

## Sortie 8 Boss strategy with Hard Mode Aminon

### Job setup

PLD/RUN

DNC/DRG

BRD/DRK

COR/DRK

RDM/DRK

GEO/DRK

As a general guide line this guide assumes you are in a hybrid set throughout the entire run while TPing on bosses. There is no need to stress the paladin out more then needed.

This guide is also assuming for accuracy checks that you have Ionis and you are using a Marine Stewpot for food. This does not apply to the Dancer.

All listed accuracy checks is gear accuracy with no buffs.

### Path:

DH>CBA>F>G>E>Aminon HM

### Paladin Role

You are considered the Healer the entire time of this run since there is no whm or anything and the DNC is used more as a DD so make sure you're curing throughout the run.

## Objective split:

After being buffed at the entrance you will run South towards D boss room and grab 3 Fomors with the Brd.

The skill chain will be **Seraph Blade > Red Lotus Blade > Flat Blade > Savage Blade > Chant Du Cygne** it is recommended to have the bard be the one doing Savage Blade to get it close to dead.

If a Fomor dies from the skill chain itself it will not count. After completing the objective run to D boss. (Don't warp to fast up to the boss in case others have not opened there chests)

## ACD Boss:

Straight tank it on all bosses. To build Hate do in this Job Abilities in this Order

**Divine Emblem > Flash > Sentinel > Palisade > Rampart**

After that has been done you can then burn the rest of you job abilities in any order which will be

**Shield Bash | Valiance | Vallation | Pflug | Sword Play | Fealty**

This is to build as much hate as possible but if it turns on the Dancer not to big of a deal since it should be dyeing relatively quickly anyways.

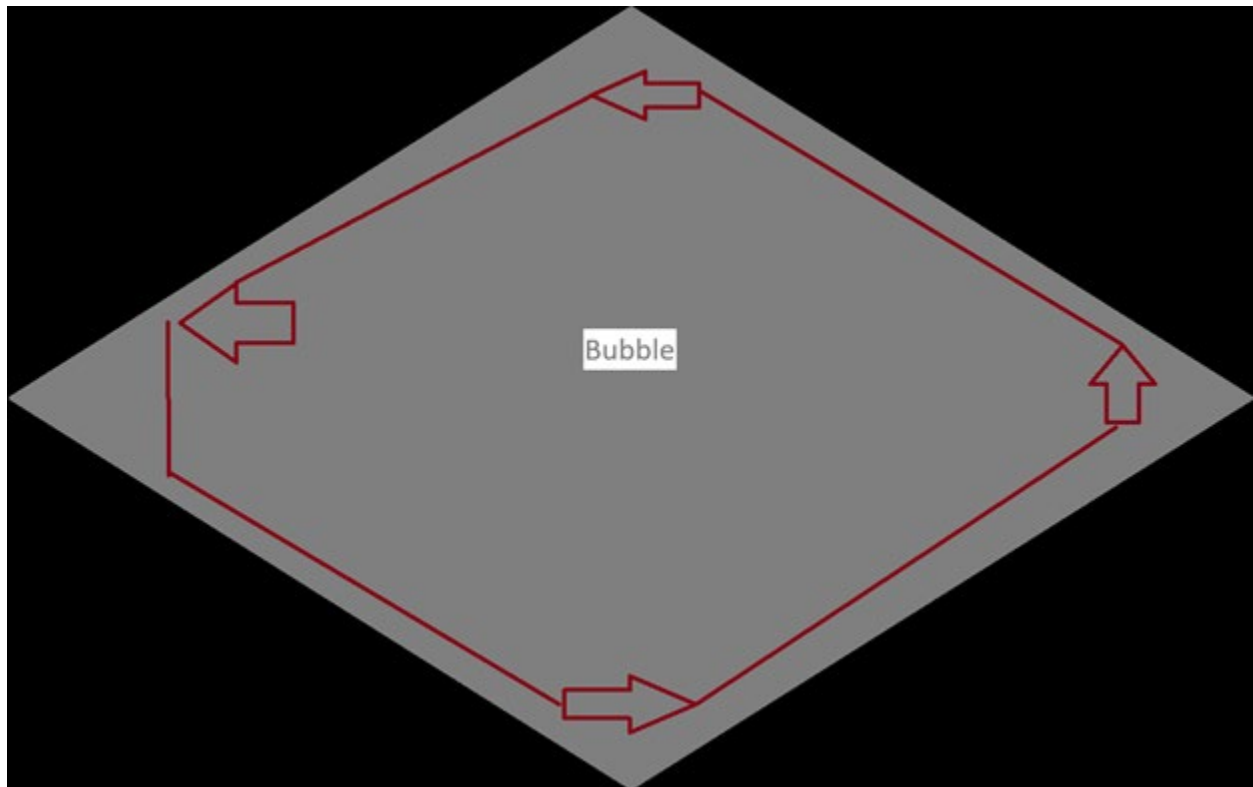
Also note the more people you hit with Valiance the more Hate you build.

