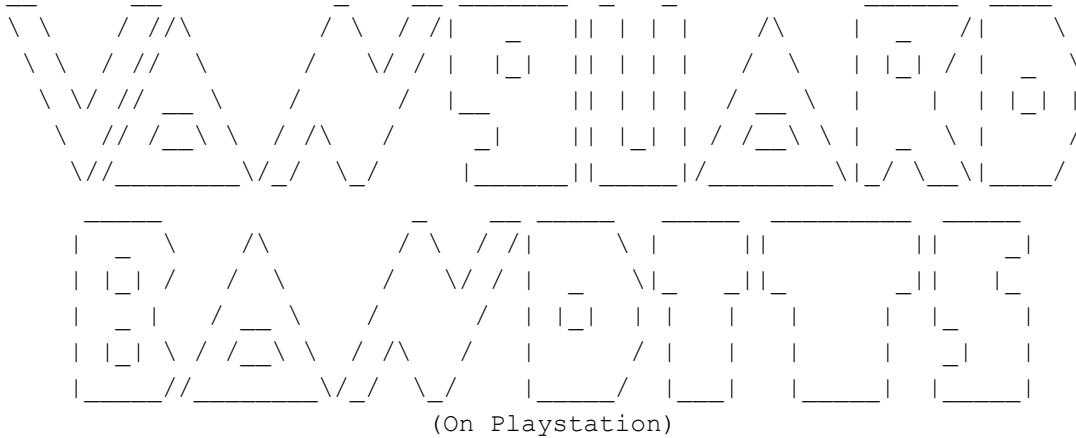


Vanguard Bandits ATAC & Pilot Guide

by Fragnarok

Updated to v0.5 on Aug 25, 2003



(On Playstation)

=====[ATAC and Pilot Guide]=====

~Version 0.5~
as of
August 25th, 2003

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By Kurtis "Fragnarok" Seid

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----- [1UPD]
~UPDATES~
=====

V 0.5 (8/25/03) - Changed the hosting permission. Added handy Ctrl + F search abbreviations.

V 0.4 (5/8/03) - Added the rest of the Pilot and Weapons info. Fixed who can pilot what.

V 0.3 (5/1/03) - Fixed even more errors, especially in the Reactions section. Added the rest of the ATACs and pilots.

V 0.2 (4/30/03) - Fixed alot of errors in every section. Added NPC Pilots and ATACs.

V 0.1 (4/29/03) - Guide is created. So far it only covers the characters and equipment that you gain.

~INTRO TO THE GUIDE~ [2INT]

=====
And yet another boredom driven Guide! This Guide is for Vanguard Bandits and covers the aspects of the Pilots and ATACs you gain or encounter.

If you really want to send some spam or death threats send them to Fragnarok@hotmail.com, but they will most likely never be read.

~PILOTS~ [3PIL]

=====
-----\
Party members|
-----/

]Bastion[
'''

The Main hero of the game and probably one of the most well rounded characters. In the Kingdom and Empire Branches you'll want to keep his stats balanced in order to obtain all of his Attacks, especially the mighty Soaring Dance. In Ruin Branch you should also keep him well rounded but with a bit more focuse on DEX in order to learn Tidal Wave.

Hails from: Pharastia Kingdom

Joins: All Branches, he's the main hero

ATAC: Starts in the Alba but will gain the Ultragunner in Kingdom and Empire, and the TIC-TAC in Ruin.

Dormant skills: Reflect attack, Parry, Chivalry, Mental Vision, Second attack, Massive Menace

Interview: You can't Interview yourself

]Reyna[
'''

A spunky Avalon soldier you meet in the very first mission. She is a farily average pilot and will pretty much be out classed by everyone except Barlow, Devlin, and Milea in the Kingdom Branch; but since you don't get too mant fancy characters in the Ruin Branch she does some what better. You have to fight her in the Empire Branch.

Hails from: Avalon Principality

Joins: Kingdom and Ruin Branch

ATAC: Haurol, but you can switch her into any free ATAC; Haizuron

Dormant Skills: Parry, Mental Vision, Forward Menace, Rear Menace, Rapid Motion

Special Attacks: Reyna's Trick

Interview: +3 Morale

]Devlin[
'''

Soldier of Hibernia and a real hard ass. Most people blame his bad attidue for why they keep getting the bad Kingdom ending. As a fighter

he's pretty similar to Reyna so he'll probably end up more for support than attacking. You'll cross swords with him in Empire Branch.

Hails from: Hibernia Duchy

Joins: Kingdom Branch

ATAC: Ratatosk, but you can switch him into any free ATAC; Eigol

Dormant Skills: Reflect Attack, Second Attack

Special Attacks: Burning Soul

Interview: +2 Morale

]Barlow[

'''

Devlin's fat little buddy, and along with Andrew, is the game's main source of comic relief. Battle wise he's another average fighter, but because he has no Special Attacks he should act as a back up healer in Kingdom Branch and your main healer in Ruin Branch. You'll face him in the Empire Branch.

Hails from: Hibernia Duchy

Joins: Kingdom and Ruin Branch

ATAC: Ratatosk, but you can switch him into any free ATAC; Eigol

Dormant Skills: Chivalry, Massive Menace

Interview: +2 Morale

]Andrew[

'''

The game's perverted, sexist Ninja with side burns. You'll first have to fight against him but later on he'll join your side. Although you can use him in any ATAC, he shines when using his awesome Vendocorban. His high DEX and AGL makes him a great fighter, unless of course you are attacked with something that can't be dodged.

Joins: Kingdom and Ruin Branch

Hails from: Dionne-Lehve

ATAC: Vendocorban, you can switch him into any free ATAC but why would you want to?

Dormant Skills: Parry, Assassinate, Second Attack, Stealth Motion, Rapid Motion

Special Attacks: Somersault (Only while in the Vendocorban)

Interview: +4 Morale

]Zeira[

'''

The leader of Avalon. Because of his Toreadore ATAC he ranks among one of the best characters you'll gain, though he might be at the bottom of that prestigious list. Like other characters you'll fight him in Empire Branch.

Hails from: Avalon Principality

Joins: Kingdom Branch

ATAC: Toreadore

Dormant Skills: Chivalry, Second Attack, Rapid Motion

Interview: +2 Morale

]Alden[

'''

The leader of Hibernia. He has a nice amount of DEF so he can survive quite a bit of punishment. A good fighter but still takes second place to warriors like Andrew and Dionne.

Hails from: Hibernia Duchy

Joins: Kingdom Branch

ATAC: Altagrave

Dormant Skills: Parry, Chivalry, Mental Vision, Second Attack, Rapid Motion

Interview: +1 Morale

]Dionne[

'''

Dear God! For the leader of Dionne-Lehve, a nation of stealthy ninja, Dionne doesn't have much grace but instead an insane amount of power. He is the strongest pilot you can gain and among one of the best in the whole game. Pity you only get him in one branch.

Hails from: Dionne-Lehve

Joins: Kingdom Branch

ATAC: Roaring Lion

Dormant Skills: Reflect Attack, Chivalry, Mental Vision, Massive Menace

Interview: +1 Morale

]Nana[

'''

A sweet little girl and daughter to the slimey dog known as Radcot. She pilots her father's Bahamut ATAC which has an absurd amount of HPs. She doesn't have that great DEX and AGL so she'll mainly be used as a decoy to take hits.

