

Battle Hunter AI Guide

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BATTLE HUNTER AI AND MONSTER GUIDE

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I. INTRODUCTION

Battle Hunter is a rather obscure board game-style RPG for the PlayStation. Very little information has been put forward about this game, so I decided to contribute what I know about the various AI opponents and monsters encountered in this game. I must admit that my information is not quite as complete as I

would like it to be, but since no one else has gotten around to documenting this info, you'll just have to bear with me for now.

II. OVERVIEW

There are 64 common AI hunters in the game--one for each palette swap of each model. These hunters can be encountered during any Normal Mode mission, and certain Story Mode missions, with the exception of hunters who share their model and color palette with those of the current player-controlled hunters. Each one of these AI hunters has its own name, making it possible to identify them and predict how they will tend to behave. However, they do not all have their own unique stats and AI routines; rather, most of them can be grouped with others that have the same base stats and AI routines. Altogether, there are 16 categories: 12 with 5 hunters each and 4 that are each unique to a single AI hunter. 8 of the hunters with non-unique stats and routines (specifically, the ones depicted in the cover art, which correspond to the first palette for each model) are a bit different from other hunters in their categories; more on that later.

In addition to the common hunters, there are also some hunters that appear as part of Story Mode--namely, Vikeif, Shuichi, and the B PHS hunters. Vikeif and Shuichi have their own unique sprites and stats but seem to share a single AI routine. They can appear separately as rival AI hunters during Normal Mode missions as well (provided that they are not under human control, of course), but only after you have faced them in Story Mode at least once. The B PHS hunters, on the other hand, can only be encountered in Story Mode. Their behavior is quite different from that of other AI hunters; this is explained in detail later on.

An important thing to note is that the Panic status ailment will actually override an AI hunter's normal behavior, just like it would override a human player's inputs. This, too, is explained in a later section.

Monsters also have their own unique stats, even though these stats are not visible on the battle screen. They all share a single, very simple AI routine, which is explained in the appropriate section.

III. COMMON CHARACTERISTICS

Although there are many different types of AI hunters, there are some notable traits that some or all of the different types have in common.

Generally speaking, AI hunters never try to conserve cards. If they have a card of the type that is relevant to their current intention, they will always use it. Additionally, AI hunters will always use their most powerful cards of the desired type. So, for instance, if an AI hunter with 4 defense chooses to Guard (doubling the hunter's defense to 8) and is in possession of both a +3 yellow card and the yellow D card, the hunter will use the D card (which is equal in value to the doubled defense of 8). They consider the blue E card to be the highest-valued blue card, so they will automatically use it when moving on the board, even though the random warp from the exit isn't always beneficial to them.

When moving, all AI hunters will use blue cards, but only certain types will use green cards to set traps. Unfortunately, I don't have full documentation of which types can use green cards (or how they decide which green card to use)

but it seems like the ones that can will tend to prioritize them over blue cards. The AI hunters who do not use green cards will never be rid of those cards unless they are afflicted with the Empty status effect. No AI hunter will ever use a yellow card while moving.

When AI hunters start their turn adjacent to monsters and/or rival hunters, they may or may not choose to attack their neighbors. Their choice depends on a variety of factors, including their own HP and cards, their opponents' HP and cards, whether or not the opponent is Stunned (and therefore helpless), whether or not they are holding the Target Item, and whether or not they are physically capable of moving anywhere on the board (that is, whether or not they are completely penned in by opponents). However, the two most important factors by far are the hunter's AI type and whether or not the prospective target is holding the Target Item. I'll explain more about this in the section dedicated to the specific AI types.

All AI hunters will make for the exit when in possession of the Target Item. However, the more aggressive types can be distracted by opponents standing on spaces adjacent to them, causing them to attack the opponents instead of continuing to move toward the exit.

If an AI hunter is completely penned in by opponents (so that movement is impossible) but does not wish to attack any of them, the AI hunter will choose to Rest, regardless of remaining HP.

In battle, when AI hunters attack first and their opponents choose to Counterattack, they can use either red or yellow cards. Which of the two they decide to use depends on their confidence level and their AI type. Some types of AI will always prioritize using yellow cards (even if there is little risk of taking damage), but most types will prefer to use red cards if possible, only using yellow cards if they feel threatened. In making this decision, the AI does respond to the opponent's use of cards; so, for example, if the opponent decides to use a +9 red card to Counterattack, the AI attacker becomes more likely to use a yellow card for self-preservation.

When AI hunters Counterattack, they will choose to use either red or yellow cards, depending on how confident they are. If their confidence is low enough to make them wish to use yellow cards but they do not have any, they will instead use red cards. However, if their confidence is high enough that they want to use red cards but they are not in possession of any, they will not resort to using yellow cards. How confident an AI hunter feels is greatly affected by the hunter's AI type. Thus, a Turtle-type hunter (more on that later) may stick to using red cards even while low on health, while an Elite-type hunter may more sensibly choose to use yellow cards.

AI hunters will always use yellow cards when Guarding. Conversely, if an AI hunter is the attacker and the opponent chooses to Guard, the AI hunter will always use red cards.

If AI hunters try to Escape from battle, they will always use blue cards; they will never use yellow cards. If an AI hunter is the attacker and the opponent tries to run away, the AI hunter will always use blue cards if in possession of any, and will use red cards if not in possession of blue cards (regardless of how poor the odds of actually catching the fleeing opponent are).

AI hunters do not make use of the timed pressing of the X button to dodge traps on the board or to negate the effects of a critical hit (the attack that occurs when the attacker rolls doubles) in battle. They may still dodge traps with their passive evasion, but in battle, they will always be afflicted with Panic and any other status ailments that the attacker's critical hit may cause should

the attack do any damage.

AI Hunters do not take advantage of Crutches (which grant a hunter +1 Movement while suffering from Leg Damage, instead of the usual +0). If an AI hunter is in possession of a Crutch while afflicted with Leg Damage, the hunter will continue moving as if not in possession of the Crutch, cutting movements short by one space.

The number of items AI hunters are in possession of at the start of a mission depends on their level (and therefore the level of the entire dungeon, including monsters and traps). The boundaries are as follows:

Levels 1-5: 0 items
Levels 6-8: 1 item
Levels 9-11: 2 items
Levels 12-15: 3 items

For most AI hunters, the exact items they carry are randomly selected at the start of each mission. I don't have an exhaustive list of the items they're allowed to start with, but there are a few general trends I've noticed. Most of the allowed items are useless knick-knacks with no notable characteristics. AI hunters will never start off carrying an item with a negative effect (such as the Black Gem) or any item that would sell for a large amount of money (such as the Unit X). Among the few beneficial items the random items can be are the Releaser (removes the Panic status ailment at the start of one's turn), Black Pants (+1 Escape in-battle), Jumpsuit (+2 Escape in-battle), Sensors A, B, and C (+5%, +10%, and +15% Trap Evasion, respectively) and any of the first-tier weapons (that is, items that grant +1 attack--the Handgun SS, Wargun SS, Shotgun SS, Glove, and Knife). I don't remember whether Medicine (improved Rest healing) and Crutches (grants +1 Movement to a victim of Leg Damage) are allowed. I know that some of the Discs (which unlock new backgrounds) are allowed, but not all of them.

However, there are a few hunters for whom some or all of the starting items are pre-selected--namely, Vikeif, Shuichi, the four hunters with unique stats, and the eight hunters depicted in the game's cover art. Exactly what the pre-selected items are depends on the level of the AI hunters (more details in the following sections). As far as I can tell, their set of starting items seem to change at Levels 6, 9, 12, and 15, but I'm not 100% certain.

It's also important to note that all AI hunters behave as if every item they find is pre-identified for them. So, for instance, if an AI hunter finds a Long Sword in the dungeon, that hunter will immediately enjoy the +3 Attack bonus given by the Long Sword.