All wards: 450 CE, 900 VE (Valiance like most AOE's is per target hit)

## B Boss:

It is recommend to not tank B boss due to the Stun and Silence let everyone else tank and just heal at max casting distance on a cure target.

## H Boss:



This boss takes a bit of Finesse the overall strategy is to Gravity Kite it using Indi Gravity and Gravity II.

Since it takes approximately 2 casts to land Gravity 2 for the red mage with chainspell. It is best to **have the red mage start the fight off**. You do not want icy grasp to be done prior to landing gravity and this helps with that.

you will **Divine Emblem > Flash** while standing in the center of the room (where Bubble is marked in the picture) While it moves towards you you will then use in order

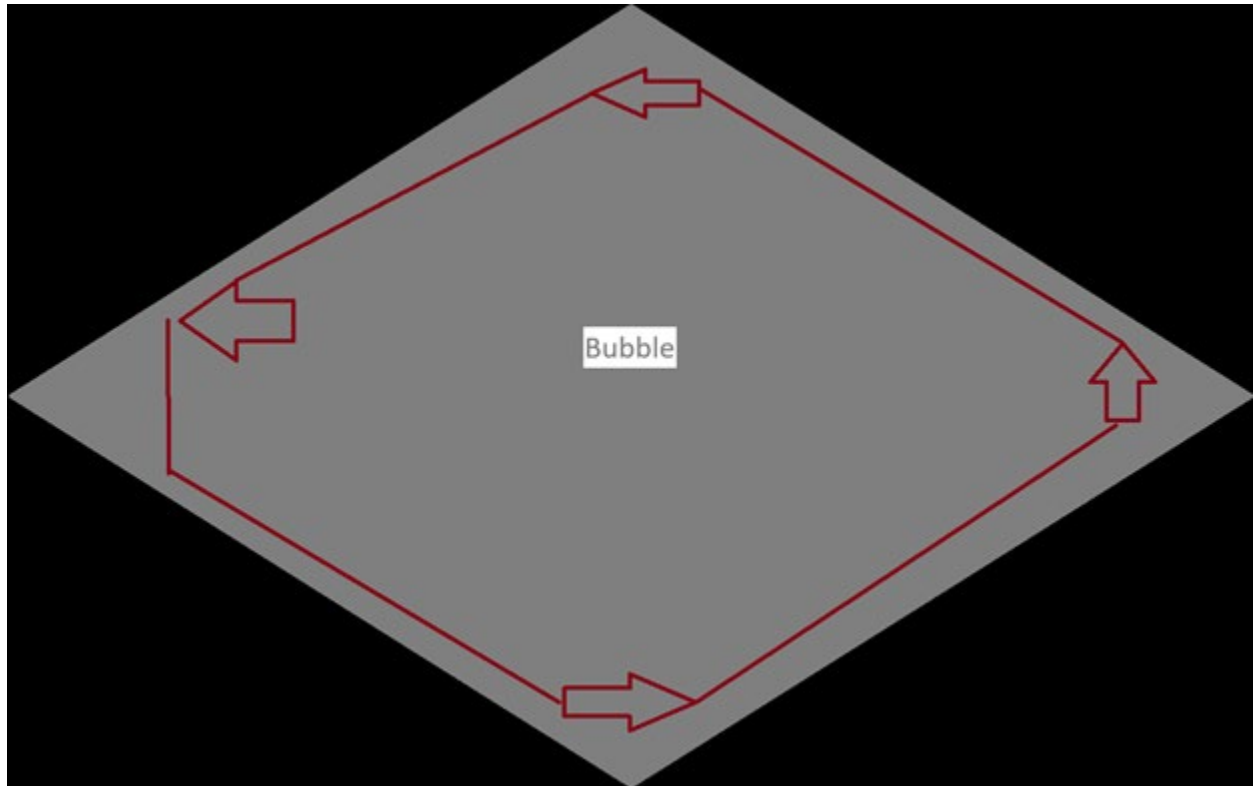
**Sentinel > Palisade > Rampart**

After that has been done you can then burn the rest of your job abilities in any order. It is best to **shield Bash before running to kite Aita**. so it stays put for a bit while you get in position to kite.

