

Ifrit raid boss guide

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This guide is a guide to the ifrit raid fight based on info from the jp version and current gl changes from the jp version. Note that this is the first time in gl where there will be 2 different raid bosses, a normal one and a rare one. The rare boss appears less frequently but yields significantly more rewards. Normal boss will have a lvl 100 lvl cap while the rare raid boss will have a lvl 10 lvl cap, and you progress in the boss lvls independently of the lvl of the other boss.

Normal boss Ifrit

The Boss

The boss is a **Fire** elemental **Esper** race enemy. The Kanji characters stand for immune. There was some misinformation about this, so I'll emphasize: Ifrit is esper race only, and is not affected by beast killer in any way, and gl currently has no way to acquire bonus dmg against esper. Ifrit's resistances are as follows.



Not trying to be captain obvious here, but this clearly calls for water magic dmg, just to illustrate the scale of increase here. Given the same stats, a water magic dmg dealer will do 65% bonus dmg with the elemental res, dmg type res and elemental advantage.

To further facilitate magic dmg dealers, Ifrit has 80 faith, higher than both previous blobs, which means magic dmg dealers will get a 1.77x faith multiplier

instead of a 1.47x compared to a normal boss with 50 faith (assuming 97 faith on the mage of course), an increase of roughly 20% in dmg.

While Ifrit may give out the impression that he is a physical dmg heavy boss with his esper being physical oriented, his real dmg actually is magic type. When his hp is low, he will stand still and charge up, buffing his fire ability dmg, then release a 2x2 diamond fire magic aoe ~~bad breath~~ Hellfire. Most units will have a hard time against this aoe, especially non water teams, as some weaker units can get wiped out instantly on follow up runs. I'm not calling names but there's definitely a certain UR ice black mage with green mage and ninja sub that comes from ffbe with a lb called cosmo plume that is especially questionable in this.

For his less threatening skills, Ifrit has another small magic aoe and only his normal attacks are physical.

Note that since he charges up and then aoes, he will get 2 turns in a fairly short period, which means you will usually need to reapply your debuffs roughly around your 3rd round of dmg, this gets more complicated when you have multiple debuffs to manage.

Another thing to note, although this boss can only level up to lvl 100, it is noticeably faster than the other raid bosses, reaching over 100 agi. Therefore, the standard CT steal method is no longer optimal for lvl 100 clears, jp ifrit clears are almost run exclusively without CT stealers.

One more thing to think about is that ifrit is also a fairly evasive boss, while not impossible to hit, I saw way more misses from other players than in every other raid boss combined, having some accuracy gear might be nice.

The Map

Your units will start out on the bottom corner of the map, while ifrit starts on a high elevation platform in the middle. If you are slower than Ifrit, Ifrit will remain in place for 1 turn, giving you one turn to close the distance and bell up. If you have a predominantly low range team, you might want to have a high spd char move up turn 1 to make it come closer to your team. In the other 3 corners of the map, there are 3 mob enemies, they usually don't end up being a serious nuisance and can easily be dealt with by the water team that is preferred on this map.

The Strats

This raid is actually one where the most popular teams are not just 4 copies of 1 unit but a blend of a few different units. There were 2 most prevalent water

compositions for ifrit in jp. One was based around water magic and it's variant water slash/magic hybrid, and the other based around fire slash/magic hybrid.

Water

Water magic comps in this raid mainly revolves around the 2 water UR units in the game, Ildyra and Miranda, both contribute heavily into a water comp and a 3 Ildyra and 1 Miranda comp can almost full auto ifrit, other than Miranda needing to manually apply resistance break. I've successfully done a few full auto runs as well, which obviously needs a bit more power on the individual units. Usually, if a team contains 1 capable Ildyra and 1 capable Miranda, it will secure a one run win on lvl 100. Severo can be used as a downward replacement if other critical roles are filled.

Water magic comps are considered the best comp in this since it have a lot of room for error for non optimal builds or units, the possibility to full auto the boss, and is not very reliant on Xiza bell

In the jp version, Christmas Ramada or Xram for short spearheaded the water magic/slash hybrid comps. This comp makes great use of Xram's 38% slash res down lb, which turns ifrit's 10% slash res to -28%, making slash type even more effective than magic. With that res down, Xrams can spark chain with Spellblade Ildyra for a high amount of dmg to ifrit. Unfortunately, Xram was not released on the gl side, without her lb debuff and her dmg potential, I wouldn't hold the water magic/slash hybrid comp in high regards in gl. Sadly, this also knocks the downward replacements for this comp like Tyrell out of relevance. Btw, here's just an example of how much dmg Xram can do just by herself in a single run.



