

# Final Fantasy Tactics FAQ/Walkthrough

by Cloud Strife7

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Final Fantasy Tactics, FAQ/Walkthrough

Platform: PSX

This is Version 1.10 Created by J. Martin A.K.A Cloud Strife7

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2. Version History:

Version 1.10: Fixed some of my many spelling errors and added some battles to the walkthrough.

(Started on October 14, 2005)

Version 1.00: Completed a lot of the guide, but not fully completed.

(Started on June 25, 2005)

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3. Introduction:

Final Fantasy Tactics is a huge game to explore. There are so many classes, abilities, options, characters, random battles, story battles, items, and environments that it has a huge amount of fans that still play it till today. This includes myself as well. This means that there are many people who want to complete the whole game and look at FAQs so they can do so.

My goal is to have this FAQ help you in any area of the game you may need help. Making a complete guide is what I want to do so if there's something I missed or you have a question feel free to e-mail me about it at [clouderstrifer7@yahoo.com](mailto:clouderstrifer7@yahoo.com)

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#### 4A.Map Controls:

X Button = Cancel

O Button = Select an area, Accept

Triangle Button = Menu will appear

Square Button = Allows you to look around the map without selecting locations

R1 = Allows you to see a full view of the map

L1 = Allows you to see a full view of the map

R2 = Does nothing

L2 = Does nothing

Select = Information on selected location

Start = Menu will appear

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#### 4B.Battle Controls:

X Button = Cancel

O Button = Accept

Triangle button = If you are not in the command menu press triangle to bring up the secondary menu

Square Button = If you are not in the command menu it will make your allies flash blue and your enemies flash red

R1 = Turns your view of the battle field to the right

L1 = Turns your view of the battle field to the left

R2 = Tilts your view upwards

L2 = Zooms you out of the battle view giving you a wider and distorted view

Select = Gives you topography and geomancer effect information

Start = Puts the cursor over a character in the battle

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5.Walkthrough: The walkthrough will contain all battles that are not optional. Information and strategies on battles will be listed in the order that you fight them and will be separated by a blank line. I will also list some things you should do in between battles which will be separated by a blank line as well.

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#### 5A.Chapter 1 The Meager:

##### Chapter 1-Battle 1-Osborne Monastery

Your enemies in this fight include 3 archers, 1 chemist, and 1 knight.

After the cinematic and some story this battle will begin.You should use

this battle to get the hang of this game. This isn't like other

battles you'll fight since all of your allies are computer controlled.

Start by attacking the chemist. Then focus on the archers and finally finish off the knight.

##### Chapter 1-Battle 2-Magic City Gariland

When you get to this battle you'll be able to fight with your own team. You

start with a team that consists of Squires and Chemists. To Put a character

into a battle press L1 or R1. When you get to their picture press circle and

they will start battle where your cursor placed them. Remember to always put

in the max amount of units possible. Your enemies in this fight include 4

squires and 1 chemist. Take out the chemist first because he can heal your

enemies HP by 30. After you take him down defeat the squire who has a

tougher looking face than the others. Finally focus on the weaker squires

one at a time.

##### Chapter 1-Battle 3-Mandalia Plains

You get two options in this fight. "We must save him" or "Our duty is to

destroy the Death Corps". Your enemies in this fight include 1 thief, 4

squires and 1 red panther. If you choose "We must save him" then

attack any enemy near Albus because if he dies you lose the battle.

I suggest you defeat the enemies with lower HP first to minimize damage.

If you choose "our duty is to destroy the Death Corps" then focus on

the Red Panther first because he can poison you and he has high HP. If your other enemies are far from you after you defeat the Red Panther wait until they get close to you and attack them. This way you will minimize the chances of being surrounded.

#### After Battle 3:

When you complete battle three you then have to go to Igros castle. After some story Sweggy Woods and Dorter Trade City will appear on the map. Before you head to the Sweggy Woods level up your characters a bit by going to Mandalia plains and fighting random battles there. After leveling up change your unit's classes to knights or Wizards. I don't suggest Archers at this point. Use the money you've won from the random battles to buy all of your units (soldiers) the best possible equipment. This includes Delita and Albus.