**Valiance | Vallation | Pflug | Sword Play | Fealty | Invincible**

If kited correctly, fetters should not spawn. If for some reason a fetter drops on the group because the dancer took hate, don't worry because if you have hate and are out of range, fetters will not do damage to anyone. Dancer should shave hate with jumps and Invincible also helps with keeping hate.

## F Boss:



This boss takes a bit of Finesse the overall strategy is to Gravity Kite it using Indi Gravity and Gravity II.

At the start of the fight you will **Divine Emblem > Flash** while standing in the center of the room (where Bubble is marked in the picture) While it is move towards you you will then use in order

**Sentinel > Palisade > Rampart**

By the time it gets on you. Use **Shield Bash** around this time the Geo should have Indi Gravity up and the red mage should have finished doing Saboteur Stymie Gravity 2.

Once those spells are good and on the boss you can then run in a circle.

**But the entire time you're kiting the boss you will try to keep the boss in the bubble at all times.**

Also to acquire more hate don't forget to use while kiting

Valiance | Vallation | Pflug | Sword Play | Fealty

If you can send a valiance before you run on to hit everyone that would only increase your enmity further but don't stand around too much because he will hit you stun and gravity you so don't make it a priority to hit people with valiance.

If this is done properly nobody will take any damage for the most part and buffs should not be absorbed or people get stunned.

## G Boss:

This boss is simple you will straight tank this boss at max melee range on the north side of the boss. While everyone else will fight south of the boss on his back at 5.1 yalms. This is to prevent the pillars from debuffing the party.

Job abilities as usual to get hate at the start

Divine Emblem > Flash > Sentinel > Palisade > Rampart

After that has been done you can then burn the rest of your job abilities in any order which will be

Shield Bash | Valiance | Vallation | Pflug | Sword Play | Fealty

This boss is one of the easiest and should go down within 3 minutes no problem.

## E Boss:

This boss works best if you just have the red mage gravity it and you kite it. He doesn't really move much since he lobbs hits at you and you can stay out of range of the clobbering wave.

Job abilities as usual to get hate at the start

Divine Emblem > Flash > Sentinel > Palisade > Rampart

After that has been done you can then burn the rest of your job abilities in any order which will be

Valiance | Vallation | Pflug | Sword Play | Fealty

## Aminon Hard Mode:

Accuracy check on this boss is as follows:

1196 (Soul Voice + Entrust Indi - Precision)

1246 (Soul Voice without entrust Indi - Precision)

1226 (Madrigal + (Marcato Blade Madrigal) + Honor March + Indi Precision)

1204 (Madrigal + Blade Madrigal + (Marcato Honor March) + Indi-Precision)

Once ready the pull is the most important part since he will buff wipe you with incessant void. The trick to dodge this is to use divine Emblem then flash at max range 20 Yalms he will move a bit then draw you in. At this point after the draw in you will attempt to run away from Aminon the range of incessant void is not very wide and if done properly you can avoid it.

Once in position to start the fight do

Sentinel > Palisade > Rampart

After that has been done you can then burn the rest of your job abilities in any order which will be

Shield Bash | Valiance | Vallation | Pflug | Sword Play | Fealty

After Void that is when the fight starts buffs will go out as well as debuffs and absorb tp DO NOT ENGAGE if a TP move happens the entire fight is over.

If you're lucky enough to have Tactician's Roll then it is recommended to use Excalibur and do **Knights of the Round** when possible. just pay attention to how much the absorbs are doing before you weapon skill. Also make sure everyone's HP is good for this fight. It can be an 8-10 minute fight.

# Geomancer Role

## Objective split:

You will be going with the Dancer to C objective to assist with bursting. You should pull the mobs with stun.

The dancer should open with a fusion allowing you to burst with a low damage fire then they should be able to finish it off shortly after.

The Bubbles you should put up is up to the Dancer our group does.

indi Regen and geo Frailty for the bubbles.

## ABCD Bosses:

All of these bosses will be Indi Fury with a Geo Frailty you can entrust Indi Vex on B boss only if you want. The main reason to only entrust it on B is so you will have entrust ready for bosses such as H and F. (Which is needed for Indi Precision).

Typically DD geo stuff melee and use Judgments.

D Boss note Proc boss depending on the element that is used

## H Boss:

Accuracy check on this boss is as follows:

1199 without entrust Indi-Precision

1149 with Entrust Indi-Precision

For this boss you want to use **Indi Gravity** and you want to **Blaze of Glory and Ecliptic attrition and Widened Compass** with a **Geo Frailty** at the start.

It is better to have everyone adjust their gear to hit 1199 Accuracy check due to entrust indi- fury giving roughly 500+ attack to everyone vs 50 accuracy.

