

# Dissidia: Final Fantasy Squall Leonhart FAQ

by bakakabaXX

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| Final Fantasy Dissidia |
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| Squall Leonhart Guide |
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| Version 5.00 |
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| By Baka~ |
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| I. Legal Issues and other concerns |
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First off, i merely played the game Dissidia: Final Fantasy (JAP and NA version) and have no relation, whatsoever, to square-enix or any related groups or individuals responsible for the creation of the game, its characters or merchandise.

this is a free guide about Squall leonheart under the game Dissidia: Final Fantasy. if for some weird reason you bought this guide, you have been seriously scammed (or not thinking properly).

you can post wordings or segments from this guide anywhere provided it was used in relation to the game AND (MORE IMPORTANTLY)

there are citations pertaining as to where this guide was grabbed from and who the real owner is

oh and please forgive the grammar and proper syntax of this guide. i would correct it if i'm not lazy enough (almost impossible)

that aside, this is a guide made to record my thoughts and observations regarding Squall leonheart's abilities in the game, Dissidia: Final Fantasy. as stated, i have played both Japanese and North American version and was able to record some of my builds

this may be a biased guide regarding some of his skills and i am aware that i haven't exploited much of his skill especially in the North American version so please do correct me on those parts

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II. Who is Squall?

"Someday they will understand...  
It is not love but the will to love that counts"

- Unshelled Bullet inscription,  
Squall's component item for  
Lionheart (NA version)

Squall Leonhart is a mercenary hailing from Balamb Garden and is the iconic figurehead of FF8. in FF8 and Dissidia, Squall has a cold and uncaring personality who prefers to carry the burden alone, aware of how friends and friendship can drag him down. he eventually opens up in both settings making him trust his friends more.

i strongly believe that his signature item, "the unshelled bullet" as well as his conversation after fighting Warrior of Light portrays his resolve of solitude; being able to put faith in his comrades no matter where they are. almost similarly, Squall and his friends did the same thing in FF8 before and after fighting Ultimecia in the future.

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III. Why use Squall?

because he's a cool emo!

nah just kidding! personality aside, Squall's game focuses on beating the crap of his enemies. compared with other characters that get to unlock extra chains in their skills, Squall's attacks are never linked to any other brave or HP chain but are able to hit multiple times with it (some of his skills). this enables players to fully economize Squall's CP, turning the player's attention as to what passive skills he should gain. other than that, having the title of <Combo Master> in the JAP version and <RELENTLESS REVOLVER> in the NA version, Squall's moves can be chained

with each other despite their independence making Squall a character capable of adapting to situations and circumstances and ultimately, a force to be reckoned with

pros & cons;

- + CP management
- + sudden movements
- + chainable moveset
- + Brave Point (BP) Farmer
  
- HP attacks are hard to hit
- most HP attacks can't be chained with BRAVE attacks easily
- limited reach compared with most enemies
- advanced combos require practice

JAP and NA version comparisons

JAP version:

- + Weapons and Accessories compliment Squall well
- some skills suck and cannot pierce through enemies

NA version:

- + Skills have been upgraded
- they butchered the equipment (endangered the original "build")

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| IV. Abilities |
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Guide:

- \* describes how an attack animation works
- personal opinion about the skill
- () skill rating

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IV.1. Brave Attacks
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*****
Ground Brave Attacks
*****
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(there is no way in HELL that i'm using the NA version of brave attacks which would be BRAVERY. sounds gay as it is)

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-----
Upper Blues (4/5 JAP version) (4.5/5 NA version)
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- \* launches the enemy to the air followed by a 2-hit aerial combo, finishing off with a strike that sends the enemy down for crash damage (4 hit + 1 wall rush damage)
  
- Squall's first available melee w/c i consider to be his best attack compared against solid barrel since this opens a number of possibilities for follow throughs.

- the advantage of this skill is that it's so quick it's difficult to be blocked especially after being staggered by thunder bullet. also, Squall tends to quick-step forward during the launching strike making him close the distance with a surprise which can catch human players off-guard
- in the japanese version, the wall rush effect isn't even noticeable but in the NA version, you can really see wall rush hurting enemies a lot

-----  
Blizzard Bullet (2/5)  
-----

- \* fires a fast small chunk of ice that homes in on the target in front of it. long range (1 shot)
- can be blocked but effective for disabling some spell casters that takes time to charge their skills such as Tina's meltdown but i'd rather counter those guys with a better skill such as rough divide
- don't underestimate this skill. despite being a single hitter, it can stagger enemies which gives Squall enough time to air dash towards them then execute a Beat Fang or can be chained with Thunder Bullet

-----  
Solid Barrel (5/5)  
-----

- \* unleashes a barrage of slice-stabs that ends in chase (7 hits)
- this has more hits compared with upper blues and having to use this with Lionheart usually leads to brave break the downside of this is that you can't actually combo this with anything else aside from air dash + beat fang and would usually have to play chase
- though it's quite hard to follow through with this skill, you can actually end your combos with this one
- some enemies can block this skill due to slow start despite being pulled with thunder bullet

ver 5 update:

- upon learning and finding out that this skill can pierce through any guard when EX mode is activated, this skill got a perfect 5 on my mark

- take note, it doesn't guard crush.

on cases against warrior of light and exdeath,  
the gunblade just passes through the  
shield of light/delta attack/any of exdeath's guards like  
hot knife passing through butter. damn scary!

-----  
Thunder Bullet (3/5)  
-----

- \* casts a row of 4 thunder pillars that pulls enemies to Squall.  
the number of hits depends on enemy's distance  
(3hits max)
- this is what i consider to be Squall's ground bread and butter skill that's best for beginners as it pulls the enemy then leaves them staggered long enough to be butchered by Squall's moves
- the cast animation makes it predictable but is enough to read the enemy's movements
- this triggers "sneak attack" if you have the NA version of Lionheart weapon equipped or the extra skill "sneak attack" equipped

-----  
Fusillade (3.5/5)  
-----

- \* fires a barrage of spells at the target that ends with a reverse thunder bullet animation that throws the enemy away resulting into chase  
(4 shots + 1 thunder)
- this is solid barrel's ranged counterpart.  
i prefer this over solid barrel since i like to keep my enemies on the run even at long range then if they get too close, either pull them with thunder bullet or surprise them with upper blues
- enemy AIs tend to get caught by the thunder since it takes time to cast it. By the time they blocked the 4th volley, they often let they guard down just enough to be hit with the thunder. on a similar note, if enemies dodge this attack they often find themselves caught by the thunder because of the cast time just as they are to land on the ground or before they could even dodge again
- can be "chained" with an air dash + beat fang but the chances of being blocked is high

-----  
Heel Crush (2/5 JAP) (5/5 NA)  
-----

- \* Squall spins in the air and delivers a spiral kick at the enemy sending them to the ground (1 hit + 1 wall rush)
- the good thing with this skill on both versions is that it closes the distance the downside is that it takes quite a time for the animation to start
- i can't stress well enough how useful this skill came to be! this was trash on the JAP version since this skill can be blocked without penalty. they gladly fixed this in the NA giving it the invaluable guard break aside from the magic deflection
- enemies who normally block this skill (NA version) will be staggered making them prone to Squall's aerial execution of combos and triggering riposte if th skill was equipped
- the NA version which guard breaks enemies can break some guard skills like shield of light, delta attack, and jecht block. though this leaves both Squall and the enemy staggered, you are still quick with a beat fang counter. though be careful since this attack can't guard break ex death's skill guards
- enemies can counter this skill by attacking Squall with melee

