets you Fame +16.
2. Will Crystal.
3. Eternal Tears.
4. Having the Dowsing Rods gets you Snow of the Deep Sea.
5. Aquarius.

* Boss Data:

Undine / Giselle GEN: 3 | ATK: 3 | TEC: 4 | LUK: 2 | Morale: 6820
Item: Poseidon's Spirit [1]: [0] No battle penalty

* Other Enemies:

Undine (x7)
Valkyrie (x2)
Chaser (x2)
Sailor (x2)
Witch (x2)

* Tactics:

You must protect the ship while getting all the items and defeating all the Undines. The biggest problem is the fact that you're on ice, so losing hurts. A lot. The item for Dowsing Rods is on this map as well.

* Win: Defeat Giselle, and do not let any enemy unit move adjacent to the ship.

* Excellent Clear: 16 turns

___ BF 5-2B ~ kaizoku monoto ieba yuureisen _____

speaking of pirates, a ghost ship

* This map only becomes available after clearing BF 5-1X and if your Fame is -20 or less at the time. Oh, and Pamela is still pretty hilarious. ^.^

* Map:

```

                [1]-[ ]-[ ]-[ ]-[ ]
                |  |  |  |  |
: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[e]-[c]-[a]-[ ]
  |  |  |  |  |  |  |  |  |
  [ ]-: :-: :-[ ]-[ ]      [ ]-[d]-[b]
  |  |  |  |  |  |  |  |  |
  [ ]-[ ]-: :-: :-: :-[ ]-[ ]-[V]-:s:
    |  |  |  |  |  |  |  |  |
    [3]-[ ]-[ ]-: :-: :-[ ]-[ ]-: :-: :
          |      |  |  |  |  |  |
          [2]      : :-: :-: :-: :-: :

```

* Remarks:

1. Element
2. World Tree Branch
3. Trade: Fur -> Fur Coat

* Tactics:

Moving your units toward the north will open the map. If you're not using Raspberry or have an equivalent, you can bring a high MOV card that you're not using and just grab all the items in one turn first. That way you don't have to worry about getting them later....

* Advance: Move a unit to the north.

-- BF 5-2B Part 2 -----

* Map:

```

          : :-: :-: :-: :-: :-: :-: :-: :
          |  |  |  |  |  |  |  |  |
: :-: :-: :-: :-[ ]-[ ]-[ ]-: :-: :
  |  |  |  |  |  |  |  |  |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]      [ ]
  |  |  |  |  |  |  |  |  |
: :-: :-[ ]-[ ]      [ ]-[ ]      [ ]
  |  |  |  |  |  |  |  |  |
: :-: :-: :-[ ]      [1]-[ ]-[ ]-[ ]-[ ]
  |  |  |  |  |  |  |  |  |
: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
  |  |  |  |  |  |  |  |  |
  [ ]-: :-: :-[ ]-[ ]      [ ]-[ ]-[ ]
  |  |  |  |  |  |  |  |  |
  [ ]-[ ]-: :-: :-: :-[ ]-[ ]-[V]-: :
    |  |  |  |  |  |  |  |  |
    [3]-[ ]-[ ]-: :-: :-[ ]-[ ]-: :-: :
          |      |  |  |  |  |  |
          [2]      : :-: :-: :-: :-: :

```

* Remarks:

1. Element
2. World Tree Branch

3. Trade: Fur -> Fur Coat

* Other Enemies:

Sniper (x3)

Item: Night Scope [1]: [0] in Night

Witch (x2)

Griffon Rider (x2)

* Tactics:

Elisha does well here since she's good against the Witches and Griffon Riders and goes fairly evenly against the Snipers. Of course Gang is great as well, but remember that neither of them can counter, so you will need to use cards like Thunderbolt and Bloody Claw.

If you Steal the Night Scope, you can use it in the second part of this map, which may prove to be useful. Otherwise, it will be on the ground and you won't be able to equip it.

* Advance: Defeat all enemies.

* Your positions will reset and you will choose new characters.

* Recruit:

Mystic Witch / Pamela GEN: 1 | ATK: 2 | TEC: 5 | LUK: 5 | Morale: 5760

Item: Pamela's Broom [2]: [0] Skill time 2x

[0] GEO card anywhere

[0] Void ailments

[0] Item protect

[X] < Undine

[0] Skill time 2x

-- BF 5-2B Part 3 -----

* Map:

```

      : :-: :-: :-: :-: :-: :-: :-: :
      | | | | | | | | |
      : :-: :-: :-: :-[ ]-[ ]-[ ]-: :-: :-: :-: :
      | | | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ] [ ]-: :-: :-: :-: :
| | | | | | | | | | | | |
: :-: :-[ ]-[ ] [ ]-[ ] [ ]-: :-: :-: :-: :-: :
| | | | | | | | | | | | |
: :-: :-: :-[ ] [1]-[ ]-[ ]-[ ]-[ ] [ ]-[ ]-[ ]-[ ]
| | | | | | | | | | | | |
: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[e]-[c]-[a]-[ ]-< > [ ] < >
| | | | | | | | | | | | |
[ ]-: :-: :-[ ]-[ ] [ ]-[d]-[b] < >-[ ]-[ ]-[ ]-< >
| | | | | | | | | | | | |
[ ]-[ ]-: :-: :-: :-[ ]-[ ]-[4]-: : [ ]-[ ] [5]
| | | | | | | | | | | | |
[3]-[ ]-[ ]-: :-: :-[ ]-[ ]-: :-: : [ ]-[ ]-< >
| | | | | | | | | | |
[2] : :-: :-: :-: :-: :

```

* Remarks:

1. Element
2. World Tree Leaf
3. Trade: Fur -> Fur Coat

- 4. [Card] Fortune
- 5. Dark Matter

* Boss Data:

Carcassa / Rogan GEN: 4 | ATK: 3 | TEC: 2 | LUK: 2 | Morale: 6360
 Item: Pirate King's Gauntlet [1]: [O] Block counter
 [O] Void ailments
 [O] in Night
 [X] < Holy
 [O] Block counter

* Other Enemies:

Zepar (x2)
 Forneus (x3)
 Andras (x1)

* Tactics:

There are only two ways you can get some early hits in, and that's with Phoebe moving up through the water and attacking the Zepar or using Raspberry to fly over the marsh and engaging the Zepar (unless you think you're good enough to defeat the Andras). Since Forneus are NOT [O] Void Ice and Andras also lost their [O] > Undine, Phoebe is actually not that bad of a substitute for Raspberry. Another way to avoid the two marsh tiles as you walk in is to use Diamond Dust to freeze the water on your first turn. The time will not turn to day so it is safe for the rest of your units to go around the top.

Contrary to what you might expect, Pamela is not that good here. Her low ATK and GEN are nothing to write home about, and her high TEC is offset by the fact that Rogan has 4 GEN and [O] Block counter. Coma Karma does nothing to Rogan either, and she is also weak against Forneus (yes, they count as Undines).

* Win: Defeat Rogan

* Excellent Clear: 18 turns

___ BF 5-2C ~ ghost island _____

* Map:

```

  [ ]-[1]-[ ]-[ ]-[ ]-[ ]
  | | | | | |
[2]-[ ]-[ ]-[F]-[ ]-[ ]-[ ]
  | | | | | |
[F]-[ ]-[ ]-[ ]-[ ]-: :-: :
  | | | | | |
[ ]-[ ]-[ ]-[F]-: :-: :-: :
  | | | | | |
[a]-[ ]-[ ]-: :-: :-: :-: :
  | | | | | |
[b]-[c]-: :-: :-: :-: :
  | | | | | |
[d]-:s:-: :-: :-: :-: :
  | | | | | |
: :-: :-: :-: :-: :-: :

```

* Remarks:

1. If your Fame is positive, you will obtain the Forbidden Fruit. If your Fame

is negative, you will get the Mysterious Fruit.

2. [Card] Kiss of Death.

* Other Enemies:

Eligor (x1)

Item: Evil Eye [1]: [X] Detect: Move -> Morale DW

Zepar (x1)

Forneus (x2)

Andras (x2)

Leraje (x1)

* Tactics:

You don't want to attack into the choke point because the fog severely limits your union formation. If you want cannon support, you must choose Raspberry as the Ship's Captain since only she can fire the cannon at night.

If you have the Dirty Pendant in your inventory, you will play part 2 of this map. It will also be traded to a Pendant of Memories.

* Advance: Defeat all enemies.

-- OR --

* Win: Defeat all enemies.

* Excellent Clear 18 turns

-- BF 5-2C Part 2 -----

* Other Enemies:

Leraje (x3)

Item: Sea Spirit Amulet: [X] Move -> Morale DW

Eligor (x1)

Forneus (x2)

Zepar (x1)

Andras (x1)

* Tactics:

You will basically replay this map again, but there will be more Leraje, which are not [X] < Holy and also have [0] No battle penalty. Just defeat them as quickly as you can on your turn.

* Win: Defeat all enemies.

* Excellent Clear: 18 turns

__ BF 5-3 ~ kinpatsu no bishounen arawaru! _____
a pretty blonde boy appears!

* Map:

```
[4]      [ ]-[ ]
|        |  |
[ ]-[ ]-[ ]-[ ]-[ ]
|        |  |  |
|        |  |  |
[ ]-[ ]-[ ]-[ ]-[ ]
|        |  |  |
[ ]-[ ]-[ ]-[ ]      [ ]
```

```

| | | | |
: :-: :-: :-[3]-[ ]-[ ]-[ ]
| | | | | | | |
: :-: :-: :-: :-[ ]-[ ]-[ ]
| | | | | | | |
: :-: :-: :-: :-: :-[d]-[c]
| | | | | | | |
[5]-: :-: :-: :-: :-[a]-[b]-[1]
| | | | | | | |
: :-: :-: :-: :-: : [e]-[ ]
|
[2]

```

* Remarks:

1. A male unit gets you a Pirate's Medallion, while a female unit gets you the Bold Bikini.
2. Trade: A Caged White Butterfly -> Good Luck Charm. In addition, Fame +16.
3. Beautiful Shells.
4. Trade: Beautiful Shells -> Shell Breastplate. If a male unit did this, Fame -16. If a female unit, Fame +16.
5. Fancy Sea Urchin Eggs.

* Boss Data:

Knight / {Kamyuru} GEN: 3 | ATK: 3 | TEC: 3 | LUK: 1 | Morale: 5840
 Item: Burning Sun [3]: [0] in Day

* Other Enemies:

Knight (x4)

* Tactics:

This is really simple. Elisha and Yggdra, any axe users, staff users, or Phoebe in water can handle this by themselves. Take the ship with you for extra damage and you should clear this within 5 turns. You can give anyone who's not fighting something to eat.

* Advance: Defeat {Kamyuru}

* Your positions will reset. You will choose new characters.

