pecan's CM Guides

by pecan#1321 & Steven#9217 & hanue_

Links:
- ❖ General umamusume information ▤ Uma Musume Reference by Erzzy#1197
- ❖ In-depth mechanics information ▤ Uma Musume Mechanics by KuromiAK#4505
- ❖ Stamina calculator (check if your uma has enough stamina to survive the track): https://stacalc.hf-uma.net/
- ❖ Finding parents: https://uma.pure-db.com/#/search
- ❖ Racetrack info: GameTora, U-tools
- ❖ My tool which shows you where skills activate (also has track info)

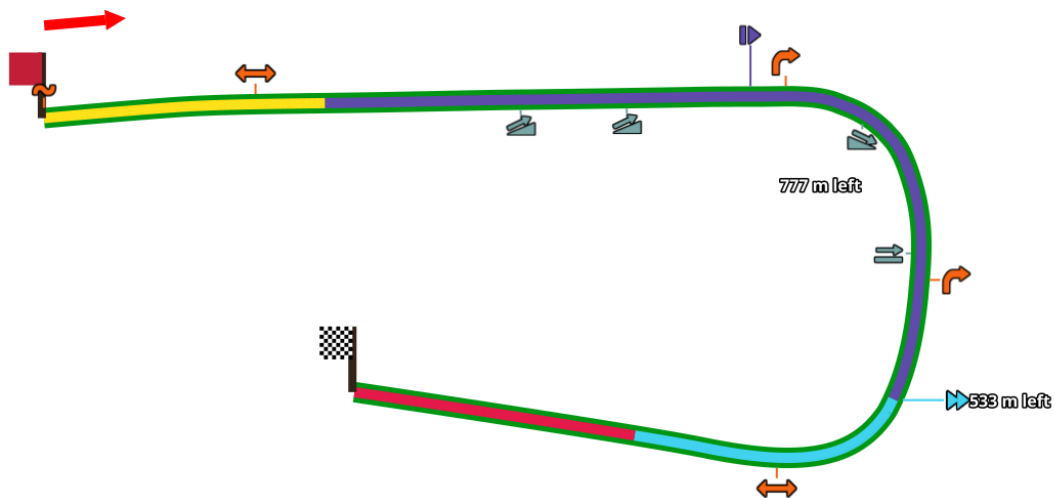# September 2024 (Kyoto 1600m turf) (League of Heroes)

Clockwise (右), Autumn (秋), Random weather/ground condition (70% good ground condition)
Stat thresholds: Speed
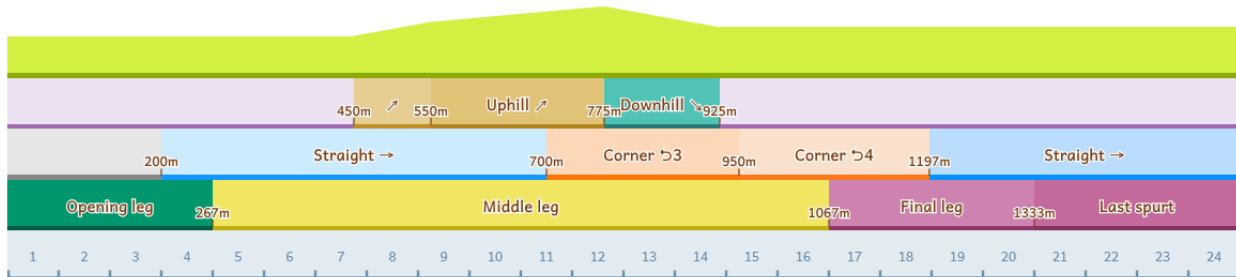→ **Bashin chart (skill effectiveness):** ⊞ **Kyoto 1600m** ←

Track details

Suggested umas

Strategy

Not very different from the last time this track ran which was less than a year ago. You can to a large extent reference that guide, as this one is a bit bare-bones.

The relevant accel skills have not changed at all since last time. On runners you should get Seiun inherit, leaders should get Nishino + Taiki, and backlines are kind of out of luck unless they are named Daiichi Ruby and are blue.

As usual with mile LOH you should get ハイボルテージ (High Voltage) on everyone from Gold City guts SSR. Backlines can get 電光石火 (Lightning Speed) but that skill is a little unreliable in League of Heroes (with the exception of Ballroom Ruby's pink version, which is very OP).

Stack up on random accels and hope for the best.

Runners

Inherit

 アングリング×スキーミング

Runners are probably the strongest strategy on this track, and strong in LOH more generally. One strategy is to go 3 runners and get Angling + Victory Shot on all of them, since that way you can accel from either first or third.

逃亡者 (Runaway) is very strong on this track due to the corner arrangement but difficult to get, especially since you also want ハイボルテージ (High Voltage). The former skill is stronger numerically but only works if you're in first, so High Voltage is more consistent. Gold City is also a better card than Tap Dance City with a lot of good mile hints.

Probably don't use oonige on Helios, it's weaker than just normal runner. Suzuka is in an unfortunate spot since she has very good pinks but she can't ult as normal runner and oonige is not good.

Leaders

Inherit

 ヴィクトリーショット！

 つぼみ、ほころぶ時

Leaders have some good skills at their disposal but are susceptible to being crowded out by runners.

Betweeners

Not a lot of good options for inherits here. Anabolic is 8th in LOH which is very rough. You can get Tsubomi + Victory Shot and hope for 5th. On Ballroom Ruby you can just inherit generic 0.25m/s last leg uniques like OG Oguri and NY Opera instead.

Chasers

Similar situation as betweeners but worse. Sweep Tosho (Wedding alt) has a good random accel, but the non-pink version of that skill is not good and not worth getting on other chasers.

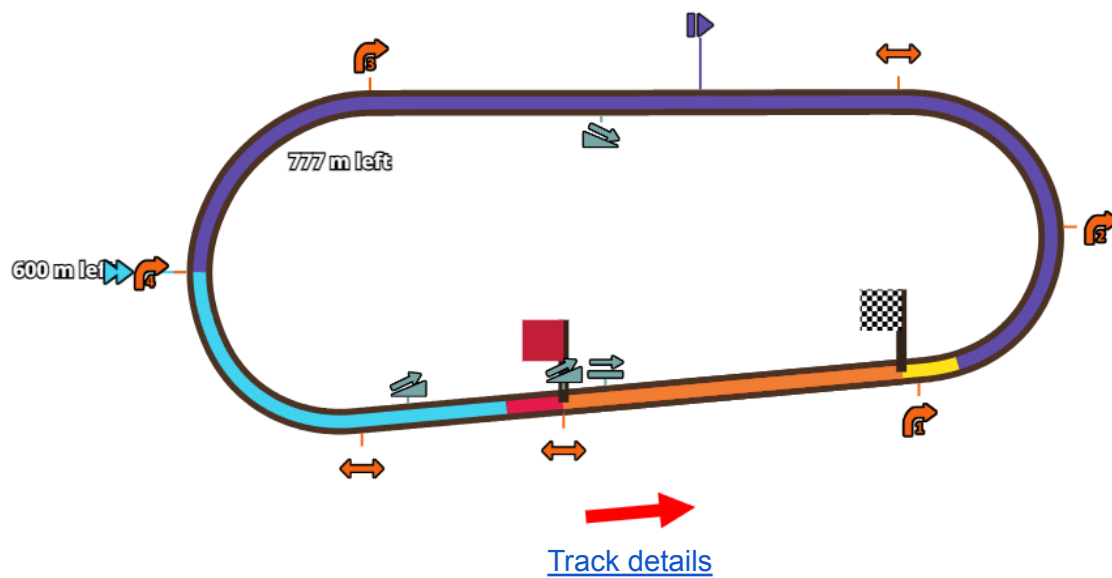# August 2024 (Chuukyo 1800m turf)

