

Ogre Battle Unit Analysis Guide

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This walkthrough was originally written for Ogre Battle on the SNES, but the walkthrough is still applicable to the PSX version of the game.

Deathlike2's Ogre Battle Unit Analysis

Version 2.12

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Introduction

There hasn't been many guides for this game dealing unit analysis. I hope someone would find this useful and hopefully some really dumb rumors get squashed in the process. Also, I would like to give certain underrated units a bit more attention than they normally would. Here's a quick list of what I will be touching on the following in regards to this game:

Unit strengths and weaknesses

Ideal scenarios for unit placement

Perspective on groups with units of different ALI

Importance of formation and flexibility

ALI manipulation - creating holy or evil units early on

Ideal method of recruiting or creating a unit

Recruiting (money) vs Training from level 1 (stats) and its impact

Before reading further, here is my recommendation to everyone.

I suggest you use supplemental FAQs such as DANzulovic's FAQ and BSulpher's FAQ for information that is more specific to this game.

There are three versions of this game as far as I know.

SNES - This is the original version. It had 3 different releases. There was a Japanese and English release. There was a special version that was modified from the Japanese version that used some expansion cart and had the ability to save one active game on any map.

PSX - This was a port of the original game that added a lot of better cosmetic changes like keeping the palette swaps between the characters and had the ability to save any active game. However, there were a few bugs and changes that were made.

Sega Saturn - This was another port of this game. It had a number of changes including adding a few extra hidden maps. I know nothing more than that.

This guide will specifically cover the SNES version, but it will occasionally have some PSX information provided whenever it is applicable.

Now onto the guide!

Stat Info

HP - This should be obvious. The more a unit has, the longer it will survive.

0 HP means death, unless it is Undead. You know if your unit is dead (especially Undead units) when the HP bar is empty.

STR - Strength

Every fighter type of unit and most front row attacks base their damage on this attribute. The more STR a unit has, the better it is at dealing and taking STR based damage. Most melee attacks use the physical elemental. All melee attacks (except for one) can be modified to use a different elemental to increase overall damage and is recommended since most classes have their physical elemental resistance increased. This is done by equipping weapons, charms, or rings on that unit.

AGI - Agility

This stat exclusively determines whether or not a unit will successfully hit a target with a STR based attack or evade a unit that uses a STR based attack. The more AGI a unit has, the more success it has at hitting the target and at evading an attack. Also, AGI determines the order of when a unit attacks. Units with a high AGI have a tendency to attack first.

INT - Intelligence

Every wizard type unit base their damage on this attribute with magic attacks that generally come from the back row. The more INT the unit has, the better it is at dealing and taking magical damage. Additionally, it dictates how successful a magical attack will hit its target and the chance a magical attack can be evaded. You know an attack is INT based when an attack misses your party while the World Tarot is in play.

CHA - Charisma

This stat serves two major purposes. The most notable property is that it is used as a unit promotion requirement for small units. The secondary purpose is to determine the probability of success for a unit leader to recruit a neutral unit. The more CHA a unit leader has, the chances for success of recruiting a neutral unit increases. The higher the CHA the neutral unit has, the more difficult it is to recruit it. Also, this serves a similar purpose for the Charm item where the Opinion Leader's CHA is tested against every member of an opposing group's CHA to determine whether that unit switches over to your side. CHA is primarily gained by killing targets that have a higher level than the unit that killed them. CHA is lost by killing targets that have a longer level than the unit than the unit that killed them or by running away.

ALI - Alignment

This stat determines what side of the scale a unit is when it comes to being evil or good. 0 ALI means pure evil whereas 100 ALI means pure good. 50 ALI means that you are balanced. Every unit has a default ALI when they are created. ALI is also used for promotion requirements. It is a tough act to maintain ALI neutrality as you progress through the game. This stat also affects the damage output you deal during the time of day. Low ALI units fight better at night and holy units fight better in the daytime.

This shouldn't be too hard to grasp. Note that once you reach a certain point of the ALI scale (30 for evil, 70 for good), ALI changes tend to shift shift to one end per enemy killed. Killing holy units also tips the ALI for evil and killing evil units tips the ALI for good. Killing low level units tips the ALI for evil and killing high level units tips the ALI for good, so keep that in mind.

LUK - Luck

This stat has an effect on evasion for both STR and INT based attacks. However, this stat tends to be static unless Fool tarot bonuses are applied. The most significant benefit of increasing this stat is to increase the chances of receiving an item when a city or temple is liberated.

This is a stat worth paying some attention to, but not all units have it naturally. Don't overvalue it too much as most of the units that have obscenely high luck are those that aren't that good or are special characters.

Unit Movement:

Every unit has a movement type. It serves two purposes.

1) In battle, the current battlefield terrain alters the damage dealt and received by units. A High Fly unit would not suffer any penalties, whereas a Ocean unit would suffer from dealing damage on land. The unit movement rates on each terrain also serve as damage bonus or penalties (however you want to look at it) for those units.

2) On the field, the unit that has the greatest priority controls the movement the entire units takes. This is prioritized in a simple generalized formula:

Beasts > Fighters > Wizards

To be more clear cut, this is a bit more specific (listing from priorities):
(Beasts always have the greatest priority, day Vampyres with the least)

Upper Echelon Dragons - Dragons that use a special icon denoting its alignment
(Plains > Mountains > Snow > Marsh)

Octopus classes

Wyvern

First Level Dragon classes - Silver, Red, Black
(Plains > Mountain > Snow)

Wyrn

Dragon

Gryphon classes

Thunder Lord

Every other large beast not listed up to this point
(Plains > Mountain > Snow)

Devil and any Hawk Men classes

Most final Fighter type Fighter/Amazon classes (and some special units)

[list includes Iainuki Lord unit, and General]

(Plains > Forest > Mountains > Snow)

Imp/Demons

Most initial fighter type Fighter/Amazon classes (and some special units)

[list includes Princess, Dragoon, entire Beastman class, Skeleton class, and Icecloud/Phantom Lord]

(Plains > Forest)

All Wizard type units (and some special units)

[list includes Pumpkin class]

(Low Sky > Plains > Forest > Shallows)

Entire Faerie class

Vampyres in the daytime

Quick Level Gain Analysis:

Rather than repeating the same info for every unit, here is my quick analysis of what this unit will evolve into when leveling up according to their base stat gain.

HP:

- 0 - The guy's Undead, enough said.
- 2-4 - This unit is a small wizard type or Golem. You will find that it will cost you a lot to upgrade this stat for Liches and Princesses late game.
- 4-6 - This unit is a small fighter unit. You generally won't have to worry about this unit going forward as long it isn't the solo unit in the front row.
- 6+ - This unit is a large beast. The unit by itself is able to take tank for any physical damage up front under most circumstances.

STR:

- 1 - This unit is strictly a wizard. There's absolutely no reason to keep this unit in the front row.
- 2 - This unit is semi-competent in the front row, but probably isn't going to stay in the front row for long periods. Don't expect too much here.
- 3 - This unit is a designated standard fighter that should be more than competent at defending itself against STR based attacks.
- 4 - This unit is very likely a large beast unit that can dish and take even more STR based attacks.
- 5 - This unit is an ultimate Dragon, the toughest of all large beasts to take down with STR based attacks.

AGI:

- 1 - This unit is either a Golem or a member of the Wizard classes. STR based hits will be less than successful. It will also guarantee that this unit will go last in the order of attacks.
- 2 - This unit should be ok for the most part in dealing STR based damage.
- 3 - This unit is generally successful at hitting its targets, and should be pretty quick to make that happen too.
- 4 - This unit will almost always be the first to lead off with their attack, which generally is a physical attack. This can be nifty for hit and run attacks.
- 5 - Members of the Faerie class fall into this category. You will be assured that this unit will go first in virtually any regular battle.

INT:

- 1 - This unit is itching to take a beating against any sort of magic. This unit could not be any more vulnerable than it currently is.
- 2 - This unit should be pretty ok vs any magic. Don't expect too much from units that attack with magic.
- 3 - This unit probably won't have the strongest magic, but it will be reasonably effective under most circumstances.
- 4 - This unit pretty much controls magic extraordinarily well, usually in the form of a hit all. Battles are usually won or lost with these units.

Why does this matter?

With the Merchant item, you can spend money on upgrading key important

stats for the final battle.

Here's a quick list:

STR - 15000

INT - 15000

AGI - 17000

HP - 20000

LUK - 21000

AGI is at a premium, moreso for fighting units since AGI is required to land a good hit. However, HP is virtually at a premium, especially when you are building a final group with Liches or Princesses in it. Units that do the most damage have low HP (and AGI for the Wizard classes), so spend wisely. LUK is an interesting case, because you only need to buy so few of them. It may actually benefit you because you will increase the chances of obtaining more items to sell off.

Class Changing

This applies mainly to Fighter and Amazon classes, but also applies to any unit that can be promoted. When you can change a unit's class, the following also changes:

Resistances

Attacks (both front and back)

What it can recruit (if it is a leader)

The following doesn't change:

Stats (there are a few notable exceptions)

Cost (in terms of how much you are paying them now, their current class only alters how much you will have to pay them in the future when leveling up).

Note: The only stats that change are HP (if you're dumb enough to change a Lich into a Skeleton) and STR, AGI, and INT if the unit is currently in a group. Every unit has an affinity or class compatibility value... which leads me to the next topic...

Leader Compatibility

There are two different factors at work, and both of them combine to altering stats of members that follow under the leader.

1) Unit Compatibility

Every unit has an affinity or class compatibility value. The greater the difference between the leader and the member's value, the greater the penalty for the member unit. More compatible units will have a lesser penalty. Instant class compatibility can be achieved with units that are the same as its leader like a unit full of Knights or Valkyries.

To properly calculate this for the SNES version, for every 10 points (except for the first 10 points), subtract 1 point from every stat (STR, AGI, INT) to that member for the affinity difference.

I understand the PSX version of this game applied this differently, in the form of a -3 point stat loss (to STR, AGI, and INT)

2) Stat Compatibility

When you pick a leader, you want the leader to be stronger than the units leading it (it's a simple concept after all).

If the leader has a stat that is greater than the member, add 1 point to the member's stat. For every 10 points afterwards, add another point to that member's stat.

If the leader has a stat that is weaker than the member, there is no initial penalty. For every 10 point difference though, subtract a point from that member's stat.

When you combine the two factors together, the TOTAL change that can be made for any member under the leader can be -3 to +4 for STR, AGI, and INT.

Ultimately, this makes virtually little impact late game. If you really want to play around with compatibility early game, just check a unit's stats once they join a new group in order to maximize their potential.

Class Compatibility Chart

I got this info from here: <http://www.carbuncle.jp/og5/aisy.html>

I've updated this list with the internal data.

100 Platinum Dragon
96 Zombie Dragon
95 Salamand
94 Dragon Master
94 Dragoon
90 Vampyre
89 Gold Dragon
88 Tiamat
87 Red Dragon II
81 Dragoner
80 Red Dragon
80 Silver Dragon
80 Black Dragon
79 Sylph
76 Dragon
75 Thunder Lord
70 Cerberus
68 Beast Master
68 IceGiant
66 Hellhound
66 Pixie
65 Muse
65 Witch
65 Tigerman
65 FireGiant
64 Cockatris
63 Eagleman
62 Beastman
62 Pumpkin
61 Halloween
61 Wyvern
60 Paladin

60 Tristan
59 Ninja Master
59 Valkyrie
58 Wyrn
56 Gryphon
55 Knight
55 Iainuki Lord
55 Debonair
54 Ninja
54 Monk
53 Amazon
53 Shaman
53 Icecloud Lord
52 Cleric
52 Seraphim
50 Fighter
50 Beastman (daytime Werewolf/Tigerman form)
50 Vampyre (daytime coffin icon form)
50 Giant
50 Cherubim
50 Faerie
47 Hawk Man
47 Angel
45 Wild Man
45 Princess
44 Samurai
43 Titan
41 Doll Master
40 Evil One
39 Wizard
39 Werewolf
38 Samurai Master
38 Mermaid
38 Octopus
38 Ghost
37 Ravenman
35 Mage
35 Kraken
35 Imp
35 Phantom Lord
34 Nixie
29 Golem
29 Phantom
28 Demon
27 Sorcerer
26 Dollmage
26 Skeleton
24 IronGolem
23 RockGolem
21 Wraith
20 Lich
20 Devil

Here's a quick summary (give or take 5 points either way):

- 75-100 - The bulk of the units are Dragon class and compatible leaders.
Oddball units include the Vampyre and Sylph.
- 45-75 - Most fighters and beasts are in this area. This includes every member of the Amazon class, Angel class, Tigermen, and the Ninja class.
- 20-45 - Primarily evil units and units with hit alls fall into this category.
This group also includes the water units, Samurai class, and Golem

class.

Common Misconceptions To Clear Up

1) There is no anti-male hate/dislike/weakness by Amazons.
My guess is that this rumor was started by the Prima guide.

2) Beastmen LOVE most beasts, not hate them. Their whips do not do super damage to beasts... it just happens that Beast Masters get beast type STR.
This rumor was probably started by the Prima guide.

3) Wyrms and Wyverns are not dragons. The common confusion stems from Dragoners and Dragoons being able to recruit Wyvern.

Note: Simply because a leader can recruit a different unit, it doesn't mean they are class compatible.

4) There is no "penalty" for mixing units of different ALI ranges. You are free to mix and match units however you like. However, you will probably want dedicated liberation units, so you want to build units that tend to require high ALI for unit promotions or units that are in their final class.

5) There are so many different attacks that effectively do the same thing... like the Tiamat's Evilring and the Mage's Phantom spell. If the stats for both units were exactly the same (STR or INT based on the attack, ALI, and movement type, the damage is the same. A Sylph's Missile attack is effectively same as a Seraphim's Jihad attack if the INT and ALI match up. The whole issue is simply COSMETIC. It is possible to have a Beast Master's Whip attack do the same damage as a Wizard's Hit if they both have the same stats (particularly STR and AGI). Another way of looking at this are the Gryphon and Titan units. Their back row attack is essentially the same as their front row attack used on every target. An even better example is the Baron Apros (Dandy unit). This boss uses only Black elemental attacks. All three attacks (Nitemare, Meteor, Phantom) do effectively the same damage. In general, the look of an attack is primarily cosmetic.

Note: Iainuki, Sonic, Gemini, and other unique attacks use special damage algos or modifiers.

6) Stun, Charm (both Vampyre and Cerberus), Pumpkin elements are merely cosmetic as elemental resistances are not taken into account when used.

Note: Petrify does follow in one aspect in that it automatically kills Undead. The Physical property is definitely factored into the damage algo. However, the hit rate algo used is special.

7) Sirius is not the last unit on earth that can convert your Fighters into Werewolves. In fact, ANY Werewolf or Tigerman can convert your Fighters into those units. The reported chance of infection is 1/8 which is pretty low. However, it may be a better idea to recruit Werewolves due to their naturally better stats and well, it takes less effort.

Tactics

The tactics you set for a group generally dictates how damage is dealt to a group. On the other hand, it also dictates how much damage your units take. Here's a quick breakdown of each tactic.

Best - A group will attempt to deal the BEST amount of damage it can in order to win the battle. It is unclear how that is determined, but there are some peculiarities to this including targeting Undead. Large units tend to get the most attention due to the overwhelming amounts of HP they have.

Strong - A group will attempt to target the units with the greatest amount of HP. This tactic is generally used to whittle down units slowly in order to finish them off later. This tactic also prevents your units from attacking the opposing Undead. Damage dealt and taken will be less than usual as it can serve to be a defensive strategy. This is helpful against units that have large beast units. They tend to have great amounts of HP and take longer to take down. There are times where you don't want the leader to be killed immediately, but rather you want the enemy group to die at the same time.

Leader - A group will focus its efforts on killing the leader. STR based melee attacks will attempt to target units blocking their direct line to the leader. This tactic allows for two key usages. When an enemy unit leader dies with at least one other member in it, the group goes all the way back to the boss's location to create a new leader. If for any reason your group wants to minimize conflict due to health reasons, this is ideal if you have units with ranged attacks. It also serves to enable unit harvesting by design since killing off a group decrements this group's deployment counter. There is a finite number of groups that can be deployed for a stage. This tactic is also ideal for boss battles where the Leader is in the back row with front row protection.

Weak - A group will focus its efforts on killing targets with the least amount of HP. When used properly, you can almost manipulate which unit would be making the final kill on a particular target. Undead are the first to be targeted with this tactic so be weary when wizard type units are wasting their attacks. Ideally, you want to use this tactic to finish off groups. This tactic increases the damage dealt and taken. For leaders that are alone, this tactic will accelerate the leader's death.

Remember that tactics can be changed at virtually any point of the battle unless tarots are used. When a tarot is used, you lose the ability to control the tactics for one enemy/ally attack. If you have a good idea which unit goes on what turn (which is solely based on their AGI), you can manipulate the battle's outcome significantly. It is easier with an emulator of course, but it should be obvious that a Wizard goes last more often than not and something as fast as a Sylph or even a Gryphon tends to go first.

Special Items

There are a number of items I will be referencing in the guide. These will help you improve your army in some way shape or form.

Stone of Dragos - This is used for promoting Beast Masters into Dragoners.

Undead Staff - This is used to promote Mages into Sorcerors.

Undead Ring - This is used to convert Sorcerors into Liches and Tiamats into Zombie Dragons.

Blood Spell - This is used to convert Knights or Evil Ones into Vampyres.

Dream Crown - This is used to promote Amazons into Princesses.

Rotten Pumpkin (Pumpkin+) - This is used to promote Pumpkins into Halloweens.
Glass Pumpkin (Pumpkin) - This is used to give a Witch the ability to recruit Pumpkins.

Persuasion Spell (Charm) - When used on an enemy group, the Opinion Leader or Lord unit attempts to recruit every member of the group excluding the enemy leader to join your army. It follows the same tests for recruiting neutral units. You can buy this at Organa, Muspelm, and the City of Malano.

Egg of Wonder (Beast) - When used on an empty spot of a group, 1 of 4 creatures will appear in the unit. The creatures that can be spawned are Faeries, Imps, Dragons, and Golems. These units will always be 2 levels under the Opinion Leader. A unit will not be created if there is no room for them in the group.

Full Moon Stone (Fullmoon) - This item will attempt to create 1 Tigerman that is 2 levels under the Opinion Leader. The unit will not be created if there is no room for them in the group.

Werewolf Virus - This is used to convert Fighters into Werewolves.

Joker Tarot - You can use this to create a Tarot to add into your inventory. This item will not give the bonuses that liberating towns would offer.

You can start buying this at Shangrila.

Determining Recruited Unit Stats

When you recruit a unit by whatever means (other than the special characters) they will always have different random stats. Here's a quick way of determining what they are...

HP = base HP + (level-1) * base HP growth + random (0, 4)
STR = base STR + (level-1) * base STR growth + random (0, 2)
AGI = base AGI + (level-1) * base AGI growth + random (0, 2)
INT = base INT + (level-1) * base INT growth + random (0, 2)
COST = base COST + (level-1) * base COST increase

Many websites that have reported the HP growth potential of a unit are incorrect. It only applies to the randomized values for units that you recruit or the units the enemy would deploy. Also, Lexar (FIRESEAL cheat leader) follows this rule.

Level Bonus Ranges:

I will be using some simple notation for level bonuses, and there is a range for each stat bonus as those are random.