-- BF 5-3 Part 2 -----

* Map:

```

[4] [ ]-[ ]
| | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | |
[ ]-[ ] [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ] [ ]
| | | | | | |
[ ]-[ ]-[ ]-: :-: :-: :-: :-[3]-[ ]-[ ]-[ ]
| | | | | | | | | | |
[6]-[ ]-[ ]-: :-: :-: :-: :-: :-: :-: :-: :-[ ]-[ ]-[ ]
| | | | | | | | | | |
[ ]-[ ]-: :-: :-: :-: :-: :-: :-: :-: :-[ ]-[ ]
| | | | | | | | | |
: :-: :-[5]-: :-: :-: :-: :-[ ]-[ ]-[ ]
| | | | | | | | | |

```

: :-: :-: :-: :-: :-: : []-[]
|
[2]

* Remarks:

1. A male unit gets you a Pirate's Medallion, while a female unit gets you the Bold Bikini.
2. Trade: A Caged White Butterfly -> Good Luck Charm. In addition, Fame +16.
3. Beautiful Shells.
4. Trade: Beautiful Shells -> Shell Breastplate. If a male unit did this, Fame -16. If a female unit, Fame +16.
5. Fancy Sea Urchin Eggs.
6. Trade: King Scallop -> Serpent Lancer. If you don't have the King Scallop, Fame -16.

* Boss Data:

Valkyrie / Melanie GEN: 5 | ATK: 2 | TEC: 2 | LUK: 2 | Morale: 6620
Item: Bronze Shield [1]: [0] Block catapult

* Other Enemies:

Gunner (x2)
Axe Battler (x2)
Valkyrie (x1)
Undine (x2)

* Tactics:

You should have no trouble here. Anyone with decent stats should be able to take on Melanie, even after Revolution due to her lack of ATK. The only thing you should be wary of are Undines in water, but if that's your biggest problem, then you should be able to clear this well before 18 turns.

* Win: Defeat Melanie

* Excellent Clear: 18 turns

___ BF 5-4A ~ sasurai no ginyuushijin _____
wandering troubadour

* Tactics:

You must choose whether to save Eater or not. To do so, simply move adjacent to the gorotsuki surrounding her by Turn 4. Otherwise, don't fight them and they won't attack you either. If you save Eater, she will join you. You will also have the opportunity to get the Brave Ring and the Fermata Bell. If you didn't save Eater, you will have a chance to get a Beasterfang and Devil's Tail.

Saving Eater also earns you Fame +30. Not saving her gets you Fame -30.

-- BF 5-4A ~ Eater's Path -----

* Map:

[]-[]
| |
[5]-[]-[]
| | |
[]-[]-: :

* Other Enemies:

Pirates (x1)

Item: Beasterfang [1]: [0] > Gun units

Axe Battler (x1)

Sailor (x1)

Gunner (x1)

* Win: Defeat all enemies. Fame -30.

* Excellent Clear: 10 turns

___ BF 5-4B ~ natsu no bangansu! mizugi matsuri!! _____
summer vacation! bathing suit festival!!

* Note: "Nanpa" are basically guys who are trying to pick up girls... in case you didn't get the gist of it from the dialogue.

* Map:

```

                                     [8]
                                     |
                                     [ ]-[ ]
                                     | |
                                     [ ]-[7]-[ ]
                                     | |
[5]-[ ]-[ ]-[ ]-[a]-[b]-[c]-[d]-[ ]-[6]-[ ]
| | | | | | | | | | | |
[ ]-[ ]-[ ]-[4]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | |
[ ]-[1]-[ ]-[ ]-[ ]-[2]-[3]-[ ]
```

* Remarks:

1. Trade: Dark Matter -> Dark Sabre.
2. Straw Hat.
3. Undersea Rose.
4. Plank Sandals.
5. Pirate Phantom's Doll.
6. Cat's Ears.
7. Stardust.
8. A special event will occur here with any of the following characters: Lulu, Pinger, Elisha, Raspberry, Locomoco. This event disappears after Turn 7.

* Other Enemies:

Pirates (x1) (End of Turn 1)

Sailor (x1) (End of Turn 4)

Chaser (x1) (End of Turn 4)

Knight (x1) (End of Turn 7)

Sniper (x1) (End of Turn 7)

* Tactics:

You're only allowed female units here. You can do whatever you want... as long as you don't lose any engagement. The nanpa aren't very hard to deal with, though the occasional critical hit -> force restart map is pretty troll.

Some enemy units will pop out after the end of Turns 1, 4, and 7. Use the above list to deal with them as necessary. It should take you no more than two turns

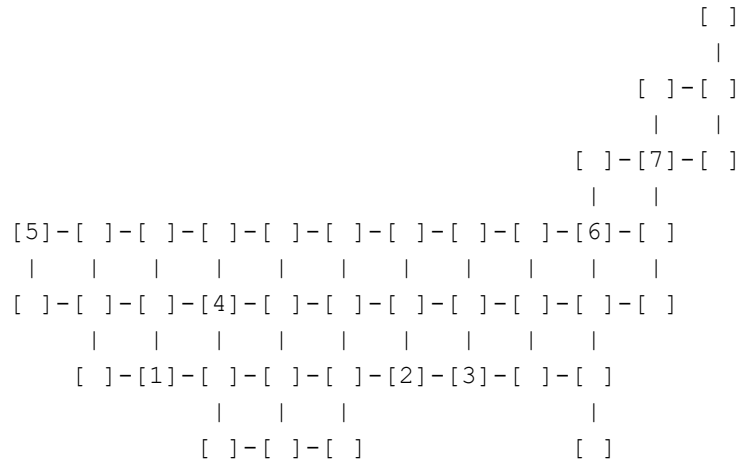
(one of theirs and one of yours) to deal with each of them as they appear.

* Advance: Defeat all enemies.

* Your positions will reset.

-- BF 5-4B Part 2 -----

* Map:



* Remarks:

1. Trade: Dark Matter -> Dark Sabre.
2. Straw Hat.
3. Undersea Rose.
4. Plank Sandals.
5. Pirate Phantom's Doll.
6. Cat's Ears.
7. Stardust.

* Boss Data:

Carcassa / Rogan GEN: 4 | ATK: 3 | TEC: 2 | LUK: 2 | Morale: 5720
 Item: Pirate King's Hat [3]: [0] Power 25% UP

* Other Enemies:

- Eligor (x1)
- Andras (x1)
- Zepar (x1)

* Ally Data:

Valkyrie / Anne Komaku GEN: 3 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 6500
 Item: Seductive Bustier [3]: [0] Morale UP slowly

* Tactics:

If you cleared Part 1 before Turn 10, you're in good shape. You should be able to defeat all of the undead minions on your first turn in Part 2 and you can just mass union Rogan for the win on your second turn. He can't even use Necro Gate because it's Fixed Evening.

* Win: Defeat Rogan

* Excellent Clear: 14 turns

* Recruit:

Valkyrie / Anne Komaku GEN: 3 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 6500
 Item: Seductive Bustier [3]: [0] Morale UP slowly

[O] > Golem
[O] Void Holy
[X] < Dark
[O] Morale UP slowly

___ BF 5-5 ~ hankoukoku no hatajirushi _____
banner of the anti-imperial army

* Map:

```

                [ ]-[ ]-[ ]-[ ]
                    |
                    [ ]-[ ]-[ ]-[3]
                    | | | |
                    [F]-< >-< >-[ ]
                    | | | |
                [5]-[ ]-< >-<4>-< >-< >-[2]
                    | | | | | | | |
                [6]-[ ]-[ ]-[ ]-[F]-[ ]-[ ]-[ ]-[ ]-[ ]
                    | | | | | | | |
                [ ]-[ ]          [7]-< >-[ ]-[1]-< >-< >
                    | | | | | | | |
[C]-[ ]-[ ]          < >-[ ]          [b]-[a]
                    | | | | | | | |
                [ ]          < >-< >-[ ]-[8]          [d]-[c]
                    | | | | | | | |
[ ]-[ ]-[ ]-< >-< >          [9]          [e]
| | | | | | | |
[ ]-[F]-[ ]-[0]-: :          : :-:s:
| | | | | | | |
: :-: :-: :-: :-: :-: :-: :-: :-: :

```

* Remarks:

1. Phoebe, Elisha, or Minnesota will get you Fame +16.
2. Dried Lizard.
3. Trade: Large Meal -> Fairy's Stone Brooch. If you have nothing to trade, Fame -16.
4. Fire Dragon Fragments.
5. A male unit gets you a Gaudy Turban. A female unit gets the Twilight Veil.
6. Curry Rice.
7. Skull Stone.
8. Trade: Aquarius and Element -> Sun Orb
9. If your Fame is positive, you will get the Silvia. If your Fame is negative, you will get the Brascendo.
0. Rusted Sword.

* Other Enemies (Bandits):

Griffon Rider (x4)

Item: Griffon's Feather [1]: [O] Move -> Morale UP

Axe Battler (x2)

Valkyrie (x1)

* Other Enemies (Lukia Empire):

Knight (x4)

Item: Iron Helm [2]: [O] Block criticals

Witch (x1)

Griffon Rider (x3)

* Tactics:

Assuming you have one of the correct unit compositions, here's how to get the most out of this map. Raspberry will be flying everywhere to get the items in the middle, so she's out of the fights. You need one strong sword user to deal with the units up north and Phoebe and one other unit (or equivalent) to defeat as many units as they can in the southwest. Choose five powerful cards that total 46 MOV if you want to go after the bandits or 47 MOV if you want to go after the Empire troops. Choose your units in an order that is optimal for what they're doing, i.e. Anne should be on [b] unless you're using Ishut, in which case Raspberry should be on [b]. Phoebe should be on [e], and the other support unit should be on [c]. Raspberry takes [d] if you're using Anne. You must use all of your MOV each turn. Move Phoebe and the unit on [c] via ship to the Lukia troops while moving your sword user to the bandits. It's okay if you're not attacking for one turn, as long as you wear them down to only the lead Knight and the lead Griffon Rider by Turn 10. Raspberry should use remaining MOV to get the rest of the items from [4] up to [9] in that order, to conserve MOV. If you do this correctly (and not lose any fights), you are in a position to grab all items, gain as much EXP as you can, and get the MVP by finishing on Turn 13.

* Win: Defeat the Bandits (Defeat the Lead Griffon Rider). Fame +30.

-- OR --

* Win: Defeat the Lukia Empire (Defeat the Lead Knight). Fame -30.

* Excellent Clear: 14 turns

___ BF 5-6 ~ saraba tomo yo! _____
farewell, friend!

* Map:

```

          < >-< >
            | |
[ ]      [ ]-[ ]-< >-< >      [2]
|        | | | | | | | |
<4>-[ ]-[ ]-< >-< >-[a]-[b]-[c]
| | | | | | | | | |
< >-< >-[ ]-[ ]-[ ]-[d]-[e]-[ ]
| | | | | | | | | |
< >-[ ]-< >-< >-[ ]-[1]-:s:-: :
| | | | | | | | | |
[ ]      [ ]-[ ]-[ ]-[ ]-[ ]-: :
| | | | | | | | | |
[ ]-: :s:-: :s:-: :s:-: :s:-: :
| | | | | | | | | |
: :-: :-: :-: :-: :-[ ]-: :-: :
| | | | | | | | | |
: :-: :-: :-: :-: :-[3]-[ ]-: :
| | | | | | | | | |
: :-: :-: :-: :-: :-: :-: :-: :

```

* Remarks:

1. Trade: Coelacanth's Bone and Sea Serpent -> Lacan's Secret Medicine.
2. The Evil Eye reveals the Cachusha.
3. If you have the Love Shells, a unit will get his/her formation changed here.

