

# Vanguard Bandits ATAC Comparison Guide

by c\_s\_tadsen

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## Vanguard Bandits ATAC Comparison Guide

by c\_s\_tadsen  
Version: 1.0

To-do List:  
Make a section for Stones, Weapons, and Accessories

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### FOREWARD

There's a lot of misconceptions, I've noticed, about the various ATACS in the game. A lot of people have put forth theories as to which is the strongest, most useful, or whatever, but they always have a bias that isn't strictly fact-based. I've compiled this guide to give a straight, unbiased look at the ATACs, and compare them with a standard rating system. Then I stuck my opinion at the end of it, lol. It's clearly labeled as such, though, so feel free to skip that part.

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### RATING SYSTEM

The rating system I'll be using is fairly complex. It sort of has to be, given how many things must go into comparing the various ATACs in the game. Basically, each ATAC scores points based on how much of a bonus it gives you to stats, how much HP it has, what its movement range is, and what attacks it can use.

Stat boosts, range, and HP are on a straight 1-for-1 basis; e.g. if an ATAC gives +40 HP, +2 BAS, and has a movement of 5, it will get 47 points based upon those factors.

However, that's not all there is to an ATAC. The attacks and support skills it can use must also be taken into account. I have to rate those as well, and that's a bit more complex. There's a complex scoring system I use for each attack an ATAC can attack an ATAC with (yes, I DID have to do that, thank you very much) and for each support skill as well. Here's how they are scored:

Attacks  
+1 per point of range  
+1 per 0.10 damage (rounded off)

- +1 per +10 to hit rating (rounded off)
- +1 for being Collision type
- +1 for being Knockdown type
- +1 if it inflicts a status effect
- 1 for every 10 AP needed to use it
- 1 for every 10 FP it generates
- 1 for every -10 to hit rating

Support Skills

- +1 barely useful
- +2 fairly useful
- +3 very useful

Note that I won't rate anything in the negative. An attack or support skill may not be very useful, but it doesn't make the ATAC less useful; it just doesn't make it any better either, and hence no negatives. All attacks and support skills will score at least a 1, simply because they give you another option to choose from in battle. It might not be one you'll use, but it's still an option.

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ENTRY FORMAT

Entries will be in the following format:

(ATAC Name)

HP (HP Bonus)

MOVE (Movement Range)

BAS (Base Bonus)

POW (Power Bonus)

DEX (Dexterity Bonus)

AGL (Agility Bonus)

DEF (Defense Bonus)

WEP (Weapon Bonus)

SB (Stone Bonus)- This is only if the ATAC has only one Stone it can use in the game.

WB (Weapon Bonus)- This is only if the ATAC has only one weapon it can use in the game.

Attacks

Support Skills

Other

Overall Score

My Opinion

I have further broken the list down into five tiers based on this scoring system; Tier 1 is the weakest, and Tier 5 is the strongest. I've put this section at the end, and I think you'll be suprised where some of the ATACs fall out once you get a look.

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ALBA  
HP...40  
MOVE...5  
BAS...3  
POW...1  
DEX...1  
AGL...1  
DEF...1  
WEP...0  
SB...0  
WB...0

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4

Overall: 87

My Opinion:

One of the better ATACs in the game. Not tier 5 material, but it's one of the best of the non-excavated ATACS. (If you don't understand the reference, you might want to read the manual that came with the game.) If you could stick everyone in your party into an Alba, you could probably sleep-walk through the game.

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ALTAGRAVE  
HP...60  
MOVE...5  
BAS...3  
POW...0  
DEX...3  
AGL...0  
DEF...0  
WEP...0  
SB...4  
WB...14

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4  
Ice Shards...5  
Ice Storm...4  
Mirage Mist...4  
Blizzard Break...15

Support Skills:

Cooling Mist...3  
Pouring Rain...1

Overall: 164

My Opinion:

A very cool ATAC. You should get nothing less from one of the excavated models.

I think the colors are a bit gaudy, but it looks pretty sweet. The moves are good, but Blizzard Break uses a lot of AP, and the Water Stone attacks other than Blizzard Break are almost worthless. Still, This is one mean ATAC, and you'll be glad it's on your side.

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AMPHISIA

HP...60

MOVE...5

BAS...3

POW...0

DEX...3

AGL...0

DEF...0

WEP...0

SB...0

WB...0

Attacks:

Thrust...8

Long Thrust...7

Strong Thrust...9

Overall: 95

My Opinion:

A decent ATAC, but I have little to no love for the ones like Amphisia that can only use spears. The attacks they get are severely limited, and that limits their usefulness. Still, Amphisia can hold its own with most of the ATACs in the game. A Fire stone really helps it out, adding Fireball and Flare Bomb to the Amphisia's arsenal- which can be a big help. It really is a shame that you get to use it so little in the course of the game.

