

Introduction:

Brave Frontier has changed a lot since 2013-2014. Newcomers, returning players, and even current players sometimes don't know where to start when it comes to squad building. Squad Building is about 1/3 of the gameplay of Brave Frontier and building a squad that has the tools you need to handle whatever boss or raid boss will throw at you is indeed important. There is one main point I would like to start with before we get to the squad building process. This point being there is no such thing as a General Squad. The term doesn't have a place in the game due to how situational units and squad functions are. There is no squad that will have the ability to do everything. There is a basic squad foundation but this is not acting as the foundation of a General Squad. With this said, Let's Begin!

The Basic Squad Foundation

Every squad that you will build will have these components:

1. Purpose & Content Context
2. Essential Buffs
3. UBB/DBB/Synergy Considerations

Starting with component 1, it is important to define the purpose of your squad and under the right content context. Your squad for quest will be different from the squad that you will be using for Frontier Hunter, and Raid Missions. There is no value in building a squad that can do everything because there is certain content that may restrict your unit choices. Content Context will also come into play because understanding what you can bring and what you cannot bring will affect your unit choices for the squad. To define Content Context, it is knowing what are your choices and limitations when you are going to do certain types of content. For example, the Frontier Rift, Void Mirage, only allows Dark and Light units. You can't bring any other elements. Under this context, you know that you have to build squads that only have light and dark units. Defining your purpose and knowing the content you are doing will help you build squads effectively and efficiently.

Component 2 is Essential Buffs. There are many buffs in Brave Frontier and it is daunting to try to figure out which ones you need. The list of essential buffs will vary from person to person and also will vary based on the current game's power creep. At this time, as of May 12th, 2020, this is the list of essential buffs I think every squad will need for most of the content they will be doing. Please note that this list will vary based on what purpose and

content context you are defining for your own squad. This list will also vary depending on who else you ask for advice beyond this guide.

- Mitigation - Reduce Damage Taken by 50% for X amount of turns
- BB on Spark/Damage Taken
- Attack, Defense, Recovery Up
- BB Atk Up
- Critical Damage Up
- Critical Hit Rate Up
- Spark Damage Up
- Elemental Weakness Damage Up
- Instantly Fill OD (Overdrive) Gauge
- Status Ailment Cleanse
- Healing

These buffs are what I personally consider to be important in any squad that you build. When you are summoning for units, it is best to consider what essential buff you are missing and seeing if the featured summon has what you are missing. The list looks long but units created nowadays have multiple buffs (around 4-5) in their Brave Burst and/or Super Brave Burst.

Component 3 is UBB/DBB/Synergy Considerations. As of late 2019, Gumi introduced Dual Brave Burst and it has a great effect on squad building since you might need the power of 2 UBBs in order to handle certain bosses. To learn more about Dual Brave Burst and Synergies, [click here](#). Let's start with UBB considerations. Depending on your squad purpose, the UBBs that you would want to look at will change. Using Frontier Hunter as an example, you will need a UBB that provides Recast (Chance of using BB/SBB/UBB twice) and/or Extra Action (Units can act again for 1 more turn, can't guard however). These buffs are very potent for Frontier Hunter because giving your units the ability to do damage twice is ideal to score high in Frontier. However, I will note that Recast and Extra Action do have other useful applications in content where you are fighting a difficult boss. I will list out some powerful UBB buffs that you might want to consider using when taking on certain content. Keep in mind that you may not need all of the buffs I will list out. Please consider the Content Context when picking units with certain UBBs.

- 100% Damage Mitigation
- 100% Elemental Damage Mitigation (Piercing Damage will Not Bypass this)
- Additional Damage Reduction (Damage Over Time only, not regular damage)
- Angel Idol (80 - 100% chance of Surviving Against Lethal Damage, Can't be Buff Wiped)
- Evasion (A chance to completely negate incoming damage)
- Recast (80 - 100% chance to do a BB/SBB/UBB twice, Buffs are also Reapplied in the original casting order)
- Extra Action (Allows Units to do 1-2 Additional Action in the same turn, Guarding is not an action you can do during an Extra Action)
- Instant Fill OD Gauge (50%+ to your Overdrive Gauge, useful for consistent UBB usage and charging your Synergy Gauge)
- Purging Damage Over Time, Leader Skill, Extra Skill locks

Dual Brave Burst or DBB can be also considered when squad building. Dual Brave Bursts are just 2 UBBs combined together and aren't as spammable as UBBs and etc. However, when used correctly, it can greatly help you against bosses that throw stuff at you that 1 UBB can't cover. Synergies are also another consideration but are more situational. Not all synergies are needed for a fight as the buffs from UBBs/DBBs are usually more than enough. Synergy effects just add additional utility depending on the content you are doing. This is a list of Synergies that I use frequently because they offer good utility against most bosses. As always, this is just for reference and please consider content context when picking out synergies you want to use.