Water Magic Comps

Recommended vc setup for water magic comps is a mag dmg up card(Trousseau), a mag up card(Ramuh), a water dmg up card(Siren) and a dmg cap up card(2 Headed Dragon or Mindflayer)

Ildyra

Ildyra can consistently perform in this stage even on auto simply due to how well this entire stage is designed around her kit. Ifrit's higher starting elevation allows her to do a lot of dmg using very minimal ap. Her large aoes allow her to remove mobs without having to divert dmg away from Ifrit. Her magic bulk allows her to pretty much ignore all of Ifrit's dmg output, allowing her to gear for accuracy without having to worry about survivability. She can even use spellblade sub to taunt if other units have issues surviving Ifrit.

Recommended Subjob	Spellblade
V. High Priority Skills	
Level 4 Waterga	Easy mob clearing, good dmg
Height-Based Water	Lower dmg than Lvl 4 Waterga but waterga only has 3 uses
Waterga Blade	High mod, can normal chain as well as elemental chain
Situational Skills	
Taunting Spell	Can be used if other units need help surviving
CT Average	Averages the CT of all units, allied and enemy alike, in the aoe, theoretically it can work as a CT stealing move, but in practice it's just way too hard to coordinate and use, require subjob arithmetician to use

Recommended Reactives	
Dmg Distribution	Good passive but by no means necessary for this raid
Recommended Passives	
Mag Up Lvl.1	Dmg boost, high priority
Providence of Fire	Further bulk against Ifrit, not high priority, can be switched out for other dmg boosts
Level 4 to Level 3	Used to boost waterga dmg when boss levels are multiple of 3, not needed for lvl 100, passive cant be leveled

Miranda

Miranda in this raid is kinda awkward, she in fact, can cover everything that calc does and her resistance break's -38 spr alone makes her almost mandatory for a one run clear with water. However, calc just does everything better than Miranda in all of their shared functionalities. Higher dmg, better survivability, better ap management, better mob management. Moreover, resistance breaks don't stack so further Mirandas other than the first are essentially downward replacements for Ildyra.

Recommended Subjob	None, all 3 can be used, Time mage a little bit better?
V. High Priority Skills	
Resistance Break	-38 Spr = 38% overall dmg boost, very juicy
Jamming Thrust	High dmg output
Situational Skills	
Watera	Mob control, but not very effective
Cura	Might need healing if team is squishy, usually not necessary
Haste	Can be used on self or Ildyra turn 1 for more turns, overshadowed by her own tmr buff unless raid team contains 1-2 very powerful units and a few units that are a bit lackluster, requires time mage to use
Recommended Reactives	
Magic Reflex	Help with survivability
Slow Counter	Inconsistent but can help controlling the boss a bit
Recommended Passives	
Initial Ap Up Lv.	More ap to use her skill rotations, not needed if unit is high level with good esper.
Mage's Protection	Further bulk against Ifrit, high priority if ran without Ildyra, otherwise just good to have

Holy Knight's Protection	More bulk, use if already leveled, otherwise lower priority than Mage's Protection
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Severo

Severo on the other hand is much simpler in this raid, he just deals dmg. He can cap dmg reasonably easily, but he is slow and usually will get lapped by the UR mages. This means that other units will get more turns and have to spend more ap. Not a big problem with Ildyra but Miranda can have some problems. He himself has 0 ap problems with the black mage starting ap, tho he is rather squishy and requires other units to tank in the front.

Recommended Subjob	Red Mage
V. High Priority Skills	
Jamming Thrust	High dmg output
Situational Skills	
Watega	Mob control, tho it is pretty hard to use since it can put you into ifrit's range
Cura	Might need healing if team is squishy, usually not necessary
Flare	Losing the water dmg boost from Siren and not using the boss' water weakness makes this less useful than it usually is, also hard on his ap pool, do not recommend generally
Recommended Reactives	
Magic Reflex	Help with survivability
Recommended Passives	
MAG Up Lv. 1	Dmg is gud
Initial Ap Up Lv.	More ap, not necessary since Severo usually wont have ap problems unless in 2-3 man teams
Mage's Protection	Further bulk against Ifrit, but you really don't want to take hits at all as Severo

Tyrell

I really would not recommend using Tyrell in a water magic comp at all, while water slash dmg won't harm the dmg of other units at all since magic does not normal chain to begin with, Tyrell himself will not do much dmg without Xram's lb slash res down, and he is slow as well. Moreover, even with that, you still need Xiza bell for him to function properly as a dmg. Therefore, I will not talk in detail about him here and I highly suggest raising Severo instead if you want to join high level raid pubs.