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ANDORAS

HP...15

MOVE...4

BAS...0

POW...0

DEX...0

AGL...0

DEF...0

WEP...0

Attacks:

Slash...8

Strike...8

Tackle...6

Strong Slash...9

\*note: I would guess, based on the other attacks it gets, that the Andoras also gets Kick. However, as I've never seen it used, I can't add it here.

Overall: 50

My Opinion:

The Andoras is Tier 1 all the way. It only appears as an enemy early in the game, and for good reason. Its very weak, and even the best pilot can't it help

it much. I've used a Gameshark to put people in it before, but it sucked so badly that I never went farther than the first two missions with it.

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BAHAMUT  
HP...60  
MOVE...4  
BAS...8  
POW...0  
DEX...0  
AGL...0  
DEF...0  
WEP...0  
SB...4  
WB...14

Attacks:

Thrust...8  
Tackle...6  
Long Thrust...7  
Strong Thrust...9  
Quicksand...1  
Earthquake...11  
Terra Shock...15

Support Skills:

Turn Quake...1  
Gaia Protect...2  
Earth Heal...3

Overall: 153

My Opinion:

The Bahamut is a beastly tank of an ATAC. It might not deal out a lot of damage, but it makes a great support ATAC because it can heal, it can buff your DEF, it has some ranged attacks that can be used to soften up enemies and build up their FP, and it can take a beating. As an excavated model, though, I think it could have been better, if only by giving it a different weapon so it had a better array of attacks- as I said before, I have little to no love for spear ATACs.

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BARAZAPH  
HP...15  
MOVE...4  
POW...0  
DEX...0  
AGL...0  
DEF...0  
WEP...0

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4

Overall: 54

My Opinion:

Another Tier 1 ATAC, no question about it. One of the lower end ones, too.

Kamorge

makes it seem a lot better than it really is in the early missions, but it's mostly

because Kamorge is a beast compared to most of the enemies you'll run up against then. Calling the Barazaph mediocre would be gross overstatement.

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BARBATOS

HP...20

MOVE...4

POW...0

DEX...0

AGL...0

DEF...0

WEP...0

Attacks:

Slash...8

Thrust...8

Tackle...6

Strong Slash...9

Kick...4

Overall: 59

My Opinion:

It's a Barazaph with five more HP. Nothing more, nothing less. It's a mediocre ATAC, and it shows simply in how many of them you slaughter throughout the game.

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CRIMSON

HP...60

MOVE...5

BAS...1

POW...5

DEX...0

AGL...0

DEF...0

WEP...0

SB...4

WB...16

Attacks:

Slash...8

Thrust...8

Tackle...6

Strong Slash...9

Kick...4

Fireball...11

Melting Flare...1

Flare Bomb...12

Raging Heat...24

Support Skills:  
Searing Flame...2  
Blazing Phoenix...1

Overall: 177

My Opinion:

The Crimson is one of the most deadly machines in the game, and it's almost entirely because of the Raging Heat attack. It deals massive damage, has a bonus to hit, is of the Knockdown type, uses fairly low AP (40), and generates almost no FP (only 5!!!). It can drop almost any ATAC in the game within three hits. Added to that is the big boost to POW that comes with this ATAC-five from the ATAC and another four from its stone, for a total +9 to POW. Ouch! The Crimson is easily in the running for my favorite ATAC in the game. Too bad the only way you get to pilot it is if you use a Gameshark or other cheat device.

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DANTARIUS  
HP...15  
MOVE...5  
POW...0  
DEX...0  
AGL...0  
DEF...0  
WEP...0

Attacks:

Slash...8  
Thrust...8  
Strong Slash...9  
Strong Thrust...9

Overall: 54

My Opinion:

Although it's a Tier 1 ATAC, and looks silly to boot, I kind of like the Dantarius. It is one of the very few ATACs that use the lighter style of swords, and they all seem to get lucky with the critical hits. But overall, it's still a Tier 1 ATAC, and you'll take them down like what they are most of the times you fight them.