HP - (base level gain) to (base level gain+2)
STR - (base level gain) to (base level gain+2)
AGI - (base level gain) to (base level gain+2)
INT - (base level gain) to (base level gain+2)

So if I say the base HP gain was +2, the range is 2-4. Note that the HP gain stat is non-existent for Undead, so don't worry about it! Over time, a unit will gain 1 point more for all stats on average than one you recruit from scratch. You can easily compare the stat differences when you recruit. Don't take these words lightly. This doesn't even factor in bonuses from Tarots after liberating towns!

Quick notation:

P - Physical S - STR based attack
F - Fire I - INT based attack
C - Cold H - Healing - unit is healed with this command

L - Lightning T - Targeted - unit attacks any target on field
B - Black A - Hit All - unit attack hits all enemy targets
W - White U - unique attack, to be described in detail
M - Modifiable - unit's elemental attribute can be changed with equipped item
The unit attacks a target that is physically accessible.
All STR based melee hits can be modified. (M implies S)

O - Optimal elementals (any elemental except for White) will be selected for units in the Wizard classes to deal damage against a selected target.
N - Ninjutsu elementals (Fire, Cold, Lightning) will be selected for units in the Ninja classes to deal damage against a selected target.

Onto the units!

Fighter

HP - 77 +5
STR - 45 +2
AGI - 47 +2
INT - 40 +1
COST - 100 +20

Front - Slice (2) [PM]
Back - Slice (1) [PM]

Movement - Plains
Leader? - No

CHA - 46	P - 44	F - 36
ALI - 50	B - 40	C - 40
LUK - 45	W - 40	L - 34 [ON]

Pros: This unit is the most versatile due to class changing.

Cons: This unit should not be used past level 5.

Bottom Line:

You should be able to find something for this unit to do in your army.
Make sure to plan accordingly.

Ideal unit building scenario:

You have the option to keep all the level 2 fighters you get from Warren, or you could hire a new batch of level 1 fighters from level 2/3 Beastmen or level 2/3 Wizards.

Formation:

Front - This is the unit's optimal position.
Back - This is only useful to rotate the unit out for health.

Subclasses:

Knight - level 5+, CHA 50+, ALI 50-100, holy fighter
Samurai - level 7+, CHA 50+, ALI 50-100, holy fighter
Beastman - level 5+, CHA 50+, ALI 25-65, neutral fighter
Wild Man - level 6+, CHA 50+, ALI 0-50, evil fighter
Ninja - level 6+, CHA 50+, ALI 0-50, evil fighter

Dollmage - level 5+, CHA 50+, ALI 30-70, holy wizard

Wizard - level 4+, CHA 50+, ALI 10-60, evil wizard

Special Classes (to be described separately)

Promotion->Werewolf - requires Werewolf Virus or

fighter must be killed by this unit at night for a
chance to be converted into this unit

Promotion->Tigerman - fighter must be killed by this unit at night for a

chance to be converted into this unit

If there are units in transition, you have some slim room to remake certain
units under this class into "reclamation projects"...

Final Class Possibilities:

Paladin - level 15+, CHA 60+, ALI 70-100, fighters getting too holy

Samurai Master - level 15+, CHA 60+, ALI 70-100, fighters getting too holy

Dragon Master - level 20+, CHA 65+, ALI 40-50, if you're lucky (Dragos req)

Evil One - level 16+, CHA 60+, ALI 0-30, try Vampyre or Ninja Master

*Ninja Master - level 15+, CHA 60+, ALI 0-30, see note

Doll Master - level 14+, CHA 60+, ALI 50-70, Wizard getting too holy

Mage - level 10+, CHA 60+, ALI 10-35, Dollmage getting too unholy

Note: The Ninja Master is perfect for those fighters that have dropped too
far to the evil side, and either wizard that has gotten too evil or have
missed the "Mage" opportunity.

Knight

HP - 76 +5

STR - 49 +3

AGI - 52 +2

INT - 44 +1

COST - 600 +90

Front - Slice (2) [PM]

Back - Slice (1) [PM]

Movement - Plains

Leader? - Ok

CHA - 55 P - 47 F - 39

ALI - 62 B - 34 [O] C - 43

LUK - 50 W - 46 L - 37 [N]

Pros: This unit can lead and is a very competent fighter. He's good as a
liberating unit.

Cons: This unit's INT Growth stinks, so change to the Samurai class
upon reaching level 7.

Bottom Line:

This is a solid unit, but you need to migrate to a Samurai to improve
this unit's future potential.

Ideal unit building scenario:

If you've followed my Fighter's suggestion, you should be fine.

Kill off any Knights that come with Ashe or Aisha.

Formation:

Front - This is the unit's optimal position.
Back - Rotate this unit here for health reasons.

Promotion->Paladin - level 15+, CHA 60+, ALI 70+
->Vampire - requires Blood Spell

Paladin

HP - 67 +6
STR - 56 +3
AGI - 56 +2
INT - 45 +2
COST - 1100 +170

Front - Slice (3) [PM]
Back - Healing (1) [WIAU] against Undead
[HITU] on your own units

*Healing will attempt to kill enemy Undead on the field. Your unit will not do this if the "Strong" tactic is used, however that will not stop enemy attacks on your Undead. If there are no enemy Undead, Healing will target your unit that does not have full HP and has the least amount of HP of the group.

Note: Healing does not factor into winning or losing battles.

Movement - Plains

Leader? - Ok

CHA - 62 P - 53 F - 41
ALI - 78 B - 26 [O] C - 46
LUK - 60 W - 54 L - 40 [N]

Pros: This unit is a great front row holy fighter and can kill Undead without needing to equip holy weapons.

Cons: This unit is not a Cleric class replacement. The INT growth makes it difficult to kill the Ghost class of units.

Bottom Line:

Here's the best holy fighter you can get from this area of fighter tree.

Ideal unit building scenario:

If you build these from trained Samurai, you should be fine.

Formation:

Front - This unit is optimally put here.
Back - You could do some "cheap" healing and Undead killing, but that's it.

Samurai

HP - 85 +5
STR - 50 +3
AGI - 54 +2
INT - 51 +2

COST - 700 +100

Front - Slash (2) [PM]
Back - Iainuki (1) [PSTU]

*Iainuki channels the unit's STR to deal a vicious attack on a target. The raw attack damage will be 50% stronger than a regular physical attack. However, this does not mean 50% more damage is dealt. If the attack connects, the force of the attack will hurt the unit, relative to 1/3 of the raw attack damage.

Movement - Plains
Leader? - Ok

CHA - 56	P - 46	F - 32 [ON]
ALI - 61	B - 39	C - 37
LUK - 47	W - 51	L - 34

Pros: This unit's extra INT is the difference maker. Iainuki is a decent attack to deal good concentrated damage. This unit makes a good city defender.

Cons: Iainuki hurts the attacker when the hit is successful... which may require more healing attention. Resistances are overall weaker than a Knight.

Bottom Line:

This class is best used as a transition class for the best possible holy fighter.

Ideal unit building scenario:

If you're converting level 7 Knights that were formerly Fighters or Knights that you got from Warren, you should be fine. You may be fortunate to get one free from Warren.

Formation:

Front - This is the unit's optimal position.
Back - If you need a strong targeted hit, be prepared to consume some HP to deal some decent damage.

Promotion->Samurai Master - level 15+, CHA 60+, ALI 70+

Samurai Master

HP	- 96	+5
STR	- 55	+3
AGI	- 59	+2
INT	- 54	+2
COST	- 1200	+180

Front - Slash (3) [PM]
Back - Iainuki (1) [PSTU]

Movement - Plains
Leader? - Ok

CHA - 64	P - 52	F - 34 [N]
ALI - 79	B - 21 [O]	C - 35

Pros: I don't have any, unfortunately.

Cons: This unit is primarily favorable for an enemy spawned unit.
Resistances are not that much better than the regular Samurai and there is absolutely nothing that distinguishes this unit from its previous class, and the Paladin is a better overall unit for attacking in the front row!

Bottom Line:
This unit is pretty much the same as the Samurai, except it costs more per level and it has different resistances.

Ideal unit building scenario:
If you groomed him like you would do a Paladin, then you should be fine.

Formation:
Front - This is the optimal position for this unit.
Back - This is no different than a Samurai really...

Beastman

HP - 85 +5
STR - 51 +3
AGI - 47 +2
INT - 38 +1
COST - 350 +50

Front - Whip (2) [PM]
Back - Whip (2) [PM]

Movement - Plains
Leader? - Ok

CHA - 50 P - 44 F - 28 [ON]
ALI - 45 B - 46 C - 31
LUK - 43 W - 34 L - 35

Pros: This unit has an awesome starting base HP to work in addition to being able to hit from the back row w/o a penalty.

Cons: This unit's starting INT sucks. This section of the fighter class really sucks and doesn't gain you much in the end.

Bottom Line:
This is a great transition unit for evil fighters before they become Wild Men or Ninjas, preferably speaking.

Ideal unit building scenario:
If you train them from Fighters or keep the Beastmen you get from Warren, you should be fine. Also, this is cheapest unit you can deploy to hire Fighters, so if you need them at level 1, here is your best choice.

Formation:
Front - It doesn't really matter if you want him here... he's flexible.
Back - This unit is a bit fragile to its other fighter counterparts, so

keeping him here doesn't hurt you.

Promotion->Beast Master - level 12+, CHA 60+, ALI 10-50

Beast Master

HP - 79 +5
STR - 53 +4
AGI - 49 +2
INT - 36 +1
COST - 850 +130

Front - Whip (2) [PM]

Back - Whip (2) [PM]

Movement - Plains

Leader? - Ok

CHA - 56	P - 48	F - 27 [N]
ALI - 33	B - 55	C - 35
LUK - 46	W - 25 [O]	L - 39

Pros: It's an interesting promotion as you are giving a small unit leader the potential to gain beast STR. In a way, it can trend well for bulking up to become a Dragon Master in the future. You can recruit level 10 Wyrms at the earliest here.

Cons: The lack of good INT growth makes this unit much more vulnerable to magic.

Bottom Line:

This is a unique intermediate class that gives you a unique opportunity. There are some benefits to having this class, but ultimately you will want to move on pretty soon.

Ideal unit building scenario:

I guess it is better to train Fighters through the Beastman path, but the best benefit is being able to recruit Wyrms at the lowest recruitable level possible (a method that doesn't involve the Charm item).

Formation:

Front - It is the same as the Beastman...

Back - I don't see why you should not place the Beastman here.

Promotion->Dragoner - requires Stone of Dragos

Dragoner

HP - 83 +4
STR - 48 +3
AGI - 51 +2
INT - 49 +2
COST - 1370 +200

Front - Slice (2) [PM]

Back - Slice (2) [PM]

Movement - Plains

Leader? - Ok

CHA - 55	P - 43	F - 26 [ON]
ALI - 50	B - 40	C - 54
LUK - 58	W - 40	L - 40

Pros: The best benefit of this class is being able to recruit Wyvern at level 10. Otherwise, this class is not worth writing home about. The natural Luck stat might be nifty.

Cons: This unit seems a little "backwards" to say the least. If you trained this unit from a fighter, it's INT is pretty awful by now, so it will take some time to repair that. Also, you may have wanted more STR for this unit when it becomes a Dragon Master... a tradeoff of mass annoyance IMO.

Bottom Line:

This is another mixed bag, but if you are planning to take advantage of the recruiting and natural luck, then it may be worth something to you. Otherwise, it's not worth obtaining in the first place.

Ideal unit building scenario:

Since you want to use Dragons, you particularly want to use Lyon as he provides the best statistical option for pairing with a future ultimate dragon.

An alternative method is to spend money for a Charm and steal some of these unit from the Kalbain Peninsula, which avoids all the lame runaround work and special item requirement. This also allows you to get them with their naturally high luck. The costs will be high though, and you will have a weaker fighter unit with less than desirable HP...

Formation:

Front - Like the Beastman, I don't see the difference.

Back - The weaker HP growth makes putting this unit in the back row a more attractive option.

Promotion->Dragon Master - level 20+, CHA 65+, ALI 40-60

Dragon Master

HP	- 85	+3
STR	- 52	+3
AGI	- 53	+3
INT	- 51	+2
COST	- 2000	+250

Front - Slice (2) [PM]

Back - Icefield (2) [CIT]

Movement - Plains

Leader? - Ok

CHA - 63	P - 45	F - 22 [ON]
ALI - 50	B - 40	C - 58

Pros: Even I wish I had one.

Cons: Who's dumb idea was to make this unit more than irrelevant than comparable classes?

Bottom Line:

This is a unit that you look in the opposing enemy army and say, "Wow, this unit is cool". Then, you try to make one yourself and say, "Wow, this is a waste of my time", and disappointment is an understatement.

I guess it looks cool when you try them out with the FIRESEAL cheat, but this unit is as disappointing as its costs and stat growth. Why bother?

Ideal unit building scenario:

Under the proposed Dragoon scenarios, it may be difficult to manage neutral ALI to get here. but you will get a reasonable ok unit.

Ultimately the FIRESEAL version of these guys are better if you want to take advantage of the unit's luck.

Formation:

Front - This is only helpful if it was promoted from a special unit, because this unit is not meant to take a lot of damage.

Back - The horrible part is that this attack is INT based, and since growth up to this point is paltry, you might as well cry.

Wild Man

HP - 71 +6
STR - 52 +3
AGI - 53 +2
INT - 41 +1
COST - 400 +50

Front - Smash (2) [PM]

Back - Smash (1) [PM]

Movement - Plains

Leader? - Ok

CHA - 54 P - 48 F - 43
ALI - 41 B - 46 C - 38
LUK - 54 W - 34 L - 36 [ON]

Pros: This is the stronger evil unit that is tougher to take down

Cons: The lack of good INT growth makes this unit weaker for its final class.

Bottom Line:

This is a fine unit, for the most part, since it is tougher physically speaking.

Ideal unit building scenario:

It should follow the Fighter path while briefly transitioning through 1 level as a Beastman.

Formation:

Front - Similar to the Fighter, this is the optimal position.

Back - Keeping this unit healthy in the back row is an option.

Promotion->Evil One - level 16+, CHA 60+, ALI 0-30

Evil One

HP - 74 +6
STR - 58 +3
AGI - 57 +2
INT - 42 +2
COST - 900 +130

Front - Chop (2) [PM]

Back - Fireball (2) [FIT]

Movement - Plains

Leader? - Ok

CHA - 58	P - 54	F - 46
ALI - 23	B - 55	C - 40
LUK - 62	W - 25	L - 39 [ON]

Pros: If not for the abnormally high natural luck, this unit is not very good at all. This unit is reasonably priced for its offensive output.

Cons: This unit simply does not compare against its holy brethren, or the Ninja classes. You wonder why the Empire deploys these units.

Bottom Line:

This unit is not worth your time unless you are trying to convert hired Evil Ones into something more useful.

Ideal unit building scenario:

If you had to build one yourself, the suggested progression is as follows...

Fighter->Beastman->Ninja->Ninja Master->Evil One

Alternatively, you could recruit them from Debonair to get the lucky (or unlucky) Evil Ones... if only for converting purposes.

Formation:

Front - This is probably the best place to put the unit.

Back - There are a pretty high number of targets that can be exposed of their fire weakness, but the weak INT growth getting up to this point can only be as amusing as the Dragon Master class.

Promotion->Vampire - requires Blood Spell

Ninja

HP - 76 +4
STR - 46 +3
AGI - 50 +3
INT - 50 +2

COST - 500 +110

Front - Shuriken (3) [PM]

Back - Ninjutsu (2) [NIT]

*Ninjutsu is a spell attack that revolves around the basic elementals:
Fire (Katon), Cold (Suiton), and Lightning (Ikazuchi)
The unit will choose the appropriate elemental that the target is weak
against based on their resistances and use that elemental to attack.

Movement - Forest

Leader? - No

CHA - 47	P - 45	F - 50
ALI - 38	B - 43	C - 44
LUK - 48	W - 37	L - 43 [ON]

Pros: It doesn't look like a great unit on the surface, but when you properly
train this unit, it will become the best fighter class that does not
require an item. It is already ahead of the game with 3 physical attacks
has some nifty magic in the back row. It only gets better from here.

Cons: When you have best, it will cost you an arm and a leg. The costs
add up quickly. Also, the HP growth is a bit disappointing. The magical
attack in the back row won't be that great for a while anyways.
The only headache is that this unit cannot be a leader, yet.

Bottom Line:

This is just a nice stepping stone to become even better later in the game.
It is worth the best bang for the buck.

Ideal unit building scenario:

It is worth training a number of level 1 or 2 fighters to be bred for evil.
You can also convert many existing Beastmen leaders, especially Gilbert and
Lyon for the best results.

Formation:

Front - This is the unit's optimal position for dealing damage.

Back - Keeping this unit in the back row won't hinder overall damage output
too much.

Promotion->Ninja Master, level 15+, CHA 60+, ALI 0-30

Ninja Master

HP	- 77	+5
STR	- 51	+3
AGI	- 52	+4
INT	- 55	+3
COST	- 1300	+190

Front - Shuriken (3) [PM]

Back - Ninjutsu (1) [NIA]

*Ninjutsu is a spell attack that revolves around the basic elementals:
Fire (Katon), Cold (Suiton), and Lightning (Ikazuchi)
The unit will choose the appropriate elemental for a selected target (based

on currently selected Tactics for your units) using their weakness based on that unit's resistances. This version attacks all units unlike the Ninja.

Movement - Forest

Leader? - Ok

CHA - 56	P - 47	F - 52
ALI - 22	B - 68	C - 46
LUK - 56	W - 2	L - 45 [ON]

Pros: I cannot say enough good things about this unit. You can deal 3 good physical hits, deal a nice quick hit all, and still be the toughest fighter on the field that does not disappoint. Oh, it can lead too! This is a great unit to attempt a hit and run with...

Cons: This unit is highly susceptible to White attacks, but consider that the bulk of this threat comes from the Angel class, Sylphs very late in the game (that has a very small number of formations, any member of the Cleric class in the front row, and Princesses that only appear in Dragon's Haven.

Bottom Line:

This is the best Fighter class that doesn't involve a special item.
Period, end of story.

Ideal unit building scenario:

You have a many paths to get to here..

- 1) If you progress from a basic Fighter or special character and work them up to this class, you're doing pretty well for yourself.
- 2) If you miss the boat on making a Doll Master or Mage, this class will allow the INT gained to be maximized.
- 3) If you don't mind spending money on hiring Evil Ones to take advantage of, their high luck, you can easily convert them to this class to be used in the front row for dealing damage.

Formation:

Front - If the primary focus of this unit is to be a fighter, then this is the best option.

Back - If the primary focus of this unit is to be a nice wizard backup, then this is the best option.

Dollmage

HP	- 78	+3
STR	- 40	+1
AGI	- 54	+2
INT	- 53	+3
COST	- 1280	+160

Front - Puppet (2) [PM]

Back - Acid (1) [PIA]

Movement - Plains

Leader? - Ok

*Acid is an INT based Physical hit all attack. Doll Masters (and other Wizard classes) use this same attack. Don't confuse this with the Black

Dragon class's Acid attack.

CHA - 52 P - 28 F - 44
ALI - 53 B - 37 C - 39
LUK - 47 W - 43 L - 27 [ON]

Pros: This is the only unit that provides a hit all very early in the game.
This unit is more than capable of winning a battle.
Ideally, this unit is the Wizard killer.

Cons: The cost of maintaining this unit is pretty high and adds up pretty quickly. Relatively speaking, a Nixie is more expensive to maintain over time. Also, you need to pay close attention to CHA and ALI changes due to killing a unit. You need to properly balance the usage of this unit to get it to its next promotion.