IV. COMMON AI HUNTERS

Now that you have a better idea of what to expect from AI hunters as a whole, I'd like to explain in more detail what each type of AI hunter is like. I've given each type a one-word (non-official) name; I won't claim that the names are very inspired, but hopefully they'll be enough for you to remember the different types by.

However, before I get to the big list, I'd like to define a few terms that you'll be seeing frequently.

To start off, the most salient characteristic of any AI hunter at a glance is what that hunter's priorities are when moving about the dungeon. They can gene-

rally be grouped as follows:

- Balanced: Collects items until none are left, then pursues the hunter holding the target item.
- Aggressive: Completely ignores items and flags, wandering the dungeon randomly and sometimes picking fights with weaker hunters until the target item is found. Will immediately pursue the hunter holding the target item as soon as it is discovered.
- Passive: Collects items until none are left, then collects flags. Will not pursue the hunter holding the target item unless no items or flags can be reached.
- Clever: Collects items only until the target item is discovered, then immediately begins to pursue the hunter holding the target item.

It is important to note that AI hunters can only "detect" the presence of these potential objectives within a certain range around them, defined by the number of spaces they would have to move to reach said objectives. If their preferred target(s) are too far away or are simply blocked off from them by rivals and monsters, they will behave as if those objectives do not exist. So, for instance, if there is only one more item left in the dungeon and a hunter with Balanced priorities is very far from it, that hunter will act as if the item is not there and instead proceed to pursue the rival who is holding the Target Item.

The other important term to explain is the "Rest Threshold" (as I've chosen to call it). This refers to the level the AI hunter's HP must be below in order for that hunter to decide that it's time to Rest. From what I can tell, the possible thresholds are at multiples of 25% of the health bar, including 0% and 100%. However, there are still a few things I am not entirely certain about in this regard, particularly when it comes to Vikeif and Shuichi, so take this info with a grain of salt.

In addition to some general comments about each type, I have included each AI type's general priorities, its rest threshold, a table of that hunter's stats at each level, and a list of the names of the 5 AI hunters of that type. The items listed to the side in parentheses are the pre-selected items used only by the so-called "Cover Art Hunters"; I have marked the names of these hunters with an asterisk. * All other hunters' starting items are randomly selected according to the guidelines I've previously mentioned.

I must note that I cannot absolutely ensure the accuracy of these tables. I've marked elements that I am unsure of with a question mark. ? If an element is completely replaced by question marks ???, that means that I'm not even confident enough to guess at what might belong there; any help filling these parts in would be much appreciated.

4a. Normal

Priorities: Balanced

Rest Threshold: 50%?

Level 1: +1 MV, 4 AT, 2 DF, 16 HP
Level 2: +1 MV, 4 AT, 2 DF, 17 HP
Level 3: +1 MV, 5 AT, 2 DF, 18 HP
Level 4: +1 MV, 5 AT, 2 DF, 19 HP
Level 5: +1 MV, 5 AT, 2 DF, 23 HP
Level 6: +2 MV, 5 AT, 2 DF, 24 HP (Handgun SS)

Level 7: +2 MV, 6 AT, 2 DF, 25 HP (Handgun SS)
Level 8: +2 MV, 6 AT, 3 DF, 26 HP (Handgun SS)
Level 9: +2 MV, 6 AT, 3 DF, 30 HP (Handgun MS, ???)
Level 10: +2 MV, 6 AT, 3 DF, 31 HP (Handgun MS, ???)
Level 11: +2 MV, 7 AT, 3 DF, 32 HP (Handgun MS, ???)
Level 12: +2 MV, 7 AT, 3 DF, 36 HP (Handgun LS, ???, ???)
Level 13: +2 MV, 7 AT, 3 DF, 37 HP (Handgun LS, ???, ???)
Level 14: +2 MV, 7 AT, 3 DF, 41 HP (Handgun LS, ???, ???)
Level 15: +3 MV, 7 AT, 3 DF, 42 HP (Handgun LS, Full Armor, Sensor E)

Bogbar*
Khalisa
Pellen
Sania
Garissa

These guys are nothing more or less than the Average Joes of the game, with no particularly outstanding attributes. Their level-up pattern is surprisingly inefficient, as they spend a lot of time with 1 or 2 points invested into Movement or Defense, which doesn't help them any. However, their judgment in battle is fairly sensible for the most part. They're certainly not the most fearsome rivals you'll face, but even so, I wouldn't recommend standing next to them if you don't have to.

4b. Turtle

Priorities: Passive

Rest Threshold: 25%

Level 1: +0 MV, 2 AT, 3 DF, 25 HP
Level 2: +0 MV, 2 AT, 3 DF, 29 HP
Level 3: +0 MV, 2 AT, 3 DF, 30 HP
Level 4: +1 MV, 2 AT, 3 DF, 31 HP
Level 5: +1 MV, 2 AT, 3 DF, 32 HP
Level 6: +1 MV, 2 AT, 4 DF, 33 HP (Shotgun SS)
Level 7: +1 MV, 2 AT, 4 DF, 34 HP (Shotgun SS)
Level 8: +1 MV, 2 AT, 5 DF, 35 HP (Shotgun SS)
Level 9: +1 MV, 2 AT, 5 DF, 36 HP (Shotgun MS, Medicine)
Level 10: +1 MV, 2 AT, 5 DF, 37 HP (Shotgun MS, Medicine)
Level 11: +1 MV, 2 AT, 5 DF, 38 HP (Shotgun MS, Medicine)
Level 12: +1 MV, 2 AT, 6 DF, 39 HP (Shotgun LS, Body Armor, Medicine)
Level 13: +2 MV, 2 AT, 6 DF, 40 HP (Shotgun LS, Body Armor, Medicine)
Level 14: +2 MV, 2 AT, 6 DF, 41 HP (Shotgun LS, Body Armor, Medicine)
Level 15: +2 MV, 2 AT, 7 DF, 42 HP (Shotgun LS, Full Armor, Medicine)

Deliria*
Arx
Oehh
Ashees
Artist

These guys are extremely defensive statistically, sporting high defense and solid HP at the cost of low attack and less-than-stellar movement. They generally don't bother to attack adjacent monsters, preferring instead to just go on about their business of collecting items and flags. If they had sound judgment in battle, it would be very difficult to relieve them of items indeed; however, they are also very reckless, often putting too much faith in their

blocking power. They almost always choose to Counterattack, and it's rare for them to be desperate enough to resort to using yellow cards instead of red ones. That recklessness, combined with their low Rest Threshold, makes it quite possible to take them out with some careful timing and use of red cards. They generally pose little to no threat if you can find the Target Item before them (which shouldn't be too hard, given their lack of speed).

4c. Bandit

Priorities: Aggressive

Rest Threshold: 75%

Level 1: +1 MV, 6 AT, 1 DF, 19 HP
Level 2: +1 MV, 6 AT, 1 DF, 20 HP
Level 3: +1 MV, 7 AT, 1 DF, 21 HP
Level 4: +1 MV, 7 AT, 1 DF, 22 HP
Level 5: +1 MV, 7 AT, 1 DF, 26 HP
Level 6: +2 MV, 7 AT, 1 DF, 27 HP (Knife)
Level 7: +2 MV, 8 AT, 1 DF, 28 HP (Knife)
Level 8: +2 MV, 8 AT, 1 DF, 29 HP (Knife)
Level 9: +2 MV, 9 AT, 1 DF, 30 HP (Sword, ???)
Level 10: +2 MV, 9 AT, 1 DF, 31 HP (Sword, ???)
Level 11: +2 MV, 10 AT, 1 DF, 32 HP (Sword, ???)
Level 12: +3 MV, 10 AT, 1 DF, 33 HP (Long Sword, Handgun LS, Random)
Level 13: +3 MV, 11 AT, 1 DF, 34 HP (Long Sword, Handgun LS, Random)
Level 14: +3 MV, 11 AT, 1 DF, 38 HP (Long Sword, Handgun LS, Random)
Level 15: +3 MV, 12 AT, 1 DF, 39 HP (Long Sword, Handgun LS, Warfare)

Harm*
Culann
Desir
Batts
Nakano

One of the more dangerous types of AI hunters, the Bandit circles around rival hunters, waiting for an opportune moment to strike and relieve them of their items. They won't hesitate to attack any monsters or rivals who happen to be standing next to them, and though they won't search for the Target Item themselves, they will relentlessly pursue whichever rival does happen to find it. Their solid speed and high attack power make them a threat to be taken seriously, and to top it all off, they have a high rest threshold and fairly sound judgment in battle, making their low defense difficult to exploit. If you find yourself being pursued by these guys, try using trap cards to slow them down if you can; the less you have to fight them, the better.

