

# Fire Emblem Awakening Any% Normal/Classic

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# Acknowledgements

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# Introduction

To be filled.

### Premonition - Invisible Ties

Goal: Rout the Enemy

Turns: 2-3

Units: **Chrom**, **Robin**

Turn 1:

- Options:
  - Combat Animations: **OFF**
  - Other Animations: **OFF**
  - Game Speed: **FAST**
  - Skip Actions: **ALL**
  - Confirm Auto: **NO**
- Set Auto to **Blitz**

- Auto

Turn 2:

- Auto

### Prologue - The Verge of History

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**

Turn 1:

- Pair **Chrom** to **Robin**
- Auto

Turn 2:

- Set Auto to Custom; **Robin** to **Blitz**
- Auto

Turn 3:

- Auto

Turn 4:

- Auto

### Chapter 1 - Unwanted Change

Goal: Rout the Enemy

Turns: 2-3

Units: **Chrom**, **Robin**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 3D, 2L
  - Attack **Fighter** 1D, 1R
- End

Turn 2:

- **Robin**:
  - Move 2D, 2L
  - Attack **Fighter** 1R
- End

Turn 3:

- Auto

### Chapter 2 - Shepherds

Goal: Rout the Enemy

Turns: 4-5

Units: **Chrom**, **Robin**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 5U
  - Attack **Fighter** 2R
- End

Turn 2:

- **Robin**:
  - Move 5U
  - Trade with **Chrom**: Bronze Sword for Vulnerary
  - Use Vulnerary
- Set Auto to **Blitz**
- Auto

Turn 3:

- **Robin**:
  - Move 4U
  - Use Vulnerary
- End

Turn 4:

- **Robin**:
  - Move 2U
  - Use Vulnerary
- End

### Chapter 3 - Warrior Realm

Goal: Defeat the Commander

Turns: 5

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
  - Remove Stahl (↓↓→)
  - Add Miriel (→)
- Support **Chrom** to **Robin**, Rank C
- Inventory:
  - **Robin**:
    - \* Convoy everything but **Thunder**
    - \* Take Virion's **Elixir**
    - \* Take Miriel's **Fire**

Turn 1:

- **Chrom**:
  - Move 5L
  - Talk to Kellam
  - Pair **Chrom** to Kellam
- Pair Miriel to **Robin**
- **Robin**:
  - Move 5L
  - Wait
- End

Turn 2:

- **Robin**:
  - Move 3U, 2L
  - Wait
- End

Turn 3:

- **Robin**:
  - Move 1L, 3U
  - Open Door
- End

Turn 4:

- **Robin**:
  - Move 2U, 3R
  - Use Elixir
- End

Turn 5:

- Auto

### Chapter 4 - Two Falchions

Goal: Rout the Enemy

Turns: 3-4

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
  - Remove **Frederick**(↓), **Virion** (→), **Sully**(→), **Lissa** (↑)
- Inventory:
  - *If **Robin** has 15 Magic and 11 Speed*: remove **Chrom**'s weapons.

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 5U
  - Wait

Turn 2:

- **Robin**:
  - Move 1U, 1R
  - Wait

Turn 3:

- *If **Lucina** dies*:
  - **Robin**:
    - \* Move 4U
    - \* Use Elixir
- *Else*:
  - **Robin**:
    - \* Move 4U, 1L
    - \* Use Elixir

Turn 4:

- Auto

From now until Chapter 7, check to see if an **Anna** spawns with a **Second Seal**. If they have any stat boosting items, you can buy those to reset the spawns, but make sure that you still have enough gold to still buy a **Second Seal**.

#### SHOP 2500 GOLD

- **Robin**:
  - Buy: **Second Seal**

## Chapter 5 - The Exalt and the King

Goal: Rout the Enemy

Turns: 3

Units: **Chrom**, **Robin**, **Sully**, Frederick

Preparations:

- Select Units:
  - Remove Lisa (↓), Vaike (↓→), Miriel (→), Virion (↑), Lon'qu (↑)
- Inventory:
  - If you haven't already, remove **Chrom**'s weapons.