Guest writer: Han

Track conditions: Counterclockwise (左), Summer (夏), Sunny (晴), Good ground (良)
Stat thresholds: Stamina
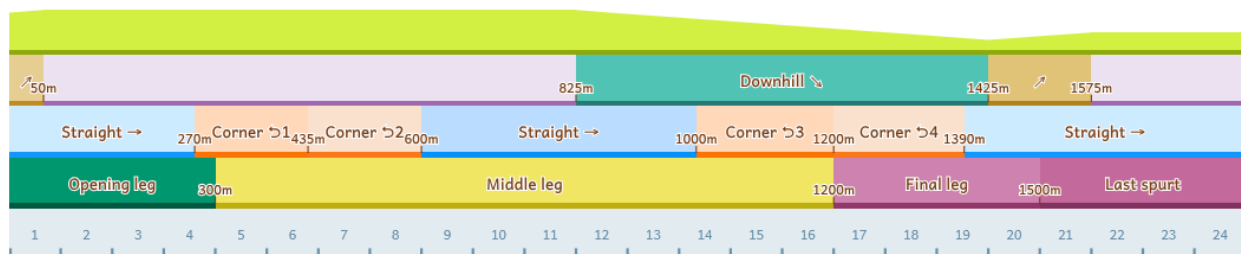→ **Bashin chart (skill effectiveness)** 🚩 **Chuukyo 1800m (dirt)**←

[Track details](#)

Suggested umas

(Umas are not ranked within their tiers. Sorted by Runner→Leader→Betweener→Chaser order.)

Strategy

Chuukyo Dirt 1800m (counterclockwise)

[Details](#)

It's a dirt event so expect the meta to be unavoidably dull and stale just like every other dirt event. The guide will be relatively short this time because there's really nothing much to say.

Spurt starts right at the beginning of the final corner so 紅焔ギア/LP1211-M (1st-5th) from OG Maruzensky is one of the best accels here. Other recommended accels for this track are:

- アングリング×スキーミング (1st) from Seiun Sky (Original)
- 咲け咲け！私！ (3rd-4th) from Sakura Chiyono O (Ballroom)
- 彼方、その先へ… (5th-6th) from Mejiro Dober (Original)
- コンドル猛撃波 (4th-7th) from El Condor Pasa (Fantasy)

Since everyone can grab at least 0.4 worth instant accel along with the fact that random accel is less effective the longer the track is (1800m is the longest mile track), ハイボルテージ (High Voltage) IS NOT MANDATORY this time around. The white version 心弾んで (High Hopes) is still very good and efficient to get though, just don't get baited by the gold.

Stat threshold for this track is Stamina (300/600/900) so the minimum stamina requirement if you want to maximize the extra speed boost from exceeding stat threshold is 867 (Every uma at the Finals is guaranteed best mood which gives 4% extra all stats thereby bringing the stamina to 901), Otherwise 750 is enough to survive and activate at least 2 out of 3 thresholds.
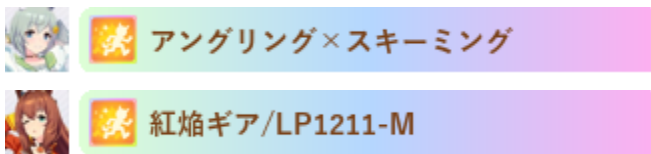
There's also a 600m downhill here from middle leg to final leg so raising high Int (1201+) is very beneficial.

Runners
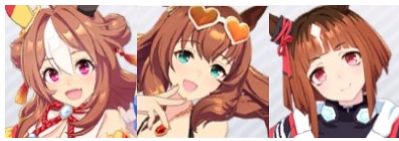
Inherit
Both mandatory

Gold skills
One only

Rickey is the best Runner again (wow what a surprise!), make sure to get 6 greens for her (5 is probably fine too but dont go lower than that).

Other Runners are not truly remarkable, some of them have pronounced disadvantages (both Falcons cant use the best speed card for Runner which is herself, Transcend has no ult if she ever drops to 3rd once which is very likely in this front-heavy meta, Swimsuit Maruzensky has to go through inheritance hell for her OG ult).

Leaders

Inherit
Mandatory

*Mandatory except on Swimsuit Tarumae*

Gold skills
Nothing notable

Swimsuit Tarumae is an extremely powerful and easy to train Leader, Rickey is on par with Tarumae but she requires more effort (6 greens check). As for whether Leader Rickey is stronger than Runner Rickey, the answer is "She is Rickey so she's hella strong regardless, just train as whichever you like or have the cards/parents for". The deck building for Leader is similar to every recent mile event.

Betweeners

Inherit
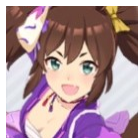*2 out of 3*

 紅焔ギア/LP1211-M

 彼方、その先へ…

 コンドル猛撃波

Gold skills

 電光石火
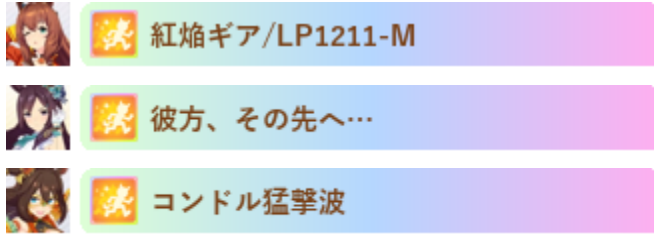
Backline is not particularly bad here, it's just there are not many good backline umas for mile in general, and you know it's even worse for dirt. Ballroom Ruby is the best mile backliner but she will require heavy parent investment to bring her dirt aptitude from G to A while also aiming for S mile aptitude, she should be very strong though (SS tier) if you can manage that. OG Gold City is a bit easier than Ruby (starting D dirt) and she's the 2nd best backline here.

