

# HOW TO SPEEDRUN MACHINE STRIKE: A GUIDE

**Current Version: 1.09**

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*This guide is meant to serve as a tutorial for speedrunning the game of Machine Strike in Horizon Forbidden West. I have spent an unhealthy amount of time in Strike at this point (like a few hundred hours, seriously way too much time), whether it be testing strategies, writing the guide, or doing speedrun attempts. Much of this time was spent trying to find strategies for how to beat all of the boards. The strategies you see here are the best ones that I have been able to come up with, but don't let that stop you from testing your own (potentially faster) ideas. This guide is meant to cover everything that a beginner could possibly need to know to get started with speedrunning Machine Strike. Once you feel comfortable with Strike runs, feel free to make a copy of this document and make all the changes you want; this guide is very, very long and much of the information inside, particularly the beginning sections, becomes redundant with experience. Enjoy!*

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## SECTION I: RESOURCES

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## SECTION II: THE RULES

This section will focus only on the rules for the speedrun, not the rules for Strike itself. If you would like to get familiar with the rules of Strike, I would suggest simply playing the game for a while until you understand the mechanics. There is also an in-game glossary that explains the rules and mechanics of Strike. If you plan on speedrunning Strike, I would recommend having a basic understanding of the rules and mechanics so that when things go wrong, you can improvise.

The rules for the Strike speedrun are simple. You must beat every Strike board in the game, with a couple of exceptions. The tutorial boards in Chainscape are not required, though the 4 other boards (Easy, Medium, Hard, and Regular) are. Erend is not required for the run and neither are any of Leikttah's Random Boards. You must start the run in Chainscape and end with Leikttah, but the order in which you complete the rest of the boards is entirely up to you. Time starts when you push "Confirm" to start Beginner's Practice: Easy board in Chainscape and ends when the victory screen appears after defeating Leikttah. Runs are timed using real time (RTA) and you must have video evidence to submit a run to the leaderboards. You can start the run from any save file, no matter how much of the game you have or haven't completed. The final rule is that use of the Apex Clawstrider piece is banned in order to keep the playing field fair as it is a pre-order only reward.

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## **SECTION III: THE PIECES**

Needless to say, by far the most important part about speedrunning Strike is choosing the correct pieces and sets to use. Some of the pieces and piece combinations that are available are ridiculously overpowered and allow for almost all of the boards to be beaten in just a single turn. Excluding the three Chainscape practice boards that force you to use preselected sets made up of bad pieces, doing the remaining boards in a quick manner is almost entirely dependent on the pieces that you use.

To build the sets required for the speedrun, you will need to acquire a total of four unique pieces and six pieces in total. For the strategies that I have come up with, you will need to buy 1 Stormbird piece, 2 Leaplasher pieces, 2 Longleg pieces, and 1 Glinthawk piece. To purchase all of these pieces, you need to acquire a total of 2 Stormbird Circulators, 2 Leaplasher Circulators, 2 Longleg Circulators, 1 Glinthawk Circulator, and 280 Metal Shards. Every single Strike piece is available for purchase from Strike Master Leikttah in the Arena. Although multiple sets may use a certain piece, you only need to buy one or two of each piece as they can be reused for each set.

When you are actually constructing the sets, it is paramount that you place the pieces into the set in the correct order. The proper order to place pieces into sets is in the order that the pieces are listed in under the names of the sets. The order that pieces are added to sets dictates the order the game automatically selects for you to place. If you incorrectly put the pieces into their sets, it will completely mess up the order in which you are supposed to place the pieces in as well as mess up the “quick places” (more on that later). All in all, you will just be setting yourself up for failure and disappointment by not building the sets properly.

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Another thing to take note of is the order that the sets themselves are in. After selecting a board and reaching the set selection screen, the game automatically preselects the “Create New Set” button. To actually select the set that you want, you can use the D-pad or the left stick to move up or down to the correct set. It does actually loop around, meaning that when you are on the “Create New Set” button you can press up to get to Set 6. Because of this, I have ordered the sets based on frequency so that the two most used sets in the run, Sets 1 and 6, are only one button press away. Likewise, Sets 2 and 5 are the third and fourth most frequently used sets, and Sets 3 and 4 are used the least in the run.