Bottom Line:

Having a powerful, but expensive wizard is not a bad thing.

Ideal unit building scenario:

It may be worth converting some of the special character units to this class as the eventual promotion will provide some decent impact late game.
You may be able to get one of these units from Warren.

While creating these units from the Fighter class, there are two things to keep in mind. They will be stronger than their natural Dollmage counterparts in terms of starting HP and STR. It will take some time to catch up in AGI, but they won't ever quite keep up with the INT growth that a natural Dollmage would have due to their starting base stats.

Formation:

Front - For wizard types, the front row is only useful for ALI manipulation via killing Undead
Back - This is where every wizard unit should be at almost all times.

Promotion->Doll Master - level 14+, CHA 60+, ALI 50-80

Doll Master

HP - 78 +3
STR - 38 +1
AGI - 57 +3
INT - 57 +3
COST - 1280 +190

Front - Puppet (2) [PM]
Back - Acid (2) [PIA]

Movement - Plains
Leader? - Ok

CHA - 58 P - 26 F - 47
ALI - 69 B - 21 [O] C - 41
LUK - 42 W - 59 L - 29 [N]

Pros: This unit is slightly a notch below the Muse in terms of damage output.

This is the only Fighter class that has a dual hit all that doesn't require a special item. This unit is even more effective at killing Wizards due to its blazing AGI gains.

Cons: Physical resistance increases for most units, so the damage output is not usually going to be where you would like it to be.

Bottom Line:

This effective, productive, and expensive unit is always a great difference maker for the outcome of a battle, and this unit continues to deliver.

Ideal unit building scenario:

If you've trained this unit properly from a Dollmage, this unit should be very productive.

If you stink at producing these units, Debonair allows you the chance at having them, at a really high cost.

Formation:

Front - Just like any wizard type, don't bother.

Back - The optimal position for any wizard type is here.

Wizard

HP - 86 +2
STR - 37 +1
AGI - 51 +1
INT - 45 +4
COST - 400 +70

Front - Hit (2) [PM]

Back - Magic (2) [OIT]

*Magic selects the most effective elemental excluding White based on the target's resistances to damage the selected target. The spells used are Tornado (Physical), Fireball (Fire), Icefield (Ice), Bolt (Lightning), and Nitemare (Black).

Movement - Plains

Leader? - Ok

CHA - 50 P - 20 [O] F - 32 [N]
ALI - 45 B - 45 C - 32
LUK - 50 W - 35 L - 37

Pros: This is the most damage efficient class track vs most units. The INT stat, unlike the STR stat deals with both hit rate and damage. Magic is pretty much effective all game, so it is worth your time to invest in this class.

Cons: This unit provides the worst stat growth overall. This unit is extremely fragile, in addition to be one of the slowest units in this game. It is also very easy to screw up a Wizard's ALI so you need to pay close attention to the unit's ALI changes when it kills something.

Bottom Line:

Once you use this unit, you will understand why this class becomes awesome

throughout the game.

Ideal unit building scenario:

There are a few scenarios that are worth looking at...

- 1) You will almost always get a Wizard in a starting group. These units will always be strongest Wizards (other than Warren and Saradin) and will serve you well, regardless of the situation.
- 2) If you build a Wizard from a Fighter, this unit will benefit from having some extra HP, STR, and AGI. However, this unit will never be as strong magically as a natural Wizard.
- 3) If you are fortunate to obtain the Egg of Wonder aka "Beast" item, you can create level 1 Wizards. A level 5 Lord/Opinion Leader is required for this to create a level 3 Imp (a level 3 Lord can create a level 1 Imp) which will allow you to create as many level 1 Wizards as you desire.

Formation:

- Front - This is only useful if you are killing Undead. If you manage to screw the Wizards ALI below 10, kill some neutral Wraith in the Swamp area of the Balmorian Ruins to gain enough ALI.
- Back - Keep Wizards here, period.

Promotion->Mage - level 10+, CHA 60+, ALI 10-35

Mage

HP - 81 +2
STR - 38 +1
AGI - 49 +1
INT - 45 +4
COST - 800 +150

Front - Hit (2) [PM]
Back - Magic (1) [OIA]

*Magic selects the most effective elemental excluding White based against a target based on the current Tactics. The elemental selected is based on that target's resistance. The spell used are Acid (Physical), Firewall (Fire), Icestorm (Ice), Thunder (Lightning), and Phantom (Black)

Movement - Plains
Leader? - Ok

CHA - 55	P - 24 [O]	F - 34 [N]
ALI - 35	B - 51	C - 35
LUK - 48	W - 29	L - 38

Pros: It's hard to be ineffective when you can perform most elemental hit alls.

Cons: Statistically, there's no real difference to changing classes other than costing more.

Bottom Line:

No army is complete without these guys.

Ideal unit building scenario:

The best solution is to follow my Wizard suggestions.

If you really suck at making Mages though, Tristan offers you the opportunity to create these, but they will be inferior, particularly in the HP department.

Formation:

Front - Don't even think about it.

Back - That's why you have this unit right?

Promotion->Sorcerer - requires Undead Staff

Sorcerer

HP - 73 +3
STR - 39 +1
AGI - 47 +1
INT - 55 +4
COST - 1200 +180

Front - Magic (2) [OIT]

Back - Magic (2) [OIA]

*Magic selects the most effective elemental excluding White to attack units with based on the current tactics.

This unit's front row attack is the same as the Wizard's back row attack.

This unit's back row attack is the same as the Mage's back row attack.

Movement - Plains

Leader? - Ok

CHA - 60 P - 28 [O] F - 36 [N]
ALI - 21 B - 59 C - 38
LUK - 45 W - 21 L - 39

Pros: Two hit alls is better than one.

Cons: Tweaks in HP growth doesn't actually change the previous issues.

Bottom Line:

This unit is one step away from being all powerful.

Ideal unit building scenario:

Make sure to promote your best Mage, which starts at Saradin, then Warren, and you probably want at least one of your best Mages to round it all off...

Formation:

Front - A front row magic attack is rare, but being frail doesn't help.

Back - You shouldn't have to check.

Promotion->Lich - requires Undead Ring

Lich

HP - 88 +2
STR - 35 +1
AGI - 46 +2
INT - 59 +4

COST - 1900 +250

Front - Cold Eye (3) [WM]

Back - Magic (3) [OIA]

*Magic behaves like the Mage's back row attack.

Movement - Plains

Leader? - Ok

CHA - 62 P - 100 F - 100

ALI - 9 B - 100 C - 100

LUK - 42 W - 10 L - 68 [ON]

Pros: This unit virtually guarantees the destruction of a boss on any stage and any level. If it doesn't succeed, you can always try again. Additionally, being able to kill Undead is a nice side bonus.

Cons: Stat growth is not going to be great, but you will be paying for beefing up this unit anyways. Make sure that the White resistance is upgraded for the final battle.

Bottom Line:

All the work into the Wizard class pays huge dividends.

Ideal unit building scenario:

If you've selected the best Wizards and Mages, then this is a natural upgrade.

Formation:

Front - If you want some free CHA and ALI, I guess you could do this.

Back - Just hold up that wand and smile.

Special Fighter Classes

There are a few units that are part of the Fighter tree that are simply evil and accessible by different methods. They all happen to be very dependent on the moon though...

Vampyre

In the daytime, this unit sleeps in his coffin.

HP - 45 +4

STR - 42 +3

AGI - 45 +2

INT - 61 +4

COST - 1600 +250

Front - Lifesuck (2) [HBSTU] - night

 Sleeping (1) [U] - day

Back - Charm (2) [HBITU] - night

 Sleeping (1) [U] - day

*Lifesuck is a STR based black attack that deals damage and heals the attacker in one move. The amount healed depends on the damage dealt.

*Charm is a magical attack that attempts to inflict the effect of the Lovers tarot to a single target. Once a target is successfully hit, the target will use the rest of its remaining turns and use their attacks by retargeting their abilities until is dead or it is healed by the Temperance tarot. Units targeting themselves or other members with a damaging attack have a special evasion bonus that reduces the chance of the attack's success. Do not confuse this with the Cerberus's Charm attack.

**Charm will not work on any boss (except for one boss AFAIK due to a bug).

*Sleeping is a dummy attack that is meant to do nothing.
Really, I'm not kidding.

Movement - Forest - night

Slow - day

Leader? - Ok

CHA - 50	P - 82	F - 78
ALI - 19	B - 80	C - 85
LUK - 62	W - 10	L - 48 [ON]

Note: All elemental resistances are 100 in the daytime.
Fire is the default elemental used by a Wizard or Ninja class unit in the daytime.

Pros: This unit can serve as a small unit tank by the virtue of healing by attack. It can also serve as a specialized Lovers Tarot.
Inflicting Charm can turn the tide of a battle.
This unit can serve as a decent alternative to the Dragon Master.

Cons: The unit is only productive during half of the day. Also, being in Coffin form does not guarantee invincibility due to its weak HP growth and ALI. If you were to groom him from a Knight, the ALI has to be readjusted to evil (towards 0) to be more effective, but that makes this unit more vulnerable in the daytime. On the other hand, if the ALI is readjusted to being good (towards 100), the unit is not as effective fighting at night, but will survive the morning beatings better.
The unit's current movement hurts its natural defenses in the daytime.

Bottom Line:

If this unit was a little faster, it could potentially do more damage for the price you are paying for it. However, being a decent small unit tank and a good hit all neutralizing unit can really come in handy.

Ideal unit building scenario:

There are many methods to get to this point.

It is most beneficial if you obtain this item early in the game.

1) You can build your own Knight from a Fighter and convert that.

This unit will be the cheapest option, but not by much because of the easily growing costs.

2) One of the level 3 Knights you get from Warren or Lans are ideal units to convert. You want to be able to gain as much statwise in this class as you possibly can to have effective abilities.

Thanks to piratacorp for reminding me about this.

(That was the only e-mail I got after writing this guide.)

If you get this item late, the options you have are a bit more limited...

- 1) Use your best holy fighter (probably Ashe at this point) and convert them. This unit would be better served in the front row.
- 2) If you have Debonair, hire an Evil One and convert that. The extra luck may prove invaluable as a Vampyre... in the front row.
- 3) If you have access to Antanjyl, you can try your luck recruiting neutral ones, but you are better off trying to Charm them into your army. Unfortunately, these Vampyres are much more adept at being more like a Wizard type unit, and thus would limit their effectiveness to the back row.
- 4) You could try to convert a failed Wizard or Dollmage and convert them as long as they have the 60 CHA required to become an Evil One... they would be better in the back row. Even hired Doll Masters are not a bad idea... as they have a higher natural AGI to work with, but you would have to convert them into a Knight and try to slowly kill the unit's ALI to make them a better unit.

Formation:

Front - If you need a tank, this is where you want to put it.

Back - If you need to neutralize a strong unit (preferably those of the hit all variety), this is where you put this unit.

Werewolf

In the daytime, this unit becomes a "Beastman" that has the resistances and looks of a Fighter and not much else.

HP - 79 +6
STR - 53 +3
AGI - 54 +3
INT - 44 +1
COST - 380 +80

Front - Smash (3) [BM] - night
 Slice (1) [PM] - day
Back - Smash (3) [BM] - night
 Slice (1) [PM] - day

Movement - Mountain - night
 Plains - day

Leader? - No

CHA - 31 P - 71 [O] F - 72 [N]
ALI - 38 B - 92 C - 77
LUK - 49 W - 11 L - 78

Pros: This unit has insane power and resistances for a small unit.
It has the right combination to be an effective fighter.

Cons: The biggest issue going for this unit is INT growth, but more importantly the significant dependence of nightfall. Additionally, holy units will burn this enemy up subsequently as a result of poor INT growth.

Bottom Line:

If you are willing to spend some money on Moonbeams from the cash saved by not using regular fighters, then it may be practical to go this route. It might not be a bad idea to have a Princess lead this unit...

Ideal unit building scenario:

There is a small number of options you can try here...

- 1) You can try to infect a level 1 Fighter via Sirius or any Werewolf. The Fighter must be killed by this unit at night. The reported probability of successful conversion is a 1/8 chance.
- 2) If you are fortunate to get a Blood item early, you can convert a level 3 Knight into a Vampyre and recruit. This way, you can get very decent level 1 Werewolves.
- 3) The standard method is to recruit level 5 Werewolves from the mountains of Lake Jannenia.

Formation:

Front - This is probably where you want this unit.

Back - It doesn't matter unless this unit has some health issues.

Tigerman

In the daytime, this unit becomes a "Beastman" that has the resistances and looks of a Fighter and not much else.

HP - 77 +6
STR - 59 +4
AGI - 58 +3
INT - 45 +1
COST - 720 +120

Front - Smash (2) [BM] - night
 Slice (1) [PM] - day
Back - Smash (2) [BM] - night
 Slice (1) [PM] - day

Movement - Forest - night
 Plains - day

Leader? - No

CHA - 28 P - 74 F - 76
ALI - 36 B - 94 C - 71 [ON]
LUK - 52 W - 14 L - 75

Pros: I'm not sure how this is that much better than the Werewolf...

Cons: This unit is hard to create, given that you have to "summon" them or recruit them in one special location.

Bottom Line:

This unit is not really worth the effort of obtaining really, in addition to having all the negatives of a Werewolf. It might be a great idea to have a Princess lead this unit...

Ideal unit building scenario:

You have a number of options here...

- 1) You need the Fullmoon Stone to recruit this unit one at a time.
- 2) You could go to marshes of Antanjyl to recruit them at level 16.
- 3) You could try to Charm a number of them from enemy formations in Antanjyl.
- 4) You could try to get a level 1 Fighter killed by this unit at night to convert them into a Tigerman.

Formation:

Front - It should be the same as the Werewolf.

Back - Just like the Werewolf, it's handy to put this unit in the back row.

Amazon

HP - 83 +4
STR - 42 +2
AGI - 50 +3
INT - 52 +2
COST - 100 +30

Front - Arrow (1) [PM]

Back - Arrow (2) [PM]

Movement - Forest

Leader? - No

CHA - 46 P - 38 F - 32 [ON]

ALI - 50 B - 38 C - 36

LUK - 48 W - 42 L - 43

Pros: Just like the Fighter class, you should be able to find a use for this unit and her brethren in future classes.

Cons: You will quickly learn that her derivative classes are effectively wizard type units.

Bottom Line:

Regardless of what you plan for them, they will be excellent wizard type units and it's very easy to build an army with these units for their potential.

Ideal unit building scenario:

Use the level 2 Amazons you get from Warren or simply just erase them and hire a batch of level 1 replacements with a level 2 or 3 Cleric.

Formation:

Front - The only time this is useful is to rotate damage distribution while the entire back row is occupied...

Back - This is the unit's ideal position.

Subclasses:

Valkyrie - level 5+, CHA 50+, ALI 35-100, group attacker

Cleric - level 4+, CHA 50+, ALI 50-100, group healer

Witch - level 5+, CHA 50+, ALI 0-65, group neutralizer

Princess - requires Royal Crown, group empowerer by leading

Valkyrie

HP - 81 +4
STR - 45 +2
AGI - 52 +3
INT - 54 +3
COST - 620 +80

Front - Chop (2) [PM]

Back - Bolt (2) [LIT]

Movement - Forest

Leader? - Ok

CHA - 53 P - 42 F - 34 [N]

ALI - 54 B - 32 [O] C - 44

LUK - 52 W - 48 L - 52

Pros: Lightning is arguably the most effective elemental against most units. I'll list them later, but suffice it to say, it is very effective against most units in this game.

Cons: This unit is not a fighter type unit, nor it should ever be mistaken for one.

Bottom Line:

This is just a good stepping stone to becoming one of the most effective killing liberation unit.

Ideal unit building scenario:

If you train your Amazons properly, you should be fine. The starting Valkyrie and Clerics you get should be fine, although starting Valkyries have a really high price.

Formation:

Front - This unit does not pretend to be a fighter...

Back - This is the unit's optimal position.

Promotion->Muse - level 15+, CHA 60+, ALI 70+

Muse

HP - 76 +4

STR - 48 +3

AGI - 55 +3

INT - 56 +3

COST - 1350 +210

Front - Chop (2) [PM]

Back - Thunder (2) [LIA]

*Thunder is an INT based lightning hit all attack. Do not confuse this with the Eagleman's Thunder attack.

Movement - Snow

Leader? - Ok

CHA - 62 P - 46 F - 38 [N]

ALI - 75 B - 15 [O] C - 52

LUK - 64 W - 65 L - 60

Pros: This unit has arguably the strongest two hit all of all units that don't require any special items. It also happens that she's a great liberation unit option. Additionally, she can take down normally very resistant units which include the Lich. Plus, this is the Amazon class that has the best stat growth possible.

Cons: Lightning attacks are the least effective against the Dragon classes, Undead, Werewolves, and Tigermen.

Bottom Line:

This unit is highly desirable to use anytime and anywhere.

Ideal unit building scenario:

If you train them from the basic Valkyrie, you should be fine.

Special characters such as Aishi, Norn, and Deneb are also good candidates.

If you are willing to invest some money, you can try to Charm some Muses to take advantage of their high luck, but unfortunately they will be inferior to any Amazon you have trained up to this point.

Formation:

Front - The improved stat growth doesn't magically make this unit a good fighter.

Back - This is definitely where the unit should be placed.

Cleric

HP - 87 +4
STR - 41 +2
AGI - 54 +1
INT - 52 +3
COST - 200 +60

Front - Ankh (2) [WM]

Back - Healing (2) [WIAU] against Undead
[HITU] on your own units

*Healing will attempt to kill enemy Undead on the field. Your unit will not do this if the "Strong" tactic is used, however that will not stop enemy attacks on your Undead. If there are no enemy Undead, Healing will target your unit that does not have full HP and has the least amount of HP of the group.

Note: Healing does not factor into winning or losing battles.

Movement - Plains

Leader? - Ok

CHA - 57 P - 24 F - 23
ALI - 65 B - 25 C - 21 [ON]
LUK - 49 W - 55 L - 25

Pros: This class is primarily the first option for Undead killing in the game. Also, Healing is always handy.

Cons: Healing and killing Undead does not help you win battles in terms of dealing damage. AGI growth makes this unit not so appealing and should be switched into a Valkyrie for long term growth and potential. For a healer, she's not very resistant to much...

Bottom Line:

This class is invaluable to any army, especially when you reach Pogrom Forest. It will also save you little bit of money when it comes to buying Cures and Heals...

Ideal unit building scenario:

Even though this unit has poor AGI growth, it may not be out of the question to rotate Amazons or Valkyries to this class to purge Undead, gain incredible amounts of CHA and ALI, and in the process, gain a level.

This unit is also perfect to recruiting Amazons.

Formation:

Front - She's a healer, not a fighter!

Back - This is the unit's optimal position.

Promotion->Shaman - level 10+, CHA 60+, ALI 60+

Shaman

HP - 83 +4
STR - 43 +2
AGI - 57 +2
INT - 58 +4
COST - 450 +100

Front - Ankh (2) [WM]

Back - Healing (3) [WIAU] against Undead
[HITU] on your own units

Movement - Plains

Leader? - Ok

CHA - 64 P - 28 F - 27
ALI - 76 B - 18 [O] C - 25 [N]
LUK - 53 W - 62 L - 27

Pros: Extra healing allows for more potential healing.
Stat gains are also much saner.

Cons: She still suffers from the same resistance issues.

Bottom Line:

This is a much better healer than before. This unit is hard to miss.

Ideal unit building scenario:

If you probably train them as suggested with the Clerics, then you should be fine. This time, you won't have to worry about changing classes.