Chasers

Inherit
2 out of 3

 紅焔ギア/LP1211-M

 彼方、その先へ…

 コンドル猛撃波

Gold skills

 電光石火
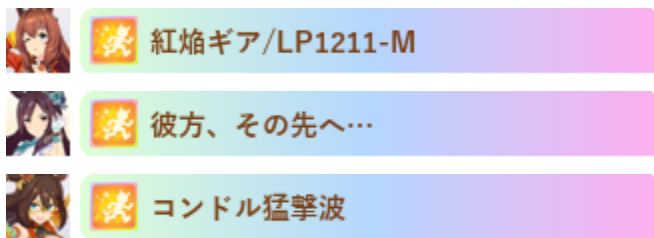
Uhhh...OG Inari is the only viable dirt Chaser here but she is not even good so it's the same issue as Betweener. You can train OG Digital as Chaser too but why even bother unless you're a big Chaser fan.
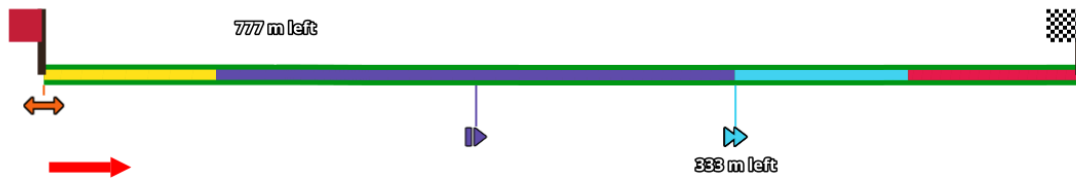
July 2024 (Niigata 1000m turf) (League of Heroes)

Track conditions: Straight (直), Summer (夏), Random weather/ground condition (70% good ground condition)
Stat thresholds: None
→ **Bashin chart (skill effectiveness)** 🟩 **Niigata 1000m** ←

Niigata 1000 m

777 m left

333 m left

[Track details](#)

Suggested umas

Umas are not ranked within their tier.

Strategy

The goofiest track in the game, probably. Niigata 1000m has no corners at all. Any skill with a corner-related condition will never activate. This is quite a lot of the skill pool.

The lack of corners (and lack of a final corner specifically) has several unexpected knock-on effects. Specifically, any skill with the `is_last_straight==1` or `is_last_straight_onetime==1` conditions activates right out of the gate (provided other conditions are satisfied), and those conditions are part of a lot of umas' unique skills. Also, 追い比べ (the final straight guts compete mechanic) also procs right out of the gate, and pretty consistently too, so having high guts is very important.

Not very many accel skills work reliably on this track, so you're going to be relying a lot on random accel.

Wedding Curren is so much better than every other uma on this track that it's a bit absurd. There have been other instances of a single dominant uma in a PvP event but those pale in comparison to the gap between wedding Curren and every other uma on Niigata 1000m. You may struggle to reach 30k LOH points if you don't have her.

Frankly this event is one of the most RNG-heavy PvP events of all time. I do not recommend going very tryhard, as whether or not it pays off is pretty much outside of your control. Be prepared to lose to some real goofy stuff.

Otherwise, there's not actually that much to say about the track. It is just a straight. Because there are no corners umas never really change lanes, just run straight from gate to goal, which means you can't really get blocked, so atypically for LOH backlines are not at much of a disadvantage.

New Years TM Opera O unique and Narita Top Road unique proc at 400m from the goal, which normally is last leg but 1000m is so short that it's actually midleg here and carries over into spurt. You should inherit them on every uma if possible, although Top Road unique doesn't work on runners and might be unreliable on backlines.

Due to the impact of start delay on a track this short, コンセントレーション (Concentration) is really valuable for consistency. Get it from Machan Wisdom SSR.

Because of the opening leg hill and short distance of the track having high power is very beneficial, as is high guts for 追い比べ. You can sacrifice some speed for power or guts here.

Do not worry too much about not capping speed since the final leg is so short your bashin gain from some extra speed is not actually too high. For once, this means an event where you don't need to get S distance aptitude. S turf aptitude is better and is somewhat valuable. You should probably try to get it but it's not run-ending if you don't.

垂れウマ回避 (Slight Detour) is potentially a pretty good skill here. Normally it's not good on shorter tracks because the final corner placement makes people spread out too early, but there is no final corner here. Since you can't buy corner skills you typically have a surfeit of SP anyway, might as well pick it up if you can.

Runners

Inherit

 恵福バルカローレ

 Silent letter

Gold skills

 コンセントレーション

 スプリントターボ

Machan is one of the best umas other than wedding Curren on this track, but no other runners are really any good. If you want to use one because you like her then you should inherit Machan unique.

Your skill options are pretty limited so there's not much else to say about building runners. Unfortunately you can't get Concentration on Machan since the only usable card that gives it is

Machan herself, but if you use any other runners you should get it. 盤石の構え (Unshakable Stance; gold Groundwork) from Bourbon Wisdom SSR is not particularly valuable.

As usual you should get 危険回避 (Danger Avoidance) on runners but this time you shouldn't get ポジションセンス (Position Sense) or the Aoharu int skill to go with it. You don't run back in so Position Sense won't actually make you run faster and you don't want it to proc while Danger Avoidance is active.

The deck for runners kind of sucks, it's a bit hard to recommend using them.

Leaders

 ⋙ power gap ⋙

Inherit

 恵福バルカローレ

 Road to Glory

 One True Color

Gold skills

 コンセントレーション

 スプリントターボ

 鍔迫り合い

Hope you have wedding Curren.

Not much to do besides stack random accels and pray. Wedding Curren inherit is not quite as good as the 400m inherits but if you can't get one of them then it's another good option.

Betweeners

Inherit

 🏃 恵福バルカローレ

 🏃 Road to Glory

Gold skills

 📱 コンセントレーション

 🏃 スプリントターボ

 🏃 乗り換え上手

Essentially the only thing of note is that due to the hill on opening leg going into midleg 十万バリキ (100K Horsepower) is a pretty good skill. Every strategy other than runners has to accelerate going into middle leg so you can get opening leg-midleg carry over with 十万バリキ making it a bit more valuable than it first appears.

Otherwise just get random accels and pray. Betweeners aren't handicapped here as hard as they normally are in LOH since you don't really get blocked.

Road to Glory is a bit questionable on backlines but you don't have much else to inherit. Definitely prioritize NY Opera inherit though.

Vacation Bamboo Memory is kind of a lot better than the other betweeners, there's not really that much else that you want to use.