Ramada

Ramada, if used, is used as a CT thief, for her dmg is truly abysmal to say the least. For CT thieves in this raid, as I have said before, Ifrit is simply way too fast to properly control, so she also needs either slow, which is inconsistent to land or agi down debuff, which would require another unit. Moreover, water comps are filled with units that hit very hard on single hit moves, this means they do not necessarily need to use chains to get even more dmg since they are capped by the single hit dmg cap anyways, but they need more turns where they can output dmg. CT thieves not only will not do any dmg on their turns, their job also inherently requires them to be fast, which means they will move more often, as a result, ramada and by extension other CT thieves are not very useful in a water comp.

Kilphe

Surprising to some, Kilphe is actually pretty decent here, she basically functions like Miranda, her main job in this raid is to apply her mag res down lb on Ifrit, and then use holy to do as much dmg as possible. While she will interrupt the water elemental chain, most units will already be dealing max dmg with the debuff anyways, so it won't really be a problem. During the Jp runtime of this raid, I ran a few test runs with a Kilphe guildmate and my Ildyra and can pretty safely one run clear a boss with a decent pub Miranda. However, just note that she will still have a hard time joining pubs since most hosts don't think she is good enough, treat her more as an option to use when running the boss with a fixed team.

Recommended Subjob	White Mage
V. High Priority Skills	
Limit Burst	Mag res debuff, need to be leveled for Kilphe to be effective

Holy	Some additional dmg, not the most important but any dmg you can squeeze is good for a suboptimal comp
Situational Skills	
Cura	Might need healing if team is squishy, usually not necessary
Recommended Reactives	
Magic guard/anti-barrier	Survivability
Recommended Passives	
MAG Up Lv. 1	Dmg
Providence of Lightning	Survivability

Fire

Another very common strategy in this raid is a fire-based comp centered around Rain. They further split into a fire slash comp based around Rain and Delita and a fire magic comp based around Rain and Adelard.

Although both fire and slash are not favored dmg types in this raid, fire slash comps have the benefit of having 20 def/spr break from Rain's Undermine and 38%-48% fire res debuff from Rain's lb or Delita's Karma Blade. Undermine's atk/mag break also allows the team to have an easier time surviving Ifrit. Moreover, Rain has multiple multi-hit slash skills to rapidly stack up chains and exploit the chaining multiplier. A thing that Jp did not get the chance to really explore is how Seymour adds to the comp, I think he can be used as a CT thief in this raid, since unlike the water comp that focuses on single hit, the fire slash comp relies on chaining, therefore, having a CT thief to prolong the chain is much more useful.

Another comp that is fairly prevalent is the Rain and Adelard Fire Magic comp. This comp uses the 38 spr break from Adelard's Resistance Break and $38+25=63\%$ fire res debuff with Rain's Lb and Adelard's Imperil. Adelard essentially frees up all the rains from the KoG subjob since they no longer have to use Undermine, so that they can gain access to the powerful Jamming Thrust from the Red Mage subjob. This comp in fact is actually very similar to a full Miranda comp except Rain is much tankier against magic than Miranda. Both use Jamming

Thrust as the main dmg skill and have similar mag with best builds. While Miranda only has a 20% element res dmg bonus, she has a 25% advantage bonus. However, when Ildyra comes into the picture, Rain simply cannot quite compete with her dmg, as a result, this will perform slightly worse than a full water comp, but it is still fine for a one run clear.

Fire Slash Comp

A big problem facing Fire slash comps is the VC setup, while the slash dmg up card can benefit both Rain and Delita here. They would require both an atk boosting VC and a mag boosting VC, and both could benefit from a fire dmg up VC like Lamia Queen or a dmg cap up card like 2 Headed Dragon or Mindflayer. Not even mentioning a CT steal comp can even use an agi up card like Scion House Beoulve. Dropping the atk up VC might be the best option, as it only benefit Delita, but then you would still have 3 VC with high atk low mag stat to equip on 3 Rain and 1 Delita, unless you want to use the Mindflayer card which is a card released along with the raid.

