Fire Emblem Three Houses Any% Cindered Shadows Normal/Classic

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Contents

Acknowledgements

General Information, Mechanics, etc.

Fastest Versions

The fastest version of the game is the Digital Download on the Nintendo Switch's Internal Memory, not the SD card. If your digital copy is on the SD card, you can move it to memory by doing the following:
1. On the Switch's Home Menu, System Settings
2. Data Management
3. Move Data Between System / microSD Card
4. Move to System Memory, then pick Fire Emblem: Three Houses

Skipping Dialogue and Cutscenes

- Press + to skip most cutscenes.
- Some cutscenes (usually animated ones) require an extra dialogue to skip it. You can buffer the inputs for these to skip them quickly - hold left while mashing +, then when prompted to pick yes or no, the cursor should buffer into the left option.
- Unnskippable dialogue cutscenes have a feature to hold B to speed through them, but that's slower - you typically want to mash A and B (preferably alternatively, if you can). Examples of such cutscenes include Rhea's Lance of Ruin cutscene, picking a house, or Seteth's chapter 6 cutscene.
- Keep mashing at the end of cutscenes. Unskippable cutscenes also have a several second pause with a fadeout unless you press A or B.

Movement

Monastary Movement

- The first thing you should do in every monastery segment is to press + to zoom in the camera
- If you can, hold the right analog stick to point the camera down whenever possible. A claw grip is recommended to be able to hold the right analog stick while holding the B button to run and having a finger on A to be ready to interact with NPCs.
- The best way to navigate is through utilizing the minimap in the upper-right corner, since ideally you should be staring at the ground the whole time.

Battle Movement

- Always point the camera as high as possible with the right analog stick, to reduce lag. The lag reduction is most apparent in fog of war / bigger maps.
- Hold Y as much as possible for faster cursor movement
- The d-pad provides faster cursor movement than the left analog stick.
- Avoid zooming out the camera if you can, because it causes more lag. Chapter 7 is the main exception
- primarily because it's an important chapter to be able to see what's going on at a high level and improvise appropriately.
- Always attack enemies by selecting them before moving, as opposed to moving your unit first then selecting 'Attack'. The latter requires a minimum of 4 inputs, the former requires 2 inputs. Get used to changing your weapons with X/Y and combat artes with L/R, since that's needed for the former method of attacking.
- With mounted units, try to avoid being prompted to canto. Every prompt for canto causes the mounted class to do a silly "recoil" animation that costs over a second every time. For this reason, you'll see runners sometimes dismount before an action, just to avoid this. Although extremely situational, you can also draw a suboptimal path and intentionally cause the Canto Bug, so you aren't prompted to canto anymore (See "Canto Bug")

L/R Swapping

- During preps or an actual battle, knowing how the L and R buttons work is critical in moving quickly.
- The general queue for unit ordering goes from the top row to the bottom row, from left to right. The example grid on the right visualizes this.
- Pressing R on a unit will jump the cursor to the next UNUSED unit in the queue. For example, if unit 3 already moved, then pressing R on unit 2 will jump the cursor to unit 4. The L button does the same but backwards.
- Pressing R on an empty tile will jump the cursor to the first UNUSED unit in the queue. For example, if unit 1 and 2 already moved, then pressing R on an empty tile will jump the cursor to unit 3.

- Pressing L on an empty tile will jump the cursor to the last UNUSED unit in the queue. For example, if unit 6 and 5 already moved, then pressing L on an empty tile will jump the cursor to unit 4.

Unit Targetting

- Unit targetting follows the same pattern as the L/R Swapping pattern:
- Press Right (→) to select the next unit to the right in the same row, or the left-most unit in the next row below
- Press Left (←) to select the next unit to the left in the same row, or the right-most unit in the next row above
- If possible, support gambits will always initially target Byleth

Calendar

Tea Leaves

- After the Dancing Competition in Chapter 9, you can sell all of your tea leaves. This is generally faster than not selling them.
- After selling them, it means that in Part 2 you get a much faster birthday menu. Without having any Tea Leaves, you can just mash **B** instead of needing to press ↓**A**.