-----  
Beat Fang (5/5)  
-----

- \* starts with an aerial swing followed by two hits then a barrage of stabs before sending the enemy downward (3 initial strikes followed by ?? hit combo + 1 wall rush)
- this is definitely Squall's most brutal aerial that combines the suddenness of upper blues and tenacity of solid barrel
- best used after dashing or heel crush and even more, with lion heart activated
- this triggers "sneak attack" if you have the NA version of Lionheart weapon equipped or the extra skill "sneak attack" equipped

-----  
Mystic Flurry (2/5)  
-----

- \* fires a barrage of spells that changes their direction, turning into thunder mines, slowly closing on an enemy before expiring (5 shots + 5 hits of thunder mine electrocution)

- this was added in the NA version and what i would consider as a joker skill used by Squall
- this skill tend to miss most of the time but seriously hurts when it deals critical damage. otherwise, you'd be cursing this skill
- though this can be hardly used to counter Ultima or Starfall, the deployed mines can foil an enemy who lets their guard down since these creep to attack from behind
- this is best used if the enemy is ganked or just below Squall which can pretty much surround him, slowly creeping until they hit
- you can actually use the disadvantageous property of this skill to build a perimeter. the premise is that, since the mines are slow moving and expire a lot, you can keep the enemy at bay long enough to study the surrounding or time him with an aerial rough divide
- nonetheless, these are still magical attacks. a well timed air dash can break through the mines and close in the gap between Squall
- this can trigger "sneak attack" if the mines creeped up from behind

check the combos section for the better use of this skill

=====  
 IV.2. HP Attacks  
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\*\*\*\*\*  
 Ground HP Attacks  
 \*\*\*\*\*

-----  
 Fated Circle(4/5 JAP) (3/5 NA)  
 -----

- \* Squall spins around, creating a ring of red orbs a round him that deflect magic before having them explode
- one of his best HP attacks in terms of functionality.
- the skill can guard crush and can deflect most ranged attacks (as long as they don't come from above)
- Squall also starts this skill with a quick-step
- anyone caught inside the radius is doomed to blow up except for the NA version(i think) where they gave it a blind spot. on many occasions that

i was able to corner an enemy,  
spamming this skill was useless  
when they simply dodged even if they end up on the  
same corner which sucks ass since the invincibility  
of dodging nerfed the functionality of this skill

- this skill is quick on the draw that should  
a Squall and an ExDeath or WoL use a Delta Attack  
or Shield of Light at the same time, Fated Circle will  
hit them first.

-----  
Rough Divide (3/5 JAP) (3.5/5 NA)  
-----

- \* Squall jumps on the air with his gunblade charged behind  
him then charges towards an enemy
- the 3.5 score that I gave was because in the NA version,  
this was unlocked immediately
- another functional skill that enables Squall  
to travel great distances towards the enemy  
(at fast speed) and can break through any defense or  
spell such as Warrior of Light's shield of light,  
Ex Death's delta attack, the emepor's flares,  
ultimecia's apocalypse, but can't  
penetrate through Ex Death's guards and  
a timed Jecht block.
- the starting animation where he leaps on the air  
can be a bonus evasion. a well timed use of this  
skill can result to a dodge and counter against an enemy
- it's downside would be the slow start and that it always  
travel downwards even if the enemy is on  
the air which pales in comparison with  
its aerial version
- a good punishment skill for enemies that uses a skill  
that takes time to cast like garland when he uses  
cyclone and cloud when he uses meteor rain
- use this skill while hiding behind pillars in world of  
darkness to catch enemies by surprise
- in the JAP version, this can't pierce through Ultimecia's  
Apocalypse

-----  
Blasting Zone (4/5)  
-----

- \* creates a pillar of energy with a gunblade that reaches  
the heavens then swings down on the enemy
- Squall's ultimate fly swatter for enemies who like to  
stay up high. this deals brave damage before it  
hits the ground for HP damage



- you can actually use this skill to your advantage in stages like pandemonium and world of darkness
- can guard break enemies and even some HP attacks that have guard properties
- can destroy a lined up radiant sword or blaze

-----  
 Revolver Drive(2.5/5)  
 -----

- \* Squall cocks his gunblade before surfing the battlefield, gunblade poised until the square button is released or an obstacle is hit or after a set period of time
- being hit by this move is tad painful since this continues to deal brave damage until Squall stops by ramming on the wall or released otherwise
- This was quite useless in the JAP version since charge time and movement was quite slow but in the NA version, you can actually use this against a recently staggered enemy or those hit with mystic flurry and have them dragged along the field
- charge up this skill behind a pillar then ram your enemies or use this after a block-staggered enemy
- like the rough divide, this skill can destroy most HP attacks and is capable of guard break

\*\*\*\*\*  
 Aerial HP Attacks  
 \*\*\*\*\*

-----  
 Aerial Circle(3/5)  
 -----

- \* same with fated circle but Squall does this vertically
- very efficient when used after heel crush or beat fang
- adds a quick-step upon activation. this can also be its weak point. if you get too close at the lying enemy, they might cancel this by hitting you with a brave attack
- in the JAP version, this was Squall's ONLY aerial HP attack

-----  
 Rough Divide(4.5/5)

- 
- \* same with rough divide but can be done in the air
  - if there was one thing i appreciated with the NA version the most, it would be granting Squall another useful aerial HP attack.
  - the advantage of this skill compared with its ground version is its capability to target the enemy anywhere in front of Squall. you can shoot upwards or downwards with this skill giving Squall a major aerial advantage
  - it's not difficult anymore to punish kuja or emperor for using ultima and starfall, respectively, especially if the battle is in the air

=====  
IV.3. Combos  
=====

- there are 2 kinds of combos presented in this guide: the basic and advanced

basic combos are the combos that most Squall players, who have been playing dissidia since JAP version, are familiar with. these combos require little to no practice before being familiar with how Squall rolls and can be easily figured out once you get to unlock most of Squall's moveset

the advanced combos in this section are contributed by those who diligently perfect the use of their Squall to extreme levels. all credits goes to them and to their links. these combos require quite a number of practice to perfect

- most combos require cancellation which would be by pressing R+X
- even though Squall's attacks are limited making him a static character, the chainability of his moves make him very deadly (view the links containing advanced videos tutorials to see how deadly he can be)

=====  
IV.3.1. Basic  
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Squall's foundation of his combos lie in the mastery of even a single 2-hit set string.

take time to familiarize yourself with a single set and figure out how they can be chained to others

-----  
[UB1] Upper Blues + Heel Crush

\*\* the very basic of them all and with heel crush  
capable of guard break in NA version,  
it's almost impossible to stop this string

\*\* can be repeated over and over provided  
Squall hits the enemy with  
upper blues just as they are recovering. if they  
recover fast enough, they can block or attack with a  
quicker skill

\*\* connects with other UB set moves or HC set

[UB2] Upper Blues + Beat Fang

\*\* a little bit tricky since you have to wait for them to  
get up.