* Boss Data:

Carcassa / Rogan GEN: 4 | ATK: 2 | TEC: 2 | LUK: 2 | Morale: 4820

3. If you have the Love Shells, a unit will get his/her formation changed here.

4. Pirate King's Doll

* Boss Data:

Cyborg / Velgas GEN: 2 | ATK: 5 | TEC: 4 | LUK: 3 | Morale: 6600

Item: Rebellion Force [3]: [0] Fighting status +1

[0] Void ailments

[0] No battle penalty

[0] Fighting status +1

* Other Enemies:

Sniper (x2)

Sailor (x1)

Axe Battler (x1)

Necromancer (x1)

Pirates (x1)

Valkyrie (x1)

* Tactics:

While it's possible to complete without Anne Komaku or Ishut, if either of them has decent stats, I suggest you use them, along with their respective cards. Take advantage of Velgas's low GEN by using card skills often and you will overcome his 5 ATK. Of course, if your units have 5 ATK of their own, it's possible to brute force it (Phoebe with Brascendo in Water, for instance). I also strongly advise you to let Velgas's troops to come to you, as long as you have some way of dealing with Snipers on their charge. Even if you don't, it saves you a lot of MOV and formation hassle (your ship will be in range of Velgas when he comes to you as well).

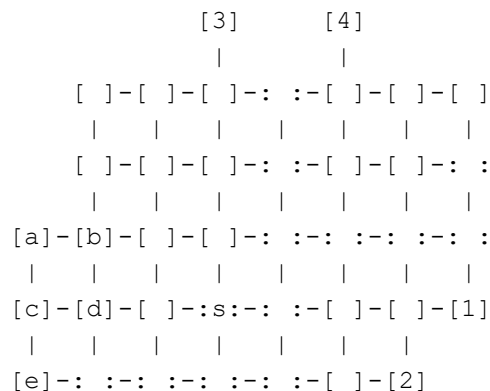
* Win: Defeat Velgas

* Excellent Clear: 20 turns

* You will acquire [Card] Burst Wing if you took the A route in Chapter 4. You will acquire [Card] Ground Spear if you took the B route.

___ BF 5-7 ~ aa, shinjitsu wa totsuzen ni _____
Oh, the truth is suddenly...

* Map:



* Remarks:

1. Trade: Will Crystal and Rusted Sword -> Magical Sword
2. Golem Suit.
3. If your Fame is positive, you will get the Flute of Deception. If your Fame

is negative, you will get the Lucky Broom.

4. If your Fame is positive, you will get the Gatling Gun. If your Fame is negative, you will get the Elegant Spear.

* Other Enemies:

Sailor (x1)

Item: Death Bringer [2]: [0] Critical 50%

Gunner (x1)

Item: Wind Revolver [2]: [0] Instant charge

Sniper (x2)

Chaser (x1)

Valkyrie (x1)

* Tactics:

Focus on defeating the tower guards first. You will have time to get items in the southeast afterward. They're not hard to deal with; a single unit can attack the Valkyrie and should be able to defeat everyone in the union. On your second turn, attack the Sniper in Fog because that's the most efficient. On your last turn, you should be able to attack both tower guards and take them both out with a three-unit union in Rain.

* Advance: Capture both watchtowers (move a unit to each).

* Your positions will reset. You will choose new cards and characters.

-- BF 5-7 Part 2 -----

* Map:

```

[ ]-[ ]-[ ]-[4]-[ ]-[ ]-[3]
|  |  |  |      |  |
[ ]-[ ]-[ ]-[ ]      [2]-[ ]-[ ]
|  |  |  |      |  |  |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
|  |  |  |  |  |  |  |  |  |
[C]-[ ]-: :-: :-: :-: :-: :-[ ]-: :-:s:
      |  |  |  |  |  |  |
      : :-: :-: :-: :-: :-: :-[a]-[b]-[c]-[1]
      |  |      |  |
      : :-: :      [d]-[e]

```

* Remarks:

1. During the Day, you will get the Morning Dress. During the Night, you will get the Evening Dress.

2. If your Fame is positive, you will get the Golden Gun. If your Fame is negative, you will get the Dream Cap.

3. Trade: Bottled Dozeu -> Fancy Cat Powder.

4. Gold Badge.

* Boss Data:

Gunner / Tracy GEN: 5 | ATK: 5 | TEC: 4 | LUK: 1 | Morale: 6620

Item: Meteor [2]: [0] Critical 50%

* Other Enemies:

Witch (x3)

Item: Love Chains [2]: [0] Block criticals

Undine (x2)

Golem (x3)

Sailor (x3)

Gunner (x1)

* Tactics:

The first few turns will determine whether you can get the MVP or not. You should load 3 (maybe 4 if you have the movement) of your units into your ship and start ferrying that army toward the left. Leave one unit behind that you don't want to use (or Phoebe or Raspberry since they can cross water) to get the Dress of your choice, but you can do this at any time, and it's more important to start getting your units over. If you're using primarily Gunners, then it's even more important that you get them over there during the daytime, because it will begin to rain in the evening.

Tracy will cycle between Medusa Eye and Trickster, so choose your card accordingly and/or try to match up anyone with 5 GEN against her. The way to beat Tracy is to indirectly damage her through the enemy formation, but never let your units get attacked back on Tracy's turn. Whittling her Morale down this way will allow you to mass one final union against her alone at the end.

* Win: Defeat Tracy

* Excellent Clear: 24 turns

// Chapter 6 ~ unmei no akai doukasen //////////////////////////////////////
the red fuse of fate

___ BF 6-1 ~ hikari no kai'iki _____
light of the ocean

```

      [5]                [ ]
      |                  |
      [4]-[ ]           [ ]-[ ]-[ ]
      | |               | | |
: :-: :-: :-[ ]-[ ]   [ ]-[ ]-[2]
| | | | |           | | |
: :-[ ]-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[a]-[b]
| | | | | | | | | | | | | | |
: :-[ ]-[ ]-: :-: :-[ ]-[ ]-[ ]-[c]-[d]-[e]-[ ]
| | | | | | | | | | | | | | |
: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-: :-[1]
| | | | | | | | | | | | | | |
: :-: :-: :-: :-: :-: :-: :-:3:-: :-: :-: :-: :-:
      | | | |
      : :-: :-: :-: :-:

```

1. Trade: Rare Fish Mail -> Manta Fish Mail
2. Bright Ocean Fragments
3. Gold Dozeu
4. Platinum Badge
5. Visiting this village twice will get you the Legendary Cannon.

* Boss Data:

Queen / Enryetta GEN: 4 | ATK: 3 | TEC: 3 | LUK: 3 | Morale: 7140
Item: Platinum Ornament [3]: [0] Void all but Dark

5. Visiting this village twice will get you the Legendary Cannon.
6. Trade: Randomly chosen sword item -> Blunt Sword
7. Trade: Letter in a Bottle -> Euphoria's History Book

* Tactics:

Enryetta will pursue you. She still has Morale Protect. Make your way over to the flags. To clear this in 24 turns, you must either defeat the entire Undine unit (defeating the lead Undine isn't enough) or pile everyone into the ship and directly head over as fast as you can when the ocean isn't frozen. If you're doing the latter, you must never let an opposing Undine Break Out with Diamond Dust, or your troops are walking over the ice instead. (It is okay for them to freeze the ocean at night after you've already used all your MOV because the ocean will thaw on your next turn and you won't lose 3n turns.)

* Win: Escape Enryetta (Move your units to the flags).

* Excellent Clear: 24 turns

__ BF 6-2 ~ kagakusha toiu na no kemono _____
 the scientist's kemono*

* I know this is another really badly translated title. By the way, in Japan, kemono is a form of art that involves humanlike animal characters. (Source: Kemono on Wikipedia.)

* Map:

```

  [1]-[ ]-[ ]-[ ]-[2]-[ ]
    |  |  |  |  |  |
  [ ]-[ ]-[ ]-[ ]-[ ]-[3]
      |  |  |  |  |
      [ ]-[ ]-[F]-[ ]-[4]
        |  |  |  |  |
      [ ]-[ ]-[ ]-[ ]-[ ]-[ ]
        |      |  |
      [ ]      [F]-[ ]
        |      |  |
  [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
  |  |  |  |  |      |  |
[V]-[ ]-[ ]-[ ]-[ ]      : :-: :
  |  |  |  |  |  |  |
  [ ]-[ ]-[b]-[a]-[ ]-: :-[ ]
  |  |  |  |  |  |  |
  [ ]-[ ]-[c]-[d]-[e]-:s:-[ ]

```

* Remarks:

1. If you have the Love Chains, a unit will get his/her formation changed here.
2. Dark Spectral Fragments.
3. Trade: Castaway Story -> Formular.
4. Iron Shackles

* Boss Data:

Mad Scientist / Ajo Gurafo GEN: 2 | ATK: 4 | TEC: 6 | LUK: 3 | Morale: 6860
 Item: Gargoyle Rod [3]: [O] in Night
 [O] > Skeleton
 [O] Void Dark
 [X] < Holy

[O] in Night

Doppelganger / Lulu MK-2 GEN: 4 | ATK: 3 | TEC: 5 | LUK: 5 | Morale: 7020

Item: Southern Cross [1]: [O] Power 50% UP

[O] in Mystic Ruins

[O] Block criticals

[O] Power 50% UP

* Other Enemies:

Witch (x5)

Necromancer (x2)

Gunner (x2)

* Tactics:

Lulu MK-2 is fairly easy to deal with if you're not relying on any particular card strategy. She does have 5 LUK though, so you'll need someone with high LUK or Wise to get her item. Any Gun users will handle this map pretty easily.

Ajo Gurafo has Insanity on 6 TEC, so you should attack the top right Necromancer to avoid including him in formation until you've reduced it down to a point where you know Ajo won't Break Out when you engage him directly. Once again, Gun users are very strong here.

You need to clear this part of the map by no later than Turn 11 if you want the MVP.

* Advance: Defeat Lulu MK-2. Defeat Ajo Gurafo.

* Your positions will reset and you will choose new characters.