As a note it is best to wait by the wall until Gravity II is on and the paladin has started to kite so you dont get hit with any debuffs such as slow or paralyze or attack down.

**H Boss note Proc boss** depending on the element that is used

## F Boss:

### Starts in **Thunder Hands** mode:

Accuracy check on this boss is as follows:

1229 without entrust Indi-Precision

1179 with Entrust Indi-Precision

For this boss you want to use **Indi Gravity** and you want to **Blaze of Glory and Ecliptic attrition** with a **Geo Frailty** at the start.

It is better to have everyone adjust their gear to hit 1229 Accuracy checks due to entrust indi- fury giving roughly 500+ attack to everyone vs 50 accuracy.

### Starts in **Wind Hands** mode:

Accuracy check on this boss is as follows:

1193 without entrust Indi-Precision

1143 with Entrust Indi-Precision



For this boss you want to use **Indi Gravity** and you want to **Blaze of Glory and Ecliptic attrition** with a **Geo Frailty** at the start.

It is better to have everyone adjust their gear to hit 1193 Accuracy checks due to entrust indi-fury giving roughly 500+ attack to everyone vs 50 accuracy.

Note: you do not want to lose any buffs you have so wait until the pld starts kiting before you run in and melee.

## **G Boss:**

Accuracy check on this boss is as follows:

1161

For this boss you want to use **Indi Fury** with a **Geo Frailty** at the start.

This fight is simple stand at 5.1 yalms behind to ensure you don't get hit by the pillars and spam Judgments.

## **E Boss:**

Accuracy check on this boss is as follows:

1161

For this boss you want to use **Indi Fury** with a **Geo Frailty** at the start.

Do not use entrust, you want to save that for Aminon.

This fight is simply stand behind the boss and spam Judgments.

## Aminon Hard Mode:

Accuracy check on this boss is as follows:

1196 (Soul Voice + Entrust Indi - Precision)

1246 (Soul Voice without entrust Indi - Precision)

1226 (Madrigal + (Marcato Blade Madrigal) + Honor March + Entrust Indi Precision)

1204 (Madrigal + Blade Madrigal + (Marcato Honor March) + Indi-Precision)

Once the boss is in position after the tank sets him up and Incessant Void has gone off you will run into the boss.

For this boss you want to use **Indi Fury** with a **Bolstered Geo Frailty** and an **Entrust Indi-Stat**. It's up to your group, what we do is indi-STR and Indi-Dex as secondary entrust. After **Bolster wears off Wild Card should be going out if you get a reset you will Full Circle Then redo a bolstered Geo-Frailty**.

Once you no longer are able to bolster then use **Blaze of Glory / Geo-Frailty / Ecliptic Attrition**.

You will need to **reapply Entrust Indi-Precision throughout the fight**. You can time extra entrusts due to random deals and wild cards going out so reapply when you need to can also add an Indi-STR or Indi-DEX

If this fight takes too long and you no longer have soul voice songs and entrust Indi-Precision wears off you will have to probably use indi-precision instead of indi-Fury. This is mainly due to the difficulty of jobs like the rdm and others from hitting 1276 accuracy in a weaponskill set.

Absorb-TP as soon as it's up and **weaponskill Judgments when able based off Aminons current TP**. It is best to keep him under 300 TP so if you see numbers climbing to that hold back until it's lower.

# Bard Role

## Objective split:

You will buff without Nitro (this is to ensure you can Soul Voice nitro on D boss)

Songs will be Minuet X2 Aria of Passion and Marcato Honor March + Ballad Tank. After all buffs are good you will be going with the Paladin to south to D boss room to grab 3 fomors

The skill chain will be Seraph Blade > Red Lotus Blade > Flat Blade > Savage Blade > Chant Du Cygne it is recommended to have the bard be the one doing Savage Blade to get it close to death.

If a Fomor dies from the skill chain itself it will not count. After completing the objective run to D boss. (Don't warp to fast up to the boss in case others have not opened there chests)

## ABCD Bosses:

D boss you will Soul Voice + Clarion Call with the songs Minuet X2 + Madrigal + Aria + Honor March

Make sure the Corsair gives you Cutting Cards after you use your 1 hours.

All of these bosses will have standard Songs on which will be Minuet X3 + Aria of Passion + (Marcato Honor March) + Ballad/Sirvente Tank.

## H Boss:

Accuracy check on this boss is as follows:

1199 without entrust Indi-Precision

1149 with Entrust Indi-Precision

Soul Voice songs should still be up from D boss so no need to reapply

As a note it is best to wait by the wall until Gravity II is on and the paladin has started to kite so you dont get hit with any debuffs such as slow or paralyze or attack down.