\*\* as you fall down after upper blues, try to land  
behind the enemy to avoid being blocked

\*\* connects with HC set

[UB3] Upper Blues + Aerial Circle \*\* Finisher

-----  
Heel Crush Set [HC]  
-----

[HC1] Heel Crush + cancel + Heel Crush

\*\* the cancel is to remove Squall from the enemy's  
melee attack range since heel crush takes time to roll.

this doesn't apply against enemies with longer reach

\*\* connects with HC set or UB1

[HC2] Heel Crush + cancel + Aerial Circle \*\* Finisher

[HC3] Heel Crush + cancel + Beat Fang

\*\* connects with HC set

[HC4] Heel Crush + cancel + Beat Fang + cancel  
+ Aerial Circle \*\* Finisher

\*\*\*\*\* Air Dash + Beat Fang

\*\* connects with HC set

-----  
Blizzard Bullet [BB]  
-----

\*\* all BB set moves must be within gunblade attack range

[BB1] Blizzard Bullet + Jump + Beat Fang

\*\* connects with HC set

[BB2] Blizzard Bullet + Upper Blues

\*\* connects with UB set

[BB3] Blizzard Bullet + Thunder Bullet

\*\* connects with TB set

for full combos that starts with Blizzard Bullet,  
check out this vid by kouryu15

<https://www.youtube.com/watch?v=UkIduTsqeTs>

-----  
Thunder Bullet [TB]  
-----

[TB1] Thunder Bullet + Upper Blues

\*\* connects with UB set or HC set

[TB2] Thunder Bullet + Solid Barrel

[TB3] Thunder Bullet + Fusillade

[TB4] Thunder Bullet + Fated Circle \*\* Finisher

=====  
IV.3.2. Advanced  
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The core of advanced moves are familiarization  
of when to stop during an attack animation  
and when to cancel.

though most advanced combos hit hard, they are  
quite difficult to pull off and a wrong move can result  
to enemy retaliation the combos posted here aren't  
my own but i do have my opinions about them

-----  
Upper Blues - Beat Fang  
-----

<https://www.youtube.com/watch?v=W48BhR1Cf00>

<https://www.youtube.com/watch?v=myNFAppYBuc>

\* after executing the 2nd or 3rd hit from Upper Blues,  
execute a cancel, then a Beat Fang

- it really is difficult to do against AI and the  
damage isn't that high compared with wall  
rushing the enemy but it's anyone's preference...  
besides it looks friggin cool

- try to dodge boomerang Squall if you want Beat Fang to hit at the blind spot

-----  
Mystic Flurry Combo  
-----

<https://www.youtube.com/watch?v=IvzOG8lkIx>

- quite difficult to catch. i can't tell how to time this one but i kept counting the explosions instead and usually strike during the 5th explosion

- i guess one reason that makes practicing this skill difficult is because of the low probability of hitting the enemy. you can't practice a skill as much as you like if you rarely hit someone with it

-----  
M-Cancel  
-----

<https://www.youtube.com/watch?v=5rmxJjcryC8>

- to be able to do two things at the same time (thunder bullet and blasting zone). this is quite deadly but difficult to pull off

- i think this was exploited in the JAP version with Squall as the foundation since his HP attacks can be snapped in easily, adding the WTF surprise in battle

|-----|  
V. Tactics

these are only suggestions. everyone can adhere to their own principle of warfare.

\* Read the situation

unlike other characters that have homing HP attacks or brave attacks that lead to HP attacks, Squall's use of HP attacks are difficult and complex. first off, it's hard to hit someone with his HP attacks since they are quite predictable. if the enemy avoids a rough divide or blasting zone, expect counter attacks that can deplete your brave especially if they have crit enhancers equipped. so be sure to observe carefully! look at the player and the character he's using. read his movements. can you counterattack his strategy? if not, then read the surroundings. if i use a rough divide will he dodge to that wall where he can be cornered with a fated circle?

rememeber, what makes dissidia unique is not the vast array of abilities that characters can use in battle but the knowledge of when and

where to use them

\* Keep up the pressure

the mere fact that the enemy knows how fast Squall can eat their brave with melee is a threat enough. make sure to have the enemy constantly running with your ranged attacks and closing the distance with rough divide or revolver drive. a well timed beat fang or thunder bullet might end up their brave easily

\* Squall is a bank

knowing when to use HP attacks is important for Squall. as stated earlier, his attacks are predictable so you should know when to use them. as a rule of thumb, the priority of using HP attacks should be as follows

- 1) i have stored enough Brave Points to end it
- 2) the BP isn't enough but chaining an HP attack with ex mode might end it (before and HP attack hits, go EX)
- 3) i was infected by annoying summons that swap my BP with theirs or breaks my BP, etc
- 4) an opportunity presented itself.

you usually do this if you have fear of being broken instead by the enemy especially if they are wearing better high level equipments.

think of it as HP damage investment instead of BP

an example of this scenario would be  
"my rough divide IS faster than the enemy's \*\*\*  
HP attack"

- 5) i'm in break status  
hitting an enemy with an HP attack while under break  
would end the break effect

\* Don't be too flashy

Squall's combos are very much annoying when stringed consecutively but do know restraint! an enemy equipped with Counterattack skill that dodges/counters your combo spam might break up your combo chain and steal all the brave you earned.

as a suggestion, since most of Squall's combos end up in wall rush, the best way to continue a chain is to notice the color of hits. if the enemy receives a critical hit with wall rush(yellow), they tend to react slower (getting up or posing a strike). knowing when to end the combo by using a finishing set or to go after a freshly popped EX core must be observed well.

\* EX Mode Tips

learn when to use your ex mode. sure it might be awesome since it really boosts your stats and the gunblade's specs with extra hits and longer range but one invaluable perk of EX Mode is that it cancels enemy combos. it is a life saver that avoids you from break.

suggestions for using EX mode:

- 1) you got yourself hammered with a combo and/or is in danger of break
- 2) you got an enemy caught with a fated/aerial circle, revolver drive, blasting zone, or rough divide and thinks that the opportunity to end the fight is right there.

don't pressure yourself with EX Mode limit. the common mistake is that people tend to make most of ex mode, aiming to hit the enemy with an HP attack that would lead to EX burst. with this mentality, you make yourself open to retaliation. obviously most enemies would run away in order to wait for your ex mode to expire. if you keep spamming your HP attacks, you might find yourself open for a back stab that might even retake the brave you earned. with the limited time available to Squall under EX mode, read the situation calmly and decide the best course of action

an HP attack hit during EX mode... should i?

one unique characteristic of Squall is that his weapons and even his drops hint that he is capable of absorbing more EX force than the others. i would discuss this further under the builds section but as for now, what should you do when an HP attack hit:

burst yes:

- 1) if it will end the battle
- 2) if you think you won't have a chance to burst any more

burst no:

- 1) if you saw an EX core and can still replenish your EX gauge
- 2) to release from break

-----  
VI. Builds

i have builds for Squall that differ in the JAP and NA version since the utterly changed the effects of Squall's gear (this may be a ranting for the NA)

readers may or may not agree with this:

Build are determined by equipment and accessories that's why both my builds retain most abilities but can be changed depending on the build

=====  
Battle Abilities  
=====

this is the common setup based on my builds

Brave Attacks:

- Ground: Upper Blues, Thunder Bullet,  
Fusillade/Beat Fang  
Air: Beat Fang, Mystic Flurry(NA version),  
Heel Crush

HP Attacks:

Ground: Fated Circle, Blasting Zone, Revolver Drive

Air: Aerial Circle, Rough Divide (NA version)

=====  
Abilities  
=====

as for the ACTIONS, go get:

ground and midair evasion  
ground and midair block  
free air dash ( i prefer to go straight at my  
opponents )  
speed boost ++  
jump times boost ++

as for SUPPORT, go get:

EX Core lock on  
Auto Recovery  
Evasion Boost

as for EXTRA, go get:

Counterattack  
EX Critical Boost  
Riposte  
EX Critical Boost  
Disable Counterattack  
EXP to HP/Force/Brave

+++++

VI.1. JAP Version: TRANS-AM Mode

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=====  
Overview  
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this was actually inspired after watching the anime Gundam 00 where the main character resembled Squall in terms of personality while the Gundam itself resembled his fighting style and armaments (it can heel drop, weild a gunblade, can blasting zone, and can turn EX mode)

that aside, the goal of this build is to exploit Squall's unique ability that is based on his signature weapon, Lionheart, which enables him to absorb more EX force in the JAP version. as you know, EX force comes from characters being dealt damage, being blocked or simply clashing with each other.

the more hits a characters receives, the more EX force being released and with Squall, there is no such thing as



"limited hits". as long as Squall is able to sink his fangs on any enemy, there'll be more GN Particles... err... EX force produced for Squall to eat making him last longer in EX mode

this build was actually a default build for Squall that most players use. i just decided to call this TRANS-AM on a whim :p

pros and cons of this build

- + fast accumulation of EX force
- + longer EX mode duration which grants...
  - + extended attack range
  - + increased number of hits
  - + HP regen
  - + increased stats
- + EX Critical Boost equipped ensures almost all hits are critical
  
- EX force dependent
- useless if Squall's attacks can't hit an enemy or if Squall gets broken instead
- equipment dependent

=====  
Abilities  
=====

if you want to play this build aggressively, i suggest to get Solid Barrel, Drop Counterattack/Riposte and add EX Critical Boost and go for EXP to brave/EX force

\* EX critical boost enables Squall to land critical hits while in EX mode. this combines all other abilities like riposte, counterattack, catnip, etc into one. and since Squall lasts longer in EX mode and this mode grants him double hits with gunblade, imagine how much this will hurt

if you want to play this build defensively, i suggest to get Fusillade and go for EXP to HP

=====  
Equipment  
=====

\*\* weapons, equipments, accessories posted here came from Yandy Kusanagi's guide

\*\* as mentioned in the tactics above, Squall is a tank so it's important to have a high brave start so that he don't suffer break easily

Weapon:

Lionheart :  
Stats: ATK +68  
Level: 100  
Effect(s): BRV +40% at the start of Battle.

EX Force absorption amount +20%.

Note(s): Can only be equipped by Squall.

>Shop: Trade with Crime & Penalty x1, Scarred Bullet x5  
Blessed Pearl x5 & 31,920 Gil.

\*\* as for the armor, i chose the Chain of Adamant Set since  
it also helps replenish brave

Chain of Adamant:

Effect(s): BRV +20% after successful Dodge.

BRV +20% after successful Guard.

Note(s): Must Equip 3 Equipments to get the effect.

Adamant Shield :

Stats: DEF +73

Level: 99

Note(s): Chain of Adamant (1/3).

>Shop: Trade with Crystal Shield x1,  
Adamantite x1 & 31,920 Gil.

>Special Friend Card: Fusoya (Item Drop).

Adamant Helm :

Stats: BRV +290, DEF +1

Level: 99

Note(s): Chain of Adamant (1/3).

>Shop: Trade with Crystal Helm x1,  
Adamantite x1 & 16,240 Gil.

>Special Friend Card: Fusoya (Item Drop).

Adamant Vest :

Stats: HP +2717

Level: 99

Note(s): Chain of Adamant (1/3).

>Shop: Trade with Crystal Armor x1,  
Adamantite x1 & 23,940 Gil.

>Special Friend Card: Fusoya (Item Drop).

=====  
Accessories  
=====

Close to You :

Rank: S

Effect(s): EX Force absorption during Attack.

EX Force absorption when dealing Damage.

EX Force absorption after Summon use.

>Shop: Trade with Super Gravity Sphere x1, Dragonfly  
Jewel x1, Book of Might x5 & 1,500 Gil.

World's Center:

Rank: S

Effect(s): EX Force absorption range +3m.

EX Force absorption amount +20%.

EX Core absorption amount +20%.

>Shop: Trade with Pearl Necklace x1,  
Dragonfly Jewel x1,  
Book of Heart x3 & 1,500 Gil

Great Gospel :

Rank: S

Effect(s): Regeneration amount +20%.

BRV base value recovery +50%.

Map Action BRV +1%.

>Shop: Trade with Brave Element x1, Battle Boots x1,  
Book of Love x3 & 1,500 Gil.

White Choker :

Rank: A

Effect(s): EX Force absorption amount +25%.

>Shop: Trade with Blessed Sand x2 & 800 Gil.

Pearl Necklace :

Rank: S

Effect(s): EX Force absorption amount +50%.

>Shop: Trade with Blessed Fragment x3,  
Blessed Crystal x2,  
Book of Life x5 & 1,300 Gil.

Golden Hourglass :

Rank: S

Effect(s): EX Mode duration +20%.

>Shop: Trade with Time Fragment x3, Time Crystal x2,  
Book of Eloquence x5 & 1,300 Gil.

Great Storm :

Rank: S

Effect(s): Physical Damage +20%.

Crash BRV Damage +10%.

BRV Damage +10% in Chase Battle.

>Shop: Trade with Champion Belt x1, High Booster x1,  
Book of Illusion x5 & 1,500 Gil.

Lv. 4x :

Rank: S

Multiplier: 1.2x

Condition(s): Player Lv. is a multiple of 4.

Lv. 5x :

Rank: S

Multiplier: 1.2x

Condition(s): Player Lv. is a multiple of 5.

Lv. 100 :

Rank: S

Multiplier: 1.2x

Condition(s): Player Lv. is at 100.

\*\*\* the 1.7 multiplier granted by the 3 multipliers along with the white choker, pearl necklace, and world's center ensures that you gain  $42.5\% + 85\% + 20\% = +147.5\%$  worth of EX force... oh and the Lionheart's 20% wasn't included YET. adding that up i guess totals to 167.5% (i think the

modifiers are exclusive to basic accessories only)

now imagine how many hits Squall could land WITH Lionheart,  
how many orbs are released per beat up session  
and how much force Squall gains.

yep, pretty much, this aims to suck up all orbs so that the  
enemy can't have any while maintaining TRANS-AM.

```
-----  
|  
|                               |  
|          NOTICE!!  NA Version RANT          |  
|                               |  
|-----
```

before i begin discussing the NA builds, let us first see the equip changes

\*\* first, let's see what Squall's Battlerise is

Bless Powder: EX FORCE Absorption +10%  
Bless Shard: EX FORCE Absorption +10%  
Bless Crystal: EX FORCE Absorption +10%  
Bless Orb: EX FORCE Absorption +10%

even in the JAP version, the effects of Squall's drop are  
the same

\*\* next let's check what the JAP version of what Lionheart does  
and what's it made of

Weapon:

Lionheart :  
Stats: ATK +68  
Level: 100  
Effect(s): BRV +40% at the start of Battle.  
EX Force absorption amount +20%.  
Note(s): Can only be equipped by Squall.  
>Shop: Trade with Crime & Penalty x1,  
Scarred Bullet x5  
Blessed Pearl x5 & 31,920 Gil.

\* Blessed Pearl is translated to Blessed Orb in the NA  
version and still, both had the "EX FORCE Absorption +10%"  
effect

\* with that in mind, it makes sense why the JAP Lionheart  
gives a "EX Force absorption amount +20%" effect

\*\* now let's check the NA version of Lionheart

Weapon:

Lionheart :  
Stats: ATK +68  
Level: 100+  
Effect(s): EX Core Absorption +30%  
Minor Sneak Attack Effect  
Shop: Punishment x1, Unshelled Bullet x5, Bless Orb x5

\* so we have the Bless Orb that grants  
"EX FORCE Absorption +10%" but wtf is with the

NA Lionheart's effect?!

