

Tactics Ogre FAQ

by Kain

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Some Notes and Disclaimers :

1. This FAQ is not to be used without permission of it's owner etc - please e-mail me if using it for a fanzine, web page or magazine. Acually, this disclaimer is on all my FAQs, and in fact virtually every FAQ in existence, but nevermind...

2. This is, strangely enough, my first FAQ for an English game. ^_^ But then again, a lot of info in this FAQ is taken from Japanese web pages...especially <http://www.rpgdl.com>, which deserves considerble praise for their extremely detailed guide to Tactics Ogre.

3. This is a small FAQ, cut down due to lack of time. Hope you find it useful anyway. I might, just might, be continuing this if I find some spare time, but seeing as I've been plagued with translation requests ranging from Soukaigi to Second Impression (you know who you are ^_^) , which I plan to work on next, it's rather unlikely.

On with the show!

Tactics Ogre Basics :

1. The Almighty Select Button. Quest has done a superb job with creating a truly well-fleshed out world - take advantage of this by using the Select Button on virtually anything in the game. You can find out everything from class prerequisites and Geography Effects to historical and political data; have fun!

2. Back and side attacking. DO IT. OFTEN. Your hit rate increases by 25% from the side and 50% from the back.

3. Read the Warren Report, especially the Notes. In fact, it's so good I'm going to assume that you've done so already - it would take too much space to include all that information here. Suffice to say that it will help you tremendously.

4. Use the L1 Button to check AT order. This is also a vital necessity when planning any sort of action. By doing so, you can predict enemies' action, and most importantly avoid sending your troops into certain death situations. Very very important indeed - be sure to enable this function in the Options menu.

5. Pay attention to the Geograhpy Effect. Unlike most war games, in TO, this plays a much bigger role in the success of your attacks\defenses. A mere 5 point difference in terrain ability (either Attack or Defense) can mean up to a 20% or more difference in both hit rate and total damage! Roads are among the best places to take up positions on (Attack : 40 Defense : 20) and Lava

is excellent defense (30). In case you didn't know, the Select Button will reveal all the info about the chosen terrain. (I toldja it was useful now didn't I?)

Combat :

Ah, the heart and soul of every RPG. ^_^

- Terrain, moving and scouting.

1. Look carefully. I mean LOOK CAREFULLY. This may seem like stupid advice, especially to a lot of veteran gamers out there, but I mean it. Remember that TO is first and foremost a *strategy game* - I've seen too many of my troops get plastered by enemy fire when I carelessly walked them too far out. Remember, also, that the enemy is usually not stupid enough to march directly into your troops, and that they always, always have a better position than yours, so exercise extreme caution in your approach. Use all the tactics mentioned above to help as well.

2. Don't send mage-type units or your leader too far out. This bears repeating again. Check for the presence of enemy archer, witch or mage units first before doing so. Death is final in this game without the very costly and difficult to obtain Revivify spell...

3. Check up on the enemy. By that I mean using the X button to view a enemy unit's specifications - you'll find which units have special attacks, what spells the enemy has equipped etc.

4. Characters who can walk on water or swim will still suffer a great penalty from being in or on the water itself, so be careful. (Water is only Attack : 10 Defense 5 terrain after all.)

5. When pressing the O button to make your character act, his\her total attack\defense bonuses, with both weather and terrain effect calculated, will be displayed at the bottom right hand corner of the status bar. Take note.

- Fighting, spells and generally doing in the enemy.

1. It is possible to complete a stage with undead characters without an Exorcist if you kill all of them and make sure they're all dead at the same time. Just a mention. (Good thing undead are physically weak...)

2. Be careful about how fast your magic-using units regenerate MP. 2 WP = 1 MP. In the beginning of the game, this shouldn't matter much as spells are cheap, but when you get calling magic...emulate the enemy units and consider using an MP restorative item at the beginning of battle. To maximize your mages' effectiveness, have a non-magic using unit use the item on them instead.

3. Spears and whips allow you to reach an additional 1 square horizontally and two more vertically. Be aware that L size units also can reach further vertically two more heights.

4. Note that cards will disappear once a battlefield has been completed, that dead units that are not revived will remain dead, and that treasures that the enemy has left will not be recoverable once another enemy unit has stepped on them.

