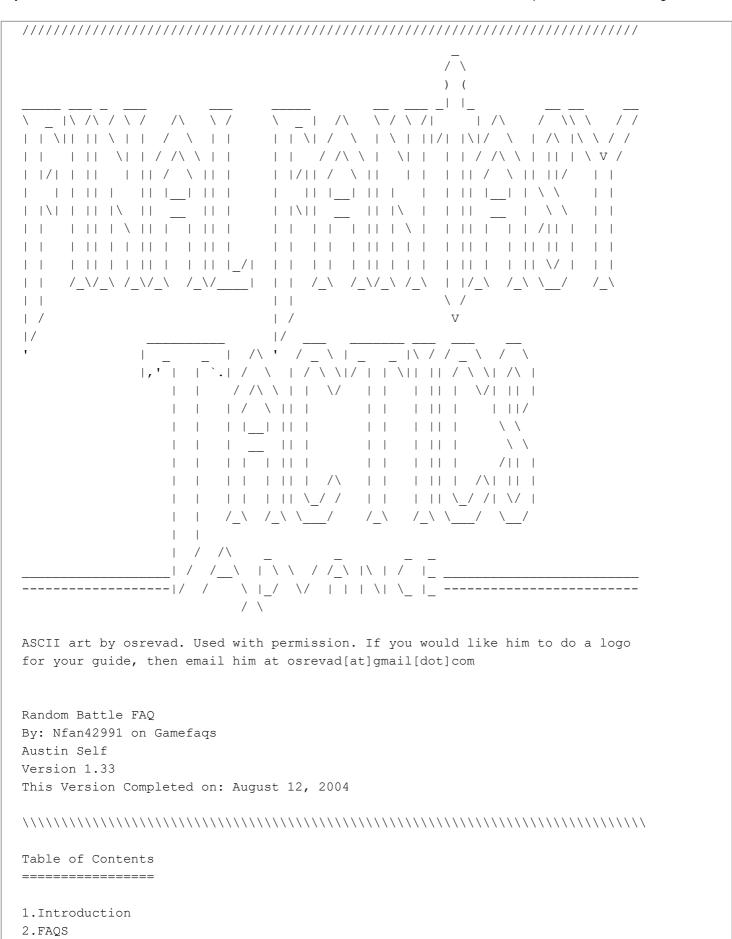
Final Fantasy Tactics Advance Random Battle FAQ

by Nfan42991

3.Legal Information

Updated to v1.33 on Aug 12, 2004



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1.Introduction
As you can see, this is a Random Battle FAQ. It will have every clan that you might randomly battle on the world map. In each clan section, it will have their abilities, jobs, monster type, and the equipment they hold. I will also put strategies for defeating each battle, though not all may have a strategy. In one of my future versions I will also put the enemy info for the Help ! Battles. Well, I hope you enjoy it!
This FAQ may be hosted on the following sites: www.Gamefaqs.com www.Gamespot.com
www.Neoseeker.com
www.Neosceker.com
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2.Frequently Asked Questions (FAQS)
Q: Your guide is wrong! One of the people in my enemy clan isn't an archer; he's a soldier!
A: The members of enemy clans rarely change. So if they don't have the exact same members, I can't help you with that.
Q: Why can't I steal any feather boots from Clan Shalo?
A: Unfortunately, boots and shoes cannot be stolen. Bummer.
Q: I haven't seen Clan in a long time. Will they ever come back?
A: Some clans may appear only up to a certain point and certain clans may appear more often than others. I don't know the answer to your question, but you might try checking another FAQ or asking on the FFTA game help message board.
Q: What are the average amounts of Gil and AP you receive for winning a random battle?
A: 4000 Gil and 80 AP for each random battle. Usually.
Q: Which weapon can I teach my Nu Mou ultima blow with?
A: Um I think you're in the wrong FAQ. You might try the equipment FAQ. But just for fun, the Zeus Mace :p
///////////////////////////////////////
3.Legal Information

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To make all this simple... please do not use this without my permission unless you possibly want to get into legal issues. If you find this guide anywhere it shouldn't be, please notify me immediately!

4.Contact Information

OK now we're almost there. If you see an error or need to ask a question, first check the FAQS part of this guide. If you don't figure it out there, Gamefaqs message boards. Then, if no dice, contact me at als42991@hotmail.com. Please also put Random Battle FAQ in the subject box so I won't toss it. Thanks.