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EINLAGER  
HP...25  
MOVE...5  
BAS...1  
POW...2  
DEX...0  
AGL...0  
DEF...0  
WEP...0  
SB...0  
WB...0

Attacks:

Slash...8

Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4

Overall: 68

My Opinion:

The Einlager always seems a lot tougher than it's stats would make it look for some reason. They certainly manage to hang in there through most of the game. A lot of that is the pilots though. You'll be fighting these things throughout the entire game, so get used to it. I don't care much for the color scheme of these, except for Claire's blue one. Other than that, I have no complaints. The Einlager is a tough call as to which Tier it falls into, but I have to put it in Tier 2. It's just a bit too tough to go in with the Tier 1 ATACs, although it's only average with the Tier 2 ATACs at best. Not bad, but not great.

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FLAROS  
HP...30  
MOVE...5  
BAS...1  
POW...1  
DEX...0  
AGL...0  
DEF...0  
WEP...0  
SB...0  
WB...0

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4

Overall: 72

My Opinion:

I really like the Flaros. It's one of my favorite ATACS, despite only being Tier 2. It really seems to suit Devlin, for me at least. I like the way that it gets snuck into your ATAC inventory without anything ever letting you know, too- the first time I got it, I didn't know until the third-to-last mission, lol. The Flaros can hold its own as well as any Tier 2, and better than some. You'll not regret sticking someone into it, I guarantee that.

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GLAIVE  
HP...20  
MOVE...4  
BAS...1  
POW...0  
DEX...0  
AGL...0  
DEF...0  
WEP...0  
SB...0



WB...0

Attacks:

Slash...8

Thrust...8

Tackle...6

Strong Slash...9

Kick...4

Overall: 60

My Opinion:

The Glaive is a Barbatos that gets a point added to your BAS score. Not a big deal, really. It is a Tier 1 ATAC and plays like it. It's just mediocre at best; the only way it could distinguish itself would be if the pilot had a special technique (Reyna and her Reyna's Trick, or Devlin and his Burning Soul). As these are always piloted by generic NPC pilots, they are just fodder.

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HAIZURON

HP...25

MOVE...5

BAS...2

POW...1

DEX...0

AGL...0

DEF...0

WEP...0

SB...0

WB...0

Attacks:

Slash...8

Thrust...8

Tackle...6

Strong Slash...9

Kick...4

Overall: 68

My Opinion:

The Haizuron is very similar to the Einlager. If you swapped a point from it's BAS to it's POW, you'd have an Einlager. IT's a good ATAC, for what it is, but the Kingdom pilots that use them never seem to be smart enough to use it to it's fullest. I've used cheat devices to put my entire party into them, and still managed to beat the game. I like the look of them, too; The general design reminds me of the Tallgeese gundam, which I always thought was pretty cool.

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HAUROL

HP...15

MOVE...4

BAS...0

POW...0

DEX...0

AGL...0

DEF...0

WEP...0  
SB...0  
WB...0

Attacks:

Thrust...8  
Long Thrust...7  
Strong Thrust...9

Overall: 53

My Opinon:

This is just about the worst ATAC in the game. Luckily, there's only one of them. Unluckily, one of your pilots starts in it. I usually pull Reyna out of it at the first opportunity and throw her into Ione's Barazaph; while the Barazaph isn't much better, it at least gets a decent selection of attacks. Since Ione will leave part way through the game, she might as well be taking the crappier ATAC with her when she goes, right?

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KORBELAN  
HP...25  
MOVE...6  
BAS...1  
POW...0  
DEX...0  
AGL...0  
DEF...0  
WEP...0  
SB...0  
WB...0

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4

Other:

+1 for being a Flying type, which reduces all movement costs to 10 AP per square.

Overall: 68

My Opinion:

An average Tier 2 ATAC. The Korbelan looks kind of cool, with it's wings and all.

It is a well-rounded ATAC, capable of surviving through the end of the game (although just barely on some of the final missions). The biggest thing in it's favor is that it is of the flying type, meaning that it costs less AP to move it over difficult terrain. Man, what I wouldn't have given for a few of these things during the missions in the desert...

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No. 69  
HP...150

MOVE...7  
BAS...15  
POW...0  
DEX...15  
AGL...15  
DEF...0  
WEP...0  
SB...4  
WB...23

Attacks:

Jab...12  
Uppercut...14  
Knockout...18

Overall: 273

My Opinion:

On a scale of one to ten, ten being best, I give the No. 69 a negative five for looks, a eighteen for bad ass-ness, and a fifty for humor factor. It's a Tier 5 ATAC all the way, and once you get to the last mission of the Ruins branch you'll

see why. These silly looking little things will knock your team on it's butt a lot.