EX CORE Absorption +30%

FOR REAL?!

well the sneak attack effect  
is quite cool but it's useless if the  
weapon affects the overall build

\*\* the thing is, in a battle, it's bad to rely on EX Core.  
sure, Squall might've been beating someone's butt long  
enough to make him secure the core but what if he didn't  
get the chance to and the enemy got it instead?  
Likewise, what if the enemy always beats Squall to it?

\*\* This reliance on the EX Core is a fatal setback that can  
slow Squall down (most may or may not agree on this).  
enemies like kuja or sephiroth can ransom the EX core.  
while Squall rushes off to grab it, it gives them time to  
cast Ultima or Black Materia

\*\* of course that's not even the worst part of it. with the  
recent modifications made with the accessory, EX Force  
absorption became weaker for Squall in the NA version

\*\* but before that let's check the adamant chains equipment set

\*\* in the JAP version Chain of Adamant had this effect

Chain of Adamant:

Effect(s): BRV +20% after successful Dodge.

BRV +20% after successful Guard.

Note(s): Must Equip 3 Equipments to get the effect.

\*\* this is what happened in the NA version

Adamant Chains:

Effect(s): BRV Boost on Dodge +30%

Midair Evasion Boost

Note(s): Must Equip 3 Equipments to get the effect.

\*\* this set can be obtained by getting adamantine  
from golbez which unlocks the equipment  
in the shop

\*\* I have little complaints as to this one but it's better to  
block and punish someone rather than to dodge them

\*\* try fighting on a stage with little space for dodge and  
you'll see how invaluable the JAP version is

\*\* one alternative build as for the equipment would be to  
use the "Snowpetal Set" which had a major overhaul  
in the NA version

Snowpetal:

Effect(s): Magic Counter Strength +300%

BRV Boost on Block +30%

Note(s): Must Equip 3 Equipments to get the effect.

\*\* this set can be obtained in  
Duel Colosseum - Lunar Whale Course

\*\* in the JAP version, it just had  
Magic Counter Strength +300%

```
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|
|           Now that the gay rant is over, let's continue
|
|-----|
```

+++++

VI.2. NA Version: TRANS-AM Mode: Leon

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Overview
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This was developed with a similar concept in the JAP version but is built to use the NA version of Lionheart. this build represents the ferocity of a lion, equipped with top equipment and skill capable of dishing out damage even without EX activated. like a lion who fights back when attacked, using EX mode when the enemy retaliates punishes them severely, dishing out a chunk of their brave and supplying squall with a one hit finish chain to EX burst

pros and cons of this build

- + well rounded
- + doesn't rely much in absorbing EX cores
- + damage dealt can create a brave break barrier worth of BP
  
- skill and equipment dependent
- relies in ex force
- relies in ex mode
- activating TRANS-AM early results in harder to hit HP attacks and losing EX counter

```
=====
Battle Abilities
=====
```

ver 5 update:

Build setup suggested for Mode: Leon

Brave Attacks:

Ground:

default O:           Upper Blues  
toward opponent:   Solid Barrel  
away from opponent: Fusillade

Air:

default O: Beat Fang  
Up + O: Mystic Flurry  
Down + O: Heel Crush

HP Attacks:

Ground:

default O: Fated Circle  
toward opponent: Blasting Zone  
away from opponent: Revolver Drive

Air:

default O: Aerial Circle  
Up + O:  
Down + O: Rough Divide

=====  
Abilities  
=====

ver 5 update:

ACTION Abilities for Mode: Leon

ground and midair evasion  
ground and midair block  
free air dash ( i prefer to go straight at my  
opponents )  
speed boost ++  
jump times boost ++

ver 5 update:

SUPPORT Abilities for Mode: Leon

EX Core lock on  
Auto Recovery  
Evasion Boost

ver 5 update:

EXTRA Abilities for Mode: Leon

Counterattack

- effective for dodge and punish

EX Critical Boost

- every hit is critical once TRANS-AM is active

Riposte

- Block and Punish
- works well with snowpetal set

#### Disable Counterattack

- prevents major hurt when they dodge and fight back

#### EXP to HP/Force/Brave

- doesn't matter since Squall shouldn't be an HP spammer but choose EXP to HP when going to Duel Collisseum

=====

#### Equipment

=====

#### Lionheart and Snowpetal Set

the minor Sneak Attack effect granted by lionheart adds another critical booster in this set while the snowpetal adds synergy with Riposte. not only is the enemy staggered after blocking, it also increased your brave value, creating that defensive wall against break

=====

#### Accessories

=====

#### Gravitorb

Rank: S

Effect(s): EX intake range +3m

>Shop: Trade with magnet Shard x3, Magnet Crystal x2, Tome of Souls x3

#### Pearl Necklace:

Rank: S

Effect(s): EX Force Absorption +30%.

>Shop: Trade with Bless Shard x3. Bless Crystal x2, Tome of Men x5

#### Gold Hourglass:

Rank: S

Effect(s): EX Mode Duration +20%.

>Shop: Trade with Time Shard x3, Time Crystal x2, Tome of the Orator x5

#### Close to You :

Rank: S

Effect(s): EX Force absorption during Attack.

EX Force absorption when dealing Damage.

EX Force absorption after Summon use.

>Shop: Trade with Gravitorb x1, Dragonfly Orb x1, Tome of the Masters x5



Champion Belt:

Rank: S

Effect(s): Physical Damage +25%.

>Shop: Trade with Crimson Shard x3, Crimson Crystal x2,  
Tome of the Orator x5

HP = 100% :

Rank: S

Multiplier: 1.5x

Condition(s): Player HP is 100%

HP = 100% :

Rank: S

Multiplier: 1.5x

Condition(s): Player Opponent's HP is 100%

Large Gap in BRV

Rank: S

Multiplier: 1.5x

Condition(s): BRV difference between you and opponent  
is at least 1000

Summon unused :

Rank: S

Multiplier: 1.5x

Condition(s): when you have not yet used a summon

Level 100 :

Rank: S

Multiplier: 1.2x

Condition(s): when your level is 100

or

EX Mode :

Rank: A

Multiplier: 1.3x

Condition(s): while you are in EX mode

or

ver 5 update:

HP is a Multiple of 5

Rank: A

Multiplier: 1.4x

Condition(s): When your HP is a multiple of 5

\*\*\* The Multipliers can reach up to x6 and even though  
they don't last in long term use, they are enough to  
fill the gauge immediately

\*\*\* if the EX mode multiplier is used instead, it goes  
to x6.5

\*\*\* if the HP is a Multiple of 5 is used instead, it goes

to x7

\*\*\* on a case to case basis, the x6 multipliers immediately fills up 3/4 of the EX gauge just after doing a beat fang then a heel crush

\*\*\* don't worry if you temporarily lose your HP = 100% multiplier. once EX mode is activated and you keep up the offense, there will be a lot of EX force lying around to refill the gauge and grant a constant HP regen. then again, this method is only advisable when item farming. try to end human battles as quickly as you can so that they don't get to read your play style

\*\*\* ver 5 update:

Squall has 9760 hp at lvl 100 if the snowpetal set is equipped this makes it possible to activate HP is a Multiple of 5 booster at an early rate, giving squall a major boost in absorbing GN Particles

+++++

VI.3. NA Version: Quickdraw

+++++

=====  
Overview  
=====

an alternate version designed to gather tons of brave then letting it all out in one go.

pros and cons of this build

- + fast accumulation of Brave
- + decent protection against break status
- can't go into EX mode
- equipment leaves Squall with weaker stats

=====  
Abilities  
=====

Get Counterattack, Riposte, and Disable Riposte

=====  
Equipment  
=====

Get Lionheart and the Blessed Crystal Set

Blessed Crystal Set:

Effect(s): EX Force Absorption +20%

EX Core Absorption +20%

Note(s): Must Equip 3 Equipments to get the effect.