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 1R, 4U
  - Wait
- Pair **Sully**(←←) to **Frederick**
- **Frederick**:
  - Move 5L, 2U
  - Wait
- Pair Maribelle (←) to **Ricken**
- **Ricken**: Wait
- End

Turn 2:

- **Robin**:
  - Move 2U, 2L
  - Wait
- **Ricken**:
  - Move 4D
  - Wait
- Auto

Turn 3:

- **Robin**:
  - Move 2U, 2L
  - Wait
- **Frederick**:
  - Move 4R, 3U
  - Wait
- **Ricken**:
  - Move 4L, 1D
  - Wait

Turn 4:

- **Robin**:
  - Move 5U
  - Wait
- Auto

## Chapter 6 - Foreseer

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, **Sully**, Frederick

Preparations:

- Select Units:
  - Remove **Ricken**(↓→), Maribelle (→), Virion (↓), Lissa (←), Lon'qu (←), Vaike (↓)
- View Map:
  - **Robin**: Move 3D

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 4L, 1D
  - Wait
- Pair **Sully**(←←) to **Frederick**
- Auto

Turn 2:

- **Robin**:
  - Move 4D, 1L
  - Wait
- **Frederick**:
  - Move 1D
  - Wait
- Panne:
  - Move 2D
  - Wait

Turn 3:

- **Robin**:
  - Move 5D
  - Wait
- Auto

Turn 4:

- Auto

## Chapter 7 - Incursion

Goal: Rout the Enemy

Turns: 4-5

Units: **Robin**, Frederick

Preparations:

- Select Units:
  - Remove **Ricken**(↓←)
- Inventory:
  - **Robin**:
    - \* Use Second Seal, reclass to Pegasus Rider
    - \* Take Bronze Lance, Javelin
  - **Frederick**:
    - \* Stash all weapons

Turn 1:

- Pair **Frederick** to **Robin**
- **Robin**:
  - Move 3R, 1U
  - Wait
- End

Turn 2:

- **Robin**:
  - Move 2U, 5R
  - Attack **Archer** 1R
- Auto

Turn 3:

- If you are low on HP (below half), can heal. Always end battle on turn 5 at the latest, to avoid reinforcements.
- *If you don't need to heal:*
  - **Robin**:
    - \* Move 3R
    - \* Attack **Archer** 1R
- *If you do need to heal:*
  - **Robin**:
    - \* Move 2R, 1D
    - \* Attack **Archer** 1U

Turn 4:

- *If you didn't need to heal:*
  - Auto
- *If you do need to heal*
  - **Robin**:
    - \* Move 2R
    - \* Use Elixir/Concoction

Turn 5:

- **Robin**:
  - Attack the **Bandit with the Hand Axe**
- Auto if needed.
- End

## Chapter 8 - The Grimleal

Goal: Rout the Enemy

Turns: 5

Units: **Chrom**, **Robin**, Frederick, **Cordelia**

Preparations:

- Select Units:
  - Remove Everyone
  - Add **Cordelia**, exit and re-enter menu
  - Add **Frederick**

Turn 1:

- Pair **Chrom** to **Cordelia**
- **Cordelia**:
  - Move 2U
  - Wait
- Pair **Frederick** to **Robin**
  - Move 5D, 2L
  - Equip Javelin
  - Wait
- Pair Gregor to **Nowi**
- **Nowi**:
  - Move 4U, 1R
  - Wait

Turn 2:

- **Nowi**:
  - Move 4U
  - Wait
- **Robin**:
  - Move 5D, 3R
  - Wait
- End

Turn 3:

- **Nowi**:
  - Move 3U
  - Wait
- **Robin**:
  - Move 1D, 5L
  - Visit Village, convoying the **Javelin**
- End

Turn 4:

- **Robin**:
  - Move 3D, 3R
  - Wait
- End

Turn 5:

- **Robin**:
  - Move 2D, 4R
  - **Robin** should be Level 10
  - Use Master Seal, reclass to Dark Flier
- End

## Chapter 9 - Emmeryn

Goal: Rout the Enemy

Turns: 3-4

Units: **Chrom**, **Robin**, Frederick, **Cordelia**

Preparations:

- Select Units:
  - Remove Everyone but **Frederick**, **Cordelia**
- **Robin**: Remove Relief Skill
- Keep the Dracoshield and ElThunder when they drop.