Hails from: Muspel Nation

Joins: Kingdom Branch, and only if you lost Mission 6

ATAC: Bahamut

Dormant Skills: Mental Vision, Massive Menace

Interview: +2 Morale

]Milea[

'''

Bastion's adopted sister and one of his potential lovers. In the Kingdom Branch she is at a low level and pretty much only good for taking a few hits before dying. In the Ruin Branch she gains the Altagrave and is almost as good with it as Alden.

Hails from: Pharastia Kingdom

Joins: Kingdom Branch, and only if Bastion is level 19 or lower after Mission 17; Ruin Branch

ATAC: Amphisia in Kingdom, and Altagrave in Ruin

Dormant Skills: Parry

Interview: +4 Morale

]Sadira[

'''

The ditsy Princess of the Empire and another of Bastion's possible lovers. Her Sylpheed ATAC is like a cross between the Vedocorban and the Toreadore, it's both reasonably fast and reasonably strong. She joins as a NPC in the Kingdom Branch but will most likely get killed right of the bat.

Hails from: Junaris Empire

Joins: Empire and Ruin Branch

ATAC: Sylpheed ATAC

Dormant Skills: Parry, Chivalry, Hoverjets, Second Attack, Stealth Motion, Rapid Motion

Interview: +4 Morale

]Cecilia[

'''

A hyper active Maid-Ninja-Spy originally from Dionne-Lehve now spying of Bastion for Faulkner, and yet she is still a candidate for Bastion's lover. She's not that special at first but later on she will gain Andrew's Vendocorban making her fighting style just like his. You'll fight her in Ruin Branch.

Hails from: Dionne-Lehve

Joins: Empire Branch

ATAC: Starts in a Barbatos but later gains the Vendocorban

Dormant Skills: Assassinate, Rear Menace, Stealth Motion, Rapid Motion

Special Attacks: Somersault (Only while in the Vendocorban)

Interview: +3 Morale

]Franco[

'''

Imperial Knight who has pledged his life to Sadira. As a fighter he is like Barlow and has no real set potential so you can build him in any way you like. He's your enemy in the the Kingdom and Ruin Branches.

Hails from: Junaris Empire

Joins: Empire Branch

ATAC: Korbelan, but you can switch him into any free ATAC

Dormant Skills: Reflect Attack, Chivalry

Interview: +1 Morale

]Halak[

'''

Yoda-style talking old lady and grandmother to Sadira and Duyere. She fights the same as Franco so you can do whatever you like with her.

She's an enemy in the Kingdom Branch.

Hails from: Junaris Empire

Joins: Empire Branch

ATAC: Korbelan, but you can switch her into any free ATAC

Dormant Skills: Bad Back, Massive Menace

Interview: +1 Morale

]Claire[

'''

Valley girl daughter of Logan and heir to Nordilain, she is also Sadira's schoolhood rival. She's just like France and Halak battle wise so train her the way you like. You'll fight her in Kingdom and Ruin Branches.

Hails from: Nordilain Forest

Joins: Empire Branch

ATAC: Einlager, but you can switch her into any free ATAC; Sharking

Dormant Skills: Parry, Chivalry, Forward Menace

Interview: +3 Morale

]Ione[

'''

Member of the Avalon army and Reyna's very close friend. She's just an average fighter and doesn't even stay in your team for very long so you won't have to really plan out her stats. You'll fight her in Empire Branch.

Hails from: Avalon Principality

Joins: None, but she will help you for a while in the Kingdom Branch

ATAC: Barazaph, but you can switch her into any free ATAC

Dormant Skills: Parry, Rear Menace

Interview: +1 Morale

]Kamorge[

'''

He was once Alugard, a Kingdom soldier, but now under the alias of Kamorge he poses as Bastion's father. He's a good fighter while you have him but he'll be killed off rather quickly.

Hails from: Pharastia Kingdom

Joins: None, he dies in the 3rd mission

ATAC: Barazaph

Dormant Skills: Reflect Attack, Chivalry, Massive Menace

Interview: +1 Morale

]Galvas[

'''

Alugard's brother and one of the heads of Avalon. He's helpful while you have him but he doesn't stay in your party too long, but he leaves behind his Serata ATAC, which is almost a copy of the Alba. Be ready to fight him in the Empire Branch.

Hails from: Pharastia Kingdom

Joins: None, but he'll help out in the Kingdom Branch.

ATAC: Serata

Dormant Skills: Reflect Attack, Chivalry

Interview: +2 Morale

-----\
Special NPCs|

-----/

]Puck[

'''

The team's handyman and child prodigy. He'll help you out in the last mission of the Ruin Branch.

Hails from: Junaris Empire

ATAC: Zulwarn

Dormant Skills: Reflect Attack, Parry, Assassinate, Mental Vision, Second attack, Massive Menace, Rapid Motion

]Thomson[

'''

A member of the Kingdom army that turns traitor in the Kingdom Branch. He'll try to help you in the Empire Branch but Galvas will make short work of him.

Hails from: Pharastia Kingdom

ATAC: Haizuron

Dormant Skills: Reflect Attack, Chivalry

]Ganlon[

'''

A Kingdom commander who is secretly in cahoots with the enemy. You'll have to deal with him a few times in the Empire Branch. In the Kingdom Branch he'll help you out at first, then either backstab you or get killed by Radcot.

Hails from: Pharastia Kingdom

ATAC: Waiban

Dormant Skills: Parry, Stealth Motion

]Kaidul[

'''

Ione's estranged father and member of the Avalon army. He'll be killed by his own men in Kingdom Branch but you will get a chance to fight him in the Empire Branch.

Hails from: Avalon Principality

ATAC: Haizuron

Dormant Skills: Chivalry

]Faulkner[

'''

The main baddy and general nut case. He's fairly tough no matter what ATAC he's using. Get ready to do battle with him several times in all

Branches.

Hails from: Junaris Empire

ATAC: Solarus, Zulwarn, No. 86

Dormant Skills: Parry, Second attack, Massive Menace

]Duyere[

'''

Prince of the Empire and Sadira. Although he's the heir to the largest nation he's not much of a fighter and will quickly be outclassed by his underlings.

Hails from: Junaris Empire

ATAC: Sarbelas, No. 86

Dormant Skills: Assassinate, Mental Vision, Hoverjets, Second attack, Stealth Motion

]Zakov[

'''

Imperial general with one of the worst accents ever. He goes from annoying to major pain once he gets into his Sharking.

Hails from: Junaris Empire

ATAC: Einlager, Sharking, No. 86

Dormant Skills: Reflect attack, Hoverjets

]Madoc[

'''

Imperial handyman and designer of many ATACs. You'll only do battle with him in the Ruin Branch.

Hails from: Junaris Empire

ATAC: No. 86

Dormant Skills: None

]Melior[

'''

Alden's right hand woman. She can pilot the Amphisia much better than Milea and may cause you some trouble in the Empire Branch.