5. Very often (in fact almost always) an arrow's range is at least one square more than the brown highlights on the screen show, often two. Use your common sense to deduce how long and far an arrow will fly - if firing from a higher to lower area, the range is often GREATLY increased. Do keep in mind though, that a shot will not usually travel more than 2 heights vertically upwards. Once again, exercising good old common sense will give you a reasonable estimate.

6. There's a small trick with attacking enemies with spears. Firstly, make sure there is an enemy (preferably one that you want dead) between the spear-wielder and you. Now attack. You will hit both and the spear-wielder will counter, HITTING HIS OWN COMRADE IN THE PROCESS. The only bad thing about this is that it works both ways. ^_^

Class Breakdowns :

Here are detailed notes on each of the character classes. Enjoy.

WT is computed as follows :

550 - Agility of character + Equipped items (+\-) Class

Different classes have WT added\subtracted from them, as shown in the "W.T" section of the unit specifications - which show attribute changes as the class levels up.

A note about Preferred Weapons. Most classes have their own Preferred Weapons, usually distinguishable by the additional animation and sound effects that accompanies the unit's attack. (For example, a Knight will draw the sword, his Preferred Weapon, with a hiss and swing it as it creates a nasty chopping sound - whereas a mage will simply slam it into the enemy's head.) Using a Preferred Weapon will increase both the damage and hit rate of the unit, so it's recommended that a Knight equip a sword even if you have, let's say, a more powerful axe.

Another note about your leader : Make him a warrior unit. If he dies it's Game Over, so it would make sense to let him have as much HP as possible. ^_^

Lastly, take note of your units' Alignment. Unlike Ogre Battle, Alignment change is not possible in this game, so when recruiting additional units, feel free to reject those with unwanted Alignments - remember that Alignment determines Class Change options.

Male Units :

Soldier :

The basic male unit. Decent, but nothing much really compared to the later units. Change class as soon as possible - TO requires a balance of different units in order for you to win battles.

Preferred Weapon : None

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	ALL	---/7	---/3	---/5	---/4	---/5	---/5	---/5	---/5	+/-0

Knight :

The mainstay of most fighting forces. A good number to keep is around 4 or so or your party will be too unbalanced. A steady and powerful fighting unit - however, you might consider using a few Berserkers for their increased Vitality or a Beast Tamer for better range.

Preferred Weapon : Sword

```
Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
  ALL  |L/N|---/8|---/1|045/6|044/4|---/4|---/5|---/4|046/6|+05|
```

Berserker :

More hardy and slightly more powerful than a Knight. With a good axe a Berserker is a force to be reckoned with - careful with the lower speed though. Mix these with Knights to create a balanced front line.

Preferred Weapon : Axe (Hammer?)

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
|  ALL  |N/C|---/9|---/1|045/6|046/5|---/3|---/6|---/4|044/5|+05|
```

Wizard :

Personally, I think Sirens are a LOT more effective. However, these are pretty good until you can get some of the other class - personally, though, I never use them.

Preferred Weapon : Staff

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
|  ALL  |N/C|---/5|016/5|---/3|---/2|044/7|042/6|---/4|---/4|+10|
```

Beast Tamer :

At first, I thought that these guys were useless (and looked stupid to boot) but then I discovered their whip capabilities. Not bad, but other units are just as good for fighting purposes, and what's more, you can only bring two monster units into battle.

Preferred Weapon : Whip

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
|  ALL  |ALL|---/8|---/0|045/6|044/6|---/3|046/5|---/4|---/5|+05|
```

Ninja :

Pretty good all-purpose units. They have excellent mobility, with the ability to walk on water, can jump 3 up heights and down 4, and cast magic as well. (Even call magic!) Useful as their hit and evade rates are very high - if hit, though, they will be dead soon, and beware of never-missing magic. One might be a good addition to your forces to round them up, or you might use a few as they can kill mages FAST.

Preferred Weapons : Dagger and Claw