-- BF 6-2 Part 2 -----

* Map:

```

                [1]-[ ]-[ ]-[ ]-[2]-[ ]
                | | | | | | | |
        [ ]      [ ]-[ ]-[ ]-[ ]-[ ]-[3]
                | | | | | | | |
        [ ]-[ ]-[ ]      [ ]-[ ]-[F]-[ ]-[4]
        | | | | | | | | | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | |
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]      [F]-[ ]
| | | | | | | |
        [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
        | | | | | | | |
        [V]-[ ]-[ ]-[ ]-[ ]-[ ]      : :-: :
        | | | | | | | |
        [ ]-[ ]-[b]-[a]-[ ]-: :-[ ]
        | | | | | | | |
        [ ]-[ ]-[c]-[d]-[e]-: :-[ ]

```

* Remarks:

1. If you have the Love Chains, a unit will get his/her formation changed here.
2. Dark Spectral Fragments.
3. Trade: Castaway Story -> Formular.
4. Iron Shackles

* Boss Data:

General / Garm GEN: 3 | ATK: 5 | TEC: 3 | LUK: 1 | Morale: 6960

Item: Knight Killer [3]: [0] > Knight
Valkyrie / Melanie GEN: 5 | ATK: 3 | TEC: 3 | LUK: 2 | Morale: 7260
Item: Red Crimson [1]: [0] Fire attack UP

* Other Enemies:

Valkyrie (x3)
Knight (x3)

* Tactics:

Melanie and Garm both have Morale Protect, so you can't get their items without Stealing them. In addition, since they retain the same items when you fight them again if they didn't previous lose them, you might actually need to Item Break one of them in order to have a chance of getting their final items and completing your Items list. Reducing either Melanie or Garm to less than 1000 Morale will allow you to end the map.

* Win: Reduce Melaine or Garm to 1000 Morale or less.

* Excellent Clear: 16 turns

___ BF 6-3 ~ utsukushiki omoide _____
beautiful memories

* Map:

```
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[1]-[ ]
| | | | | | | | | | | | |
[2]-[ ]-[ ]-[ ]-[ ]-[ ] : :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | | | | |
[ ]-[ ]-[ ]-[a]-[b]-: :-[ ]-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | | | | |
[ ]-[ ]-[c]-[d]-[e]-:s:-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | | | | |
[ ]-[ ]-[ ]-: :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
| | | | | | | | | | |
: :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
```

* Remarks:

1. Salty Pudding. Zazarland gets you nothing.
2. Trade: Crystal and Undersea Rose -> Poseidon's Sword

* Boss Data:

Queen / Enryetta GEN: 5 | ATK: 4 | TEC: 4 | LUK: 3 | Morale: 7500
Item: Fad Pendant [1]: [0] Morale -> MAX when low
[O] Void ailments
[O] Void Holy
[X] < Dark
[O] Morale UP slightly

* Other Enemies:

Knight (x5)
Item: Famous Horse Werdna [3]: [0] Always ace
Griffon Rider (x2)
Axe Battler (x3)
Chaser (x1)

* Tactics:

You can use that Knight Killer that you just got for some easy wins. The water area is perfect for Phoebe, and she can easily take on Griffon Riders from there. Elisha does the same with her [O] > Griffon Rider. Defeat the group of Knights as quickly as you can so they stop taking up your turns if you want the MVP. They will be on the road, so you will need your own bonuses to deal with them. The Twilight Veil is good here. Be sure to either Steal Enryetta's Fad Pendant, or don't reduce her Morale to less than 1/4 on the start of her turn, or she will recover back to 7500, which might cost you the MVP.

* Win: Defeat Enryetta

* Excellent Clear: 14 turns

___ BF 6-4 ~ shinyuu _____
close friends

* Map:

```
[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[V]
|      |  |  |  |  |  |
[ ]      : :-: :-: :-: :-[ ]-[ ]
|      |  |  |  |  |  |
[ ]-[ ]-: :-[ ]-: :-: :-[ ]-[ ]
|  |  |  |  |  |  |  |
[ ]-[ ]-: :-[ ]-[ ]-[ ]-[ ]-[c]-[e]
|  |  |  |  |  |  |  |
[ ]-: :-: :-: :-: s:-[ ]-[ ]-[b]-[d]
|  |  |  |  |  |  |  |
: :-: :-: :-: :-[ ]-[ ]-[ ]-[a]-[ ]
|  |  |  |  |  |
: :-: :-: :-: :-: :-: :
|  |  |  |  |  |
: :-: :-: :-: :-: :-: :
```

* Boss Data:

Bayonet / Gariored GEN: 5 | ATK: 3 | TEC: 6 | LUK: 3 | Morale: 7480
Item: Ocean Rifle [2]: [O] Foe GEO 0%
[O] in Night
[O] Void Dark
[X] in Rain
[O] Foe GEO 0%

* Other Enemies:

Undine (x2)
Knight (x3)
Gunner (x1)

* Tactics:

Remember that if you're not using Raspberry, she should be firing the cannon because only she can do so at night.

Gariored has Night advantage, so just bring your best units with the best equipment you have. When it's just down to him, which should be in two turns (yours and his), then you can just mass union him. Yes, he will Break Out with Megiddo since there's nothing you can really do about that, but you will eventually wear him down.

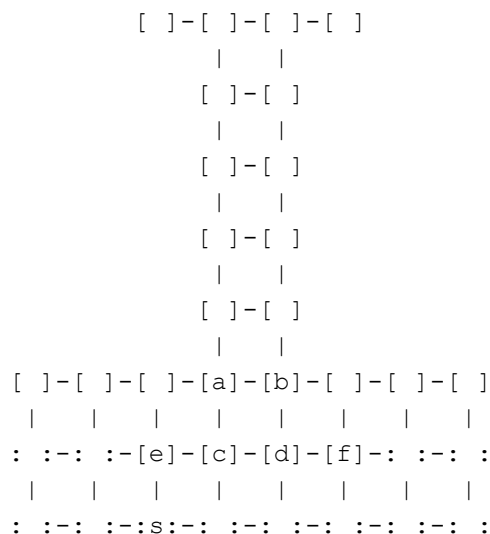
* Win: Defeat Gariored.

* Excellent Clear: 16 turns

// Chapter 7 ~ kodai yuuforia //////////////////////////////////////
ancient euphoria

___ BF 7-1 ~ koufukukan _____
euphoria

* Map:



* Boss Data:

Prince / Ashrey GEN: 5 | ATK: 4 | TEC: 4 | LUK: 1 | Morale: 7480
Item: Crimson Mantle [3]: [O] Void Fire
[O] Void ailments
[O] Void Fire

* Other Enemies:

Paladin (x2)

* Tactics:

High leveled Gunners and spear users will do well here. This is fairly easy to clean up. Any [O] GEO 0% items will help out here a lot. Ashrey will cycle between Megiddo, Volcanon, and Ground Spear/Burst Wing (whichever you don't have). Any [O] in Day items can be equipped for a similar effect.

* Win: Defeat Ashrey

* Excellent Clear: 6 turns

___ BF 7-2 ~ ukabiagaru shinjitsu _____
the truth emerges

* Map:

```

                [e]-[f]
                |  |
: :-[ ]-[ ]-[ ]-[ ]-[c]-[d]-[ ]-[ ]-[ ]-[ ]-: :
|  |  |  |  |  |  |  |  |  |  |  |
: :-[ ]-: :-: :-[ ]-[a]-[b]-[ ]-: :-: :-[ ]-: :
|  |  |  |  |  |  |  |  |  |  |  |
[ ]-[ ]-: :-: :-s:-: :-: :-: :-: :-: :-[ ]-: :
|  |  |  |  |  |  |  |  |  |  |  |
[2]-[ ]-[ ]-[ ]-[ ]-[1]-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]

```

* Remarks:

1. Marchen Wings. Ishut gets you nothing.
2. If you have the Love Bikini, a unit will get his/her formation changed here.

* Boss Data:

```

General / Garm                GEN: 4 | ATK: 6 | TEC: 4 | LUK: 1 | Morale: 7480
  Item: Knight Killer [3]: [0] > Knight
Valkyrie / Melanie           GEN: 5 | ATK: 4 | TEC: 3 | LUK: 2 | Morale: 7680
  Item: Red Crimson [1]: [0] Fire attack UP

```

* Other Enemies:

* Tactics:

If you want to clear this stage quicker, just use the ship to attack Garm directly. You don't want to engage his forces at the top right choke anyway, since that's where his union will include the cannon. Same goes for Melanie's side--engaging directly through the choke will get you shot during the day. Once again, units with any [O] GEO 0% items will speed things up as well.

* Advance: Defeat Garm. Defeat Melanie.

* Your position will not reset, so move your important units toward the bottom of the map with any extra MOV you have from your cards. The time of day will remain the same when you meet the first objective.

-- BF 7-2 Part 2 -----

* Map:

```

                [e]-[f]
                |  |
: :-[ ]-[ ]-[ ]-[ ]-[c]-[d]-[ ]-[ ]-[ ]-[ ]-: :
|  |  |  |  |  |  |  |  |  |  |  |
: :-[ ]-: :-: :-[ ]-[a]-[b]-[ ]-: :-: :-[ ]-: :
|  |  |  |  |  |  |  |  |  |  |  |
[ ]-[ ]-: :-: :-s:-: :-: :-: :-: :-: :-[ ]-: :
|  |  |  |  |  |  |  |  |  |  |  |
[2]-[ ]-[ ]-[ ]-[ ]-[1]-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]
                |  |  |  |
                [ ]-: :-: :-[ ]
                |  |  |  |
                [ ]-: :-: :-[ ]
                |  |  |  |
                [ ]-[ ]-: :-: :-[ ]-[3]
                |  |  |  |  |  |
: :-: :-: :-: :-: :-: :-: :

```

* Remarks:

any leader with a [O] Block charge item and move everyone else out of formation on Symphonia's turn.

Symphonia's card is Coalesce. I really hope you have at least one powered up gun unit, because gun units are going to win you this map. Coalesce will destroy you if you manage to get Symphonia up to MAX unless Symphonia herself is close to losing. To put it in perspective, 6 ATK 6 GEN Yggdra with the Sovereign's Seal (the ?????? item) barely defeats Symphonia when Coalesced with 7 figures.

* Win: Defeat Symphonia

* Excellent Clear: 6 turns

__ BF 7-4 ~ yuuforia no juunin _____
the resident of euphoria

* Map:

```

          [ ]-[ ]-[ ]-[ ]-[ ]
            |  |  |  |  |
          : :-: :-[ ]-[ ]-: :-[ ]
            |  |  |  |  |
          : :-: :-: :-: :-: :-[ ]
            |  |  |  |  |
: :-: :-: :-: :-: :-[ ]-: :-[ ]-[ ]
|  |  |  |  |  |  |  |  |  |
: :-: :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]
|  |  |  |  |  |  |  |  |
: :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]
|  |  |  |  |  |  |  |  |
: :-: :-: :-: :-[ ]-[b]-[a]-[c]-[ ]
|  |  |  |  |  |  |  |  |
: :-: :-: :-: :-: s:-[ ]-[d]-[e]-[f]-[1]
```

* Remarks:

1. If you have the Manta Mantle, move Ishut here to play BF 7-6C (Ending C).

* Boss Data:

Amor / Lyra [Protect] GEN: 5 | ATK: 4 | TEC: 5 | LUK: 3 | Morale: 9380
Item: Black Maria [3]: [O] Block counter
[O] Void ailments
[O] Flash attack % STR UP
[O] Block counter

* Tactics:

Oblivious Dawn returns as an unobtainable card in Gloria Union. It's not very powerful, since if your gauge is already at 0%, it does nothing (so you can just go Aggressive until the gauge is empty). I recommend you stack as many units as you're using in the Ship and ferry everyone up to Lyra. Otherwise you will be wasting a lot of turns and/or dealing with smaller unions.

