Basic Guide to Fire Emblem

*For if you’ve never played a FE game before or if you just plain suck*

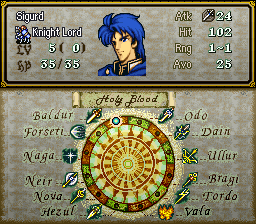
*Genealogy of the Holy War* Edition

1. What This Game’s All About

* The game consists of 12 “chapters” of a single grid-like map each designed to portray various regions of the land of Jugdral.
* The maps of this game are on a much larger scale than usual, they are many times the size of standard Fire Emblem maps, and are entirely outdoors. They feature multiple objectives and take many hours and can take multiple different sessions to complete.
* You are given the option to save the game at the beginning of every turn. Take this opportunity. Be grateful. Receive this blessing with grace. Just make sure you save in a different file before starting the chapter in case you have to restart the whole thing.
* The objective is to strategically move your army (blue units) across the map to defeat the enemy army (red units) and have your army’s leader (Sigurd) capture each enemy castle on the map.
* There are various different classes of units, offering different stats, skills, and weapons. Upon reaching level 20, some classes can promote to a higher class.

2. How to Play

* Move the cursor over the unit you want to select. (insert picture) Press X to view the unit’s stat screens. (insert picture) Press X again to view weapon stats. (insert picture) Press X on the lower stat screen to view skills. (insert picture) Press A on lower stat screen to view holy blood.



* (stat screen overview below). Press B to leave stat menu. Press A to select unit. (insert picture) Move cursor to desired tile within unit’s movement range. Press A to move unit. Select unit action. (insert picture) If you want to cancel movement, press B before selecting an action.
* Examine enemy units by moving the cursor over the desired unit (insert picture) and pressing X to view the unit’s stat screen (insert picture). Carefully consider the enemy unit’s stats before attacking. Select enemy unit with A to view their movement and attack range (insert picture). Carefully consider their range when moving units close by. 99% of the time, an enemy will attack any player unit that enters their range.
* Move an allied unit to a position where the desired enemy is in attack range and choose the Attack command to initiate combat (insert picture). Carefully consider the combat preview window (insert picture) (combat window explanation below) before initiating combat.
* Press A when cursor is not over a unit to open the menu. (insert picture)

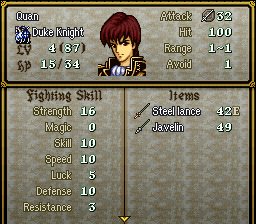
3. Combat

* Combat between two units takes place on this screen: (insert picture)
* Standard combat lasts one round: the attacker’s attack, and the defender’s counterattack. Certain skills can extend combat to multiple rounds. Certain other skills can grant units additional attacks. (see below for skill overview)
* Other skills grant specific effects to a unit’s attacks (see below for skill overview)
* Successful hits are determined by Accuracy: a number between 1 and 100. The Random Number Generator will generate a number between 1 and 100, if it is higher than the Accuracy the attack will miss, if it is equal to or lower than the Accuracy it will hit.
* There are two types of attacks: physical and magical. Physical is resisted by Defense and magical is resisted by Resistance (see stats overview below)
* There are nine types of weapons to attack with:
  + Swords – lightweight and accurate yet weaker than other types. Strong against axes. Weak against lances. Range: 1. Exception: Thunder Sword, Wind Sword (1-2, Magical)
  + Axes – heavy and inaccurate yet *very* strong. Strong against lances. Weak against swords. Range: 1. Exception: Hand Axe (1-2)
  + Lances – balanced in terms of weight, accuracy, and strength. Strong against swords. Weak against axes. Range: 1. Exception: Javelin (1-2)
  + Bows – Ranged physical weapons. Range: 2. Exception: Ballista (3-10, unique stationary enemy unit)
  + Fire Magic – heavy elemental magic. Strong against wind magic. Weak against thunder magic. Useless in this game due to identical stats to thunder and wind except for heavy weight, greatly slowing down the wielder. Poor Azel. Range: 1-2. Exception: Meteor (3-10)
  + Thunder Magic – medium weight elemental magic. Strong against fire magic. Weak against wind magic. Decent. Range: 1-2
  + Wind Magic – lightweight elemental magic. Strong against thunder magic, weak against fire magic. Ideal magic type due to identical stats to thunder and fire except for light weight, not slowing the wielder as much as the others. Range: 1-2
  + Light Magic – specialized magic for certain characters. Strong against elemental magic. Range: 1-2
  + Dark Magic – enemy-only magic. Strong against elemental magic. Range: 1-2. Exception: Fenrir (3-10)

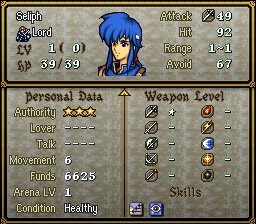
Carefully consider the stats, strengths, and weaknesses of both your units’ weapons and the enemy’s weapons.