Hails from: Hibernia Duchy

ATAC: Amphisia

Dormant Skills: Parry

]Logan[

'''

Leader of Nordilian and one of the most powerful warriors around. His Crimson ATAC is one of the few that could go toe to toe with Dionne's Roaring Lion. You'll fight him in all Branches.

Hails from: Nordilain Forest

ATAC: Crimson

Dormant Skills: Reflect attack, Chivalry, Massive Menace

]Shion[

'''

Nordilian advisor who is always by Claire's side. You'll typically fight him along with Logan and Claire.

Hails from: Nordilain Forest

ATAC: Rahabor, Sharking

Dormant Skills: Parry, Chivalry

]Radcot[

'''

Leader of Muspel and all around fat creep. His Bahamut ATAC has a lot of HPs so it's a real pain to defeat.

Hails from: Muspel Nation

ATAC: Bahamut

Dormant Skills: None

-----\
Generic Units|
-----/

]Kingdom[

'''

Standard soldiers of the Pharastia Kingdom. They will fight on your side during the Kingdom and Ruin Branches but you'll have to face them in the Empire Branch.

ATAC: Glaive, Haizuron

]Avalon[

'''

Standard soldiers of the Avalon Principality. You'll only encounter them in the Kingdom Branch, first two on your side then later you'll have to fight a whole party of them.

ATAC: Barazaph, Glaive

]Imperial[

'''

Standard soldiers of the Junaris Empire. They will be your prime enemy but some will help you in the Empire Branch

ATAC: Barazaph, Barbatos, Dantarius, Einlager, Sharking

]Imperial General[

'''

Elite members of the Junaris Empire. You will only fight these guys twice in the Kingdom Branch.

ATAC: Einlager, Korbela

]Bodyguard[

'''

Duyere's personal warriors. You'll almost always encounter them when you fight the Imperial Prince.

ATAC: Einlager, Sharking, No. 86

]Hibernia[

'''

Standard soldiers of the Hibernia Duchy. You'll fight them only in the Empire Branch.

ATAC: Eigol, Ratatosk

]Nordilain[

'''

Standard soldiers of the Nordilain Forest. Your enemy in all Branches.

ATAC: Rahabor

]Mercenary[

'''

Standard soldiers of Dionne-Lehve. You'll have to battle them during Dionne's test.

ATAC: Barbatos, Dantarius, Flaros

]Muspel[

'''

Standard soldiers of the Muspel Nation. They are always by the side of

Radcot.

ATAC: Andoras, Yurangol

]Bandit[

'''

Warrior that have no affiliation with any side. You'll primily only fight them near the start of the game.

ATAC: Andoras, Barazaph, Barbatos

~ATACS~

[4ATA]

=====
-----\
Acquirable ATACs|
-----/

]Alba[

'''

HP: +40

BAS: +3

POW: +1

DEX: +1

AGL: +1

DEF: +1

WEP: +0

Move: 5

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Bastion before you gain the Ultragunner/TIC-TAC; Reyna, Devlin, Barlow, Andrew, Franco, Halak, Claire after you gain the Ultragunner/TIC-TAC

Acquire: Bastion starts in it

]Altagrave[

'''

HP: +60

BAS: +3

POW: +0

DEX: +3

AGL: +0

DEF: +0

WEP: +0

Move: 5

Movement type: Normal

Weapon: Special Weapon Fridgia

Stone: Hawk's Eye

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, Ice Shards, Ice Storm, Mirage Mist, Blizzard Break

Support Skills: Cooling Mist, Pouring Rain

Dormant Skills: Snow Motion

Pilots: Alden in Kingdom, Milea in Ruin

Acquire: Play Kingdom or Ruin Branch

]Amphisia[

'''

HP: +60
BAS: +3
POW: +0
DEX: +3
AGL: +0
DEF: +0
WEP: +0
Move: 5

Movement type: Normal

Weapon: Spears

Stone: Any store bought

Attacks: Thrust, Long Thrust, Strong Thrust, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Dormant Skills: Snow Motion

Pilots: Milea in Kingdom, Melior

Acquire: Bastion must be level 19 or lower after beating Mission 14 of the Kingdom Branch

]Bahamut[

'''

HP: +60
BAS: +8
POW: +0
DEX: +0
AGL: +0
DEF: +0
WEP: +0
Move: 4

Movement type: Heavy

Weapon: Special Weapon Demirune

Stone: Carnelian

Attacks: Slash, Tackle, Long Thrust, Strong Slash, Strong Thrust, Quicksand, Earthquake, Terra Shock

Support Skills: Turn Quake, Gaia Protect, Earth Heal

Dormant Skills: Desert Motion

Pilots: Nana, Radcot

Acquire: Lose Mission 6 of the Kingdom Branch

]Barazaph[

'''

HP: +15
BAS: +3
POW: +0
DEX: +0
AGL: +0
DEF: +0
WEP: +0
Move: 4

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Reyna, Devlin, Barlow, Andrew, Ione, Kamorge, Avalon, Imperial, Mercenary, Bandit

Acquire: Ione and Kamorge start in these, transfer Ione to a different ATAC if you want to keep one

]Barbatos[

'''

HP: +20

BAS: +3

POW: +0

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 4

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Cecilia, Franco, Halak, Claire, Imperial, Mercenary, Bandit

Acquire: Cecilia starts in one, so play the Empire Branch to get it

]Einlager[

'''

HP: +25

BAS: +1

POW: +2

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 5

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Cecilia, Franco, Halak, Claire, Zakov, Imperial, Imperial

Genral, Bodyguard

Acquire: Claire starts in one, so play the Empire Branch to get it

]Flaros[

'''

HP: +30

BAS: +1

POW: +1

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 5

Movement type: Light

Weapon: Katanas

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Reyna, Devlin, Barlow, Andrew, Franco, Halak, Claire, Mercenary

Acquire: You'll gain it after you fight Dionne in all Branches, but that means you'll have to win Mission 6 in the Kingdom Branch and miss Nana.

]Haurol[

'''

HP: +15

BAS: +0

POW: +0

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 4

Movement type: Normal

Weapon: Spears

Stone: Any store bought

Attacks: Thrust, Long Thrust, Strong Thrust, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Reyna, Devlin, Barlow, Andrew, Ione

Acquire: Reyna starts in this ATAC

]Korbelan[

'''

HP: +25

BAS: +1

POW: +0

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 6

Movement type: Flight

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Cecilia, Franco, Halak, Claire, Imperial General

Acquire: Franco and Halak start in these so play Empire Branch to gain them

]Ratatosk[

'''

HP: +20

BAS: +0

POW: +0

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 4

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Dormant Skills: Snow Motion

Pilots: Reyna, Devlin, Barlow, Andrew, Ione, Hibernia

Acquire: Devlin and Barlow start in these

]Roaring Lion[

'''

HP: +60
BAS: +2
POW: +5
DEX: +0
AGL: +0
DEF: +0
WEP: +0
Move: 4

Movement type: Heavy

Weapon: Special Weapon Skorsek

Stone: Sunstone

Attacks: Slash, Strike, Tackle, Strong Slash, Kick, Fireball, Melting
Flare, Flare Bomb, Bursting Fire