Turn 1:

- Pair **Chrom** to **Cordelia**
- **Cordelia**:
  - Move 2L
  - Wait
- Pair **Frederick** to **Robin**
- **Robin**:
  - Move 8D, 1R
  - Wait

Turn 2:

- **Robin**:
  - Move 6R, 2D
  - Attack **Archer** 1UR
- End

Turn 3:

- Auto

## Chapter 10 - Renewal

Goal: Defeat the Commander

Turns: 4

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
  - Remove Everyone

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 8L
  - Use Dracoshield

Turn 2:

- **Robin**:
  - Move 8L, edge of map
  - Attack **Thief** 1D

Turn 3:

- **Robin**:
  - Move 6U
  - Use Seraph Robe

Turn 4:

- **Robin**:
  - Move 7U
  - Wait

## Chapter 11 - Mad King Gangrel

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, **Olivia**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 3D, 1R
  - Wait
- **Olivia**:
  - Move 4D, 1L
  - Dance for **Robin** 1D
- **Robin**:
  - Move 8D
  - Wait
- End

Turn 2:

- **Robin**:
  - Move 4D, 3L
  - Use Spirit Dust
- End

Turn 3:

- **Robin**:
  - Move 5L, 3U
  - Wait
- End

Turn 4:

- Auto

## Chapter 12 - The Seacomers

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, **Cherche**, Frederick

Preparations:

- Select Units:
  - Remove Everyone but **Frederick**
  - Add **Olivia**, close menu and reopen
  - Remove **Olivia**

Turn 1:

- Pair **Chrom** to **Cherche**
- **Cherche**:
  - Move 7R
  - Equip Hammer
  - Wait
- Pair **Frederick** to **Robin**
- **Robin**:
  - Move 7L, 1U
  - Wait

Turn 2:

- **Robin**:
  - Move 2U, 7R
  - Wait
- End

Turn 3:

- **Robin**:
  - Move 3R, 6U
  - Wait
- End

Turn 4:

- **Robin**:
  - Move 8R, 1U
  - Wait
- End

Turn 5:

- Auto

## Chapter 13 - Of Sacred Blood

Goal: Defeat the Commander

Turns: 2

Units: **Robin**, **Olivia**

Preparations:

- Select Units:
  - Remove **Cordelia**(↓←), Lon'qu (↓↓), Maribelle (←)

Turn 1:

- **Olivia**:
  - Move 1L
  - Wait
- *If **Robin** is going to hit level 15 before the end of this chapter, then pair someone to her.*
- **Robin**:
  - Move 7U, 1L
  - Wait
- End

Turn 2:

- Set Auto to **Custom**
- Auto
- Send the Book to the Convoy.

## Chapter 14 - Flames on the Blue

Goal: Defeat the Commander

Turns: 1

Units: **Lucina**, **Robin**, Frederick

Turn 1:

- **Lucina**:
  - Move 1L, 4U
  - Rally
- Pair **Frederick** to **Robin**
- **Robin**:
  - Move 2U, 6L
  - Attack **Ignatius** 1DL

## Chapter 15 - Smoldering Resistance

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, Frederick, **Cherche**

Preparations:

- Inventory:
  - **Robin**:
    - \* Remove all Non-El spell, Elixir x3, Bullions
    - \* Take all other El-spells
- Select Units:
  - Remove Everyone