```
|Element |ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
|  ALL  |ALL|---/7|---/2|045/4|---/4|---/4|---/5|046/7|044/6|-05|
```

Dragoon :

I really prefer the Japanese name for these guys are that's what they are : Dragon Slayers. When equipped with a Dragon-slaying weapon, they will cleave right through most Dragons with about 2 hits. Against other units, though, they are less effective, though by no means useless - what slows them down is their horrible Agility. However, their high HP, Strength and magic-using capability make them a good choice.

Preferred Weapon : Sword

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	N	---/8	---/0	115/7	106/4	---/3	---/4	---/3	114/7	+05

Sword Master :

At first glance, useless junk. At second glance, partially useful junk. Despite their HORRIBLE attack and defense power, Sword Masters are actually not all that bad. They do have excellent Dexterity and Agility, and can cast Support Magic as well. I usually prefer Ninja, but with adequate training, I suppose a Sword Master could be used well. (Haborym is an example.)

Preferred Weapon : Sword

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	L	---/7	---/3	095/4	---/3	---/5	---/6	102/6	126/8	+05

Terror Knight :

Slow, bad hit rate, and not that powerful, but they have one hell of a defense. Easily the most resilient of all the higher class Knight units. I don't really find them that useful because of their bad points, but one could be pretty handy in absorbing enemy attacks - and they do have that "dead soul" ability of theirs. (Note : I haven't been able to test what difference a Terror Knight's presence makes to attacks\damage\hit rate etc. If anyone knows please tell me.) A Terror Knight also has to kill more than 30 people, which might make obtaining this class rather troublesome.

Preferred Weapon : Sword (I think)

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	C	---/9	---/0	117/6	114/6	---/3	---/5	---/3	104/5	+10

Warlock

I don't use this fellow at all most of the time as a Witch is by far more effective. Considering he has a whopping 15 point WT penalty, a Slow type movement as compared to a Witch's Fast, and gains more Mental points than Intelligence (he's here to cast magic, for goodness sake, not resist it), I don't consider him useful at all. (And I never use any monster units, so his Golem ability is immaterial to me.) You could turn Presance into this instead of letting him remain an Exorcist, but I usually don't.

Preferred Weapon : Staff (I think)

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	L/N	---/5	084/7	---/3	---/1	124/6	112/8	---/3	---/3	+15

Exorcist :

Nothing much compared to Clerics or Priests - the latter can cast far more powerful healing magic. The Exorcist's main purpose still remains his ability

to kill the undead once and for all. I never make an additional one since Presance joins you early on the game, and besides, Clerics are cuter. ^_^

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |L |---/6|---/6|---/3|044/4|042/7|044/5|---/3|---/4|+10|
```

Gunner :

Again, as with the Exorcist, one is usually enough, and the one is free besides. As you have to have Rendal in your party in order to use the Gunner class, you're better off just sticking with him instead. Why? Well, the Gunner has an amazing 30 WT penalty, as well as taking about double damage from magical attacks, and of course, there's the fact that they're only 3 guns in the whole game. On the plus side, though, his weapon cannot miss and can cover the whole screen - with the more powerful guns you find later, he is a force to be reckoned with. A last note : use common sense in determining whether or not gunfire will hit its target. Guns may be powerful, but will NOT go through obstacles. ^_^ (Or characters...)

Preferred Weapon : Gun (What were you expecting?)

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |N |---/6|---/0|120/4|---/3|---/4|---/4|164/6|150/6|+30|
```

Lord :

This class is THE BEEF, the eggs, and the side order of chilli fries as well. The only down side to this is that you have to let Kachua die in order to obtain it, and it might almost be worth it too. ^_^ With healing magic capability, fantastic mobility, twin sword skill (bet you didn't know about this), really high parameter increases and a 5 WT bonus besides, you've got to be insane to not like this class.

Preferred Weapon : Sword

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |ALL|---/8|---/4|---/6|---/5|---/5|---/5|---/6|---/7|-05|
```

White Knight :

They're actually only two of them in the game, Guildus and Mildain, and both of them are a welcome addition to your fighting forces. White Knights are fast, have excellent hit\evade rates, good spell resistance and are no slouch in the damage department either. The only drawback is their speed - they tend to be very slow in reaching the enemy. (A Quick spell will rectify that though) I always have both in my party if possible.