Kyra has Morale Protect, but once you start attacking her, a whole slew of units will show up and surround you. Your turn will not end, which allows you to use any remaining MOV, as well as fire the cannon if you haven't done that yet.

* Advance: Attack Lyra. Her Morale will regenerate after the event.

* Your positions will not reset.

-- BF 7-4 Part 2 -----

* Map:

```
[2]-[ ]-[ ]-: :-[ ]-[ ]-[ ]-[ ]-[ ]
  |   |   |   |   |   |   |   |   |
  [ ]-[ ]-: :-[ ]-[ ]-[ ]-[ ]-[ ]
  |   |   |   |   |   |   |   |   |
[ ]-[ ]-[ ]-: :-[ ]-[ ]-[ ]-[ ]-[ ]
  |   |   |   |   |   |   |   |   |
[ ]-[ ]-[ ]-: :-: :-[ ]-[ ]-: :-[ ]
  |   |   |   |   |   |   |   |   |
[ ]-[ ]-[ ]-: :-: :-: :-: :-: :-[ ]
  |   |   |   |   |   |   |   |   |
: :-: :-: :-: :-: :-[ ]-: :-[ ]-[ ]
  |   |   |   |   |   |   |   |   |
: :-: :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]
  |   |   |   |   |   |   |   |   |
: :-: :-: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]
  |   |   |   |   |   |   |   |   |
: :-: :-: :-: :-[ ]-[b]-[a]-[c]-[ ]
  |   |   |   |   |   |   |   |   |
: :-: :-: :-: s:-[ ]-[d]-[e]-[f]-[1]
```

* Remarks:

1. If you have the Manta Mantle, move Ishut here to play BF 7-6C (Ending C).
2. Trade: Salty Pudding -> Sea Memoir. If you don't have the Salty Pudding, Fame -40.

* Boss Data:

Amor / Lyra [Protect] GEN: 5 | ATK: 4 | TEC: 5 | LUK: 3 | Morale: 9380
Item: Black Maria [3]: [O] Block counter
[O] Void ailments
[O] Flash attack % STR UP
[O] Block counter

* Other Enemies:

Paladin (x1)
Item: {Nivuruguribu} [1]: [O] in All terrain
Valkyrie (x3)
Item: Bloody Rapier [1]: [X] Move -> Morale DW
Pirates (x2)
Griffon Rider (x2)
Undine (x2)
Sniper (x2)
Sailor (x3)

* Tactics:

Be warned: the weather will turn to Rain the first time that it becomes night. If you moved gun units up, they will lose most of their engagements. Note that you have an option of decreasing your Fame by 40, which may or may not be helpful in getting a different ending. Since there's really no way to account for all of the possible enemy movement patterns, any universal bonuses (e.g. [O] in water, [O] in Night, etc.) are useful.

* Win: Defeat Kyra.

* Excellent Clear: 18 turns

___ BF 7-5 ~ koutei ashurei _____
the emperor, ashrey

* Map:

```

  [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
  | | | | | | | |
  [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
  | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[b]-[a]-[c]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[e]-[d]-[f]-[ ]-: :-: :

```

* Boss Data:

Prince / Ashrey GEN: 6 | ATK: 5 | TEC: 4 | LUK: 2 | Morale: 8180
 Item: Sky God Sword [1]: [0] Gauge fills
 [0] Void ailments
 [0] Gauge fills

* Other Enemies:

Paladin (x2)

* Tactics:

You'll want to defeat Ashrey as quickly as possible so that he doesn't use Megiddo. If you don't target Ashrey on your first turn (i.e. target a Paladin instead), he will usually have enough gauge saved up to defeat you when it's his turn to fight. When it comes down to just Ashrey, just mass union him. You will lose some fights, but the battle penalty will weaken him for the later fights.

* Win: Defeat Ashrey

* Excellent Clear: 8 turns

___ BF 7-6A ~ owari no ao, umi to sora to _____
the blue end: sea and sky...

* Map:

```

      [ ]
      |
    [ ]-[ ]-[ ]
      | | |
  [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
  | | | | | | | |
  [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
  | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :

```

```
| | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
```

* Boss Data:

Nocturne / Ashrey [Regen] GEN: 6 | ATK: 6 | TEC: 6 | LUK: 6 | Morale: 9999
Item: Euphoria's Crest [1]: [O] > All units
[O] Void ailments
[O] Block criticals
[O] Void Dark
[X] < Holy
[O] > All units

* Tactics:

Equip all your best items now. This includes things like Formular, Excalibur, Southern Cross, Etherion, Sovereign's Seal, etc. Ocean Rifle may also be useful to equip as long as you're certain that that gun unit will win. You will just have to tank the Megiddo Break Outs with high GEN units because you're forced to mass union Ashrey due to his Morale regen. Take advantage of Ashrey's [X] < Holy as best as you can with Banish or an aggressive Anne or Yggdra. When you're fighting in Fog, the fact that Ashrey sometimes is unable to counter will help you win engagements that you otherwise shouldn't. Just remember to move most of your units out of formation afterward. See also: How to defeat Megiddo in the FAQ.

* Completion: Defeat Ashrey.

___ BF 7-6B ~ eikou no kaizokutachi _____
the pirates of glory

* Map:

```
      [ ]
      |
      [ ]-[ ]-[ ]
      | | |
    [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
      | | | | | | | |
    [ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]
      | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
| | | | | | | | | |
: :-: :-[ ]-[ ]-[ ]-[ ]-[ ]-[ ]-: :-: :
```

* Boss Data:

Requiem / Gariored [Regen] GEN: 6 | ATK: 6 | TEC: 6 | LUK: 6 | Morale: 9999
Item: Euphoria's Crest [1]: [O] > All units
[O] Void ailments
[O] Block criticals
[O] Void Dark
[X] < Holy
[O] > All units

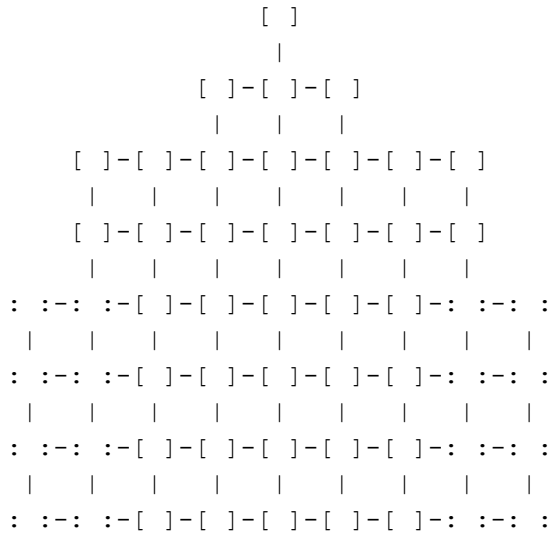
* Tactics:

This is much like the fight against Ashrey, but you have a much bigger advantage on your charge because Gariored can't counter. Pinger or any unit with the Move Seed can take advantage of this fact by moving out of formation after being the union leader, since Gariored will not chase you. As long as you can win most of your mass union (Megiddo is inevitable), you should be able to overpower the Morale regen and claim your victory. See also: Tactics given in BF 7-6A; How to deal with Megiddo in the FAQ.

* Completion: Defeat Gariored.

__ BF 7-6C ~ gin no sou tsurugi wa nibuku kagayaku _____
twin silver swords, dull and shining

* Map:



* Boss Data:

Rhapsody / Ishut [Regen] GEN: 6 | ATK: 6 | TEC: 6 | LUK: 6 | Morale: 9999
Item: Euphoria's Crest [1]: [0] > All units
[0] Void ailments
[0] Void all attr.
[0] Block criticals
[0] > All units

* Tactics:

Unlike Ashrey and Gariored, Ishut is not weak to any elements, but instead, he voids all ailments. Since you've lost the ability to use any Ancient Power cards and cannot use any form of Fatal Damage to hurt him, the only way to complete this map is to mass union Ishut. See the FAQ on Megiddo for how to do this. Kiss of Death can be used to stall out Megiddo for about 7 additional seconds since your cast time will not be perfect. Revolution will give Anne a fighting chance if she has very high stats and has some form of terrain or time bonus. Banshee's Cry still reduces Ishut's ATK to 1. Shield Barrier is quite useless since you want to be going Aggressive to keep Ishut's gauge as low as possible. Any unit-specific card will do okay, such as Crucifixion or Meteor, as long as that unit has high TEC. Since Ishut regenerates 25% of his Morale every turn, you cannot use the 1 unit vs. 1 unit strategy to prevent Megiddo because you will run out of cards. See also: Tactics to BF 7-6A.

* Completion: Defeat Ishut.

=====
 4. Characters and Classes
 =====

-- 4a. Recruitable Characters -----

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect												
Ishut	Innocent	Sword		X	Start	[O] Flash attack damage UP	Cannot be ship captain.												
Lv	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
G	2.3	+1		+1		+1		+1		+1	+1	+1	+1	+2	+1	+2	+1	+1	5.0
A	2.6	+1	+1		+1		+1		+1		+1		+1		+2	+1	+1	+1	5.0
T	1.8		+1		+1		+1	+1	+1	+1	+1	+1	+1	+1	+1	+1		+1	3.2
L	1.8	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	4.1

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect													
Pinger	Cait Sith	Axe		+	Start	[O] in Alley, Street [O] Move after union OK	Move after cannon OK.													
Lv	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
	2.2	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1		+1		+1	5.0
	1.8	+1		+1	+1	+1		+1		+1		+1		+1	+2	+1		+1	+1	3.3
	2.6	+1	+1	+1	+1	+1		+1	+1	+1		+1	+1		+1	+1		+1	+1	6.0
	2.0	+2	+1	+2	+1	+2	+1		+1		+1		+1		+1		+1			4.0

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect												
Lulu	Uranos	Staff		+	1-1	[O] in Mystic ruins [O] Block criticals	May inflict paralysis.												
Lv	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
G	2.0	+1		+1	+1		+1		+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	4.0
A	1.8	+1		+1		+1		+1		+1		+1	+1	+1	+1	+1	+1	+1	3.2
T	2.6	+1		+1		+1	+1	+1		+1	+1	+1	+1	+1	+1	+1	+1	+1	6.0
L	2.7		+1	+1		+1	+1		+1	+1		+1	+1		+1	+1		+1	5.0

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect												
Elisha	Gunner	Gun		+	1-2	[O] in Day [O] > Griffon Rider [X] in Rain	Accuracy +1.												
Lv	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total	
G	2.0	+2	+1	+2	+1	+2	+1	+1			+1	+1			+1	+1			4.0
A	2.6	+1		+1		+1	+2	+1	+2	+1	+1	+1		+1	+1		+1		6.0
T	2.6	+1	+1		+1		+1	+1	+1	+1		+1	+1	+1		+1	+1		5.0

