

Fire Emblem: Path of Radiance Speedrun Notes

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Introduction

Original notes can be found in this link: <https://goo.gl/kw4XWT>

General Notes and Tips

- There's no RNG manipulation in this run. As such, you can feel free to do whatever cursor movement you like.
- All X/Y switching strategies in this route are up to personal preference, though generally speaking you want to at least follow the order of characters used each turn.
- These notes assume fixed growths mode where the stats of characters are always the same, assuming you follow the route. The route will not be consistent nor hold if you decide to run random mode. More details about fixed growths can be found [here](#).
- Don't skip cutscenes for opening chests, this is slower than letting them play out.
- Do skip cutscenes for opening doors, though.
- Cursor Movement - You should be holding B anytime you select and move the cursor for longer distances. Hold B before selecting a character so you don't accidentally cancel.
 - D-pad is useful for straight rigid movement. The cursor will always be stopped by terrain / enemy units and the current character's movement range.
 - Analog stick is useful for diagonal movement and/or moving through terrain, since the analog stick will never be stopped by terrain / enemy units. However, it also isn't stopped by the character's movement range.
- You should be doing the FEP (Fast Enemy Phase) glitch on every turn in the run (this makes the camera move more quickly between non-player units, saving minutes overall).
 - Holding B as your last action ends, then opening the menu and ending turn while holding B should always work.
 - If you did a character movement without holding B, it's better to open the main menu while holding B and a direction (like FEP in radiant dawn).
- On Enemy Phase, holding down the A button will make it so the white box around a character will not appear.
- Mashing A and Start clears the exp bar faster (both in a level and bonus exp in base).
- Mashing start clears the level up screen faster.
- X = do an X-switch.
 - Pressing X on a character will jump the cursor to the next unused character in the unit list.
 - Pressing X on an empty tile will jump the cursor to the top unused character in the unit list.
 - You should be holding B during all X switches so the camera move quickly.
 - Note abbreviations for X-switching:
 - * "2X" = press X twice to jump to Character
 - * "Off X" = press X on an empty tile to jump to Character
 - * "X on Character1" = move cursor to Character1, press X to jump to Character2
- Y = do a Y-switch.
 - Pressing Y on a character brings up the character screen. This is primarily useful for going backwards in the unit list since it skips moving the camera when you cancel. For example, if the top of the Unit List is Ike, Marcia, Tanith, and you want to select Marcia after moving Tanith, you press Y on Tanith, press up once, then press B to instantly select Marcia.

Prologue - Mercenaries

Goal: Rout the Enemy

Turns: 6

Units: **Ike**

- After cutscenes, hold down+A until the tutorial prompt then press B

Turn 1:

- Options:
 - Selection 1 - 2nd Option (**Animations OFF**)
 - Selection 3 - 2nd Option (**Game Speed Fast**)
 - Selection 4 - Last Option **Message Speed Max**
 - Selection 15 - 2nd Option **Auto End Turn**

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

- End

Turn 2:

- **Ike**:
 - Move 1U
 - Attack **Boyd** 1R

- End

Turn 3:

- **Ike**: Attack **Boyd** 1R
- End

Turn 4:

- **Ike**:
 - Move 6L
 - Use Vulnerary

- End

Turn 5:

- End

Turn 6:

- **Ike**: Attack **Greil** 1U
- End

Chapter 2 - Rescue

Goal: Rout the Enemy

Turns: 4

Units: **Ike**, **Oscar**, **Titania**, **Rhys**

Turn 1:

- **Ike**:
 - Move 1R
 - Wait
- (1X) **Oscar**:
 - Move 1R
 - Equip Iron Lance
 - Wait
- **Rhys**:
 - Move 1R
 - Wait
- End

Turn 2:

- If **Bandit** is still alive:
 - **Ike**: Attack **Bandit** 1R
- If **Myrmidon** is still alive:
 - (1X) **Oscar**: Attack **Myrmidon** 1U
- End

Turn 3:

- If **Bandit** is still alive:
 - **Ike**: Attack **Bandit** 1R
- (1X on **Rhys**) **Titania**:
 - Move 3R, 6U
 - Wait
- End

Turn 4:

- (1X on **Rhys**) **Titania**:
 - Move 1L, 1U
 - Attack **Bandit** 1L
 - Canto 7U
- End

Chapter 1 - The Battle Begins

Goal: Seize

Turns: 2

Units: **Ike**, **Oscar**, **Titania**

Turn 1:

- **Ike**:
 - Move 1U
- **Oscar**:
 - Unequip
 - Rescue Ike
 - Move 5L, 3U
- (2X) **Titania**:
 - Move 3L, 4U
 - Take/Drop **Ike** up
 - Canto 2U
- End

Turn 2:

- (1X) **Oscar**:
 - Move 4L, 2U
 - Visit Village for Seraph Robe
- (2X) **Titania**:
 - Move 4U
 - Attack **Zawana** 1U with **Steel Axe**
- (1X) **Ike**:
 - Seize

Chapter 3 - Pirates Agroud

Goal: Defeat the Boss

Turns: 3

Units: **Ike**, **Titania**, Shinon, **Gatrye**

Turn 1:

- **Ike**:
 - Move 1L, 5U
 - Wait
- (1X) **Titania**:
 - Move 2L, 5U
 - Attack **Pirate** 1U
- (1X) **Shinon**:
 - Move 4U
 - Wait
- (1X) **Gatrye**:
 - Move 1U, 4R
 - Wait
- End

Turn 2:

- **Ike**:
 - Move 4U, 2L
 - Wait
- (1X) **Titania**:
 - Move 2L, 7U
 - Wait
- (1X) **Shinon**:
 - Move 3U, 4L
 - Wait
- (1X) **Gatrye**:
 - Move 4R
 - Wait
- End

Turn 3:

- **Ike**:
 - Move 5U
 - Talk to Marcia
- (Y 1U) **Gatrye**:
 - Move 2L, 1U
 - Visit Village for Elixir
- (1X) **Titania**:
 - Move 2U, 7R
 - Attack **Havetti** 1R

- **Titania** typically has a 85%-95% displayed hitrate on the boss. There isn't really a backup for her missing, either safety save or reset the run or just end turn and bite the timeloss.