Preferred Weapon : Sword

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |L |---/8|---/0|---/5|---/6|---/5|---/6|---/6|---/6|-05|
```

Female Units :

Amazon :

See Soldier. No, really, besides the one obvious one, there's not much difference between a Soldier and an Amazon. Oh yeah, an Amazon can go in water though. Hmmm. Let's not be chauvinistic here. ^_^

Preferred Weapon : None

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	ALL	---/7	***/3	***/5	***/4	***/5	***/5	***/5	***/5	+-0

Archer :

This is one my FAVOURITE classes in the game. Fast, accurate, make that DEADLY ACCURATE, powerful and they move far. I actually did have one game in which I had no mage units and used 3 of these instead. Their arrows do massive damage to even the armoured units and kill mage-type ones with ease. (In fact, sometimes in one shot if you choose your terrain right.) Because of their Dexterity ratings, they avoid enemy attacks more often than not - and if hit don't go down that easily. A vital support unit to have, and one which can survive on the front line for a good bit too. In addition, Archers don't suffer from weather penalties as much as the other classes do - what more could you want?

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	N/C	***/7	***/2	***/4	044/5	***/4	***/5	044/6	048/7	-05

Cleric :

The basic healing unit. Reliable, with an okay amount of restorative magic, but quite weak - keep her behind your troops. One or two is more or less a necessity in any party, especially as she can use Heal+.

Preferred Weapon : Staff

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	L/N	---/6	016/4	---/4	---/3	042/7	041/6	---/4	---/3	+05

Valkyrie :

A warrior unit which unfortunately can't really stand up to many of the more powerful male Knight-type units. She does use a spear, though, whose range is helpful, and can cast Attack Magic besides - however, so can a Dragoon. Useful, but not very effective once more units become accessible.

Preferred Weapon : Spear

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	L/N	***/8	***/2	044/6	046/4	042/6	***/5	***/4	***/5	+05

Siren :

The more powerful offensive magic-using class. My unit of choice for Attack Magic as she not only looks better but is more powerful than a Wizard - watch out for any attacks, though. Fast gains in Intelligence and MP make her quite deadly if used well.

Preferred Weapon : Staff

Element	ALI	H.P	M.P	STR	VIT	INT	MEN	AGI	DEX	W.T
ALL	L/N	***/4	036/6	***/3	***/2	075/8	071/6	***/3	***/4	+15

Dragon Tamer :

The female equivalent of a Dragoon. Not as powerful against Dragons, but can boost their power - unfortunately an ability which I don't need as I never use monster units. Can cast one spell. As with the Valkyire, I find that she is outmoded in view of the more powerful male attack units, but then again, one might find a niche use for her.

Preferred Weapon : Sword

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |ALL|180/8|***/1|115/6|***/2|***/5|103/6|***/4|***/6|+05|
```

Priestess :

The only class in the game which can return a dead unit to life with the Revivify spell. Also the possessor of the potent Heal++, which can restore to full life any unit onscreen. I generally keep one around, far in the back to use both spells if need be.

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |L |***/5|070/6|***/3|***/2|125/8|110/6|***/3|***/4|+20|
```

Witch :

The support-spell user. Far more effective than a Warlock (see Warlock section), a good trick to use with a Witch is casting Charge on yourself right at the beginning of the battle. Also, in the earlier stages of the game, a Witch equipped with a bow can do decent damage in addition to her spell-casting capabilities. Nothing else much to say - this class is the one to get if you want support magic.

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |N/C|***/5|016/5|***/3|***/3|045/6|041/7|***/4|***/4|+10|
```

Angel Knight

I've never gotten this class myself, but it seems that this might just be the equal of the Lord. Although she rises from the dead at Level 1, spear usage, the ability to fly as well great physical and mental attributes should make for a force to be reckoned with. Not to mention the "Angel Voices" (one which reduces enemy mages' MP and the other which heals the undead) ability either. Note : try getting one when the Cardinal summons them - before you kill him, reduce the Angel Knight's HP and Convince one. They're hard to come by otherwise. (You need to have killed less than 10 people...)

```
|Element|ALI|H.P |M.P |STR |VIT |INT |MEN |AGI |DEX |W.T|
| ALL |L |***/8|092/5|135/7|122/4|144/7|119/5|122/5|124/5|+05|
```

That's it. I would dearly like to continue this guide but I'm afraid I can't.

Till FF8 then. ^_^