One thing worth pointing out is stat growth. This unit produces more or less the same than her Valkyrie brethren. However, AGI costs are more valuable in addition to the fact that some special characters, Norn and Aisha, have insane above average INT.. which translates significantly better while as a Valkyrie. It is my opinion that a Valkyrie (and most certainly a Muse) is more valuable than this unit. However, that will come with increasing costs. Depending on how you value special characters of the Amazon class, it is worth some consideration.

Formation:

Front - Why bother?

Back - This is the obvious optimal position.

Promotion->Monk - level 18+, CHA 70+, ALI 70+

Monk

HP - 74 +4
STR - 45 +2
AGI - 61 +2
INT - 61 +4
COST - 700 +110

Front - Ankh (3) [WM]
Back - Healing+ (2) [WIAU] against Undead
[HIAU] on your own units

*Healing+ will attempt to kill enemy Undead on the field. Your unit will not do this if the "Strong" tactic is used, however that will not stop enemy attacks on your Undead. If there is no enemy Undead, Healing+ will heal everyone in the group.

Note: Healing+ does not factor into winning or losing battles.

Movement - Plains

Leader? - Ok

CHA - 68 P - 32 F - 31
ALI - 87 B - 10 [O] C - 29 [N]
LUK - 56 W - 70 L - 29

Pros: Group healing is an awesome concept. It is the best you can get to having a free Priestess tarot.

Cons: This unit is not as geared for Undead killing.
Stat growth is no different than its previous class.

Bottom Line:

If you want group durability, this unit ensures they live significantly longer. What's an All Heal worth when you have this unit!

Ideal unit building scenario:
Shaman, Monk... does it matter?

Formation:

Front - This row is probably better for killing Undead... I guess
Back - You can be assured of optimal group healing here.

Witch

HP - 80 +3
STR - 38 +1
AGI - 49 +2
INT - 58 +4
COST - 510 +70

Front - Slap (2) [PM]
Back - Stun (2) [BIAU]

*Stun behaves exactly like the Hierophant tarot card, except that it works on any boss. For instance, it will be more difficult to apply this to bosses like Endora or Rashidi than Diablo. All enemy units are targeted with a magical attack that stuns the unit when successful. While stunned, the unit will not attack until it "wakes up" and it will have 0 AGI for the duration for this status. Any damaging attack made on a stunned unit has a chance to "wake up" the unit.

Turns can and will be lost until this status is removed.

The Temperance card can remove every unit from this status.

Stun status allows for the Tower Tarot to work all the time...

Movement - Plains

Leader? - Ok

CHA - 53	P - 25 [O]	F - 30
ALI - 47	B - 48	C - 28 [N]
LUK - 67	W - 50	L - 31

Pros: This unit excels at damage prevention. The strong INT growth is beneficial and is a decent alternative to a Cleric's path for stat growth. She's great against Diablo and other bosses with weak INT.

Cons: This unit does not gain enough AGI to neutralize faster and more dangerous units. She will not be useful against bosses with high INT.

Bottom Line:

This is a very underrated unit and can serve some use when used properly. It can help certain units to survive better such as the Undead or make a Golem a bit more effective. Additionally, she's the only reliable unit to be able to neutralize bosses on a consistent basis.

Ideal unit building scenario:

You may be fortunate to get one of them, so you may want to Charm some to take advantage of the naturally high luck.

You can try Charming a pair of level 13 Witches from an enemy formation in the Balmorian Ruins or a pair of level 15 Witches from an enemy formation in the City of Malano.

Of course, you making these units should be pretty easy via the Amazon.

The Glass Pumpkin may sound like a nice item for recruiting Pumpkin units, but that eliminates getting any free Pumpkin+ upgrades. In the end, you should realize you are choosing between a nice special character in Deneb or having the opportunity to maximize the number of Halloweens you can have in your army.

Formation:

Front - Slapping monsters with paltry STR growth is a joke.

Back - This is definitely where you want her to be.

Princess

HP	- 70	+2
STR	- 37	+1
AGI	- 48	+2
INT	- 57	+4
COST	- 2000	+250

Front - Stardust (2) [PM]
Back - Starlite (1) [WIA]

Movement - Plains
Leader? - Ok

CHA - 72	P - 27	F - 21 [N]
ALI - 81	B - 20 [O]	C - 22
LUK - 63	W - 65	L - 25

Pros: This unit is an instant Emperor card. Every member in the group she leads in will be able to deal an extra attack. This virtually improves most units and makes the group even more awesome.

Cons: I don't think anyone has actually taken much time analyzing this unit in depth. Defensively, her resistances are arguably the worst in this game. Her stat growth is the worst of the Amazon class of units. This ultimately means that she's just damn frail on her own.

Bottom Line:

You will love having this unit as a leader. Just make sure you are promoting a special Amazon character.

Ideal unit building scenario:

If you are lucky to obtain a Crown early in the game, it helps converting your strongest and luckiest women into a Princess. Ideal candidates include Deneb, Aisha, Norn, and Rauny (in order from best to worst candidate IMO). If you do not manage to pick up those heroes, the next best candidate is a natural Witch, followed by any Amazon class unit that has the best INT, AGI, and/or LUK.

You could try to promote an early Amazon to become a Princess if you plan on bringing up level 1 Angels and Faeries and in the process see how fragile this unit can truly be...

Under the FIRESEAL cheat scenario, you could have one of your own initially or steal some to further understand this unit better.

Formation:

Front - You must be kidding me right?
Back - Of course she's supposed to be here.

Hawk Man

HP	- 87	+5
STR	- 45	+2
AGI	- 55	+3
INT	- 52	+1
COST	- 400	+90

Front - Hit (2) [PM]
Back - Hit (1) [PM]

Movement - Low Sky
Leader? - No

CHA - 40 P - 39 F - 36 [ON]
ALI - 50 B - 40 C - 40
LUK - 42 W - 40 L - 44

Pros: This unit allow for great mobility for groups with 5 members (there is one exception, but that shouldn't be an issue). Additionally, this unit is fairly adept at avoid physical damage and being very successful at hitting early in the game.

Cons: Unfortunately, this class of units really sucks in terms of fighting ability. You will realize quickly enough that you need to give this unit and his future classes a good weapon to remotely be useful. Also, it is a waste of his ability if a beast is part of the group this unit is in. The INT growth is pathetic.

Bottom Line:

Very good mobility can be afforded to any fighter or wizard based group. Unfortunately, this unit becomes more of a black hole offensively...

Ideal unit building scenario:

Recruit level 3 Hawk Men in the deep ocean in Sharom. It would be cheaper than hiring them with Canopus.

Formation:

Front - If you want to win the battle, you'll need all the help you can get.

Back - This placement is only good for health reasons.

Promotion->Eagleman - level 10+, CHA 50+, ALI 45-100, holy fighter
->Ravenman - level 12+, CHA 50+, ALI 0-55, evil fighter...

Eagleman

HP - 86 +6
STR - 49 +2
AGI - 60 +4
INT - 58 +2
COST - 700 +140

Front - Hit (2) [PM]

Back - Thunder (1) [LST]

*Thunder is a STR based targeted lightning attack. Do not confuse this with the Muse's Thunder attack.

Movement - Low Sky

Leader? - Ok

CHA - 60 P - 42 F - 39 [N]
ALI - 66 B - 34 [O] C - 43
LUK - 56 W - 56 L - 80

Pros: This unit is a much better tank now with the better stat growth.

Cons: Unfortunately, the offense doesn't get that much better. What's worse is that this unit is not very good in groups of their own because of their lack of offensive production. You may be better off using them in

a "cleanup" type role.

Bottom Line:

I think Canopus distorts the bigger picture with this unit. Unfortunately, most people don't recognize that. Other than allowing a group to be holy, this unit will still not be a decent offensive force overall... an elemental weapon will serve this unit better.. although the back row is perfect with the Ogre Sword...

Ideal unit building scenario:

If you want to get a reasonably good Eagleman, you need to train them from level 3 Hawk Men. Canopus looks good on paper, but that high luck that this unit normally has doesn't properly translate into more kills unless used in a cleanup role.

Formation:

Front - If you need the offense, this is where you should have him.

Back - This attack is actually better suited for a hit and run.

Ravenman

HP - 95 +6
STR - 52 +2
AGI - 62 +4
INT - 55 +2
COST - 800 +120

Front - Hit (2) [PM]

Back - Inferno (1) [FST]

Movement - Low Sky

Leader? - Ok

CHA - 55 P - 40 [O] F - 70
ALI - 31 B - 69 C - 46 [N]
LUK - 48 W - 21 L - 47

Pros: This unit is the best of the entire Hawk Man class. On the surface, this unit looks weaker than its Eagleman brethren. However, that is not the case. Statistically, this is a very decent small unit tank. The resistances are actually pretty good when you compare against a number of other units. Heck, it is almost comparable to Canopus. That's how good this unit can be. This unit is also a great stopgap measure when you need to bridge the mobility issue that the Demons face when most fighting units become "heavier".

Cons: The offense is still going to be awful.

Bottom Line:

This is the most underrated low sky unit available.

Ideal unit building scenario:

It is best to recruit these units at level 5 from the water areas in Lake Jannenia. This unit can be molded however you wish, and will be the best option for any group that desires this unit.

Formation:

Front - This is no different than an Eagleman, offensively speaking.

Back - Hit and runs are ideal for this position.

Mermaid

HP - 93 +5
STR - 49 +2
AGI - 52 +2
INT - 51 +3
COST - 900 +130

Front - Stab (2) [PM]

Back - Blizzard (1) [CIT]

Movement - Shallow

Leader? - Ok

CHA - 53	P - 29	F - 26
ALI - 57	B - 43	C - 52
LUK - 44	W - 48	L - 21 [ON]

Pros: This is one of the few wizard type small units that gains above average HP. Plus, cold attacks are effective against most of the Giant classes, Cleric classes, and all large Mountain units.

Cons: This unit's effectiveness is significantly better in water. Additionally, cold attacks have the least impact in this game, generally speaking. Additionally, this unit gets expensive pretty quickly.

Bottom Line:

This unit looks disappointing on the surface, but it is the promoted unit that is worth the effort.

Ideal unit building scenario:

This is only unit that can recruit itself, which allows you to optimize this unit's potential if you are willing to spend the money.

Formation:

Front - I guess this position may give out the best offensive production, but at the risk of taking lots of damage.

Back - The risk of taking damage is lowered, but it isn't really useful offensively speaking.

Promotion->Nixie - level 11+, CHA 50+, ALI 50+

Nixie

HP - 85 +5
STR - 51 +3
AGI - 55 +3
INT - 57 +4
COST - 1150 +210

Front - Stab (2) [PM]

Back - Icestorm (1) [CIA]

Movement - Shallow

Leader? - Ok

CHA - 57	P - 34	F - 31
ALI - 74	B - 47	C - 60
LUK - 41	W - 62	L - 23 [ON]

Pros: This is the only unit that has a hit all and is in its final class earlier than the others. It also happens that this unit is the third fastest to gain a hit all assuming you exclude the Princess since that depends on a special item and you also exclude the Witch since her attack doesn't actually hurt anyone.

Plus, this unit is easy to produce. Statistically speaking, she is the strongest wizard type unit that rivals a Ninja Master in stat growth. This unit should be pretty good for a hit and run...

Cons: Even though every resistance gets a boost, she's still afraid of lightning. All the problems she had before are still there.

Bottom Line:

This is a great underrated, but expensive leader.

Ideal unit building scenario:

You could take my Mermaid suggestion seriously, but you could just simply recruit them at Island Avalon and just gain a quick level to make life easy.

Formation:

Front - This unit can be somewhat pass as a fighter, but that's not really her specialty.

Back - It is best to get that awesome hit all here.

Angel

HP	- 70	+4
STR	- 40	+2
AGI	- 43	+2
INT	- 50	+3
COST	- 300	+50

Front - Halo (1) [WM]

Back - Banish (1) [WIT]

Movement - Low Sky

Leader? - Ok

CHA - 50	P - 27 [O]	F - 39
ALI - 65	B - 35	C - 40
LUK - 50	W - 55	L - 37 [N]

Pros: When used in combination with front row Halloween (or Pumpkins), you can retain Low Sky mobility for any wizard type unit... except for the strangely overweight Princess. Being able to deal White damage regardless of having a Princess is very handy.

Cons: Right now, this unit isn't very good, so keep some low expectations while she's not promoted yet.

Bottom Line:

When you realize that units fall into a particular alignment, there isn't many that have a middle ground. This entire class is built on hurting most beasts, Undead, and evil units, so it will take some time to smite them.

Ideal unit building scenario:

You have a number of options...

- 1) If you are fortunate to obtain a Dream Crown early in the game, you can try to get as many level 1 Angels as you want.
- 2) If you're willing to spend a little bit of money, recruiting some level 8 Angels from level 10 Shaman aren't a bad investment.
- 3) If you want instant Cherubim, just recruit Angels from Island Avalon and make sure they kill something and level up.

Formation:

Front - Don't do this for a frail unit.

Back - This is where you want this unit to be, period.

Promotion->Cherubim - level 11+, CHA 55+, ALI 60+

Cherubim

HP - 71 +4
STR - 45 +2
AGI - 46 +2
INT - 55 +4
COST - 800 +130

Front - Halo (2) [WM]

Back - Banish (2) [WIT]

Movement - Low Sky

Leader? - Ok

CHA - 60 P - 31 F - 42
ALI - 76 B - 24 [O] C - 44
LUK - 54 W - 66 L - 41 [N]

Pros: Finally, you can see the potential of this unit.

Cons: This unit does not pretend to be a fighter, so don't bother.

Bottom Line:

This unit only needs one more step to become even better.

Ideal unit building scenario:

If you followed my Angel building suggestion, then you should be fine.

Formation:

Front - Why?

Back - All the power is here!

Promotion->Seraphim - level 22+, CHA 60+, ALI 80+

Seraphim

HP - 76 +4
STR - 49 +2
AGI - 49 +3
INT - 60 +4
COST - 1300 +210

Front - Halo (2) [WM]
Back - Jihad (1) [WIA]

Movement - Low Sky
Leader? - Ok

CHA - 70 P - 35 F - 45 [N]
ALI - 87 B - 17 [O] C - 48
LUK - 57 W - 77 L - 45

Pros: Bringing her to this point rewards you with a White hit all.
Plus, some added AGI growth can't hurt.

Cons: The added AGI growth is not really going to make her a good hit and run candidate.

Bottom Line:

Here's the next best solution to a Princess, and there's less to worry about this time around.

Ideal unit building scenario:

If you've followed my previous Cherubim and Angel scenarios, then you've developed something truly powerful.

Yushis will simply become insane after this class change...

Formation:

Front - You didn't raise her to put her in the here, right?

Back - Everything begins and ends in this position.

Imp

HP - 68 +5
STR - 45 +2
AGI - 45 +2
INT - 48 +3
COST - 300 +60

Front - Chop (2) [BM]
Back - Nitemare (1) [BIT]

Movement - Low Sky
Leader? - Ok

CHA - 50 P - 44 F - 37 [ON]
ALI - 25 B - 55 C - 44
LUK - 48 W - 35 L - 38

Pros: This is an interesting class in that the unit becomes more of a decent fighter-wizard hybrid. Ultimately, this unit becomes really cool in the end. The Low Sky movement is more than adequate in the beginning.

Cons: The first class looks bad until the promotion. Don't expect too much at this point. The Low Sky movement won't be too helpful in the middle of the game, so it merely serves as a small bonus for the unit.

Bottom Line:

There is potential, but it doesn't look like it initially.

Ideal unit building scenario:

The Wonder Egg aka the "Beast" item will allow you to obtain a level 1 Imp if you are fortunate enough.

However, you will end up recruiting level 6 Imps from the mountains of Pogrom Forest at the earliest for optimal stats.

Formation:

Front - This is currently better suited for dealing damage, but not by much.

Back - This position isn't too shabby given the INT growth.

Promotion->Demon - level 10+, CHA 50+, ALI 0-40

Demon

HP - 69 +6
STR - 49 +3
AGI - 48 +3
INT - 53 +3
COST - 800 +140

Front - Chop (2) [BM]

Back - Nitemare (2) [BIT]

Movement - Low Sky

Leader? - Ok

CHA - 60 P - 47 F - 40 [ON]
ALI - 15 B - 65 C - 49
LUK - 52 W - 25 L - 44

Pros: This unit is well balanced for either position you put it in.

Cons: The Low Sky movement issue will become more obvious halfway through this unit's existence.

Bottom Line:

This unit is pretty solid overall, but nothing truly stands out though...

Ideal unit building scenario:

If you paid any attention to my suggestion for Imp building, you should be ok. You do have alternatives such as instantly promoting Imps that you recruit from the mountains in the Kastolation Sea. If you have to obtain them via other methods, you should expect to be disappointed.

Formation:

Front - This unit is pretty good here...

Back - This unit is will do a little better here.

Promotion->Devil - level 20+, CHA 50+, ALI 0-25

Devil

HP - 70 +6
STR - 56 +3
AGI - 51 +3
INT - 58 +4
COST - 1300 +220

Front - Chop (2) [BM]
Back - Meteor (1) [BIA]

Movement - Low Sky
Leader? - Ok

CHA - 70 P - 53 F - 42 [ON]
ALI - 5 B - 86 C - 52
LUK - 55 W - 4 L - 48

Pros: This unit can filly carry and entire group of small units (well, at the same level as any member of the Hawk Man class). Also, the better INT growth is more than welcomed at this point of the game.

Cons: Compared to a wizard type of unit, it won't actually resemble the same power a Mage would when attacking with Phantom due to the prior INT growth. Also, the White resistance will allow holy attacks to chew through this unit pretty easily...

Bottom Line:

All the hard work has paid off, but this unit sometimes feels like a "jack of all trades" even though there's a lot of holy units to smite.

Ideal unit building scenario:

If you've followed my previous advice for Demons and Imps, then you should be fine.

Galf would still be the best in his position, but is it worth trading the Brunhild (and the best possible ending)?

Formation:

Front - This unit certainly hold its own here.
Back - This is where most of this unit's awesomeness will come from.

Faerie

HP - 48 +3
STR - 38 +2
AGI - 52 +4
INT - 49 +4
COST - 100 +70

Front - Slap (2) [PM]

Back - Kiss (1) [TU]

*Kiss targets any member of the group including herself. The unit that was kissed has their damage dealt increased by 8 and the damage the unit receives is reduced by a little (the defense increase is readjusted by the resistance value). Multiple kisses do not stack.

Movement - Low Sky

Leader? - No

CHA - 25 P - 30 F - 20 [ON]

ALI - 50 B - 40 C - 23

LUK - 62 W - 50 L - 28

Pros: There isn't much positive to go here unless you are trying to build the ultimate hit and run unit.

Kiss has a bit more impact for units that have hit alls.

This unit is perfect in groups that have a free back row spot available or in cleanup groups...

Fortunately, this is the only small unit that doesn't have a CHA requirement.

Cons: Low HP growth, poor resistances, and insane rising costs for a unit that doesn't do much sounds pretty crazy to keep around.

Bottom Line:

This unit lacks any immediate impact. If you can't wait, then don't waste your time. If you have the patience, you will be well rewarded.

Ideal unit building scenario:

Usually, it's not a bad idea to obtain them from the forests of Deneb's Garden, since that's the free option.

If you're willing to spend a little bit of money, you could hire them from level 8 Angels who were hired by level 10 Shaman...

If you're lucky, You could also hire them from a level 3 Angels (hired from a level 5 Princess) or from a level 3 Princess...