4d. Speedster

Priorities: Balanced

Rest Threshold: 50%?

Level 1: +2 MV, 3 AT, 1 DF, 19 HP
Level 2: +2 MV, 4 AT, 1 DF, 20 HP
Level 3: +2 MV, 4 AT, 1 DF, 21 HP
Level 4: +2 MV, 4 AT, 1 DF, 25 HP

Level 5: +2 MV, 4 AT, 1 DF, 26 HP
Level 6: +2 MV, 4 AT, 2 DF, 27 HP (Sensor C?)
Level 7: +2 MV, 4 AT, 2 DF, 28 HP (Sensor C?)
Level 8: +2 MV, 5 AT, 2 DF, 29 HP (Sensor C?)
Level 9: +3 MV, 5 AT, 2 DF, 30 HP (Cap?, Sensor D?)
Level 10: +3 MV, 5 AT, 2 DF, 31 HP (Cap?, Sensor D?)
Level 11: +3 MV, 5 AT, 2 DF, 32 HP (Cap?, Sensor D?)
Level 12: +3 MV, 6 AT, 2 DF, 33 HP (Cap, Sensor E, Random)
Level 13: +3 MV, 6 AT, 2 DF, 34 HP (Cap, Sensor E, Random)
Level 14: +3 MV, 6 AT, 3 DF, 35 HP (Cap, Sensor E, Random)
Level 15: +4 MV, 6 AT, 3 DF, 36 HP (Cap, Sensor E, Travel)

Sardosa*
Divnius
Wenda
Kenross
Jinarhy

Perhaps the best way to describe these guys would be "cowardly." They're not exactly built for combat, but even so, they're surprisingly unwilling to engage even weak monsters in battle, only doing so if they feel that their cards or some other factors give them the upper hand. They'll often resort to Guarding when attacked, especially if they have yellow cards. If there are no more items left in the dungeon, they'll muster what little courage they have and try to rob the player holding the Target Item, but they don't really have the stats to pull it off, usually. For the most part, the only troublesome aspect about these guys is their above-average speed, which may allow them to find the Target Item before you; if you find the Target Item first, there's little to fear from them.

4e. Defender

Priorities: Balanced

Rest Threshold: 50%

Level 1: +1 MV, 2 AT, 3 DF, 19 HP
Level 2: +1 MV, 2 AT, 3 DF, 20 HP
Level 3: +1 MV, 2 AT, 3 DF, 24 HP
Level 4: +1 MV, 2 AT, 3 DF, 25 HP
Level 5: +1 MV, 2 AT, 4 DF, 26 HP
Level 6: +1 MV, 3 AT, 4 DF, 27 HP (Shotgun SS)
Level 7: +1 MV, 3 AT, 4 DF, 28 HP (Shotgun SS)
Level 8: +1 MV, 3 AT, 4 DF, 32 HP (Shotgun SS)
Level 9: +1 MV, 3 AT, 4 DF, 33 HP (Shotgun MS, Releaser)
Level 10: +2 MV, 3 AT, 4 DF, 34 HP (Shotgun MS, Releaser)
Level 11: +2 MV, 4 AT, 4 DF, 35 HP (Shotgun MS, Releaser)
Level 12: +2 MV, 4 AT, 5 DF, 36 HP (Shotgun LS, Releaser, Random?)
Level 13: +2 MV, 4 AT, 5 DF, 40 HP (Shotgun LS, Releaser, Random?)
Level 14: +2 MV, 5 AT, 5 DF, 41 HP (Shotgun LS, Releaser, Random?)
Level 15: +2 MV, 5 AT, 5 DF, 45 HP (Shotgun LS, Helmet, Releaser)

Zastari*
Faeaani
Rowan
Cici
Belric

As the name suggests, these guys are defensively oriented, though not as much as the Turtles. Unlike the Turtles, however, they aren't nearly as reckless; their better judgment, combined with their above-average defense and HP, allows them to survive quite well. They can be troublesome to deal with if they are allowed to pick up the Target Item first, but fortunately, their mediocre movement and below-average attack power make it possible to outmaneuver them.

4f. Guardian

Priorities: Passive

Rest Threshold: 75%

Level 1: +1 MV, 5 AT, 2 DF, 16 HP
Level 2: +1 MV, 5 AT, 2 DF, 20 HP
Level 3: +1 MV, 6 AT, 2 DF, 21 HP
Level 4: +1 MV, 6 AT, 2 DF, 22 HP
Level 5: +1 MV, 6 AT, 3 DF, 23 HP
Level 6: +1 MV, 6 AT, 3 DF, 27 HP (Wargun SS)
Level 7: +1 MV, 7 AT, 3 DF, 28 HP (Wargun SS)
Level 8: +1 MV, 7 AT, 3 DF, 29 HP (Wargun SS)
Level 9: +1 MV, 7 AT, 4 DF, 30 HP (Wargun MS, Crutch)
Level 10: +1 MV, 7 AT, 4 DF, 34 HP (Wargun MS, Crutch)
Level 11: +1 MV, 8 AT, 4 DF, 35 HP (Wargun MS, Crutch)
Level 12: +1 MV, 8 AT, 4 DF, 36 HP (Wargun LS, Crutch, Random)
Level 13: +1 MV, 8 AT, 5 DF, 37 HP (Wargun LS, Crutch, Random)
Level 14: +1 MV, 8 AT, 5 DF, 41 HP (Wargun LS, Crutch, Random)
Level 15: +1 MV, 9 AT, 5 DF, 42 HP (Wargun LS, Crutch, Random)

Aenilea*

Duhrin

Urzah

Tenelen

Izalaru

Considering how strong these guys are in battle, they're surprisingly lazy when it comes to actually going after other players. They'll be all too happy to attack any rivals or monsters who stand next to them, but they won't bother pursuing a rival who picks up the Target Item first, instead continuing to collect items and flags without a care in the world. Due to how slow they are (at least at higher levels), it's usually not too hard to beat them to the items, but if they do get their hands on the Target Item, taking it from them will be quite a headache-inducing task. They can be quite cautious in battle, Guarding before their HP reaches dangerous levels, and since their attacks pack a punch, it can be difficult to sustain your assault for very long. Their high Rest Threshold is the icing on the cake, making it nearly impossible to whittle their HP down in a prolonged battle. If you have to steal the Target Item from one of these guys, your best bet is to run ahead, lay some traps, and hope that the traps create the opening you need to land a decisive blow.

