

ENEMIES ARE AUGMENTED!!
NO PETS OR NEURION STIMULATORS
START ALL BATTLES WITH OSP



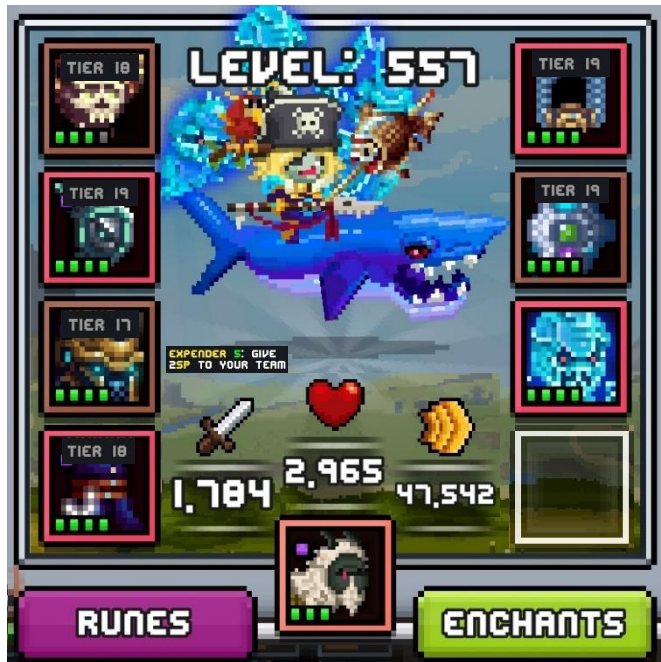
Captain_Crunchie

W34ty Strategy Guide



Outfits Required: Any max T19 gear for D4 entry, then switch to Speed Protect build

Total Stats = 52,291



- T18 Escar Shield
- T19 Thor Shield*
- T17 Flamium (Give 2sp)
- T18 Exo Jacket
- T19 Uxo Lace
- T19 Evolvium

+5% Speed
+20% Purification
+5% Empower
+10% Revitalize

*note: Thor shield is not required for this build, but it has the best speed stat spread



This is the only configuration I used for the D4 and you essentially will be only using 3 skills the whole time; Anima Boost, Rejuvenate and Tutela deorum. All the damage will be coming from your Fams, you are only here to protect them.



Team

	Teithyus	30,445	31,776	11,675	  
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	Lerky	18,654	12,017	39,195	  
	Flakit	33,787	15,016	15,016	  
	[LBt] Captain_Crunchie	14,984	12,071	40,125	   

Augments



Flakit needs a boost of speed I found for Dr. Ediblegh to nuke sooner

Fam Skills used

Teith: 4sp Heal/shield skill and 2sp Target back



Lerky: Only used his 2sp Target



Flakit: Only used 3sp Nuke



Execution

Mobs: Pretty straight forward. Give yourself 2sp then use protect on yourself first then your two Teiths. If you have an all DPS mob just make sure to have protect on all your team and use Lerky's 2sp "Destiny Chaser" along with Flakits 3sp "Cesar's will" to wipe everyone out. If you get Tank mobs (best is the turtle), once left with one or two alternate between 0sp: give self 2sp and 6sp: shield/cleanse/protect to build team shields before moving on. Try to do a mob before a boss to build shields.



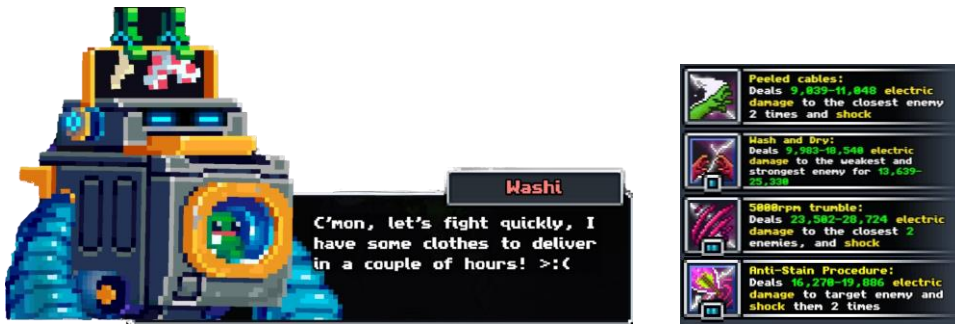
	Chill-on potion: Deals 7,877 water damage to the weakest enemy and freeze
	Burned dough: Shields target teammate for 3,468-5,869
	Chemical KABOOM: Deals 13,644 water damage to the weakest enemy and freeze
	Secret pop-tart: Give 1,537-2,385 Enrage to teammate and spread heals

Dr. Ediblegh: This battle is all about protecting yourself and if you can spare it your Teiths. Dr. E targets weakest and that's you. He's fast so stay alive while taking out his mobs with Lerky and Flakit then move on to E. He heals himself but don't be discouraged, Flakit's nukes will knock him down.



	Mad sensei: Deals 11,394-13,816 fire damage to the weakest enemy and root
	Hungry katana: Deals fire damage 7,291-9,864 and drain from the strongest enemy
	Sane in the brain: Deals 13,372-16,343 fire damage to the closest 2 enemies and bleed
	Med-itation: Shields teammates for 3,863-9,198

Robosawa: You want to protect your front two Teiths all the time with your 2sp skill and in between use your 6sp cleanse because Robo has a bleed skill. Take out his mob first then move on to Robo, watch out because Robo's brain is an ATK strongest. Best to use Lerky's 2sp target skill on a mob that's beside him so the EMP will do damage on Robo and not proc his brain. When it's just him left target him but make sure both your Tieths have protections, or they could be wiped. When you have a spare protect moment, use on Lerky/Flakit.



Washi: The Bane of this build (at least for me). He very often can delete your Tieth in one go. Go into this battle watching the hits and swap Teiths to make sure the front most has protect and full hp. Washi has an ATK brain so you don't want Lerky to target him. If you're lucky, in his mob will be a tank beside him (preferably the turtle to be able to soak up lots of hits), target this tank with Lerky. Flakits nukes are random so you might hit him you might not. Just be sure to always be protected, yourself and Teiths.

After getting a few runs in with this build you will see the rhythm you need to do and just keep at it. Pay attention to who has been hit and make sure you protect them ASAP

My winning run order was Robo, Dr. E then Washi.

May luck be on your side.

Yargh!