Chapter 4 - Roadside Battle

Goal: Defeat the Boss

Turns: 2

Units: **Ike**, **Titania**, Shinon, **Gatrye**, **Rhys**, **Soren**

- **Ike** drop any Iron Sword when getting Regal Sword

Turn 1:

- **Soren**:
 - Move 1U
 - Wait
- (1X) **Rhys**:
 - Move 2U
 - Shove **Shinon**
- (1X) **Ike**:
 - Move 1U
 - Unequip
 - Shove **Shinon**
- **Gatrye**:
 - Move 1U
 - Unequip
 - Shove **Shinon**
- (1X) **Titania**:
 - Equip Thief Band
 - Use Speedwing
 - Canto 2U, 6L
- (1X) **Shinon**:
 - Move 2U, 5L
 - Attack **Soldier** 2D
- End

Turn 2:

- (1X) **Titania**:
 - Move 4L, 3U
 - Attack **Maijin** 1R
 - Drop used Steel Axe

Chapter 5 - Flight

Goal: Defend for 6 turns

Turns: 6

Units: **Ike**, **Titania**, Shinon, **Gatree**, **Rhys**, Soren, **Boyd**

Turn 1:

- **Shinon**:
 - Move 1R
 - Unequip
- **Boyd**:
 - Move 4R
 - Wait
- (1X) **Rhys**:
 - Move 5R
 - Wait
- (1X) **Titania**:
 - Move 1U
 - Wait
- (1X) **Gatree**:
 - Move 3R, 1D
 - Equip Steel Lance
 - Wait
- (2X) **Oscar**:
 - Move 1U
 - Rescue Soren
 - Canto 3R (Anywhere past Titania/Gatree)
- End

Turn 2:

- **Gatree**:
 - Attack **Soldier** 1L
- (1X) **Titania**:
 - Move 4D
 - Attack **Soldier** 1L
 - Canto 4U
- End

Turn 3:

- End

Turn 4:

- **Shinon**:
 - Move 1R
 - Rescue **Rhys**
- End
- *No enemy should attack anymore*

Turn 5:

- End

Turn 6:

- End

Chapter 6 - A Brief Diversion

Goal: Escape

Turns: 6

Units: **Ike**, **Titania**, **Oscar**, **Boyd**

Turn 1:

- **Boyd**:
 - Move 3U
 - Wait
- (2X) **Titania**:
 - Rescue **Ike**
 - Move 3D
 - Wait
- (1X) **Oscar**:
 - Rescue **Rhys**
 - Canto 2U
- End

Turn 2:

- **Titania**:
 - Move 2D, 3L
 - Wait
- End

Turn 3:

- **Titania**:
 - Move 3L
 - Wait
- End

Turn 4:

- **Titania**:
 - Move 4D
 - Attack **Archer** 1D
 - Canto 4D, 1R
- End
- *Keep watch if Titania misses Myrmidon on Enemy Phase*

Turn 5:

- **Titania**:
 - Move 4R, 1D
 - *If Titania misses Myrmidon:*
 - * Trade with **Ike**: used Iron Sword for new Iron Sword
 - Drop **Ike** right
 - Canto 1D
- End

Turn 6:

- (1X) **Titania**:
 - Move 2R, 1D
 - Attack **Emil** 1D with **Steel Axe**
 - Drop used Iron Axe
- (Off X) **Ike**:
 - Move 1R, 3D
 - Escape

Goal: Rout the Enemy

Turns: 3

Units: **Ike**, **Titania**, **Oscar**, **Boyd**, **Soren**, **Gatrie**, **Shinon**, **Mia** Advancement:

- Reposition:
 - Switch **Titania** with **Boyd**
 - Switch **Oscar** with **Rhys**

Turn 1:

- **Soren**:
 - Move 4U, 1R
 - Wait
- **Oscar**:
 - Move 5U, 2L
 - Wait
- (1X) **Boyd**:
 - Move 6U
 - Wait
- (2X) **Ike**:
 - Move 6U
 - Wait
- (1X) **Titania**:
 - Move 3L
 - Attack **Soldier** 2L with **Javelin**
 - Canto 6L
- End

Turn 2:

- **Boyd**:
 - Move 1U
 - Attack **Soldier** 1U (*No problem if he misses the attack*)
- **Oscar**:
 - Attack **Soldier** 1D
- **Ike**:
 - If **Soldier** still alive:
 - * Move 1L
 - * Attack **Soldier** 1L with **Regal Sword**
 - If **Oscar** killed **Soldier** (*very unlikely*):
 - * Move 2L
 - * Trade with **Oscar** : Chest Key
- **Mia**:
 - Attack **Soldier** 1L
- (1X on **Ike**) **Titania**:
 - Move 5L
 - Attack **Mage** 1L with **Steel Axe**
 - Drop Fire
 - Canto 1R
- (Y 2U) **Shinon**:
 - Move 2L
 - Attack **Archer** 2D
- **Gatrie**:
 - Move 4L
 - Wait
- End

Turn 3:

- **Ike**:
 - Move 1L
 - Attack **Soldier** 1L
- (1X) **Titania**:
 - Move 1L
 - Attack **Thief** 2L with **Short Spear**
 - Canto 3R, 5U (*Only 3R if she doesn't kill Thief*)
- (Y 2U) **Shinon**:
 - Move 1D
 - Attack **Myrmidon** 2U
- **Gatrie**:
 - Move 3R
 - Attack **Soldier** 1R
- End

Turn 4:

- *From here on out, there's a lot of variance on what can happen, varying from characters missing to enemies surviving and so on.*
- (1X) **Titania**:
 - If **Thief** is still alive, kill him and then go for **Soldier**, else
 - Move 2U
 - Attack **Soldier** 1U with **Steel Axe**
 - Canto 4R, 2U
- *If any enemy is still alive near Shinon / Gatrie kill them prioritizing using Shinon*
- End

Turn 5:

- (1X) **Titania**:
 - Move 1R, 6U
 - Attack **Priest** 1U with **Short Spear**
 - Canto 1U
- End
 - Drop Vulnerary

Turn 6:

- (1X) **Titania**:
 - Attack **Knight** 1L with **Steel Axe**

Chapter 8 - Despair and Hope

Goal: Defend for 8 turns

Turns: 8

Units: **Ike**, **Titania**, **Soren**, **Oscar**, **Boyd**

Base:

- Outfit:
 - **Ike**:
 - * Convoy:
 - Give all **Iron Swords** and **Vulneraries**
 - Take **Elixir** and **Knight Band**
 - * Equip: **Knight Band**
- Manage:
 - Award Exp:
 - * **Ike**:
 - Lvl up to 12

Advancement:

- Chose Units:
 - Remove **Mia** and **Rhys**

Turn 1:

- **Ike**:
 - Move 2D, 1R
 - Wait

- End

Turn 2:

- **Ike**:
 - Attack **Cavalier** 1D
- **Titania**:
 - Move 3R, 1U
 - Unequip
 - Wait
- (1X) **Soren**:
 - Move 1L, 1D
 - Unequip
 - Wait
- (1X) **Oscar**:
 - Move 2R, 1U
 - Wait
- (1X) **Boyd**:
 - Move 1D, 3L
 - Wait

Turn 3:

- **Ike**:
 - Move 2R
 - Unequip
 - Wait
- **Titania**:
 - Move 1D, 2L
 - Wait
- (X 1L) **Boyd**:
 - Move 5R, 1U
 - Wait
- (1X) **Soren**:
 - Move 1L
 - Wait
- End
- On Enemy Phase:
 - A **Knight** with a javelin should move into the space above **Ike** and attack him, as long as **Ike** is unequipped and **Oscar/Boyd** are armed. He should almost always miss, and if he hits, he only does 3-4 damage