* Staves – Magical staves that usually heal allies. There are also some that inflict status ailments on enemies.
* Each weapon has six important stats
  + Rank: A letter rank, C (lowest) to A (highest). Holy weapons are ☆ rank. A unit can only wield a weapon if their personal rank for that weapon type is equal to or higher than the weapon’s rank
  + Durability: Amount of times a weapon can be used before it breaks. Most weapons have 50 uses in this game and can be repaired at any allied castle for a cost. Once a weapon’s durability reaches 0 it becomes a Broken version of that weapon. They have very low stats and will leave the wielder vulnerable.
  + Might: The strength of the weapon. Add it to the wielder’s strength (if physical) or magic (if magical) to determine attack strength.
  + Hit: Base accuracy of the weapon. You don’t need to know how it works – just know that higher Hit means more accurate.
  + Range: Range of that specific weapon. Measured in single tiles.
  + Weight: \*IMPORTANT\* Weight slows down the wielder’s attack speed. Subtract weapon weight from speed to calculate attack speed. Strength doesn’t matter unlike other games. See below for overview of attack stats for why this is important.
* There are four attack stats that are visible on a unit’s stat screen: (insert picture)
  + Attack: Attack strength with currently equipped weapon. Calculation: [Unit Strength] + [Weapon Might]
  + Hit: Accuracy with currently equipped weapon. Don’t worry about calculation. Just know that higher is better. In-battle accuracy is calculated by [Attacker’s Hit] – [Opponent’s Avoid]
  + Range: Range with currently equipped weapon.
  + Avoid: Evasion with currently equipped weapon. Don’t worry about calculation. Higher is better. In battle, unit’s Avoid subtracted from opponent’s Hit determines opponent’s accuracy.
* Combat preview window: (insert picture)
  + The main window shows the enemy’s affiliation, class, and level.
  + The main window shows the enemy’s stats. The small window shows your unit’s stats. Each stat is self-explanatory. Subtract Defense from Attack to calculate how much damage will be dealt upon successful hit.
* Weapon triangle: As explained above in weapon type descriptions, some weapons are effective against others. This effect is an accuracy bonus – for example, a sword has increased accuracy against an axe, but decreased accuracy against a lance. You don’t need to know the specifics. Just keep it in mind when choosing which weapon to attack with. It’s most noticeable with axes vs swords.

4. Units’ stats



* Unit info
  + Unit’s name
  + Unit’s class. Map sprite next to class name shows whether or not unit has taken their action this turn. If they have, the sprite will be gray. Upon reaching level 20, it will notify if the unit can promote.
  + Level – Unit’s level. Base is 1, cap is 30. Cap does not change.
  + Experience points – Number in parentheses next to level. Obvious. Reach 100 to increase a level.
  + HP – Hit Points. Duh. If it hits zero they’re dead.
  + Portrait – A picture of the character.
  + Attack stats with currently equipped weapon – explained above.
* Fighting Skill – Combat stats.
  + Strength – Unit’s strength. Increases attack with physical weapons
  + Magic – Unit’s magical ability. Increases attack with magical weapons. Increases effect of healing staves.
  + Skill – Determines Hit as well as activation rates for certain skills.
  + Speed – Determines Avoid as well as activation rates for certain skills.
  + Luck – Increases Hit and Avoid.
  + Defense – Unit’s defense. Decreases amount of damage taken from physical attacks.
  + Resistance – Magical defense. Decreases amount of damage taken from magical attacks
  + Growth Rates – Each player unit has pre-defined “growth rates” for each individual combat stat as well as HP – they are a % number that represents the chance each stat has to increase upon level up. Upon level up, the random number generator (RNG) generates a number between 1-100 for each stat; if the number is equal to or below the stat’s growth rate, it will increase. If it is above, the stat will not increase. It is possible for no stats to increase on level up. It sucks when that happens. Growth rates are not shown anywhere in the game. In this game in particular, you don’t need to worry about them too much.
* Items – The items a unit has. Duh. Item names on left, weapon durability on right. Max. 7 at a time. Can be sold to the pawnbroker or stored in a unit’s personal storage. Cannot be traded between units.



* Personal Data
  + Authority – Each star after the first grants +10 Hit/Avoid to the unit and all units within three tiles. Not many units have them. Also known as “Leadership Stars”
  + Lover – Unit’s lover.
  + Talk – If the unit can talk to another unit, their name will be displayed here.
  + Movement – Movement range. The amount of tiles the unit can move. Note that some types of terrain (forests, hills, etc.) decrease movement range.
  + Funds – The amount of money the unit has. Can be spent at shops in allied castles or given to unit’s lover. Thieves have the ability to give money to any allied unit.
  + Arena LV – The current level at the arena for the chapter. Each chapter has seven arena levels. Beating all seven with any unit in Chapter 2 will get you something special – don’t forget.
  + Condition – If a unit is affected by a status ailment, it will be displayed here. If not, they’re Healthy
* Weapon Level - Unit’s weapon ranks. Will only ever increase upon promotion.
* Skills – Unit’s skills. Press X to see details. There are many skills with various effects.

Further reading[: Newcomer’s Companion to FE4: Genealogy of the Holy War](https://www.reddit.com/r/fireemblem/comments/3vnqgy/newcomers_companion_to_fe4_genealogy_of_the_holy/) (VERY IMPORTANT. HAS MORE INFORMATION I WAS TOO LAZY TO TYPE UP SINCE IT’S ALREADY HERE. PLEASE LOOK AT THIS AS WELL. IT WILL HELP YOU A LOT)