4g. Bully

Priorities: Aggressive

Rest Threshold: 100% (usually)

Level 1: +0 MV, 5 AT, 3 DF, 16 HP
Level 2: +0 MV, 5 AT, 3 DF, 17 HP
Level 3: +0 MV, 6 AT, 3 DF, 18 HP
Level 4: +0 MV, 6 AT, 4 DF, 19 HP
Level 5: +0 MV, 6 AT, 4 DF, 20 HP
Level 6: +0 MV, 7 AT, 4 DF, 21 HP (Sensor C)
Level 7: +0 MV, 7 AT, 4 DF, 22 HP (Sensor C)
Level 8: +0 MV, 7 AT, 4 DF, 26 HP (Sensor C)
Level 9: +0 MV, 8 AT, 4 DF, 27 HP (Sensor D, Body Armor)
Level 10: +1 MV, 8 AT, 4 DF, 28 HP (Sensor D, Body Armor)
Level 11: +1 MV, 8 AT, 5 DF, 29 HP (Sensor D, Body Armor)
Level 12: +1 MV, 9 AT, 5 DF, 30 HP (Sensor E, Body Armor, Random)
Level 13: +1 MV, 9 AT, 5 DF, 31 HP (Sensor E, Body Armor, Random)
Level 14: +1 MV, 9 AT, 6 DF, 32 HP (Sensor E, Body Armor, Random)
Level 15: +1 MV, 10 AT, 6 DF, 33 HP (Sensor E, Body Armor, Defending)

Kelther*
Haldane
Pwarden
Madrax
Tamile

Another slow-yet-powerful type of hunter, these guys differ from Guardians in that they're all too happy to put their bulk to good use. Like Bandits, they like to circle around rivals, waiting for an opening to strike and wrest items away from their victims. However, unlike Bandits, these guys are extremely slow, which hampers their ability to actually pursue their targets. Additionally, they're oddly obsessive about keeping their HP maxed out, breaking off their assault to rest the instant their opponents manage to scratch them. (I know I've seen a few exceptions to this rule, but not enough to establish a definable pattern.) This makes them very difficult to take down, but since, unlike Guardians, they don't actually seek out the Target Item themselves, they generally cause far fewer headaches. Their high attack and defense may be imposing, but as long as you're careful, you should be able to grab the Target Item and run right by them into the exit.

4h. Elite

Priorities: Clever

Rest Threshold: 75%

Level 1: +1 MV, 6 AT, 2 DF, 13 HP
Level 2: +1 MV, 6 AT, 2 DF, 14 HP
Level 3: +1 MV, 7 AT, 2 DF, 15 HP
Level 4: +1 MV, 7 AT, 2 DF, 16 HP
Level 5: +2 MV, 7 AT, 2 DF, 17 HP
Level 6: +2 MV, 7 AT, 2 DF, 18 HP (Handgun SS)
Level 7: +2 MV, 8 AT, 2 DF, 19 HP (Handgun SS)
Level 8: +2 MV, 8 AT, 3 DF, 20 HP (Handgun SS)
Level 9: +2 MV, 8 AT, 3 DF, 21 HP (Handgun MS, Folklore)
Level 10: +2 MV, 8 AT, 3 DF, 25 HP (Handgun MS, Folklore)
Level 11: +2 MV, 8 AT, 3 DF, 26 HP (Handgun MS, Folklore)
Level 12: +2 MV, 9 AT, 3 DF, 27 HP (Handgun LS, Folklore, Random)
Level 13: +3 MV, 9 AT, 3 DF, 28 HP (Handgun LS, Folklore, Random)
Level 14: +3 MV, 9 AT, 3 DF, 29 HP (Handgun LS, Folklore, Random)
Level 15: +3 MV, 9 AT, 4 DF, 30 HP (Handgun LS, Folklore, Angel Wing)

Helga*
Malfane
Tylissa
Desitny
Woot

I've chosen the name "Elite" for these hunters for a reason, and it's a rather simple one: They are quite possibly the most competent rival hunters you will face other than Vikeif and Shuichi. (In fact, the Cover Art Hunter of this group, Helga, may actually be more difficult to deal with than either of them.) They are the only common hunters who are smart enough to both seek out the Target Item themselves and immediately switch to pursuit mode if a rival finds the target item first. Their stats are nothing to sneeze at either; with their solid speed, attack, and defense, they're well-suited to pursuing and defeating rivals, and their sound combat judgment and high Rest Threshold make it difficult to exploit their low HP. However, the most irritating thing by far about these hunters is a unique behavior that they exhibit when holding the Target Item: If they are in possession of any non-target items and a rival hunter attempts to waylay them on the way to the exit, they will immediately surrender a non-target item, without even giving the rival a chance to attack. At higher levels, this makes wresting the Target Item from these hunters incredibly difficult, as they'll have multiple chances to be randomly teleported close to the exit after surrendering an item. If you're unfortunate enough to be beaten to the Target Item by one of these hunters, your best bet will likely be to use Stun traps and hope that you can deliver a fatal blow while the Elite is unable to surrender, but even so, the chances of success are slim.

4i. Battler

Priorities: Aggressive

Rest Threshold: 50%?

Level 1: +1 MV, 4 AT, 2 DF, 19 HP
Level 2: +1 MV, 4 AT, 2 DF, 20 HP
Level 3: +1 MV, 5 AT, 2 DF, 21 HP
Level 4: +1 MV, 5 AT, 2 DF, 22 HP
Level 5: +1 MV, 5 AT, 2 DF, 26 HP
Level 6: +1 MV, 5 AT, 3 DF, 27 HP
Level 7: +1 MV, 5 AT, 3 DF, 28 HP
Level 8: +2 MV, 5 AT, 3 DF, 29 HP
Level 9: +2 MV, 6 AT, 3 DF, 30 HP
Level 10: +2 MV, 6 AT, 3 DF, 34 HP
Level 11: +2 MV, 6 AT, 3 DF, 35 HP
Level 12: +2 MV, 6 AT, 4 DF, 36 HP
Level 13: +2 MV, 7 AT, 4 DF, 37 HP
Level 14: +2 MV, 7 AT, 4 DF, 41 HP
Level 15: +2 MV, 8 AT, 4 DF, 42 HP

Alia
Ibrahim
Bren
Lodar
Ekiliem

Battlers have surprisingly pugilistic tendencies, considering the fact that their attack power, while decent, is nothing amazing. They have the same predatory nature as Bandits and Bullies, but they're not as good in this role as

Bandits. Part of the reason for this is an odd quirk they show in battle; whenever they attack first, they prioritize using yellow cards over using red ones (provided that the opponent Counterattacks), even when they're in no real danger. This can sometimes make them a bit difficult to take down, but it can also hinder them when it comes to finishing off opponents. They're not to be taken lightly, but there are far more troublesome opponents out there.

4j. Survivor

Priorities: Balanced

Rest Threshold: 50%

Level 1: +1 MV, 3 AT, 1 DF, 28 HP
Level 2: +1 MV, 3 AT, 1 DF, 29 HP
Level 3: +1 MV, 3 AT, 1 DF, 33 HP
Level 4: +1 MV, 3 AT, 1 DF, 34 HP
Level 5: +1 MV, 4 AT, 1 DF, 35 HP
Level 6: +2 MV, 4 AT, 1 DF, 36 HP
Level 7: +2 MV, 4 AT, 1 DF, 40 HP
Level 8: +2 MV, 4 AT, 1 DF, 41 HP
Level 9: +2 MV, 5 AT, 1 DF, 42 HP
Level 10: +2 MV, 5 AT, 1 DF, 46 HP
Level 11: +2 MV, 5 AT, 2 DF, 47 HP
Level 12: +2 MV, 6 AT, 2 DF, 48 HP
Level 13: +2 MV, 6 AT, 2 DF, 52 HP
Level 14: +2 MV, 7 AT, 2 DF, 53 HP
Level 15: +2 MV, 7 AT, 2 DF, 57 HP

Tatum
Tranca
Yinin
Kendill
Brile

You wouldn't expect it looking at their mediocre attack power, but these guys are actually very aggressive toward rivals and monsters who happen to be standing adjacent to them. As long as their HP isn't below 50%, they'll relentlessly (often foolhardily) attack whoever or whatever is next to them (even GON!), even if they have little chance of doing any real damage. They do have high HP, but due to their reckless behavior, it doesn't keep them alive as well as you might think. They also don't have much defense, so they can't Guard very effectively. However, for all their aggressiveness, they don't actually bother to pursue a rival who's holding the Target Item unless there are no other items within their reach; this, combined with how stupid they can be in combat, makes them one of the easier AI types to deal with overall.