- End turn until Chapter is done

Chapter 9 - Gallia

Goal: Seize

Turns: 8

Units: **Ike**, **Titania**, **Marcia**

Base:

- Outfit:
 - **Titania**:
 - Convoy:
 - * Give used **Steel Axe**
 - Shop:
 - * Forge: **Steel Axe** with max **Atk**, **Hit**, **Crit** (16, 90, 9)
- Manage:
 - Skills:
 - * **Titania**:
 - Remove: **Counter**

Advancement:

- Chose Units:
 - Remove everyone except **Titania**

Turn 1:

- **Ike**:
 - Move 6D
 - Equip **Regal Sword**
 - **Direct: Halt**
 - Wait
- (1X) **Titania**:
 - Move 8D, 1L
 - Equip **Forged Steel Axe**
 - Wait

- End

Turn 2:

- (1X) **Titania**:
 - Move 2L
 - Attack **Mage** 1L
 - Canto 4L

- End

Turn 3:

- **Ike**:
 - Move 1L, 3D
 - Wait
- **Titania**:
 - Move 2D, 7L
 - Attack **Archer** 1L with **Javelin**
 - Canto 1L

- End

Turn 4:

- (1X) **Titania**:
 - Move 1L
 - Attack **Soldier** 1L with **Forged Steel Axe**
 - Canto 1L

- End

Chapter 9 - Gallia

Turn 5:

- (1X) **Titania**:
 - If *HP* > 23:
 - * Move 2U
 - * Attack **Kotaff** 1U
 - * Drop Arms Scroll
 - * Canto 2D
 - If *HP* < 24:
 - * Same strat as above, but have a chance of dying (6% of activating Counter (10HP) + 20% of getting hit by the attack (13HP))
 - Safe strat (or if *HP* < 13):
 - * Move 1U
 - * Attack **Kotaff** 2U with **Javelin**
 - Canto 1D
 - * Finish him next turn with Forged Steel Axe (Canto at least 2D after killing blow)
- End

Turn 6:

- **Marcia**:
 - Rescue Ike
 - * Move 3D, 5L
 - * Wait

- End

Turn 7:

- **Marcia**:
 - Move 8L
 - Drop **Ike** up

- End

Turn 8:

- **Ike**:
 - Move 4L, 2U
 - Seize

Chapter 10 - Prisoner Release

Goal: Escape

Turns: 9

Units: **Ike**, **Titania**

Skip Base

- Recruit **Volke** (1st option)

Advancement:

- Chose Units:
 - Remove everyone except **Titania**
 - Select **Mordecai** then **Lethe**
 - Exit screen, return and remove **Lethe** then **Mordecai**

Turn 1:

- (1X) **Titania**:
 - Move 2U
 - Rescue **Ike**
 - Canto 3R

Turn 2:

- End

Turn 3:

- **Titania**:
 - Move 4D, 5R
 - Wait

Turn 4:

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

Turn 5:

- End

Turn 6:

- **Titania**:
 - Move 4U, 5L
 - Wait

Turn 7:

- **Titania**:
 - Move 1R, 3U
 - Wait

Turn 8:

- **Titania**:
 - Move 4U, 2L
 - Wait

Turn 9:

- **Titania**:
 - Move 3L, 6U
 - Escape

After escaping:

- Keep **Volke** (1st option)

Chapter 11 - Blood Runs Red

Goal: Arrive

Turns: 4

Units: **Ike**, **Marcia**

Base:

- Outfit:
 - **Ike**:
 - * Trade:
 - Knight Band and Chest Key for **Marcia** Pegasus Band
 - * Equip: Pegasus Band
 - **Marcia**:
 - * Trade:
 - Take **Oscar** Seraph Robe and Vulnerary
 - * Equip: Knight Band
 - * Use: Seraph Robe
 - * Shop:
 - Forge: **Steel Lance** with max Atk, Hit, Crit (15, 95, 9)
- Manage:
 - Award Exp:
 - * **Marcia**:
 - Lvl up to 20 (Class Change)
 - * **Ike**:
 - Lvl up to 17
- Info: Man (Laguzlayer)

Advancement:

- Chose Units:
 - Remove everyone except **Marcia**
- Reposition:
 - Move **Marcia** 2D, 6L

Turn 1:

- **Ike**:
 - Move 5L
 - Wait
- **Marcia**:
 - Equip/unequip Forged Steel Lance
 - Rescue **Ike**
 - Canto 9U

Turn 2:

- **Marcia**:
 - Move 7U
 - Wait

Turn 3:

- **Marcia**:
 - Move 8L
 - * Drop **Ike** left
 - Canto 1D

Turn 4:

- **Marcia**:
 - Move 1D, 4L
 - Attack **Knight** 1L
- (1X) **Ike**:
 - Move 4L, 2D
 - Arrive

Chapter 12 - A Strange Land

Goal: Rout the Enemy

Turns: 2

Units: **Ike**, **Marcia**, **Titania**

Skip Base Advancement:

- Chose Units:
 - Remove everyone except **Marcia** and **Titania**
- Reposition:
 - Move **Marcia** 2D

Note: Drop any Laguz Stone / Coin / Blue Gem when full

Turn 1:

- **Ike**:
 - Move 6U
 - Wait
- (1X) **Marcia**:
 - Move 2L, 7D
 - Wait
- End

Turn 2:

- **Ike**:
 - Attack **Raven** 1D with **Laguzlayer** if still alive
- (1X) **Marcia**:
 - Move 1R
 - Attack **Raven** 1D
 - Canto 8R
- End
- *On Enemy Phase*:
 - Note that the boss has Miracle (11% activation) and Corrode (14% activation). If Corrode activates, be aware of **Marcia** turn 2 of Chapter 13. If Miracle activates, just kill him on turn 3.

Goal: Defend for 10 turns

Turns: 10

Units: **Ike**, **Marcia**, **Titania**, **Oscar**, **Rhys**, **Boyd**, **Lethe**, **Mordecai**, **Volke**, **Gatril**

Base:

- Outfit:
 - **Marcia**:
 - * Use: Seraph Robe
 - * Shop:
 - Forge: **Javelin #1** with max Atk, Hit, Crit (11, 85, 9)
- Manage:
 - Award Exp:
 - * **Marcia**:
 - Lvl up to 7 (You want to hit 20 STR)

Advancement:

- Chose Units:
 - Remove Mist, Rolf, **Soren**
- Reposition:
 - Move **Marcia** 1U, 4L
 - Switch **Boyd** with **Lethe**
 - Move **Volke** 2U, 1L

Note: Drop any item from chest when full

Turn 1:

- **Oscar**:
 - Move 7U, 1R
 - Unequip
 - Rescue Ally Soldier 1U
- (Off 2X) **Marcia**:
 - Move 8U, 1R
 - Equip Forged Javelin #1
 - Open chest
- (1X) **Titania**:
 - Move 3R, 6U
 - Attack **Soldier** 1U
- (1X) **Lethe**:
 - Move 6U, 2R
 - Attack **Archer** 1U
- (2X) **Boyd**:
 - Move 1L
 - Shove **Volke**
- (1X) **Volke**:
 - Move 4U, 3L
 - Open chest
- (1X) **Rhys**:
 - Move 2U, 1L
 - Shove **Ike**
- **Mordecai**:
 - Move 2R, 2U
 - Smite **Ike**
- (1X) **Ike**:
 - Move 3U, 3R
 - Talk to **Astrid**
- **Astrid**:
 - Talk to **Gatril**
 - Rescue Ally Soldier 1R
 - Canto 3L, 3D
- (1X) **Gatril**:
 - Move 3L
 - Rescue Ally Soldier 1U

Turn 2:

- **Marcia**:
 - Move 1L, 4U
 - Attack **Archer** 1R with **Forged Steel Lance**
 - * If *Corrosion* activated last chapter, use *normal Javelin* instead
 - Canto 1U
- (1X) **Titania**:
 - Move 4R, 2U
 - Attack **Myrmidon** 1R
 - Canto 1R, 1U
- (1X) **Lethe**:
 - Move 3D
 - Attack **Soldier** 1L
- (1X) **Mordecai**:
 - Move 6U
 - Take Ally Soldier from **Oscar**
- **Gatril**:
 - Move 1R, 1D
 - Wait
- **Oscar**:
 - Move 3R, 2U
 - Rescue Ally Soldier 1U
- (2X) **Volke**:
 - Move 7R
 - Wait
- End

Turn 3:

- **Volke**:
 - Move 2R, 1U
 - Open chest
- (Off 2X) **Marcia**:
 - Open chest
 - Canto 5R, 2D
- (1X) **Titania**:
 - Move 1U
 - Attack **Halberdier** 1U
 - Canto 2U, 6L
- End

Turn 4:

- **Volke**:
 - Move 2U
 - Open chest
- (Off 2X) **Marcia**:
 - Move 4R, 3U
 - Attack **Norris** 1U with **Forged Steel Lance**
 - Drop Longbow
- (1X) **Titania**:
 - Open chest
 - Canto 1L
- End

Turn 5:

- **Volke**:
 - Move 6U, 1L
 - Open chest
- **Marcia**:
 - Move 2U, 3L
 - Attack **Archer** 1L
- (1X) **Titania**:
 - Move 2U
 - Attack **Mage** 1U

- End Turn until Chapter ends

Chapter 14 - Training

Goal: Defeat the Boss

Turns: 3

Units: **Ike**, **Marcia**

Base:

- Manage:
 - Award Exp:
 - * **Marcia**:
 - Lvl up to 10 (needs 22 STR for Ch15)

Advancement:

- Chose Units:
 - Remove everyone except Marcia
- Reposition:
 - Move **Marcia** 3U

Turn 1:

- **Ike**:
 - Move 1D, 5L
 - Wait
- (1X) **Marcia**:
 - Move 6R, 3U
 - Unequip
 - Wait

Turn 2:

- **Ike**:
 - Move 1D, 5L
 - Wait
- (1X) **Marcia**:
 - Move 7U, 1R
 - Wait

Turn 3:

- (1X) **Marcia**:
 - Move 5U
 - Attack **Gashilama** 1U with **Forged Steel Lance**
 - Keep Killer Axe and drop Slim Lance

Chapter 15 - The Feral Frontier

Goal: Defeat the Boss

Turns: 2

Units: **Ike**, **Marcia**, **Volke**, **Mordecai**

Skip Base Advancement:

- Chose Units:
 - Remove **Lethe**
- Reposition:
 - Switch **Marcia** with **Gatrie**
 - Switch **Volke** with Mist

Turn 1:

- **Volke**:
 - Move 6U
 - Unequip
 - Wait
- (1X 1U) **Marcia**:
 - Move 8U
 - Wait

Turn 2:

- (1X 1D, 2R) **Volke**:
 - Move 5U
 - Wait
- **Marcia**:
 - Move 5L, 4U
 - Attack **Muarim** 1U with **Forged Steel Lance**

Chapter 16 - The Atonement

Goal: Seize

Turns: 5

Units: **Ike**, **Marcia**, **Volke**, **Titania**

Base:

- Outfit:
 - **Marcia**:
 - * Trade:
 - **Titania**: Killer Axe for Short Spear
 - **Volke**: Occult for Boots
 - * Convey:
 - Give normal Javelin
 - * Use: Boots
 - * Shop:
 - Forge: **Javelin #2** with max Atk, Hit, Crit (11, 85, 9)
- Manage:
 - Award Exp:
 - * **Ike**:
 - Lvl up to 20
 - * **Marcia**:
 - Lvl up to 17

Advancement:

- Reposition:
 - **Volke**:
 - * Move 2D, 4R
 - **Titania**:
 - * Move 3R, 1U

Turn 1:

- **Ike**:
 - *Should be already unequipped, if he's not, unequip*
- **Marcia**:
 - Rescue **Ike**
 - Canto 9R, 1U
- (1X) **Volke**:
 - Move 1U
 - Unequip
 - Wait
- **Titania**:
 - Unequip
 - Rescue **Volke**
 - Move 7R, 2U
 - Wait
- End

Turn 2:

- **Marcia**:
 - Move 6R, 5U
 - Attack **Mage** 1U, 1R with **Short Spear**
- **Titania**:
 - Move 7R, 2U
 - Attack **Myrmidon** 1D with **Forged Steel Axe**
- End

Turn 3:

- **Marcia**:
 - Move 3U, 3L
 - Unequip
 - Wait
- **Titania**:
 - Move 7U, 2L
 - Equip Killer Axe
 - Use Vulnerary *if needed*
- End

Chapter 16 - The Atonement

Turn 4:

- **Marcia:**
 - Move 2L, 5U
 - Equip Forged Javelin #1
 - Drop **Ike** right
- **Titania:**
 - Move 3D, 6L
 - Drop **Volke** right
- End

Turn 5:

- **Marcia:**
 - Move 2L, 2U
 - Attack **Kimaarsi** 1U with **Forged Steel Lance**
 - Drop Forged Steel Axe
- (1X) **Titania:**
 - Move 1L
 - Attack **Door** 1D
- **Volke:**
 - Move 1L, 2D
 - Open right chest (Full Guard)
- (Off X) **Ike:**
 - Move 3L, 3U
 - Seize

Chapter 17-2 - Day Breaks

Goal: Arrive

Turns: 4

Units: **Ike**, **Marcia**

Turn 1:

- **Marcia:**
 - Move 1R
 - Unequip
 - Rescue **Ike**
 - Canto 4R

Turn 2:

- **Marcia:**
 - Move 5R, 5U
 - Wait

Turn 3:

- **Marcia:**
 - Move 5R, 4U
 - Wait

Turn 4:

- **Marcia:**
 - Move 2R, 3U
 - Arrive

Chapter 17 - Day Breaks

Goal: Rout the Enemy

Turns: 2

Units: **Ike**, **Marcia**

Base:

- Outfit:
 - **Ike:**
 - * List: Energy Drop (replace Vulnerary if he still has one)
 - * Shop:
 - Shop: 2 Pure Water (1 for himself, 1 for **Marcia**)
 - Forge: **Steel Sword** with max Atk, Hit, Crit (13, 100, 9)

Advancement:

- Chose Units:
 - Remove everyone except **Marcia**

Turn 1:

- **Ike:**
 - Move 2L, 4U
 - Equip Forged Steel Sword
 - Use Energy Drop
- (1X) **Marcia:**
 - Move 9U
 - Attack **Myrmidon** 2L with **Forged Javelin #1**
 - Canto 1U, 1R

Turn 2:

- **Ike:**
 - Move 3U
 - Attack **Fighter** 1D
- (1X) **Marcia:**
 - Move 11U
 - Attack **Mage** 2U with **Forged Javelin #2**
- Drop Forged Javelin #1 if it didn't break to keep Killer Lance

Chapter 17-3 - Day Breaks

Goal: Survive for 10 turns

Turns: 10

Units: **Ike**, **Marcia**

Turn 1:

- **Ike:**
 - Move 4L, 1U
 - Use Pure Water
- (1X) **Marcia:**
 - Move 3L, 3U
 - Attack **Myrmidon** 2U

Turn 2:

- **Ike:**
 - Move 3U, 3L
 - Unequip
 - Wait
- **Marcia:**
 - Move 2R, 1U
 - Attack **Archer** 1R with **Killer Lance**
 - Canto 6L, 1U

Turn 3:

- **Ike:**
 - Move 2L, 2U
 - Wait
- **Marcia:**
 - Move 1R
 - Attack **Mage** 1R
 - Canto 2U

Turn 4:

- **Marcia:**
 - Move 2D, 1L
 - Attack **Mage** 1L
 - Canto 4U, 1L

- *Start watching for **Ike** health, enemy should hit for 6-7, so if he can die on next Enemy Phase, heal him.*
- End Turn until Chapter is done

Chapter 17-4 - Day Breaks

Goal: Defeat the Boss

Turns: 2

Units: **Ike**, **Marcia**

Turn 1:

- **Ike**:
 - Move 1U, 1R
 - Wait
- (1X) **Marcia**:
 - Move 4L
 - Wait

Turn 2:

- (1X) **Marcia**:
 - Move 11L
 - Attack **Oliver** 1L, 1D with **Forged Javelin**
 - Drop Nosferatu

Chapter 18 - Crimea Marches

Goal: Rout the Enemy

Turns: 7

Units: **Ike**, **Marcia**, **Titania**, **Tanith**, **Reyson**

Base:

- Outfit:
 - **Ike**:
 - * Convoy:
 - Give Elixir and Antitoxin
 - * Trade:
 - **Marcia**: Pegasus Band for Knight Band
 - * Equip: Knight Band
 - **Marcia**:
 - * List:
 - Trade Chest Key and Full Guard for Gamble and Vulnerary
 - * Convoy:
 - Give Short Spear
 - * Equip: Full Guard
 - * Shop:
 - Forge: **Javelin #3** with max Atk, Hit, Crit (11, 85, 9)
 - Manage:
 - Award Exp:
 - * **Ike**:
 - Lvl up to 3 (You want to hit 21 STR)
 - * **Marcia**:
 - Lvl up to 20

Say Yes to the hawks (1st option) Advancement:

- Chose Units:
 - Remove everyone except **Marcia**, **Titania**, **Tanith**, **Reyson**
- Reposition:
 - Move **Reyson** 2L
 - Move **Titania** 1L, 1U
 - Move **Marcia** 2L, 2U

*Note: Drop any weapon **Marcia** picks up in this Chapter*
Turn 1:

- **Marcia**:
 - Move 3L, 6U
 - Attack **Soldier** 1L with **Killer Lance**
 - Canto 1D
- (Off X) **Ike**:
 - Move 1U, 1L
 - Shove **Reyson**
- **Reyson**:
 - Move 1L, 4U
 - Chant **Marcia**
- **Marcia**:
 - Move 2R, 1U
 - Attack **Halberdier** 2U with **Javelin #3**
 - Canto 4R, 4U
- (1X) **Titania**:
 - Move 2L, 6U
 - Wait
- **Tanith**:
 - Move 5L, 2U
 - Rescue **Reyson**
 - Canto 2R

Chapter 18 - Crimea Marches

Turn 2:

- **Ike:**
 - Move 6R
 - Wait
- (1X) **Marcia:**
 - Move 1U, 6R
 - Attack **Mage** 1L, 1U
 - Canto 1R, 3D
- (1X) **Titania:**
 - Move 1U
 - Attack **Archer** 1U
 - Canto 8D
- (1X) **Tanith:**
 - Move 4D, 1R
 - Wait

Turn 3:

- **Ike:**
 - Move 1R, 1U
 - Attack **Wyvern** 1U
- (1X) **Marcia:**
 - Move 6R, 1U
 - Open chest (Wrath)
- (1X) **Titania:**
 - Move 2R
 - Wait
- End

Turn 4:

- (1X) **Marcia:**
 - Move 2D, 3R
 - Attack **Mage** 1R
 - Canto 6U
- End

Turn 5:

- (1X) **Marcia:**
 - Move 2L, 7U, 2L
 - Wait
- End
 - *By the end of enemy phase, all enemies besides the laguz should be dead*

Turn 6:

- (1X) **Marcia:**
 - Move 1L
 - Attack **Laguz** 1L with **Killer Lance**
 - Canto 1D, 1L
- End

Turn 7:

- (1X) **Marcia:**
 - Attack **Laguz** 1L or 1D
- End

Chapter 19 - Entrusted

Goal: Defeat the Boss

Turns: 1

Units: **Ike**, **Marcia**, **Reyson**, **Boyd**, **Rhys**, **Gatree**, **Mordecai**, **Ulki**

Skip Base Advancement:

- Reposition:
 - Switch **Reyson** with **Titania**
 - Switch **Marcia** with **Astrid**

Turn 1:

- **Ulki:**
 - Move 3U, 2R
 - Shove **Reyson**
- **Rhys:**
 - Move 3R, 1D
 - Shove **Reyson**
- (1X) **Gatree:**
 - Move 5R
 - Shove **Reyson**
- (2X 1R) **Boyd:**
 - Move 4R, 2U
 - Shove **Reyson**
- (2X on **Gatree**) **Mordecai:**
 - Move 4R, 1D
 - Smite **Marcia**
- **Ike:**
 - Move 3R, 4U
 - Shove **Reyson**
- (X on **Boyd**) **Volke:**
 - Move 2R, 4U
 - Shove **Reyson**
- (Off X) **Marcia:**
 - Move 1R, 10U
 - Wait
- **Reyson:**
 - Move 5U
 - Chant **Marcia**
- **Marcia:**
 - Move 1R, 10U
 - Attack **Homasa** 2R with **Forged Javelin #3**

- *This strategy can fail is **Marcia** misses the boss and doesn't crit at all. She has a 100% hitrate unless she has bad biorhythm and the boss has good biorhythm, where the hitrate will be around displayed 95%ish.*

- **Don't promote Volke (2nd option)**

Chapter 20 - Defending Talrega

Goal: Arrive in 15 turns

Turns: 2

Units: **Ike**, **Marcia**, **Titania**, **Tanith**, **Reyson**, **Calill**

Base:

- Info: Woman (**Calill**)

Advancement:

- Chose Units:
 - Remove everyone below **Reyson**
 - Select **Calill**
- Reposition:
 - Move **Reyson** 4U
 - Move **Calill** 2U
 - Move **Tanith** 1U, 1R
 - Move **Marcia** 3U, 1R
 - Move **Titania** 3U, 1L

Note: You may want to safety save because of Tanith's small chances of dying.