Then again, a Wonder Egg ("Beast" item) can create these if you had a level 3 Lord...

Go figure, the list is long.

Formation:

Front - It is not a great idea to try and alter this unit's ALI... let alone get it killed.

Back - This is the best position for this unit.

Promotion->Pixie - level 10+, ALI 30-70

Pixie

HP - 56 +3

STR - 43 +2

AGI - 57 +5

INT - 53 +4

COST - 400 +170

Front - Slap (2) [PM]

Back - Kiss (2) [TU]

Movement - Low Sky

Leader? - No

CHA - 37	P - 32	F - 28
ALI - 55	B - 40	C - 25 [ON]
LUK - 65	W - 55	L - 26

Pros: Two kisses ensures some unit benefits from the attack. Additionally, the AGI boost is insane. It should be pretty evident by this time that even though the stat growth and the resistances aren't that great, this unit is starting to become difficult to kill even while being fragile.

Cons: Can this unit get uselessly more expensive?

Bottom Line:

Now or later? That is the question.

Ideal unit building scenario:

If you get the free Faerie's from Deneb's Garden, you should be fine.

Formation:

Front - Are you crazy?

Back - A Kiss isn't that bad...

Promotion->Sylph - level 20+, ALI 40-80

Sylph (spelled Sylyph in game)

HP	- 64	+4
STR	- 40	+3
AGI	- 63	+5
INT	- 47	+4
COST	- 700	+250

Front - Slap (2) [PM]

Back - Missile (1) [WIA] (spelled Missle in game)

Movement - Low Sky

Leader? - No

CHA - 49	P - 35	F - 36
ALI - 60	B - 30	C - 27
LUK - 68	W - 60	L - 22 [ON]

Pros: Finally, this unit is useful! No matter how you obtain this unit, it is simply ready to go and ready to rock! It is simply the best hit and run unit in the game.

Cons: Fragility is still there, but ultimately it doesn't matter.

Bottom Line:

This unit is worth what you pay for. No more, no less.

Ideal unit building scenario:

There are a number of methods to getting this unit and none of them are cheap.

- 1) If you raised it since a Faerie, this is the cheapest you will be able to get the unit, but it is blessed with wizard like INT, so it won't ever disappoint you there.
- 2) You can skip all the level gaining pains by recruiting them in the mountains of the Rhyan Sea and recruit a level 20 Pixie... for a free upgrade to Sylph. This unit will be inferior to a raised Faerie in terms of HP, STR, and mainly INT.
- 3) If you make it to the map Antanjyl, make sure to have a Charm or two ready. There's a formation that has a pair of Sylph in them. Once you steal the pair, you will find that they have really awesome HP, but have really sucky INT. However, these gals are at level 16, so you have some time to make some of those deficiencies up! If you never arrive at this level though, you can aim for a group with another pair of Sylph (at level 20 though) and Charm them over.

Using the FIRESEAL cheat, you can experience the awesomeness of this unit and also have to Charm it for your own purposes.

Formation:

Front - You must be kidding me!

Back - Of course you want the holy assassin here!

Pumpkin

HP - 98 +3
STR - 45 +2
AGI - 45 +2
INT - 31 +1
COST - 100 +20

Front - Pumpkin (1) [PTU]

Back - Pumpkin (1) [PTU]

*Pumpkin attempts to reduce a unit's HP by 1/2 (rounded down if odd) on a successful hit. If the unit is Undead or has 1 HP, this attack will kill the unit on success.

**Pumpkin will not work on any boss (except for one boss AFAIK due to a bug).

Movement - Forest

Leader? - No

CHA - 0 P - 33 F - 11 [ON]
ALI - 45 B - 45 C - 37
LUK - 72 W - 38 L - 34

Pros: This unit is a natural Undead killer. Plus, their attack is targeted, and that's a rare option. This unit's movement is very friendly to Angels and other Low Sky wizard type units... This unit is cheap...

Cons: The version of the unit sucks since the Fire resistance is simply awful. Additionally, this unit can't hit bosses...

Bottom Line:

If you are investing in this class, you need to invest for Halloweens.

This version of unit is terrible.

Ideal unit building scenario:

Do it the hard way and look for them in the mountains in Deneb's Garden.
The whole Golden Bough trip is a waste of time just for recruit Pumpkins...
but it is a hint as to this unit's true value. I highly suggest you DO NOT
FORGIVE Deneb if you want the best possible unit.

Formation:

Front - You could put this unit here... but it's not a good idea since it does
not matter where you place them.

Back - This is a good place to put this unit.

Promotion->Halloween - requires Rotten Pumpkin (aka Pumpkin+)

Halloween

HP - 88 +4
STR - 50 +3
AGI - 58 +3
INT - 37 +2
COST - 100 +50

Front - Pumpkin (2) [PTU]

Back - Pumpkin (2) [PTU]

Movement - Forest

Leader? - No

CHA - 0 P - 60 F - 37 [ON]
ALI - 18 B - 69 C - 56
LUK - 82 W - 22 L - 64

Pros: Once you realize that high HP units can be taken down with ease with
the dramatically improved AGI growth, you will be in great awe.
This unit can also tank, even though the HP growth isn't great.
This unit is still cheap...

Cons: Ok, so it can't hurt bosses? Who said you had to use these against
a boss?

Bottom Line:

This unit can neutralize any high HP unit, particularly Dragons! You can also
use it for Undead killing... plus it can target any unit on the field!
Combine this with being a good tank AND great for Low Sky wizard units,
this is a godsend! (Well, almost...)

Ideal unit building scenario:

The obvious hint to building this unit... DO NOT FORGIVE DENEb! That's
ultimately the tradeoff you make by forgiving Deneb... a chance to get a good
special character or a really awesome unit...
Thank Deneb when you don't forgive her.

If you get a chance to use this unit with the FIRESEAL cheat, you should
be as happy as I am with this unit (for the most part anyway).

Formation:

Front - This unit is a worthy front row tank.

Back - The unit is no less effective here, but it is fine to place them here for health reasons.

Skeleton

HP - 0 +0 (Undead)

STR - 43 +3

AGI - 42 +2

INT - 32 +1

COST - 100 +20

Front - Slice (2) [BM]

Back - Slice (1) [BM]

Movement - Plains

Leader? - No

CHA - 0 P - n/a F - n/a [ON]

ALI - 0 B - n/a C - n/a

LUK - 55 W - n/a L - n/a

Pros: It only takes a pair of these units to make an near-invincible front row wall. The unit is pretty darn cheap.

Cons: As you know, it only takes one hit from a White attack to kill them. Additionally, this unit isn't really that great a fighter... it's just adequate.

Bottom Line:

If you are planning to invest in these units, this is a stopgap measure.

Ideal unit building scenario:

You are probably better off recruiting them from Pogrom Forest instead of from a Sorcerer. You can only get level 8 Skeletons at best from a Sorcerer.

Formation:

Front - The hint is in the front row tank.

Back - I don't see why you would want to limit this unit's damage output.

Wraith

HP - 0 +0 (Undead)

STR - 51 +4

AGI - 49 +2

INT - 44 +1

COST - 350 +50

Front - Slice (3) [BM]

Back - Slice (1) [BM]

Movement - Plains

Leader? - No

CHA - 0 P - n/a F - n/a [ON]

ALI - 0 B - n/a C - n/a
LUK - 55 W - n/a L - n/a

Pros: For a small unit, you get beast type STR and you get to attack 3 times!
You can't ask that much more from a unit.

Cons: This unit still suffers the same issue like his Undead brethren.
Even though the World Tarot is great, but you will have to get some
Star Tarot as well, due to certain attacks and formations.

Bottom Line:

To properly invest in an Undead unit, particularly those that have crappy
INT growth, buy lots of the Joker Tarot item. You're saving lots of money
using an Undead unit, so this is where some of the money has to go. Also,
you can get some help with a Witch if that's needed.

Ideal unit building scenario:

The earliest you can obtain it is at level 8 if you manage to create
a level 10 Lich. Otherwise, you can try to pick them up at the swamps of the
Balmorian Ruins at level 15.

Formation:

Front - Obviously, you want this unit in the front row.

Back - Certainly, this unit is no different than the Skeleton in the back row.

Ghost

HP - 0 +0 (Undead)
STR - 35 +2
AGI - 57 +3
INT - 50 +4
COST - 100 +20

Front - Soulflay (1) [BM]

Back - Nitemare (2) [BIT]

Movement - Low Sky

Leader? - No

CHA - 0 P - n/a F - n/a [ON]
ALI - 0 B - n/a C - n/a
LUK - 48 W - n/a L - n/a

Pros: This is an OK wizard type unit while being relatively speedy.

Cons: Even though you could use this unit instead of the Skeleton classes
as a front row tank, the offensive output suffers significantly.

Bottom Line:

This is another stopgap Undead unit. Use the Phantom if you want to get
the best offense.

Ideal unit building scenario:

If you follow the method of recruiting Skeletons, it is virtually the same.
Recruit them at Pogrom Forest or hire them from a Sorcerer.

Formation:

Front - This unit can be a tank, but suffers offensively for doing so.

Back - This is where the offense is at... like any wizard type unit.

Phantom

HP - 0 +0 (Undead)

Str - 45 +2

Agi - 62 +3

Int - 53 +4

Cost - 200 +40

Front - Curse (2) [BM]

Back - Nitemare (3) [BIT]

Movement - Low Sky

Leader? - No

CHA - 0 P - n/a F - n/a [ON]

ALI - 0 B - n/a C - n/a

LUK - 50 W - n/a L - n/a

Pros: Unlike the Skeleton class, you won't have to spend as much money to Star Tarots to avoid regular units.. at least not as many.

This is the only unit that naturally allows 3 targeted attacks, which is pretty impressive. The Low Sky ability can replace an Angel as long as there are Halloween in the front....

Cons: The unit is still not good as a front row tank.

Bottom Line:

This unit is probably the best of the Undead units. Once you invest in low cost units, you will need to spend on Joker Tarot items.

Ideal unit building scenario:

The level 10 Lich is the best source of level 8 Phantom recruits.

If you think this is worthwhile, you could Charm level 13 Phantoms from a formation at the Kalbain Peninsula. If worse comes to worse, you can recruit these at level 21 in the swamps of Antalia.

Formation:

Front - Just follow the Ghost's recommendations.

Back - This position will allow the unit to be at its best.

Gryphon

HP - 80 +7

STR - 50 +2

AGI - 58 +4

INT - 37 +1

COST - 200 +50

Front - Charge (2) [PM]

Back - Gale (1) [PSA]

Movement - High Sky
Leader? - No

CHA - 30	P - 43	F - 33 [ON]
ALI - 45	B - 55	C - 48
LUK - 53	W - 35	L - 53

Pros: This unit provides the best mobility at a dirt cheap price.
High Sky movement also provides natural evasion which makes this an above average tank.

Cons: Unfortunately, this unit suffers from poor INT growth. Over time, the poor STR growth doesn't really help this unit for dealing damage.

Bottom Line:

This bird is worth paying for and worth raising into something a bit better.

Ideal unit building scenario:

You have three good options..

- 1) Keep the level 2 Gryphons you get from Warren.
- 2) You can hire level 3 Gryphons from Canopus or level 5 Ravenmen from Lake Jannenia.
- 3) You can recruit level 4 Gryphons from the mountains of Sharom District.

Formation:

Front - If you need this unit to do tanking duties, this is where it should be.

Back - If you need this unit to do the most damage, this is optimal.

Promotion->Cockatris - level 9+, ALI 0-60

Cockatris

HP	- 74	+6
STR	- 54	+3
AGI	- 63	+4
INT	- 42	+1
COST	- 890	+80

Front - Charge (2) [PM]

Back - Petrify (2) [PSTU]

*Petrify attempts to neutralize an enemy target. When successful, damage is dealt and the target changes into a diamond. The target is completely unable do anything on its turn and will have 0 AGI. This status cannot be removed unless a Temperance Tarot is used.

Petrifying an Undead unit will kill the target instantly.

**Petrify will not work on any boss (except for one boss AFAIK due to a bug).

Movement - High Sky

Leader? - No

CHA - 40	P - 46	F - 37 [ON]
ALI - 36	B - 64	C - 53
LUK - 55	W - 26	L - 57

Pros: This unit is finally up to fighter type STR, which is important.
Petrify is a great attack, which is perfect to removing any really nasty or annoying unit.

Cons: This unit becomes less of a tank due to a slight drop in HP growth.
I've been told that the Petrify attack doesn't work in the PSX version.

Bottom Line:

This is an important upgrade, since it is likely you want this unit to have some impact late game.

Ideal unit building scenario:

I don't recommended Charming this unit early on. It suffers quite a bit from the HP difference, which is primarily affected by HP growth and you will most likely see weaker AGI and INT.

Formation:

Front - This unit should spend most of its time here...

Back - If you're not using the PSX version of the game, you should take advantage of Petrify. Otherwise, avoid it like the plague.

Wurm

HP - 92 +8
STR - 58 +4
AGI - 47 +3
INT - 31 +1
COST - 850 +170

Front - Tail (2) [PM]

Back - Tail (2) [PM]

Movement - High Sky

Leader? - No

CHA - 30 P - 45 F - 47
ALI - 42 B - 48 C - 39
LUK - 47 W - 32 L - 38 [ON]

Pros: This is the tougher unit of the two High Sky units. High STR and HP growth screams of being a solid tank.

Cons: Although using large units consume reduce the group options and subsequently money, the costs start to soar. Even though this unit can carry a Dragon, it becomes a novelty feature. The worst part is you can only attack twice for a unit you pay this much money to.

Bottom Line:

This unit is expensive, but is a solid tank and solid attacker.

Ideal unit building scenario:

You should certainly keep the level 4 Wyrms that Gilbert starts with and if you get a Charm early, you can get another pair.

However, it will take a while before Lyon or Gilbert become Beast Masters so you can recruit Wyrms at level 10.

Formation:

Front - This is where this unit should be spending most of the time.
Back - In the unlikely event that this unit needs has health issues,
it won't change the offensive output.

Promotion->Wyvern - level 13+, ALI 0-55

Wyvern

HP - 89 +9
STR - 63 +4
AGI - 51 +3
INT - 36 +1
COST - 1700 +210

Front - Tail (2) [PM]
Back - Fire (2) [FST]

Movement - High Sky
Leader? - No

CHA - 37	P - 49	F - 53
ALI - 30	B - 50	C - 35 [ON]
LUK - 49	W - 20	L - 42

Pros: This unit certainly is a better tank than its previous class. The targetable attack should be handy.

Cons: The costs are even higher for a unit that's effectively the same thing.

Bottom Line:

The small changes for this unit is nice, but you are getting more of the same.

Ideal unit building scenario:

If you manage to get a Dragoner at level 12, you can recruit level 10 Wyverns. However, there are cheaper methods of getting the same unit, such as recruiting a level 14 Wurm from the Valley of Kastro and instantly promoting it. You could also recruit directly from the deeper water areas of the City of Malano. Ultimately, you are better of raising the two Wyrms you get from Gilbert as they will be the cheapest and strongest overall option.

Formation:

Front - The bulk of this unit's time should be spent here.
Back - There are a few instances where you need the targeting, so take advantage of it if needed.

Dragon

HP - 93 +8
STR - 60 +4
AGI - 37 +1
INT - 42 +1
COST - 850 +100

Front - Bite (2) [PM]
Back - Fire (2) [FST]

Movement - Plains

Leader? - No

CHA - 40	P - 52	F - 50
ALI - 50	B - 44 [O]	C - 46 [N]
LUK - 50	W - 44	L - 47

Pros: This unit's classes will guarantee two things... versatility and tanking ability. It is hard to argue how strong this unit is physically, so you know what you are getting.

Cons: If you take the time to analyze this entire unit's class closely (as it took some time for me), you will realize that this unit has some deficiencies. It suffers from "too many promotions" where recruiting the upper class Dragons sometimes is the better option. Also, this unit suffers from attacking only twice in the front row. If a Dragoon or Dragon Master were able to be like a Princess for the Dragon classes, these units would be worth the bang for the buck. They are paid to be super tanks instead. Plus, the stat growth doesn't really help this unit too well.

Bottom Line:

It's worth investing to raise a Tiamat, but this unit does not compare well against other units that could be had at the same price. However, you are paying for a very strong tank.

Ideal unit building scenario:

Make sure to recruit level 1 Dragon from the mountains of Sharom.

Formation:

Front - This unit will spent most it its time here.

Back - If you want a targeted attack, it might not be a bad option as long as your formation is favorable for this.

Promotion->Silver Dragon - ALI 65-100, cold attacking holy dragon
->Red Dragon - ALI 35-65, fire attacking neutral dragon
->Black Dragon - ALI 0-35, powerful evil dragon

Silver Dragon

HP	- 95	+9
STR	- 64	+4
AGI	- 38	+2
INT	- 46	+2
COST	- 1400	+160

Front - Bite (2) [PM]

Back - Cold (2) [CST]

Movement - Snow

Leader? - No

CHA - 52	P - 53	F - 58 [N]
ALI - 71	B - 37 [O]	C - 60
LUK - 50	W - 66	L - 64

Pros: The stat growth is now a bit saner.

Cons: The movement rate will hurt a group until you reach maps with snow.

Bottom Line:

It is an ok unit, but it is relatively disappointing.

Ideal unit building scenario:

The best you can do is build from Sharom to cut costs. You could recruit level 9 Silver Dragons in the Snow Mountains of Diaspola.

Formation:

Front - My recommendations mirror the regular Dragon.

Back - The same opinion applies here.

Promotion->Gold Dragon - level 17+, ALI 65+

Gold Dragon

HP - 90 +10
STR - 69 +4
AGI - 41 +3
INT - 50 +3
COST - 1650 +230

Front - Bite (2) [PM]

Back - Cold (2) [CST]

Movement - Snow

Leader? - No

CHA - 62 P - 57 F - 23 [ON]
ALI - 77 B - 27 C - 69
LUK - 51 W - 71 L - 66

Pros: Finally, stat growth seems pretty good.

Cons: This unit is starting to exhibit weaknesses that are undesirable.
Ultimately, this class seems more like a cosmetic upgrade.

Bottom Line:

There are too many negatives about this tree by design.

Ideal unit building scenario:

If you need a barometer of having a well built Gold Dragon, compare them with the one Fenril comes with for free. You can try to recruit a level 14 Silver Dragon from the mountains in the Tundra and promote that, or recruit a level 19 Gold Dragon from the Ruined City of Shiguld. If you're willing to spend the money, you could try to Charm a pair of them from Slust...

Formation:

Front - This is no different than the Silver Dragon.

Back - It is always a good day to spit out cold chunks of ice.

Promotion->Platinum Dragon - level 24, ALI 65+

Platinum Dragon

HP - 83 +11
STR - 63 +5
AGI - 45 +3
INT - 46 +4
COST - 2000 +250

Front - Cold (2) [CST]
Back - Icecloud (2) [CIA]

Movement - Snow
Leader? - No

CHA - 67 P - 61 F - 11 [ON]
ALI - 82 B - 17 C - 88
LUK - 53 W - 76 L - 69

Pros: This is a unit worth using, at least in the back row.

Cons: This unit comes too late... comparable dual hit all units already have their hit alls available. Additionally, you need to have a group that intends to have 3 or 4 units max to ultimately benefit from the back row attack.

Bottom Line:

Shouldn't you expect a little more from your Dragon?