#### Chapter 1-Battle 4-Sweggy Woods

Your enemies in this fight include 1 black goblin, 2 goblins, 2 bombs, and 1 red panther. If you have any wizards use them to take out the black goblin after he makes his first move. Next defeat all of the enemy monsters on the landform you started on. When they are defeated wait for Albus and Delita to start attacking the monsters on the other side then have your units attack. Being that guests can't die this minimizes the risk of losing a soldier.

#### Chapter 1-Battle 5-Dorter Trade City

Your enemies in this fight include 3 archers, 1 knight, and 2 wizards. Delita and Albus will climb up a tower next to your units to attack an archer. There is no need to help them because they can easily defeat him and an un-armed archer that will go after them. Like the last battle it's a great idea to bring a wizard into this battle for ranged high attack power. First deal with the enemy wizards. When the wizards are done with defeat the knight and finally take down the final enemy archer.

After Battle 5: When you complete battle 5 in Dorter Trade city Ramza, Delita, and Albus will talk about a desert with sand rats. It's a place in a desert above Dorter Trade City. However when you fight there it says Mouse by mistake. Before you go there make sure all of your units are around lvs. 6 and 5. Also in the next battle having a wizard is even more vital than the last two battles. Your wizard should know a learn a level 2 spell before going as well. And finally it wouldn't be a bad idea to make Ramza a monk.

#### Chapter 1-Battle 6-Cellar of Sand Mouse(Rat)

Your enemies in this fight include 1 archer, 3 knights, and 2 monks. When you start this battle there are two sides that you place your units on. When the enemy units start moving you must decide where your going to attack and with who. If only one enemy monk goes to attack Delita he'll be fine on his own. But if a 2 enemy monks attack him, have Ramza help him. Make sure you have a wizard near Albus. Albus will probably block enemy units from getting close to you so have your wizard attack the enemy units near him. When Albus moves is when the real melee action starts. if you haven't defeated the monks already defeat them first. Then take down the knights. And finally defeat the archer.

#### Chapter 1-Battle 7-Theives Hideout

Your enemies in this fight include Miluda(knight), 2 preists, and 3 theives. To win this battle all you have to do is defeat Miluda. If you can't get to Miluda defeat attack the preists because they can heal. But if you have strong females with you and the theives are using steal heart on them, take out the ones using steal heart instead of the preists. Also attacking your warriors will cure them of the status, so use a weak attack on them if

they are in that situation. If you're having a lot of trouble with this fight just train some more. But I doubt you'll need to.

#### Chapter 1-Battle 8-Lenalia Plateau

Your enemies in this fight include Miluda(knight), 1 time mage, 2 wizards, and 2 knights. Like the last fight all you have to do is defeat Miluda. But this fight will be a bit harder because she knows counter. Because of this wizards are a good choice for this fight. But things will also work out if you bring your heavy hitting melee units. One trick I really like using in this fight is to keep the enemy wizards alive. When they cast magic on one of your units and that units turn arises you go next to Miluda. You then attack her and hopefully the topoagraphy will cause the wizard's spell to hit Miluda as well.

#### Chapter 1-Battle 9-Fovoham Plains

Your enemies in this fight include Wiegraf(Holy Knight), 2 monks, 1 chocobo, and 1 knight. Like the last two battles you have to defeat one specific enemy only. In this case it's Wiegraf. Bring out your strongest units because wiegraf has high HP. But I suggest taking out the chocobo first because he can heal Wiegraf. There is a lot of luck involved in this battle but you should be able to win. Long range attacks can be helpful since getting to Wiegraf is hard. Remember you only need to get Wiegraf into the critical status to win.

#### After Battle 9:

The next battle is the final battle of chapter 1. So makes sure that all of your units are at least level 8. You should also learn any helpful skills that you have the jp for and you should buy the best possible equipment.

#### Chapter 1-Battle 10-Fort Zeakden

Your enemies in this fight include Albus, 3 knights, and 2 wizards. Your party is split into 2 groups in this battle. Ramza will be in the first group, which is the closest group to Albus. Put your strongest unit with Ramza. Don't focus on any enemies but Albus because they don't pose as a big threat. When attacking Albus don't use any attacks that do under 30 damage because he might activate his potion ability which heals him by 30.