Calendar Navigation

- Every time that the game asks you to either do **Manual Instruct** or **Auto-Instruct**, always choose **Auto-Instruct**
- Whenever a Student asks for a Goal Change, mash **B**
- Every event can be skipped by mashing **B**, unless otherwise specified by the route.
- This includes birthdays, which as long as you sell the Tea Leaves, you can always skip by just mashing **B**

Bugs

Canto Bug

- In most fire emblem games, if you move a mounted unit with a longer path than necessary, then the game calculates your remaining movement based off of the shortest path required to get to your destination (as opposed to what you actually drew). Three Houses does not do this for you - if you draw a path longer than necessary, then you will end up having less remaining movement to canto with (or even be unable to canto at all).
- This is important to call out because many strats rely on taking advantage of the remaining movement for your mounted units (particularly part 2). If you overlook this bug and accidentally draw a longer path, you'll likely end up messing up your strategy and thus have to waste time undoing that with divine pulse - worst-case scenario, this mistake will end your turn, and you'l have to sit through several level ups or even some deaths.
- This bug can be occasionally exploited to save a little bit of time though - if you don't need to canto nor your entire movement range, then it can be advantageous to intentionally draw a suboptimal path that uses up all of that unit's movement - this is because after an action, if a mounted unit is prompted to canto, they will have an annoying 1-second long animation of posing in place. This is called out in the "Map Movement" segment above. Note that this is extremely situational, and is rarely useful - you're usually better off dismounting.
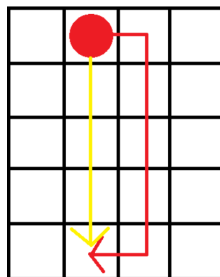

Figure 1: Pegasus Knights are mounted and have 6 movement. In other Fire Emblem games, if a Pegasus Knight takes the red path then an action, then that unit can canto up to 2 tiles, because the game calculated that only 4 tiles were actually needed to reach that tile (yellow path). Unfortunately, Three Houses will not calculate this for you, and instead, will just not let you canto, because it calculates the remaining movement as if you used up all 6 tiles. If a Wyvern Rider or Cavalier with 7 move took the same red path and an action, they would have 1 move left to canto in 3H, and 3 move left in all other fire emblem games.

The Door

- In the early game, when controlling **Byleth** in the Monastery for the first time, you have to talk to the three House Lords. Past is a door that seemingly randomly doesn't open for 9-10 seconds, which can cause a large early timeloss.
- You can set up the game so that this doesn't happen by doing the following steps:
  1. Set up a save file in the Officer's Academy - Monastery for the first time, during the first quest
  2. Before every batch of attemps, load the save file, reset, and then start the run

3. You don't necessarily need to open the save file before every attempt, but you'll probably want to load it again if you reset past Chapter 5 or so.

Lecture Questions

Whenever possible, you want to choose the worst lecture possible, to gain the least amount of Professor Points. However, this is a minor timesave, so if you aren't sure then you're better off mashing. Each house has an position that is the on average worse, in Part 1, that if you aren't sure you should select. If you want to select the bottom option, you can buffer the "down" input to quickly move the cursor to there.

Black Eagles (Default: Bottom)

Unit	Part 1		Part 2	
	Best	Worst	Best	Worst
Edelgard	Middle	Bottom	Top	Bottom
Hubert	Middle	Bottom	Middle	Bottom
Dorothea	Bottom	Middle	Top	Middle
Ferdinand	Bottom	Top	Top	Bottom
Bernadetta	Top	Middle	Top	Bottom
Caspar	Bottom	Top	Top	Middle
Petra	Middle	Bottom	Middle	Top
Linhardt	Top	Bottom	Bottom	Middle

Blue Lions (Default: Middle)

Unit	Part 1		Part 2	
	Best	Worst	Best	Worst
Dimitri	Bottom	Middle	Bottom	Top
Dedue	Bottom	Middle	Top	Bottom
Felix	Top	Middle	?	?
Mercedes	Top	Bottom	Middle	Bottom
Ashe	Middle	Top	Bottom	Top
Annette	Top	Middle	Bottom	Top
Sylvain	Top	Bottom	Middle	Bottom
Ingrid	Top	Middle	Middle	Bottom