## **SET I: EMPOWERED SWEEP+**

*Stormbird, Longleg, Glinthawk*

This set is the most used set in the entire run, and for good reason. It utilizes the Stormbird, the most powerful piece in the entire game bar none. The Stormbird can fly over obstacles and terrain, move across a large portion of the board, and deal large amounts of damage. While each of these abilities is useful in their own right, what really makes the Stormbird stand head and shoulders above any other piece is the Sweep skill. This skill allows the Stormbird to hit multiple enemy pieces at the same time. For a speedrun, it should be obvious that killing multiple pieces at once is much faster than killing them one at a time. To complement the Stormbird we use the Longleg, which has the Empower skill. The Empower skill increases the damage of all of your pieces that are within its attack range by one at the start of each turn, and this effect does stack. Again, it should be evident that dealing more damage is better. The final piece, the Glinthawk, is still a good piece and is almost identical to the Stormbird except for dealing slightly less damage, having less HP, and not having the Sweep skill, but it is also far cheaper to use.

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## **SET II: EMPOWERED SWEEP**

*Stormbird, Longleg*

This set is identical to the first set, except for the fact that the Glinthawk is not included. This is because on some boards the empowered Stormbird is enough to win the board in one turn, which means that the Glinthawk isn't actually necessary. You could still technically use the first set for these boards, but then you'd be wasting a bit of time placing down the Glinthawk for no reason.

## **SET III: TRIPLE EMPOWERED SWEEP**

*Stormbird, Leaplaser x2, Longleg*

Although this set is only used three times in the entire run, it still has its purpose. This set is basically just a supercharged version of the previous set, still without the Glinthawk but with even more empowering pieces. The three "Empower" pieces significantly increase the damage of the Stormbird, turning it into an absolute menace of a piece.

## **SET IV: UNEMPOWERED SWEEP**

*Glinthawk, Stormbird*

On some of the boards, it is possible for a Stormbird to win the board on its own even without being empowered by a Longleg or Leaplaser. However, because the Stormbird costs 6 Setup Points, another piece is required to reach the 7 Setup Point minimum. You could use the second set in these circumstances, but if you did that then you would be wasting the time that it takes for the Longleg to empower the Stormbird. For this reason, the Glinthawk is used instead.

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## **SET V: DOUBLE EMPOWERED SWEEP**

*Stormbird, Longleg x2*

This set has two Longlegs to provide an extra point of attack damage compared to the first set when necessary, but also doesn't feature a Glinthawk. When the Glinthawk would be unused, you would have to spend time placing it down and could lose even more time due to how the game selects what piece to put the cursor on at the start of your turn. To remedy this, the Glinthawk has simply been removed from this set, which frees up 2 Setup Points. With these two points, we can substitute the Leaplashers with Longlegs, which is beneficial because the larger attack range of the Longleg means that it can be placed further away from the Stormbird while still empowering it.

## **SET VI: DOUBLE EMPOWERED SWEEP+**

*Stormbird, Leaplasher x2, Glinthawk*

This set is used the second most often in the run. It is no coincidence that this set is almost identical to the first set, which is the most used set in the run. The sole difference between the two sets is that in this set there are 2 Leaplashers instead of 1 Longleg. This is so that we can squeeze a little bit more damage out of our Stormbird and/or Glinthawk pieces, which is useful on some boards where only a couple of damage points separate a 1 turn victory from a 2 turn victory. Theoretically, you could use this set and eliminate the first set if you really wanted to, though I would not recommend it. To do this you would have to change most of the starting spots and spend extra time setting up at the start, but I suppose that it could be done if you really wanted to.

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## OTHER PIECES

As some of you may have noticed, some of what are considered by many to be the strongest pieces in the game, namely the Fireclaw and Slaughterspine, aren't actually used in the Strike speedrun. Despite what many people may claim, these two pieces objectively are not the best Strike pieces that there are (at least in the context of speedrunning). This may be shocking for you to hear, especially because these claims have been parroted by many people online, but I highly doubt that these people have spent anywhere near as much time testing Strike strategies as I have (not that that is something to be ashamed of, in fact they are probably better off for not spending hundreds of hours in Strike like I have). The Slaughterspine is frankly bad at everything except tanking hits. It has a very short range and although it has a high damage stat, it is simply too slow to be able to efficiently take out enemy pieces. It also costs all 10 of your Setup Points, so you can't even add any actually good pieces into a set with it. However, this isn't the piece that I see most people claim to be the best. That would be the Fireclaw, a 7 point terror of a piece—in casual play. Most Fireclaw advocates that I have seen recommend using the Fireclaw in a set by itself to take advantage of the mechanic that gives you 2 turns if you have only one piece left. I have also seen some people saying to put another weak piece in a set with the Fireclaw and then sacrifice it so that you can use this mechanic, which makes no sense to me as that is just an extra step to achieve the same goal. Regardless, this mechanic allows you to attack an enemy piece with your Fireclaw and then immediately retreat to the safety of your own side of the board. This is great for cheesing the boards in casual play if you are just trying to beat all of the players, but this is an awful tactic for speedrunning. Fireclaws can't move all the way across the board, attack multiple pieces at once, or fly over chasms like the Stormbird can. There is a reason that the Stormbird is used in every single set in the speedrun.