Support Skills: Searing Flame, Blazing Phoenix

Pilots: Dionne

Acquire: Play Kingdom Branch

]Serata[

'''

HP: +40
BAS: +3
POW: +1
DEX: +1
AGL: +1
DEF: +1
WEP: +0
Move: 5

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks
depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Reyna, Devlin, Barlow, Andrew, Galvas

Acquire: Play Kingdom or Ruin Branch

]Sylpheed[

'''

HP: +60
BAS: +3
POW: +0
DEX: +3
AGL: +0
DEF: +0
WEP: +0
Move: 7

Movement type: Flight

Weapon: Special Weapon Steelburn

Stone: Star Diamond

Attacks: Slash, Thrust, Strong Slash, Strong Thrust, Tornado,
Turbulence, Wind Strike, Spiral Dive

Support Skills: Roaring Wind

Pilots: Sadira

Acquire: Play Empire or Ruin Branch

]TIC-TAC[

'''

HP: +120
BAS: +8
POW: +3

DEX: +3

AGL: +3

DEF: +3

WEP: +0

Move: 6

Movement type: Normal

Weapon: Special Weapon Caliban

Stone: Ocean Mist

Attacks: Slash, Tackle, Long Thrust, Strong Slash, Strong Thrust, Ice Shards, Ice Storm, Mirage Mist, Tidal Wave

Support Skills: Cooling Mist, Pouring Rain

Pilots: Bastion

Acquire: Play Ruin Branch

]Toreadore[

HP: +60

BAS: +5

POW: +1

DEX: +0

AGL: +0

DEF: +2

WEP: +0

Move: 7

Movement type: Cavalry

Weapon: Special Weapon Gunganir

Stone: Royal Jade

Attacks: Slash, Thrust, Tackle, Strong Thrust, Tornado, Turbulence, Wind Strike, Sonic Blade

Support Skills: Roaring Wind

Pilots: Zeira

Acquire: Play Kingdom Branch

]Ultragunner[

'''

HP: +80

BAS: +5

POW: +2

DEX: +2

AGL: +2

DEF: +2

WEP: +0

Move: 6

Movement type: Normal

Weapon: Special Weapon Eternus

Stone: Gratia

Attacks: Slash, Thrust, Long Thrust, Strong Thrust, Flashing Fang, Blinding Light, Lightning Strike, Splitting Smash, Soaring Dance

Support Skills: Holy Light

Pilots: Bastion

Acquire: Play Kingdom and Empire Branch

]Vedocorban[

'''

HP: +20

BAS: +1

POW: +0

DEX: +2

AGL: +6

DEF: +0

WEP: +0

Move: 6

Movement type: Ninja

Weapon: Katanas

Stone: Any store bought

Attacks: Slash, Thrust, Strong Slash, Strong Thrust, Somersault(Only when Andrew or Cecilia are pilots and with a Jade Stone), all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Reyna, Devlin, Barlow, Andrew, Cecilia

Acquire: All Branches

]Waiban[

'''

HP: +40

BAS: +2

POW: +0

DEX: +1

AGL: +2

DEF: +0

WEP: +0

Move: 6

Movement type: Flight

Weapon: Special Weapon Dragontail

Stone: Jade, but Ganlon uses fire stones

Attacks: Thrust, Long Thrust, Strong Thrust, Tornado, Turbulence, Wind Strike

Support Skills: Roaring Wind

Pilots: Reyna, Devlin, Barlow, Andrew, Ganlon

Acquire: Play Kingdom Branch

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NPC only ATACs|
-----/

]Andoras[

'''

HP: +15

BAS: +0

POW: +0

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 4

Movement type: Normal

Weapon: Axes

Stone: Any store bought

Attacks: Slash, Strike, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Muspel, Bandit

]Crimson[

'''

HP: +60

BAS: +1

POW: +5

DEX: +0

AGL: +0

DEF: +0

WEP: +0
Move: 5
Movement type: Normal
Weapon: Special Weapon Bloodblade
Stone: Bloodstone
Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, Fireball, Melting
Flare, Flare Bomb, Raging Heat
Support Skills: Searing Flame, Blazing Phoenix
Dormant Skills: Forest Motion
Pilots: Logan

]Dantarius[

'''

HP: +15
BAS: +0
POW: +0
DEX: +0
AGL: +0
DEF: +0
WEP: +0
Move: 5
Movement type: Light
Weapon: Katanas
Stone: Any store bought
Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks
depend on which Stone is equipped
Support Skills: Depends on which Stone is equipped
Pilots: Imperial, Mercenary

]Eigol[

'''

HP: +20
BAS: +1
POW: +0
DEX: +0
AGL: +0
DEF: +0
WEP: +0
Move: 5
Movement type: Normal
Weapon: Swords
Stone: Any store bought
Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks
depend on which Stone is equipped
Support Skills: Depends on which Stone is equipped
Dormant Skills: Snow Motion
Pilots: Devlin, Barlow, Hibernia

]Glaive[

'''

HP: +20
BAS: +1
POW: +0
DEX: +0
AGL: +0
DEF: +0
WEP: +0
Move: 4
Movement type: Normal
Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Kingdom, Avalon

]Haizuron[

'''

HP: +25

BAS: +2

POW: +1

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 5

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Reyna, Ione, Thomson, Kaidul, Kingdom

]No. 86[

'''

HP: +150

BAS: +15

POW: +0

DEX: +15

AGL: +15

DEF: +0

WEP: +0

Move: 7

Movement type: Ninja

Weapon: Special Weapon Knuckles

Stone: Evil Eye

Attacks: Jab, Uppercut, Knockout

Support Skills: None

Pilots: Falukner, Duyere, Zakov, Madoc, Bodyguard

]Rahabor[

'''

HP: +20

BAS: +0

POW: +0

DEX: +1

AGL: +0

DEF: +0

WEP: +0

Move: 5

Movement type: Normal

Weapon: Axes

Stone: Any store bought

Attacks: Slash, Strike, Tackle, Strong Slash, Kick, all other attacks depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Dormant Skills: Forest Motion

Pilots: Shion, Nordilain

]Sarbelas[

'''

HP: +60

BAS: +0

POW: +0

DEX: +3

AGL: +3

DEF: +0

WEP: +0

Move: 6

Movement type: Normal

Weapon: Special Weapon Mystaria

Stone: Sardonis

Attacks: Slash, Strong Slash, Quicksand, Earthquake, Gaia Blade

Support Skills: Turn Quake, Gaia Protect, Earth Heal

Dormant Skills: Forest Motion

Pilots: Duyere

]Sharking[

'''

HP: +120

BAS: +0

POW: +6

DEX: +0

AGL: +3

DEF: +0

WEP: +0

Move: 5

Movement type: Heavy

Weapon: Special Weapon Ginsunami

Stone: Dark Eye

Attacks: Slash(Advanced), Strong Slash(Advanced), Cutting Wheel

Support Skills: None

Pilots: Claire, Zakov, Shion, Imperial, Bodyguard

]Solarus[

'''

