

SaGa Frontier Combo FAQ

by TPotts

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SaGa Frontier Combinations FAQ Update

This is just a short list of the combinations I have figured out, no long explanations, just a short self-explanatory, brief description of every move.

READER'S NOTE: They are all rounded to the nearest 50.

Level 2 Combos:

"Daggerfall" Damage Dealt=200 Added Problems: stun, paisy
ShadowHold, StunSlash

"Stun Sword" Damage Dealt=350 Added Problems: stun
StunSlash, BlasterSword

"Wind Toss" Damage Dealt=500 Added Problems: (I think faint)
GaleSlash, GiantSwing

"Asleep at the Wheel" Damage Dealt=550 Added Problems: stun
StunSlash, WheelSlash

"Sonic Kick" Damage Dealt=650 Added Problems: None
Supersonic, Kick NOTE: Supersonic is a monster move

"Ricochet" Damage Dealt=700 Added Problems: None
Saber (arcana), SharpShot

"Scorching Dash" Damage Dealt=700 Added Problems: None
SunRay (light), HardSlash

"Double Stunner" Damage Dealt=800 Added Problems: Stun
StunSlash, DoubleSlash

"Moving Spotlight" Damage Dealt=800 Added Problems: stun
SunRay (light), RollingCradle

"Energetic Kick" Damage Dealt=900 Added Problems: none
EnergyChain (realm), Kick

"Circular Missile" Damage Dealt=900 Added Problems: none
WheelSlash, MissilePod

"Confrontation" Damage Dealt=1100 Added Problems: occasional stun
AirThrow, Rock NOTE: Rock is a monster move

"Painful Slash" Damage Dealt=1150 Added Problems: None
PainPowder, DoubleSlash NOTE: PainPowder is a monster move

"Double Trouble" Damage Dealt=1250 Added Problems: loss of DEF
AcidBreath, DoubleSlash NOTE: AcidBreath is a monster move

"Sharp Missile" Damage Dealt=1250 Added Problems: none
MissilePod, Needles

"Major Implode" Damage Dealt=1300 Added Problems: occ. death
Implosion (Realm), Heaven/Hell

"Burning Depths" Damage Dealt=1650 Added Problems: occ. stun
FlashFire (light), Heaven/Hell

"Missilemania" Damage Dealt=1700 Added Problems: None
AT Missile, AT Missile

"Thunder Guillotine" Damage Dealt=1700 Added Problems: None
BoltBlast, Kusanagi NOTE: Both are monster moves

"Gunner" Damage Dealt=1800 Added Problems: occasional stun
Heaven/Hell, MachineVulcan

"Round Dash" Damage Dealt=1800 Added Problems: none
Backfist, HardSlash

"Sonic Slash" Damage Dealt=1900 Added Problems: None
Supersonic, DoubleSlash NOTE: Supersonic is a monster move

"Furybolt" Damage Dealt=2400 Added Problems: occasional stun
BoltBlast, Heaven/Hell NOTE: BoltBlast is a monster move

"Doom Thrust" Damage Dealt=3300 Added Problems: occ. stun
TripleThrust, Heaven/Hell

"Tri-Gust" Damage Dealt=3300 Added Problems: occ. stun
GaleAttack, TripleThrust NOTE: GaleAttack is a monster move

"Bolt Flip" Damage Dealt=3350 Added Problems: occ. stun
BoltBlast, LocomotionG NOTE: BoltBlast is a monster move

"Triple Slam" Damage Dealt=3800 Added Problems: occ. stun
TripleThrust, BearCrush

Level 3 Combos

"Stunning Throw" Damage Dealt=700 Added Problems: stun
StunSlash, HardSlash, AirThrow

"Flying Swords" Damage Dealt=1000 Added Problems: None
Saber (Arcana), HardSlash, Kick

"Dazed Flight" Damage Dealt=1400 Added Problems: stun
GaleAttack, StunSlash, AirThrow NOTE: Gale=Monster move

"Levitation" Damage Dealt=1500 Added Problems: occ. stun
SunRay (light), AirThrow, DoubleSlash

"Elemental Slash" Damage Dealt=1550 Added Problems: none
HardSlash, FlashFire (light), EnergyChain (realm)

"Shining Bullet" Damage Dealt=1700 Added Problems: none
SunRay (light), CrossShot, DoubleSlash

"Burning Rifles" Damage Dealt=1700 Added Problems: none

FlashFire (light), DoubleSlash, TotalShot

"Icebox" Damage Dealt=2150 Added Problems: none
WillowBranch, Smash, ArcticBreath

"Poison Hellslash" Damage Dealt=2300 Added Problems: o.stun
AcidBreath, HardSlash, Heaven/Hell NOTE:Acid=Monster move

"Slicing Toss" Damage Dealt=2300 Added Problems: (I think faint)
GiantSwing, HardSlash, SwallowSwing

"Ironclad Fist" Damage Dealt=2500 Added Problems: none
Fist, DoubleSlash, VermillionSand (realm)

"Great Fist" Damage Dealt=2500 Added Problems: none
EnergyChain (realm), Fist, GaleSlash

"Steel Sword" Damage Dealt=5000 Added Problems: none
HeadWind, TriangleKick, VermillionSand (realm)

Level 4 Combos

"Steel Phantom" Damage Dealt=2000 Added Problems: none
PhantasmShot (mystic), Smash, ArcticBreath, Supersonic

"Surprise Blast" Damage Dealt=2000 Added Problems: stun
StunSlash, DoubleSlash, AirThrow, SunRay (light)

"Tree Crusher" Damage Dealt=2000 Added Problems: none
Smash, Smash, WillowBranch, HardSlash

"Windy Hell" Damage Dealt=6200 Added Problems: stun
GaleAttack, LocomotionG, Heaven/Hell, BearCrush

Come back later for more great combos! If you have questions or comments about the combos (I named them myself) email me at troypotts@yahoo.com. Also, visit my website at <http://www.geocities.com/TimesSquare/Labyrinth/2742>. Also, if you have any combos, mail them to me. I'll post them here and give you credit.

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