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 1U, 2R
  - Attack **General** 2R
  - Move 4L, 4U
  - Wait
- Pair **Frederick** to **Cherche**
- **Cherche**:
  - Move 1D, 4R
  - Wait

Turn 2:

- **Robin**:
  - Move 3U, 5L
  - Attack **Cavalier** 2L
  - Move 3D, 3L
  - Attack **Cavalier** 2U
- Set Auto to **Blitz**
- Auto

Turn 3:

- Auto

Turn 4:

- Auto



## Chapter 16 - Naga's Voice

Goal: Defeat the Commander

Turns: 1

Units: **Chrom**, **Robin**, Frederick, **Cherche**

Turn 1:

- Pair Frederick (←←) to **Robin**
- **Robin**:
  - Move 3R, 5U
  - Wait
- **Olivia**:
  - Move 5U
  - Dance for **Robin** 1U
- **Robin**:
  - Move 9U
  - Attack **Fighter** 1DL
  - Move 9U
  - Attack **Cervantes** 1R

## Chapter 17 - Inexorable Death

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**, Frederick

Preparations:

- Select Units:
  - Remove Everyone but Frederick

Turn 1:

- Pair Frederick to **Robin**
- **Chrom**:
  - Move 1D, 1L
  - Wait
- **Robin**:
  - Move 5U, 4L
  - Attack **War Monk** 2L
  - Move 3U, 2R
  - Wait

Turn 2:

- **Robin**:
  - Move 6U, 1R
  - Attack **Hero** 2R with **ArcThunder**
  - Move 2R, 5U
  - Switch
  - Separate, place **Robin** up
- End

## Chapter 18 - Sibling Blades

Goal: Defeat the Commander

Turns: 1

Units: **Robin**, Frederick, **Olivia**, **Lucina**

Preparations:

- View Map:
  - Switch **Cherche** with **Olivia**
  - Switch Say'ri with **Lucina**

Turn 1:

- **Lucina**:
  - Move 1U
  - Rally
- Pair Frederick to **Robin**
- **Robin**:
  - Move 6D, 2R
  - Wait
- **Olivia**:
  - Move 5D, 1R
  - Dance for **Robin** 1R
- **Robin**:
  - Move 10D
  - Attack **Griffon Rider** 1UL
  - Move 8D
  - Attack **Yen'fay** 1DL

## Chapter 19 - The Conqueror

Goal: Defeat the Commander

Turns: 1

Units: **Robin**, Frederick, **Lucina**

Turn 1:

- **Lucina**:
  - Move 4L
  - Rally
- Pair Frederick to **Robin**
- **Robin**:
  - Move 1L, 7U
  - Attack **Paladin** 2L
  - Move 1R, 9U
  - Attack **Walhart** 1UR

## Chapter 20 - The Sword or the Knee

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
  - Remove Everyone

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 1R, 7U
  - Attack **Cervantes** 1U
  - Move 7U
  - Use Dracoshield

Turn 2:

- **Robin**:
  - Move 8U
  - Wait

## Chapter 21 - Five Gemstones

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**, Frederick, **Say'ri**

Preparations:

- Select Units:
  - Remove Everyone except **Frederick**, **Say'ri**
- View Map:
  - Move **Robin** 1R, 4D

Turn 1:

- Pair **Chrom** to **Say'ri**
- **Say'ri**:
  - Move 1U, 1R
  - Wait
- Pair **Frederick** to **Robin**
- **Robin**:
  - Move 5L, 4D
  - Attack **Assassin** 2D
  - Move 5D, 4R
  - Attack **Assassin** 1UR

Turn 2:

- **Say'ri**: Heal if needed.
- **Robin**:
  - Move 5D, 1R
  - Attack **Berserker** 2L
  - Move 3D, 2L
  - Wait
- End

Access the shop at Plegia Castle.