5. Enemy Clan List

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OK! Now we're getting somewhere! One tip, if you see Elemental., it means Elementalist. I have to save space because of their rules. Also, some of the equipment may not be all on one line, because of the "rule" of 79 characters per line. You can also search for the clan you want info on. OK, here's what you've been waiting for so I won't hold you back any more! Go find your info!

#### \_\_\_\_\_

### Aisen Ghosts

=========

| Enemy      | A-ability(s)                            | R-ability | S-ability | Equipment |
|------------|-----------------------------------------|-----------|-----------|-----------|
| ========   | ======================================= |           |           | ========= |
| Floateye   | Gaze                                    | None      | W. Def. + | None      |
| Jawbreaker | Adhere                                  | None      | None      | None      |
| Tonberry   | Grudge                                  | None      | None      | None      |
| Zombie     | Rot                                     | Counter   | None      | None      |
| Zombie     | Rot                                     | None      | None      | None      |
|            |                                         |           |           |           |

#### Strategy

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Not a very hard battle. You should have little trouble. First, take out the stupid Tonberry before he uses knife or karma. Knife takes away 9/10 of your health, and karma is pretty much an instant KO. Luckily, Tonberries are very slow. Then take out the Floateye and Jawbreaker. Easy enough. Then you can take out the zombies so you don't have them come back.

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Antlions

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| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|---------|--------------|-----------|-----------|-----------|
| Antlion | Sandstorm | Counter | None | None |
| Antlion | Sandstorm | Counter | None | None |
| Bomb | Blaze | None | None | None |

| Jawbreaker | Adhere | None | W. Atk. + | None |
|------------|------------|------|-----------|------|
| Toughskin | Debilitate | None | None | None |

~~~~~~~

Here, another easy battle. All I have to say is kill the Bomb first, that way it won't keep using that stupid flame attack. Also, look out for the Antlions twister, which takes away half of your health and is an area attack.

#### =========

#### Bloodthirsters

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| Enemy       | A-ability(s) | R-ability   | S-ability | Equipment |
|-------------|--------------|-------------|-----------|-----------|
| Ahriman     | Glare        | None        | None      | None      |
| Assasin     | Corner       | Return Fire | None      | Heaven's  |
|             |              |             |           | Cloud     |
|             |              |             |           | Dark Gear |
| Juggler     | Stunt, Item  | None        | None      | Rondell   |
|             |              |             |           | Dagger    |
|             |              |             |           | Wygar     |
| Masterberry | Malice       | None        | None      | None      |
| Vampire     | Illude       | None        | W. Atk. + | None      |
| Vampire     | Illude       | None        | None      | None      |

#### Strategy

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You may not fight the Bloodthirsters until later in the game, but again, not very hard. First get the Ahriman before he uses roulette, because it usually kills one of your clan members. Then take out the Masterberry, or he might use Voodoo, which is a souped up karma attack. Then get the Vampires last. Also, steal the Wygar if you don't have one, because it can teach strikeback. You could also steal the Heaven's Cloud and sell it for quick gil.

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Brass Dragoons

==========

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|----------|--------------|--------------|-----------|--|
| Defender | Defend | Last Berserk | None | Vajra
Maximillian |
| Dragoon | Dragon Tech | Strikeback | None | Partisan
Platemail |
| Dragoon | Dragon Tech | None | None | Ice Lance
Gold Armor |
| Paladin | Chivalry | None | W. Def + | Lohengrin
Platemail |
| Templar | Sacred Skill | Bonecrusher | None | Lionheart
Dragon Mail
Cross Helm |

Strategy

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These guys are average, but none of these random battles should be hard. First, I recommend stealing the Vajra and Maximillian. The Maximillian armor is one of the best in the game. Try not to attack the Templar directly, but don't worry if you're guys are really strong. Other than that it's a snap.

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| ========   |                 |              |             |                                            |
|------------|-----------------|--------------|-------------|--------------------------------------------|
| Enemy      | A-ability(s)    | R-ability    | S-ability   | Equipment                                  |
| Animist    | Call            | Block Arrows | None        | War Trumpet<br>Adaman Vest                 |
| Fighter    | Fighter Tech    | Strikeback   | None        | Sun Blade<br>Survival<br>Vest              |
| Gladiator  | Spellblade Tech | None         | Doublehand  | Atmos Blade<br>Power Sash                  |
| Warrior    | Battle Tech     | None         | Monkey Grip | Predator<br>Round<br>Shield<br>Adaman Vest |
| White Monk | Monk Tech, Item | Counter      | None        | Dream Claws<br>Survival<br>Vest            |

~~~~~~~

Clan Banisa

If they have anything you want, kill everyone else first. Watch out for Strikeback, unless you've fought them a lot. Also, The White Monk really only uses potions (only potion) So don't worry about the item. The animist will probably stay behind and use Chocobo Rush so keep that in mind too.