Rain

When put inside the slash comp, Rain's job is to apply his break and imperil, then move on to stack up the chains. Although 1 Rain will lose in terms of dmg compared to a Delita, 3 Rains will do way more dmg than 3 Delitas due to the fact that Rain can exploit chaining much better with his multihit skills while Delita is hard capped by the dmg cap of a single hit. To maximize Rain's dmg potential, all 3 uses of Soul Prominence and his Lb need to be used, this will cost 109 total ap, which is pretty reachable with a good rain with starting ap up and using a TP tmr skill turn 1, but if you can't meet this, bell is required. Bell is also required for the Rain using Undermine. Just remember tho that you need one of the Rains to save their LB to reapply later.

Recommended Subjob	Knight of Grandshelt, gives access to undermine, also provoke in case your Delita teammate needs it
V. High Priority Skills	
Limit Burst	Fire res imperil, also good dmg when doing chaining
Soul Prominence	Rain's main dmg source, good dmg and high chains
Undermine	Only need 1-2 Rain with this skill leveled
Situational Skills	

Astral Guard	TP generation on turn 1, and protect your Delita teammate from Ifrit's aoes
Recommended Reactives	
Magic Reflex/Sword Guard	Survivability, not high priority since Rain doesn't need it that much
Recommended Passives	
Intensifying Power	Mag boost and Soul Prominence mod boost, must have for slash comp
Initial AP Up Lv. 1	Useful if you want to use Rain here without Xiza tmr, otherwise useless
Spr Up Lv.1/Mage's Protection	Survivability boosts, Spr should be slightly better since Rain has naturally higher spr than mag res but should be fairly similar in effectiveness.

Delita

While this might seem harsh and biased, which it definitely is, I do not think very highly of Delita in this raid. 48% fire res debuff is a lot on its own, but it's only a roughly 8% dmg increase from Rain's 38% imperil that he has. However, Delita has no multi-hit skills to help Rain stack up the bonus multipliers, which means that having a Delita instead of a 4th Rain might hurt the dmg of all other Rains in the comp. Yes, Delita has higher dmg potential than Rain, but like I said before, he is heavily cucked by the dmg cap which he cannot bypass since his kit is exclusively single hit. As a result, I don't feel he really adds anything to a full Rain slash comp, and I feel his effectiveness in this raid is severely overhyped. In my limited experience in jp running with both full rain slash comps and 3 Rain 1 Delita comps, I do not remember a major difference between the effectiveness of the 2.

That said, I am not saying that he is not viable for this raid. He still holds up very well in this raid and there are some merits to him that is not just about how much dmg he can deal in this raid. First of all, he is much more suited than Rain to carry some of the VCs for Fire Slash comps, In fact, if Rain wants to switch from a high level UR magic VC to either Muraga, 2HD or Lamia Queen, they would lose roughly 20% of their total mag, which directly cuts down 20% of that Rain's total dmg output, but Delita has no problem carrying them at all. Moreover, for anyone that has raised a LB level as a f2p would know: it really sucks. Delita's fire imperil

is only on a skill and therefore much easier to raise to high level, compared to Rain's imperil which is tied to his LB level. Also, if you don't want to reapply the imperil on turn 3, you can run him without a bell with Meditate, Karma Blade, 3x Crush Accessory. Crush Accessory doesn't actually drain AP, I got misinformed. In that case, without bell, he would have to use a normal attack on the last turn. While he isn't hurt as badly without bell, his dmg will still drop nonetheless

Recommended Subjob	Meditate is tied to Squire sub only, so Squire sub is needed for that build. If you have bell, all 3 subs are equally fine
V. High Priority Skills	
Karma Blade	Fire res imperil and good dmg
Situational Skills	
Meditate	Must have if you lack bell, reduces ap cost and generate a decent amount of AP. Useless if you want to use bell
Crush Accessory	<u>Can be used indefinitely after Meditate since it gain back more ap than it costs, useful for Meditate build</u> incorrect info, Crush Accessory is entirely inferior to Cleansing Strike for the purpose of this raid
Recommended Reactives	
Counter Tackle/Slash	None of the 3 reactives are particularly useful, might as well choose the one that can do a bit of dmg
Recommended Passives	
Self-Sacrifice	Dmg boost, high priority
Acquired AP Up	Can give him an additional cast of Karma blade with Meditate build
Holy Knight's Protection	Survivability boost
Move+1	Since you want to land Karma Blade, a melee skill on Ifrit on round 2, additional mobility will help

Seymore

After some research both into the unit and messing around with the builder a bit, I am somewhat convinced that Seymore should work as a CT thief for Fire slash comps, although I did not see any Seymore being used in Jp during this raid. Obviously, since most ppl on didn't have him raised, it does not mean that Seymore is suboptimal here. He has a decent enough agi so that he can control the turn of Ifrit if Ifrit is agi debuffed, which Rain can do with a Knight sub. Moreover, a big reason CT thief is not used much in this raid is because both water comps and fire magic comps have units with mostly single hit heavy dmg and magic type cant even chain, but fire slash is a comp with units that relies on multihit instead, so they benefit much more from having a long chain and keeping the chain alive.