HP: +40

BAS: +4

POW: +2

DEX: +0

AGL: +0

DEF: +0

WEP: +0

Move: 5

Movement type: Normal

Weapon: Swords

Stone: Any store bought

Attacks: Slash, Thrust, Tackle, Strong Slash, Kick, all other attacks
depend on which Stone is equipped

Support Skills: Depends on which Stone is equipped

Pilots: Falukner

]Yurangol[

'''

HP: +20

BAS: +0

POW: +1

DEX: +0

AGL: +0

DEF: +0
WEP: +0
Move: 4
Movement type: Normal
Weapon: Axes
Stone: Any store bought
Attacks: Slash, Strike, Tackle, Strong Slash, Kick, all other attacks
depend on which Stone is equipped
Support Skills: Depends on which Stone is equipped
Dormant Skills: Desert Motion
Pilots: Muspel

]Zulwarn[
'''

HP: +480
BAS: +10
POW: +8
DEX: +8
AGL: +5
DEF: +5
WEP: +0
Move: 5
Movement type: Heavy
Weapon: Special Weapon Soulstab
Stone: Black Diamond
Attacks: Slash, Tackle, Long Thrust, Strong Slash, Strong Thrust,
Shadow Binding, Dark Thunder, Shadow Blade, Heaven's Gate
Support Skills: None
Pilots: Puck, Falukner

~ATTACKS~ [5ATT]

=====
Some attacks can only be used by certain Pilots(Such as Devlin's
Burning Soul), while others are exclusive to particular ATACs (Such as
Altagrave's Blizzard Break). Check the ATACs section to see who can
gain what.

-----\
All ATAC Attacks|
-----/

]Slash[
'''
Requirements: 2 BAS
Range: 1
Power: 80%
Accuracy: 120%
Cost: 30 AP, 5 FP
Type: Normal

]Thrust[
'''
Requirements: 5 BAS
Range: 1
Power: 100%
Accuracy: 100%
Cost: 30 AP, 5 FP
Type: Normal

]Strike[

'''

Requirements: 5 BAS

Range: 1

Power: 120%

Accuracy: 80%

Cost: 30 AP, 5 FP

Type: Normal

]Tackle[

'''

Requirements: 10 BAS, 10 POW

Range: 1

Power: 115%

Accuracy: 60%

Cost: 35 AP, 5 FP

Type: Collision

]Long Thrust[

'''

Requirements: 5 BAS

Range: 2

Power: 100%

Accuracy: 80%

Cost: 35 AP, 5 FP

Type: Normal

]Strong Slash[

'''

Requirements: 8 BAS, 7 POW, 6 DEX

Range: 1

Power: 125%

Accuracy: 110%

Cost: 50 AP, 10 FP

Type: Normal

]Strong Thrust[

'''

Requirements: 8 BAS, 6 POW, 7 DEX

Range: 1

Power: 140%

Accuracy: 100%

Cost: 50 AP, 10 FP

Type: Normal

]Kick[

'''

Requirements: 10 BAS, 7 DEX

Range: 1

Power: 60%

Accuracy: 80%

Cost: 15 AP, 10 FP

Type: Normal

]Quicksand[

'''

Requirements: 12 BAS, 7 DEX; Topaz, Garnet, Tiger's Eye, Sardonis, or Carnelian

Range: 2

Power: 30%
Accuracy: 70%
Cost: 40 AP, 15 FP
Type: Effect, target can not move

]Earthquake[
'''

Requirements: 15 BAS, 10 DEX; Tiger's Eye, Sardonis, or Carnelian
Range: 2
Power: 120%
Accuracy: 120%
Cost: 45 AP, 15 FP
Type: Knockdown

]Terra Shock[
'''

Requirements: 22 BAS, 15 POW, 10 DEX, 10 AGI, 15 DEF, 10 WEP;
Carnelian; Bahamut
Range: 2
Power: 175%
Accuracy: 140%
Cost: 55 AP, 40 FP
Type: Collision

]Ice Shards[
'''

Requirements: 8 DEX, 6 DEF; Turqupise, Aquamarine, Sapphire, Lapis
Lazuli, Hawk's Eye, or Ocean Mist
Range: 2
Power: 85%
Accuracy: 90%
Cost: 30 AP, 15 FP
Type: Normal

]Ice Storm[
'''

Requirements: 10 DEX, 8 DEF; Aquamarine, Sapphire, Lapis Lazuli, Hawk's
Eye, or Ocean Mist
Range: 2
Power: 50%
Accuracy: 110%
Cost: 40 AP, 10 FP
Type: Effect, lowers AGI

]Mirage Mist[
'''

Requirements: 12 DEX, 10 DEF; Lapis Lazuli, Hawk's Eye, or Ocean Mist
Range: 2
Power: 60%
Accuracy: 100%
Cost: 30 AP, 15 FP
Type: Effect, lowers DEX

]Reyna's Trick[
'''

Requirements: 16 BAS, 7 POW, 20 DEX, 7 AGL, 7 DEF, 7 WEP; Lapis Lazuli;
Reyna
Range: 1
Power: 192%
Accuracy: 140%

Cost: 70 AP, 20 FP

Type: Collision

]Blizzard Break[

'''

Requirements: 12 BAS, 10 POW, 20 DEX, 10 AGL 12 DEF, 10 WEP; Hawk's
Eye; Altagrave

Range: 1

Power: 205%

Accuracy: 125%

Cost: 80 AP, 10 FP

Type: Collision

]Tidal Wave[

'''

Requirements: 18 BAS, 18 POW, 20 DEX, 18 AGL 18 DEF, 18 WEP; Ocean
Mist; TIC-TAC

Range: 2

Power: 266%

Accuracy: 130%

Cost: 30 AP, 30 FP

Type: Knockdown

]Fireball[

'''

Requirements: 10 POW; Opal, Jasper, Ruby, Kunzite, Sunstone or
Bloodstone

Range: 1

Power: 135%

Accuracy: 115%

Cost: 25 AP, 24 FP

Type: Normal

]Melting Flare[

'''

Requirements: 12 POW, 8 WEP; Jasper, Ruby, Kunzite, Sunstone or
Bloodstone

Range: 2

Power: 30%

Accuracy: 80%

Cost: 40 AP, 15 FP

Type: Effect, lowers DEF

]Flare Bomb[

'''

Requirements: 10 BAS, 20 POW, 15 WEP; Ruby, Kunzite, Sunstone or
Bloodstone

Range: 2

Power: 155%

Accuracy: 100%

Cost: 50 AP, 25 FP

Type: Knockdown

]Burning Soul[

'''

Requirements: 16 BAS, 20 POW, 7 DEX, 7 AGL, 7 DEF, 7 WEP; Kunzite;
Devlin

Range: 1

Power: 214%

Accuracy: 90%

Cost: 30 AP, 50 FP

Type: Knockdown

]Bursting Fire[

'''

Requirements: 15 BAS, 25 POW, 5 DEX, 5 AGL, 12 DEF, 20 WEP; Sunstone;

Roaring Lion

Range: 2

Power: 315%

Accuracy: 100%

Cost: 10 AP, 80 FP

Type: Knockdown

]Tornado[

'''

Requirements: 10 DEX, 8 AGL; Beryl, Emerald, Olivine, Jade, Star
Diamond or Royal Jade