Clan Belmia

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|----------|------------------|-------------|--------------|---------------------------------------|
| Assassin | Corner | Return Fire | None | Zanmato
Judo
Uniform |
| Gunner | Gunmanship | None | Concentrate | Chaos Rifle
Brigandine |
| Ninja | Ninja Skill | None | Double Sword | Ashura
Petalchaser
Ninja Gear |
| Sniper | Sharpshoot, Item | Auto-Regen | None | Twin Bow
Gaia Gear |
| Thief | Steal | Counter | Maintenance | Rondell
Dagger
Survival
Vest |

Strategy

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This is about as hard as it gets. Steal the Zanmato, if you don't have one already, because it'll take a long time to get. The Ninja can attack you twice in one turn, and he'll also inflict status ailments with his skills. The Assassin is real strong, and the Gunner has long range + accuracy. But still, not much trouble if you're at the right level.

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Clan Clatz

Enemy A-ability(s) R-ability S-ability Equipment

| Animist   | Call       | None        | Maintenance | Satyr Flute              |
|-----------|------------|-------------|-------------|--------------------------|
|           |            |             |             | Power Sash               |
| Gadgeteer | Pandora    | Auto-Regen  | None        | Dream Claws<br>Gaia Gear |
|           |            |             |             | Gala Geal                |
| Juggler   | Stunt      | Catch       | None        | Khukuri                  |
|           |            |             |             | Power Sash               |
| Thief     | Steal      | Counter     | Maintenance | Kard                     |
|           |            |             |             | Wygar                    |
| Time Mage | Time Magic | Return Fire | None        | Terre Rod                |
|           |            |             |             | Magus Robe               |

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You might not fight these guys until later too. Beware of Gadgeteer's Chroma Gem. Don't fire arrows at the Time Mage, if you don't know what Return Fire does already (and you should!) That's all folks!

====== Clan Dip

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| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|------------|--------------|--------------|-------------|-------------|
| Archer |
Aim | None | Concentrate | Longbow |
| | | | | Leather |
| | | | | Garb |
| Archer | Aim | Block Arrows | None | Char Bow |
| | | | | Feather Cap |
| | | | | Leather |
| | | | | Garb |
| Soldier | Battle Tech | None | None | Short Sword |
| | | | | Cuirass |
| Thief | Steal | Counter | None | Jack Knife |
| | | | | Leather |
| | | | | Garb |
| White Mage | White Magic | None | None | White Staff |
| | | | | Hempen Robe |

Strategy

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Wonder why they're called Clan Dip? Their clan name represents their toughness. No strategy for this one. If you have trouble with this, return the game NOW! I'm not kidding! Go to the store and return the game NOW! But really...

#### ========

#### Clan Hounds

========

| Enemy     | A-ability(s)     | R-ability     | S-ability | Equipment                |
|-----------|------------------|---------------|-----------|--------------------------|
| Blue Mage | Blue Magic, Item | n Damage > MP | None      | Aqua Saber<br>Brigandine |
| Coeurl    | Scratch          | None          | Reveal    | None                     |
| Element.  | Spirit Magic     | Absorb MP     | None      | Survival                 |
|           |                  |               |           | Vest                     |
|           |                  |               |           | Colichemarde             |
| Gunner    | Gunmanship       | None          | None      | Lost Gun                 |
|           |                  |               |           | Survival                 |

|             |      |         |           | Vest |
|-------------|------|---------|-----------|------|
| Lamia       | Song | Counter | None      | None |
| Red Cap Hit |      | None    | W. Atk. + | None |

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Nothing good to steal here either. All I have to say is this is a good place to catch monsters, if you haven't gotten them already.