He should be replacing Delita's place in the comp since his main job is to extend the chain, a job that is pointless if there isn't a chain to exploit to begin with. If you don't want to use him as a thief, just using him as a downward replacement to Delita should also be decent.

Recommended Subjob	Thief for CT steal
V. High Priority Skills	
Steal Time	The most important skill for CT stealers in any content
Kongou	Dmg move after all Steal time Charges are used up
Situational Skills	
Recommended Reactives	
Recommended Passives	
Thief lore	Higher agi so he can be more useful in controlling CT
Blade Soul/Viking Lore	Additional dmg
Acquired AP Up Lv. 1	With this, you can easily gain enough ap for 2 Kongou with 3 steal time

Fire Magic Comp

The recommended vc setup for this is generally mag dmg up, mag up, dmg cap up and fire dmg up(Lamia Queen) or just another high flat mag card. It should be fairly straight forward.

Rain

Rain runs his Red Mage sub here and is just used for LB and jamming thrusts. Having at least one player with a maxed LB can be very help since there's no Delita's 48% imperil with this comp. usually Rain will Chain their lbs together for a full turn and then move onto Jamming Thrust chaining, note that this combo will roughly cost 121 AP, which is higher than what Rain can reasonably build to have at the start, I'd say having a bell or a 30+ TP cost skill might be needed for enough AP. Btw, note that while a red mage Rain has access to most of the skills needed for a fire slash comp, a KoG Rain is a downgrade from RDM Rain in a fire magic comp.

Recommended Subjob	Red Mage
V. High Priority Skills	
Limit Burst	Fire res imperil, also good dmg when doing chaining
Jamming Thrust	Main source of dmg
Situational Skills	
Recommended Reactives	
Magic Reflex/Sword Guard	Survivability, not high priority since Rain doesn't need it that much
Recommended Passives	
Intensifying Power	Mag boost and Soul Prominence mod boost, mod boost is irrelevant for magic comp, mag up still nice
Initial AP Up Lv. 1	Useful if you want to use Rain without Xiza tmr or some other TP skill turn 1, otherwise useless
Spr Up Lv.1/Mage's Protection	Survivability boosts, Spr should be slightly better since Rain has naturally higher spr than mag res but should be fairly similar in effectiveness.

Adelard

While Rain is definitely the main dmg dealer for this comp, he simply wont do enough dmg without Adelard. In other words, Adelard is the essential unit of this comp, his Resistance Break and imperil is the only reason that this comp can

compete with a Miranda comp in terms of dmg. The problem with handling 2 debuffs on his own is that it doesn't leave many turns for him to actually do dmg, as a result, having Emerald Echo from Green Mage can be decent for him to not have to spend all his turn reapplying debuffs.

Recommended Subjob	Green mage for Imperil
V. High Priority Skills	
Resistance Break	-38 spr is good
Imperil	Should stack with Rain's fire res imperil for a total of 63%
Jamming Thrust	Dmg option if he isn't busy applying a debuff
Situational Skills	
Recommended Reactives	
Magic Reflex	Survivability
Recommended Passives	
Initial AP Up Lv. 1	Can be used as a bell tmr replacement
Emerald Echo	Increases duration on both resistance break and Imperil by 1 turn, giving him 1-2 turns to do real dmg with Jamming Thrust
Mage's Protection/Savior's Protection	Survivability boosts, good to have instead of Initial AP if equipped with bell

Margritte

I messed around a bit on the calc website and eventually had to come up with the conclusion that Margritte, other than that she cant apply the fire imperil like Rain, should roughly have a similar dmg output to RDM Rain. Therefore, I think she can be a downward replacement for Rain in this comp.