4k. Collector

Priorities: Passive

Rest Threshold: 50%

Level 1: +3 MV, 1 AT, 2 DF, 10 HP
Level 2: +3 MV, 1 AT, 2 DF, 14 HP
Level 3: +3 MV, 1 AT, 2 DF, 15 HP

Level 4: +3 MV, 1 AT, 2 DF, 16 HP
Level 5: +3 MV, 1 AT, 2 DF, 17 HP
Level 6: +3 MV, 1 AT, 3 DF, 18 HP
Level 7: +4 MV, 1 AT, 3 DF, 19 HP
Level 8: +4 MV, 1 AT, 3 DF, 23 HP
Level 9: +4 MV, 1 AT, 3 DF, 24 HP
Level 10: +4 MV, 1 AT, 3 DF, 25 HP
Level 11: +4 MV, 1 AT, 3 DF, 26 HP
Level 12: +4 MV, 1 AT, 4 DF, 27 HP
Level 13: +5 MV, 1 AT, 4 DF, 28 HP
Level 14: +5 MV, 1 AT, 4 DF, 29 HP
Level 15: +5 MV, 1 AT, 5 DF, 30 HP

Desmon
Jysa
Arsenic
Oric
Jerycho

In terms of behavior, these guys are pretty similar to the Speedsters in that they tend to Guard a lot, especially if they have yellow cards, and only attack if they have cards that will give them an advantage. They do tend to try to Escape from battle more often than Speedsters, but it's not a major difference. However, Collectors do differ in that they never pursue a rival who's holding the Target Item, even if all other items in the dungeon are gone. It's just as well, really, given their stats; they're faster than Speedsters and have above-average defense, but their attack is absolute garbage. These guys can cause quite a bit of trouble for you by grabbing the Target Item first and laughing all the way to the exit as you vainly try to catch up and break through their Guard. However, they are quite vulnerable to traps; Leg Damage traps will keep them from outrunning you, and Damage and Stun traps will allow you to exploit their low HP. Once you've got the Target Item, these guys shouldn't pose any threat to you.

41. Runner

Priorities: Passive

Rest Threshold: 25%

Level 1: +3 MV, 1 AT, 1 DF, 16 HP
Level 2: +3 MV, 1 AT, 1 DF, 20 HP
Level 3: +3 MV, 1 AT, 1 DF, 21 HP
Level 4: +3 MV, 1 AT, 1 DF, 22 HP
Level 5: +4 MV, 1 AT, 1 DF, 23 HP
Level 6: +4 MV, 1 AT, 1 DF, 27 HP
Level 7: +4 MV, 1 AT, 1 DF, 28 HP
Level 8: +4 MV, 1 AT, 1 DF, 29 HP
Level 9: +5 MV, 1 AT, 1 DF, 30 HP
Level 10: +5 MV, 1 AT, 1 DF, 34 HP
Level 11: +5 MV, 1 AT, 1 DF, 35 HP
Level 12: +5 MV, 1 AT, 1 DF, 36 HP
Level 13: +6 MV, 1 AT, 1 DF, 37 HP
Level 14: +6 MV, 1 AT, 1 DF, 41 HP
Level 15: +6 MV, 1 AT, 1 DF, 45 HP

Widda
Aelyi

Mayham
Ariea
Ranethe

The most extreme of the speed-oriented common hunters, Runners have stellar movement and solid HP, but at the cost of terrible attack and defense. The combination of speed and HP supports their main strategy in battle: running away. It's very hard to catch these guys, and even if you do manage to hit them, they have enough HP to survive a few attacks. However, their low Rest Threshold means that if you can chip away at their health enough, you can eventually get it down low enough to have a chance to finish them off. Leg Damage is your best friend when it comes to taking these guys down; they'll generally start behaving a lot like Speedsters once they're crippled, since they'll have no choice but to rely on their cards in battle. Even when they're cornered, they're unlikely to engage anything tougher than a CAL. Their high speed can be annoying when it comes to finding the Target Item first, but if you can get the Target Item, you'll have nothing to fear from these guys.

V. UNIQUE AI HUNTERS

In addition to the 12 main categories of AI hunters, there are also 6 AI hunters whose stats are entirely unique to them (among AI hunters, anyway). Two of these are Vikeif and Shuichi, of course, but there are also 4 who use the common character sprites and palettes. The builds of these 4 hunters, to put it simply, represent the extremes of high speed, high attack, high defense, and high HP; you won't find any other AI hunters who beat these guys in their specialties. They also have predetermined items, though unlike Vikeif, Shuichi, and most of the Cover Art Hunters, only up to 2 of their items are predetermined. Interestingly, one of these predetermined items is always an item that puts a given monster into a helpless state when the holder of the item attacks first. As such, if you've been having trouble getting a Buster for your gallery, robbing one of these guys when they're at Level 15 might not be such a bad idea.

I must note that due to how rare the specialist hunters are (each one being only 1 of 64 possible non-Story Mode hunters), I have not been able to fully document their stats at each level. If you can fill in any of the details I'm missing, I would much appreciate it.

I should also note that Vikeif and Shuichi seem to use more or less the same AI in making their decisions. However, since their stats are different, they do sometimes make different judgment calls, so I've chosen to cover them separately, like the other hunters in this section.

5a. Muaddib (Speed Specialist)

Priorities: Passive

Rest Threshold: 0%?

Level 1: +4 MV, 1 AT, 0 DF, 10 HP
Level 2: +4 MV, 1 AT, 1 DF, 11 HP
Level 3: +4 MV, 1 AT, 1 DF, 12 HP
?Level 4: +4 MV, 1 AT, 1 DF, ?? HP
?Level 5: +? MV, 1 AT, 1 DF, ?? HP
Level 6: +5 MV, 1 AT, 1 DF, 18 HP (Controller)

Level 7: +5 MV, 1 AT, 1 DF, 19 HP (Controller)
Level 8: +5 MV, 1 AT, 1 DF, 20 HP (Controller)
Level 9: +6 MV, 1 AT, 1 DF, 21 HP (Fragrance, Dark Pants?)
Level 10: +6 MV, 1 AT, 1 DF, 22 HP (Fragrance, Dark Pants?)
Level 11: +6 MV, 1 AT, 1 DF, 23 HP (Fragrance, Dark Pants?)
Level 12: +7 MV, 1 AT, 1 DF, 24 HP (Chip, Jumpsuit?, Random)
Level 13: +7 MV, 1 AT, 1 DF, 25 HP (Chip, Jumpsuit?, Random)
Level 14: +7 MV, 1 AT, 1 DF, 26 HP (Chip, Jumpsuit, Random)
Level 15: +8 MV, 1 AT, 1 DF, 27 HP (Buster, Trench Coat, Random)

Sporting the highest base movement stat possible and, at higher levels, an item that boosts escape ability, Muaddib is very nearly impossible to catch, and will gleefully capitalize on this fact, escaping from every battle. However, the one-dimensional nature of this build also leaves it with a glaring weakness: Leg Damage traps. Once crippled, Muaddib will seemingly stop trying, not even trying to Counterattack in battle. Of course, Muaddib's paltry defense and HP make this strategy of Guarding rather ineffective, and the fact that Muaddib seemingly never Rests unless completely penned in just makes things even easier. Like other speed-oriented hunters, Muaddib is only a threat if given a chance to seek out the Target Item first; if you can get your hands on it, Muaddib shouldn't cause any trouble.

5b. Hatlore (Attack Specialist)

Priorities: Aggressive

Rest Threshold: 75%?