And the dialogue of Faulkner and the rest of the people who pilot them will have you in stiches- especially Zakov, lol. As a side note, all of the official documentation I've seen, including the strategy guide put out by the designers, refers to this ATAC as "No. 86". I would guess that "No. 69" was a last-minute change, or they thought it might be noticed by parents if it was in print and objected to.

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RAHABOR  
HP...20  
MOVE...5  
BAS...0  
POW...0  
DEX...1  
AGL...0  
DEF...0  
WEP...0  
SB...0  
WB...0

Attacks:

Slash...8  
Strike...8  
Tackle...6  
Strong Slash...9

Overall: 57

My Opinion:

This is another tough one when it comes time to put them into Tiers... They seem a lot tougher than this when they are fighting against you. This shows just how much of that is the pilot, though. This is an average Tier 1 ATAC, at best.

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RATATOSK  
HP...20  
MOVE...4  
BAS...0  
POW...0  
DEX...0  
AGL...0  
DEF...0  
WEP...  
SB...0  
WB...0

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4

Overall: 59

My Opinion:

Just another Tier 1 ATAC. Average with the other Tier 1's in pretty much every respect. I like the color scheme, but the head looks funny, coming to a point the way it does. You'll be using these for a long time, so you'd best get used to them, unfortunately. About half way through the game you'll be moving your people out of them and into better ATACs though.

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ROARING LION  
HP...60  
MOVE...4  
BAS...2  
POW...5  
DEX...0  
AGL...0  
DEF...0  
WEP...0  
SB...4  
WB...16

Attacks:

Slash...8  
Strike...8  
Tackle...6  
Strong Slash...9  
Fireball...11  
Melting Flare...1  
Flare Bomb...12  
Bursting Fire...24

Support Skills:

Searing Flame...2  
Blazing Phoenix...1

Overall: 173

My Opinion:

The Roaring Lion is, simple put, bad ass. It looks cool, has a decent move selection, some support skills, and it comes with the single strongest attack in the game, Bursting Fire. It has a massive 3.15 damage rating- not even the bosses in the game can touch that!!! This is a Tier 4 ATAC, although it comes close to being Tier 5 just because of Bursting fire.

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SARBELAS

HP...60

MOVE...6

BAS...0

POW...0

DEX...3

AGL...3

DEF...0

WEP...0

SB...4

WB...15

Attacks:

Slash...8

Strong Slash...9

Quicksand...1

Earthquake...11

Gaia Blade...11

Support Skills:

Turn Quake...1

Gaia Protect...2

Earth Heal...3

Overall: 137

My Opinion:

For an excavated ATAC, the Sarbelas sure sucks. It's tougher than the majority of the ATACs you'll face in the game, for sure, but it barely makes Tier 4. It has a crappy selection of attacks, as do most with the Earth Stone move set. It also has the crappy attack selection of the axe/hammer move set, as well. These combine to drop the score quite a bit. If you could just give it a sword and a Fire stone, you'd have it scoring well over 150 like most of the Tier 4 ATACS. Lucky for you it DOES score so low, since you never get to pilot it without cheating.

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SERATA

HP...40

MOVE...5

BAS...3

POW...1

DEX...1

AGL...1

DEF...1

WEP...0

SB...0

WB...0

Attacks:

Slash...8

Thrust...8  
Tackle...6  
Strong Slash...9  
Kick...4

Overall: 87

My Opinion:

Well... Same as the Alba, really. It's the same ATAC in every way except looks. I will admit I like the color scheme of the Serata better though.

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SHARKING  
HP...120  
MOVE...5  
BAS...0  
POW...6  
DEX...0  
AGL...3  
DEF...0  
WEP...0  
SB...3  
WB...20

Attacks:

Slash...13  
Strong Slash...13  
Cutting Wheel...18

Overall: 201

My Opinion:

The Sharking is a mean, nasty opponent. The computer doesn't hesitate to retaliate with the ATAC slaughtering Wheel o' Doom, which not only hurts but knocks you on your butt to further humiliate you. For those that are wondering, the Slash and Strong Slash are rated differently for the Sharking because they are actually different than the ones available to other ATACs. I think this was done to show that, as Sadira says, the Sharking was designed to kill the pilots of enemy ATACs, and so even its normal attacks are more damaging and deadly. This beast of a Tier 5 ATAC would be nice in your squad. Too bad it never gets there.