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#### 5B.Chapter 2 The Manipulator and The Subservent:

#### Chapter 2-Battle 11-Dorter Trade City

This battle is meant to be unexpected but it's really easy with the help of Agrais and Gafgarion. Your enemies in this fight include 2 wizards, 2 thieves, and 2 archers. The real danger are the wizards so take them out first. When they are done with take down the archers. But if the thieves are using steal heart on your units, take them out next instead.

#### Chapter 2-Battle 12-Araguay Woods

At the beginning of this fight you get 2 options. Don't choose to save the chocob because if he dies you lose the battle. Your enemies in this fight include 5 goblins and 1 black goblin. focus on each one at a time and you should be fine. Goblins are weak to ice so if you know any ice spells use them!

#### After Battle 12:

Some hard battles are about to come up so train if you want to. The next fight can be very easy though if you remove all of Gafgarion's equipment. It may also be a good idea to lower his hp by changing his class to a low HP class like a preist.

#### Chapter 2-Battle 13-Zirekile Falls

If you follow the advice above this battle will be really easy. Just take out the knights. Then finish off Gafgarion last if Delita has not already done so.

#### Chapter 2-Battle 14-Zaland Fort City

You get two options in the beginning of this battle. Choose "I don't want to get involved", this way if Mustadio dies you won't lose the battle if the new guest (Mustadio) dies. By this time you should have some new classes opened up. Because of the wall new classes like summoners and lancers are a great advantage because they can attack from behind the wall. And there's always the familiar wizard. Your enemies in this fight include 2 archers, 2 knights, and 2 wizards. Attack the wizards first. If any of them target Mustadio, take him down before the other wizard because Mustadio's Don't Act ability is very useful in this battle. After you defeat the wizards go for the knights and finally finish off the archers. Remember that one of the keys to survival in this battle is keeping Mustadio alive.

#### Chapter 2-Battle 15-Bariaus Hill

Your enemies in this fight include 2 archers, 2 summoners, and 2 knights. At first you will not be able to start attacking the summoners because they are far away. Begin by attacking the knights or archers. (Choose whichever one is most damaging to your team). While you are doing this, try to make your units not too close to each other in case the summoners start attacking. When they finally get close enough take out the summoners and then take down whichever enemy units you were focusing on before first and finally take down the remaining enemies.

#### After Battle 15:

You should stock up on supplies before the next battle. Being that you will have a lot of undead enemies buy phoenix downs. Stock up on potions too. Also have Mustadio learn seal evil.

#### Chapter 2-Battle 16-Zigolis Swamp

Your enemies in this fight include 2 skeletons, 1 bone snatch, 2 ghouls, and usually 1 flotiball. Bring your chemists into this fight so you can use phoenix downs on your enemies from over the swamp. You see if you end your turn in the swamp water you'll be poisoned. Take the ghouls out first because they are close and get in the way if they are not taken out early on. The bone snatch and skeletons are next. Then finish off the battle with the remaining enemy monster. Remember that flotiballs are weak to ice and undead monsters are weak to fire.

#### Chapter 2-Battle 17-Goug Machine City

I'd like to start by saying don't save before you try to leave Goug. If you need to train because you can't win this battle, you won't be able to. Your enemies in this fight include 2 summoners, 2 thieves, and 2 archers. Like the Bariaus Hill battle the summoners are the biggest threat but they are a lot easier to get to this time. When you are done with them split up your team into two groups. Make sure you have male units attacking the thieves to avoid them using steal heart.

#### Chapter 2-Battle 18-Bariaus Valley

Your enemies in this fight include 2 knights, 2 archers, and 2 wizards. This battle can be very hard or very easy. You have to defeat all the enemy units and make sure Agrais stays alive. Put a wizard and a melee unit like a knight in the second part of the formation and melee units in the first formation. Mustadio is also a good idea for the first formation because his arm and leg aim attacks can really minimize the damage done to Agrais. On the first side take out the wizard first, then the knights, and finally the archer. On the second side take down the wizard first and then

take down the archer.