Level 1: +1 MV, 9 AT, 0 DF, 13 HP
Level 2: +1 MV, 10 AT, 0 DF, 14 HP
?Level 3: +1 MV, ? AT, 0 DF, 15 HP
Level 4: +1 MV, 11 AT, 0 DF, 16 HP
?Level 5: +1 MV, ? AT, 0 DF, 17 HP
?Level 6: +? MV, ? AT, 0 DF, 18 HP (Controller)
Level 7: +2 MV, 12 AT, 0 DF, 19 HP (Controller)
Level 8: +2 MV, 13 AT, 0 DF, 20 HP (Controller)
Level 9: +2 MV, 14 AT, 0 DF, 21 HP (Fragrance, Knife?)
Level 10: +2 MV, 15 AT, 0 DF, 22 HP (Fragrance, Knife?)
Level 11: +2 MV, 16 AT, 0 DF, 23 HP (Fragrance, Knife?)
Level 12: +2 MV, 17 AT, 0 DF, 24 HP (Chip, Sword?, Random)
Level 13: +2 MV, 18 AT, 0 DF, 25 HP (Chip, Sword?, Random)
Level 14: +2 MV, 19 AT, 0 DF, 26 HP (Chip, Sword?, Random)
Level 15: +2 MV, 20 AT, 0 DF, 27 HP (Buster, Long Sword, Random)

To call Hatlore a glass cannon would be an understatement. With very low HP, absolutely no defense, and only mediocre speed, Hatlore is one of the frailest AI hunters in the game--and yet, despite that, he is also one of the most dangerous. If you ever thought that Vikeif was a pain to deal with, Hatlore is even worse. His attacks are so overwhelmingly powerful that even though you don't have to do much damage to defeat him, it's difficult to find an opening to do so when he starts slashing away at you. He ALWAYS Counterattacks, so if you want to go first, you'd better be confident that you can finish him off, or you'll be in for a world of pain. Besides that, Hatlore has enough sense to Rest to keep his meager HP just high enough for it to be difficult to off him before he cuts you into ribbons. Oh, and he's predatorial, too, picking fights almost constantly, so be very careful not to let your HP get low around him. He's not the quickest of hunters, so it's usually best to just outrun him, dropping traps as you go, to get to the exit in one piece. Fighting him will

usually end poorly for you, as even if you beat him, you'll probably be weakened enough for someone else to swoop in and finish you off.

5c. Mottil (Defense Specialist)

Priorities: Passive

Rest Threshold: 50%

Level 1: +1 MV, 1 AT, 4 DF, 16 HP
Level 2: +1 MV, 1 AT, 4 DF, 17 HP
?Level 3: +1 MV, 1 AT, ? DF, ?? HP
?Level 4: +1 MV, 1 AT, ? DF, ?? HP
?Level 5: +1 MV, 1 AT, ? DF, ?? HP
?Level 6: +1 MV, 1 AT, ? DF, ?? HP (Controller)
?Level 7: +1 MV, 1 AT, ? DF, ?? HP (Controller)
?Level 8: +1 MV, 1 AT, ? DF, ?? HP (Controller)
Level 9: +1 MV, 1 AT, 7 DF, 30 HP (Fragrance, Random)
Level 10: +1 MV, 1 AT, 7 DF, 31 HP (Fragrance, Random)
Level 11: +1 MV, 1 AT, 8 DF, 32 HP (Fragrance, Random)
Level 12: +1 MV, 1 AT, 8 DF, 33 HP (Chip, Body Armor?, Random)
Level 13: +1 MV, 1 AT, 9 DF, 34 HP (Chip, Body Armor, Random)
Level 14: +1 MV, 1 AT, 9 DF, 35 HP (Chip, Body Armor?, Random)
Level 15: +1 MV, 1 AT, 10 DF, 36 HP (Buster, Full Armor, Random)

The extremist cousin of the Turtles, Mottil is slow but nearly impervious to attack. He shares their lack of interest in attacking adjacent rivals and monsters, but he's not quite as reckless, taking better care of his HP. Much like the Turtles, he often uses his sky-high defense to Counterattack with impunity, though his bottom-of-the-barrel attack stat means this is often a futile gesture. Nevertheless, he's much harder to take down than his more reckless brethren; if he picks up the Target Item first, you'll have to rely on traps (and perhaps some help from monsters and your rivals) to create an opening for you to relieve him of the Target Item.

5d. Azabar (HP Specialist)

Priorities: Passive

Rest Threshold: 25%

Level 1: +1 MV, 1 AT, 1 DF, 34 HP
Level 2: +1 MV, 1 AT, 1 DF, 38 HP
Level 3: +1 MV, 1 AT, 1 DF, 42 HP
?Level 4: +1 MV, 1 AT, 1 DF, ?? HP
?Level 5: +1 MV, 1 AT, 1 DF, ?? HP
?Level 6: +? MV, 1 AT, 1 DF, ?? HP (Controller)
?Level 7: +? MV, 1 AT, 1 DF, ?? HP (Controller)
Level 8: +2 MV, 1 AT, 1 DF, 53 HP (Controller)
Level 9: +2 MV, 1 AT, 1 DF, 57 HP (Fragrance, Medicine)
Level 10: +2 MV, 1 AT, 1 DF, 58 HP (Fragrance, Medicine)
?Level 11: +2 MV, 1 AT, 1 DF, ?? HP (Fragrance, Medicine)
?Level 12: +? MV, 1 AT, 1 DF, ?? HP (Chip, Medicine, Random)
?Level 13: +? MV, 1 AT, 1 DF, ?? HP (Chip, Medicine, Random)
?Level 14: +? MV, 1 AT, 1 DF, ?? HP (Chip, Medicine, Random)
Level 15: +3 MV, 1 AT, 1 DF, 72 HP (Buster, Medicine, Random)

Since Azabar's max HP is ridiculously high, you'd think that he'd be really hard to take down, right? Well, it can be annoyingly difficult, but it's not as bad as you might expect. Y'see, Azabar is another of those guys who doesn't Rest until he's almost ready to collapse. Now, granted, he can recover a lot of HP with a single turn of Resting (especially if he's at a high enough level to have Medicine on him), but if he's being attacked by more than one enemy, his chances of survival drop considerably. Additionally, his attack and defense are awful, so he won't be able to put up much resistance to break the assault. Basically, he's just a giant sack of HP, and he doesn't do nearly as good a job of retaining items as some of the other types of hunters I've listed here. His speed is decent, but overall, as long as you use your traps and red cards well, he's not the worst of hunters to deal with.

5e. Vikeif

Priorities: Clever

Rest Threshold: 50%/75%?

Level 1: +1 MV, 7 AT, 1 DF, 16 HP
Level 2: +1 MV, 7 AT, 1 DF, 17 HP
Level 3: +1 MV, 7 AT, 1 DF, 18 HP
Level 4: +2 MV, 7 AT, 1 DF, 19 HP
Level 5: +2 MV, 8 AT, 1 DF, 20 HP
Level 6: +2 MV, 9 AT, 1 DF, 21 HP (Glove)
Level 7: +2 MV, 9 AT, 1 DF, 22 HP (Glove)
Level 8: +2 MV, 9 AT, 1 DF, 23 HP (Glove)
Level 9: +3 MV, 9 AT, 1 DF, 24 HP (War Glove, Medicine)
Level 10: +3 MV, 10 AT, 1 DF, 25 HP (War Glove, Medicine)
Level 11: +3 MV, 11 AT, 1 DF, 26 HP (War Glove, Medicine)
Level 12: +3 MV, 12 AT, 1 DF, 27 HP (Claw, Medicine, Random)
Level 13: +3 MV, 13 AT, 1 DF, 28 HP (Claw, Medicine, Random)
Level 14: +3 MV, 14 AT, 1 DF, 29 HP (Claw, Medicine, Random)
Level 15: +3 MV, 15 AT, 1 DF, 30 HP (Claw, Actuator X, Generator)

One half of the Story Mode duo, Vikeif is essentially a somewhat more extreme version of a Bandit, giving up some HP for higher attack power. This, combined with the Story Mode duo's superior AI, makes Vikeif a force to be reckoned with. Vikeif doesn't waste any time waiting for you to find the Target Item first, instead going out to hunt for it, and if you do find it first, Vikeif will relentlessly pursue you across the map. Also, unlike other AI hunters, the Story Mode duo seem to be a bit more flexible in choosing when to Rest, being more likely to prioritize chasing a vulnerable opponent. And as if all that weren't enough, at higher levels, the Story Mode duo have their own predetermined items to boost their capabilities. These items make Vikeif's attacks all the more formidable, so you'll definitely have your work cut out for you. The only sub-par quirk to the Story Mode Duo's AI is that they prioritize using yellow cards when attacking first, but even that isn't much of a break. If at all possible, try to use traps to weaken Vikeif; if you're lucky, you may make it out the exit before Vikeif can catch up, but with Shuichi around, that may not be possible.