Also depending on the move that he uses make sure to proc him with the opposite element the red mage and geo will be a bit busy with debuffs so it's easier if the bard or cor proc it at the start.

## F Boss:

Typically based on when songs are wearing you will have to sing prior to entering the boss. It is best to just assume its in Thunder hands mode at this point and sing based off that accuracy check.

### Starts in Thunder Hands mode:

Accuracy check on this boss is as follows:

1229 without entrust Indi-Precision

1179 with Entrust Indi-Precision

For this boss you want to use Minuet + Minuet + Madrigal + (Marcato Blade Madrigal) + Honor March + Ballad/Sirvente Tank.

This is assuming 5 songs are still up if you don't then skip a Minuet. The accuracy check on this guy is high and the red mage will not be able to land distract while in Thunder hands.

Use Savage Blades the paladin will kite the boss and try not to run in until after the paladin starts moving away and it should go down fast.

### Starts in Wind Hands mode:

Accuracy check on this boss is as follows:

1193 without entrust Indi-Precision

1143 with Entrust Indi-Precision

For this boss (if you haven't redone your songs prior) you want to use Minuet + Minuet + Aria of Passion + Blade Madrigal + (Marcato Honor March) + Ballad/Sirvente Tank.

Distract 3 should land in this mode so the accuracy check is a lot easier.

This is assuming 5 songs are still up if not sacrifice a minuet.

Use **Savage Blades** the paladin will kite the boss and try not to run in until after the paladin starts moving away and it should go down fast.

## G Boss:

Accuracy check on this boss is as follows:

1161

For this boss you want to use **Minuet X3 + Aria of Passion + (Marcato Honor March) + Ballad/Sirvente Tank**.

The red mage can land Distract 3 so accuracy isn't too rough for this fight.

This fight is simple stand at 5.1 yalms behind to ensure you don't get hit by the pillars and spam **Savage Blade**.

## E Boss:

Accuracy check on this boss is as follows:

1161

For this boss you want to use **Minuet X3 + Aria of Passion + (Marcato Honor March) + Ballad/Sirvente Tank**. Try to make sure you have nitro ready for Aminon you should have clarion and soul voice up by now so if you have to sing without nitro at this point then do that.

The red mage can land Distract 3 so accuracy isn't too rough for this fight.

This fight is simple, stand behind and spam **Savage Blade**.

## Aminon Hard Mode:

Accuracy check on this boss is as follows:

1196 (Soul Voice + Entrust Indi - Precision)

1246 (Soul Voice without entrust Indi - Precision)

1226 (Madrigal + (Marcato Blade Madrigal) + Honor March + Entrust Indi Precision)

## 1204 (Madrigal + Blade Madrigal + (Marcato Honor March) + Indi-Precision

Once the boss is in position after the tank sets him up and Incessant Void has gone off you will run into the boss.

If possible lock Mpaca Staff prior to starting and use shell crusher. Once applied then lock Carn on until Nitro songs are done. Swap to Twashtar after that is done

You will use Soul Voice and Clarion Call then immediately apply Dark Threnody II on Aminon so that the Red Mage can land Frazzle III more easily.

Once threnody is on buff everyone in the group without using nitro the songs will be in order Blade Madrigal + Sword Madrigal + Honor March + Minuet + Aria of Passion + Ballad Tank.

When you reach 3k TP use Shell Crusher. Then swap to your Carn.

Once Soul Voice is just under 1 minute left then you can use NITRO reapply the same songs listed above. reapply Dark Threnody II and Elegy. This is to make sure songs last as long as possible.

If Wild Card happens to reset Soul Voice and they are close to wearing reapply Minuet + Minuet + Aria of Passion + Blade Madrigal + Honor March + Ballad Tank.

Reapply Dark Threnody II when it wears off.

If Wild Card does not reset your 1 hour and Aminon is still alive after soul voice songs are wearing then you will use this song set.

NiTro then reapply Threnody

Minuet + Minuet + Madrigal + (Marcato Blade Madrigal) + Honor March + Ballad Tank.

Absorb-TP as soon as it's up and weaponskill Rudra's Storm when able based off Aminons current TP. It is best to keep him under 300 TP so if you see numbers climbing to that hold back until it's lower.

# Red Mage Role

It is best to keep Haste 2 on everyone and Refresh 3 on the PLD/GEO throughout most of the run.

## Objective split:

You will buff yourself with typical Red Mage buffs doing **Composure Temper Gain-MND Regen 2 Phalanx Enfire Spikes** also try to give the Corsair a **Regen 2 and Phalanx 2** before he runs off to assist with him doing B objective since he has no heals.