Chasers

Inherit

恵福バルカローレ

Road to Glory

Gold skills

迫る影

コンセントレーション

スプリントターボ
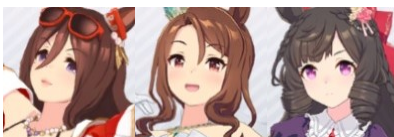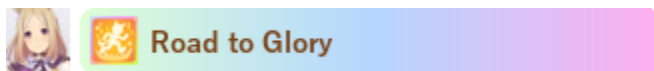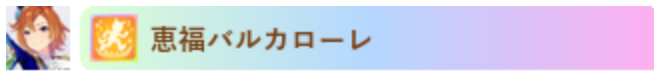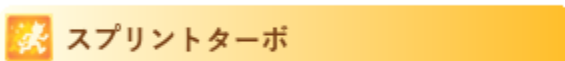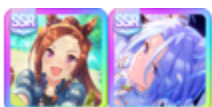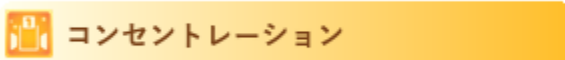
Chasers are the only strategy that actually have a reliable accel on this track, 迫る影 (Imminent Shadow). You should get it for sure.

Unfortunately the chaser random accel (抜群の切れ味, Unrivaled Wits) has worse conditions than all the other strategy-specific random accels and is also on a bad card so you shouldn't bother with that, but Sprint Turbo is good.

June 2024 (Tokyo 2400m turf)

Guest writer: Han

Track conditions: Counterclockwise (左), Spring (春), Heavy ground condition (重), Cloudy (曇)
Stat thresholds: None
→ **Bashin chart (skill effectiveness)** 🌱 **Tokyo 2400m** ←

Tokyo 2400 m

800 m left

777 m left

Suggested umas

Umas are not ranked within their tier

Strategy

Tokyo 2400m (counterclockwise)
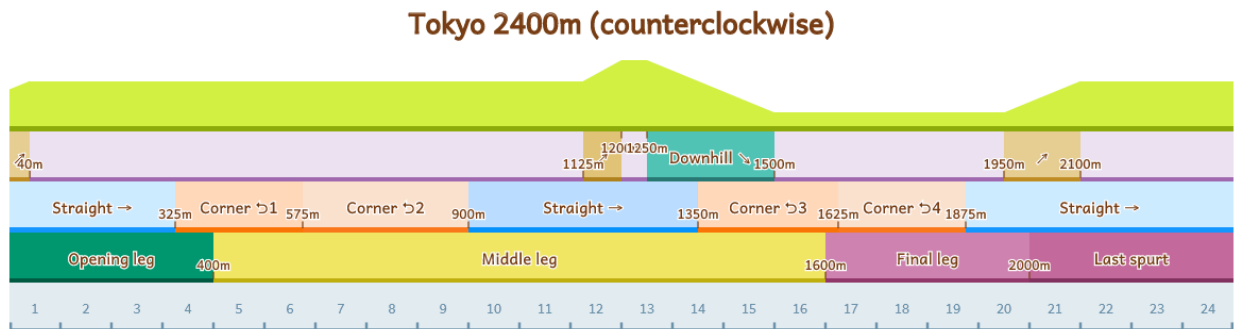
Our annual Tokyo 2400m is finally here. Historically, this track has always been backline-favored (unless it's League of Heroes) due to the long final straight (525m) making it easy for backliners to catch up frontliners, this means Runners are omega cucked so we highly won't see their presence that much. Leaders suffer the collateral damage as a consequence since some crucial parts of their kit cannot function in 1st position and the strategy itself cannot draw a big lead over backliners without any Runner in front. Public room results also indicate Betweener is the most dominant strategy while Chaser is coming closely behind so we can expect the meta is going to be highly loaded with backliners.

Spurt on this track starts on a 3rd corner with a final corner starts 25m right after, and yes that means the accel from SSR Speed-El Condor Pasa -王手 (1st - 6th) - **DOES WORK** this time. Chaser has its own version which is 君臨 (4th - 9th) but it's currently exclusive to Duramente, the white version of it - 渾身の足取り - is obtainable from SSR Guts-Orverfe. 垂れウマ回避 also works so you should grab this one on everyone but don't need to go out of your way for the gold version ノンストップガール from cards unless the uma already has it built-in (e.g. Marvelous Sunday (Original), Vodka (Christmas)).

Aside from those accels, these are some effective inherited accel skills for this track which **you need at least 2 from the list** as 王手/君臨 alone won't be enough to finish acceleration early due to their low duration:

- アングリング×スキーミング (1st) (Seiun Sky (Original))
- 紅焔ギア/LP1211-M (1st - 5th) (Maruzensky (Original))
- セイリオス (3th - 5th) (Sirius Symboli (Original))
- 彼方、その先へ… (5th - 6th) (Mejiro Dober (Original))
- レッツ・アナボリック！ (6th) (Mejiro Ryan (Original))

*Honorable mention:

- Into High Gear! (5th - 8th) (Vodka (Christmas)): this unique skill is a hybrid speed-accel one which triggers ~100m before spurt and lasts long enough to carry over with 0.05 worth of accel lingers for about less than 2 seconds after entering spurt. The total gain is on par with a 0.2 accel inherited unique skill or even better if you stack enough accel skills.
- あっぱれ大盤振る舞い！(1st - 3rd) (Kitasan Black (New Year)): also a hybrid speed-accel skill but its activation point is the same as アングリング×スキーミング.

The accel choice for uma is a bit tricky due to the heavy backline meta but this will be covered below in their respective strategy section. Because we have so many instant (or near-instant) accels for this track, the accels with random trigger condition like "phase_firsthalf_random==2" or "phase_random==2" are VERY INEFFICIENT so it's not advisable to get these skills. This also applies to some umas having said skill as one of their evolved skills. In short, just don't get random activation accels.

Final leg speed skills are especially important to close out the race in this meta so do not neglect them. Each strategy section has some unique speed skill recommendations which I believe to be easy to trigger at full effectiveness.

The stamina requirement for this track is 1250 Stamina/1200 Guts, with 0 recovery skill so there is no need to waste SP on them unless you opt for -2% HP skills or you're too paranoid about debuffers.

(Editor's note: 1250 is quite high, as long as you're over 1000 stam you should be pretty safe.)

Lastly, **get ウマ好み on every non-Runner!**

Runners

Inherit
Mandatory

Make an effort

Final leg speed (low priority)

恵福バルカローレ

チャージ完了！全速前進！

煌星のヴォードヴィル

Gold skills

トップランナー

Runner is unfortunately just not good this time due to game mechanics (unless you can field 3 hyper-invested Runners by yourself but the winning chance is still awful) so there's pretty much nothing to say about this strategy. If you still want to field Runner then just build them as usual and get the required accel skills.