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## SECTION IV: RNG IS REALLY NOT GOOD

*Note: This section deals with a lot of probabilities and statistics and may be a bit math-heavy, so if you don't care for numbers then skip to the next section.*

In the Strike speedrun, there are 2 main elements of RNG: starts and moves. The largest element, starts, can completely kill a run on a good pace over the span of a single board. To get many of the strategies used in the run to work properly, you are required to intentionally forfeit and retry a board until a certain player (usually yourself) starts. If you menu as quickly as possible, each reset loses 5 or 6 seconds, which can add up very quickly. There have been times that I have had to reset a single board over 10 or 15 times to get a certain start, which is over a minute of unavoidable, uncontrollable time loss.

The odds of getting a perfect strike run are astronomical. I will start with the most extreme odds and then start biasing in our favor to get a more realistic probability. Note that for all of these calculations I will assume that the odds of a certain player starting are 50/50. To start with we will look at all of the boards. There is an absolutely minuscule 1 in 140,737,488,355,328 (or  $1/2^{47}$ ) chance ( $\sim 0.000000000000000711\%$ , or  $7.11 \times 10^{-15}\%$ ) to get absolutely perfect luck on all of the boards. That is 1 in over 140 trillion, or more than 18 times “luckier” than a certain, unnamed Minecraft speedrunner. If we decide to exclude Chainscape and the boards where either player can start, the odds dramatically improve to a still highly improbable 1 in 137,438,953,472 ( $1/2^{37}$ ) chance ( $\sim 0.0000000000000728\%$ , or  $7.28 \times 10^{-12}\%$ ) for you to get perfect luck on these boards. Needless to say, the odds aren't exactly in our favor. Obviously you don't need perfect luck to get a good time, but this still shows how incredibly luck dependent the Strike speedrun is.

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Even if you get good start luck, there is still a whole other element of luck in Strike runs: opponent moves. Although the opponent's moves are mostly consistent, there are times that they will make a move that will render the optimal strategy ineffective. In many cases it is still possible to win in that same turn or the next, but in certain cases it is difficult or impossible to win that board. This is where having an understanding of the rules is helpful so that you can still attempt to defeat the board if possible. Unfortunately, it will not always be possible to overcome some bad luck. Once your time is fairly optimal, a failed board is often an immediate reset. Luckily, such situations are fairly uncommon but still possible.

## **SECTION V: THE ROUTE**

- |                |                      |                      |
|----------------|----------------------|----------------------|
| 1. Chainscape  | 2. Barren Light      | 3. Plainsong         |
| 4. Arrowhand   | 5. Hidden Ember      | 6. Fall's Edge       |
| 7. Thornmarsh  | 8. Legacy's Landfall | 9. Tide's Reach      |
| 10. Cliffwatch | 11. Bulwark          | 12. Stone Crest      |
| 13. Salt Bite  | 14. Scalding Spear   | 15. Arena & Leikttah |

The order in which to complete the Strike players is also important as you want to minimize the amount of time spent in loading screens (especially on PS4) and on the map. Although there are a few different routes that you could use that are sensible, but this one is just the one that I prefer.

As for the order of the boards themselves, it doesn't really matter but going from 1 to 3 in order makes the most sense to me. The only exception is in Chainscape where I do the Hard board before the Medium board as I find myself resetting on the Hard board more often. Doing this improves reset efficiency, though it makes no difference on the length of the run itself.