#### Chapter 2-Battle 19-Golgorand Execution Site

Your enemies in this fight include 2 archers, 3 knights, 2 time mages, and Gafgarion (dark knight). Because Gafgarion is fast strong and can heal himself with a strong ranged attack he's your first target. I suggest you save time by stealing or breaking his sword and then defeating all of the other enemy units before you beat him. If you can't disarm his sword then focus all of your attacking power on him. Afterwards focus on the knights because they sometimes use the very annoying armor break skill. Then defeat the archers and although they are annoying through the battle take down the time mages last.

After battle 19:

Usually it's all about training to win battle 20. But I have two special ways you should try first. Have Ramza learn weapon break and hi-potion. Then make sure you have 2 black chocobos. By the way buy some defense rings. Now is also a good time to talk about backup save files. Sometimes in between 2 battles you have to immediately fight the next battle.(you get the option to save).So save before you go to this battle on a second save file in case you end up needing to train.

#### Chapter 2-Battle 20-Lionel Castle

Your enemies in this fight include Gafgarion (dark knight), 1 summoner, 3 knights and two archers.

My first way of doing this is to have Ramza break Gafgarion's sword and use hi potion when he needs it. Then you should take out the summoner first, then the knights, and finish off the archers. My other way is to start the battle with the two black chocobos i told you to get. Have your remaining units ride them. You'll be able to jump over the wall now using the chocobos. Have your units help Ramza defeat Gafgarion. Don't open the gate. Have your fly down to attack. Then the next or 2 turns later fly back up and have Ramza heal them with hi-potions.

#### Chapter 2-Battle 21-Inside of Lionel Castle

Before you get involved in this battle equip your defense rings to prevent being put to sleep or having death sentence used on you due to the Bio 2 spell. You want to use your strongest attacks on Lucavi. Summons work well on him but he can easily take down your summoners. If you just can't win this fight after a couple of tries use your backup save file to train.

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#### 5C.Chapter 3 The Valiant:

I'd like to congratulate you on getting to chapter 3. You can now poach by using the secret hunt move from the thief class. Then defeat a monster and go to a fur shop.

#### Chapter 3-Battle 22-Goland Coal City

Your enemies in this fight include 3 thieves, 1 mediator, and 2 chemists. You should bring female units to this fight because a lot of the enemy female thieves know steal heart. In this fight you are supposed to save Olan. He know Galaxy Stop which casts Don't Act, Don't Move, and stop. Plus it usually hits the enemies. Take out the chemists first because they can heal and have strong guns. Then focus on the thieves. Olan usually takes out the mediator himself.

#### Chapter 3-Battle 23-Back Gate of Lesalia Castle

All you have to do to win this battle is to at least get Zalmo in critical condition. Zalmo usually goes far away but wait for Alma to cast Mbarrier on you before you go after him. Summons work really well because you can surround Zalmo in a corner using melee units while you use summons on him.

Your enemies in this fight include Zalmo, 2 monks, and 2 knights.

#### Chapter 3-Battle 24-Orbonne Monastery, Underground Book storage

Your enemies in this fight include 3 lancers, 1 chemist, and 2 time mages. Due to his ability to use high level potions you want to take out the chemist first. The chemist also usually knows the Don't Act causing paralyze spell. Of course it may take a few turns to get to the chemist so take out the lancers along the way (you'll probably defeat 2 of them by the time you get to the chemist). Like always the time mages are really annoying but they are not really dangerous to your team so take them out last.

#### Chapter 3-Battle 25-Orbonne Monastery

Your enemies in this fight include 1 summoner, Izlude (Blade Knight), 2 archers, and 2 knights. Izlude and the archers are the only true threats in this battle. Since you only have to defeat Izlude focus on him and only him. But the summoner can get really annoying. So if you can use Mustadio's arm aim ability to get him out of the way. Izlude knows jump which means he can attack from far away and not get hurt during the process. So in the beginning of the fight use long range abilities like throw or jump. Once he gets close he'll start using melee though.

#### Chapter 3-Battle 26-Orbonne Monastery

Your enemies in this fight include 2 knights, 1 wizard, 2 archers, and someone I bet you miss, Wiegraf (Holy Knight). Wiegraf knows lightning stab sometimes butt stasis sword is very similar. To prevent more than one of your units being attacked in the beginning, put each unit in the corners and one in the middle. This fight with Wiegraf is easier than the previous one. Wait for him to attack first then start attacking him. Like in the Miluda battle if the wizard targets one of your units have him attack and stand next to Wiegraf so he takes the damage as well.