5f. Shuichi

Priorities: Clever

Rest Threshold: 50%/75%?

Level 1: +2 MV, 4 AT, 0 DF, 19 HP
Level 2: +2 MV, 4 AT, 0 DF, 20 HP
Level 3: +2 MV, 4 AT, 0 DF, 21 HP
Level 4: +3 MV, 4 AT, 0 DF, 22 HP
Level 5: +3 MV, 5 AT, 0 DF, 23 HP
Level 6: +3 MV, 5 AT, 0 DF, 27 HP (Sensor C)
Level 7: +3 MV, 5 AT, 0 DF, 28 HP (Sensor C)
Level 8: +3 MV, 5 AT, 0 DF, 29 HP (Sensor C)
Level 9: +4 MV, 5 AT, 0 DF, 30 HP (Handgun MS, Sensor D)
Level 10: +4 MV, 6 AT, 0 DF, 31 HP (Handgun MS, Sensor D)
Level 11: +4 MV, 6 AT, 0 DF, 32 HP (Handgun MS, Sensor D)
Level 12: +4 MV, 6 AT, 0 DF, 33 HP (Handgun LS, Sensor E, Random)
Level 13: +5 MV, 6 AT, 0 DF, 34 HP (Handgun LS, Sensor E, Random)
Level 14: +5 MV, 7 AT, 0 DF, 35 HP (Handgun LS, Sensor E, Random)
Level 15: +5 MV, 8 AT, 0 DF, 36 HP (Handgun LS, Sensor E, Amulet)

Shuichi has more or less the same AI as Vikeif, but his stats are unlike those of any other AI hunter in the game. He's the only AI hunter to combine high speed with solid attack power, and these abilities serve him well as he seeks the Target Item and pursues rivals. Unlike other fast hunters, Shuichi isn't afraid to battle it out with opponents, and he usually manages his HP well enough to stay alive. If he does get low on HP, he's more likely to try to run away than Vikeif is, using his high speed to his advantage. Shuichi may not have Vikeif's raw power, but his speed makes it difficult for you to make a clean getaway, and even if he himself can't stop you, he'll often slow you down enough for Vikeif to catch up and punish you. And as if that weren't enough, the predetermined items he uses at higher levels are top-notch; his gun boosts his attack power, making him more of a threat in combat, and his Sensor makes it difficult to catch him with traps. Heaven help you if you have to deal with him at Level 15; the Amulet makes it so he can't roll any lower than a 3, both in and out of battle, giving him a major advantage. Try not to let him grab the Target Item if at all possible; you'll have a very hard time catching and beating him if he does.

VI. UNPREDICTABILITY: PANIC AND B PHS

Now that you have an idea of what to expect from different types of foes, it's time to discuss what happens when that measure of predictability gets thrown out the window, either temporarily or permanently.

Let me start by explaining the Panic status ailment. As you may already know, this is the status effect that you get whenever an enemy damages you with a "critical hit" (rolling doubles for an attack) in battle--assuming that you don't tap X at just the right time in order to negate the effect. While you're under the effects of Panic, you lose control of your character, who acts (often sub-optimally) under the control of the AI. However, this may have you wondering: If Panic temporarily places your hunter under the control of the AI, then what does it do to AI hunters? The answer is simple: It assigns them one of the previously outlined AI routines at random (which is actually the same thing it does to human-controlled hunters). Needless to say, this tends to cause problems, since the AI hunters may be assigned an AI routine that is completely unsuited to their stats. For instance, an AI hunter with the Bully build may be randomly assigned Muaddib's AI, causing the hunter to attempt to run from battle despite having atrocious speed. From what I can tell, the randomly selected AI changes with each individual hunter's turn, meaning that the

victim may Counterattack in response to a powerful rival's attack only to then attempt to run away from a weak monster. The amount of variation between the different AI routines is such that it's almost impossible to predict what a hunter will do under the effects of Panic.

Now, looking at the title of this section, you may be wondering what Panic has to do with B PHS. Again, the answer is very simple (and perhaps a bit startling): B PHS hunters ALWAYS behave like they are under the effects of Panic! Yes, that's right--they behave as if they are in a perpetual state of confusion, vacillating between being aggressive and being cowardly, or between focusing on the objective and wasting time on trivial things. This makes them unpredictable, but it also severely limits their effectiveness, as they won't consistently play to their strengths. As for what those strengths are, exactly, I should mention that although B PHS hunters come in 8 palettes, much like any other model of hunter, said palettes do not correspond to any particular set of stats. Each B PHS hunter is randomly assigned one of the 12 common stat builds (that is, not Vikeif's, Shuichi's, or any of the specialists' builds), and in any given mission where more than one of them are present, there can be multiple B PHS hunters with the same palette and/or stats. They start with the standard number of items for their level (not counting the 2 missions in which the lone B PHS hunter also starts off with the Target Item), but none of their items are predetermined.

Overall, the randomness of the B PHS hunters tends to handicap them more than it helps. There's a reason that Panic is a status ailment, after all. Still, it would behoove you to not to let your guard down, as you never know when a B PHS hunter is going to randomly make a good move.

VII. MONSTERS

Of course, the guide wouldn't be complete without an explanation of the monsters. They're the most predictable enemies in the game by far, since they're much more limited in what they can do than the AI hunters are. What's more, every monster has the exact same AI, despite their differences in stats.

Regular monsters (CALs, BROs, and RADs) may appear next to a hunter at the end of the hunter's turn, but only if the hunter moved somewhere during that turn, and only if the hunter is not carrying an identified Folklore (Bible) item. There can be up to 2 regular monsters in a dungeon at the same time; there is no restriction on their types.

GON appears only when the deck has no cards left. At the end of the individual turn in which the deck is exhausted, GON will appear at a random location in the dungeon.

Monsters take their turns after the hunters in each round. They will always attack any hunter who is on a space adjacent to them, and if they are not adjacent to any hunters, they will move toward the nearest hunter. If the Target Item has been found, monsters will prioritize chasing and attacking the hunter holding the Target Item, but if they happen to end up next to another hunter after moving, they will attack that hunter instead. If they cannot reach any hunters, they will move at random in the area they can access. Monsters cannot attack each other; they act as impassable barriers for each other. Monsters are not affected by traps when they move. They do not have cards, and since they cannot Rest, they have no way to recover HP.

In battle, monsters will always Counterattack if the hunter attacks first. However, if the hunter attacks first while holding the specific item that counters

that type of monster (Controller for CALs, Fragrance for BROs, Chip for RADs, Buster for GON), the monster will instead act as if it is Stunned for the duration of that round; it will not Counterattack, and its defense will drop to 0 (if its defense was not already at 0). If the hunter defeats the monster, it may drop a random item, but only if the hunter has room to carry another item; the dropped item will be immediately placed in the hunter's inventory. Defeated monsters disappear from the map entirely; however, if GON is the defeated, it will respawn at a random location on the map after the hunters have finished moving that round. If a regular monster defeats a hunter, the hunter's max HP will be halved and the hunter will be teleported to a random location in the dungeon, just like when a hunter is defeated by another hunter. The difference is that a hunter will not lose any items when defeated by a monster (not even the Target Item). However, if the player holding the Target Item is defeated by GON, the mission will end immediately; if the mission was a Story Mode mission, the player gets a Game Over, while if the mission was a Normal Mode mission, all player-controlled hunters will lose all items and credits. (Reloading your save file(s) at this point wouldn't be a bad idea.)

Each type of monster has specific stats according to the dungeon level, even though these stats are not shown on-screen. (Note that the color of the monster makes no difference; all monsters of a given type have the exact same stats at any given level.)