### SHOP 1 620 GOLD

- **Robin**:
  - Sell: All **Bullions**
  - Buy: **Arcthunder**

## Chapter 22 - An Ill Presage

Goal: Defeat the Commander

Turns: 2

Units: **Robin**, Frederick

Turn 1:

- Pair **Frederick** to **Robin**
- **Robin**:
  - Move 1R, 8U
  - Wait
- End

Turn 2:

- **Robin**:
  - Move 9U
  - Wait
- End

## Chapter 23 - Invisible Ties

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
  - Remove Everyone
- Inventory:
  - Make sure that **Robin** has an Elixir

Turn 1:

- Pair **Chrom** to **Robin**
- Auto

Turn 2:

- **Robin**:
  - Move 3D, 2R
  - Attack **Validar** 2U
  - Move 8D
  - Use Goddess Icon
- Pair **Basilio** to **Flavia**
- **Flavia**:
  - Move 3U
  - Trade with **Basilio**: Silver Sword for Silver Axe
  - Wait

Turn 3:

- **Robin**:
  - Move 1R, 2D
  - Attack **Assassin** 1D
  - Use Elixir
- End

Turn 4:

- **Robin**:
  - Move 4R
  - Attack **Hero** 2L
  - Move 3R, 2D
  - Wait
- End

## Chapter 24 - Awakening

Goal: Rout the Enemy

Turns: 3

Units: **Chrom**, **Robin**, **Basilio**, **Flavia**

Preparations:

- Select Units:
  - Remove Everyone but **Basilio**, **Flavia**
- View Map:
  - **Robin**:
    - \* Move 8D, 2R
- *If **Robin** has 37 or less Magic:* Use a Second Seal to Dark Flier.

Turn 1:

- Pair **Chrom** to **Robin**
  - Move 4D, 4R
  - Attack **Paladin** 2D
  - Move 6R
  - Use Talisman
- Pair **Flavia** to **Basilio**
- **Basilio**: Switch
- **Flavia**: Wait.

Turn 2:

- **Robin**:
  - Move 6U
  - Attack **Great Knight** 1UR
  - Move 3D, 5R
  - Use Elixir

- End

Turn 3:

- **Flavia**:
  - Use elixir
- End

Access the shop at Mount Prism. Check **Robin**'s Magic stat first if needed.

### SHOP 23 100 GOLD

- **Robin**:
  - Forge **Thoron**:
    - \* 38 Magic: 5 Might, 3 Crit. Use a Magic Tonic.
    - \* 39 Magic: 4 Might, 4 Crit. Use a Magic Tonic.
    - \* 40 Magic: 3 Might, 5 Crit. Use a Magic Tonic.
    - \* 41 Magic: 4 Might, 4 Crit
    - \* 42 Magic: 3 Might, 5 Crit
    - \* 43 Magic: 2 Might, 1 Hit, 5 Crit
    - \* 44 Magic: 1 Might, 2 Hit, 5 Crit
    - \* 45 Magic: 3 Hit, 5 Crit
    - \* 46 Magic: 3 Hit, 5 Crit

## Chapter 25 - To Slay A God

Goal: Defeat the Commander

Turns: 1

Units: **Olivia**, **Robin**, Frederick, **Basilio**

Turn 1:

- Pair **Olivia** to **Basilio**
- Pair Frederick to **Robin**
- **Robin**:
  - Move 2R, 6U
  - Wait
- **Basilio**: (←)
  - Move 5U
  - Switch
- **Olivia**:: Dance for **Robin** 1U
- **Robin**:
  - Move 9U
  - Attack **Sorcerer** 1UR
  - Move 8U
  - Attack **Aversa** 1U, with **Thoron**

### Grima

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**, Frederick, Henry

Preparations:

- Select Units:
  - Remove All but **Frederick**, Henry
- If you want, you can use all stat-boosting tonics on **Robin**. Use at least a **Magic Tonic** if you had 40 or less magic at the Thoron shop.

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
  - Move 8U
  - Wait
- Pair Henry to **Frederick**
- Auto

Turn 2:

- **Frederick**:
  - Move 7U
  - Wait
- **Robin**:
  - Move 7U
  - Attack **Grima** 1R