#### Chapter 3-Battle 27-Grog Hill

Your enemies in this fight include 2 chemists, 1 thief, 2 squires, and 1 archer. If you thought the chemist in Orbonne was annoying, wait till you see these chemists. They have a new gun called the Mythril gun. since it can deal up to 80 damage they are obviously your first target. The squires deal moderate damage so they are your next target. Then go for the archer and finish off the thief last. If the thief is using steal heart on your units defeat her before you defeat the squires.

#### After Battle 27:

The next battle can be very hard. I suggest you level up your characters to late 20's and high 30's. You may want to try and get new classes like the Samurai and the Ninja classes. Also you're going to want the power of the knight class if you don't want to bother with ninjas and samurai. Training Agrais so she can learn lightning stab is also a very good idea.

#### Chapter 3-Battle 28-Yardow Fort City

Your enemies in this fight include Malak (Hell Knight), 3 ninjas, and 2 summoners. You have to save a girl named Rafa in this fight. It's not that hard because of that challenge because eventually all of the enemy units focus on your units. Start by taking out the ninjas. Even though the summoners appear more threatening with their fancy shiva spells, the ninjas have a two swords ability allowing them to do around 200 damage. Still, keep the summoners in mind. Don't move your units to close to each other. after the ninjas are done with take out the summoners. If Malak blocks your path, take him out a long the way instead of defeating him last.

#### Chapter 3-Battle 29-Yuguo Woods

Your enemies in this fight include 2 time mages, 2 wizards, 1 gust, 1 ghoul, and 1 Revnant. Every enemy here is a ghoul. Pheonix downs defeat them in one hit if you use them. If you have fire spells you should use them. Since cure spells hurt them it wouldn't be a bad idea to bring a preist (if you have one). Mustadio's seal evil attack is really helpful too. Your first priority are the wizards and time mages. Then you can take the rest down in any order you like. It really doesn't matter after you've taken down the mages.

After Battle 29:

The following 3 battles are in Riovanes Castle. So like suggested for Lionel castle, you should save on a back-up save file just in case you'll end up needing to train or something. Know if Ramza is at least at level 32 you should be fine. First train Ramza in the Lancer class until he learns a lot of the verticle and level jump abilities.

Chapter 3-Battle 30-Riovanes Castle

Your enemies include Malak (Hell Knight), 3 knights, and 3 archers. I don't think archers have ever been this annoying. First off just ignore Malak. After a few turns Rafa will say "Let bygones be bygones" and both of them will teleport away. Your first target is the knight close to the castle door. When he's out of the way go for the archers on top of the castle. Just ignore the other knights until they finally catch up to you because you really want to take out the archer's powerful charge attacks. If you trained for the Yardow Fort City battle this should be really easy.

Chapter 3-Battle 31-Inside of Riovanes Castle

Your enemies in this fight include Wiegraf (Holy knight), Velius, and 3 Archaic Demons.

This battle can be very troubling. If you followed my advice great. I'll tell you how to tackle this fight. If you didn't e-mail me all important information about your units (my e-mail is clouderstrifer7@yahoo.com). First off equip the chameleon robe. When you do this Wiegraf will use punch art moves until he gets close enough to attack. Just run away enough so you won't get hit but can use jump. Jump will activate immediatly. Once Wiegraf is down the harder part begins. He will turn into a zodiac demon and he will summon 3 Archaic demons to help him. Focus only on Wiegraf/Velius. Agrais's Holy sword moves help this fight a lot. The speed of Ninja's is good and if you have someone with high Hp and a strong summon as their secondary skill set you should be fine. And of course you should have a backup save file just in case you need to train.

Chapter 3-Battle 32-Roof of Riovanes Castle

Your enemies in this fight include Elmdor (Arc Knight), Cecilia (assasin), and Lede (assasin).

This battle is extremely hard. The reason why is because Rafa, who you have to save usually makes some incredibly stupid moves and usually gets you a game over. Just hope that she makes good movements. The speed of ninjas will help you once again. Just take down one of the assasins to criticle condition since they are close to you. Compared to the last fight the actual battling you do here is extremely easy.