7a. CAL (Cleaner)

Level 1: +2 MV, 2 AT, 2 DF, 16 HP
Level 2: +2 MV, 2 AT, 2 DF, 17 HP
Level 3: +2 MV, 2 AT, 2 DF, 18 HP
Level 4: +3 MV, 2 AT, 2 DF, 19 HP
Level 5: +3 MV, 3 AT, 2 DF, 20 HP
Level 6: +3 MV, 3 AT, 2 DF, 21 HP
Level 7: +3 MV, 3 AT, 2 DF, 22 HP
Level 8: +3 MV, 3 AT, 2 DF, 23 HP
Level 9: +4 MV, 3 AT, 2 DF, 24 HP
Level 10: +4 MV, 4 AT, 2 DF, 25 HP
Level 11: +4 MV, 4 AT, 3 DF, 26 HP
Level 12: +4 MV, 4 AT, 3 DF, 27 HP
Level 13: +4 MV, 4 AT, 3 DF, 28 HP
Level 14: +5 MV, 4 AT, 3 DF, 29 HP
Level 15: +5 MV, 5 AT, 3 DF, 30 HP

These tin cans are more a nuisance than an actual threat. They're quick, which makes getting away difficult, but their attacks aren't all that strong. Their defense and HP are nothing spectacular, so unless you have absolutely abysmal attack power yourself, you shouldn't have too much trouble getting rid of them.

7b. BRO (Blob)

Level 1: +1 MV, 5 AT, 0 DF, 25 HP
Level 2: +1 MV, 5 AT, 0 DF, 29 HP
Level 3: +1 MV, 6 AT, 0 DF, 30 HP
Level 4: +1 MV, 6 AT, 0 DF, 34 HP
Level 5: +1 MV, 7 AT, 0 DF, 35 HP
Level 6: +1 MV, 7 AT, 0 DF, 39 HP
Level 7: +1 MV, 8 AT, 0 DF, 40 HP
Level 8: +1 MV, 8 AT, 0 DF, 44 HP

Level 9: +1 MV, 9 AT, 0 DF, 45 HP
Level 10: +1 MV, 9 AT, 0 DF, 49 HP
Level 11: +1 MV, 10 AT, 0 DF, 50 HP
Level 12: +1 MV, 10 AT, 0 DF, 54 HP
Level 13: +1 MV, 11 AT, 0 DF, 55 HP
Level 14: +1 MV, 11 AT, 0 DF, 59 HP
Level 15: +1 MV, 12 AT, 0 DF, 60 HP

Slimes aren't known for their mobility, and these are no exception; they're the slowest monsters in the game. They also have absolutely no defense, meaning that even the weakest of hunters will be able to chip away at their HP. However, said HP is actually very high, which makes them surprisingly difficult to get rid of. Be wary of their high attack power; you won't need to rely on red cards to pierce their defenses, so if you must fight one of these, try to be patient if you can. If you get low on HP, keep in mind that you can always try to escape and outrun them.

7c. RAD (Predator)

Level 1: +1 MV, 6 AT, 3 DF, 13 HP
Level 2: +1 MV, 6 AT, 3 DF, 14 HP
Level 3: +1 MV, 7 AT, 3 DF, 15 HP
Level 4: +1 MV, 7 AT, 4 DF, 16 HP
Level 5: +1 MV, 7 AT, 4 DF, 17 HP
Level 6: +2 MV, 7 AT, 4 DF, 18 HP
Level 7: +2 MV, 7 AT, 4 DF, 19 HP
Level 8: +2 MV, 8 AT, 4 DF, 20 HP
Level 9: +2 MV, 8 AT, 5 DF, 21 HP
Level 10: +2 MV, 8 AT, 5 DF, 22 HP
Level 11: +3 MV, 8 AT, 5 DF, 23 HP
Level 12: +3 MV, 8 AT, 5 DF, 24 HP
Level 13: +3 MV, 9 AT, 5 DF, 25 HP
Level 14: +3 MV, 9 AT, 6 DF, 26 HP
Level 15: +3 MV, 10 AT, 6 DF, 27 HP

These robots are much more intimidating than CALs, and they've got the power to match their appearance. RADs actually have 4 extra points in their stat pools at any given level, making them significantly stronger overall than other regular monsters. They have decent speed, relatively high attack power, and high defense, making them quite the formidable foes in combat. And as if that weren't enough, RADs have an additional status effect that they inflict with their critical hits: Empty. Being robbed of your cards while fighting one of these is quite bad, especially since you may find yourself needing red cards in order to pierce their defense. However, they do have low HP, so if you can get in a few good hits, they should go down fairly quickly.

7d. GON (Dragon)

Level 1: +3 MV, 12 AT, 3 DF, 19 HP
Level 2: +3 MV, 12 AT, 3 DF, 20 HP
Level 3: +3 MV, 13 AT, 3 DF, 21 HP
Level 4: +3 MV, 13 AT, 3 DF, 22 HP
Level 5: +4 MV, 13 AT, 3 DF, 23 HP
Level 6: +4 MV, 14 AT, 3 DF, 24 HP
Level 7: +4 MV, 14 AT, 3 DF, 25 HP
Level 8: +4 MV, 14 AT, 4 DF, 26 HP

Level 9: +4 MV, 14 AT, 4 DF, 27 HP
Level 10: +4 MV, 14 AT, 4 DF, 31 HP
Level 11: +4 MV, 14 AT, 4 DF, 32 HP
Level 12: +4 MV, 15 AT, 4 DF, 33 HP
Level 13: +5 MV, 15 AT, 4 DF, 34 HP
Level 14: +5 MV, 15 AT, 4 DF, 35 HP
Level 15: +5 MV, 15 AT, 5 DF, 36 HP

The big bad boss of the dungeon, GON is not a monster you want to see. With a whopping 16 extra points in its stat pool, GON is far more powerful than any ordinary monster or hunter. With its high speed, amazing attack power, solid defense and HP, and the ability to inflict Stun with its critical hits(!), GON is incredibly lethal. And as if all that weren't enough, since GON only appears once the deck is exhausted, you'll only have at best a few cards with which to face it. If you're unfortunate enough to see this monster, grab the Target Item and RUN. Only the sturdiest of hunters can even survive against GON (never mind actually fighting back), and even then, it's a risky proposition, since the Stun effect on GON's critical hits could easily rob you of a chance to Rest. Besides, even if you defeat GON, it will just respawn elsewhere in the dungeon and start coming after you again, so there's really no point. If you're playing with other human players, you can try to stall GON to give the player holding the Target Item time to escape; it beats losing all your items and credits when GON mauls said player. Overall, though, the best strategy is prevention; if you get the Target Item to the exit before the cards run out, GON won't appear, so do your best to complete your missions on time.

VIII. CREDITS

Thanks to KeyBlade999, AbsoluteSteve, and Kirby 021591 for posting an FAQ about writing FAQs, making it easy for me to figure out how to structure this, my first FAQ.

Thanks to BSulpher, AstralEsper, and all the other great FAQ writers out there for setting great examples in FAQ writing for me to follow.

Thanks to Lutepin for the translations of the Japanese monster names.

If you can contribute some info about the game that I've missed, please do so. The info in this guide is by no means complete, and I'd really appreciate your help. You can e-mail me at jjbrunn15@yahoo.com.

IX. VERSION HISTORY

1.01 - Submitted 1/12/2016

Just a few minor revisions this time; no major additions to the guide itself.

- Corrected a mistake regarding the AI's use of red and yellow cards in battle.
- Finally remembered where I got the translated monster names from and updated the credits section accordingly. (Thanks Lutepin!)
- Added Neoseeker to the list of websites allowed to post the guide.
- Fixed a typo.
- Added a version history.

1.0 - Submitted 12/28/2015

I've decided to go ahead and post what I know for now. There's still some info that I'm lacking (particularly in the stats tables of the specialist hunters); hopefully, I'll be able to fill that out in the future.

X. LEGAL STUFF

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