You will solo A: objective after buffs are done so run south to kill Acuexs in the room just beyond the big room. Doing a Skill chain then burst with Fire is the easiest method to get these kills if your fast enough can pull off 6 mobs this can be done with either **Seraph Blade > Red Lotus Blade > Liquefaction burst Fire V** or **Chant Du Cygne > Chant du Cygne burst > Light Burst Fire V** you can also use **Savage Blade > Chant Du Cygne > Distortion Burst Ice** one skill chain and a burst should kill the Acuex.

After finishing objectives go ahead and move on to D boss.

## ABCD Bosses:

All of these bosses will have no real Debuffs to worry about just use Dia III on the top floor. Use Black Halo or Savage Blade for your weaponskills on all top floor bosses.

**B boss note DON'T USE Dia III** because in thunder hands it will reflect back on everyone and a red mage Dia III DoT is pretty high and you dont want that with the lack of healing

**D boss note DON'T USE En spells on D/H** this will cause him to basically enrage if you cure to much so best to take off enspells and spikes as well.

**D Boss note Proc boss** depending on the element that is used

## H Boss:

Accuracy check on this boss is as follows:

1199 without entrust Indi-Precision

1149 with Entrust Indi-Precision

For this boss you want to use **Chainspell + Saboteur + Gravity II** You should be the one pulling the boss to ensure you can **land Gravity II** (this typically takes 1-2 casts) prior to him **using Icy Grasp** so his wind resistance does not go up. Once done use **Dia III**.

No other debuffs are necessary since most won't land.

If you happen to get hit with a debuff like slow or paralyze try to take it off as soon as you can.

**H Boss note Proc boss** depending on the element that is used. This may be difficult since you are more focused on Gravity II but the other party members should cover you on this.

**Weaponskill with Black Halo**

## F Boss:

Starts in **Thunder Hands** mode:

Accuracy check on this boss is as follows:

1229 without entrust Indi-Precision

1179 with Entrust Indi-Precision

For this boss you want to use **Stymie Saboteur Gravity II**.

**After Gravity has landed use Dia III**. Since the tank will be kiting it won't have an opportunity to reflect it back towards you. You won't land Distract III while he is in thunder hands mode but buffs should change to allow everyone to hit the boss.

**Weaponskill with Black Halo**.



**Starts in Wind Hands mode:**

Accuracy check on this boss is as follows:

1193 without entrust Indi-Precision

1143 with Entrust Indi-Precision

For this boss you want to use Stymie Saboteur Gravity II.

After Gravity has landed use Dia III. Use Distract III Since it will land while in Wind Hands Mode.

Weaponskill with Black Halo.

## **G Boss:**

Accuracy check on this boss is as follows:

1161

For this boss you want to use Saboteur Frazzle III > Distract III > Dia III. This fight is simple, stand at 5.1 yalms behind to ensure you don't get hit by the pillars and spam Black Halo.

## **E Boss:**

Accuracy check on this boss is as follows:

1161

For this boss you want to use Saboteur Distract III > Dia III. This fight is simple, stand behind and spam Black Halo.

## Aminon Hard Mode:

Accuracy check on this boss is as follows:

1196 (Soul Voice + Entrust Indi - Precision)

1246 (Soul Voice without entrust Indi - Precision)

1226 (Madrigal + (Marcato Blade Madrigal) + Honor March + Entrust Indi Precision)

1204 (Madrigal + Blade Madrigal + (Marcato Honor March) + Indi-Precision)

You will Need to Refresh III everyone minus the DNC to ensure they have MP for Absorb-TP

Once the boss is in position after the tank sets him up and Incessant Void has gone off you will run into the boss. After Dark Threnody goes off use Saboteur Frazzle II (Full magic accuracy) > Frazzle III. Once these debuffs have landed successfully then you will use Dia III > Paralyze II > Slow II.

Reapply Buffs and Debuffs when they wear.

You can also apply Impact for further debuffs. Also it is nice to use as much Occult Acumen as you can to get more TP.

If Frazzle III wears off you will then repeat the same thing you did before and Saboteur Frazzle II (Full magic accuracy) > Frazzle III.

Absorb-TP as soon as it's up and weaponskill Black Halo when able based off Aminons current TP. It is best to keep him under 300 TP so if you see numbers climbing to that hold back until it's lower.

# Corsair Role

Note: Try to Light Shot every dia the red mage applies on each boss.

## Objective split:

You will start with a **Samurai Roll** for the first roll. If you get an XI then you may use Bolters roll. Wait for songs to finish then head on over to B objective.

