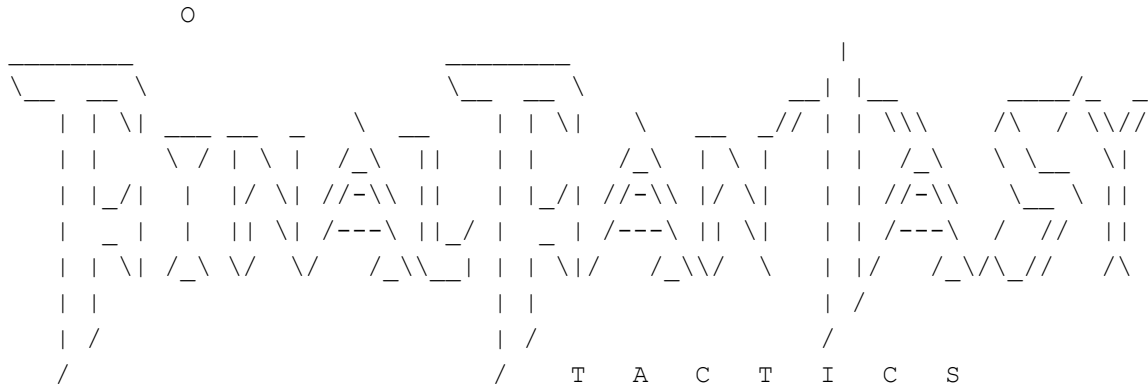


# Final Fantasy Tactics FAQ/Walkthrough

by Niro

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## FAQ/WALKTHROUGH

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### I. Revision of History

Ver. 1.0

- Started Walkthrough

Ver. 2.0

- Worked on walkthrough

### II. Walkthrough

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*****
*           Intro           *
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After the opening credits and scenes you will see the Princess preparing to leave the castle which is threatened to be attacked. When invaders arrive earlier than expected Ramza and his fellow mercenaries (soldiers paid to fight in wars) along with Agrias, the Queens guard, will have to defeat them.

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*****
*  Intro Battle             *
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The battle is all very simple. You are in control of only your character (Ramza). The others will decide their own movements. Start the battle by targeting the closest enemy and heading toward him. If you can't hit him on your current AT (Active Turn) prepare before hand by using Ammaculate (In the Guts command). Your physical strength will increase +1 which may not seem like a lot, but can boost your attack dramatically.

On the next AT, attack the enemy. You should deal a considerable amount of damage somewhere in the 40's(I dealt 42). Then continue to beat down the enemy until he/she is down. Then target another enemy(by the time you take one enemy down Gragarius and Agrius probably have dealt with the rest. Their Stasis Sword and Nights Sword attacks have tremendous force and good range allowing them to finish off their enemy quicker than you). If you want a more thrilling intro battle then target the squire to Ramza's right(should be your left.) The squires aren't very strong. Kill the squire and then chase after the leader(the only Knight.) You can only begin to attack him however because one of the others will usually come in for the kill(usually Gragarius or Agrius. Those greedy bastards!).

After the battle Delita will kidnap the princess and run away on his Chocobo. After the escape Ramza will have a very long flashback about Delita.

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\* Chapter1:The Meager \*  
\*\*\*\*\*

You begin at the academy. You are informed of the current conditions and then move on to the conversation between Ramza and other cadets, including Delita. A Knight will come in and tell you to stop some thieves from escaping. Ramza will be appointed leader of the attack team(naturally). In this battle Delita will join you(as in all other battles as a guest and will make severe mistakes in movement around the battlefeild sometimes resulting in death. Do not worry because rather than becoming a crystal Delita will stay dazed while you take care of the theives.

\*\*\*\*\*  
\* Battle 1 \*  
\*\*\*\*\*

When you begin the battle Delita will begin and have the first move. He will be attacked and tell Ramza not to rush them head on. What does he know? Take care of the theives by luring them into places that your men heavily populate. Keep a Chemist(hope you chose one)moving around healing your team and pretty soon you'll win. If you lose a soldier buy another one of the SAME TYPE as this walkthrough will use all originals in promotions and necessary battle strategies.