======== Clan Marble

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| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|---------|--------------|--------------|-----------|------------|
| Animist | Call | Block Arrows | None | Glass Bell |
| | | | | Leather |
| | | | | Garb |
| Archer | Aim | None | None | Longbow |
| | | | | Leather |
| | | | | Garb |
| Fencer | Lunge Tech | Reflex | None | Stinger |
| | | | | Chain |
| | | | | Plate |
| Soldier | Battle Tech | None | None | Silver |
| | | | | Sword |
| | | | | Bronze |
| | | | | Armor |
| Warrior | Battle Tech | None | None | Samson |
| | | | | Sword |
| | | | | Bronze |
| | | | | Armor |

Strategy

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Almost as horrible as Clan Dip. You don't need a strategy for this one either.

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Clan Shalo

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| Enemy        | A-ability(s) | -            | S-ability | Equipment   |
|--------------|--------------|--------------|-----------|-------------|
| Warrior      | Battle Tech  | None         | None      | Shortsword  |
|              |              |              |           | Bronze      |
|              |              |              |           | Armor       |
| Defender     | Defend       | Last Berserk | None      | Defender    |
|              |              |              |           | Bronze      |
|              |              |              |           | Armor       |
| White Monk   | Monk Tech    | Counter      | None      | Hard        |
|              |              |              |           | Knuckles    |
|              |              |              |           | Chain Plate |
| White Mage   | White Magic  | None         | None      | Guard Staff |
|              |              |              |           | Magus Robe  |
| Animist Call |              | None         | None      | Demon Bell  |
|              |              |              |           | Leather     |
|              |              |              |           | Garb        |
|              |              |              |           |             |

Strategy

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NOTE!!! In order to save space I am indicating here that all members of Clan Shalo have Feather Boots equipped. They're about average. OK, now.... try not to fight them on water, unless you can provide feather boots for your own clan members, because then, they may actually have a 0.2% chance of hitting you!

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Cyril Band

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|----------------------------|--------------|-----------|-----------|--------------------------------|
| Archer | Aim | None | None | Longbow
Chain Plate |
| Soldier
Bronze
Armor | Battle Tech | None | None | Short Sword |
| Thief
Leather
Garb | Steal | None | None | Kris Knife |
| Thief | Steal | Counter | None | Jack Knife
Leather
Garb |
| White Monk | Monk Tech | Counter | None | Rising Sun
Survival
Vest |