Turn 1:

- **Ike**:
 - Move 1R
 - Wait
- **Tanith**:
 - Move 1R
 - Trade with **Marcia**: Short Spear for Javelin #3 and Killer Lance
 - Unequip
 - Canto 8R
- (Off X) **Marcia**:
 - Unequip
 - Rescue **Ike**
 - Canto 4R, 4U
- (1X) **Titania**:
 - Move 5R, 4U
 - Attack **Halberdier** 1U or 1R
- (1X) **Reyson**:
 - Move 4R, 1U
 - Chant **Marcia**
- (1X) **Marcia**:
 - Move 11R
 - * Drop **Ike** right
- (1X) **Calill**:
 - Move 3R, 3U
 - Attack **Halberdier** 2R or 1U, 1R with **Elthunder**

Turn 2:

- (2X) **Titania**:
 - Move 1R, 2U
 - Visit Village for Smite (send to Convoy)
- (1X) **Tanith**:
 - Move 4D, 3R
 - Visit Village for Rescue
- (1X 1U) **Calill**:
 - Move 5R
 - Attack **Shiharam** 10R
 - * If she misses, Chant her with **Reyson**
- (Off X) **Ike**:
 - Move 2R
 - Attack **Shiharam** 1U
- (1X) **Marcia**:
 - Arrive

- There's a small chance that a **Wyvern** will block the bottom village. You can move **Calill** closer after attacking the boss by using **Reyson**'s Chant, then snipe the **Wyvern** with Meteor (she 2X)

Chapter 21 - Without a King

Goal: Seize

Turns: 5

Units: **Ike**, **Marcia**, **Tanith**, **Reyson**

Base:

- Outfit:
 - **Marcia**:
 - * Shop:
 - Forge: **Silver Lance** with max Atk, Hit, Crit (20, 100, 9)
- Manage:
 - Award Exp:
 - * **Ike**:
 - Lvl up to 11 (Need 14 RES, 20 DEF)
 - Skills:
 - * **Muarim**:
 - Assign Smite

Advancement:

- Chose Units:
 - Remove everyone except **Marcia**, **Tanith**, **Reyson**
- Reposition:
 - Move **Reyson** 4R, 2U
 - Move **Marcia** 5R, 1U
 - Move **Tanith** 5R, 1U

Turn 1:

- **Ike**:
 - Move 2R, 1U
 - Equip Regal Sword
 - Use Pure Water
- **Marcia**:
 - Rescue **Ike**
 - Canto 2R, 4U
- (2X) **Reyson**:
 - Move 2R, 3U
 - Chant **Marcia**
- **Marcia**:
 - Equip Forged Javelin #2
 - Trade with **Reyson**: Wrath for Elixir
 - Use Pure Water
 - Canto 5L, 6U
- (1X) **Tanith**:
 - Move 2R, 5U
 - Rescue **Reyson**
 - Canto 3D

Turn 2:

- **Marcia**:
 - Move 4L, 7D
 - Wait
- (1X) **Tanith**:
 - Move 2D, 7L
 - Wait

Turn 3:

- **Marcia**:
 - Move 7L, 3D
 - Drop **Ike** down
 - Canto 1L
- (1X) **Tanith**:
 - Move 4U
 - Wait
- Drop Killing Edge

Turn 4:

- **Ike:**
 - Move 2L, 1U
 - Talk to **Tauroneo**
- **Tauroneo:**
 - Move 2U
 - Trade with **Ike**: Spear for Tomahawk
 - Rescue **Ike**
- (1X) **Marcia:**
 - Move 1L, 2U
 - Equip Forged Silver Lance
 - Take/drop **Ike** up
 - Canto 7U
- End

Turn 5:

- (1X) **Marcia:**
 - Attack **Ena** 1U
- **Ike:**
 - Move 7U
 - Seize
- *Note that **Ena** has miracle. **Marcia** can fail to kill her if she activates miracle twice (14% each, or 1.96% total). If this happens, have **Marcia** canto away and **Ike** finish **Ena**. There isn't much you can do about this except wait out the next turn and bite the time loss.*

Goal: Defeat the Boss

Turns: 1

Units: **Marcia**, **Titania**, **Tanith**, **Reyson**, **Calill**, **Mordecai**

Skip Base Advancement:

- Chose Units:
 - Remove **Gatrie**
 - Select **Mordecai**
- Reposition:
 - Switch **Reyson** with **Rhys**
 - Switch **Calill** with **Marcia**
 - Switch **Titania** with **Mordecai**
 - Switch **Titania** with **Tanith**

Note: You may want to safety save in case Marcia dies

Turn 1:

- **Calill:**
 - Move 4U, 1L
 - Attack **Bishop** 10U (mash A since he's the default option)
- (Off 2X) **Marcia:**
 - Move 3L, 6U
 - Attack **Priest** 2U with **Forged Javelin**
- (X 1D) **Titania:**
 - Move 9U
 - Attack **Priest** 1U
- (Off X 2L) **Mordecai:**
 - Move 2U
 - Smite **Tanith**
- **Tanith:**
 - Move 8U, 1R
 - Attack **Sniper** 2U with **Forged Javelin**
- (Off 2X) **Reyson:**
 - Move 2L, 3U
 - Chant **Marcia**
- **Marcia:**
 - Move 9U, 1R
 - Attack **Schaeffer** 1U with **Forged Silver Lance**
 - * *He'll die only on a lucky crit, but on Enemy Phase he'll attack and die before any other unit*
- Drop Killer Bow
- This strategy can fail if one of the follows happen:
 - **Tanith** misses the sniper. Her displayed hitrate is usually high 90ish to 100%
 - The boss hits **Marcia** twice, one of which is a crit. The chance of this depends on biorhythm, but worst-case scenario (Marcia has bad biorhythm and boss has good biorhythm) is approximately 8% chance.
 - The boss hits **Marcia** with a crit and Colossus. The chances of this are laughably low, so if it happens, I'm sorry.