L 2.4 +1 +1 +1 +1 3.0

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect										
Zazarland Captain		Axe		X	2-2	[O] Heavy counter % UP [O] Flash attack damage UP Splash radius +1. Range +1.											
Lv	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
G	2.7	+1		+1		+1		+1		+1		+1	+1	+1	+1		4.2
A	3.0		+1		+1		+1	+1	+1	+2	+1	+1	+1	+1	+2		6.0
T	1.8		+1		+1	+1	+1	+1		+1	+1		+1	+1			3.0
L	2.4	+1		+1		+1		+1		+1		+1		+1			3.4

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect									
Minnesota	Sailor	Spear		+	2-2	[O] in Beach [X] in Forest Cannon power +1.										
Lv	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total	
G	3.1	+1	+1	+1	+1	+1	+1	+1		+1		+1		+1		5.1
A	2.5	+2	+1	+2	+1	+2	+1	+1		+1		+1		+1		5.0
T	2.2	+1	+1	+1	+1	+1	+1		+1		+1		+1			3.3
L	1.9			+1					+1				+1			2.2

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect									
Locomoco	Witch	Staff	Fire	+	3-1	[O] Void Fire May inflict a Burn.										
Lv	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total	
G	2.1	+1		+1		+1		+1		+1		+1		+1		3.0
A	2.3		+1		+1	+1	+1	+1	+1	+1	+1	+1	+1	+1		4.0
T	4.0			+1	+1		+1	+1		+1				+1		6.0
L	3.1		+1		+1				+1		+1		+1			4.0

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect							
Phoebe	Undine	Spear	Ice	+	3-2B	[O] in Water [O] Void Ice [X] in Desert [X] < Fire May inflict a Curse.								
Lv	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
G	2.5	+1	+1	+1	+1		+1	+1		+1	+1	+1		4.0
A	3.0	+1		+1			+1	+1	+1	+1	+1	+1		4.2
T	3.0	+1	+1					+2	+2					4.0
L	2.3		+1	+1		+1	+1		+1	+1		+1		3.2

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect
Raspberry Vampire		Spear	Dark	+	3-4	[O] Void Dark	

[-] Ignore terrain

[X] < Holy

Cannon can fire at night.

Lv	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
G	2.1	+1		+1		+1		+1		+1	+1		+1		3.0
A	2.5	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	5.0
T	3.1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1		+1		6.0
L	1.9	+1			+1			+1			+1			+1	2.4

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect
------	-------	--------	------	-----	---------	-----------	-------------

Yggdra	Avenger	Gun	Holy	+	4-2A	[O] in Day [O] Void Holy [X] in Rain	
--------	---------	-----	------	---	------	--------------------------------------------	--

Range +1.

Lv	10	11	12	13	14	15	16	17	18	19	20	Total
G	2.6	+1	+1	+2	+1	+1		+1		+1		4.0
A	4.0	+1		+1		+1		+1		+1	+1	6.0
T	2.0		+1		+1			+1			+1	2.4
L	3.0	+1	+1	+1	+1	+1	+1		+1			4.1

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect
------	-------	--------	------	-----	---------	-----------	-------------

Gang	Sniper	Gun		X	4-2B	[O] in Night [X] in Rain	
------	--------	-----	--	---	------	-----------------------------	--

May inflict Slow.

Lv	11	12	13	14	15	16	17	18	19	20	Total
G	4.0	+1	+1	+1	+1		+1		+1		6.0
A	2.2	+1	+1		+1	+1		+1		+1	3.0
T	4.0		+1	+1	+1	+1		+1		+1	6.0
L	1.7				+1				+1		1.9

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect
------	-------	--------	------	-----	---------	-----------	-------------

Pamela	Mystic Witch	Staff		+	5-2B	[O] GEO card anywhere [O] Void ailments [O] Item protect [X] < Undine	
--------	--------------	-------	--	---	------	--------------------------------------------------------------------------------	--

May inflict Sleep.

Lv	13	14	15	16	17	18	19	20	Total
G	2.1	+1	+1	+1	+1	+1	+1	+1	3.0
A	2.3	+1	+1	+1	+1	+1			3.0
T	4.2		+1		+1		+1	+1	6.0
L	4.3	+1	+1	+1					6.0

Name	Class	Weapon	Adds	Frm	Recruit	Modifiers	Ship Effect
------	-------	--------	------	-----	---------	-----------	-------------

{Kamyuru}	Knight	Spear		X	5-3	[O] on Road, Bridge [X] < Griffon Rider [X] in Forest	
-----------	--------	-------	--	---	-----	-------------------------------------------------------------	--

Splash radius +1.

Lv	12	13	14	15	16	17	18	19	20	Total
----	----	----	----	----	----	----	----	----	----	-------

G	3.3	+1		+1	+1			+1	+1											4.2	
A	3.4	+1	+1	+1	+1	+1	+1	+1	+1	+1											6.0
T	3.1	+1	+1	+1	+1					+1											4.0
L	2.0	+1	+1	+1	+1	+1	+1	+1	+1	+1											3.0

Name	Class	Weapon Adds		Frm	Recruit	Modifiers		Ship Effect		
Eater	Prowler	Koto		*	5-4A	[O] Ignore union ace (Day) [O] > All units (Night) [X] Skills unusable (Night) May inflict Poison.				
Lv	12	13	14	15	16	17	18	19	20	Total
G	2.5			+1			+1		+1	3.0
A	3.3		+1		+1		+1		+1	4.0
T	3.4	+1				+1				4.0
L	2.0	+3	+3	+2	+3	+3	+2	+2	+2	6.0

Name	Class	Weapon Adds		Frm	Recruit	Modifiers		Ship Effect		
Anne	Valkyrie	Sword	Holy	+	5-4B	[O] > Golem [O] Void Holy [X] < Dark Accuracy +1. Power +1.				
Lv	12	13	14	15	16	17	18	19	20	Total
G	3.2		+1		+1			+1	+1	4.0
A	3.5	+1	+1	+2		+2		+1		6.0
T	3.3	+1	+1		+1		+1			4.1
L	2.5	+1		+1	+1		+1	+1	+1	3.2

-- 4b. Non-unique Classes -----

Class	Weapon Adds		Frm	Modifiers
Andras	Axe		X	[O] Void Dark [X] < Holy
Axe Battler	Axe		+	[O] in Wasteland [X] < Ice
Chaser	Sword	Thunder	X	[O] Void Thunder
Eligor	Spear		X	[O] in Beach [O] Void Dark [X] in Forest
Forneus	Spear	Ice	+	[O] in Water [O] Void Dark [X] < Holy [X] < Fire
Golem	Clump		.	[O] Destroy object [O] Void ailments [X] < Valkyrie [X] < Thunder

Griffon Rider	Axe		+	[O] > Knight [-] Ignore terrain [X] < Gunner [X] < Ice
Gunner	Gun		+	[O] > Griffon Rider [O] in Day [X] in Rain
Knight	Spear		X	[O] on Road, Bridge [X] < Griffon Rider [X] in Forest
Leraje	Gun	Dark	X	[O] No battle penalty [O] in Night [O] Void Dark
Necromancer	Staff	Dark	X	[O] > Skeleton [O] Void Dark [X] < Holy
Paladin	Sword		X	[O] Void ailments
Pirates	Axe		X	[O] > Undine
Sailor	Spear		X	[O] in Beach [X] in Forest
Skeleton	Clump		.	[O] Void ailments [X] Noon = sleep [X] < Necromancer [X] < Holy
Sniper	Gun	Dark	X	[O] in Night [O] Void Dark [X] in Rain
Undine	Spear	Ice	+	[O] in Water [O] Void Ice [X] in Desert [X] < Fire
Valkyrie	Sword	Holy	+	[O] > Golem [O] Void Holy [X] < Dark
Witch	Staff	Fire	+	[O] Void Fire
Zepar	Sword	Thunder	X	[O] Void Thunder [O] Void Dark [X] < Holy

Name	Maps	BF	GEN	ATK	TEC	LUK	Effect
??????		4-3	This item begins morphing in Chapter 6.				
{Nivuruguribu}	1	7-4	+2		+4	+4	[O] in All terrain
{Tanegashima}	1	3-1	UP	-2	-2		[X] Critical 0%
Alchemy Monocle	1	5-4A			+6	+4	[O] EXP +3
Angel Halo	1		UP			UP	[O] Morale UP gradually
Antique Music		5-4A					[!] Ex: Music
Aquarius	3	5-2A	+2		+4		[O] GEO card in water
Armory Key		2-2					
Banana Fruit	1	3-2A					[O] Eat: LUK UP
Beach Sandals	2	1-2		+2	+6		[O] in Beach
Beasterfang	1	5-4A		+4	+4	+2	[O] > Gun units
Beautiful Ring	2	3-5A				+4	[O] Fragile: 1-time revival
Beautiful Shells		5-3					
Belt Pouch	3	3-2B				UP	[O] Morale UP when low
Berserk	1		-4	UP	-2		[O] No battle penalty
Black Maria	3	7-4	+4		+2	+6	[O] Block counter
Black Night Robe	3	4-3	+4		+2		[O] Void Dark
Blindfold Cloth	1	2-2	-4	-6	DW		[X] Foe critical 50%
Bloody Rapier	1	7-4		UP	UP		[X] Move -> Morale DW
Blunt Sword	3	6-1	-6	DW	DW		[X] < All units
Bold Bikini	2	5-3	+6	-4	-2	+4	[X] Critical 0%
Bottled Dozeu	1	4-1					[O] Eat: GEN UP
Brascendo	2	5-5		UP	+4	UP	[X] Morale DW slowly
Brave Ring	3	4-2	+4	+2			[O] Critical 50%
Bright Ocean Fragments		6-1					
Bronze Shield	1		UP	-2	DW		[O] Block catapult
Burning Sun	3			+4	+2		[O] in Day
Cachusha	2	5-6	+2			+4	[O] Instant charge
Caged White Butterfly		3-2B					
Candy Staff	4		+1	+1	+1		[O] No battle penalty
Castaway Story	1	3-2B				+4	[O] No zero Reset
Cat Ears	3	5-4B	+2		+2		[O] Night move -> Morale UP
Cat's Eye	2	3-5A			+4	+6	[O] in Night
Centurio Blaster	1		UP	+6	+4	+2	[O] Holy attack UP
Coelacanth's Bone		3-2A					
Colorful Pearls		1-2					
Coral Spear	2			+4	+4		[O] Morale UP in water
Crimson Mantle	3	7-1	+6		+4		[O] Void Fire
Criticalizer	1	7-3			UP		[O] Critical 50%
Crusade Lance	3	6-1	UP	+4	+4	+2	[O] Gauge = maybe MAX
Crystal		3-6					
Curry Rice	1	5-5					[O] Eat: GEN UP
Dark Sabre	2	5-4B	-6	+6	+6	DW	[O] Dark attack UP
Dark Spectral Fragments		6-2					
Dead Dozeu	1	5-6					[O] Eat: Stat UP
Death Bringer	2	5-7	DW	+6	+4	+2	[O] Critical 50%
Demon Blade	3	3-5B	UP	UP	UP	DW	[O] Heavy counter % UP
Demonic Crystal		4-3B					
Devil's Tail	1	5-4A	-6		UP	UP	[X] Noon = Sleep
Dirty Pendant	1	3-5A	+1		+1		
Dowsing Rods	4	3-5A		-2		+6	[O] Detect: React to an item
Dozeu	1	4-1					[O] Eat: GEN UP
Dream Cap	2	5-7		+4	+4	UP	[X] Noon = Sleep
Dried Lizard	1	5-5					[O] Eat: ATK UP
Dry Bouquet		6-1					
Earth's Spear Fragments		4-2B					
Egg Shell	1	3-3	+2				[X] Morale DW slowly