Golden Deer (Default: Top)

Unit	Part 1		Part 2	
	Best	Worst	Best	Worst
Claude	Top	Bottom	Middle	Bottom
Lorenz	Bottom	Middle	?	Middle
Hilda	Middle	Top	Top	Bottom
Raphael	Top	Top	Bottom	Top
Lysithea	Bottom	Top	Top	Bottom
Ignatz	Top	Bottom	Bottom	Middle
Marianne	Bottom	Middle	Top	Bottom
Leonie	Top	Bottom	Middle	Bottom

Church of Seiros

Unit	Part 1		Part 2	
	Best	Worst	Best	Worst
Manuela	Bottom	Middle	Bottom	Top
Hanneman	Middle	Bottom	Middle	Bottom
Seteth	Middle	Top	Middle	Bottom
Flayn	Middle	Bottom	?	Top
Cyril	Top	Bottom	Top	Bottom
Catherine	Middle	Bottom	Middle	Top
Alois	Middle	Bottom	Top	Middle
Gilbert	N/A	N/A	Bottom	Top
Shamir	Top	Middle	Top	Middle

Ashen Wolves

Unit	Part 1		Part 2	
	Best	Worst	Best	Worst
Yuri	Top	Middle	Top	Bottom
Balthus	Bottom	Top	N/A	N/A
Constance	Top	Bottom	Middle	Bottom
Hapi	Bottom	Top	Middle	Top
Anna	Middle	Bottom	Middle	Top

RNG

2RN System

- Three Houses uses a sequence of random numbers (RNs) between 0-99. The game pulls numbers out of this sequence to calculate combat parameters.
- Like most FE games, the game uses a 2RN system to calculate hitrates. It takes the average of two random numbers then compares it to the displayed hitrate - in other words, hitrates you see are lies. Everything that uses hitrates uses the 2RN system, including attacks, gambits, monster AOEs, silence, and so on. Crits and crest activations do NOT use 2RN.
- The tl;dr non-mathy version is that displayed hitrates >50% have a higher hitrate than the game actually tells you, and displayed hitrates <50% are actually lower than what's displayed.
- To see the actual hitrates for each displayed hitrate, see: https://serenesforest.net/general/true-hit/"

Crest Activation and Critial Hits

- Crest activations and critical hits do NOT use the 2RN system - in other words, what you get is actually what you see.
- The RNs are rolled as such for each hit:
  1. One RN is rolled for each crest activation - multiple crests can NOT be activated simultaneously, so I'm assuming if a crest activates, it skips the RNs for the rest of the crests.
  2. Regardless of whether the crests activate or not, two RNs are rolled to calculate the hitrate via the 2RN system.
  3. If and only if the attack lands, then one RN is rolled to calculate crit.