Strategy

~~~~~~~

No strategy that's gonna keep you from beating the crap out of them :)

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Doned Faction

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| =========                               |                |              |           |                                         |
|-----------------------------------------|----------------|--------------|-----------|-----------------------------------------|
| Enemy                                   | A-ability(s)   | R-ability    | S-ability | Equipment                               |
| ======================================= |                |              |           | ======================================= |
| Dragoon                                 | Dragon Tech    | Counter      | None      | Dragon                                  |
|                                         |                |              |           | Whisker                                 |
|                                         |                |              |           | Gold Armor                              |
| Fighter                                 | Fighter Tech   | Bonecrusher  | None      | Venus Blade                             |
|                                         |                |              |           | Wygar                                   |
| Sage                                    | Sagacity Skill | Reflex       | None      | Lotus Mace                              |
|                                         |                |              |           | Gaia Gear                               |
| Sniper                                  | Sharpshoot     | Auto-Regen   | None      | Nike Bow                                |
|                                         |                |              |           | Dark Gear                               |
| Time Mage                               | Time Magic     | Last Quicken | None      | Sleet Rod                               |
|                                         |                |              |           | White Robe                              |
|                                         |                |              |           |                                         |

Strategy

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Well, steal Nike Bow and Dragon Whisker for some cash. Try to kill the Time Mage quick before he uses his good moves but, you're a pro at this already aren't you?

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Gaja Band

=======

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|----------|--------------|-----------|--------------|-------------|
| Dragoon | Dragon Tech | None | None | Gae Bolg |
| | | | | Platemail |
| Gunner | Gunmanship | None | None | Riot Gun |
| | | | | Survival |
| | | | | Vest |
| Hunter | Hunt | None | W. Atk + | Cranequin |
| | | | | Brigandine |
| Ninja | Ninja Skill | None | Double Sword | Petalchaser |
| | | | | Osafune |
| | | | | Ninja Gear |
| Red Mage | Red Magic | None | M. Pow + | Fleuret |
| | | | | Survival |
| | | | | Vest |
| | | | | Circlet |

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For some reason, Gaja sounds like a Gladiator. Whatever, just thinking out loud. Reeally not worth your time, unless you and your Cinquedea are after some good abilities.

# ========

# Gertai Band

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| Enemy     | A-ability(s)      | R-ability   | S-ability    | Equipment  |
|-----------|-------------------|-------------|--------------|------------|
| Assassin  | Corner            | Return Fire | None         | Hades Bow  |
|           |                   |             |              | Dark Gear  |
| Blue Mage | Blue Magic        | Damage > MP | Immunity     | Manganese  |
|           |                   |             |              | Brigandine |
| Juggler   | Stunt             | Return Fire | None         | Jambiya    |
|           |                   |             |              | Power Sash |
| Ninja     | Ninja Skill, Item | Last Haste  | Double Sword | Kotetsu    |
|           |                   |             |              | Heaven's   |
|           |                   |             |              | Cloud      |
|           |                   |             |              | Ninja Gear |
| Sniper    | Sharpshoot        | Auto-Regen  | None         | Hunt Bow   |
|           |                   |             |              | Survival   |
|           |                   |             |              | Vest       |

# Strategy

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Ummmm.... next? Not hard at all, do whatever you think will work.

Guard Patrol

=========

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|------------|--------------|--------------|-----------|-----------------------------------|
| Bishop | Prayer | Return Magic | None | Judge Staff
Survival |
| Defender | Defend | None | W. Def + | Vest Lionheart Gold Armor Bracers |
| Mog Knight | Charge | Last Haste | None | Flametongue |

| | | | Platemail |
|---------|-------------------------------|--------------|------------|
| Paladin | Chivalry None | Monkey Grip | Vigilante |
| | | | Round |
| | | | Shield |
| | | | Iron Armor |
| Sage | Sagacity Skill None | Shieldbearer | Druid Mace |
| | | | Blaze Robe |
| Templar | Sacred Tech, Item Bonecrusher | None | Gae Bolg |
| | | | Platemail |
| | | | Cross Helm |

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They have a variety of crap to use on you, but not a problem. Try to concentrate on killing the Templar so he won't use any Phoenix Downs. Get those Bracers if you care.

#### ==========

## Jagd Emissaries

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| Enemy                    | A-ability(s)                      | R-ability                           | S-ability                    | Equipment                                               |
|--------------------------|-----------------------------------|-------------------------------------|------------------------------|---------------------------------------------------------|
| Ahriman<br>Gladiator     | Glare<br>Spellblade Tech          | None<br>Strikeback                  | W. Atk +<br>Doublehand       | None<br>Flametongue<br>Brigandine                       |
| Lamia<br>Ninja<br>Sniper | Song<br>Ninja Skill<br>Sharpshoot | Counter<br>Last Haste<br>Auto-Regen | None<br>Double Sword<br>None | None<br>Kikuichimonji<br>Master Bow<br>Survival<br>Vest |
| Summoner                 | Summon Magic                      | Return Fire                         | Half-MP                      | Pure Staff<br>Black Robe                                |

# Strategy

Get yourself that Master Bow if you please. As always, get rid of that Ahriman first before, (gulp), you know, Roulette.

# =========

# Koring Band

| Enemy      | A-ability(s) | R-ability    | S-ability   | Equipment                      |
|------------|--------------|--------------|-------------|--------------------------------|
| Animist    | Call, Item   | Block Arrows | None        | Glass Bell Adaman Vest         |
| Archer     | Aim          | None         | Concentrate | Char Bow<br>Chain Plate        |
| Bishop     | Prayer       | None         | None        | Guard Staff<br>Chain Plate     |
| White Mage | White Magic  | None         | None        | Cure Staff<br>Silken Robe      |
| White Monk | Monk Tech    | Counter      | None        | Rising Sun<br>Survival<br>Vest |

# Strategy

No strategy. Not even worth coming onto the map.

#### \_\_\_\_\_

# Kudik Beasts

=========

| Enemy       | A-ability(s) | R-ability | S-ability | Equipment |
|-------------|--------------|-----------|-----------|-----------|
| Antlion     | Sandstorm    | None      | W. Def +  | None      |
| Red Panther | Rake         | Counter   | Reveal    | None      |
| Red Panther | Rake         | Counter   | Reveal    | None      |
| Sprite      | Trick        | None      | None      | None      |
| Toughskin   | Debilitate   | Counter   | W. Def +  | None      |

# Strategy

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I have but one thing to say: CAPTURE!

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Lost Monsters

=========

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|----------------|--------------|-----------|-----------|-----------|
| Big Malboro | Reek | None | W. Atk + | None |
| Floateye | Gaze | Counter | None | None |
| Grenade Boom! | None | None | None | None |
| Malboro Stench | None | None | None | None |
| Sprite Trick | None | None | None | None |

Strategy

~~~~~~~

See above strategy.