Range: 2

Power: 50%

Accuracy: 110%

Cost: 40 AP, 15 FP

Type: Knockdown

]Turbulence[

'''

Requirements: 12 DEX, 10 AGL; Emerald, Olivine, Jade, Star Diamond or
Royal Jade

Range: 4

Power: 75%

Accuracy: 120%

Cost: 10 AP, 30 FP

Type: Knockdown

]Wind Strike[

'''

Requirements: 18 DEX, 12 AGL; Olivine, Jade, Star Diamond or Royal Jade

Range: 1

Power: 156%

Accuracy: 110%

Cost: 35 AP, 20 FP

Type: Knockdown

]Somersault[

'''

Requirements: 7 BAS, 7 POW, 20 DEX, 15 AGL, 7 DEF, 7 WEP; Jade; Andrew
or Cecilia; Vedocorban

Range: 1

Power: 175%

Accuracy: 150%

Cost: 56 AP, 28 FP

Type: Collision

]Spiral Dive[

'''

Requirements: 7 BAS, 7 POW, 20 DEX, 15 AGL, 7 DEF, 7 WEP; Star Diamond;
Sylpheed

Range: 3

Power: 212%

Accuracy: 133%

Cost: 35 AP, 55 FP

Type: Collision

]Sonic Blade[

'''

Requirements: 7 BAS, 7 POW, 20 DEX, 15 AGL, 7 DEF, 7 WEP; Royal Jade;

Toreadore

Range: 3

Power: 180%

Accuracy: 120%

Cost: 40 AP, 33 FP

Type: Knockdown

]Flashing Fang[

'''

Requirements: 7 BAS, 7 POW, 7 DEX, 7 AGL, 7 DEF, 7 WEP; Gratia;

Ultragunner

Range: 1

Power: 125%

Accuracy: 80%

Cost: 44 AP, 12 FP

Type: Collision

]Blinding Light[

'''

Requirements: 9 BAS, 9 POW, 9 DEX, 9 AGL, 9 DEF, 9 WEP; Gratia;

Ultragunner

Range: 2

Power: 10%

Accuracy: 110%

Cost: 40 AP, 25 FP

Type: Effect, lowers DEX

]Lightning Strike[

'''

Requirements: 11 BAS, 11 POW, 11 DEX, 11 AGL, 11 DEF, 11 WEP; Gratia;

Ultragunner

Range: 2

Power: 160%

Accuracy: 110%

Cost: 50 AP, 55 FP

Type: Knockdown

]Splitting Smash[

'''

Requirements: 17 BAS, 17 POW, 17 DEX, 17 AGL, 17 DEF, 17 WEP; Gratia;

Ultragunner

Range: 2

Power: 216%

Accuracy: 100%

Cost: 80 AP, 15 FP

Type: Knockdown

]Soaring Dance[

'''

Requirements: 20 BAS, 20 POW, 20 DEX, 20 AGL, 20 DEF, 20 WEP; Gratia;

Ultragunner

Range: 2

Power: 256%

Accuracy: 90%

Cost: 5 AP, 90 FP

Type: Collision

-----\
NPC only Attacks|
-----/

]Slash(Advanced) [
'''

Used by: Sharking
Range: 1
Power: 120%
Accuracy: 135%
Cost: 30 AP, 5 FP
Type: Normal

]Strong Slash(Advanced) [
'''

Used by: Sharking
Range: 1
Power: 160%
Accuracy: 125%
Cost: 50 AP, 10 FP
Type: Normal

]Cutting Wheel[
'''

Used by: Sharking
Range: 4
Power: 150%
Accuracy: 125%
Cost: 45 AP, 0 FP
Type: Collision

]Jab[
'''

Used by: No. 86
Range: 1
Power: 110%
Accuracy: 150%
Cost: 30 AP, 5 FP
Type: Normal

]Uppercut[
'''

Used by: No. 86
Range: 1
Power: 150%
Accuracy: 135%
Cost: 50 AP, 10 FP
Type: Normal

]Knockout[
'''

Used by: No. 86
Range: 4
Power: 140%
Accuracy: 140%
Cost: 45 AP, 0 FP
Type: Collision

]Gaia Blade[
'''
Used by: Sarbelas
Range: 1
Power: 198%
Accuracy: 90%
Cost: 60 AP, 25 FP
Type: Knockdown

]Raging Heat[
'''
Used by: Crimson
Range: 2
Power: 250%
Accuracy: 120%
Cost: 40 AP, 5 FP
Type: Knockdown

]Shadow Binding[
'''
Used by: Zulwarn
Range: 2
Power: 20%
Accuracy: 100%
Cost: 5 AP, 0 FP
Type: Effect, target can not move

]Dark Thunder[
'''
Used by: Zulwarn
Range: 1
Power: 170%
Accuracy: 120%
Cost: 10 AP, 0 FP
Type: Fall

]Shadow Blade[
'''
Used by: Zulwarn
Range: 4
Power: 224%
Accuracy: 140%
Cost: 20 AP, 5 FP
Type: Fall

]Heaven's Gate[
'''
Used by: Zulwarn
Range: 2
Power: 288%
Accuracy: 133%
Cost: 30 AP, 0 FP
Type: Fall

~REACTIONS~

[6REA]

=====
Reactions are made either after or during an enemy's Attack. All ATACs
have access to each Reaction.

]Attack[

'''

Effect: Use one your Attacks after the enemy's

Cost: Attack's AP+FP as FP only

Can be used against: Frontal and Side Normal, Frontal and Side Knockdown Attacks that miss

Can not be used against: Rear Attacks, Effect Attacks, Collision Attacks, Frontal and Side Knockdown Attacks that hit, Attacks that are too far away

]Defend[

'''

Effect: Lower an attack's power

Cost: 30 FP

Can be used against: Frontal and Side Normal, Effect, and Knockdown Attacks

Can not be used against: Rear Attacks, Collision Attacks

]Avoid[

'''

Effect: Lowers an attack's accuracy

Cost: 20 FP

Can be use against: All Attacks

Can not be used against: None

]Counter[

'''

Effect: Deselect the enemy's attack, Deselect the enemy's attack and counter, or raise the power of the enemy's attack

Cost: 20 FP

Can be use against: Frontal Normal and Knockdown Attacks

Can not be used against: Rear and Side Attacks, Effect and Collision Attacks, Attacks that are made from 2 or more spaces away

~SUPPORT SKILLS~

[7SUP]

=====
All Support skills depend on certain Stones. Support Skills are not only helpful but they also won't raise your FP.