## SECTION VI: NOTATION, NOTATION, NOTATION

In order for the majority of this guide to make sense it is critical that you understand the notation that I have developed to try and keep this guide somewhat brief. To start we will take a look at the notation for board tiles. I decided to label the columns from A to H from left to right and the rows from 1 to 8 from bottom to top. Squares are notated by combining the column value and row value in that order (for example: A1, B4, F8, etc.) For those of you who are familiar with chess, this notation should feel quite familiar to you. However, there is one key difference between chess notation and Strike notation. In chess, the labeling of board tiles is always based on who starts (i.e. the person with the white pieces). This works fine for chess as there are two real people involved and many boards are labeled by the manufacturer for you. In Strike, this would not work as well as you are playing an AI and there is no built-in labeling system. For these reasons I decided to base them on Aloy's perspective for Strike. This should help to eliminate any potential confusion that could arise from switching the tile names based on who starts.

Another aspect to consider when creating a notation for Strike is the piece orientation. If you need to rotate a piece at all it will be denoted with either an L, R, F, or B (for Left, Right, Forwards, and Backwards) after the tile name. As an example, a possible move could be something like "Stormbird to A4R." Note that opponent moves won't have their rotation noted unless they are attacking because I have found that the rotation is more random than the actual movements. Piece names are also abbreviated with a 2 or 3 letter abbreviation that can be found in the [Piece Information Spreadsheet](#) in the [Resources](#) section. Using our move from earlier, this becomes "SB to A4R." When you want to attack a piece, an "A" will be added at the end of the move. To use our example from earlier again, "SB to A4RA" would mean to move

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your Stormbird to A4, turn right, and then attack. Overcharges are another part of a move to consider. These will be used as an additional attack unless stated otherwise. I decided to abbreviate these as “OC” and they will be added at the end of a move. Using our earlier example again, “SB to A4RA, OC” would have you do the move from earlier but add an extra attack afterwards. If instead of “OC” it said “OC to A2” you would move to A2 instead of using the extra attack.

When you are placing your pieces on the board during the initial setup phase, there are some situations where you can either place a piece wherever you’d like or it needs to start where the game automatically puts it. This means that you can mash the X button instead of having to move it around the board to its starting spot. In order to let you know that you can do one of these “Quick Places” (I know, very inventive), there will be a QP instead of the tile name on the start spots.

I know that this is a lot of notation and it might be overwhelming at first. Hopefully after a few runs it should feel natural enough to use and understand.

### EXAMPLE MOVE

**Board X | Set 1 | Your Start | SB: E2 | LL: QP | GH: D2**

	Move 1	Move 2
<b>You</b>	SB to E4A, OC	GH to D5A
	<b><i>Victory</i></b>	

Above is an example of what a move could potentially look like. Starting with the top row we can see what board we are currently on. Moving right we are told what set to use and if we need to reset for a particular start or not. If you are supposed to reset, it will say whose start and the text will be colored red. If

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either player can start it will say so and remain as black text. Finishing out the top row we are told where to start our pieces in the blue text. In the Pieces section of this guide, you may have noticed that each set is colored differently. In addition to the set number being in the top line, you can also look at the text color as each set has a unique color. If you can't remember the piece abbreviations, you can find them in the Piece Information Spreadsheet that is in the Resources section of this guide.

## **SECTION VII: FINAL THINGS**

In terms of settings, there are only a few things that you need to change for Strike speedrunning. The first is to set the Stand By Screen to Immediate to ensure that you load in from fast travels as fast as possible. I would also have everything in the map turned off except for the campfires and the arena. If you are just starting out and don't have the locations of the Strike players memorized yet you can leave them on, but I would recommend turning them off once you know where you are going. One final suggestion is to rebind sprint toggle from L3 to Square. This also isn't necessary, but it makes the double sliding technique way easier to perform in my opinion. If you know how to do the double slide already you can ignore this suggestion. If you don't know how to do the double slide, doing the rebind suggested above helps immensely. To perform it you simply hold the left stick in the direction that you want to go and repeatedly press square to do the double slide. You can tell if you are doing it correctly both by seeing Aloy do a short little slide and then a regular slide or by recognizing that you feel faster than normal.

Before you start seriously running Strike, I would recommend practicing a lot to get used to the controls. You can use either the D-pad or left stick to move around, or even a mix of both like I do. I prefer to use the left stick to move pieces diagonally when I set up the board and the D-pad for moving pieces

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around mid-game. Although it is possible to use the D-pad to move diagonally when setting up, I find it difficult to do consistently as pressing two D-pad buttons at once can be awkward. One thing that a lot of people don't seem to realize is that you can use L2 and R2 to swap between your pieces. I have seen far too many people move their cursor all the way across the board with the D-pad when a simple button press or two would have done the trick.