Ideal unit building scenario:

If you've trained this unit from Sharom, expect to have a decent unit while feeling disappointed that the back row attack is relatively mediocre due to the number of promotions and stat growth changes this unit goes through. Otherwise, the recruitable and expensive level 24 Platinum Dragons should be the more powerful in terms of INT than its brethren. You may want to spend a bit more money to steal off a level 22 Platinum Dragon from an enemy formation in Zetegenia...

Formation:

Front - This unit isn't too shabby in this position.
Back - If you build your group correctly, this is optimal.

Red Dragon

HP - 91 +9
STR - 62 +4
AGI - 40 +2
INT - 44 +2
COST - 1100 +150

Front - Bite (2) [PM]
Back - Fire (2) [FST]

Movement - Mountain
Leader? - No

CHA - 50 P - 54 F - 58
ALI - 50 B - 44 C - 44 [ON]
LUK - 50 W - 44 L - 60

Pros: Stat growth is fixed...

Cons: It looks like a boatload of mediocrity.

Bottom Line:

It is hard to expect much from this part of Dragon tree either... the different movement may be slightly annoying, but it's not that bad.

Ideal unit building scenario:

If you're not bringing them up from Sharom, then you can find some in the Valley of Kastro's mountains.

Formation:

Front - This unit looks no different than the Dragon.

Back - This unit makes the same back row attack as the Dragon...

Promotion->Red Dragon II - level 16+, ALI 35-65

Red Dragon II

HP - 87 +10
STR - 67 +4
AGI - 43 +3
INT - 48 +3
COST - 1350 +200

Front - Bite (2) [PM]

Back - Fire (2) [FST]

Movement - Mountain

Leader? - No

CHA - 53 P - 59 F - 67
ALI - 50 B - 48 C - 25 [ON]
LUK - 53 W - 48 L - 63

Pros: Stat growth is pretty good now...

Cons: Isn't this another cosmetic look?

Bottom Line:

This unit simply doesn't excite me, comparatively speaking.

Ideal unit building scenario:

The best unit you can obtain comes with Slust at level 16.

If you're cheap, you could get level 18 Red Dragons that are read to promote. However, it won't be as stronger as those level 17 Red Dragon IIs you can get from the rivers of the Dalmuhd Desert.

Formation:

Front - See any differences?

Back - Too bad there isn't any.

Promotion->Salamand - level 23+, AGI 35-65

Salamand

HP - 80 +11
STR - 61 +5
AGI - 47 +3
INT - 44 +4
COST - 1700 +250

Front - Fire (2) [FST]
Back - Nova (2) [FIA]

Movement - Mountain
Leader? - No

CHA - 57 P - 62 F - 86
ALI - 50 B - 51 C - 11 [ON]
LUK - 56 W - 51 L - 67

Pros: This unit doesn't suffer the same issues than the Platinum Dragon in terms of weakness/resistances. Otherwise, the benefits are obvious. Additionally, a fire hit all is actually pretty handy now.

Cons: This unit suffers the same majority of problems its Platinum Dragon counterpart has.

Ideal unit building scenario:

You will find that the Dragon you trained from Sharom should be better in the front row, but it will suffer magically. You can definitely recruit a number of these from Fort Shulamana if needed.

Formation:

Front - This unit should be fine here.
Back - Obviously, you want this unit here.

Black Dragon

HP - 97 +9
STR - 65 +4
AGI - 36 +2
INT - 43 +2
COST - 1300 +150

Front - Bite (2) [PM]
Back - Acid (2) [PST]

*Acid is a STR based targeted Physical attack. Do not confuse it with the Dollmage's Acid attack.

Movement - Plains
Leader? - No

CHA - 48 P - 55 F - 49 [ON]

ALI - 29 B - 64 C - 51
LUK - 50 W - 35 L - 69

Pros: This unit also gets the stat boost that's definitely needed.

Cons: You will find continue to find mediocrity at this level.

Bottom Line:

For a little longer, it is worth biting the bullet for this Dragon path.

Ideal unit building scenario:

Those Dragons from Sharon are still your best bet to get the ultimate Tiamat.
If you want to find a good comparison, go recruit level 12 Black Dragons
from the forests of the Balmorian Ruins.

Formation:

Front - An elemental weapon may be useful than the standard bite.

Back - A targeted attack is nice, but it is only physical elemental based.

Promotion->Tiamat - level 15+, ALI 0-35

Tiamat

HP - 86 +10
STR - 70 +4
AGI - 39 +3
INT - 47 +3
COST - 1550 +210

Front - Acid (2) [PST]

Back - Evilring (2) [BIA] (called Evildead in battle)

Movement - Plains

Leader? - No

CHA - 51 P - 59 F - 53 [ON]
ALI - 23 B - 69 C - 54
LUK - 48 W - 30 L - 76

Pros: Look at it this way. If you like Muses and Doll Masters, then you know
should know why this unit is great. The quality of the attack won't be
up to par with a Mage's Phantom or Devil's Meteor, but it can dish two
of them and that's not bad.

Cons: To take the most out of this unit, you will need to make a friendly 3
or 4 unit group.

Bottom Line:

This is the only Dragon class worth aiming for, and your army will be better
for it.

Ideal unit building scenario:

If you did raise them from Sharon, you will see that the Tiamats found
in the deserts of Fort Allamoot are simply just weaker! Of course, that's
a worst case scenario.

Formation:

Front - The front row attack is nice, but not what you paid for.

Back - There is no doubt this unit thrives here.

Promotion->Zombie Dragon - requires Undead Ring

Zombie Dragon

HP - 78 +11
STR - 64 +5
AGI - 43 +4
INT - 53 +3
COST - 1900 +250

Front - Acid (2) [PST]

Back - Rot (2) [BST]

Movement - Marsh

Leader? - No

CHA - 47 P - 73 [O] F - 79
ALI - 0 B - 83 C - 78 [N]
LUK - 63 W - 15 L - 86

Pros: On the surface, you would think that this unit sucks. For most people, this is the case. However, this unit is the best possible tank that is insanely mobile. This unit's movement is reasonably better on land for a water unit. Also, it is extraordinarily difficult to take this unit down.

Cons: Obviously, this unit doesn't even try to become better than a Tiamat. You would almost wonder why the back row attack was used before. Also, it makes absolutely no sense to use an Undead Ring for this.

Bottom Line:

If you're clever and perhaps match this unit with something like a Princess, you will have a something going for it. Sometimes a unit that looks bad isn't as terrible if you are looking for the right situation.

Ideal unit building scenario:

These units are not worth grooming from scratch unless you want to. You are better of trying to Charm a pair of these units from an enemy formation in Antanjyl for level 15 Zombie Dragons. You can also steal one from an enemy formation in the Dalmuhd Desert for a level 18 Zombie Dragon.

Formation:

Front - This position is where a great tank should be.

Back - I don't see this position being a significant advantage.

Giant

HP - 89 +7
STR - 54 +3
AGI - 40 +2
INT - 30 +2

COST - 200 +60

Front - Club (3) [PM]

Back - Club (2) [PM]

Movement - Plains

Leader? - No

CHA - 33	P - 48	F - 42
ALI - 50	B - 40	C - 37 [ON]
LUK - 44	W - 40	L - 41

Pros: If you think of this unit's classes as a poor man's Dragon, then that is what you are looking at.

Cons: It won't be as tough as the Dragon classes. The subclasses aren't really that great and the best one will take a while to obtain.

Bottom Line:

The guy carrying a big stick is giving you a nice bargain.

Ideal unit building scenario:

Use the Wizards you get from Warren to recruit these units from level 1.

These guys need the levels. If you are too cheap to hire them,

go recruit level 4 Giants from the mountains of the Sharom District.

You may also be fortunate to get one initially from Warren.

Formation:

Front - This is where you take advantage of this units abilities.

Back - You are better off healing the unit with items that keeping it here for health reasons.

Promotion->Titan - level 15+, ALI 70-100, holy physical beast

->IceGiant - level 10+, ALI 50-80, holy ice beast

->FireGiant - level 8+, ALI 0-40, evil fire beast

Titan

HP - 85 +8
STR - 62 +4
AGI - 45 +3
INT - 40 +3
COST - 920 +190

Front - Club (3) [PM]

Back - Gale (2) [PSA]

Movement - Plains

Leader? - No

CHA - 47	P - 54	F - 47
ALI - 75	B - 15 [O]	C - 39 [N]
LUK - 41	W - 80	L - 52

Pros: This unit is probably the best option for the Giant class. Dual hit alls should give you an edge, particularly against any wizard unit you face.

One could argue that this unit is better than a Dollmage at doing the same thing.

Cons: The dual hit all isn't that great since it is STR based. This means that most fighting units would be taking less damage than a Dollmage would be able to pull off. This unit also forces you to use a 3 or 4 unit formation to maximize its potential.

Bottom Line:

This unit is mirrors the best of the Dragon classes, and won't cost you an arm and a leg.

Ideal unit building scenario:

You could try to raise them from level 1 Giants if only to cut on costs. Charming a pair of Norn's level 11 Titans are your best bet if you want an extra pair, but they will be very expensive. You can also steal a pair of level 16 Titans from an enemy formation in Shangrila.

Formation:

Front - The unit is more than capable of being in the front row to be a tank.

Back - The unit's potential can be maximized here.

IceGiant

HP - 84 +8
STR - 57 +4
AGI - 38 +3
INT - 37 +2
COST - 750 +130

Front - Club (3) [PM]

Back - Icebolt (2) [CM]

Movement - Snow

Leader? - No

CHA - 38 P - 52 F - 15 [ON]
ALI - 70 B - 35 C - 80
LUK - 48 W - 60 L - 54

Pros: If you are planning to move through snow quickly, this unit is a decent option.

Cons: This unit is strictly a tank with no versatility. The INT growth could have been better...

Bottom Line:

If you're looking for a cheaper version of a Silver Dragon that can be a tank, look no further.

Ideal unit building scenario:

You could raise these from Giants and probably get a decent unit overall. If you have problems getting the needed ALI for the Giants (which would then make perfect Titans anyway), you could recruit them from the snowfields of Diaspola.

Formation:

Front - This unit's best position is here.

Back - You can replicate this attack with an equipped Ice weapon... not worth using at all.

FireGiant

HP - 75 +8
STR - 59 +4
AGI - 49 +3
INT - 36 +2
COST - 630 +110

Front - Club (3) [PM]

Back - Firebolt (2) [FM]

Movement - Mountain

Leader? - No

CHA - 36	P - 57	F - 80
ALI - 27	B - 54	C - 15 [ON]
LUK - 47	W - 32	L - 37

Pros: This is a cheaper option than a Red Dragon... essentially.

Cons: This is another tank with no versatility. The INT growth doesn't help here...

Bottom Line:

There are better options than this unit for doing the same exact role.

Ideal unit building scenario:

You could try to train a Giant to be evil and that may work out.

If you have trouble making this unit, go recruit some in the mountains or volcano area of the Kastolatian Sea.

Formation:

Front - Like the IceGiant, this is where the unit should be.

Back - Like the IceGiant, this attack is could be reproduced with equipping a fire elemental weapon.

Hellhound

HP - 87 +6
STR - 51 +3
AGI - 59 +3
INT - 32 +3
COST - 100 +30

Front - Smash (3) [PM]

Back - Fire (2) [FST]

Movement - Mountain

Leader? - No

CHA - 17	P - 46	F - 49
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ALI - 44 B - 58 C - 40
LUK - 51 W - 22 L - 37 [ON]

Pros: This unit is pretty solid and a bargain basement price.

Cons: This unit is easily a throwaway unit for different reasons.

Bottom Line:

This is a solid unit, but is easily surpassed by its promoted form.

Ideal unit building scenario:

If you want, recruit these from level 1 with a Beastman or a Wizard.

Of course, you could always keep the free ones you get from Warren.

Formation:

Front - This is a fine tank, and this is probably where it will be for most of the time.

Back - If you need to target a specific unit, you will find some benefit here.

Promotion->Cerberus - level 13+, ALI 0-60

Cerberus

HP - 83 +7
STR - 56 +4
AGI - 62 +4
INT - 48 +4
COST - 570 +100

Front - Smash (3) [PM]

Back - Charm (2) [BITU]

Fire (2) [FST]

(attack is randomly selected between Charm and Fire)

*Charm attempts to stun a unit, like the Witch's Stun attack, The difference is that it is only directed at a single target and it is randomly selected.

This attack does work on bosses like Stun does.

Do not confuse this attack with the Vampyre's Charm attack.

Movement - Mountain

Leader? - No

CHA - 23 P - 51 F - 52
ALI - 30 B - 65 C - 40
LUK - 53 W - 15 L - 36 [ON]

Pros: This unit is fast, hits hard, and is a tank. Even with the Mountains movement, this unit is that much better and more useful overall.
The back row attack should be pretty effective in trying to neutralize one strong target or a wizard type unit. It should provide some use in the right situation.

Cons: Well, there's no hit all involved, but you're not paying much in the first place. Charm is unreliable since it is not always used.

Bottom Line:

This is a solid unit overall and it doesn't cost much.

Ideal unit building scenario:

You could try to raise them from Hellhounds, but you would end up getting a reasonably good fighter and tank. However, the best solution is to recruit them from level 10 Mages. The overhead is not that significant since this unit is designed to be dirt cheap. If you're willing to spend a bit of money, you can try to Charm a level 12 Cerberus from an enemy formation in the Valley of Kastro. You could also recruit them from the mountains of Organa.

Formation:

Front - Most of the unit's time should be spent here.

Back - If you need any unit to be neutralized particularly wizard type units, this position should have some consideration.

Octopus

HP - 78 +9
STR - 51 +3
AGI - 38 +2
INT - 47 +1
COST - 300 +50

Front - Tentacle (4) [PM]

Back - Tentacle (2) [PM]

Movement - Water

Leader? - No

CHA - 20	P - 64	F - 54
ALI - 50	B - 50	C - 53
LUK - 50	W - 50	L - 20 [ON]

Pros: This is a cheap reliable tank that is specifically geared for traveling over water. This is the only unit that has 4 attacks to compensate for its obvious movement weakness.

Cons: Water movement is a two sided problem. Movement on land is painful in addition to being less effective in battle. INT growth is a sore sight. The elemental weakness will start to become an issue later on. The back row option is very undesirable.

Bottom Line:

If you build a water unit, you will need this.

Ideal unit building scenario:

Keep the pair you get from Warren... unless you want to recruit a level 1 Octopus from a level 3 Mermaid. If you need more free recruits, go recruit them from the deep seas of the Sharom District.

Formation:

Front - This unit needs all the help it can get.

Back - It isn't worth putting this unit here for health reasons.

Promotion->Kraken - level 12+, ALI 55+

Kraken

HP - 86 +10
STR - 57 +4
AGI - 47 +2
INT - 50 +1
COST - 700 +110

Front - Crush (4) [PM]
Back - Tentacle (2) [PM] when not on water
Maelstom (2) [PSA] when on water

Movement - Water
Leader? - No

CHA - 20 P - 67 F - 59
ALI - 57 B - 43 C - 58
LUK - 50 W - 57 L - 17 [ON]

Pros: This unit is a drastic upgrade over the previous class.

Cons: The previous issues haven't changed, but that's to be expected.

Bottom Line:

If you need a decent water unit tank on the cheap, this unit is for you.

Ideal unit building scenario:

Raising this unit from an Octopus is generally the best way to go.

If you are fortunate to get a Charm, use it on a level 10 Kraken that is in an enemy formation of the Kastolatian Sea.

Formation:

Front - This is still the best option for any tank.

Back - Under the right set of circumstances, the dual hit all will be pretty effective.

Golem

HP - 45 +2
STR - 56 +4
AGI - 31 +1
INT - 30 +2
COST - 100 +20

Front - Punch (3) [PM]
Back - Punch (2) [PM]

Movement - Plains
Leader? - No

CHA - 20 P - 69 F - 38 [ON]
ALI - 50 B - 55 C - 63
LUK - 39 W - 43 L - 61

Pros: This is the only unit that has 3 attacks and optimal beast STR early in the game. Low HP provides a mechanism for members of the Cleric class to direct their Healing primarily...

Cons: Everything else for this unit really sucks. Mediocre INT growth combined with the worst possible AGI for a fighter and wizard type HP growth... this unit is a freaking abomination.

Bottom Line:

It is hard to argue against dirt cheap, unless it is simply dirt. A unit of this power needs outside help. If you've ever gotten the initial Witch grouping, that formation represents the kind of help you would need. Contrary to popular belief, this version of the Golem is the best compared to its counterparts only because it preaches the fundamentals of raising a unit. You will want to invest in Cure items and Jokers for World Tarots in order to keep this unit going... Also, this unit is ideal for defending a town on the cheap. Every bit of HP gained from sitting in a town has a more significant impact to this unit due to its naturally high resistances.

Ideal unit building scenario:

If you are fortunate to get a Dollmage from the groups Warren gives you, then you should be able to hire level 1 Golems. Otherwise, you can keep the ones you get from Warren or recruit them from Sharom's forests.

Formation:

Front - This is optimal for generating the most offense.

Back - Even though there is every reason to hide this unit, it won't help you win battles this way.

RockGolem

HP - 53 +2
STR - 60 +4
AGI - 32 +1
INT - 30 +2
COST - 600 +70

Front - Punch (3) [PM]

Back - Punch (2) [PM]

Movement - Mountain

Leader? - No

CHA - 30 P - 73 F - 74
ALI - 55 B - 53 [O] C - 67
LUK - 40 W - 47 L - 63 [N]

Pros: This is the cheapest unit that enforces Mountain movement. Also, the resistances are much nicer and balanced.

Cons: There are still ugly remaining issues with this unit. The starting HP is a nice bump, but everything else is the same, which hurts overall stats.

Bottom Line:

This version of the Golem is nothing worth writing home about. That's for sure.

Ideal unit building scenario:

The level 8 RockGolem that Ashe comes with is probably the best one around. You could also Charm a pair of level 8 RockGolems from an enemy formation in the Slums of Zenobia. If worse comes to worse, try recruiting level 10 RockGolems from the rocky areas of the Balmorian Ruins.

Formation:

Front - Just like the original, this position is optimal.

Back - Again, there's no reason to keep the unit back here.

IronGolem

HP - 67 +2
STR - 63 +4
AGI - 33 +2
INT - 30 +2
COST - 1700 +180

Front - Ironfist (3) [PM]

Back - Ironfist (2) [PM]

Movement - Plains

Leader? - No

CHA - 48 P - 82 F - 41 [ON]
ALI - 73 B - 63 C - 81
LUK - 45 W - 90 L - 72

Pros: AGI growth for fighting has been corrected.

Cons: This unit becomes insanely worse than before. Even though the resistances have increased, the base issue is the same. The stat growth sucks and you're paying a lot more than you need to.

Bottom Line:

This unit is not worth your time, period.

Ideal unit building scenario:

You have a small number of options here. They are exclusively recruitable in mountains of Organa at level 15. If you are willing to use a Charm, Fenril's IronGolem can be had at level 13. Yushis comes with this unit initially.

Formation:

Front - Obviously, this is the best position for any Golem.

Back - This unit's class is a joke in the back row.

Special Characters

Before I start mention who and what they are, I suggest you read up on them from other Ogre Battle FAQs and Walkthroughs and make sure you follow these basic guidelines... I'm not going to tell you how to get them as I have never had issues getting them myself:

Make sure you have space in your army - Army Size should be at 95 or less (you need to fit at least 5 units in a group max, such as Tristan). You will also need at least 1 group free as you can only have 25 groups max.