\* the downside is that the crystal equips are for level 64+ compared with the level 98+ adamant equipment, this makes Squall 35 levels weaker

=====

### Accessories

=====

Force Begets Courage:

Rank: S

Effect(s): EX Core and EX Force to Brave

>Shop: Spirit Stanchion x1, Pearl Necklace x1,

Tome of the Silence x5

Close to You :

Rank: S

Effect(s): EX Force absorption during Attack.

EX Force absorption when dealing Damage.

EX Force absorption after Summon use.

>Shop: Trade with Gravitorb x1, Dragonfly Orb x1,

Tome of the Masters x5

Gravitorb

Rank: S

Effect(s): EX intake range +3m

>Shop: Trade with magnet Shard x3, Magnet Crystal x2,

Tome of Souls x3

Pearl Necklace:

Rank: S

Effect(s): EX Force Absorption +30%.

>Shop: Trade with Bless Shard x3. Bless Crystal x2,

Tome of Men x5

HP = 100% :

Rank: S

Multiplier: 1.5x

Condition(s): Player HP is 100%

HP = 100% :

Rank: S

Multiplier: 1.5x

Condition(s): Player Opponent's HP is 100%

Large Gap in BRV

Rank: S

Multiplier: 1.5x

Condition(s): BRV difference between you and opponent is at least 1000

Summon unused :  
Rank: S  
Multiplier: 1.5x  
Condition(s): when you have not yet used a summon

Empty EX Gauge :  
Rank: S  
Multiplier: 1.5x  
Condition(s): when your EX gauge is empty

Level 100 :  
Rank: S  
Multiplier: 1.2x  
Condition(s): when your level is 100

\*\*\* the multipliers can reach to x9

\*\*\* this is actually a fun build but it pales in comparison with Mode: Leon in terms of damage per hit. also, be careful of summon stones like odin since it's a bane for builds like this

|-----|  
VII. CPU Matchups

since I have only fought against them, I have yet to know the name of some of their skills and would be referring to their JAP translated names

-----  
vs. Warrior of Light  
-----

Watch out for Sword Thrust since it can be sudden. other than that, his range is quite short so better use Squall's range and suddenness to catch him off-guard

the CPU sometimes tend to counter Heel Crush with Shield of Light, don't worry, it WILL break

Radiant Sword is slow to start but homes faster if you are far. pierce through it with any HP attack aside from the circles. the same goes if he uses Shining Wave.

-----  
vs. Garland  
-----

Watch out for the Gallahad Dribble - dubbed by Falcord of the Garland Guide  
<http://www.gamefaqs.com/portable/psp/file/939394/55742>

\* oops only players can perfect that :p

for the CPU, despite garland being slow, he does tend to rush in at times which makes him deadly. try to keep your distance and wait for him to miss an attack before counterattacking.

you can counter his blaze and cyclone with a Rough Divide that can pierce through it or a close-ranged Blasting Zone.  
his earthquake have a limited range and gives you enough time to blast with a revolver drive and tsunami leaves him prone for a beatfang or back attack

be careful of distancing yourself too much in the air since he can attach a chain to his weapon and swoop it downwards and pull it back for double hits

-----  
vs. Firion  
-----

I have so much respect for this guy! despite being weak in air combat, his ground attacks range from short to long.

his lance combo can punish your heel crush after an upper blues and his rope knife can home in on where you land.  
reel axe can arget you in the air and be careful not to forget that it comes back ofr an extra hit. all of his ground melee can in with the double trouble HP attack so be careful.

it seems that his straightarrow doesn't have the charge time it used to have in JAP version which is helpful for aiming but he still got other HP attacks right down his sleeve such as shield bash which can block normal attacks and some magic and retaliates with a volley of ranged HP attacks, and his weapon master move that makes up for his air weakness which hits lots of brave damage before and HP hit

-----  
vs. The Emperor  
-----

Well despite having a second Flare that can be deployed, you can pierce through it with Rough Divide, Blasting Zone or even Revolver Drive. a well timed explosion of any of the Circles can reflect back the Flare. Flare can also track and hit you during chase animation so be careful

Don't let him use Starfall. even if I did forget what it does, I remembered it's bad news to let him cast it  
(besides, all that long casting for a weak spell? cmon!)

His light crest gained more bouncing blasts but that's just it. as long as you avoid the traps, he's easy

-----  
vs. Onion Knight  
-----

in the JAP version, he had a default 3 jumps while in the NA, he had 5! damn broken midget!

but this is also another character that didn't deserve a weapon change. in the JAP version, his weapon granted him BRV boost at the start of battle and a faster BRV regen. in the NA, they gave him instead

a +15% damage and gambler spirit effect. honestly WTF! OK was never a hard hitter. he's just an HP spammer!

with his ability to regen Brave fast, you got a constant beating of damage.

that aside, be wary of his speed. he can easily get around your ass and strike from behind. also, all his brave attacks can be chained to HP. while he doesn't have much firepower, the CPU seem to equip to him a lot of extra skills that raised counterattack.

be very careful indeed as his punishment can break BRV

-----  
vs. Cloud of Darkness  
-----

is one hot babe!

her tentacles (THE TERM!!!) can be made to launch various attacks. the most you should watch out for would be the spherical orb of continuous lashing. it hurts like hell but can be blocked

be caeful of her [wrath] particle beam since it can block some attacks and counter with an HP attack and with her [anti air] particle beam since she tend to use this if you are within range

on her other attacks, you can pierce through them with a rough divide or revolver drive

-----  
vs. Cecil Harvey  
-----

this is another fan favorite by Dissidia players. watch out for his superman attack a.k.a Saint's Fall since it travels far and can guard break as well as his Paladin Force which deals lots of damage and can be chained with searchllight in the JAP version (is yet to check in the NA)

while as a dark paladin. watch out for his Dark Flame and try not to make him use Soul Eater should you come within melee range.

overall, he can cover up long and short range as he can use various attacks to pull you close or have you end up in the air where he can superman down your ass.

-----  
vs. Golbez  
-----

annoying character to fight, complicated to use.

his attacks are always 2 in 1 making him cover melee and mid/long range.

other than that, most of his brave attacks can chain to HP and he tends to guard a lot. don't try to stay too long in close range as he might pull a

devastating Genesis Rock which could hurt. his Nightglow is also quick giving Squall little time to launch a counter and can even block a heel crush.

I read from Aishi\_'s GOLbez guide that nightglow can create a barrier that blocks attacks. I've tasted it too many times to say that he ain't lying

(<http://www.gamefaqs.com/portable/psp/file/939394/56714>)

though his Gravity Force is a bit predictable, it still hurts if you're not careful and able to block it immediately.

as I've said, don't stay too long within close combat as he can attack from upfront and behind in one execution and try not to dodge an attack. if you blocked him, beat him up with a beat fang then maintain distance.