You can start the run with any save file, though there are a couple of things I would recommend doing when setting up your file. You obviously need to have the Strike pieces that I named earlier, as well as at least 14 fast travel packs. If you choose to do the campfire skip in Scalding Spear, I would also recommend having a bow to make it easier to perform. There are some other things you can do for minor time saves. If you create a job at a merchant in Salt Bite, you can have the Salt Bite settlement available as a fast travel point without having settlement icons on in the map. You should also do this with Plainsong if you plan on doing the Sunwing Skip and for Hidden Ember so you don't get lost in the sea of campfires that are in the desert.

Everything that isn't mentioned above is entirely up to you. I personally like to have most of my HUD turned off for Strike runs as it looks cleaner, but HUD settings, difficulty, etc. is entirely up to you.

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## SECTION VIII: THE PLAY

### I - CHAINSCRAPE

Beginner's Practice: Easy | **Opp** Start | **BUR: F2, E2**

	Move 1	Move 2
Opponent	BUR to G4	BUR to F4
You	E2 BUR to E4RA, OC	F2 BUR to F4RA, OC
<b>Victory</b>		

Beginner's Practice: Medium | **Either Start** | **BUR: D2, F2** | **LH: C2, G2**

Your Start

	Move 1	Move 2
You	D2 BUR to D4	G2 LH to G3
Opponent	B7 BUR to C5	F8 BUR to F5
You	D4 BUR to D5LA, OC	F2 BUR to F4A, OC
Opponent	E8 LH to D7A	E7 LH to E5
You	G3 LH to G5LA, OC	F4 BUR to D4A, OC
<b>Victory</b>		

Opponent Start

	Move 1	Move 2
Opponent	B7 BUR to C5	F8 BUR to F5
You	D2 BUR to D4	G2 LH to G3
Opponent	E8 LH to E5	F5 BUR to F4
You	D4 BUR to D5LA, OC	F2 BUR to F3A, OC
Opponent	E5 LH LA, Move to D3	E7 LH to E4
You	C2 LH to D2A, OC	F3 BUR to F4LA, OC
<b>Victory</b>		

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**Beginner's Practice: Hard | Opp Start | BUR: D2, E2 | SCG: C2, F2 | LH: B2, H2**

	<b>Move 1</b>	<b>Move 2</b>
<b>Opponent</b>	A7 SCG to A3	G7 SCG to G3
<b>You</b>	H2 LH to H3LA, OC	B2 LH to A2A, OC
<b>Opponent</b>	D8 BUR to D5	B8 LH to B5
<b>You</b>	F3 LH to F5A, OC	A4 LH to A5RA
<b>Opponent</b>	E7 LH to D7A	F8 BUR to F5
<b>You</b>	D2 BUR to D4RA, OC	N/A
	<b>Victory</b>	

**Regular Challenge | Either Start | SB: E2 | LL: E1 | GH: F2**

**Your Start**

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	SB to E4A, OC	GH to F5A, LOC
<b>Opponent</b>	LH to B7RA	G7 SCG to E6FA
<b>You</b>	SB to F7LA	N/A
	<b>Victory</b>	

**Opponent Start**

	<b>Move 1</b>	<b>Move 2</b>
<b>Opponent</b>	A7 SCG to D6	BRI to F6
<b>You</b>	SB to E5A, OC	GH to F5A, OC
<b>Opponent</b>	C7 BUR to D6RA	G7 SCG to F8A
<b>You</b>	SB to E5A	N/A
	<b>Victory</b>	

***Fast Travel to the Campfire in Barren Light***



## II - BARREN LIGHT

Board 1 | Either Start | **SB: C2 | LL: QP | GH: B2**

Your Start

	Move 1	Move 2
You	GH to B4A, OC to B5	SB to C5A, LOC
	<b>Victory</b>	

Opponent Start

	Move 1	Move 2
Opponent	LL to G2	A7 LH to A4
You	SB to C5A, OC	GH to B4LA
	<b>Victory</b>	