Chapter 23 - The Great Bridge

Goal: Seize

Turns: 4

Units: **Ike**, **Marcia**

Base:

- Outfit:
 - **Marcia**:
 - * Convoy:
 - Give Forged Javelin
 - * Shop:
 - Forge: **Slim Sword** with max Atk, Crit (8, 14)

Advancement:

- Chose Units:
 - Remove everyone except **Marcia**

Turn 1:

- **Ike**:
 - Move 3L
 - Wait
- **Marcia**:
 - Equip Forged Slim Sword
 - Rescue **Ike**
 - Canto 2U, 9L

Turn 2:

- **Marcia**:
 - Move 1U, 10L
 - Attack **Cavalier** 1L

Turn 3:

- **Marcia**:
 - Move 9L
 - Unequip
 - * Drop **Ike** left

Turn 4:

- **Marcia**:
 - Move 5L
 - Attack **Petrine** 1U with **Forged Silver Lance**
- **Ike**:
 - Move 4L, 1U
 - Seize

Chapter 24 - Battle Reunion

Goal: Arrive in 15 turns

Turns: 3

Units: **Ike**, **Marcia**, **Tanith**, **Reyson**, **Calill**, **Mordecai**, **Muarim**

Skip Base Advancement:

- Chose Units:
 - Remove everyone below **Reyson** , except **Calill** and **Mordecai**
 - Select **Muarim**
- Reposition:
 - Move **Marcia** 1U, 1L
 - Move **Reyson** 2U, 1L

Turn 1:

- **Calill**:
 - Move 4L
 - Shove **Reyson**
- (1X) **Mordecai**:
 - Move 4L, 1D
 - Shove **Marcia**
- (1X) **Muarim**:
 - Move 4L
 - Smite **Reyson**
- (1X) **Ike**:
 - Move 3L, 3U
 - Shove **Reyson**
- (1X) **Marcia**:
 - Move 10U, 1L
 - Unequip
 - Wait
- (1X) **Tanith**:
 - Move 8U, 1R
 - Unequip
 - Wait
- (1X) **Reyson**:
 - Move 5U
 - Chant **Marcia**
- **Marcia**:
 - Rescue **Reyson**
 - Canto 8U, 3L

Turn 2:

- **Ike**:
 - Move 1D, 1R
 - Wait
- (1X) **Marcia**:
 - Move 1L
 - Attack **Swordmaster** 1L
 - Canto 10L
- (1X) **Tanith**:
 - Move 3L, 5U
 - Wait
- End

Turn 3:

- (2X) **Tanith**:
 - Move 3L, 4U
 - Visit Village for Savior
- (Y 1U) **Marcia**:
 - Move 9L, 2U
 - Arrive

Goal: Rout the Enemy

Turns: 3

Units: **Ike**, **Marcia**, **Tanith**, **Reyson**, **Muarim**, **Largo**

Base:

- Manage:
 - Skills:
 - * **Marcia**:
 - Assign Savior
- Info: Man (Largo)
- Outfit:
 - **Largo**:
 - * Shop:
 - Forge: **Hand Axe** with max Atk, Hit, Crit (12, 80, 9)
 - **Marcia**:
 - * Trade:
 - Lucia: Pegasus Band for Laguzguard
 - **Geoffrey**: Slim Sword for Brave Lance
 - **Geoffrey**:
 - * Trade:
 - Take Ranulf's Elixir
 - Take **Astrid**'s Knight Ward

Advancement:

- Chose Units:
 - Remove **Calill**, **Mordecai**, everyone below **Muarim**
 - Select **Largo**
- Reposition:
 - Move **Marcia** 3R, 3U
 - Move **Largo** 3R, 1U
 - Switch **Largo** with **Reyson**
 - Switch **Tanith** with **Muarim**

Turn 1:

- (1X) **Marcia**:
 - Move 4U
 - Wait
- (2X) **Reyson**:
 - Move 4U, 1L
 - Chant **Marcia**
- **Marcia**:
 - Move 11U
 - Attack **Gromell** 1U with **Brace Lance**
 - Drop Bolt Axe
- (1X) **Tanith**:
 - Move 1R, 3U
 - Rescue **Reyson**
 - Canto 1D
- (1X) **Muarim**:
 - Move 3L
 - Smite **Ike**
- (1X) **Largo**:
 - Move 5U, 1R
 - Equip Forged Hand Axe
 - Wait
- (1X) **Ike**:
 - Move 2L, 5U
 - Attack **Laguz** 1L with **Laguzslayer**

Turn 2:

- **Ike**:
 - Move 4L
 - Attack **Sage** 1L with **Forged Steel Sword**
- (1X) **Marcia**:
 - Move 4U, 2L
 - Attack **Bishop** 2L with **Spear**
 - Drop Purge
 - Canto 4R, 1D
- (1X) **Tanith**:
 - Move 6R, 1U
 - * If **Largo** failed to kill the **Warrior**, kill him and canto to the same spot
- (1X) **Muarim**:
 - Move 3L, 3U
 - Wait
- (1X) **Largo**:
 - Move 1U, 1R
 - Attack **Laguz** 1U, 1R

Turn 3:

- (1X) **Marcia**:
 - Move 2D, 2R
 - Attack **Sniper** 1U with **Short Spear**
 - Canto 5R, 2D
 - (2X) **Muarim**:
 - Move 5U, 2L
 - Smite **Ike**
 - (1X) **Largo**:
 - Move 1L, 2U
 - * If **Tanith**'s Javelin didn't break in Chapter 22, equip it and move her instead to this spot
 - Attack **Whichever enemy in range**
 - (1X) **Ike**:
 - Move 4U, 3R
 - Attack **Sniper** 1D with **Regal Sword**
 - On Enemy Phase:
 - Drop Laguzslayer
- You can use Tanith to cleanup any enemies that Largo didn't kill, remember to canto her out of the way.
 - If Largo dies (pretty unlikely), just keep going since he's not really needed afterwards (though this may mess up unit management later on). This should only happen if the sniper survives Largo's attack, and crits him twice. Tanith should hopefully be able to clean up after him.
 - All units should be dead by the end of turn 3 enemy phase. If some units dodged and/or survived, finish them off in turn 4

Chapter 26 - Clash!

