FEH Map Analysis: Double Wall

Hello Everyone, thanks for joining me on my first attempt to analyze one of the arena maps in Fire Emblem: Heroes!

Why?

I have only seen a handful of analyses on arena maps, so it seemed like an something that could be systematically discussed in the community.

I was bored.

I wanted to contribute something.

I want to eventually discuss the new defensive tile [maps](#) (again), so I figured I would warm up with maps that everyone knows. If people like this writeup, I can try to do more!

Who?

I've been playing since the week of launch and thus far have not spent a dime. I rerolled a bit. Since about season 3 of arena, I have placed in the 1k to 5k bracket, including after the 1.2 patch changes. My team usually consists of two melee and two mages. Sometimes one of the melee is a dancer. I have no experience with running Flier or Horse Emblem, and only recently started using an armor, Zephiel.

I ask lots of dumb questions on the reddit FEH sub.

The Basics

Map Layout

Arena maps are composed of a 6 tile wide by 8 tile tall grid. I will use the basic image grid I have shown below to refer to tile positions. A8 means the top left tile, while F1 means the bottom right. The fourth tile down, third tile from the left, would be C5. I know the grid is a little off, but I work with the tools I have, OK? This image was acquired from

Map Tile Types

1. Plains: Any unit can move unobstructed, up to its maximum move speed, through these tiles. Examples: Tile B1, F4
2. Forest: Trees are drawn onto these tiles. This includes trees from multiple environments, such as palm trees and snow-covered trees. Cavalry units cannot move through these tiles, but can attack into them. Armored units are essentially unhindered by them. Infantry units have to *start* their move *next* to a forest tile to move into it. Another way to think of it is that a forest tile costs 2 move to enter for infantry units. Flying units are unaffected by forest tiles and can move their maximum speed over them. Examples: F1, C5.
3. Mountain/Water/Lava: Infantry, Cavalry, and Armored units cannot move onto a mountain or water tile. They can attack into them. Fliers are unaffected by these tiles

and can move their maximum speed over them. Really though, fliers should take damage for hovering over Lava. Just saying. Examples: A2, F8

4. Walls: No unit can be moved through a wall, although I have heard that a unit can be SMOTE over a wall.
5. Obstacles: These are breakable map components. They either require 1 or 2 hits to completely demolish. Until they are entirely destroyed, no unit can pass through them. Examples:

Movement types

There are 4 movement types in the game:
1. Infantry: The most common movement type, these units can move up to two tiles. They can move more slowly through forest tiles.
2. Armored: These units can only move one tile at a time, but forest tiles don't affect their movement. The cost for an armored unit to enter a forest is 1 move, which is their maximum move.
3. Fliers: Pegasi and Wyverns have a movement range identical to that of infantry, 2. However, they are unhindered by nearly all terrain types, only being blocked by walls or obstacles
4. Cavalry: Cavalry have a movement range of 3, but can't move through forests.

Enemy AI

I have found this article to be excellent and accurate, so I will refer you to it for assigned reading: http://feheroes.gamepedia.com/Enemy_AI. Some important take homes are that you need to understand how the AI behaves when it is outside of attack range, and within attack range. These behaviors are *two different things* and most mistakes I make in arena can entirely be attributed to misunderstanding how a unit moves--especially if a dancer is involved.

If a unit is within range of attacking something, the AI can be charitably described as a sadistic idiot, and will willfully allow units to die. This is called baiting, and it is pretty straightforward. You probably already do it just from completing the story mode.

Manipulating the AI at distance is a little trickier, but still easy to understand. When a unit has no available attack, it will close the gap between it and the unit can do the most damage too. This is a feature you must be able to abuse to master difficult arena maps.

Lastly, move order is also handy. To add a little to the wiki article, the AI prioritizes getting attacks in before moving other units that are unable to attack. This is part of what makes dancers so devastating, since they will often go after units that have already attacked. Secondly, a good rule of thumb is to remember that in the beginning, melee units will move *before* ranged units. Depending on where a dancer starts, it could be the first unit to move, precluding a dance.

The Map

I had a dumb name for this map but someone pointed out it was insensitive, so I changed it. I wasn't sure what to call it, so I will call it the Double Wall map.


Notable Tiles

- C5 is probably one of the most important defensive tiles on the map. It gives you extra breathing room against infantry and blocks cavalry. If you need even more breathing room, don't break B5.
- More on this later, but take note of the breakable walls in B2, B7 E2, and E7.
- I rarely break C3 on my own.
- D6 is another important tile that arguably makes the B7 to E7 corridor better for baiting then then B2 to E2, since it is more difficult for units coming from rows 4 or 5 to traverse to that area
- I rarely if ever find my units on the other side of the map, the farthest I have ever made is is column D.

Turn 1: Opening

This map used to pose a lot of problems for me, but some posts written in the last couple months really helped me out. I should also point out that movement skills such as swap and reposition (which are the ones I use mainly) are absolutely critical to have when pursuing this strategy.