Leaders

Inherit
Mandatory

紅焔ギア/LP1211-M
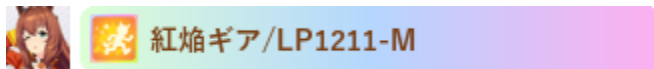
Good if you are expecting few runners

アングリング×スキーミング

あっぱれ大盤振る舞い！

Final leg speed (low priority)

恵福バルカローレ

煌星のヴォードヴィル
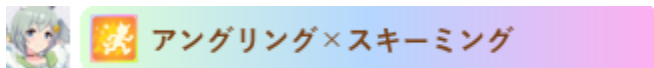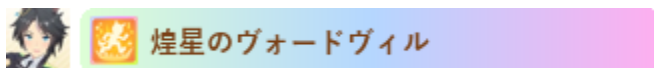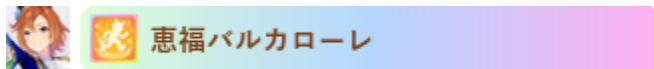
Gold skills
Mandatory

王手

As said above, Leaders are also in a rough spot due to game mechanics though it's not as tragic as Runner so they are not completely out of the contention, they can luck out some wins but don't expect them to be great. One thing to know is their winning chance is kind of higher when there are more Leaders in the race so I guess you should field multiple Leaders if you want to compete as a hardcore Leader fan.

Mejiro Ramonu (Original) is probably best Leader for killing some stray Runners but her unique skill doesn't allow her to be in the 1st position so she's a bit suspicious in 0 Runner races. Zenno Rob Roy (Original) is the only Leader not affected by the 1st position awkwardness and she has a pretty balanced distribution between middle leg and final leg power in her kit so I personally believe she's the best Leader to field this CM in terms of consistency. Tokai Teio (Original) is just an average uma but she has the most prominent high roll potential out of all Leaders. Mejiro Ardan (Ballroom) is a scary final leg threat who can capitalize on any uma with weak final leg via her final straight skills with absurd numbers. The other Leaders are mostly average or lacking considerable explosive power to compete.

Deck building for Leader is very simple this CM, the only mandatory card is SSR Speed-El Condor Pasa for the gold accel 王手. Other than that just use any cards giving decent stat, decent skills. Getting アングリング×スキーミング on Leader is also a thing if you're feeling confident enough as there won't be many Runners around.

Betweeners

Inherit
Accel

 紅焔ギア/LP1211-M

 セイリオス

 彼方、その先へ…

Hybrid

 Into High Gear!

Final leg speed (low priority)

恵福バルカローレ

Reversal Illusion

煌星のヴォードヴィル

Gold skills
Mandatory

王手
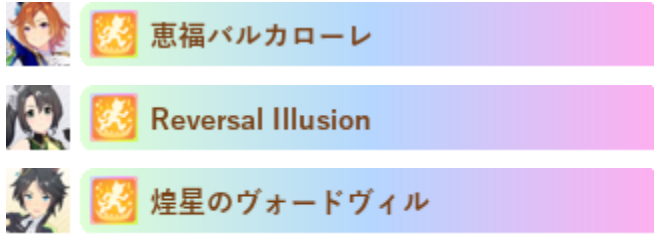
The absolute dominant strategy, the Lisan al Gaib for this CM. Their arsenal of high-quality skills secures them a lead over the other strategies, not to mention majority of the umas with some of the most comprehensive kits are also Betweeners.

Some Betweeners have different win-con depending on the position requirement of their kit. Some want to move forward as much as they can whereas some want to stay relatively in the middle of the pack, this also dictates what accel skills to take because every Betweener can only realistically trigger a combination of 2 accels most of the time (taking 3 inherited accel skills on top of 王手 + 垂れウマ回避 is very inefficient so it's not recommended). The combinations are either:

- 紅焔ギア/LP1211-M (1st - 5th) + セイリオス (3rd - 5th): for Betweeners with strong middle leg or want to stack middle leg skills like Neo Universe (Original), Winning Ticket (UAF), Special Week (Summer), etc.
- 紅焔ギア/LP1211-M (1st - 5th) OR セイリオス (3rd - 5th) + 彼方、その先へ… (5th - 6th): for Betweeners with moderate/low middle leg or their kit requires them to stay under a certain range of position like Vodka (Christmas), Mejiro Dober (Camping), Satono Crown (Original), etc.

セイリオス is a bit annoying to take advantage of since it requires your uma to be in the top 3 popularity (人気). The math behind popularity calculation is quite complex but in a nutshell the most straightforward way to get high popularity is to raise Power/Guts/Int and get as many skills as possible. Therefore, セイリオス is probably mostly for players can consistently print out decent umas (preferably UD2+). If you don't want to bother with the skill then you can substitute it for some inherited 0.25 final leg speed skills so not getting セイリオス is not the end of the world. Into High Gear! (5th - 8th) is also especially very good but its position requirement is kind of risky for Betweeners with strong middle leg.

Neo Universe (Original) is the strongest and most consistent Betweener, the only point you should be aware of when training her is making sure she can trigger at least 7 skills before her unique skill activation to get the empowered version of it.

Winning Ticket (UAF) is a "high investment high reward" Betweener, she's theoretically even stronger than Neo Universe IF you can train one with consistent top 3 popularity which is also the condition for the 0.3 accel from セイリオス anyway, otherwise she is just very average.

Mejiro Ramonu (Original) as Betweener is a funny adaptation for the heavy backline meta. The Leader-ish position requirement from innate her skills (5th or above) is a bit spicy as a Betweener but that doesn't mean it's impossible for her in this meta. Her win-con is basically stacking as many middle leg speed skills as possible to let her get into the desired position range of her innate skills by their activation point which is way later into the middle leg, so she should have plenty of time during the race to fulfill the win-con. Because of the middle leg speed skills stacking, she is going to be one of the Betweeners utilizing the accel combination 紅焔ギア/LP1211-M + セイリオス.

The other Betweeners are kind of straightforward to train, just make sure to read and understand the kit of the Betweeners you are intending to train then decide the most suitable accel combination, play around their win-con. **DO NOT TAKE RANDOM ACTIVATION ACCELERATION SKILLS** (I'm looking at you Dober (Camping), Nature (New Year), etc—Satono Crown's is somewhat okay; weigh it against your other skill options.)

Chasers

Inherit
Accel

 紅焔ギア/LP1211-M

 セイリオス

 彼方、その先へ…

 レッツ・アナボリック！

Hybrid

 Into High Gear!

Final leg speed (low priority)

		恵福バルカローレ
		Reversal Illusion
		煌星のヴォードヴィル
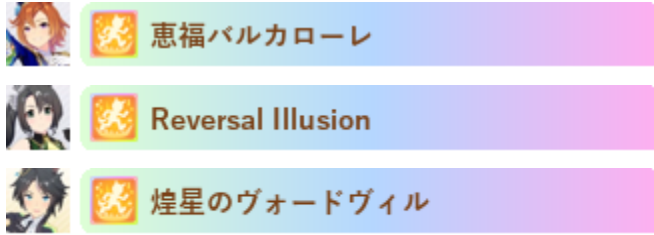
Gold skills
Nothing particularly notable

Chaser is basically a worse version of Betweener in this CM except for Duramente so this strategy can also be known as "Duramente and friends". No chaser other than Duramente is a good uma this CM and all of them have some obvious flaws hindering their performance at the top level. On top of that, they also do not have access to 君臨 which is the Chaser version of 王手 and exclusive to Duramente at the moment. However, they can cope with the white version 渾身の足取り and the same inherited accel skills as Betweener so this is not the dead of the line for them yet, they are still the 2nd competitive strategy for this CM in my opinion.