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SOLARUS  
HP...40  
MOVE...5  
BAS...4  
POW...2  
DEX...0  
AGL...0  
DEF...0  
WEP...0  
SB...0  
WB...0

Attacks:

Slash...8  
Thrust...8  
Tackle...6

Strong Slash...9  
Kick...4

Overall: 86

My Opinion:

The Solarus is on par with the Alba and Serata, which lumps it squarely into Tier 3. It's a solid ATAC, which Faulkner uses through a big part of the game. Too bad you never get your grubby little hands on the controls. Well, I guess that's not so bad, really... I know that if I had to stare at that silly stance, with its arms straight out at its sides, for more than a few maps I'd swap the pilot into something else. It's a decent ATAC though, and you'll dislike it early in the game because Faulkner will use it to put a hurting on most of your squad if they encounter him in battle.

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SYLPHEED  
HP...60  
MOVE...7  
BAS...3  
POW...0  
DEX...0  
AGL...3  
DEF...0  
WEP...0  
SB...4  
WB...14

Attacks:

Slash...8  
Thrust...8  
Strong Slash...9  
Strong Thrust...9  
Tornado...3  
Turbulence...11  
Wind Strike...13  
Spiral Dive...19

Support Skills:

Roaring Wind...1

Other:

+1 for being a flying type

Overall: 173

My Opinion:

I like the Sylpheed. I'd like it a lot more if someone other than Sadira could pilot it. It has a nice array of attacks, with excellent ranges, and it's flying to boot. It sits nicely amid the other Tier 4 ATACs, and you'll get a lot of use from it once you have access to it.

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TIC-TAC  
HP...120  
MOVE...6  
BAS...8  
POW...3  
DEX...3

AGL...3  
DEF...3  
WEP...0  
SB...4  
WB...16

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Ice Shards...5  
Strong Slash...9  
Strong Thrust...9  
Ice Storm...4  
Mirage Mist...4  
Tidal Wave...27

Support Skills:

Cooling Mist...3  
Pouring Rain...1

Overall: 250

My Opinion:

The TIC-TAC is a Tier 5 ATAC, without question. I'd have to say it is also my favorite. It gets a nice variety of attacks, the useful Cooling Mist support skill, and Tidal Wave is just awesome for its ability to take out foes. TIC-TAC is statistically stronger than the Ultragunner, despite what people might tell you, and the fact that it isn't relegated to the role of standing still and healing for a good quarter of the game is just icing on the cake.

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TOREADORE

HP...60  
MOVE...7  
BAS...5  
POW...1  
DEX...0  
AGL...0  
DEF...2  
WEP...0  
SB...4  
WB...23

Attacks:

Slash...8  
Thrust...8  
Tackle...6  
Strong Slash...9  
Strong Thrust...9  
Tornado...3  
Turbulence...11  
Wind Strike...13  
Sonic Blade...17

Support Skills:

Roaring Wind...1



Other:

-1 for being a Cavalry type: The AP cost for movement is higher than every other ATAC type, unless you are on a road or plains type of terrain.

Overall: 186

My Opinion:

The Toreadore is a tough ATAC with a good selection of attacks. The down side is that you'll rarely get to use some of them unless the enemies are right in your face, because it costs the Toreadore an average of 5 AP more than other ATACs per square to move. This ATAC almost makes up for the stupid AI of the game when the computer controls Zeira. Almost. Either way, I do like the Toreadore, and it belongs right where it is, in the middle of Tier 4.

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ULTRAGUNNER

HP...80

MOVE...6

BAS...5

POW...2

DEX...2

AGL...2

DEF...2

WEP...0

SB...6

WB...22

Attacks:

Slash...8

Thrust...8

Long Thrust...7

Tackle...6

Strong Slash...9

Flashing Fang...7

Blinding Light...1

Lightning Strike...13

Splitting Smash...14

Soaring Dance...18

Support Skills:

Holy Light...3

Overall: 221

My Opinion:

A great ATAC, and once you get it you'll be kicking butt with it for most of the rest of the game. The down side is that as the missions get harder, you'll find more and more that you're relying on Bastion to spam Holy Light to heal your friends, not fight enemies. That reduces the overall usefulness of the ATAC, in my opinion. Regardless, the Ultragunner is a sweet machine that sits pretty in Tier 5.