Chapter 4 Someone To Love:

Chapter 4-Battle 33-Doguola Pass

Your enemies in this fight include 1 wizard, 1 lancer, 1 archer, and 1 knight.

Mustadio and his don't act ability keeps the wizard out of your way. Summons work well because your enemies are usually very close to each other. Take out the Lancer first since he's your strongest threat. Then have someone take



out the archer and wizard. Then finish off the knight.

#### Chapter 4-Battle 34-Bervernia Free City

Your enemies in this fight include Meliadoul, 2 summoners, 1 ninja, and 2 archers. Meliadoul is very annoying because she can damage you in the low 100's range and break your armor. To win just focus on her. But she has some very strong equipment that you'll want to steal. Her defender sword and her chantage. First steal her sword so she can't break your armor any more. Next take out the enemy units in this order the ninja, the summoners, the archers. When they are done with you'll want to steal Meliadoul's shield to lower her evasion. Finally steal the accessory that you really want (her chantage). This item makes any female you give it to always fight when it's her turn, she'll never turn to crystal, and she'll always have the regen status.

#### Chapter 4-Battle 35-Finath River

Your enemies in this fight include a random assortment of chocobos and possibly a Uribo. If you have a Mediator bring him/her. If you have a Mediator keep entering the battle and resetting your PS1/PS2 until there is an enemy Uribo. Trust me inviting him is worth the time. Now when it comes to battling in this fight take out the colored chocobos starting with the strongest ones and ending with the yellow ones. In other words defeat them in this order: Red chocobo, Black Chocobo, Yellow Chocobo. If you are trying to take down a strong chocobo but a yellow one keeps healing it with Choco cure, take out the yellow chocobo. Please remember to invite a Uribo because he is very necessary to getting the Genji Set.

#### Chapter 4-Battle 36-Outside of church

Delita will help you in this fight and that's all you really need. If he isn't proving to be helpful defeat the Knights and defeat the Oracles as you make your way up the church. The first time I played this game I knew Ignore Height and it is a very useful skill in this battle. (You should have no problems here).

#### Chapter 4-Battle 37-Bed Desert

Your enemies in this fight include Balk (Engineer), 2 Knights, 1 wizard, and 2 archers. In this battle you only have to defeat Balk. Balk has a very strong gun (strength level 21) called the Blaze gun. However it shoots ice. You'll want to steal this weapon for Mustadio or your Chemists. The only things that make stealing from Balk hard is that he poisons you in the beginning and he hides behind his soldiers. It's a good idea to bring Mustadio so you can disable some of the enemy units as you make your way to Balk. I suggest concentrating on the knights and the Wizard. After they are out of the way attack the archers but have somebody attempt to steal Balk's Blaze gun at the same time. Once you have the Blaze gun, take out Balk. If you don't care about the Blaze Gun attack the wizards and knights on your way to Balk. Have Mustadio disable the Archers and use your best abilities on Balk as soon as you can.

After battle 37:

Before the next fight you are given the choice of attacking the North or South side of Bethla Garrison. Choose the south side because it's extremely easy to win.

#### Chapter 4-Battle 38-Bethla Garrison (South Side)

Your enemies in this fight include 3 knights, 1 thief, 1 ninja, and 2 archers. This fight is really easy unless you've been avoiding leveling up in chapter 3. Defeat the Ninja first for obvious reasons. If you have some units that can be charmed defeat the thief next. If you don't defeat the archers next. Then defeat the Knights and finish off with the thief.

Chapter 4-Battle 39-Bethla Garrison Flood Gates

Your enemies in this fight include 2 wizards, 2 archers, and 4 knights. In this fight you have to open the flood gates by opening the switches at the top of this area. It's a good idea to bring wizards, lancers, and ninja to this fight. Have your units attack the enemies on the side you placed them. This will leave you with the knights blocking the switches and the archers. Defeat the archers first, then take down the knights on the switches. (This is very annoying because only Ramza can open the gates). Oh, and make sure you don't stand one panel next to the knights unless you are attacking them because that is the only way they can get you.

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