Board 2 | Set 2 | Either Start | **SB: G2 | LL: QP**

Your Start

	Move 1	Move 2
You	SB to G5A, OC	N/A
	<b>Victory</b>	

Opponent Start

	Move 1	Move 2
Opponent	BRI to E5	SD to B4
You	SB to G5A, LOC	N/A
	<b>Victory</b>	

Board 3 | Set 2 | Either Start | **SB: B2 | LL: D2**

Your Start

	Move 1	Move 2
You	SB to B5A, ROC	N/A
	<b>Victory</b>	

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## Opponent Start

	Move 1	Move 2
Opponent	BRI to B6	LL to F3
You	LL to B4A, OC	SB to B5A, ROC
	<b>Victory</b>	

*Fast Travel to the Campfire in Plainsong*

## III - PLAINSONG

Board 1 | Set 3 | **Opponent** Start | **SB: E2 | LPL: E1, D2 | LL: QP**

	Move 1	Move 2
Opponent	LL to C4	SCR to D8
You	SB to E4A, OC	N/A
	<b>Victory</b>	

Board 2 | Set 5 | Either Start | **SB: B2 | LPL: B1, C2 | GH: F2**

### Your Start

	Move 1	Move 2
You	GH to F5A, OC	SB to B5A
	<b>Victory</b>	

### Opponent Start

	Move 1	Move 2
Opponent	F8 LH to F5	H7 LH to H4
You	SB to B5A	GH to H2A, OC
	<b>Victory</b>	

Board 3 | Set 5 | **Your** Start | **SB: C2 | LPL: E2, F1 | GH: F2**

	Move 1	Move 2
You	SB to C4A, OC	GH to F5A, ROC
	<b>Victory</b>	

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## *Fast Travel to the Campfire in Arrowhand*

### **IV - ARROWHAND**

**Board 1 | Set 2 | Your Start | SB: B2 | LL: A2**

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	LL to A5A	SB to B4A, OC
	<b>Victory</b>	

**Board 2 | Set 5 | Your Start | SB: B2 | LPL: B1, A2 | GH: A1**

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	GH to A4A, OC	SB to B6, OC
	<b>Victory</b>	

**Board 3 | Either Start | SB: F2 | LL: QP | GH: E2**

**Your Start**

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	SB to F4A, OC	GH to E5A
	<b>Victory</b>	

**Opponent Start**

	<b>Move 1</b>	<b>Move 2</b>
<b>Opponent</b>	LH to B5	BRI to E6
<b>You</b>	GH to E3A, OC	SB to F4A, OC
	<b>Victory</b>	

*Fast Travel to Hidden Ember*

## V - HIDDEN EMBER

Board 1 | Set 3 | **Your** Start | **SB: E2 | LPL: QP, QP | LL: QP**

	Move 1	Move 2
You	SB to E4A, OC	N/A
	<b>Victory</b>	

Board 2 | Either Start | **SB: B2 | LL: B1 | GH: QP**

Your Start

	Move 1	Move 2
You	LL to B5A, OC to A5	SB to B5A, LOC
Opponent	BEH to C8	TB to F6
You	SB to B6RA, OC	LL to C6A
	<b>Victory</b>	

Opponent Start

	Move 1	Move 2
Opponent	SCG to B3	TB Varies
You	LL to D3LA	SB to B5A, LOC
Opponent	BEH to C8	SCG Varies
You	LL to E5FA	SB to D6FA
	<b>Victory</b>	

Board 3 | **Your** Start | **SB: A2 | LL: E2 | GH: G2**

	Move 1	Move 2
You	GH to G4A, OC	SB to A5A, OC
	<b>Victory</b>	

*Run Outside and Fast Travel to the Campfire in Fall's Edge*

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## VI - FALL'S EDGE

Board 1 | Set 4 | **Your** Start | **SB: B2** | **LL: A2, B1**

	Move 1	Move 2
You	SB to B4A, OC	N/A
	<b>Victory</b>	

Board 2 | Set 4 | **Your** Start | **SB: D2** | **LL: QP, E2**

	Move 1	Move 2
You	SB to D4A, OC	N/A
	<b>Victory</b>	

Board 3 | **Your** Start | **SB: B2** | **LL: C1** | **GH: C2**

	Move 1	Move 2
You	SB to B5A, OC	GH to C5A
	<b>Victory</b>	

*Fast Travel to the Campfire in Thornmarsh*

## VII - THORNMARSH

Board 1 | Set 5 | **Your** Start | **SB: C2** | **LPL: E2, F1** | **GH: F2**

	Move 1	Move 2
You	SB to C4A, OC	GH to F5A, ROC
	<b>Victory</b>	

Board 2 | Set 2 | **Your** Start | **SB: F2** | **LL: QP**

	Move 1	Move 2
You	SB to F4A, OC	N/A
	<b>Victory</b>	

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Board 3 | Set 2 | **Your** Start | **SB: D2 | LL: QP**