]Turn Quake[

'''

Requirements: 8 BAS; Onyx, Topaz, Garnet, Tiger's Eye, Sardonis, or Carnelian

Range: 1

Cost: 50 AP

Effect: Changes the direction of an enemy unit

]Gaia Protect[

'''

Requirements: 10 BAS; Topaz, Garnet, Tiger's Eye, Sardonis, or Carnelian

Range: 1

Cost: 30 AP

Effect: Raises DEF

]Earth Heal[

'''

Requirements: 15 BAS; Garnet, Tiger's Eye, Sardonis, or Carnelian

Range: 1

Cost: 60 AP

Effect: Restores HP

]Cooling Mist[

'''

Requirements: 10 BAS; Aquamarine, Sapphire, Lapis Lazuli, Hawk's Eye, or Ocean Mist

Range: 2

Cost: 55 AP

Effect: Lowers FP

]Pouring Rain[

'''

Requirements: 15 BAS; Sapphire, Lapis Lazuli, Hawk's Eye, or Ocean Mist

Range: 2

Cost: 33 AP

Effect: Raises AGL

]Searing Flame[

'''

Requirements: 10 BAS; Jasper, Ruby, Kunzite, Sunstone, or Bloodstone

Range: 1

Cost: 40 AP

Effect: Raises WEP

]Blazing Phoenix[

'''

Requirements: 18 BAS; Kunzite, Sunstone, or Bloodstone

Range: 1

Cost: 60 AP

Effect: Destroys self to restore allies' HP and FP

]Roaring Wind[

'''

Requirements: 10 BAS; Olivine, Jade, Star Diamond or Royal Jade

Range: 1

Cost: 40 AP

Effect: Raises DEX

]Holy Light[

'''

Requirements: 18 BAS; Gratia

Range: 2

Cost: 90 AP

Effect: Raises HP and Lowers FP

~DORMANT SKILLS~

[8DOR]

Unlike Attacks and Support Skills, Dormant Skills always come into play and don't need to be selected before hand. Most Dormant Skills depend on the Pilot and not the ATAC, but some are exclusive to certain ATACs. Also some Amulets will give Dormant Skills. Check the Pilot section to see who can gain what.

]Reflect Attacks[

'''

Requirements: 6 BAS, 12 POW; Or Big Bracelet

Effect: Helps to deflect frontal Normal and Knockdown Attacks

]Parry[

'''

Requirements: 6 BAS, 12 DEX; Or Magic Hat

Effect: Helps to avoid frontal Normal Attacks

]Chivalry[

'''

Requirements: 12 POW, 10 DEF; Or Duel Rose

Effect: Raises the power of frontal Attacks

]Assassinate[

'''

Requirements: 10 DEX, 12 AGL; Or Assassin Cape

Effect: Raises the power of rear Attacks

]Mental Vision[

'''

Requirements: 12 BAS, 10 DEX, 8 AGL

Effect: Raises the likelihood to Counter Attack

]Hoverjets[

'''

Requirements: 12 BAS, 8 AGL

Effect: Movement on all types of ground becomes 10 AP

]Bad Back[

'''

Requirements: None

Effect: It says "Halak's curse" but it doesn't seem to do anything

]Second Attack[

'''

Requirements: 16 BAS, 10 AGL

Effect: Can make another Attack, provided you still have AP left

]Forward Menace[

'''

Requirements: 10 BAS, 8 DEF; Or Warrior Coat Of Arms

Effect: Sets up a Control Zone in front of you

]Rear Menace[

'''

Requirements: 10 BAS, 10 DEF; Or Assassian Coat Of Arms

Effect: Sets up a Control Zone in back of you

]Massive Menace[

'''

Requirements: 12 BAS, 12 DEF; Or Knight Coat Of Arms

Effect: Sets up a Control Zone on all sides of you

]Stealth Motion[

'''

Requirements: 12 BAS, 16 AGL

Effect: Can move through the enemy for an extra 10 AP

]Rapid Motion[

'''

Requirements: 18 BAS, 12 AGL

Effect: +1 Move

]Snow Motion[

'''

Requirements: Certain ATACs only

Effect: Movement on Snow becomes 10 AP

]Forest Motion[

'''

Requirements: Certain ATACs only

Effect: Movement on Forest becomes 10 AP

]Desert Motion[

'''

Requirements: Certain ATACs only

Effect: Movement on Desert becomes 10 AP

~MOVEMENT TYPES~

[9MOV]

=====
There are 6 types of Movement, each costing a different amount of AP to move along each type of Ground. Check the ATACs section to see what Movement type each ATAC has.

Note: It costs an extra 10 AP to make your first step, and an extra 5 AP if you move through an ally.

]Normal (Helmet) [

'''

Castle/City: 15 AP

Plain/Road: 10 AP

Desert: 18 AP

Cliff: 20 AP

Rock: 15 AP

Forest: 15 AP

Wild: 12 AP

Snow: 20 AP

]Light (Sword) [

'''

Castle/City: 10 AP

Plain/Road: 10 AP

Desert: 14 AP

Cliff: 18 AP

Rock: 12 AP

Forest: 12 AP

Wild: 10 AP

Snow: 15 AP

]Heavy (Shield) [

'''

Castle/City: 15 AP

Plain/Road: 12 AP

Desert: 20 AP

Cliff: 20 AP

Rock: 15 AP

Forest: 15 AP

Wild: 15 AP

Snow: 20 AP

]Cavalry(Horse) [
'''

Castle/City: 20 AP
Plain/Road: 5 AP
Desert: 25 AP
Cliff: 20 AP
Rock: 20 AP
Forest: 20 AP
Wild: 15 AP
Snow: 25 AP

]Ninja(Shuriken) [
'''

Castle/City: 10 AP
Plain/Road: 8 AP
Desert: 12 AP
Cliff: 10 AP
Rock: 10 AP
Forest: 10 AP
Wild: 10 AP
Snow: 12 AP

]Flight(Feather) [
'''

Castle/City: 10 AP
Plain/Road: 10 AP
Desert: 10 AP
Cliff: 10 AP
Rock: 10 AP
Forest: 10 AP
Wild: 10 AP
Snow: 10 AP

Additionally you can set up Control Zones to hinder enemy movement. When a space becomes a Control Zone the enemy can enter that space but they are unable to pass it. You gain Control Zones by the Menace type Dormant Skills or with certain Amulets. Check the Pilots, Dormant Skills, and Amulets sections for more information.

~WEAPONS~

[10WE]

=====
Check the ATAC section to see which type of weapon each ATAC uses.

]Shop List [
'''

Shop #1: Mission 4
Shop #2: Kingdom/Ruin Mission 10, Empire Mission 8
Shop #3: Kingdom/Ruin Mission 14, Empire Mission 12
Shop #4: Kingdom/Ruin Mission 18, Empire Mission 16
Shop #5: Cecilia Empire Mission 18, Sadira Empire Mission 19

]Swords [
'''

Weapon.....Adds.....Shop...Cost
Gradius.....WEP+4.....1.....5000
Preshuze.....WEP+7,DEX+1>....1-2....9800

Quicksilver...WEP+7,AGL+1>....1-2....11000
Darkblade.....WEP+10,DEX+1....2-5....16000
Durandar.....WEP+12,DEX+2....3-5....36000

]Spears[

'''

Weapon.....Adds.....Shop...Cost
Spear.....WEP+4.....1.....6000
Partisan...WEP+8,DEF+1....1-2....11000
Trident....WEP+10,DEF+1...2-5....17500
Halberd....WEP+13,DEF+2...3-5....37000

]Katanas[

'''

Weapon.....Adds.....Shop...Cost
Simmersword....WEP+7,AGL+1....2.....11000
Slashing Iron...WEP+10,AGL+1...2-5....15500
Widowmaker.....WEP+13,AGL+2...3-5....33300