The accel combinations for Chaser are mostly similar to Betweener:

- 紅焔ギア/LP1211-M (1st - 5th) + セイリオス (3rd - 5th): for Chasers with strong middle leg or want to stack middle leg skills like Duramente (Original), Hishi Amazon (Wedding), etc.
- 紅焔ギア/LP1211-M (1st - 5th) OR レッツ・アナボリック！(6th) + 彼方、その先へ… (5th - 6th): for Chasers with moderate/low middle leg or their kit requires them to stay under a certain range of position like Tanino Gimlet (Original), Marvelous Sunday (Original), Admire Vega (Original), etc.

Into High Gear! (5th - 8th) is really good for most Chasers here so you should try to slot this skill in if you can afford it.

Duramente (Original) is basically the Neo Universe of Chaser (some may argue that Duramente is better), very straightforward to train while also being very powerful, no other Chasers come close to her power.

Hishi Amazon (Wedding) could have been very close to Duramente's power had she got an actual evolved skill instead of the random accel skill. Despite that, she's still a solid Chaser by having a guaranteed carryover hybrid speed+accel unique skill that lessen the deficit of not having access to 君臨. Her unique skill requires her to overtake 3 times (can be the same target) during the middle leg so you will want to stack some middle leg skills to help her fulfill the condition. DO NOT TAKE HER RANDOM ACTIVATION ACCEL.

Marvelous Sunday (Original) is an interesting uma. She's supposed to be a Betweener but the position requirements of her kit become kind of suspicious every time the meta is heavy

backline and thus she often finds herself performing more consistently as a Chaser than a Betweener. Her evolved version of ノンストップガール is absolutely NUTS when it triggers at the right timing and the chance for that to happen should be quite frequent in this track.

Tanino Gimlet (Original) is a supposed Tokyo 2400m specialist but there's nothing really mind-blowing in her kit other than being a final leg monstrosity with her final leg focused kit, the same for Hishi Amazon (Original).

Deck building for Chaser is practically the same Betweener. The recent release of SSR Wisdom-Narita Taishin has brought loads of decent Chaser skills which were added in 3rd Anniversary update, the card itself is also extremely strong so this is the card you will want to slot in your Chaser deck but keep in mind it's not 100% mandatory at the of the day. Once again, **DO NOT TAKE RANDOM ACTIVATION ACCELERATION SKILLS**.

May 2024 (Kyoto 3200m turf) (League of Heroes)

Track conditions: Clockwise (右), Spring (春), Random weather/ground condition (70% good ground condition)
Stat thresholds: None
→ **Bashin chart (skill effectiveness)** 🚩 **Kyoto 3200m** ←
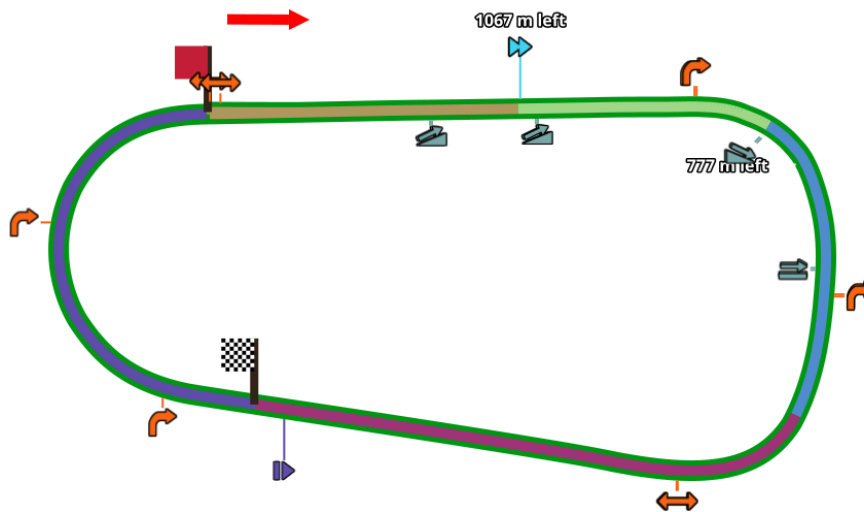
[Track details](#)

Suggested umas

(Tierlist by Han)

Note: The flex umas are basically all B tier and can run any of the strategies they have aptitude/skills for with no real difference in performance. Build them as whatever you have parents/cards for.

Strategy

Kyoto 3200m (outer) (clockwise)
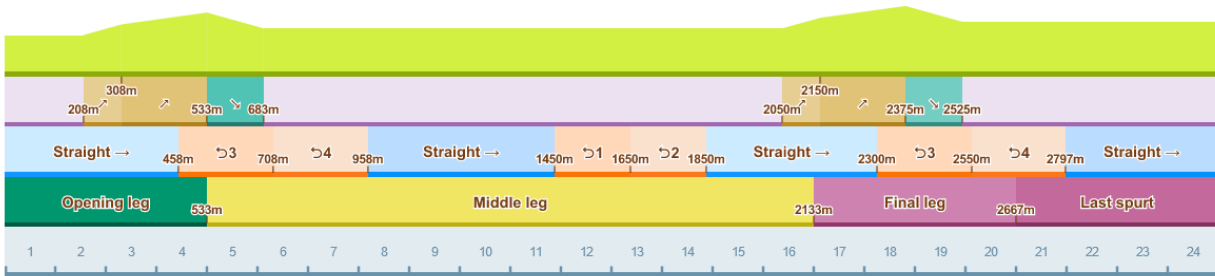
[Details](#)

This is a normal long track, so all the usual long accels are relevant. Runners have gotten a new instant accel since the last long event.

- Runners: OG Kitasan Black unique, Ballroom Seiun Sky unique, 迷いなし (the white version of red Kitasan's 5th awakening; red kita herself of course can get the gold version)
- Leaders: 怪物 (Monster)
- Betweeners: 無我夢中 (Lose Yourself)
- Chasers: 迫る影 (Imminent Shadow)
- Everyone: 垂れウマ回避 (Slight Detour – this is a little worse than the other ones but it can be worth grabbing if you have it)
- Everyone: 登山家 (Mountain Climber – this is a random accel but it's on the cheaper side which makes it a pretty efficient pickup)

The meta is dominated by red Kita (anime Kita). It may be hard for leaders to proc their accel against her, so the strong betweeners (Laurel and Xmas Bright) are the next best options and much easier to build if you don't have a very strong deck.