Divine Pulse

- Using **Divine Pulse** not only reverts actions that occurred, but it also reverts the RNG sequence to where it originally was - in other words, if you do the same thing, you'll get the exact same result. But knowing how the RNG works will allow you to guarantee a different result, or take advantage of the RNs you do know of and apply it somewhere else.
- The simplest way to ensure you get a different result is to revert time with **Divine Pulse**, attack an arbitrary enemy unit with a filler player unit, then try again - this will usually suffice and for 90% of your cases, this should be enough. But maybe you did this already and you still aren't getting the result you want? Here's a detailed example:
  - **Byleth** attacks the **Death Knight** and get an unfavorable outcome where you miss and don't kill him. As a point of reference, let's call the starting RN for this exchange as "RN #1".
  - You now revert time to just before attacking the **Death Knight**. You try the following options:
  - Attack a generic enemy unit with **Shamir** - she has no crest, she attacks only once and lands her hit, and she doesn't get countered. This burns exactly 3 RNs (2 for her hit, 1 for her crit). You're now attacking the **Death Knight** starting at RN #4, but you still don't kill him :(
  - Attack a generic enemy with **Hubert** - he has no crest, he lands his one hit, and he doesn't get retaliated. This will give exactly the same result as the **Shamir** example, since this still burns exactly 3 RNs.
  - Attack a generic enemy with **Felix** - he has a crest but still only attacks once and lands his hit and doesn't get countered. This exchange rolled an extra RN thanks to his Crest of Fraldarius, so now you'll be on RN #5, providing a different result when you attack the **Death Knight**
  - Double attack a generic enemy with **Petra** - she has no crest, but she double attacks, lands her hits, and doesn't get countered, so this rolls a total of 6 RNs. Now you're on RN #7, which is a different set of RNs from all of the above examples.
  - **Ingrid** attacks someone up close - she attacks normally and lands it (3RNs) and the enemy retaliates but misses (2RNs), then she double attacks and lands it (3RNs). Now you're on RN #9.
- You generally have plenty of options to go with - the main point is to avoid wasting time and divine pulses with burns you already know the result of, such as the **Shamir** and **Hubert** examples.
- You can NOT RN burn for different level ups (you CAN exit the game and re-enter the map to reroll levels, but that wouldn't happen in a speedrun)
- Cursor movement does NOT affect the RNG, so if you're concerned about having to do fancy cursor shenanigans like the GBA FE speedruns, you don't have to.

- Difficulty: Normal/Casual
- Male **Byleth**

<div align="center">Chapter 1 - The Fourth House</div>

Goal: Defeat the Commander
Turns: 9
Units: **Byleth**, **Ashe**, **Linhardt**, **Dimitri**, **Claude**
Preparations:
- Options:
  - Combat Animations: Off ($\rightarrow$)
  - Assist Animations: Off
  - Battle Speed: Fast
  - Action Skip: On
  - Automatic Cursor: Off
- Abilities:
  - **Byleth**:
    * Remove:
      · Battalion Vantage
    * Add:
      · HP+5
  - **Dimitri**: ($\rightarrow\rightarrow$)
    * Remove:
      · Authority Level 3
      · Battalion Wrath
    * Add:
      · HP+5
      · Dexterity+4
  - **Claude**: ($\rightarrow$)
    * Add:
      · Authority Level 3
      · Battalion Desparation
    * Remove:
      · HP+5
      · Dexterity+4
- Armory:
  - **Dimitri**:
    * Buy:
      · 2 Silver Lances
  - **Claude**:
    * Buy:
      · 1 Silver Bow
Turn 1:
- **Ashe**: ($\leftarrow\leftarrow$)
  - Move 3L, 2D
  - Gambit: Retribution on **Hilda** 1R
- **Dimitri**: ($\rightarrow\rightarrow\rightarrow$)
  - Move 1U, 7R
  - Gambit: Assault Troop on **Rogue** 1R
- End
Turn 2:
- **Linhardt**: ($\rightarrow$)
  - Move 4R
  - Physic **Dimitri**
- **Dimitri**: ($\leftarrow$)
  - Move 1R
  - Attack **Balthus** 1R with Silver Lance
  - Move 5D, 2R
  - Wait
- Auto-Battle: Charge
Turn 3:
- **Linhardt**: ($\rightarrow\rightarrow$)
  - Move 4R
  - Physic **Dimitri**
- Auto-Battle: Charge