You will solo B: objective your going to take damage with no heals which shouldn't be too big of a deal but it can suck if the red mage does Regen II and (if Bolters roll is not up) use **Dancers roll** if Bolters is on tag an elemental then roll a Dancers roll to assist with that.

doing a Skill chain is the fastest way to kill Fire Elementals so use

**Leaden Salute > Wasp Sting > Leaden Salute**

This should kill it very easily. You need to kill 5 to finish the objective. After finishing objectives go ahead and Head on over to D boss if able try to bolters roll people along the way there if you run into them.

## ABCD Bosses:

All of these bosses' only rolls you need is **Sam / Chaos**. so for D boss roll Samurai roll then kill that boss with Bolters right after its dead.

For every boss after that you can **flip the rolls so if samurai and bolters are up wait for everyone to tag then use Chaos roll**. And reverse it if it's the other way around.

This is easier said than done sometimes so if you can only get 1 roll on, use Samurai roll.

## H Boss:

Accuracy check on this boss is as follows:

1199 without entrust Indi-Precision

1149 with Entrust Indi-Precision

For this boss your roll is easy have **Samurai/(Crooked Cards) Chaos rolls.** Again if you can't get both rolls up Samurai roll is more important.

As a note it is best to wait by the wall until Gravity II is on and the paladin has started to kite so you don't get hit with any debuffs such as slow or paralyze or attack down.

Also depending on the move that he uses make sure to proc him with the opposite element the red mage and geo will be a bit busy with debuffs so it's easier if the bard or cor proc it at the start.

## **F Boss:**

### **Starts in Thunder Hands Mode:**

Accuracy check on this boss is as follows:

1229 without entrust Indi-Precision

1179 with Entrust Indi-Precision

### **Starts in Wind Hands mode:**

Accuracy check on this boss is as follows:

1193 without entrust Indi-Precision

1143 with Entrust Indi-Precision

Whichever hands its in does not change what you do.

Same rolls as always **Sam/Chaos.** Samurai roll is more important if you can't get both up.

Wait for the Gravity to go off from the red mage and the geo and once the tank runs off. Run in wait for everyones bolters roll to wear off then get rolls good.

**Weaponskill with Savage Blade.**

## G Boss:

Accuracy check on this boss is as follows:

1161

Same rolls as always **Sam/Chaos**. Samurai roll is more important if you can't get both up.

**Stand at 5.1 yalms behind** to ensure you don't get hit by the pillars.

**Weaponskill with Savage Blade.**

## E Boss:

Accuracy check on this boss is as follows:

1161

Same rolls as always **Sam/Chaos**. Samurai roll is more important if you can't get both up.

Stand behind and **Weaponskill with Savage Blade.**

## Aminon Hard Mode:

Accuracy check on this boss is as follows:

**1196 (Soul Voice + Entrust Indi - Precision)**

**1246 (Soul Voice without entrust Indi - Precision)**

**1226 (Madrigal + (Marcato Blade Madrigal) + Honor March + Entrust Indi Precision)**

**1204 (Madrigal + Blade Madrigal + (Marcato Honor March) + Indi-Precision)**

Once the boss is in position after the tank sets him up and Incessant Void has gone off you will run into the boss. Your Rolls for this will be (**Crooked Cards Tactician's Roll**) / **Miser's**.

Absorb-TP as soon as it's up and weaponskill **Savage Blade** when able based off **Aminons current TP**. It is best to keep him under 300 TP so if you see numbers climbing to that hold back until it's lower.

Reapply Rolls when they wear.

## Dancer Role

The Accuracy Checks listed below assume you are not using accuracy foods at all.

### Objective split:

You will start with a **Chocobo Jig II** on everyone while buffing.

You will Duo C: objective with the geo just do **Ruthless Stroke > Ruthless Stroke > Fusion** (wait for the Fire 1 burst) then use **Ruthless Stroke** again to finish it off.

You only need to burst 3 different mobs so once your objective is done **Chocobo Jig II** and head on over to D objective.

### ABCD Bosses:

All of these bosses' are simple use **Presto** prior to pull then **Box Step** when your on the boss do another **Presto** and **Box step**

You can use this combo to possibly maximize your Climactic flourish

**CF > WS(1) > RF > WS(2) > Jump (3) > High Jump (4) > No Foot Rise (+250TP) > WS (5)**

You can afford 1 attack round without losing Climactic early, but it's tricky.

Use **Chocobo Jig II** after C boss is killed since you will have Haunt.

## H Boss:

Accuracy check on this boss is as follows:

1289 without entrust Indi-Precision

1239 with Entrust Indi-Precision

As a note it is best to wait by the wall until Gravity II is on and the paladin has started to kite so you don't get hit with any debuffs such as slow or paralyze or attack down.