- Steam - Fills Up your Synergy Gauge, great for DBB momentum
- Nova - Purges and Negates Locks, very useful in almost all battles where light and fire is allowed
- Cyclone - Chance to Negate Angel Idol, good for bosses that have angel idols
- Obsidian - Refills Your Items for a limited number of uses, I personally found this more useful than I originally thought.

After you went through components 1-3, we can start actually building your squad.

Squad Composition

We can now begin actual construction of your squad. Squad composition is made up of these components.

1. Units
2. Spheres
3. Elgifs

Component 1 is very obvious which is your units. Units are those that provide the buffs and tools your squad will need to take on whatever content you want to do. When you are constructing your squad, you need to consider what units you have versus what buffs you will need. If you are noticing certain buffs are missing, you will have 3 choices to make. Choice 1 is to wait for a summon featured to have the buffs you are missing. Choice 2 is see if you have spheres and elgifs to provide your units with those missing buffs. Choice 3 is try to attempt whatever you are doing without the buffs you are missing. An important reminder regarding units is that it is important to know that unit names do not matter. Units are essentially buff carriers and you need to focus on what buffs the unit provides instead of hearing “Oh Joshua is Overpowered” and thinking you need to summon for that named unit. Always do research before you summon.

Component 2 is about spheres. In terms of Squad Composition, spheres can provide the missing buffs and/or augmentation your units need to perform better. I am going to list out some spheres that I like to use to add additional buffs that can fill in some missing buff gaps.

- Masked Steering Wheel / Lament of Dread - These spheres negate status ailments for the unit equipped to while adding Status Ailment Removal to the unit's BB/SBB.
- Vesper Argentum/ Chrysalis Zeta/ The Punisher/ Vrana's Calling - These spheres add instant OD fill to BB/SBB.
- Cunei of Athum - This is one of many spheres that add healing effects. I personally find myself using this more.

Another important note I would like to make here is that Raid Class 7 spheres have effects that can be added to units' BB/SBBs. Raid Class 7 spheres are your priority to make if there are no events going on and you have access to Raid Class 7.

To avoid additional tangents, if you want to learn more about spheres, [click here](#).

Component 3 is about Elgifs and elgifs are like spheres. They are given to your units to provide them extra buffs and/or augmentations that your squad is missing. Many elgifs are usually stat enhancements but there are some elgifs out there that add additional effects to your units' BB/SBB. Here is a list of elgifs I use often to add additional effects to your units.

- Raise & Re-Raise - Adds Status Ailment Removal / Negate respectively to your units' BB/SBB.
- Wondrous Aegis - Adds healing to your unit's SBB
- Master of the Hunt - Adds 80% Recast to your units' UBB

When you are missing buffs, it is important to know what elgifs you have and what you could get to fill in more gaps you are missing.

To avoid additional tangents, to learn more about elgifs, [click here](#).

Unit Selection Formulation

This section will talk about what kind of units your squad will need. In other words, unit roles.

There is no official terminology for roles in Brave Frontier that has been officiated by Gumi. The community has adopted common JRPG/MMORPG terms to classify units. The terms are different from who you will talk to. I will list the terms I created to help you figure out what units you might need to select for your squad.

- Lead - Units with prominent leader skills that are both effective and efficient
- Mitigator - Units with the buff "Reduce Damage taken by 50% for X turns". This is present on either BB/SBB or both.

- Nuker - Triple Striker - Units with 3 Attacks total from Innate skill set + Extra Skill + Enhancements
- Nuker - Double Striker - Units with 2 Attacks total from Innate skill set + Extra Skill + Enhancements
- Support - Offensive - Units with primarily offensive based buffs to support the squad for damage output
- Support - Defensive/Utility - Units with primarily defensive and utility buffs to support the squad to have better bb gauge momentum to survival
- Recaster - Units with 80-100% chance to do BB/SBB/UBB twice buff to the whole squad on their UBB.
- Extra Action - Units with the ability to give your squad to act one more time. On UBB, there is usually a 100% chance to do 1 more.

Squads should also consider roles because if you do cover the buffs that you need, if you lack certain roles, your squad won't be able to fully utilize the buffs you are providing. Squads for 2020 have many different variances but the general formula is the following:

Lead + 2 Triple Strikers + Mitigator + Support (Offensive or Defensive/Utility)

This general formula is very flexible depending on content context and the flexibility of your squad composition. The more your units cover, then you can actually open up additional slots in your squad and you can fit in additional buffs and roles. Nowadays, units can cover many roles at once which helps with efficiency. The more resilience you built into your squad, the more success you will have in the game.

If you need a quick reference, you can see the [Recommend Unit Lists](#), [click here](#).

This is the end of the Squad Building Guide for 2020. If you need help building squads for Frontier Hunter, Raid Class 7 or other content. Check out the other sections of the website that have the squad building information associated with that specific content.

Good Luck in your Adventures Summoners!