Turn 4:
- **Claude**:
  - Move 5R - 1D, 1L from the Gate, which is 2D, 4L from **Hapi**. Actual travelling will be different based on where Charge placed everyone.
  - Wait
- Auto-Battle: Charge
- **Dimitri**:
  - When the Door Key is picked up, send the Iron Lance into the Convoy.
Turn 5:
- **Dimitri**: ($\rightarrow\rightarrow$)
  - Move 2R, 4U
  - Attack **Rogue** 1U, with the more worn-down Silver Lance
- **Linhardt**: ($\leftarrow\leftarrow$)
  - Move Upper-Right Corner
  - Physic **Dimitri** ($\rightarrow$)
- End
Turn 6:
- **Dimitri**: ($\rightarrow\rightarrow$)
  - Move 1R, 5U
  - Attack **Archer** 1L
- **Linhardt**: ($\rightarrow$)
  - Physic **Dimitri** ($\leftarrow$)
- End
Turn 7:
- **Dimitri**: ($\leftarrow$)
  - Move 4L, 1U
  - Wait
  - If there are any remaining enemies, kill them and then Canto to the avoid tile to the right of the left hole.
- **Linhardt**: ($\rightarrow$)
  - Physic **Dimitri** ($\rightarrow$)
- End
Turn 8:
- **Dimitri**: ($\leftarrow$)
  - Move 1U
  - Attack **Constance** 1U with Javelin and Tempest Lance
  - Move 1U
  - Wait
- **Linhardt**: ($\rightarrow$)
  - Physic **Dimitri** ($\rightarrow$)
- End
Turn 9:
- **Dimitri**: ($\leftarrow$)
  - Move 3U
  - Attack **Yuri** 1R with Silver Lance and Knightkneeler. If it isn't a one-shot, use Tempest Lance instead.
- *If **Dimitri** fails to kill **Yuri***:
  - **Divine Pulse**
  - Burn a RN with **Linhardt**'s Physic
- *If **Dimitri** still fails to kill **Yuri***:
  - **Divine Pulse**
  - Try Gambiting **Yuri** instead from 1U above **Yuri**

Chapter 2 - Ambush in the Arena

Goal: Rout the Enemy
Turns: 10
Units: **Byleth**, Ashe, **Linhardt**, **Dimitri**, **Claude**
Preparations:
- Replenish **Dimitri**'s Battalion, either through the prompt of his battalion broke in the previous chapter or through the Battalion Guild
- **Claude** needs 29 strength by the end this chapter.

Turn 1:
- **Dimitri**:
  – Move 1R, 3U
  – Attack **Grapper** 1U with Silver Lance and Knightkneeler. If you can one-shot with Steel Lance then do so instead.
  – Move 2U, 1L
  – Wait
- If **Dimitri** misses:
  – **Divine Pulse** and do Ashe's attack first.
- Ashe: (→→)
  – Move 1L, 3U
  – Attack **Grappler** 1L, 2U with Iron Bow and Curved Shot
- Auto-Battle: Charge

Turn 2:
- **Linhardt**: (→)
  – Move 4U
  – Restore **Dimitri** if he's rattled
- Ashe: (→→→→)
  – Move 2U
  – Gambit: Retribution on **Dimitri** 1U
- **Balthus**: (→→)
  – Attack **Assassin** 1D
- **Dimitri**: (←←)
  – Attack **Mercenary** 1L with the Silver Lance
  – Move 8U
  – Wait
- **Byleth**: (→→)
  – Move 3D, 2L
  – Wait
- **Claude**: (←)
  – Attack **Any Enemies that are nearby**
- If Constance and Hapi died:
  – Move 3R of **Balthus**
  – Wait
- If Constance and Hapi didn't die:
  – Move 1U, 3R of **Balthus**
  – Wait
- End

Turn 3:
- **Dimitri**: (→)
  – Move 4U
  – Discard the more Worn Down Silver Lance
  – Equip Silver Lance
  – Wait
- **Claude**: (←←←←)
  – Move 4U
  – Attack **Assassin** 2R
  – Move 2U
  – Wait
- **Linhardt**: (→)
  – Move 1L, 3U
  – Physic **Claude** (←)

- **Byleth**: (←)
  – Move 1D, 4L
  – Wait
- End

Turn 4:
- **Byleth**:
  – Move 4L
  – Wait
- **Dimitri**: (→)
  – Move 4L
  – Wait
- **Claude**: (→)
  – Move 7L
  – Dismount
  – Use Concoction
- **Linhardt**: (→)
  – Move 1U, 3L
  – Physic **Dimitri** or **Claude**
- End

Turn 5:
- **Linhardt**:
  – Move 1U, 3L
  – Physic **Dimitri** or **Claude**
- **Dimitri**: (←)
  – Move 8L
  – Wait
- **Claude**: (→)
  – Move 4L, 1D
  – Attack **Mercenary** 2L with Silver Bow
- End

