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Patch data

Name: Final Fantasy 6 : Strategic Battle
Version: 2.1
Author: HatZen08

File data

SHA1: ea1dc87ecb3ba90bbfb8c122f8ee23ca426f5991
Console: Super Nintendo Entertainment System (SNES)
Official name: Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language: English
Version: 1.0
Header: Yes

Introduction

The main goal of the *Final Fantasy 6 : Strategic Battle* patch is to give the player more strategic options in the game. It is the merging of the majority of HatZen08's patches, with custom configurations.

The patch is actually composed of the following patches:

- Always sprint 1.0
- Antimagic Field 1.0
- Equipable Umaro 1.0
- Extra Mimic Slot 1.0
- Fair Hit 1.1
- Guest Adder 2.0
- Half Health Warning 1.0
- Imitation Art 1.0
- Learnable rage 1.0
- Luck Slot 2.0
- Rage and Sketch Expansion 1.0
- Resilient Morph 1.0
- Runic Forever 1.0
- Step Dance 1.0
- Swordtech ready Stance 1.1B
- True Duel 1.0
- Unlimited Espers 1.0

Version log

Version 2.1

- Added *Tentacle* attack to Ultro's control list. It allows the Ultros and Relm event at the Esper cave. It is triggered when Relm sketches him and uses the *Tentacle* spell.

Patches summary

Patch	Summary
Always Sprint 1.0	Always have the <i>Sprint Shoes</i> Effect.
Antimagic Field 1.0	Allows normal battles at Magic Tower.
Equipable Umaro 1.0	Allows Umaro to use equipment.
Extra Mimic Slot 1.0	Allows Gogos's Mimic command to be replaced.
Fair Hit 1.1	Changes hit determination algorithm.
Guest Adder 2.0	Adds guest characters by items.
Half Health Warning 1.0	Characters kneels when bellow 50% of max HP.
Imitation Art 1.0	Randomly changes Gogo's sprite in battle.
Learnable rage 1.0	Gau automatically learns all available rages at end of battle.
Luck Slot 2.0	Changes algorithm for the <i>Slot</i> command.
Rage and Sketch Expansion	<i>Rage</i> and <i>Sketch</i> use the <i>Control</i> list instead of their own lists.
Resilient Morph	Replenish <i>Morph</i> supply after battle. When morphed, doubles received damage.
Runic Forever	Runic isn't dispelled until it is triggered.
Step Dance	Cancels <i>Dance</i> automatic behavior.
Swortech Ready Stance 1.1B	Automatically charges the <i>SwordTech</i> command.
True Duel	Allows normal battles at Colosseum.
Unlimited Espers	Allows espers to be summoned multiple times.

Notes

- *Tonic* recovers 25% of max HP, *Potion* recovers 50% of max HP.
- *Tincture* recovers 25% of max MP, *Ether* recovers 50% of max MP.
- The items *Offering* and *Gem Box* were removed.
- Espers don't give boosts anymore and they teach different spells.

Bug Tracker

If you have found a bug, you can post it in the forum:

<http://www.romhacking.net/forum/index.php/topic,15577.0.html>