Make sure you have the requirements - The Herostar, good current reputation, and the Opinion Leader/Lord's CHA and ALI must be above 70 to ensure the success of recruiting most special characters. Deneb and Galf are the exception to the rule and they have their own specific requirements.

Lans

HP - 98	LV - 4
STR - 67	CHA - 60
AGI - 66	ALI - 65
INT - 57	LUK - 53

Class: Knight (Fighter)

Notes: This character will end up being the worst of any hero character, so it doesn't really matter what he ends up being. He probably won't be a good Wizard though...but a Dollmage would be interesting.

The level 4 fighters probably aren't worth keeping, and the Wizards in the back will probably not be the very best in the end...

Ashe

HP - 132	LV - 9
STR - 96	CHA - 55
AGI - 89	ALI - 65
INT - 76	LUK - 50

Class: Knight (Fighter)

Notes: He will be the better of the two special Knights you have... it might be worth consideration to convert him to a Dollmage... or just keep him on his current track.

Most of his starting units should be killed due to their price and inferiority.

Gilbert

HP - 120	LV - 6
STR - 79	CHA - 53
AGI - 70	ALI - 54
INT - 56	LUK - 46

Class: Beastman (Fighter)

Notes: This will not be the best possible Dragon Master.. and since you have him starting at a negative ALI, you can turn him into a Ninja, which will take advantage of his starting HP and STR.

The starting Wyrms should be pretty good, but expensive...

Lyon

HP - 141 LV - 9
STR - 98 CHA - 53
AGI - 86 ALI - 43
INT - 69 LUK - 41

Class: Beastman (Fighter)

Notes: He's clearly the better of the two special Beastman... he should be a great candidate to be a Ninja Master.

The Dragons he starts with are conveniently promotable, but will suck since you didn't bother grooming them.

Warren

HP - 102 LV - 4
STR - 49 CHA - 51
AGI - 65 ALI - 42
INT - 75 LUK - 54

Class: Wizard (Fighter)

Notes: I'm sure you'll find a way to make him a Lich, but make sure you DO NOT OVERUSE this guy early on. That's fundamentally why his ALI drops quickly.

The starting level 4 Hellhounds could be killed off.

Saradin

HP - 157 LV - 15
STR - 98 CHA - 50
AGI - 124 ALI - 50
INT - 158 LUK - 48

Class: Mage (Fighter)

Notes: Obviously, he's going to be the perfect Lich, minus the luck.

I don't understand the fascination for Rock Golems... so kill them off if needed.

Deneb

HP - 125 LV - 10
STR - 74 CHA - 59
AGI - 94 ALI - 47
INT - 121 LUK - 68

Class: Witch (Amazon)

Notes: She's a bit harder to obtain, but the most important aspect about Deneb is her insanely high luck. She should get some greater consideration to be a Princess due to her low starting costs. However, she doesn't seem to

be that much stronger than Aisha...

Her starting Pumpkins are useless... consider recruiting your own.

Aisha

HP - 137	LV - 10
STR - 87	CHA - 59
AGI - 110	ALI - 72
INT - 120	LUK - 61

Class: Shaman (Amazon)

Notes: She's the first candidate to be a Princess, but if you aren't that fortunate, you may want to keep her in her current class or make her an offensive fighter and turn her into a Valkyrie, and eventually a Muse.

Her starting units are readily dumpable though...

Norn

HP - 149	LV - 12
STR - 97	CHA - 63
AGI - 123	ALI - 53
INT - 134	LUK - 53

Class: Shaman (Amazon)

Notes: She's the stronger of the two Shaman, and she can compete with Rauny for the most part (STR being the oddball).. although her luck is mediocre. If you plan on keeping her in this class (before converting her to a Princess), you need to fix her ALI since Healing does rely on this stat.

Her starting Titans are arguably the best to recruit (well, when she's the boss) and raise...

Rauny

HP - 159	LV - 14
STR - 110	CHA - 58
AGI - 129	ALI - 60
INT - 132	LUK - 59

Class: Muse (Amazon)

Notes: She's pretty much fine where she's at and should be the last special character to be promoted to a Princess... as there really isn't much change required by default.

Although, her starting units need to go away.

Canopus

HP - 105 LV - 5
STR - 72 CHA - 71
AGI - 87 ALI - 62
INT - 81 LUK - 68

Class: Eagleman (Hawk Man)

Notes: It's easy to think this unit is good, but the fact is, Eaglemen suck. Only his high luck may be useful in item harvesting in finishing groups or being a good liberator unit. Sadly, a level 5 Ravenman can compete with him for the most part.

You could try to killing off the starting level 4 Hawk Men for the level 3 versions.

Yushis

HP - 173 LV - 18
STR - 129 CHA - 65
AGI - 130 ALI - 75
INT - 173 LUK - 56

Class: Cherubim (Angel)

Notes: She's simply ahead of the class. You can be assured that any Undead you face is a guaranteed kill at this point...

The units she starts with are awful... they are not worth the time to invest in.

Galf

HP - 206 LV - 18
STR - 164 CHA - 72
AGI - 153 ALI - 0
INT - 177 LUK - 53

Class: Devil (Imp)

Notes: He's the strongest of all the units statwise, except with the HP. Then again, what is there to complain about with this unit.. other than giving up something important.

You might be able do better than what this unit starts with...

Tristan

HP - 200 LV - 16
STR - 145 CHA - 63
AGI - 151 ALI - 65
INT - 128 LUK - 61

Class: General

Notes: He's your best resource for Mages, but otherwise he's above average speedwise and Generals don't have the same tanking ability (in terms of resistance) than a Dragoon. Then again, he's got the HP to tank with.

None of his starting units are worth keeping. Just kill them off.

Debonair

HP - 216	LV - 18
STR - 158	CHA - 62
AGI - 164	ALI - 82
INT - 139	LUK - 56

Class: General

Notes: He's stronger of the two Generals, with a more interesting recruiting list. You can make some use his recruiting abilities, such as getting some Doll Masters and Evil Ones.. well, Evil Ones for converting purposes. He's the fastest of all the fighting units...

Lucky for you, he doesn't have other units to worry about.

Fenril

HP - 176	LV - 17
STR - 137	CHA - 62
AGI - 139	ALI - 75
INT - 140	LUK - 64

Class: Dragoon

Notes: Her stats are not too shabby, but she's better if you are looking to give free benefits for units under her lead.

The starting Gold Dragon is certainly ahead of its time...

Slust

HP - 198	LV - 17
STR - 149	CHA - 62
AGI - 131	ALI - 78
INT - 128	LUK - 60

Class: Dragoon

Notes: He starts with great stats, but he is probably not as good as Fenril in some areas, particularly INT. However, any member of the Dragoon class are insane expensive tanks.

The starting Red Dragon II is probably worth keeping around...

Fogel

HP - 230 LV - 21
STR - 177 CHA - 58
AGI - 155 ALI - 50
INT - 148 LUK - 63

Class: Dragoon

Notes: He is the strongest Dragoon of the group, but still won't compare to Fenril's high INT. He's still the best Dragoon of the bunch, and it might be worth trying to kill his ALI for the final battle... especially with his high luck.

The level 20 Tiamat he starts with could be replaced by a similar one that you can recruit.

Special Unit Classes

These are units that are obtained by special means and have no possible changes or promotions. Pretty much, they are their own class.

Opinion Leaders

As you know, you can effectively choose your Lord by giving the answers that favors a particular Lord. While I'm not going to give you a list of those questions and answers (it's been covered in other guides pretty well), each tarot that were selected have particular values that change the base starting stat of the Lord you get. I will probably post that information in another update. Also, there is one special group leader that associates with the opinion leader. They can be found in group #5. This information is connected to who shows up in group #8, where the second best point total decides that formation (lostminstrel gets credit for reposting the info, I have no idea who was the original source)
Here's a quick breakdown...

Group #5 Possibilities

Icecloud - Samurai (leader), 2 Beastmen (back row), 2 Fighters
Iainuki - Valkyrie (leader), 1 Cleric (back row), 2 Fighters
Thunder - Dollmage (leader), 2 Wizards, Golem (front row)
Phantom - Witch (leader), 2 Clerics (back row), Golem (front row)

Anyways, onto more important information... the Lords themselves!

Icecloud Lord

HP - 78 +6
STR - 43 +3
AGI - 56 +2

INT - 54 +3
COST - 0 +0

Front - Banish (2) [WIT]
Back - Icecloud (1) [CIA]

Movement - Plains
Leader? - Ok

CHA - 50 P - 35 F - 32
ALI - 65 B - 25 [O] C - 30 [N]
LUK - 50 W - 55 L - 47

Pros: The unit is effectively an Angel-Platinum Dragon hybrid... while still being able to keep tough.

Cons: Both magic attacks are only powered by above average INT, but not wizard type INT.. which makes it mediocre.

Bottom Line:

Expect a lot of holy leaders to accompany this unit. This unit works best with the Cleric and Angel classes...

Formation:

Front - A targeted holy attack? Sounds awesome.
Back - A back row ice attack should be alright...

Iainuki Lord

HP - 77 +7
STR - 49 +4
AGI - 50 +2
INT - 43 +2
COST - 0 +0

Front - Slice (3) [PM]
Back - Iainuki (1) [PSTU]

Movement - Plains
Leader? - Ok

CHA - 50 P - 47 F - 40
ALI - 50 B - 40 C - 44
LUK - 50 W - 40 L - 35 [ON]

Pros: This unit is effectively a uber tanking and stronger Samurai Master.

Cons: The unit is no faster or smarter than a Samurai.

Bottom Line:

You will find a lot more holy warrior types accompanying this unit. This unit works best with most warrior/fighter type units.

Formation:

Front - If you need three good hacks, go for it as it should do the most damage.

Back - What more can you expect from Iainuki?

Thunder Lord

HP - 76 +8
STR - 50 +3
AGI - 55 +3
INT - 52 +2
COST - 0 +0

Front - Slice (2) [PM]
Back - Thunder (1) [LIA]

Movement - Plains
Leader? - Ok

CHA - 50	P - 45	F - 28 [ON]
ALI - 45	B - 40	C - 56
LUK - 50	W - 40	L - 52

Pros: This unit looks more like a fast striking unit than strictly a fighter.

Cons: The magic attack is subpar, due to INT growth.

Bottom Line:

You will find more Beastmen and Beasts in the groups you start with.
You will find that this unit matches up with Beastmen and Beasts.

Formation:

Front - This is a more physical tank, so you might get the best damage here.
Back - This elemental is very effective, but the damage can be limited.

Phantom Lord

HP - 95 +6
STR - 39 +2
AGI - 57 +2
INT - 58 +4
COST - 0 +0

Front - Poison (2) [BIT]
Back - Phantom (1) [BIA]

Movement - Plains
Leader? - Ok

CHA - 50	P - 28 [O]	F - 40
ALI - 45	B - 45	C - 46
LUK - 50	W - 35	L - 39 [N]

Pros: If wizard units were built more like this, it would be great.

Cons: This unit is not meant to be a tank...

Bottom Line:

Your group will have a lot more spellcasters to begin with.
This unit matches up with most other wizards of its kind.

Formation:

Front - The attack looks cool, but being a tank won't.
Back - Just like any wizard type unit, they stay here.

Dragoon

HP - n/a +6
STR - n/a +3
AGI - n/a +2
INT - n/a +2
COST - 2000 +250

Front - Charge (3) [PM]
Back - Iainuki (1) [PSTU]

Movement - Plains
Leader? - Ok

CHA - n/a P - 70 F - 56 [N]
ALI - n/a B - 50 [O] C - 58
LUK - n/a W - 50 L - 62

Pros: This unit is the ideal tank vs anything and everything.

Cons: The unit is not as fast as the Generals.

Bottom Line:

This is the ultimate soldier. It goes perfectly with Dragons (and Sylph).

Formation:

Front - This is the perfect position for this unit.
Back - It's hard to justify Iainuki under this offensive machine.

General

HP - n/a +6
STR - n/a +3
AGI - n/a +3
INT - n/a +2
COST - 2000 +250

Front - Slice (3) [PM]
Back - Iainuki (1) [PSTU] - Tristan
 Blade (1) [PSTU] - Debonair

*Blade is a special attack similar to Iainuki. It deals 30% more raw attack damage, but does not consume HP. Other Generals deal a similar attack.

Movement - Plains
Leader? - Ok

Tristan's Resistances:

P - 58 F - 41
B - 25 [O] C - 37 [N]
W - 55 L - 43

Debonair's Resistances:

P - 55 F - 39 [N]
B - 31 [O] C - 45
W - 73 L - 41

Pros: This unit is the pretty fast, which allows swift attacks.
Also, this unit has a lot of intriguing units which can supplement your
armies. Most units lead under this unit will benefit from the insane
initial stats.

Cons: The resistances are not where you would want them to be...

Bottom Line:

This is the ultimate leader of armies.

Formation:

Front - This is a very good position for this unit.
Back - The back row attack doesn't quite measure up comparatively speaking.

Final Boss Stats

If you wanted to know what the stats were for the final bosses, here's a
quick supplement.

Endora

HP - 287 LV - 28
STR - 146 CHA - 69
AGI - 184 ALI - 45
INT - 247 LUK - 63

P - 35 [O] F - 40
B - 58 C - 38 [N]
W - 40 L - 41

Gares (last time)

HP - 242 LV - 26
STR - 208 CHA - 67
AGI - 181 ALI - 26
INT - 174 LUK - 57

P - 58 F - 50
B - 75 C - 44
W - 16 L - 43 [ON]

Rashidi

HP - 328	LV - 29
STR - 168	CHA - 70
AGI - 203	ALI - 37
INT - 255	LUK - 65
P - 30 [O]	F - 44
B - 70	C - 47
W - 27	L - 39 [N]

Diablo (left head)

HP - 412	LV - 30
STR - 253	CHA - 80
AGI - 169	ALI - 0
INT - 176	LUK - 56
P - 61	F - 85
B - 52	C - 15 [ON]
W - 52	L - 56

Diablo (right head)

HP - 415	LV - 30
STR - 250	CHA - 80
AGI - 167	ALI - 0
INT - 178	LUK - 53
P - 60	F - 5 [ON]
B - 18	C - 85
W - 77	L - 58

Diablo (leader)

HP - 410	LV - 30
STR - 255	CHA - 80
AGI - 195	ALI - 0
INT - 145	LUK - 63
P - 52 [O]	F - 58
B - 84	C - 57 [N]
W - 23	L - 75

How Do I Manipulate ALI?

This question is also known as "How I do fix my Wizard's ALI?"

Ok, let me break this down to its simplest components.

1) When an attacker kills its target, the attacker's ALI changes. So if you wish to avoid a unit's ALI from changing, DON'T ALLOW IT TO KILL A TARGET! It's that simple!

2) Killing units that are at a higher level than your attacker tends to increase ALI. This is a huge reason why gaining levels for Clerics in Pogrom is relatively easy. The Undead tend to have a higher level than your Clerics at the time.

3) Killing units that are at a lower level than your attacker tends to decrease ALI. Ever wondered why Wizards lose so much ALI quickly? YOU OVERUSE THEM and THEY GAIN LEVELS. Amazing!

4) Killing units that naturally have low ALI tends to increase ALI for the attacker. When you kill Undead, more often than not you gain ALI since they have 0 ALI to begin with.

5) Killing units that naturally have high ALI tends to decrease ALI for the attacker. If you kill members of the Angel class or Cleric class, you will generally lose ALI.

So, getting the obvious out of the way, you ask, how do I manage my unit's ALI?

It's very simple...

If you're aiming for a particular unit to have high ALI, all you have to do is simply let them be approximately 3 to 4 levels under all the enemy units in the stage. Make sure this unit is a "finisher" team, where they simply aim for the last hit kill.

If you're aiming for a particular unit to have low ALI, this gets to be tricky. This question is also known as "How do I make Tiamats and Ninja Masters?"

First off, you will need level 1 or 2 Fighters accompanying your Lord. In Sharom, Dragons roam the Sharom District mountains as neutral encounters. Go roam the mountains and MAKE SURE to have one of the Fighters make a killing blow. By doing this, their ALI decreases. Even though these Fighters and Dragon have 50 ALI by default, killing units of the same ALI and the same level default to losing 1 point of ALI. Now, you keep repeating this for each Fighter until they have 35 ALI or less. If you need to, you may want to kill level 3 Hawk Men in the ocean areas of this map with level 3 Fighters. This way, you will have the CHA and ALI to convert these units into Ninjas. The same can be applied to level 1 Dragons you are trying to make into Tiamats.

Note that now you can use these evil units in regular battles, at least against any group that have units that are two levels above your guys, and not gain any ALI. This requires A LOT of patience to pull off.

So how about them Wizards you want turned into Mages? Well, that's kinda easy...

If your Wizard is at level 7 or 8, and the unit is edging close to losing the required ALI, STOP USING IT!!! What you may want to do is manipulate your Tactics so that the Wizards never make the final kill on a target (which generally means you use the Strong tactic) and allow the Wizards to gain levels. You could also wait until the enemy units have a much higher level...

If your Wizard is at level 7 to 8 and you've managed to screw up their ALI, you have some time left. You can try killing Undead in the Pogrom Forest. You will have to put them in the front row AND equip them with a White weapon such as the Rune Axe. Make sure the Wizards are the ones making the kill. This will require lots of patience while roaming the forests for a neutral encounter.

If your Wizard is at level 9 to 13 and you've managed to screw up their ALI, you will need to wait until the Balmorian Ruins to be able to kill Undead in the swamp areas. Again, you will need to follow the same steps for killing Undead. Again, lots of patience is required.

Note: These tips are not just for Wizards, but most units that fall into this situation.

For those of you who are trying to raise a Salamand or a Dragon Master, this is a very difficult process. You would basically have to balance between killing evil units and holy units... and also make sure your unit isn't overleveling. It's easier with the Dragon because you don't have to manage CHA, but that's ultimately why you need to take extra consideration.

If you're wondering how to make sure a unit doesn't get too much ALI, you might know this question as "How do I keep a Dollmage's ALI from growing too high?" The best way to do this is to make sure the Dollmage is killing both holy and evil units, in order to slow down the ALI growth. ALI does change dramatically when it hits the extremes, so you may want to keep killing to a minimum in general.

If you're wondering how to fix the ALI of a unit that has gained too much ALI, you might know this question as "How do I make the Dollmage become a Doll Master?"

What you need to do here is make it go on a killing spree. Killing lower leveled units will help bring its ALI down. Just make sure to keep track of its CHA so you can promote him.

The simple theme here for manipulating ALI optimally is this. DON'T OVERUSE A UNIT and DON'T LET IT KILL TOO OFTEN. Otherwise, that unit will head towards evil (low ALI) very quickly.

All About Formation

It's easy to overlook formation when it comes to picking and choosing your teams. However, sometimes there are situations where you want to move units around, if only to conserve their HP against physical attacks. In some cases, it's specifically to take advantage of a strangely placed hit all like on many good Dragons. Also, there are other obvious, but notable factors to consider.

3 Unit Formation

This formation has too much flexibility, but it is generally built along with two large beasts and a leader. When built properly for the late part of the game, you should be able to dish out nice hit alls with a pair Tiamats and

maybe a Mage. Here's a brief idea of the differences under this formation.

Pros:

Perfect for large beasts

Cheapest groups possible

Damage intake is the least possible vs other units with hit alls, which helps towards winning the battles on a consistent basis

Cons:

Damage targeting the leader may force you to use a beast to cover them, which tends to reduce the overall damage output (especially with Titans and upper tier Dragons)

Damage dealt will never be optimal with only 3 units

Requires large beasts in the group

4 Unit Formation

This formation has a decent amount of flexibility and it is fundamentally built in such a way that you can nicely balance optimal damage efficiency for every unit and provide decent physical damage tanking depending on how the unit is constructed. A group that has a Gryphon and 3 Wizards has always been a preferred destructive unit of choice... just like 3 Paladins and a Titan isn't a bad deal either. Here's a quick look in the matter...