Turn 6:
- **Claude**:
  – Move 4D, 1L
  – Attack **Valkyrie** 3L with Curved Shot
- If the attack misses:
  – **Divine Pulse** and burn an RN with **Linhardt**
- End

Turn 7:
- **Dimitri**: (←←)
  – Move 2L
  – Attack **Last Mage** 1L
  – Move 3D, 2L
  – Wait
- **Claude**: (→→)
  – Move 2D
  – Use Concoction
- End

Turn 8:
- **Dimitri**: (→→→→)
  – Move 5D, 1L
  – Attack **Mage** 1U
  – Move 1D
  – Wait
- **Claude**: (→→→→)
  – Attack **Archer** 1U, 1L with Steel Bow
- End

Turn 9:
- **Claude**:
  – Attack **Mercenary** 1D, 1L
- End

Turn 10:
- **Claude**:
  – Move 2U
  – Attack **Mercenary** 1U, 1R

Chapter 3 - Search for the Chalice

Goal: Special

Turns: 7

Units: **Byleth**, **Ashe**, **Linhardt**, **Dimitri**, **Claude**, **Yuri**

Preparations:

- Inventory:
  - **Byleth**:
    * Trade with **Yuri**: Iron Sword for Fetters of Dromi
- Map:
  - Switch **Claude** with **Linhardt**
  - Switch **Balthus** with **Dimitri**
- Make sure that you Convoy the **Spellbreak Key** when it drops.

Turn 1:

- **Ashe**:
  - Move 2L, 1D
  - Gambit: Retribution on **Byleth** 1D
- **Dimitri**:
  - Move 2D
  - Equip Steel Lance
  - Wait
- **Yuri**: (←)
  - Move 1U, 4R
  - Combat Arts: Foul Play **Byleth**
- **Byleth**: (→→→)
  - Move 4R
  - Equip Steel Sword
  - Wait
- End

Turn 2:

- **Byleth**:
  - Move 4D
  - Attack **Paladin** 2D
  - Move 1L
  - Wait
- **Claude**: (←←)
  - Move 3D, 1L
  - Attack **Golem's Upper-Right Barrier** 2D with Monster Blast
  - Move 2U
  - Wait
- **Linhardt**: (←)
  - Move 2R
  - Equip Heal
  - Physic Byleth (←)
- **Yuri**: (←)
  - Move 1L, 2D
  - Recover **Dimitri** 1D
- End

Turn 3:

- **Linhardt**: (←)
  - Physic **Dimitri** (←)
- **Byleth**: (→→→→)
  - Move 1L, 5D
  - Wait
- End

Turn 4:

- **Byleth**:
  - Move 1R, 4D
  - Use Concoction
- **Yuri**: (←←)
  - Recover **Dimitri** 1D
- End
- Convoy the **Spellbreak Key** when it drops.

Turn 5:

- **Byleth**: (→→→)
  - Move 4D
  - Attack **Soldier** 2D
- End

Turn 6:

- **Byleth**:
  - Move 1R, 5D
  - Convoy: Trade Vulneary for **Spellbreak Key**
  - Use Vulneary
- End

Turn 7:

- **Byleth**:
  - Move 3R
  - Use Lever

Chapter 4 - A Harrowing Escape

Goal: Escape the Dungeon
Turns: 12
Units: **Byleth**, **Dimitri**
Preparations:

- Replenish all Battalions
- Armory:
  - Repair:
    * **Byleth**:
      · Sword of the Creator
  - Forge:
    * **Dimitri**:
      · Steel Lance ($\rightarrow$) Steel Lance+
    * **Claude**:
      · Steel Bow ($\rightarrow$) Steel Bow+
- Select Units:
  - Remove **Yuri**, **Constance**, **Edelgard**, **Claude**, **Ashe**, **Hilda**, **Linhardt**, **Hapi**, **Balthus**, keeping only **Byleth** and **Dimitri**

Turn 1:

- **Byleth**:
  - Move 4D
  - Wait
- **Dimitri**:
  - Move 5R, 3D
  - Equip Steel Lance+
  - Wait

Turn 2:

- **Dimitri**:
  - Move 1R, 7D
  - Use Lever
- Auto-Battle: Charge

Turn 3:

- **Byleth**:
  - Attack **Dark Bishiop** 1R
  - Move 1R, 5D
  - Wait
- Auto-Battle: Unite

Turn 4:

- **Byleth**:
  - Move 4D, 2L
  - Wait
- Auto-Battle: Unite

Turn 5:

- **Dimitri**:
  - Move 4D, 1R
  - Use Concoction
- **Byleth**:
  - Move 1D, 5L
  - Wait

Turn 6:

- **Byleth**:
  - Move 1D, 1L
  - Use Lever
  - Move 4R
  - Wait
- End

Turn 7:

- **Byleth**:
  - Move 2U, 4R
  - Wait
- **Dimitri**:
  - Move 2D, 6R
  - Wait

Turn 8:

- **Dimitri**:
  - Move 3R, 1U
  - Use Door
  - Move 1U
  - Wait
- **Byleth**:
  - Move 6R
  - Wait

Turn 9:

- **Dimitri**:
  - Move 2U
  - Attack **Mage** 1U
  - Move 6U
  - Wait
- **Byleth**:
  - Move 3R, 3U
  - Wait

Turn 10:

- **Byleth**:
  - Move 6U
  - Wait
- **Dimitri**:
  - Move 2R, 4U
  - Use Concoction

Turn 11:

- **Dimitri**:
  - Move 6U
  - Wait
- **Byleth**:
  - Move 1R, 5U
  - Wait

Turn 12:

- **Byleth**:
  - Move 1R, 5U
  - Wait

Chapter 5 - Besieged in the Chapel Ruins

Goal: Rout the Enemy
Turns: 6-10
Units: **Byleth**, **Dimitri**, **Claude**, **Dimitri**, **Balthus**, **Linhardt**, **Ashe**, Aelfric
Preparations:
- Inventory:
  - Battalion:
    * Switch **Hapi** with **Edelgard**
    * Switch **Yuri** with **Dimitri**
- Select Units:
  - Remove **Hapi**, **Constance**, **Edelgard**, **Hilda**
- Map:
  - **Dimitri**:
    * Move 1D, 1R
  - **Claude**:
    * Move 3U, 1L
Turn 1:
- **Yuri**: (←←)
  - Move 3L
  - Combat Arts: Foul Play **Claude** (←)
- **Claude**: (←)
  - Move 3L, 2U
  - Attack **Thief Leader** 2L with Silver Bow (29 Str) or Steel Bow+ (30 Str)
  - Move 2D
  - Wait
- **Byleth**: (→)
  - Move 2D, 2R
  - Wait
- **Ashe**: (→)
  - Move 3L
  - Gambit: Retribution on **Dimitri** 1L
- **Dimitri**: (←)
  - Move 4D
  - Attack **Foretress Knight** 1D
  - Move 4D
  - Wait
- **Balthus**: (→)
  - Move 1D
  - Attack **Bird** 1D with **Vajra Mushti**
- **Linhardt**: (←)
  - Move 2D
  - Physic **Dimitri** or anyone else if **Dimitri** is healthy.
- **Aelfric**: (←)
  - Move 3D, 1L
  - Wait

Turn 2:
- **Linhardt**: (→)
  - Physic **Dimitri**
- **Dimitri**: (→)
  - Move 1L
  - Gambit: Blaze on Assassin 1D
  - Move 1D, 1L
  - Wait
- **Balthus**: (→)
- *If the **Bird** is still alive*:
  - Attack **Bird** 1D
- *If the **Bird** is dead*:
  - Move 4R, 1U
  - Wait
- **Claude**: (→)
  - Move 6D
  - Dismount
  - Attack **Enemy** 1U, 1R with Steel Bow+
- **Byleth**: (←←)
  - Move 5R
  - Attack **Fortress Knight** 2U
  - Move 1L
  - Wait
Turn 3: The rest of the map is mostly improv. General Tips:
- If the two mages near the boss haven't moved, **Dimitri** should try to lure exactly one of them.
- **Dimitri**/**Balthus** should prioritize killing units with battalions.
- Be careful though, the paladins in **Dimitri**'s area have Horseslayers. He won't get one-shotted, but it can still be iffy.
- If the main lower area is almost cleared, then **Dimitri** should go for the boss and Tempest Lance him. Then go north to help **Byleth**.
- **Byleth** will very frequently get rattled, this is expected. Prioritize attacking **Fortress Knights**, since **Byleth** can't one-round them without crits.
- Make sure no enemy units get in range of **Linhardt**/**Ashe**/Aelfric, otherwise you're going to lose a bunch of time. This sometimes can't be avoided.
- **Linhardt** should typically stay in place and use Physic every turn on **Dimitri**/**Byleth**
- A 6 turn is the turn count to aim for, but 7-10 is very possible depending on how unlucky you are.