]Axes[

'''

Weapon.....Adds
Hand Axe.....WEP+5
Battle Axe...WEP+8,POW+1
Great Axe....WEP+11,POW+2
Break Axe....WEP+14,POW+3

]Special Weapons[

'''

Weapon.....Adds
Bloodblade...WEP+14,DEX+2
Caliban.....WEP+16
Demirune.....WEP+12,BAS+2
Dragontail...WEP+10
Etrnus.....WEP+15,BAS+1,POW+1,DEX+1,AGL+1,DEF+1
Fridgia.....WEP+12,DEX+2
Ginsunami....WEP+20
Gunganir.....WEP+20,DEX+2,DEF+2
Knuckle.....WEP+15,POW+4,DEX+4
Mystaria....WEP+15,DEX+3
Skorsek.....WEP+14,POW+2
Soulstab.....WEP+17,DEX+3
Steelburn...WEP+12,AGL+2

~STONES~

[11ST]

=====

Check ATACs section to see who can equip what, and the Attacks and Support Skills sections to see what each Stone does.

]Shop List[

'''

Shop #1: Mission 4
Shop #2: Kingdom/Ruin Mission 10, Empire Mission 8
Shop #3: Kingdom/Ruin Mission 14, Empire Mission 12
Shop #4: Kingdom/Ruin Mission 18, Empire Mission 16
Shop #5: Cecilia Empire Mission 18, Sadira Empire Mission 19

]Earth Stones[

'''
Stone.....Adds....Shop...Cost
Onyx.....None....1.....2000
Topaz.....BAS+1...1.....7000
Garnet.....BAS+2...2.....12000
Tiger's Eye...BAS+3...3-5....28000
Carnelian.....BAS+4...None...None
Sardonis.....BAS+4...None...None

]Water Stones[

'''
Stone.....Adds....Shop...Cost
Turquoise.....None....1.....2000
Aquamarine.....DEF+1...1.....7000
Sapphire.....DEF+2...2.....12000
Lapis Lazuli...DEF+3...3-5....28000
Hawk's Eye.....DEF+4...None...None
Ocean Mist.....DEF+4...None...None

]Fire Stones[

'''
Stone.....Adds....Shop...Cost
Opal.....None....1.....2000
Jasper.....POW+1...1.....7000
Ruby.....POW+2...2.....12000
Kunzite.....POW+3...3-5....28000
Sunstone.....POW+4...None...None
Bloodstone...POW+4...None...None

]Wind Stones[

'''
Stone.....Adds....Shop...Cost
Beryl.....None....1.....2000
Emerald.....AGL+1...1.....7000
Olivine.....AGL+2...2.....12000
Jade.....AGL+3...3-5....28000
Star Diamond...AGL+4...None...None
Royal Jade.....AGL+4...None...None

]Holy Stones[

'''
Stone....Adds
Gratia...WEP+1,BAS+1,POW+1,DEX+1,AGL+1,DEF+1

]Evil Stones[

'''
Stone.....Adds
Dark Eye.....WEP+1,POW+1,DEF+1
Evil Eye.....WEP+1,BAS+1,POW+1,DEF+1
Black Dimond...WEP+1,BAS+1,POW+1,DEX+1,AGL+1,DEF+1

~AMULETS~ [12AM]

=====
Amulets are the only type of equipment all ATACs can use.

]Shop List[

'''
Shop #1: Mission 4

Shop #2: Kingdom/Ruin Mission 10, Empire Mission 8
 Shop #3: Kingdom/Ruin Mission 14, Empire Mission 12
 Shop #4: Kingdom/Ruin Mission 18, Empire Mission 16
 Shop #5: Cecilia Empire Mission 18, Sadira Empire Mission 19

]Kingdom/Ruin Amulets[

'''

Amulet.....	Adds.....	Shop...	Cost
Holy Headband.....	BAS+4.....	2-3.....	12000
Strength Gauntlet.....	POW+2.....	1.....	3500
Power Tiara.....	POW+4.....	2-3.....	9800
Fairy Earring.....	DEX+2.....	1.....	2800
Dexterity Ring.....	DEX+4.....	2-3.....	10800
Thieves' Ring.....	AGL+2.....	1.....	3200
Wind Necklace.....	AGL+4.....	2-3.....	10000
Armor Amulet.....	DEF+2.....	1.....	4000
Rainbow Gem.....	DEF+4.....	2-3.....	12800
Warrior Coat Of Arms.....	DormantSkill:Forward Menace.....	2-4.....	13800
Assassian Coat Of Arms...	DormantSkill:Rear Menace.....	2-4.....	9999
Knight Coat Of Arms.....	DormantSkill:Massive Menace.....	3-4.....	35000
Magic Hat.....	DormantSkill:Parry.....	4-5.....	5800
Big Bracelet.....	DormantSkill:Reflect Attack.....	4-5.....	6200
Duel Rose.....	DormantSkill:Chivalry.....	4-5.....	9800
Assassin Cape.....	DormantSkill:Assassination.....	4-5.....	19800
Family Jewels.....	HP+20,WEP+1,BAS+1,.....	4-5.....	65000
	POW+1,DEX+1,AGL+1,DEF+1		

]Empire Amulets[

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Amulet.....	Adds.....	Shop...	Cost
Holy Headband.....	BAS+4.....	2-5.....	12000
Strength Gauntlet.....	POW+2.....	1.....	3500
Power Tiara.....	POW+4.....	2-5.....	9800
Fairy Earring.....	DEX+2.....	1.....	2800
Dexterity Ring.....	DEX+4.....	2-5.....	10800
Thieves' Ring.....	AGL+2.....	1.....	3200
Wind Necklace.....	AGL+4.....	2-5.....	10000
Armor Amulet.....	DEF+2.....	1.....	4000
Rainbow Gem.....	DEF+4.....	2-5.....	12800
Warrior Coat Of Arms.....	DormantSkill:Forward Menace.....	2-4.....	13800
Assassian Coat Of Arms...	DormantSkill:Rear Menace.....	2-4.....	9999
Knight Coat Of Arms.....	DormantSkill:Massive Menace.....	3-4.....	35000
Magic Hat.....	DormantSkill:Parry.....	4-5.....	5800
Big Bracelet.....	DormantSkill:Reflect Attack.....	4-5.....	6200
Duel Rose.....	DormantSkill:Chivalry.....	4-5.....	9800
Assassin Cape.....	DormantSkill:Assassination.....	4-5.....	19800
Pegasus Boots.....	Move+1.....	4-5.....	24800
Family Jewels.....	HP+20,WEP+1,BAS+1,.....	4-5.....	65000
	POW+1,DEX+1,AGL+1,DEF+1		

]Enemy only Amulets[

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Amulet.....	Adds.....	Used By
Devil's Horn...	HP+20,WEP+1,BAS+1,POW+1,DEX+1,AGL+1,DEF+1...	Zulwarn, Solarus

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]Acknowledgements[

'''

Sugiyanto Yusup's VB FAQs - For having accurate shops lists. Read it

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[14AW]

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