Goal: Seize

Turns: 4

Units: **Ike**, **Marcia**, **Elincia**

Skip Base Advancement:

- Chose Units:
 - Remove everyone except **Marcia**
- Reposition:
 - Move **Marcia** 1U, 5L
- Item:
 - **Elincia**:
 - * Trade:
 - **Tanith**: Take Rescue
 - **Marcia**:
 - * List:
 - Take **Forged Steel Lance** replacing **Spear**

Turn 1:

- **Ike**:
 - Move 3L, 3U
 - Unequip
 - Wait
- (1X) **Elincia**:
 - Move 4L, 1U
 - Unequip
 - Use Rescue on **Marcia**
 - Canto 4D
- (1X) **Marcia**:
 - Equip/Unequip Forged Silver Lance
 - Equip Laguzguard
 - Rescue **Ike**
 - Canto 8L, 3U

Turn 2:

- **Marcia**:
 - Move 1L, 9U
 - *If damaged, use Elixir*
 - Wait

Turn 3:

- **Marcia**:
 - Move 2U, 8L
 - Equip Forged Steel Lance
 - Drop **Ike** left
 - Canto 1U
- (1X) **Elincia**:
 - Move 1D, 8R
 - Wait
- On Enemy Phase:
 - Drop whatever **Marcia** gets

Turn 4:

- **Marcia**:
 - Attack **Bertram** 1U with **Forged Silver Lance**
 - Drop Runesword
- **Ike**:
 - Move 1R, 2U
 - Seize

Chapter 27 - Moment of Fate

Goal: Arrive

Turns: 5

Units: **Ike**, **Marcia**, **Geoffrey**

Skip Base Advancement:

- Chose Units:
 - Remove everyone except **Marcia**
 - Select **Geoffrey**
- Reposition:
 - Move **Marcia** 1U, 1L
 - Switch **Marcia** with **Geoffrey**

Note: You may want to safety save, there's a chance of any character dying

Turn 1:

- **Ike**:
 - Move 1U
 - Wait
- **Geoffrey**:
 - Move 2L, 1U
 - Trade with **Marcia**:
 - * Take Brave Lance and Pure Water
 - Equip Knight Ward
 - Use Pure Water
 - Canto 4U, 2L
- (1X) **Marcia**:
 - Equip Forged Silver
 - Rescue **Ike**
 - Canto 7U, 4L

Turn 2:

- **Marcia**:
 - Move 5U, 6L
 - Open door
- (1X) **Geoffrey**:
 - Move 5L, 4U
 - *If damaged, use Elixir*
 - Wait
- On Enemy Phase:
 - **Marcia** drops Door Key for Chest Key

Turn 3:

- (1X) **Geoffrey**:
 - Move 4L, 3U
 - Attack **Sage** 1U with **Brave Lance**
 - Canto 1U
- **Marcia**:
 - Move 1U
 - Trade with **Geoffrey**:
 - * Take Brave Lance
 - * Trade Chest Key for Pure Water
 - Equip Brave Lance
 - *If damaged, use Elixir*
 - Canto 6U, 4R

Chapter 27 - Moment of Fate

Turn 4:

- **Marcia:**
 - Move 6R, 2U
 - Equip Forged Silver Lance
 - Drop **Ike** up
 - Canto 1R, 2U
- (1X) **Geoffrey:**
 - Move 2L, 7U
 - Equip Bow
 - Use Elixir

Turn 5:

- (1X) **Marcia:**
 - Attack **Hafedd** 1U
 - Drop Occult
- (1X) **Geoffrey:**
 - Move 1R
 - Open right chest (Resolve)
- (1X) **Ike:**
 - Move 1R, 2U
 - Seize
- Black Knight Fight:
 - Just GTFO lulz

Chapter 28 - Twisted Tower

Goal: Seize

Turns: 3

Units: **Ike**, **Marcia**, **Geoffrey**, **Reyson**

Skip Base Advancement:

- Chose Units:
 - Remove everyone except **Marcia**, **Geoffrey**, **Reyson**
- Reposition:
 - Move **Reyson** 1L
 - Move **Geoffrey** 2D, 3L

Turn 1:

- (1X) **Marcia:**
 - Move 5L, 2D
 - Wait
- (Off X) **Ike:**
 - Move 6L
 - Direct: Target upper-right corner of the map
 - Trade with **Marcia**:
 - * Spear for Short Spear
 - * Take Pure Water
 - Requip/Unequip Ragnell
 - Use Pure Water
- (2X) **Reyson:**
 - Move 4L
 - Chant **Marcia**
- **Marcia:**
 - Unequip
 - Rescue **Ike**
 - Canto 1D, 10L
- (1X) **Geoffrey:**
 - Move 4L, 1D
 - Rescue **Reyson**
 - Canto 3D

Turn 2:

- **Marcia:**
 - Move 3D, 8L
 - Equip Spear
 - Drop **Ike** left
- End
- On Enemy Phase:
 - *This strat will only work in the following cases:*
 - * *The lance paladin dies to Marcia's spear*
 - * *Both runesword and lance paladins survive or dies from Marcia's spear*

Turn 3:

- **Marcia:**
 - Move 2L, 2U
 - Attack **Heddwyn** 1U with **Weapon with 2 uses** (**Brave** -> **Silver** -> rest)
- (Off X) **Ike:**
 - Move 1L, 4U
 - Seize

Endgame - Repatriation

Goal: Defeat Ashnard

Turns: 2

Units: **Ike**, **Marcia**, **Tanith**, **Reyson**, **Elincia**, **Mordecai**

Base:

- Manage:
 - Skills:
 - * **Ike**:
 - Assign Wrath and Resolve

Advancement:

- Chose Units:
 - Remove Mist
- Reposition:
 - Switch Ena with **Elincia**
 - Switch Ena with **Tanith**
 - Switch **Reyson** with **Mordecai**

Turn 1:

- **Ike**:
 - Move 4U, 1R
 - Wait
- (2X) **Elincia**:
 - Move 7U
 - Wait
- (1X) **Marcia**:
 - Move 6U
 - Unequip
 - Wait
- (X 2R) **Mordecai**:
 - Move 1U, 1R
 - Smite **Reyson**
- **Reyson**:
 - Move 2L, 3U
 - Wait
- (1X) **Tanith**:
 - Move 9U
 - Unequip
 - Wait
- On Enemy Phase:
 - **Tanith** will probably die, but is intended and faster. Her role is to lure the **Generals** out of the way.
- End

Turn 2:

- Choose whatever laguz royal, it doesn't matter
- **Ike**:
 - Move 1R
 - Use Pure Water
- **Marcia**:
 - Rescue **Ike**
 - Canto 1L, 10U
- (2X 1U) **Elincia**:
 - Move 2R, 2U
 - Use Rescue on **Reyson**
 - Canto 3D
- **Reyson**:
 - Move 5U
 - Chant Marcia
- **Marcia**:
 - Move 11U
 - Drop **Ike** left
- End

Endgame - Repatriation

- A bishop should attempt to put **Marcia** to sleep. The result of this doesn't matter. Then **Ashnard** should move towards **Ike** and attack.
- Ideal outcome: **Ashnard** hits **Ike** (displayed 65-85%) and activates Resolve + Wrath and gets a crit (two chances of 50% crit rates)
- Other outcomes:
 - **Ashnard** hits **Ike** but **Ike** doesn't crit: just finish off **Ashnard** during next player phase. **Ike** has a 100% hitrate with resolve, so he's guaranteed to kill **Ashnard**
 - **Ashnard** misses **Ike** (he has a 63-83% displayed hitrate): the game hates you. Run away with **Marcia** (all right all down), run away with **Elincia** have **Ike** stay in place, and really hope he gets hit next enemy phase.
 - If #2 happens and **Ashnard** misses **Ike** AGAIN: the game hates you. Game Over.