Chapter 6 - The Rite of Rising

Goal: Defeat the Commander
Turns: 5-6
Units: **Byleth**, **Dimitri**, **Hilda**, **Claude**
Turn 1:

- **Hilda**: (←←←←)
  - Move 1U, 4R
  - Wait
- **Ashe**: (←)
  - Move 2D, 1L
  - Gambit: Retribution on **Claude** 1U
- **Dimitri**:(↑↑)
  - Move 6R, 2U
  - Wait
- **Byleth**: (→)
  - Move 6U
  - Wait
- Auto-Battle: Fall Back

Turn 2:

- **Byleth**: (→)
  - Move 3U, 3L
  - Convoy **Sword of the Creator**
  - Wait
- **Dimitri**: (→)
  - Move 1R, 7U
  - Wait
- **Claude**: (→→)
  - Move 7U
  - Wait
- **Hilda**: (→→)
  - Move 2R, 3U
  - Wait
- End

Turn 3:

- **Byleth**: (→)
  - Move 1U, 5L
  - Wait
- **Dimitri**: (→)
  - Move 7U
  - Use Concoction
- **Claude**: (→→→)
  - Move 3U, 4L
  - Wait
- **Hilda**: (→)
  - Move 1R, 4U
  - Wait
- End

Turn 4:

- **Byleth**: (→)
  - Move 6U
  - Wait
- **Dimitri**: (→)
  - Move 4U, 2R
  - Wait
- **Claude**: (→→→)
  - Move 1U, 5L
  - Wait
- **Hilda**: (→)
  - Move 3U, 2R
  - Wait
- End

Turn 5:

- **Hilda**: (→→)
  - Move 1U
  - Wait
- **Byleth**: (←←←←)
  - Move 3U, 1L
  - Wait
- **Dimitri**: (→→)
  - Move 4L, 1U
  - Equip Silver Lance with 2 ses Left, otherwise Steel Lance+
  - Wait
- End

Turn 6:

- *If **Aelfric** is not dead*:
  - **Constance** kill with Bolting

Chapter 7 - A Beast in the Cathedral

Goal: Defeat the Commander
Turns: 4
Units: **Byleth**, **Dimitri**, **Claude**, **Dimitri**, **Balthus**, **Linhardt**, **Ashe**
Preparations:
- Replenish all Battalions
- Map:
  - Switch **Dimitri** with **Hapi** ($\rightarrow\rightarrow$)
Turn 1:
- **Byleth**:
  - Move 6U
  - Gambit: Assault Troop on Lower Left Barrier Tile 1U
- **Dimitri**: ($\rightarrow\rightarrow\rightarrow\rightarrow$)
  - Move 7U, Dismount
  - Gambit: Blaze on Lower Center Barrier Tile 1U
- Auto-Battle: Charge
- Tilt the camera a bit so that you can see if a clone is spawned that would block **Hapi**'s movement, then tilt it back up to reduce lag.

Turn 2:
- *If a clone spawned*:
  - Use **Balthus** to kill it
- **Hapi**:
  - Move 1R, 5U
  - Gambit: Blaze on Upper Right Barrier Tile 1L
- Auto-Battle: Charge
Turn 3:
- Keep on Auto-Battle: Charging until the **Boss** is dead.