-----  
vs. Bartz Klauser  
-----

he combines all attacks from the cosmos side characters making him extremely versatile.

while he lacks Squall's sudden executions, he does have firion's reel axe to reel you in and can follow with a combo from zidane or can dash at you suddenly like tidus. he can also use cloud's initial climhazard animation followed by Squall's solid barrel. he's basically a combination of some of the character's moves but can be more flashy and has some boost in stats or brave

oh and watch out for his holy since he can chain it to flare and try to not block when he dashes towards you since he loves to use wind shear when you try blocking or even worse, paladin force! while on the ground, he tend to use Soul Eater or Flood which isn't much of a threat

-----  
vs. ExDeath  
-----

I remembered the days when he was broken in JAP version. in the NA, he's definitely fixed.

while he's still slow when it comes to moving, his teleport became faster and has been equipped with guard break. blocking the teleport will leave you staggered so dodge it instead!

his Black Hole has been modified in that it can't be destroyed by Rough Divide or Blasting Zone anymore.

if you Rough Divide on it, you'll be sucked in for damage. honestly, from trash, it became a good perimeter skill

despite the slow execution of most of his offense, his defense is quite fast to pull. be careful as his defense can even stop a rough divide and counter with an amalgest!

just hit him from behind with a rough divide and nab every EX core you can find since he is slow on the move

ver 5 update:

using solid barrel in TRANS-AM passes through his defenses easily.  
no matter what shield he brings up he gets murdered to death.  
also, he seems to have trouble blocking the circles so abuse that.

(unless experienced exdeath players disagree, please do email me  
and impart thy wisdom)

-----  
vs. Terra Branford  
-----

when she casts the ranged blizarra, just air dash and punish  
her with a beat fang. if you want to stay close, don't  
let her use tornado. if she was able to use that skill and you're  
from a distance, rough divide her or close in for  
a blasting zone. watch out for her holy which can lead to a holy  
combo or an ultima and rough divide her when she  
prepares for meltdown as RD can definitely pierce through that  
ball and flood can only be punished with an air dash  
+ beat fang/circle

-----  
vs. Kefka Palazzo  
-----

he can literally make you run. his skills aren't always what  
they seem.

his shatter blizagga for example makes him  
fire a block of ice that explodes like shrapnel.  
with every bit dealing damage. on melee, he can defend himself with  
havoc wing and can pressure you from range with trine.  
I haven't seen hyperdrive in effect since I tend to stop him before  
he does it but be careful of forsaken null where a cloud tracks you  
down for HP bombardment. use rough divide  
when he uses that skill and try to dash to deflect his magic.

-----  
vs. Cloud Strife  
-----

his braver is much like saint's fall so a timely dodge will save  
you from it. despite his limited reach and his slow attack  
animation, he can still land devastating blows that can break you in  
no time. he is clearly another fan of wall rush and all his  
attacks seem to do so. also, some of his combos can end in  
Finnishing Touch or Omnislash ver 5.  
try to maintain distance and strike him if his attacks were short on  
the range but be careful of his meteorain.

oh and don't let him go EX mode since he can guard crush you  
without fail.

-----  
vs. Sephiroth  
-----



Be careful of his multihit and long melee range. not only can he punish Squall for heel crushing, he also can use that blasted Black Materia to get you from a wide range. if you rough divide him at that point, he'll simply throw a little meteor from overhead that does HP damage. if you didn't get to reach him in time, he'll definitely drop a huge chunk that makes escape rather unavoidable.

his hell's gate has also been upgraded in that it seems to be executed faster and his octaslash can cover more range much like jecht blade. Scintilla can also guard sephi from brave attacks and punish accordingly with HP.

if you got comboed with octaslash, burst yourself to EX mode immediately then counter with a burst

oh and once he charges himself to use Heartless Angel, punish it with Rough Divide

-----  
vs. Squall Leonhart  
-----

There can be only be one Squall indeed!

the CPU tend to follow its attacks with an aerial circle so dodge immediately.

do not get caught with a beat fang. you, of all people, whom have read this guide (probably) and have watched the videos (probably) should know how much it hurts to be beat fanged!

anyways, be careful with the battle of the circles as the AI tend to counterattack your fated/aerial circle with one of their own.

when he uses mystic flurry, air dash through it and punish with a beat fang or simply pierce through with a rough divide

-----  
vs. Ultimecia  
-----

the villain who got hots for Squall. her apocalypse was quite destructive in the JAP version since it can be detonated while Squall was travelling in Rough Divide. now, RD can pierce through it with no effort. all of her HP attacks are hard to aim and needs time to charge. the HP breaking RD shuould spank her ass as punishment for using those skills!

though it seems that her charging of skill became faster when it comes to brave, ultimecia shouldn't be air dashed at times since the air dash tend to lose its gas while ultimecia isn't even done firing. when she charges knight's sword, don't even think charging or guarding since it can guard break. you can however strike her from behind (O\_O)! since it's her only weak spot during the charge. or simply go on top of her for a heel crush.

knight's arrow is annoying! it can reach from a long range and

can hit you from behind while blocking. the charged version can serve as traps but would still hurt otherwise especially if they were deployed from behind pillars

knight's ax is quite fast to pull out and the charging is faster. the charged version does a homing guard crush property but is slow while the 3 axes attack from 3 directions

-----  
vs. Zidane Tribal  
-----

one annoying monkey!

his EX mode enables him to seize the air thanks to his 10+ jump capacity and his number of aerial combos that tend to swoop you down. CPU and even human players play this much like onion knight but doesn't rely on spells for ranged attacks

instead, they punish you with HP ranged attacks and run after you from behind with melee braves that can chain to HP.

even if Squall's beat fang is good to use, don't linger on the air too much since it is his zone. don't even try to punish shift break with a rough divide since it can pull faster. instead, if he does it while you are still high in the air, just let yourself fall out of the flood's reach. he gets a separate HP attack called free energy. in the JAP version, this comes after some of his combos. instead, in the NA, most of his combos end with Meo Twister. watch out for free energy since it's like a shotgun. he can easily pull it out and blast you within a short range. it can guard brake and is as quick to pull as the circles. oh and be careful of grand lethal, it's his version saint's fall/braver.

-----  
vs. Kuja  
-----

was nerfed big time thanks to his ultima gaining a slow start and limited fall radius. his holy rings doesn't last longer like the JAP version which can be intimidating. still ,he gets to cover all ranges and is excellent at running away.

be careful of his snatch blow and strike energy. blocking the attack may stagger him but is useless if he isn't within counterattack range which happens most of the time. also, his snatch shots can scoop you down even from its range

learn to identify when to block his attacks once and when to block spam it since he can employ the use of ranged attacks and ranged magic.

oh and don't get too close for him to use flare star. it's quite hard to avoid and hurts like hell. holy star can be avoided but can suck you in. as for ultima, just air dash or dodge to the side then punish with a rough divide

-----  
vs. Tidus

-----  
he's like a mix of Squall and Cloud. he can be made to suddenly close in the distance and hit hard at the same time. his attacks can also be a feint, an attack and a dodge combined so be careful in aerial fights and when trying to keep the distance on the ground since he can cover the ground easily. he can also link his brave attacks to HP attacks which make him more deadlier

try to keep up the range and punish him when he uses Jecht shot. other than that, don't stay close in his game and try to determine when to block his attacks

-----  
vs. Jecht  
-----

Another annoying character!

his bare hands can deflect even garland's blaze! his jecht counter can block any attack except for the circles, though, it can still be heel crushed. his combos can be chained to any of his HP attacks which makes him indeed a formidable opponent especially in close combat and he can chain his combos continuously when he goes into EX. his jecht blade is also like octa slash and can be very annoying.

it isn't good to stay inside his game but rough dividing him from a distance isn't a good thing too thanks to his jecht block. just measure the range of his attacks to determine when to hit with a beat fang or upper blues and when to end it with a circle

ver 5 update:

the solid barrel during EX Mode pierces through his jecht counter abuse it to regain lost brave!