Recommended Subjob	Black Mage
V. High Priority Skills	
Firaga	Her goto dmg skill
Situational Skills	

Recommended Reactives	
Magic Reflex	Survivability, you really don't want to get hit by ifrit with her
Recommended Passives	
MAG Up Lv. 1	Higher dmg
Speed Cast	Faster Firaga casts can be useful if you have problems finishing your cast before Ifrit acts etc
Mage's Protection	Survivability boosts

Y'shtola

Her survivability is a huge problem, I can not recommend using her here.

Delita/Seymore

If a slash unit has no problem doing high dmg, his inclusion will not hurt the dmg of the other units in a magic chain. They would function as they would in the Fire slash comp, so check there for their uses.

Rare Boss Golden Cactuar

The Boss

The rare boss is an **Earth** elemental **Plantoid/Metal** Race enemy. Metal Race is only interacted with the SR sword metal slayer, so it is largely irrelevant. Only Plantoid and Earth killers are important for more dmg.



This is a very similar boss to the original Choco Flan, and Lucia is indeed the star of the show again. However, the -10% mag res is entirely a bait, as the Golden Cactuar has 80 def and 80 spr, making it almost impervious to magic dmg, as magic dmg dealers lack a good way to deal with high spr.

Golden Cactuar also have a ridiculous 5 move 4 jump to run all over the terrain, coupled with a longer range version of 1k needles, there are very few places to hide from it. It can also use the stronger version 10k needles that instantly removes a unit from the map, though the conditions for it are not entirely clear.

Moreover, this boss can **NOT** be CT changed, aka CT steal, CT average or Staff mage's CT down move will not even work on it, so you should stop trying.

The Map

The map should be fairly familiar to most players as it is the same map where you butcher cactuars every day for daily quests. Your units start on the center platform while the Golden Cactuar starts at the bottom of the cliffh.

This boss is only the start of your headaches, the Golden Cactuar is also accompanied by 4 metal cactuars, starting around your starting platform, they are not as tanky as the golden cactuar but not something that you can easily deal with nonetheless. They also have access to the 1k needle move and has a decent amount of mobility as well. Therefore, on higher difficulties they are often dealt with on the first turn to prevent them from being a nuisance.

Strat

I think the most important thing you need to come to terms with here is that you are rarely going to one run a lvl 10 Golden Cactuar. The most optimal team for this is obviously 4 Lucias, in fact, most units other than Vinera and Lucia are not even considered viable for this in jp. As not dealing with the mob cactuars bring in a lot of problems, and those 2 are the very best for that task.

Lucia Comps

VCs for Lucia include atk up, missile dmg up, wind dmg up, and dmg cap up card. The MR card Admirer's Rivalry can also be used for the earth killer.

For Lucia comps, if you have a really stacked comp, you might be able to kill the cactuars with normal attack, if not, use Rapid Fire on corresponding Cactuars turn 1, next turn, buff with Xiza tmr, then spend the next 3 turns chaining with Quadruple Shot and Dual Trigger. You generally want to stack hp on Lucia to 3k+ so that she can tank 4 1k needles before dying

Recommended Subjob	All 3 are viable, all she needs are in her main command
V. High Priority Skills	
Rapid Fire	For killing cactuar turn 1
Dual Trigger	Use this to cap the dmg if you are later in a chain
Quadruple Shot	Use this skill to stack up chain count if you are early in a chain
Situational Skills	
Firing Stance	This skill alone is not enough to generate enough ap for her but you gotta work with what you have if you lack bell
Recommended Reactives	
None	None of the 3 skills are really good for this unfortunately
Recommended Passives	
Tune-Up	Must have, the reason she is good for this
Missile Mastery/Focus	Dmg boosting passives
HP Up Lv. 1	Note that the only hp boost that matters here is one that can make you go over another 1k needle

Vinera Comp

VCs for Vinera comps are pretty similar to Lucia comps, atk up, missile dmg up, dark dmg up and dmg cap up.

Vinera's playstyle here is also like Lucia, Rapid Fire kill mobs, bell, and then Dual Trigger chain on the Golden Cactuar, while she lacks the mod boost and elemental advantage of Lucia, she does have a 30 def debuff on top.

Recommended Subjob	Doublegunner
V. High Priority Skills	
Rapid Fire	For killing cactuar turn 1
Dual Trigger	Vinera's chaining skill
Armor Cleaver	Used first on the golden cactuar to get more dmg

Situational Skills	
Recommended Reactives	
None	None of the 3 skills are really good for this unfortunately
Recommended Passives	
Tune-Up	Must have, the reason she is good for this
Missile Mastery	Dmg boosting passive