Pros:

Should be able to find flexibility in every group formed with one beast

Certain units perform better in the back row (such as a Dragon)

Cons:

This won't be the best damaging group possible

5 Unit Formation

This formation ultimately requires great targeting units in the back row. There is relatively little flexibility, but it depends a lot on how your groups are constructed. If you need the flexibility, you can construct a group like 3 Devils and 2 Seraphim, where if a front row Devil takes too much damage, you rotate that guy in the back row. If you have dedicated back row units such as a Doll Master or Mage and you maximize on 3 of those, you remove any potential flexibility. Here's a small look into the issues...

Pros:

Strongest groups possible

Cons:

Limited flexibility

Most expensive groups

Best movement available is only Low Sky (there's one circumstance where this is not possible)

Takes the most damage vs hit alls

Eliminates all large beasts as options

Building Your Units

There are two trains of thought when building a unit. Two different monks have opposing views on this... and I wish I had the exact quotes to use for this. However, it's pretty simple... broken down into 3 possible scenarios.

Train The Unit Slowly

When a unit is created from level 1, this unit's potential increases a lot and tends to be very good at the end of the game. This unit will always be ahead of brethren of the same type, and the costs associated by doing this much nicer on your wallet. Even if you are not able to recruit a unit at level 1, you can still maximize a unit's potential the earlier you get them. On average, a unit gains 1 more point to each stat which makes a normal unit become above average. The Golem is the most one sided unit that favors this behavior. The IronGolem is actually not that great a unit, because the bare change in stat growth and added levels actually HINDERS this unit's greatest potential, and it hurts you moneywise.

If you trying to raise a Muse from level 1....

Note: This won't factor in randomization bonus when you recruit a unit. Value in parenthesis is level bonus. Remember that on average that the stat growth is increased by 1.

level 1 Amazon -> level 5 Valkyrie -> level 15 Muse

HP: $83 + 4*(5) + 10*(5) = 153$
STR: $42 + 4*(3) + 10*(3) = 84$
AGI: $50 + 4*(4) + 10*(4) = 106$
INT: $52 + 4*(3) + 10*(4) = 104$
COST: $100 + 4*(30) + 10*(80) = 1020$

Compare this to a level 15 Muse that an enemy deploys...

HP: $76 + 14*(4) = 132$
STR: $48 + 14*(3) = 90$
AGI: $55 + 14*(3) = 97$
INT: $56 + 14*(3) = 98$
COST: $1350 + 4*(210) = 2190$

The only advantage an enemy Muse has is STR, but since her greatest attribute is being fast and destructive, the differences are somewhat dramatic, and it becomes more noticeable once you start applying Tarot bonuses... and you're paying a lot less. This is what stat gaining can do for you.

Replacing And Supplementing Units With Money

Sometimes a unit dies too often and it is worth replacing... at least according to one monk. This is true to some degree. It is also convenient when a unit is readily promotable to the next class. That tends to be cheaper, but it would never compare to a unit that was naturally created by the enemy. Recruiting units is a nice free alternative, without having to put that much effort into the matter. Dragons are the extreme case. Since they have different stat growth as you progress through their class tree, you will find that replacing them will cost a tad more money. Even the Charm item is a great tool if you have that kind of money to spend.

Let's say you want to raise a Platinum Dragon...

level 1 Dragon -> level 7 Silver Dragon -> level 17 Gold Dragon ->
level 24 Platinum Dragon

HP: $93 + 6*(9) + 10*(10) + 7*(11) = 324$
STR: $60 + 6*(5) + 10*(5) + 7*(5) = 175$
AGI: $37 + 6*(2) + 10*(3) + 7*(4) = 107$
INT: $42 + 6*(2) + 10*(3) + 7*(4) = 112$
COST: $850 + 6*(100) + 10*(160) + 7*(230) = 4660$

If you were to recruit a level 24 Platinum Dragon...

HP: $83 + 23*(11) = 336$
STR: $63 + 23*(5) = 178$
AGI: $45 + 23*(3) = 114$
INT: $46 + 23*(4) = 138$
COST: $2000 + 23*(250) = 7750$

The recruited unit doesn't look too bad, comparatively speaking. Even though it will cost you 2000 more, the unit is a much more natural back row attacker than the one that you've recruited and it is difficult to make up 26 points of INT unless you deploy a Dragon unit to collect every INT Tarot bonus... which can get really expensive to keep deploying if you are doing that just for this reason.

Is There A Middle Ground?

Sometimes, it is worth combining the two, depending on the situation. Finding level 5 Ravenmen from Lake Jannenia is a GREAT option. Instead of wasting any effort on making them yourself (level 12 is the normal requirement), this is a nice balanced option. Not only will it be better than units you make yourself, it will be worth the money and effort spent on it. The same thing goes for using a Charm on Dragoners in the Kalbain Peninsula or Zombie Dragons in Antanjyl. These are units that normally require a special item and tons of effort to create. You can Charm a pair of Titans off of Norn. They may be expensive, but they are the best you can get comparatively speaking. Charming the Sylph from Antanjyl isn't a bad idea, nor is recruiting Cerberus via a Mage. If you are clever enough take advantage of this, you will create an even better army with this knowledge in mind.

Let's look at the level 5 Ravenman..

HP: $95 + 4*(6) = 119$
STR: $52 + 4*(2) = 60$
AGI: $62 + 4*(4) = 78$
INT: $55 + 4*(2) = 63$
COST: $800 + 4*(120) = 1280$

The stats don't look that appealing, until you compare against Canopus...

HP: 105
STR: 72
AGI: 87
INT: 81
COST: $700 + 4*(140) = 1260$

Canopus has the edge for the most part, except when it comes to growing costs and HP. A level 5 Ravenman probably won't be better in Canopus in terms of INT, but at this early stage of the game, he certainly gain the STR and AGI Tarot bonuses that will eventually keep the Ravenman pretty close with INT being the only major exception.. of course Canopus can gain these bonuses as well, but when you consider that it is already superior to the Hawk Men, it's not too bad.

recruited level 3 Hawk Man-> level 5 Hawk Man

HP: $87 + 2*(5) + 2*(6) = 109$
STR: $45 + 2*(2) + 2*(3) = 55$
AGI: $55 + 2*(3) = 2*(4) = 69$
INT: $52 + 2*(1) = 2*(2) = 58$
COST: $400 + 4*(90) = 760$

Note that even though it has been suggested that raising units from its lowest form is cheaper, the stats are already inferior to the initially recruited level 5 Ravenman (although the Hawk Man's HP will be better than Canopus, and Lans notably suffers from the same issue with other Fighters) and the extra money spent is well worth it.

Remember, you can do some decent projections with every unit given the formulas and calculations I have provided. Once you grasp that the majority of the fundamentals, you can create even more dominant armies that aren't all about Liches.

Ogre Battle Algos

I did not create them myself, but I believe the majority of the information as report is true based on experience. Please do not ask me how it works, but if you follow the basics on how this game operates, the algo should be obvious. Some information are my comments on the matter via observation.

Stats - STR, AGI, and INT can exceed 255 due to equipment and Tarots.

There are two basic types of attacks, STR based and INT based. Make sure to apply the correct type in the formulas below. Hit rate is dependent on AGI for STR based attacks and INT for INT based attacks.

Movement Factor:

Based on the unit's (not group's) movement and the current battle background, this value is the current unit's movement on this particular background. For instance, a Plains unit has a Movement rate of 1 in the water, and this also happens to be the Movement Factor in battle.

Units such as the Gryphon tend to have this as an advantage.

Movement Factor = Movement Rate value based on current background terrain

Time Factor:

Based on the unit's ALI and time of day, a unit's damage output and intake is altered. There is specific set of values that are generated by the game (0, 25, 50, 75, 100). 0 is generated at midnight (12AM) whereas 100 is generated at high noon (12PM) and 50 is generated at dusk (6PM) and dawn (6AM). Then, you subtract this value from the unit's current ALI to determine the value...

Time Factor = ALI (of attacker or target) - Value Based On Time Of Day

There's effectively a penalty when the time of day does not match the unit's ALI.

Kiss Bonus:

This value is only applied when a Faerie or Pixie "Kisses" a target. The value does not stack with multiple kisses.

Kiss Bonus = 8, otherwise Kiss Bonus = 0

Tactics Factor:

When you choose the battle tactics, it affects the damage output and intake. Here's a quick list of the changes...

Tactics Factor Values:

Best - 0 (no change)

Strong - -4 for attackers, +4 for targets

Leader - 0 (no change)

Weak - +4 for attackers, -4 for targets

Raw Attack Damage =

$(STR \text{ or } INT \text{ of Attacker})/2 + \text{Movement Factor} * 2 - \text{Time Factor}/5 + \text{Tactics Factor} + \text{Kiss Bonus} + \text{random}(1, 8)$

Raw Attack Damage Modifiers:

For most regular attacks,

Raw Attack Damage = Raw Attack Damage * 1

General Attacks include the following:

Debonair's Sonic Blade, Figaro's Lunge, Luvalon's Blast

For special General Attacks,

Raw Attack Damage = Raw Attack Damage * 130/100

For Iainuki,

Raw Attack Damage = Raw Attack Damage * 150/100

For the Gemini Attack,

Raw Attack Damage = Raw Attack Damage * 2

Absorbable Damage =

$((STR \text{ or } INT \text{ of Target})/2 + \text{Movement Factor} * 2 - \text{Time Factor}/5 + \text{Kiss Bonus} + \text{random}(3, 10)) * \text{Target's Resistance}/100$

Absorbable Damage Modifiers:

When no tarots are in use,

$$\text{Absorbable Damage} = \text{Absorbable Damage} + \text{Tactics Factor}$$

If the Strength Tarot is used,

$$\text{Absorbable Damage} = \text{Absorbable Damage} * 130/100 + \text{Tactics Factor}$$

If the Hanged Man Tarot is used,

$$\text{Absorbable Damage} = \text{Absorbable Damage} * 70/100 + \text{Tactics Factor}$$

$$\text{Max Damage Dealt} = \text{Raw Attack Power} - \text{Absorbable Damage}$$

Diablo's Quake:

$$\text{Max Damage Dealt} = (\text{Raw Attack Power} - \text{Absorbable Damage}) * 1.5$$

If Max Damage Dealt < 0, Max Damage Dealt = 1

Evasion Algo:

When a unit attacks another, there's a chance to miss. For STR based attacks, AGI is involved. For INT based attacks, INT is involved. Both attacker and target run through the same algorithm. If the attacker generates a higher value than the target, the attacker increases its chances of success to the point of always hitting its target. If the target generates a higher value than the attacker, the target has up to a 60% chance of evading the attack. The difference between the attacker and target is applied against a table of set probabilities to determine the hit's success.

Friend Factor:

While under Charm status, an attacking unit will direct attacks to its own group. A special evasion bonus is effectively granted to all units in the group, including the attacker. This explains the behavior when you see Charmed units having problems hitting other members and themselves.

Friend Factor = 10, otherwise Friend Factor = 0

Hit Success =

$$(\text{AGI or INT}) + \text{LUK}/2 + \text{Movement Factor} + \text{random}(0, 7)$$

Evasion Success =

$$(\text{AGI or INT}) + \text{LUK}/2 + \text{Movement Factor} + \text{random}(0, 7) + \text{Friend Factor}$$

$$\text{Target Difference} = \text{Hit Success} - \text{Evasion Success}$$

Chance To Hit Target

(Based on Target Difference's Value):

-49 or less - 40%

-48 to -33 - 50%

-32 to -17 - 60%

-16 to -1 - 70%

0 to 15 - 80%

16 to 31 - 90%

32 or more - 100%

Special Attack Success - There are a small number of unique attacks that use a special table to determine success of the hit.

Here's a quick list...

AGI Based:

Petrify

Pumpkin

INT Based:

Stun

Charm (Vampyre)

Charm (Cerberus)

Friend Factor:

While under Charm status, a unit will direct attacks to its own group. A special evasion bonus is effectively granted to all units in the group, including the attacker. This explains the behavior that Charmed units have problems hitting their own. However, this only applies to Petrify and Pumpkin attacks.

Friend Factor = 10, otherwise Friend Factor = 0

Hit Success =

(AGI or INT) + LUK/2 + random (3, 10)

Evasion Success =

(AGI or INT) + LUK/2 + random (3, 10) + Friend Factor

Target Difference = Hit Success - Evasion Success

Chance To Hit Target for Stun, Charm (Vampyre), Charm (Cerberus)

(Based on Target Difference's Value):

-49 or less	- 0%
-48 to -33	- 10%
-32 to -17	- 20%
-16 to -1	- 30%
0 to 15	- 40%
16 to 31	- 50%
32 or 47	- 60%
48 or more	- 70%

Chance To Hit Target for Petrify

(Based on Target Difference's Value):

-49 or less	- 10%
-48 to -33	- 20%
-32 to -17	- 30%
-16 to -1	- 40%
0 to 15	- 50%
16 to 31	- 60%
32 or 47	- 70%
48 or more	- 80%

Chance To Hit Target for Pumpkin

(Based on Target Difference's Value):

-49 or less	- 30%
-48 to -33	- 40%
-32 to -17	- 50%
-16 to -1	- 60%
0 to 15	- 70%
16 to 31	- 80%
32 or 47	- 90%
48 or more	- 100%

Tristan, Debonair, and Fogel have special immunity to Charm...

Sleep and Paralysis Recovery:

When a unit is hit by this status, the target is unable to do anything until it takes damage. The probability of recovery is determined primarily by that unit's STR and LUK, but time of day is a major factor. When the value is computed, it is applied to a table to determine the chance of recovery.

Stun Recovery = STR + LUK/2 - Time Factor + random (3, 10)

Note: The stun formula suggests that units with greater STR stats tend to recover more often. This also means that Wizard-type units will have a harder time to recover, but that's compensation for being difficult to Stun in the first place. The time of day is a major factor where it increases the chance they will be stunned longer for holy units at night and evil units in the daytime.

Chance To Recover

(Based on Stun Recovery Value):

-48 or less	- 10%
-47 to -32	- 20%
-31 to 0	- 30%
1 to 48	- 40%
49 or more	- 50%

Notes: Stun and Petrify have a few great properties. AGI is set to 0, and obviously the unit cannot attack unless the status is removed. Petrify does not remove itself (unless the Temperance Tarot is used). The Hierophant Tarot works virtually the same as the Witch's Stun attack, except that it does not work against bosses. Any unit under Petrify or Stun will take damage from Quake, including flying units under either status.

Tarot Card Damage:

It virtually uses the same formula as the regular attacks, except with the following differences:

- 1) Kiss Bonus and Tactics Factor is ignored.
- 2) The attack is based on the Opinion Leader's base stats (it ignores the STR or INT boosting equipment).
- 3) Tower's damage follows most of the same basic algo, whereas the other damaging Tarots follow an extra step.

Raw Attack Power Modification for Tarots:

Raw Attack Power =

Raw Attack Power + Raw Attack Power/4 * (5 - # of targets)

Tarots use STR or INT to determine their attack.

STR Based:

Chariot
Hermit
Devil
Tower

INT Based:

Magician
Justice
Judgment

Hierophant Tarot:

It uses the same formula for Stun Cloud attacks, except it uses the Pumpkin table for determining success.

Star Tarot:

This increases AGI by 50 for the duration of the battle. It is supposedly stackable.

Sun Tarot:

Max Damage Dealt =

$$((100 - \text{Target's ALI}) * (100 - \text{Target's ALI}))/50 - 20 + \text{random}(0, 7)$$

Healing and Healing+ Algo:

Maximum HP Healed =

$$(\text{INT of caster} + \text{ALI of caster}/2 - \text{Time Factor}/4 + \text{random}(0, 7))/4$$

Note: ALI has a major impact on this spell, so this is why Norn initially is not a good healer.

This spell when used against Undead seems to follow the success rate algo, which suggests that the Undead wizard units have a greater chance to avoid the attack.

Unit Attack Order:

Each unit goes in some order, but this is somewhat randomized. Obviously, it is primarily powered by AGI. The order of attacks goes in the order of greatest to smallest produced value. When everyone has had a turn, this is recalculated.

$$\text{Order Value} = \text{AGI} + \text{LUK}/2 + \text{Movement Factor} + \text{random}(3, 10)$$

Charm Item and Neutral Unit Recruiting Success:

If you use the Charm item on an enemy group or you attempt to use the recruit command in neutral unit encounter, this formula is used to determine success. The higher the value, the better the chance of success. When the Charm item is used, the Opinion Leader's CHA is used in the calculations. When you use the recruit command in a neutral unit encounter, the leader of the unit's CHA is used.

Affinity Difference:

This value is used to determine the recruitability of a unit against a unit leader. For instance, a Beastman's unit affinity matches up with those of beasts. It becomes more difficult to recruit units that have completely different affinities. A Phantom Lord will have significant difficulty of recruiting a Dragon, but then again they will have a good chance of recruiting a Demon, a Devil or Undead.

$$\text{Affinity Difference} = \text{absolute value}(\text{Leader's affinity} - \text{Target's affinity})$$

$$\text{Recruit Value} = \text{CHA} - \text{Target's CHA} + \text{LUK}/2 - \text{Affinity Difference}$$

Chance To Recruit

(Based on Recruit Value):

- 48 or less - 0%
- 47 to -32 - 20%
- 31 to -16 - 35%
- 15 to 0 - 50%

1 to 16 - 60%
17 to 32 - 75%
33 or 48 - 90%
49 or more - 100%

Iainuki Self Damage:

Iainuki hurts the attacker when the hit is successful. It is based on the raw attack damage after applying the Iainuki attack modifier.

Iainuki Self Damage = Raw Attack Damage/3

Werewolf and Tigerman Chance To Infect: 1/8

This is not limited to Sirius, but when any Fighter is killed by either unit at night, there is a 1/8 chance to infect the target.

Enemy Item Drop Rate: 1/10

When an enemy group is killed, you have a chance of getting an item dropped. I'm not sure if there are other circumstances that affect this.

Resource Links

Algos (in Jap):

<http://space.geocities.jp/fireseal63/ogrebattle.html>

Lots of useful info (in Jap):

<http://www.carbuncle.jp/index.html>

Black Mantle's Page:

<http://www.geocities.com/xesmeraude/blackmantle.html>

House of Whacks:

<http://www.houseofwhacks.org/ogre>

(When it is up, it is a pretty cool website.)

Credits

I guess it goes to the guys who generally hang around the Ogre Battle Gamefaqs boards to post and link information. If there are any other sites that have more detailed stuff, I would more than like to see that info posted somewhere on the boards so it won't be forgotten.

There is absolutely no thanks to one vicious forumer that generally posts on these boards (you know who you are).

Version Reference

1.00 - Initial version
2.00 - Major overhaul, the differences are too long to list
2.01 - Minor fixes and more information

- 2.02 - Added examples to new info
- 2.03 - Fixed special character and verified some other data
- 2.10 - Added boss data...
- 2.11 - Updated Cerberus Charm and Witch Stun information and other info
- 2.12 - Rearranged the special characters and changed some unique attack info

Legally Boring

If there are any errors, please e-mail me. You can criticize if my analysis isn't quite right, but outright stupid e-mail will be ignored.

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