After declaring victory head over to Igros Castle. Ramza will have a flashback of his father's death. (Note: The shop option is now open to you. Pick up 4 Phoenix Downs and 6 potions.) After the sequence has ended head over to Madalia Plains. You'll enter a battle here.

\*\*\*\*\*  
\* Battle 2 \*  
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You'll meet Albus here and you can choose either to save him or to defeat the Death Corps. Either way you'll have to eliminate the Death Corps to win. Send a Chemist directly to Albus to heal him after he gets hit. Be wary of sending out female troops as their hearts can be stolen by the thief causing them to turn on you. If you want you can turn Ramza into a Knight before this battle(if it's possible) to build his Knight level quickly so that you could then turn him into a monk. Give Ramza the Accumulate ability(again if possible)to raise his attack power. Use your squires to take care of the Death Corps. Try to attack from above and behind or from the sides. Have all your soldiers participate. Raising their levels and JP(Job Points)is crucial to preform promotions(change jobs).

Head over to Igros Castle again. Ramza's brother will have you guard the castle. Albus wants to go after the Death Corps himself and rescue the Marquis, but Ramza's brother does not permit it.

After that you'll see another sequence in which Ramza, Delita, and Albus decide to rescue the Marquis themselves. Before continuing to the next battle pick up EXP & JP from random battles at Madalia Plains. Turn one of you're male squires into a chemist and build his EXP & JP on the battlefeild. Then turn him into a Wizard. Make him learn Bolt,Ice,& Fire. Use the Chemist as a secondary ability.(Note: Make sure as a squire he learned the Dash and Throw Stone and as a Chemist he learned the Potion and Phoenix Down.) Turn your girl chemist into a Priest. Then into an Oracle and finally a Mediator. Use your Mediator(teach her Invatation) to get a Chocobo. Hopefully your Chocobo will lay an egg and that will hatch into a Black Chocobo. Turn a girl squire into an Archer. Buy a crossbow at Igros and teach her Charge+1 and Charge+2. Raise her level as an Archer in battle. Turn your other squire into a Knight and equip him properly(buy the equipment at Igros).Do the same with the last girl squire. Turn your other boy Chemist into a Wizard and teach him black magic. Finally have Ramza master the Squire class and change him into a Knight. Raise his level in battle and then change him into a Monk. Teach him Repeating Fist and Earth Slash. If you want turn Delita into a Knight. Now you're ready to enter Battle 3.

\*\*\*\*\*  
\* Battle 3 \*  
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This battle is very easy. Use Ramza(who should be at a very high level right now)

to beat down most of the creatures. Use your Mediator to Invite one of the Bombs. Use your wizards to attack from a safe distance and your archer or one of your Knights to deal with the rest. With the Archer try to gain high ground almost immediatly. The Knights should have armor equipped so you can safely attack up close. Try not to lose anyone in this battle. Pay no attention to Albus and Delita because the Guests are always incompetent and will almost always get themselves killed. Victory should come easily.

After winning that battle you'll be able to continue on to Dorter. There you'll face a tough battle so you may want to raise your level. Teach Albus some Black Magic and give Delita the Item ability as a secondary skill. Raise Ramza's level and give him the Chakra ability. If you want you can change him into an archer, raise his level as an Archer and then change him into a Thief. Raise his level as a Thief and then change him into a Lancer. Your team is becoming very advanced for the opening Chapter but this will just give you an edge.

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\*           Battle 4           \*  
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Have Ramza go up the building to his left and kill the Archer. Take three characters and charge the Knight and Wizard. Deal with the Wizards first because they can become annoying. Use your Wizards to combat the Knight from a safe distance. Have your Chocobo(if you have one)go around healing allies, NOT ENEMIES!! After following these suggestions you should beat this battle. If not build your level and try again.

Note:Save your game constantly after every battle or change of jobs because you never know when you'll be out dueled in a random battle.

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