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# Ramble Band

| Enemy     | A-ability(s)  | R-ability  | S-ability    | Equipment   |
|-----------|---------------|------------|--------------|-------------|
| Alchemist | Alchemy Skill | N/A        | M Pow.+      | Mandragora  |
| Fighter   | Fighter Tech  | Strikeback | N/A          | Sun Blade   |
|           |               |            |              | Brigandine  |
| Ninja     | Ninja Skill   | N/A        | Double Sword | Heaven's    |
|           |               |            |              | Cloud       |
|           |               |            |              | Petalchaser |
|           |               |            |              | Ninja       |
|           |               |            |              | Gear        |
| Sniper    | Sharpshoot    | Auto-Regen | N/A          | Hades Bow   |
|           |               |            |              | Dark Gear   |
| Thief     | Steal         | Counter    | N/A          | Zorlin      |
|           |               |            |              | Shape       |
|           |               |            |              | Power       |
|           |               |            |              | Sash        |
|           |               |            |              | Gaia Gear   |
|           |               |            |              |             |

#### Strategy

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Nothing, except to watch for the Ninja so he doesn't pull any crap.

Rangers

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|------------|--------------|--------------|-----------|------------------------|
| Animist | Call | N/A | N/A | Demon Bell
Survival |
| | | | | Vest |
| Archer | Aim | Block Arrows | N/A | Char Bow |
| | | | | Leather |
| | | | | Garb |
| Elemental. | Spirit Magic | N/A | N/A | Fleuret |
| | | | | Adaman Vest |
| Fencer | Lunge Tech | N/A | N/A | Estoc |
| | | | | Chain Plate |
| White Mage | White Magic | N/A | N/A | White Staff |
| | | | | Hempen Robe |

Strategy

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I think you can get through this one without a strategy ;)

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Roaming Naiads

=========

| Enemy    | A-ability(s) | R-ability    | S-ability | Equipment |
|----------|--------------|--------------|-----------|-----------|
| Icedrake | Icewyrm      | N/A          | W. Def.+  | N/A       |
| Ice Flan | Chill        | N/A          | N/A       | N/A       |
| Lamia    | Song         | Counter      | N/A       | N/A       |
| Lilith   | Poison Fang  | Block Arrows | N/A       | N/A       |
| Sprite   | Trick        | N/A          | N/A       | N/A       |

# Strategy

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sigh..... just capture.

Roda Dragons

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|-----------|--|-------------|--|----------------|
| Bomb | ====================================== |
Counter | ====================================== | =======
N/A |
| Firewyrm | Dragon Blaze | N/A | N/A | N/A |
| Firewyrm | Dragon Blaze | N/A | W. Atk.+ | N/A |
| Jelly | Melt | Counter | N/A | N/A |
| Toughskin | Debilitate | N/A | N/A | N/A |

Strategy

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Why are they called the Roda DRAGONS if only 2/5 of their team are Dragons? Hmmm..... something to ponder.

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Sprohmknights

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Enemy A-ability(s) R-ability S-ability Equipment