Elegant Spear	2	5-7	+2	+4	+2	[O]	Win: EXP +3
Element		5-2B					
Eternal Tears	3	5-2A	+6	+4	+4	[O]	Skill time 2x
Etherion	1	6-4	UP	+4	+4	+4	[O] Gauge fills fast
Euphoria's Crest	1	7-6	UP	UP	UP	UP	[O] > All units
Euphoria's History Book		6-1				[!]	Ex: Characters
Evening Dress	3	5-7	+4		-4	+2	[O] Night happy
Evil Eye	1	5-2C		+2	UP	-4	[X] Detect; Move -> Morale DW
Excalibur	2	6-4	UP	UP	+4	+4	[O] Holy attack UP
Fad Pendant	1	6-3	+3	+1	+2	+3	[O] Morale -> MAX when low
Fairy's Stone Brooch	1	5-5	UP	UP	UP		[O] All attributes UP UP
False Emperor's Seal	3	7-1	+2	+2	+2	+2	[O] Flash attack % STR UP
Famous Horse Werdna	3	6-3	+6	+4	+2		[O] Always ace
Fancy Cat Powder	1	5-7					[O] Eat: Stat UP
Fancy Sea Urchin Eggs	1	5-3					[O] Eat: ATK UP
Fermata Bell	3	5-4A			+4	UP	[O] Rage fills slowly
Fire Dragon Fragments		5-5					
Fish Print Mail	2	3-1	+2	+2			[O] MVP reward: small
Flamberge	2			+4			[O] Fire attack UP
Flute of Deception	2	5-7				-4	[O] Foe GEO 0%
Fluttery Ribbon	2				+4	+2	[O] Void ailments
Forbidden Fruit	1	5-2C					[O] Eat: All stats UP
Four-Leaf Clover	4	1-1				UP	[O] Drop rate 100%
Frayed Rosary	1	2-2	DW	+2	+2	DW	[O] Gauge fills
Fur		3-7					
Fur Coat	3	5-2B	+4				[O] Void Ice
Gargoyle Rod	3	6-2	-2	+4	+4	-4	[O] in Night
Gatling Gun	2	5-7	DW	UP	+4		[O] Gauge fills
Gaudy Turban	2	5-5	+6			+2	[O] No zero reset
Glass Bottle	1		DW				[X] Foe critical 50%
Gloria Cannon		6-4					
Gloria Pirates	1	6-4	+2	+4	+2	DW	[O] Void ailments
Gold Badge	2	5-7		+4		+4	[O] MVP reward: medium
Gold Dozeu	1	6-1					[O] Eat: All stats UP
Gold Lump		2-4					
Gold Sake Bottle	3	2-2	-6	-4	-2	+6	[X] Skills unusable
Golden Gun	3	5-7		UP	UP	+4	[O] Morale UP at disadvantage
Golden Spear	3	3-1	+6		DW	UP	[O] Thunder attack UP
Golem Suit	1	5-7	UP	+4	DW		[X] Move -> Slow
Good Luck Charm	1	5-3	+4			UP	[O] Drop rate 100%
Griffon's Feather	1	5-5				UP	[O] Move -> Morale UP
Grilled Griffon	1						[O] Eat: GEN UP
Guillotine Weapon	3		+4	UP		-4	[O] > Skeleton
Headband	2	3-3	UP	+2			[O] Always ace
Headless Doll	3		DW			DW	[X] Cannot counter
Healing Herbs	1	4-3A				+2	[O] Fragile: Cure ailments
Hoof Shoes	2	3-7		+2	+2		[-] Move -> Horse
Hyper Drill	2	6-4		UP	DW		[O] Morale damage = MAX
Hyper Ring	3		+2	+2		-6	[O] Morale damage = MAX
Ice Javelin	5	6-1	+6	+4			[O] Ice attack UP
Imperial Warfare 1	3	3-5A	+2	-4	UP	+2	[O] No zero reset
Imperial Warfare 2	3	3-6	+2	-4	+2	UP	[O] No zero reset
Imperial Warfare 3	3	3-6	UP	-4	+2	+2	[O] No zero reset
Insect Cage	3	3-2A					
Iron Choker	2	2-2	+2		+2	+2	[O] Block criticals
Iron Helm	2	5-5	UP	-2	-4		[O] Block criticals
Iron Shackles	1	6-2	-2	-4	DW		[X] Move cost 2x
Item Manual							[!] EX: Items
Jewel Rod	5		UP	-2		+6	[-] Counter same damage
Kill Blade	2	5-1	DW	UP			[O] 1 on 1 = win

Killer Bee Hive	1	3-2A						[O] Heavy counter % UP
King Scallop	1	3-2B						[O] Eat: TEC UP
Knight Killer	3		+6	+2				[O] > Knight
Kokori Nut	1	5-4A						[O] Eat: LUK UP
Lacan's Secret Medicine	1	5-6						[O] Eat: TEC UP
Lace Handkerchief	2	3-5A		+4	+4			[O] Instant charge
Large Meal	1	3-1						[O] Eat: GEN UP
Leather Helmet	2	2-1	+4					[O] Evade panic
Legendary Cannon		6-1						
Letter in a Bottle		4-1						
Licking Candy	1	3-2A						[O] Eat: All stats UP
Lost Material		3-7						
Love Bikini	2	7-2	+3		+2			[O] Drop rate 100%
Love Chains	4	5-7	+4	-5	-2			[O] Block criticals
Love Crystals	2	3-2B	-3	+5	-2			[O] Gauge = maybe MAX
Love Intro Letter	2	2-2	-2		+2			[O] No zero reset
Love Locket	2	3-3		+2		+4		[O] GEO +20%
Love Ring	2	3-7	+1		+1			[O] Void all attr.
Love Shells	3	5-6	+4			UP		[O] Void ailments
Lucky Broom	3	5-7	+2	+4		UP		[O] Drop rate 100%
Mage Ring	4					+4		[O] Gauge fills
Magical Sword	2	5-7	+2		+4	+4		[O] Gauge fills
Manta Fish Mail	2	6-1	UP		UP			[O] MVP reward: large
Manta Mantle	3	6-5	UP	UP	UP	UP		[O] Block charge
Marchen Wings	1	7-2	+2			+6		[-] Move -> Fly
Mars Shield	1		UP		DW	+4		[O] Block charge
Medallion								[-] Recover Morale
Mermaid Fin	1	3-6				-4		[-] Move -> Swim
Meteor	2	5-7	+4	UP				[O] Critical 50%
Meteor Cannon		4-2A						
Mineral Leaf	1	6-5						[O] Eat: TEC UP
Mirage Coat	2	3-7	+4					[O] GEO +20%
Mistilteinn	1	7-2	DW	UP	UP	+4		[O] Win = Drain 25% Morale
Misty Coat	3	3-6	+2	+1	+5	+3		[O] Win: EXP +1
Morning Dress	3	5-7	-4		+4	+2		[O] in Day
Move Seed	1	3-3	+2	-2	+2	-2		[O] Move after union OK
Mysterious Fruit	1	5-2C						[O] Eat: Stat UP
Night Scope	1	5-2B				+6		[O] in Night
Nightmare	3	3-6	-2		+6	DW		[O] Dark attack UP
Noble Glasses	1	4-4	+2			+4		[O] Evade panic
Ocean Rifle	2	6-4	UP	+2	+6			[O] Foe GEO 0%
Ogre Blade	1	3-2A	+6	UP	-6	-2		[O] Power 25% UP
Ogrenium		3-4						
Paladin Lance	2		UP	+6		+2		[O] Holy attack UP
Pamela's Broom	2		-2	+4	+6	UP		[O] Skill time 2x
Pearl Bracelet	1	3-2B	-4		+2	+4		[O] Evade panic
Pendant of Memories	1	5-2C						[O] Fragile: 1-time revival
Philosopher's Stone		2-4						
Picture Book of Words		4-4						[!] EX: Cards
Pirate King's Armor	3		UP	DW				[O] Block charge
Pirate King's Badge	1		+4	+2		+4		[O] Always ace
Pirate King's Doll	2	5-6	-2	-2	-2	UP		[O] Fragile: 1-time revival
Pirate King's Gauntlet	1		+4		+4			[O] Block counter
Pirate King's Hat	3		UP	+1	+3			[O] Power 25% UP
Pirate Phantom's Doll	6	5-4B	DW	DW	DW	DW		[X] Foe critical 100%
Pirate's Bag	2	3-7						
Pirate's Medallion	2	5-3	+1	+1	+1	+1		[O] Evade panic
Plank Sandals	3	5-4B		-2	-2	+4		[X] Move: Morale DW
Plasma Shot	2		+4	+2	+2			[O] Thunder attack UP
Platinum Badge	1	6-1	+6			+6		[O] MVP reward: large