	Move 1	Move 2
You	SB to D4A, OC	N/A

**Victory**

*Fast Travel to the Campfire in Legacy's Landfall*

## VIII - LEGACY'S LANDFALL

Board 1 | Either Start | **SB: C2 | LL: B2 | GH: A2**

Your Start

	Move 1	Move 2
You	SB to B4A, LOC	GH to A4A, OC
Opponent	CJ to A7A	LL to B8A, OC to F8
You	LL to A5A	SB to A7FA, OC

**Victory**

Opponent Start

	Move 1	Move 2
Opponent	CJ to B6	LL to A4A
You	SB to C3A, OC	GH to A2A
Opponent	RVG to C8	RVG to A7
You	GH to A4A, OC	SB to C8LA, OC

**Victory**

Board 2 | **Your** Start | **SB: F2 | LL: E1 | GH: E2**

	Move 1	Move 2
You	GH to E4A	SB to F4A, OC

**Victory**

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Board 3 | Set 5 | **Your** Start | **SB: E1 | LPL: E2, F1 | GH: F2**

	Move 1	Move 2
You	SB to E4A, OC	GH to G4A, OC

**Victory**

*Fast Travel to the Campfire in Tide's Reach*

## IX - TIDE'S REACH

Board 1 | **Your** Start | **SB: D2 | LL: QP | GH: E2**

	Move 1	Move 2
You	SB to D5A, ROC	GH to E4A

**Victory**

Board 2 | Set 4 | **Your** Start | **SB: E2 | LL: QP, QP**

	Move 1	Move 2
You	SB to E4A, OC	N/A

**Victory**

Board 3 | **Your** Start | **SB: D2 | LL: QP | GH: H2**

	Move 1	Move 2
You	SB to D5A, OC	GH to H4A, OC

**Victory**

*Fast Travel to the Campfire in Cliffwatch*

## X - CLIFFWATCH

Board 1 | Set 2 | **Your** Start | **SB: F2 | LL: QP**

	Move 1	Move 2
You	SB to F4A, OC	N/A

**Victory**

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Board 2 | **Your** Start | **SB: D2 | LL: E1 | GH: F2**

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	SB to D5A, OC	GH to F4A, OC
	<b>Victory</b>	

Board 3 | **Your** Start | **SB: C2 | LL: QP | GH: A2**

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	SB to C5A, ROC	GH to A5A, OC
	<b>Victory</b>	

*Fast Travel to the Bulwark*

## XI - THE BULWARK

Board 1 | Either Start | **SB: A2 | LL: C2 | GH: B2**

Your Start

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	GH to A4A, OC	SB to A4A, OC
	<b>Victory</b>	

Opponent Start

	<b>Move 1</b>	<b>Move 2</b>
<b>Opponent</b>	BUR to A6, OC to A4	SM to F6
<b>You</b>	SB A, Move to A5	GH to A4A, OC, SB OC
	<b>Victory</b>	

Board 2 | Either Start | **SB: F2 | LL: E1 | GH: D2**

Your Start

	<b>Move 1</b>	<b>Move 2</b>
<b>You</b>	SB to E4A, OC	N/A
	<b>Victory</b>	

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## Opponent Start

**Opponent**

**You**

### Move 1

SHL to F5A

SB A, Move to F3, OC

### Move 2

SCR to E6

GH to D4A, OC

**Victory**

**Board 3 | Either Start | SB: D2 | LL: F2 | GH: H2**

**Your Start**

**You**

### Move 1

SB to D4A

### Move 2

GH to H4A, OC

**Victory**

## Opponent Start

**Opponent**

**You**

### Move 1

RB to H4A, OC

SB to D4A

### Move 2

BRI to G8

LL to H2A, OC

**Victory**

***Fast Travel to the Campfire in Stone Crest***

## XII - STONE CREST

**Board 1 | Your Start | SB: E2 | LL: QP | GH: A2**

**You**

### Move 1

SB to E5A, OC

### Move 2

GH to A5A

**Victory**

**Board 2 | Your Start | SB: F2 | LL: E1 | GH: E2**

**You**

### Move 1

SB to F4A, LOC

### Move 2

GH to E4A

**Victory**

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Board 3 | Set 5 | **Your** Start | **SB: F1 | LPL: E1, F2 | GH: E2**