-----  
vs. Shantotto  
-----

another annoying midget that has a bad tongue. her brave attacks have limited range but she shines most in chaining her HP attacks for lolwut damage. her brave usually consists of restraining spells such as bind and bio. watch out for bind which, as the name implies, renders your movement. when she casts it, you'll find your character covered in some sphere, dodge it immediately. as for bio, it might be slow moving like emperor's flare but it tracks you down and even hits you while in chase animation. once hit by the move, you get poisoned, dealing brave every period of time with mild stagger effect.

her only homing offensive skill is her boomerang staff (I think it's called "retribution") where she can do in the air. her HP attacks are quite fast to pull but is linear though if one manages to hit you, you will be comboed without fail. watch out for her aero air HP attack since it tends to suck you in much like seraphic star.

-----  
vs. Gabranth  
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I love his British(?) accent in the NA! anyways, don't let this guy go super saiyan as he can DBZ down your ass in his game. his default melee moves tend to push people away (and quite far at that) giving him enough time to use his HP attack that charges his EX gauge.

I think in the NA, he can guard most brave attacks once he starts charging. anyways, if he does charge, RD him fast as punishment.

if you were unable to prevent him from going EX mode then I suggest you run until his time expires... but that's gay so if you want to start beating his ass, stay away and try to RD him from afar. in EX mode, his normal brave attacks doesn't just send you away, they hit multiple times before sending you away which can lead to chase. he can use an HP attack that's like maelstrom from star wars force unleashed which can suck you in before exploding. he can also fire 4 crescent arc beams at you, in ground or air as his HP attack. so far, I didn't yet see what his final HP attack, "execution" can do (and I'm too lazy to confirm in JAP dissidia)

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vs. Chaos  
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the first shocker I remembered when fighting this guy in JAP was that I have to fight him 3 times where he gets stronger every round!

he can recast his summon, shinryu, more than once in every battle and it does random effects. the most annoying effect that could counter Squall would be omega weapon since it halves the brave value every period of time.

he rarely uses HP attacks on the first fight but tend to use more devastating ones in the second. in the third battle, he can go EX mode where you have to play a game of dodge. his EX mode finishes by hurling 4 swords at the side of the stage. 4 circles pop up from below and you'd have limited time to go to a part of the stage without the circles before it goes nuclear.

but as they say, the bigger they are, the harder they fall!

sometimes, depending on his starting animation, you can predict what chaos would do in the next 2 battles.

refer to the dissidia wiki to identify the skills he uses and for a much better guide

if he starts the first battle by swinging (The Ground 3-Strike Tail Spin), block it then upper blues him but don't end with a combo, just stay in the air and wait for when he rushes after you or when he teleports in the air.

if he rushes, then block and penalize him with beat fang. if he teleports, spam the guard button immediately as he tend to use his 360 Degree Spin for a barrage of damage. after guarding 5

times, beat fang him and stay in the air after the animation.

if he starts by using Flame Wheel, just dodge. sometimes when he use Great Balls of Fire, he tend to follow it with Flame Wheel. Flame Wheel can guard break so dodge it. after using that move, he can walk the stage or dash after you, block him if he does the latter but watch out for his feints. instead of dashing completely, he can stop and doe a 360 degree spin or execute his tri-slash combo

by staying in the air, you can see and predict what chaos does rom the ground and block/prevent his attacks properly.

his HP attacks are devastating but can be prevented/avoided.

once he uses condemn which sucks you in, you need to dodge away outside of the radius. you can also beat fang him in order to reduce his BRV to 0 dealing you 0 damage. at any rate, if you dodged, punish him with an HP attack

once he charges a ball in his hands, he plans on using soul of oblivion. dash at him fast before he finishes and beat fang him.  
it's quite difficult to dodge or block against this HP attack.

once you see a number of orbs around you, just stop moving.

he's using divine punishment. the orbs will explode 4 times while the remainder will strike you. if you moved while the orbs exploded, you'll be sent for a series of brave damage before chaos teleports above and strikes you down with his sword for HP damage.  
the same goes if the remained strikes you. after the orbs explod, dodge as far as you can in order to avoid the piercing.  
don't stay close even after dodging since the sword strike has a wide explosion range and can still hit you. chaos suffers a lag time after this so air dash and beat fang him or use the fly swatter to bring him down

one daring move would be to double jump upwards before the orbs start exploding then dodge after they exploded. since this leaves Squall very close to chaos in the air, you can repay his efforts with any of Squall's air brave or HP attacks

once he uses demonsdance, dodge like theres' no tomorrow!  
he teleports to you 5 times to catch and hurl you for HP damage every brawl. if he uses this while under alexander-shinryu effect, it's game over most of the time. this is another reason to stay longer in the air, yu can miss most of his combos  
by simply falling and dodging away. it ensure that his reach will be limited. the final act of this move can wall rush you to the ceiling for HP damage so be very careful

once he teleports to the center of the stage and has his hands held with a giant fireball, don't even bother cancelling the attack.  
stay on the air and guard spam the smaller fireballs heading your way and dodge once he hurls the final ball at you. if you managed to block all of ultimecia's knight's sword, you can block this one.  
if you get hit by a single fireball, you'll be staggered making the giant ball hit you without fail

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## VIII. Version History

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Version 1.00: August 28, 2009

Version 2.00: September 1, 2009

finished "why use Squall" segment  
equipment & accessory changes and skill revision  
mode testing

Version 3.00: September 4, 2009

equipment & accessory changes and skill revision  
mode completion  
matchup

Version 3.01: September 6, 2009

matchup completion  
extra build

Version 3.02: September 9, 2009

additional build equipment set

Version 3.03: September 10, 2009

format changes

Version 3.04: September 11, 2009

format changes

Version 4.00: September 15, 2009

improved builds

Version 4.01: September 17, 2009

accessory revision for builds

Version 5.00: September 22, 2009

solid barrel update  
mode leon revision  
CPU matchup update

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## X. Afterword and Credits

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Please remember that this guide is merely a reference on how I played and observed other people play Squall. these are by no means a proper standard on how Squall is played.

sometimes, unorthodox techniques bring out the best in characters so players should (imho) go for that

thanks to the gamefaqs/gamespot community (especially the forums),  
dissipedia wiki, and yandy kusanagi for their guides.  
without them, it would be difficult to play the JAP version

<http://dissidia.wikia.com>

<http://www.gamefaqs.com/portable/psp/file/939394/55224>

I would also like to thank and recommend Timothy Dahl's Squall guide for detailed character stat analysis, a list of quotes, Squall's equipment list, and Squall's story walkthrough

<http://www.gamefaqs.com/portable/psp/file/939394/57640>

not to forget, to thank kouryu15 for his Squall videos which helped me a lot and the countless people of youtube that posted/reposted/will be posting the exploits of their dissidia gameplay

if anyone wishes to correct me on anything save for the spell check, please do email me at [jedi\\_knight\\_bj@yahoo.com](mailto:jedi_knight_bj@yahoo.com)

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