For this boss Presto prior to pull then Box Step when your on the boss do another Presto and Box step

You can use this combo to possibly maximize your Climactic flourish

CF > WS(1) > RF > WS(2) > Jump (3) > High Jump (4) > No Foot Rise (+250TP) > WS (5)

You can afford 1 attack round without losing Climactic early, but it's tricky.

make sure to do High Jump after 2-3 Weaponskills and throw a Super jump in if you grab hate  
You dont want to grab hate at all in this fight so try not to grab too much hate if possible.

Also as a note your weaponskill frequency is a lot higher then everyone elses so add in a Rudra's Storm every now and again if you feel like damage is getting low on Ruthless Stroke.

## F Boss:

Starts in Thunder Hands Mode:

Accuracy check on this boss is as follows:

1319 without entrust Indi-Precision

1269 with Entrust Indi-Precision

Starts in Wind Hands mode:

Accuracy check on this boss is as follows:

1283 without entrust Indi-Precision

1233 with Entrust Indi-Precision

Whichever mode it starts in does not change what you do at all.

As a note it is best to wait until Gravity II is on and the paladin has started to kite so its easier for the tank to kite and you dont get a buff absorbed or a debuff reflected.

For this boss Presto prior to pull then Box Step when your on the boss do another Presto and Box step

You can use this combo to possibly maximize your Climactic flourish

CF > WS(1) > RF > WS(2) > Jump (3) > High Jump (4) > No Foot Rise (+250TP) > WS (5)

You can afford 1 attack round without losing Climactic early, but it's tricky.

make sure to do High Jump after 2-3 Weaponskills and throw a Super jump in if you grab hate. You don't want to grab hate at all in this fight so try not to grab too much hate if possible.

Also as a note your weaponskill frequency is a lot higher than everyone else's so add in a Rudra's Storm every now and again if you feel like damage is getting low on Ruthless Stroke.

This boss will be kited so just pay attention to hate and go Ham on it.

## G Boss:

Accuracy check on this boss is as follows:

1251

For this boss Presto prior to pull then Box Step when your on the boss do another Presto and Box step

You can use this combo to possibly maximize your Climactic flourish

CF > WS(1) > RF > WS(2) > Jump (3) > High Jump (4) > No Foot Rise (+250TP) > WS (5)

You can afford 1 attack round without losing Climactic early, but it's tricky.

Also as a note your weaponskill frequency is a lot higher than everyone else's so add in a Rudra's Storm every now and again if you feel like damage is getting low on Ruthless Stroke.



Use Chocobo Jig II after the boss is killed since you will have Haunt.

## E Boss:

Accuracy check on this boss is as follows:

1251

For this boss Presto prior to pull then Box Step when your on the boss do another Presto and Box step

You can use this combo to possibly maximize your Climactic flourish

CF > WS(1) > RF > WS(2) > Jump (3) > High Jump (4) > No Foot Rise (+250TP) > WS (5)

You can afford 1 attack round without losing Climactic early, but it's tricky.

**DO NOT USE Rudra's Storm** as it will likely skillchain distortion or darkness and E boss can 1 shot the tank if that happens.

## Aminon Hard Mode:

Accuracy check on this boss is as follows:

1286(Soul Voice + Entrust Indi - Precision)

1336 (Soul Voice without entrust Indi - Precision)

1316 (Madrigal + (Marcato Blade Madrigal) + Honor March + Entrust Indi Precision)

1294 (Madrigal + Blade Madrigal + (Marcato Honor March) + Indi-Precision)

You should be able to hit that accuracy check pretty easily as a dancer and you also don't need to worry about your offhand accuracy since you won't be engaging.

For this boss Presto prior to pull then Box Step when you're on the boss do another Presto and Box step so you have 9 finishing moves this will help with the combo below.

Rotation for start of HM Aminon (assuming max steps):

Climactic Flourish > 1. Ruthless > Reverse Flourish > 2. Rudra > Grand Pas + Trance >

3. Ruthless > Reverse Flourish > 4. Rudra > Reverse Flourish > 5. Ruthless >

Reverse Flourish > 6. Ruthless > Jump + High Jump + No Foot Rise > 7. Ruthless >

Reverse Flourish > 8. Ruthless > Icarus Wing/Volte Harness > 9. Ruthless.

After Opener is finished, rotate presto + box/stutter/quick steps to upkeep max finishing moves.

Try to keep Climactic flourish up as much as possible to do high damage Ruthless, and Reverse Flourish to double up when applicable.

Overall, WS frequency is your main concern, so stack regain/frontier sodas/icarus wings/tinctures.