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VEDOCORBAN

HP...20

MOVE...6

BAS...1

POW...0  
DEX...2  
AGL...6  
DEF...0  
WEP...0  
SB...0  
WB...0

Attacks:

Slash...8  
Thrust...8  
Strong Slash...9  
Strong Thrust...9

Other:

If you have either Cecilia or Andrew piloting the Vedocorban, and you have a Wind 4 stone equipped, the Vedocorban gets the Somersault attack, which is unique to those two pilots when in this ATAC. That adds Roaring Wind (+1) to the support skills list, and the following to the attack list:

Tornado...1  
Turbulence...11  
Wind Strike...13  
Somersault...16

Overall: 69 / 108

My Opinion:

The Vedocorban is an odd ATAC to rate. I put it in Tier 3, because if you DON'T put Andrew or Cecilia in it, and DON'T give it a Wind stone, then it's a piece of junk and will get owned by most enemies in the game. It looks sweet, and it's got a cool animation when it moves that is different from every other ATACs simple walking animation. Plus, it's a Ninja type, and everyone knows Ninjas are just plain cool.

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WAIBAN  
HP...40  
MOVE...6  
BAS...2  
POW...0  
DEX...1  
AGL...2  
DEF...0  
WEP...0  
SB...0  
WB...10

Attacks:

Thrust...8  
Long Thrust...7  
Strong Thrust...9

Other:

+1 for being a Flying type

Overall: 86

My Opinion:

The Waiban can be a great ATAC, depending on which stone you give it.

An Earth stone will make it into a great support ATAC, as will a Wind stone. A Fire stone will make a pretty good attacker out of it. A Water stone will not help it much at all; the only real benefit of that would be Cooling Mist, which isn't worth what you'll lose by not putting a different stone in it. I like the looks of the Waiban, but I'd remove a few things if I could- starting with the wierd-ass blades on top of its feet. What the hell are they all about, anyway? The thing doesn't even have Kick as an attack option!

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YURANGOL

HP...20

MOVE...4

BAS...1

POW...0

DEX...0

AGL...0

DEF...0

WEP...0

SB...0

WB...0

Attacks:

Slash...8

Strike...8

Tackle...6

Strong Slash...9

Kick...4

Overall: 60

My Opinion:

A Tier 1 ATAC. The only reason it seems better than it is would be because it comes equipped with the ability Desert Motion, which allows it to move over sand terrain for less AP. Since you fight them in a desert, where your ATACs have to use up all their AP just to move, and the Yurangol ATACs can easily get behind you with AP left to spare for strong attacks, they seem stronger than they truly are.

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ZULWARN

HP...480

MOVE...5

BAS...10

POW...8

DEX...8

AGL...5

DEF...5

WEP...0

SB...6

WB...20

Attacks:

Slash...8

Thrust...8

Long Thrust...7

Strong Slash...9

Strong Thrust...9

Shadow Binding...4  
Dark Thunder...20  
Shadow Blade...29  
Heaven's Gate...32

Overall: 673 (Yes, that's right. 673.)

My Opinion:

An unholy, evil beast of a machine that desires nothing but your destruction... Unless you're in the Ruins Branch, in which case Puck is at the controls instead of Faulkner, and he will beat the living crap out of anything within reach. The Zulwarn is the single strongest ATAC in the game, bar none. It's tough enough to take on any two other ATACs and probably spank them, with the AI at the controls and you controlling the two enemies. I like the Zulwarn, unless it's on the opposite side of the battle, then I hate the damn thing, lol.

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TIER RANKINGS

These Tier Rankings are based on the Overall points of each ATAC. Tier 1 is the lowest, and Tier 5 is the highest.

TIER 1

- Andoras
- Barazaph
- Barbatos
- Dantarius
- Eigol
- Glaive
- Haurol
- Rahabor
- Ratatosk
- Yurangol

TIER 2

- Einlager
- Flaros
- Haizuron
- Korbelan
- Vedocorban

TIER 3

- Alba
- Amphisia
- Sarbelas
- Serata
- Solarus
- Waiban

TIER 4

- Altagrave
- Bahamut
- Crimson
- Roaring Lion
- Sylpheed

Toreadore

TIER 5  
Number 69  
Sharking  
TIC-TAC  
Ultragunner  
Zulwarn

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STONE COMPARISONS

coming soon!

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WEAPON COMPARISONS

coming soon!

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ACCESSORY COMPARISONS

coming soon!

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PILOT COMPARISONS

coming soon!

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CONTACT INFO

Feel free to contact me if you think I've forgotten something,  
or made a mistake. Just be sure you have something solid in  
the way of info to back it up. If you're right about it, I'll  
update it and credit you with it somewhere in here. Just be  
aware that if you annoy me with a lot of useless emails I'll be  
marking you as spam and it'll soon all be directed right into the  
trash can.

c\_s\_tadsen@yahoo.com