Your performance on this map (in fact all troublesome maps) is entirely defined by your first turn. I used to keep my units clumped together and break the center walls. However, my current method is to place my two most vulnerable targets at the northern (A6/A7) and southern (A2/A3) tiles, which I have highlighted in green in the next image. I sometimes leave my generalist/slowest unit in the middle (Tile A4/A5). Ideally this would bait some units to move directly to the center. I typically break the two outermost obstacles on my first turn, B2 and B7, as well as B4. Usually, after the end of this first round, the map looks something like one of the two below. Here blue indicates an allied unit, while red is an enemy. I highlighted some of the possible positions units on the map could occupy after the first round of battle.
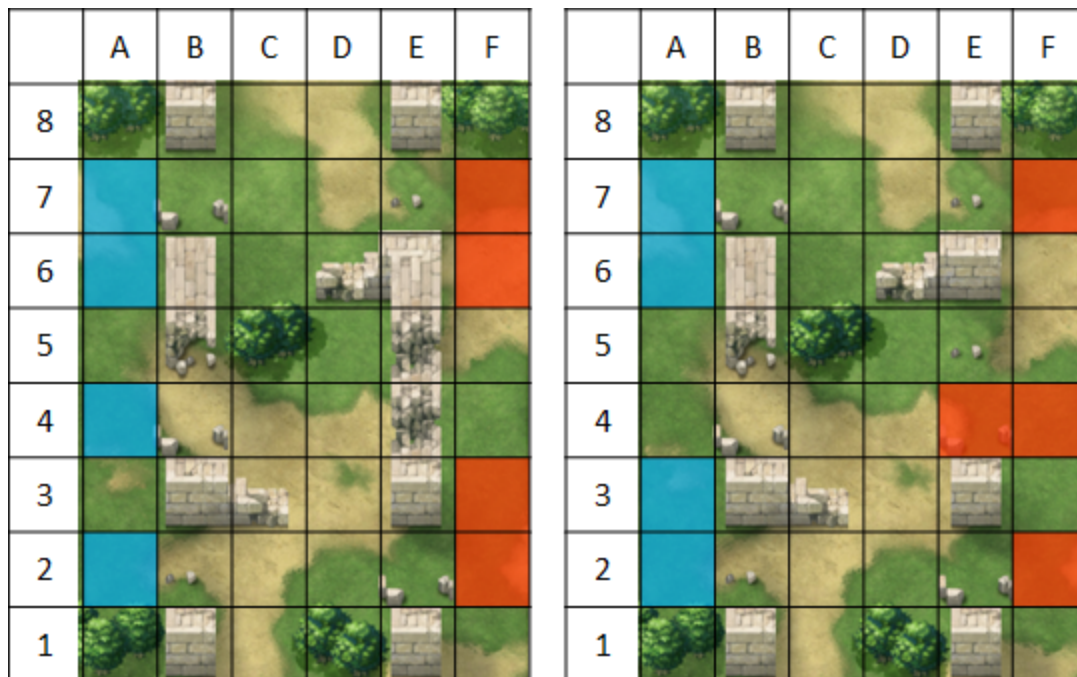
Why? This is to break apart the enemy team. I will use Julia and Linde as examples, but hopefully the principle is clear. I can always count on red physical units to chase Julia, and I can count on Axes to chase Linde. If the opposing team has 2 red lords, I will place a unit such as Julia--who the red swords will do the most damage to--on the northernmost tile. Then I will move Linde to the southernmost tile. By your next turn, the opposing team has separated itself

into two or three potentially manageable clumps. Complications arise when facing either a Cavalry unit, or a dancer, but often this can be used to your advantage by letting the opposing unit overextend, allowing you to handle problematic units by themselves. Looking at you Reinhardt.

Turn 2: Mid Game

At this point, you should now have 1 or 2 opposing units in tiles F2/F3 and F6/F7. If the unit is a cav, it may be able to actually reach one of your units at A2/A7, so at this point you need to remove your vulnerable units out of harm's way, and then either set up a bait or prepare for the turn afterwards.

Often times, you will not be attacking at this point either, even with a dancer, because enemy units are in range to retaliate. Quite a bit of repositioning is needed at this stage. For example, if I had used Julia and Eirika to bait, I now have an imminent red lord threat on one pole of the map, and a likely blue threat on the opposite pole. At this point, with good positioning skills, you would be able to shuffle Julia towards the blue threat and Eirika away from it, then moving a blue unit towards the incoming reds (where Julia used to be)

To set up the bait, you would simply need to move a unit to B2/C2 or B7/C7 so that its in range of the incoming attack. Ideally you would be putting a hard-counter in this position. For example, if I saw a Reinhardt, next turn when he is attacking, he will have been separated from his team so won't be under the devastating effects of hone/fortify cavalry. In my case, I stick Julia here for him to suicide into.

Sometimes, since drastic shuffling is needed you can't actually get a unit into bait range. In this case, you simply need to prepare for the next turn. At this point, generally speaking, the fastest way for any enemy unit already at the north/south corridors of the map (B2 to E2 or B7 to E7) to get to its most advantageous matchup, they will continue along their path. Sometimes, a unit may head upwards through D3/D4 rather than heading across. This can be devastating with a dancer around, so be sure to plan around it. This can be lethal.

My map usually looks something like one of these two maps:

Turn 3: End Game

I won't go into a lot of detail here since the fight is a little more difficult to script at this point. Ideally you have set yourself up to kill one or both of the units on D7 and D2, and can hopefully either reposition out of the units on E2/E7 or even follow through with a different unit to kill them. It should be 4v3 or 4v2 at this point, and hopefully you can bait the units at the center of the map or kite them until you can an advantageous matchup.

Congrats, you beat the wall map! Alternatively: Curse your stupid face spelling_expirt, this didn't work!