

# Battle Command Indexes

## Overview

Battle commands are used in:

- [Start-up stats](#)

## Battle Command Names

Text for battle command names:

Description	Value
Base offset (SNES)	\$D8CEA0
Block size	\$07
Number of blocks	\$20
Total size	\$E0

The text will use the Menu A DTE table.

## List of Battle Commands

Index	Command
\$00	Fight
\$01	Item
\$02	Magic
\$03	Morph
\$04	Revert
\$05	Steal
\$06	Capture
\$07	SwdTech
\$08	Throw
\$09	Tools
\$0A	Blitz
\$0B	Runic
\$0C	Lore
\$0D	Sketch
\$0E	Control
\$0F	Slot
\$10	Rage
\$11	Leap
\$12	Mimic
\$13	Dance
\$14	Row
\$15	Def.

Index	Command
\$16	Jump
\$17	X Magic
\$18	GP Rain
\$19	Summon
\$1A	Health
\$1B	Shock
\$1C	Possess
\$1D	MagiTek
\$1E	(unused)
\$1F	(unused)
\$FF	(blank)

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