The stamina requirement on this track is very high. **You want at least 1300 stamina plus 2 gold recoveries.** 1400 stamina if you can. 1300 stamina + 1 gold is (barely) enough to live, but even with 1300 int you will whiff any given skill about 20% of the time, and LOH has a very high number of matches so effectively hard capping your winrate at 80% is a significant handicap. Get two gold skills, in practice the second one increases your winrate much more than trying to greed for another speed gold. Unique skills don't have an int check and are guaranteed to activate as long as their conditions are met, so umas with a reliable recovery unique of at least 5.5% don't need any extra recoveries. (Mostly relevant for Laurel/XBright/Summer Spe.)

Due to the LOH format frontlines are generally better than backlines with the exception of the strong midleg backlines like Laurel and Xmas Bright. Probably the meta team is something like 3 runners or 2 runners + Laurel/XBright.

Runners

Inherit
Accel

If you can't get one of the above

恵福バルカローレ

貴顕の使命を果たすべく

Gold skills

Speed + recovery

ブチ☆アゲ↑バイブス

Good to have but can result in a worse deck

トップランナー

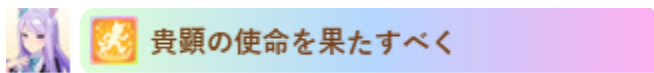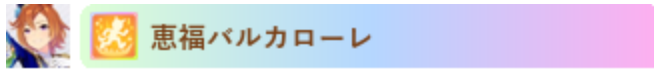Red Kita dominates on long distance. Don't bother trying to inherit OG Kita unique on her, it's not particularly efficient since she has 0.4m/s² accel from her gold and it's more trouble than it's worth. You should inherit ball Seiun unique though.

For other runners, the priority for accels is OG Kita inherit > 迷いなし (No Hesitation) > Ball Seiun inherit. Even though No Hesitation has a higher modifier spurt starts on a hill which is quite long so the longer duration of Kita inherit ends up winning out. Ideally you should get all three of these, but if you can't inherit Ball Seiun for whatever reason you can settle with one of the reliable 0.25m/s last leg inherits (NY Opera or OG McQueen).

Getting enough recoveries on runners is kind of challenging; the ideal setup is probably Sounds of Earth Stamina SSR (for gold straight recovery) plus Mejiro Palmer Speed SSR for the hybrid speed/recovery skill. Super Creek can substitute for Sounds of Earth. Palmer speed also has good long hints and is the card you should be borrowing as long as you have your own strong stam card (i.e., SoE or Creek). There is a very early hill so じゃじゃウマ娘 (Wild Girl) is partially wasted. The only recoveries that are really reliable on runners are 円弧のマエストロ (Arc Maestro), 好転一息 (Breath of Fresh Air), クールダウン (Cooldown), and ブチ☆アゲ↑バイブス (Seriously☆Good↑Vibes, the Palmer hybrid recovery).

The hybrid recovery from Palmer Speed SSR is a very efficient skill but the recovery is only 3.5% unlike the others which are 5.5%. If you rely on it you should also get either 神速 (Divine Speed) or a white recovery. This means you need to proc 2 out of 3 of your recoveries, except you're still fine if you only proc one and it's the 5.5% one. This works out to living about 93% of the time, at minimum.

For all runners you should be trying to get 危険回避 (Danger Avoidance) + either ポジションセンス (Position Sense) or アオハル点火・賢 (Aoharu int white). These are important opening leg skills to compete with other runners. You will most likely have to inherit them. Both Kitasans can get Position Sense from doing the triple crown races in year 2, which is worth considering (do

not do it blindly because two extra races can be disastrous for your run sometimes). Danger Avoidance alone is fine but Position Sense/Aoharu int without Danger Avoidance is useless. Do not get both Position Sense and Aoharu int. It will make you worse.

You should also get 0.4m/s² opening leg accel from 地固め (Groundwork) + 先駆け (Frontrunner). The gold versions of either of these skills are not particularly efficient, but you might want to use Mihono Bourbon Wisdom SSR anyway just so that you don't have another thing to inherit (plus it gives Mountain Climber). I would actually advise against buying 盤石の構え (Unshakable Stance, the gold version of Groundwork) even if you do use Bourbon SSR. It's only about 0.26 bashin better than the white version (if you have Frontrunner as well) and costs 162 sp, which is really inefficient. You're better off buying more speed skills instead.

For once you don't really strictly need トップランナー (Top Runner), but if you don't have it you'll probably lose opening leg to Ball Seiun (who has it built in) and red Kita (who has opening leg speed on her unique). If you're using a runner other than one of those you should really strongly consider it, but you can end up very starved for sp with the resulting deck.

Other runners besides red Kita are also pretty good. Ball Seiun has the advantage of getting recovery on both her pinks so you don't have to worry about stamina as much. OG Kita is still strong on long as always. The perennial runner duo of Valentines Ines and Valentines Bourbon is as good as ever. For something more offbeat NY Opera and bird McQueen (anime McQueen) are pretty legit as runners. Xmas Daiwa unique is guaranteed to carry over on this track but she doesn't have much else going for her. Her recovery is mostly wasted. I don't think she is very good.

For runners other than red Kita you need to get 迷いなし (No Hesitation), the white version of her accel awakening. There is no way to get this skill other than inheritance. Remember you also need to inherit the lane movement skills and long S. Hope you have cracked parents.

Leaders
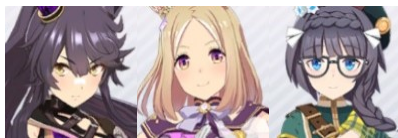
Inherit
Any of these are good

 夏空ハレーション

 恵福バルカローレ

 貴顕の使命を果たすべく

Gold skills
Required

 怪物
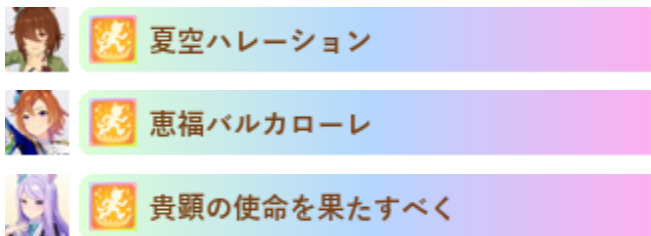
Good

 ブチ☆アゲ↑バイブス

 かっとばせ！

Worth considering

 ノンストップガール

Leaders are comparatively pretty straightforward. Get 怪物 (Monster) from TM Opera O Wisdom SSR and stack midleg to try to make sure you can activate it.

Your main challenge with leaders is simply whether or not you can reliably proc Monster in a runner-dominated meta given how strong red Kita is. This is difficult to predict beforehand but at the moment seems pretty dicey.

Narita Brian (Blaze alt) is the strongest of them and has Monster built-in. This lets her use McQueen as a Wisdom card instead of TM Opera O, which is a nice benefit.