	Move 1	Move 2
You	GH to E5A, ROC	SB to F4A, OC
	<b>Victory</b>	

*Fast Travel to Salt Bite*

### XIII - SALT BITE

Board 1 | Set 2 | **Your** Start | **SB: D2 | LL: QP**

	Move 1	Move 2
You	SB to D4A, OC	N/A
	<b>Victory</b>	

Board 2 | Set 2 | **Your** Start | **SB: E2 | LL: QP**

	Move 1	Move 2
You	SB to E5A, OC	N/A
	<b>Victory</b>	

Board 3 | Set 4 | Either Start | **SB: E2 | LL: QP x2**

Your Start

	Move 1	Move 2
You	SB to E5A, OC	N/A
	<b>Victory</b>	

Opponent Start

	Move 1	Move 2
Opponent	RB to E6	BRI to D7
You	SB to E5A, OC	GH to D4A
	<b>Victory</b>	

*Fast Travel to the Campfire in Scalding Spear*

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## XIV - SCALDING SPEAR

Board 1 | Set 2 | **Your** Start | **SB: E2 | LL: QP**

	Move 1	Move 2
You	SB to E5A, OC	N/A
	<b>Victory</b>	

Board 2 | Set 5 | **Your** Start | **SB: E2 | LPL: QP, C2 | GH: QP**

	Move 1	Move 2
You	GH to D5A, ROC	SB to E5A, LOC
	<b>Victory</b>	

Board 3 | Set 3 | **Your** Start | **SB: D2 | LPL: QP, E2 | LL: QP**

	Move 1	Move 2
You	SB to D5A, LOC	N/A
	<b>Victory</b>	

*Fast Travel to the Arena*

## XV - THE ARENA

Board 1 | **Your** Start | **SB: G2 | LL: E2 | GH: D2**

	Move 1	Move 2
You	SB to G5A	GH to D6, OC
	<b>Victory</b>	

Board 2 | **Your** Start | **SB: G2 | LL: QP | GH: B2**

	Move 1	Move 2
You	SB to G5A, OC	GH to B4A
	<b>Victory</b>	

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Board 3 | Set 5 | **Your** Start | **SB: E2 | LPL: QP, QP | GH: QP**

	Move 1	Move 2
You	GH to D4A, OC	SB to E6, OC
	<b><i>Victory</i></b>	

## XVI - LEIKTTAH

Board 1 | Set 4 | **Your** Start | **SB: D2 | LPL: QP, E2**

	Move 1	Move 2
You	SB to D5A, OC	N/A
	<b><i>Victory</i></b>	

## SECTION IX: CLOSING WORDS

If you are interested in watching some Strike runs, here is a list of all the current players with a verified run. Be sure to check them out on YouTube! Several of these runners also stream on Twitch so be sure to check them out there as well!

### PS4

[huntks \(me\)](#)

[WolfSquish](#)

### PS5

[huntks \(me\)](#)

[GreedyOldKa](#)

[made\\_by\\_scar](#)

[casualren](#)

[TheCalmBerserker](#)

[DorianSnowball](#)

I also specifically want to thank a couple of my fellow runners, namely WolfSquish and GreedyOldKa, for helping me with various aspects of the guide. WolfSquish has been a tremendous help when it comes to testing these strats and finding the numerous errors that I made while writing this guide. Both WolfSquish and GreedyOldKa helped give feedback about the appearance of the guide, helping make it easy to read and pleasing to look at. I would also like to thank DorianSnowball for helping to moderate the leaderboards and verify runs. If you have any questions about Strike (or anything else related to Horizon speedrunning) then leave a message in the Horizon Speedrunning Discord and somebody will help you out. If you have any feedback, comments, suggestions, ideas, or anything else specifically related to the Strike guide then please send me a direct message on Discord @huntks. I hope that this guide was of at least some assistance to you. May you always Strike as true as the Ten (pun intended)!

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