| ========   | ===========  |         | =========== |             |
|------------|--------------|---------|-------------|-------------|
| Fighter    | Fighter Tech | Counter | N/A         | Shadow      |
|            |              |         |             | Blade       |
|            |              |         |             | Chain       |
|            |              |         |             | Plate       |
| Soldier    | Battle Tech  | N/A     | N/A         | Shortsword  |
|            |              |         |             | Bronze      |
|            |              |         |             | Armor       |
| Warrior    | Battle Tech  | N/A     | N/A         | Samson      |
|            |              |         |             | Sword       |
|            |              |         |             | Bronze      |
|            |              |         |             | Armor       |
| White Mage | White Magic  | N/A     | N/A         | White Staff |
|            |              |         |             | Hempen      |
|            |              |         |             | Robe        |
| White Monk | Monk Tech    | Counter | N/A         | Rising Sun  |
|            |              |         |             | Chain       |
|            |              |         |             | Plate       |

~~~~~~~

Why can't any clan have good jobs!? HUH!? No but these strategies are getting too easy!

Tribites

======

| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
|-------------|--------------|-----------|-----------|-----------|
| Blade Biter | Crush | N/A | W. Atk.+ | N/A |
| Coeurl | Scratch | N/A | Reveal | N/A |
| Red Panther | Rake | Counter | Reveal | N/A |
| Red Panther | Rake | Counter | Reveal | N/A |
| Toughskin | Debiliate | N/A | W. Def.+ | N/A |

Strategy

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The writer of this guide chose not to write a strategy for the reason that it is the same as all the other monster only clans.

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# Tricky Spirits

=========

| Enemy   | A-ability(s) | R-ability    | S-ability | Equipment |
|---------|--------------|--------------|-----------|-----------|
| Cream   | Scorch       | N/A          | Geomancy  | N/A       |
| Red Cap | Hit          | N/A          | N/A       | N/A       |
| Sprite  | Trick        | Counter      | N/A       | N/A       |
| Sprite  | Trick        | N/A          | N/A       | N/A       |
| Titania | Fluoresce    | Block Arrows | W. Atk.+  | N/A       |

# Strategy

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Just one note that Titanias are uncapturable.

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Tubola Bandits

| ======== | ======== | | | | | |
|-------------|----------------|-----------|-----------|--|--|--|
| Enemy | A-ability(s) | R-ability | S-ability | Equipment | | |
| Blue Mage | Blue Magic | N/A | N/A | Shamshir
Adaman Vest | | |
| Hunter | Hunt | N/A | N/A | Master Bow
Survival
Vest | | |
| Illusionist | Phantasm Skill | N/A | Half-MP | Force Rod
Mistle Robe | | |
| Red Mage | Red Magic | N/A | M. Pow.+ | Gupti Aga
Mirage
Vest
Circlet | | |
| Thief | Steal | Counter | N/A | Scramasax
Survival
Vest | | |

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Just don't bring your best items so that the Thief won't get them. Also, kill the illusionist first.

## =========

# Wild Monsters

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| Enemy    | A-ability(s)                           | R-ability                              | S-ability  | Equipment |
|----------|----------------------------------------|----------------------------------------|------------|-----------|
| Coeurl   | ====================================== | ====================================== | <br>Reveal | N/A       |
| Grenade  | Boom!                                  | N/A                                    | N/A        | N/A       |
| Icedrake | Icewyrm                                | Counter                                | W. Def.+   | N/A       |
| Jelly    | Melt                                   | N/A                                    | N/A        | N/A       |
| Malboro  | Stench                                 | N/A                                    | N/A        | N/A       |
|          |                                        |                                        |            |           |

# Strategy

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See every other all monster clan.

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Zoara Sect

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| ======== | | | | |
|-------------|-----------------|--------------|-----------|--------------------------|
| Enemy | A-ability(s) | R-ability | S-ability | Equipment |
| Gladiator | Spellblade Tech | Strikeback | N/A | Atmos Blade
Wygar |
| Illusionist | Phantasm Skill | Absorb MP | N/A | Force Rod
Flurry Robe |
| Sage | Sagacity Skill | N/A | W. Def.+ | Lotus Mace Gaia Gear |
| Templar | Sacred Tech | Bonecrusher | N/A | Arch Sword Diamond |
| | | | | Armor
Cross Helm |
| Time Mage | Time Magic | Last Quicken | N/A | Flame Rod Blaze Robe |
| | | | | 21010 1000 |

Strategy

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Cool name. But anyway, they have some nice gear and abilitys you might think
about getting.....
6.Versions
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V. 1.0: All sections complete. Possible Spelling and Grammar errors.
V. 1.1: Minor info changes. Nothing big. New credits.
V. 1.3: New versions coming fast. ASCII Art by Osrevad. Credits.
V. 1.31: Minor Stuff. Extremely.
V. 1.32: New E-mail.
7.Credits
~~~~~~~~
I would like to thank the following people for helping me:
Square Enix: for making this game! Great job!
CJayC: For posting my work on Gamefaqs, Thank you!
Various members of the FFTA message boards: For encouraging me to create this
FAQ
MasterOfSuikoden: for correcting my averages.
The Nintendo Power official players guide: For helping me through the game :p
Osrevad for the awesome ASCII art!
Hope you liked it!
```

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