Platinum Ornament	3	6-1	+2	+2	+4	[O]	Void all but dark
Poseidon's Sandals	2	3-6	+4	+4		[-]	Move -> Swim
Poseidon's Spirit	1	5-2A	+4	+4		[O]	No battle penalty
Poseidon's Sword	1	6-3	UP	UP	+4	DW	[O] Power 50% UP
Protato	1	1-1					[O] Eat: ATK UP
Protect Spirit Ring	2	6-4	UP	+2	+4	+6	[O] GEO +20%
Rags	1	3-4	DW			DW	[X] Morale DW slowly
Ranger Boots	5		+2	+4			[O] GEO +10%
Rapid Axe	6		-2	+2	+6		[O] Instant charge
Rare Fish Mail	2	3-2B	+4	-2	+4	-2	[O] MVP reward: medium
Rare White Butterfly		3-2B					
Rebellion Force	3	5-6	DW	UP	+6		[O] Fighting status +1
Red Crimson	1		+2	UP	-4	+2	[O] Fire attack UP
Revenger	2	6-5	-6	+2	UP	DW	[-] Counter same damage
Rope	3	3-1	DW	DW	DW		[X] < All units
Rosary of Hope	3	6-4	+4	+2	+4		[O] Block charge
Rosary of Taboo	1	3-2A	UP		UP	DW	[X] Morale DW slowly
Rotting Dozeu	1	6-3					[X] Eat: GEN DW
Ruby Staff	3	4-3	+4	+2			[O] Fire attack UP
Rusted Cannon							
Rusted Chain	3	2-1		DW	DW		[X] Can't counter
Rusted Hatchet	3		-2	-2			
Rusted Sword	1	5-5	DW	DW	DW	-4	[X] Critical 0%
Salty Pudding	1	6-3					[O] Eat: ATK UP
Sea Boots	1		+2				[O] Void poison
Sea Goblin's Cheese	1	4-1					[O] Eat: ATK UP
Sea Goblin's Doll	2	3-3	+2				
Sea Goblin's Milk	1	1-2					[O] Eat: TEC UP
Sea King Fragments		1-4					
Sea Memoir		7-4					[!] Ex: Audio Drama
Sea Serpent	1	3-3					[X] Eat: TEC DW
Sea Spirit Amulet	1	5-2C	UP			UP	[X] Move -> Morale DW
Seductive Bustier	3	5-4B	+2	+2			[O] Morale UP slowly
Serpent Lancer	2	5-3	+2	+2	+6	+2	[O] > units in water
Sharp Puffer Fish	1	3-2B					[X] Eat: LUK DW
Shell Breastplate	2	5-3	+2	+2	UP		[O] Block criticals
Shin Zantetsu	2	3-7		UP	UP	UP	[O] Morale damage = MAX
Ship's Log							[!] Ex: Scenario
Silk Corset	3		UP				[O] Block counter
Silk Hood	2	3-7	-2	+2	+4		[O] Evade panic
Silver Badge	3	3-5A	+2	+2			[O] MVP reward: small
Silvia	2	5-5	UP	+6	DW		[X] Gauge lowers
Sister's Bouquet		3-1					
Skull Pistol	5			+6			[O] Power 25% UP
Skull Stone		5-5					
Sky God Sword	1	7-5	UP	UP	+6	+4	[O] Gauge fills
Small Breastplate	2	3-7	+2	+2	+4		[O] > Gun units
Snipe Glass	1	6-5	UP	+2			[O] 1 on 1 = win
Snow of the Deep Sea		5-2A					
Soldier's Bandana	2	3-2B	+4	+2	+2	+2	[O] No battle penalty
Sorcery Glasses	1	4-2A	-2	UP	+2		[O] Gauge fills
Southern Cross	1	6-2	+4	+4	UP	UP	[O] Power 50% UP
Southern World Fruit	1	4-1					[O] Eat: LUK UP
Sovereign's Seal	3	7-1	UP	UP	UP	UP	[O] Flash attack % STR UP
Sparkling Coins		1-3					
Sprouting Protato	1						[X] Eat: ATK DW
Stardust		5-4B					
Stardust Hourglass	1	7-2					[O] Fragile: 1-time revival
Steel Cannon		3-7					
Straw Hat	2	5-4B	+2		+2		[O] in Day

Strong Lance Ipponki	3		UP	UP	DW		[X] Skills unusable
Sun Orb	3	5-5	+2			+2	[O] Day move -> Morale UP
Sweet Candy	1	5-4B					[O] Morale UP slowly
Sweetberry	1	3-2B					[O] Eat: LUK UP
Trap		2-1					
Treasure Map	1	2-4					[O] Detect: React to an item
Twilight Veil	2	5-5	+2		+4	+2	[O] in Evening
Undersea Rose		5-4B					
Warp Shoes	2	3-6			+2		[-] Night move -> Warp
Will Crystal		5-2A					
Wind God Fragments		4-2A					
Wind Revolver	2	5-7		+4	+4		[O] Instant charge
Winged Sandals	2	1-2			+2	+6	[-] GEO 0%
Withered Bouquet		3-1					
World Tree Branch	3	5-2B	+4		+2	+2	[O] Gauge = maybe MAX
World Tree Leaf	1	5-2B				UP	[O] GEO card anywhere
Zantetsu	3	2-3		UP	UP		[O] Power 25% UP

=====

6. Cards

=====

Name	Ace	Move	Type	BF	Description
Make Doll	Staff	11	C	2-1	Witches only. STR = 2. Summons a golem after battle.
Necro Gate	Clump	11	C	-	Rogan only, Night only. STR = 2.
Medusa Eye	Gun	9	C	4-4	Y TEC >= E GEN = OK. Turns foe to stone. Does no Morale damage if successful. You're allowed to move over petrified units, both yours and the enemy's. You can't attack petrified units.
Poison Breath	Clump	10	C	-	Inflicts poison status. Hurts. A lot.
Gravity Chaos	Axe	9	C	5-1	STR = Y TEC + 1 - E GEN. Inflicts curse status if Y TEC >= E GEN.
Item Break	Sword	8	C	1-1	Destroys the foe's equipped item and lowers the foe's fighting status by 1 level whether an item was destroyed or not. Y TEC >= E GEN = OK. Ishut or Fencer only.
Steal	Axe	12	C	1-1	Pinger only. Takes foe's item. Y TEC >= E GEN = OK.
Bloody Claw	Gun	10	C	3-1	Sniper only, Night only. Defeats the enemy leader. Y TEC >= E GEN = OK.
Chariot	Spear	9	C	4-1	Knights only. Cuts enemy figures to same as yours but randomizes HP of last figure. Has no effect when figures are equal.

Shield Barrier	All	6	H	1-1	Prevents all damage and most C skills while casted, as well as 1 on 1 = win.
Flame	Staff	7	C	3-5A	Fire damage. STR = Y TEC + 1 - E GEN and inflicts burn status when Y TEC >= E GEN, causing Morale damage every turn. Used to get the Grilled Griffon and Dragon Steak.
Blizzard	Spear	7	C	3-2B	Ice damage. STR = Y TEC + 2 - E GEN. Freezes water when used by Undines.
Thunderbolt	Gun	7	C	2-2	Thunder damage. STR = Y TEC + 1 - E GEN and inflicts Paralyze when Y TEC >= E GEN to prevent movement outside of battle.
Banish	Sword	7	C	1-1	Holy damage. STR = Y TEC + 2 - E GEN.
Earthquake	Clump	10	C	2-1	Golem only. Defeats half of the opponent's remaining figures. Destroys all objects within 2 tiles of the golem.
Mind Change	All	6	C	2-4	Works only when foe is the same size and gender. Absorbs foe's HP.
Revolution	Sword	10	C	1-2	Valkyrie only, when only the leader remains. Defeats all enemy figures and cuts the leader's HP to 1/2 or half of the user's HP, which ever is less.
Sanctuary	All	8	C	3-2A	Day only. Revives fallen figures. STR = Y TEC +/- random.
Refreshment	All	4	C	1-1	Female union leader only. Recovers morale and status of all units in the union.
Kiss of Death	All	6	C	5-2C	Night only. Raises your ATK and lowers foe's ATK for 7.77 sec, but defeats your leader after time is up. No other Skills may be used during this time.
Fortune	All	6	H	5-2B	LUK becomes ATK for both sides.
Mirage	All	3	C	1-1	Day only. Switches terrain for both units and the foe's hit rate decreases.
Banshee's Cry	Sword	8	H	5-4B	Foe's ATK = 1 as long as this card is activated.
Ivy Whip	All	5	C	3-6	STR = Y TEC + 3 - E GEN when foe is in Forest terrain. Can now be used regardless of terrain, but STR = Y TEC + 1 - E GEN when foe is not in Forest terrain.
Sandstorm	All	5	C	3-5A	STR = Y TEC + 4 - E GEN when foe is in Desert terrain. Can now be used regardless of terrain, but will be weaker.
Mantrap	All	5	C	3-1	STR = Y TEC + 4 - E GEN when foe is in Swamp terrain. Can now be used regardless of terrain, but will be weaker.

Rockfall	All	5	C	3-2A	STR = Y TEC + 2 - E GEN when foe is in Wasteland terrain and inflicts slow when Y TEC >= E GEN. Also usable anywhere, but STR = Y TEsc + 1 - E GEN and cannot inflict slow when foe is not on Wasteland.
Ace Guard	All	4	C	3-3	Male union leader only. Blocks all charges and counters against the union.
Oblivious Dawn Scythe		10	H	-	Lyra only. Gauge/Rage meter falls.
Coma Karma	Staff	7	C	5-2B	Pamela only, Night only. Inflicts Sleep status if Y TEC >= E GEN. Does not affect party leaders (anyone with the blue star over their icon in the Unit List).
Judgment Zero	Gun	5	C	-	Garioled only. STR = random.
Insanity	Staff	5	C	-	Ajo Gurafo only. Inflicts a random status ailment when Y TEC >= E GEN. STR = Y TEC + 1 - E GEN.
Vise	All	8	C	1-1	LUK to 6 for all union members.
Tidal Wave	All	11	C	2-4	Usable by certain members. Defeats all enemy figures except the leader. +30% Bonus to Morale damage calculation.
Volcanon	All	8	C	7-3	Usable by certain members. STR = Y TEC + 4 - E GEN and inflicts a Fatal Burn, ignoring opponent's GEN. +30% Bonus to Morale damage calculation. Does not add 10% for Status ailment.
Ground Spear	All	4	C	5-6	Usable by certain members. STR = Y TEC + 4 - E GEN and reduces GEN for this combat. +30% Bonus to Morale damage calculation.
Burst Wing	All	7	C	7-3	Usable by certain members. STR = Y TEC + 4 - E GEN and reduces hit rate for this combat. +30% Bonus to Morale damage calculation.
Holy	All	5	C	6-4	Gauge break and inflicts damage based on Y TEC and E GEN. +30% Bonus to Morale damage calculation.
Megiddo	All	7	C	-	Defeats all enemy units. Breaks Shields. +30% Bonus to Morale admage calculation.
Fusillade	All	7	C	1-2	STR = Y TEC + 2 - E GEN and has a 25% chance of defeating the leader. If this ability is used to end the fight, +50% Bonus to Morale damage calculation.
Coalesce	Staff	8	C	1-2	Lulu only. Reduces figures to 1, but greatly increases all stats. +20% Bonus to Morale damage calculation. Cannot be used when only the head is alive.

Tyrant	Axe	9	C	4-4	Pinger only. Gauge break. All stats greatly increase. Adds: [-] Infinite aggressive. Puts the user to sleep after the union.
Dreadnought	Axe	7	C	2-2	Zazarland only. STR = Y TEC + 4 - E GEN.
Salvation	Spear	9	C	2-2	Minnesota only. Sacrifices the leader to revive most supporting figures.
Meteor	Staff	6	C	3-1	Locomoco only. STR = Y TEC + 4 - E GEN.
Magic Shield	Staff	6	C	4-3	Female staff users only. Nullifies all enemy skill effects against the union.
Crucifixion	Spear	8	C	3-4	Raspberry only. Stops time and rushes at opponent to deal damage. STR = Y TEC + 3 - E GEN.
Trickster	Gun	6	C	-	Tracy only. Uses the same card skill that the opponent possesses, with the same effects as if the opponent had used it. The user's stats remain the same.

=====
7. Credits
=====

Shadowchaser91 (mailto: shadowchaser91 at gmail dot com)
Main author.

Truong Nguyen (mailto: milanor1412 at yahoo dot com dot vn)
Character growth charts.
Pointing out Sting's Twitter that explains [O] kyoukougeki dameeji hosei.

=====
x. End of Document
=====