The distance is long enough that you naturally have enough HP for Summer McQueen unique to be pretty strong. The downside is that her built-in heal is pretty unreliable since you will late start a significant amount of the time. You have to either use some other recovery or get コンセントレーション (Concentration), which is very inconvenient.

Not much else to say for leaders. Your inherits are pretty free; either Summer Tachyon for more midleg or one of the reliable 0.25m/s last leg uniques.

If you can figure out how to work ノンストップガール (Non-stop girl) into your deck that can help ameliorate the unreliable nature of Monster. If you can't then you can still try to get the white version, 垂れウマ回避 (Slight Detour).

Betweeners

Inherit
Speed

 恵福バルカローレ

 貴顕の使命を果たすべく

Recovery

 花開き、世界

 ゲインヒール・スペリアー

Gold skills
Required
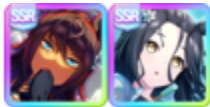
 無我夢中

Speed + recovery

 プチ☆アゲ↑バイブス

Worth considering

 ノンストップガール

Betweeners are pretty easy to build. The most important skill to get is 無我夢中 (Lose Yourself). Their stamina requirements are also a bit lower than runners or leaders, but you still want at least 1300 stamina plus two gold recoveries (exception below). Remember there is a 2% stamina drain effect on Lose Yourself, though it procs in last leg so it can't cause you to enter spurt late (instead you can run out of stamina, which is worse but also slightly less likely).

Typically the issue with backlines in League of Heroes is that in 12 uma races they are more easily blocked, pushed to outer lane, or order_rate requirements on their skills can be too far back in 12 uma races to proc consistently. This makes them less reliable than frontlines for consistent scoring. Sakura Laurel and Christmas Mejiro Bright are less screwed up by position requirements in LOH than most betweeners and are probably the strongest non-runner umas on

this track. Both of them also have huge recoveries on their unique, which is guaranteed to proc, so you do not need any gold recoveries on these umas.

The position requirement for Lose Yourself in LOH is 5th or lower which you can sometimes overshoot, especially on betweeners with strong midleg like Laurel and Xmas Bright. To mitigate this you can bring frontliners of your own or buy backup accels like 垂れウマ回避 (Slight Detour) or the gold version ノンストップガール (Non-stop girl). The gold can be difficult to get (Mayano Power SSR is probably the best card that gives it) but the white is pretty good and you should try to get it if you can.

After the latest round of buffs Summer Spe is for the first time ever… actually pretty good?

Chasers

Inherit
Speed

 恵福バルカローレ

 貴顕の使命を果たすべく

Recovery

 花開き、世界

 ゲインヒール・スペリアー

Gold skills
Required

 迫る影

Speed + recovery

 プチ☆アゲ↑バイブス

Worth considering

 ノンストップガール

Chasers have the same issue as betweeners except they don't have OP horses like Laurel to carry them anyway. If you're playing for meta, you should probably use something else; if your oshi is a chaser be sure to get 迫る影 (Imminent Shadow) and pray. You can try to cheese people by stacking a lot of last leg skills and hoping you highroll the various RNG bullshit factors in midleg to end up in a good position. Historically this can sometimes work okay on very long tracks with a long final straight.

Valentines Manhattan Cafe is kind of good, maybe.

Stamina vs Power

Spurt starts on an uphill which continues for a fairly long time, making the extra accel (base accel and ashitame) from overcapping power pretty strong. スタミナ勝負 (Stamina Battle) is also at its most efficient on 3000m+ tracks and overcapped stamina is a direct increase to your speed.

This chart shows the conversion from overcapped stamina to speed:
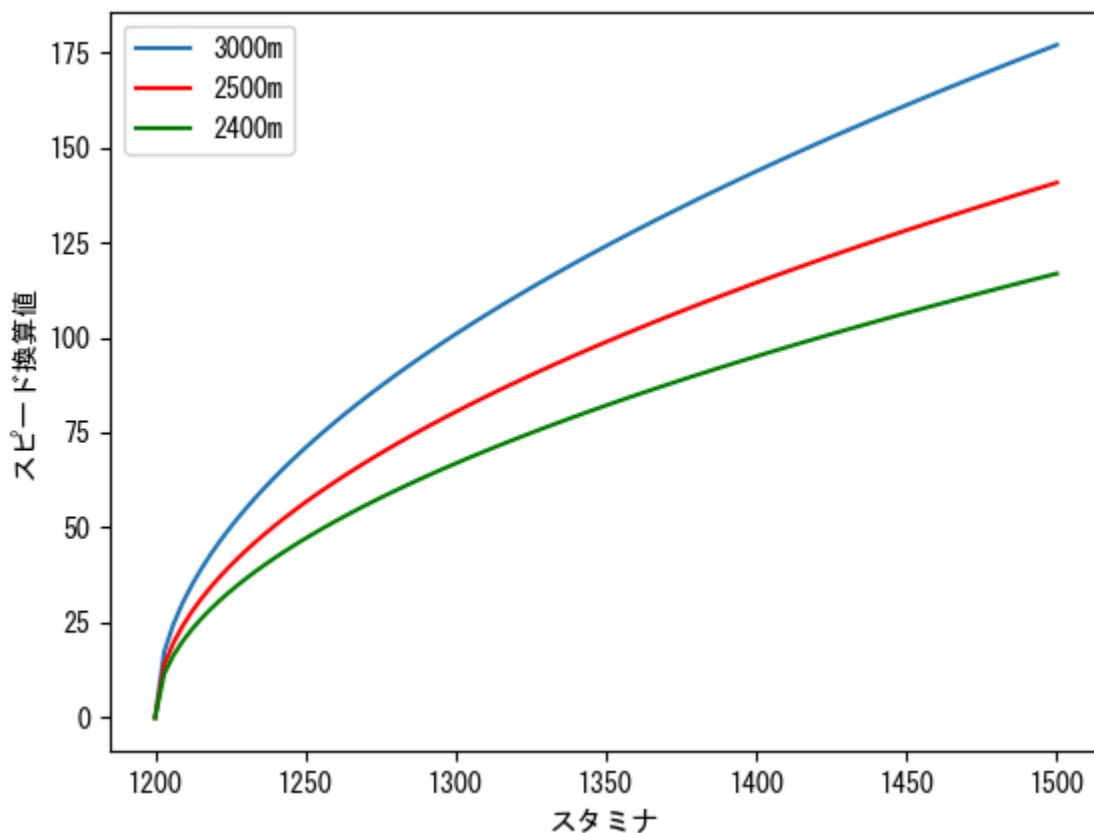
The x-axis is your displayed stamina and the y-axis is how much additional speed it is equivalent to (in real terms, i.e. directly comparable to green speed skills). While this only goes up to 3000m, the numbers for 3200m are essentially the same.

As you can see, the efficiency of overcapped stamina starts to fall off pretty hard after ~1300 stamina or so, which you need anyway to survive.

Here is a comparison of the bashin gain you get from overcapping stamina vs power:
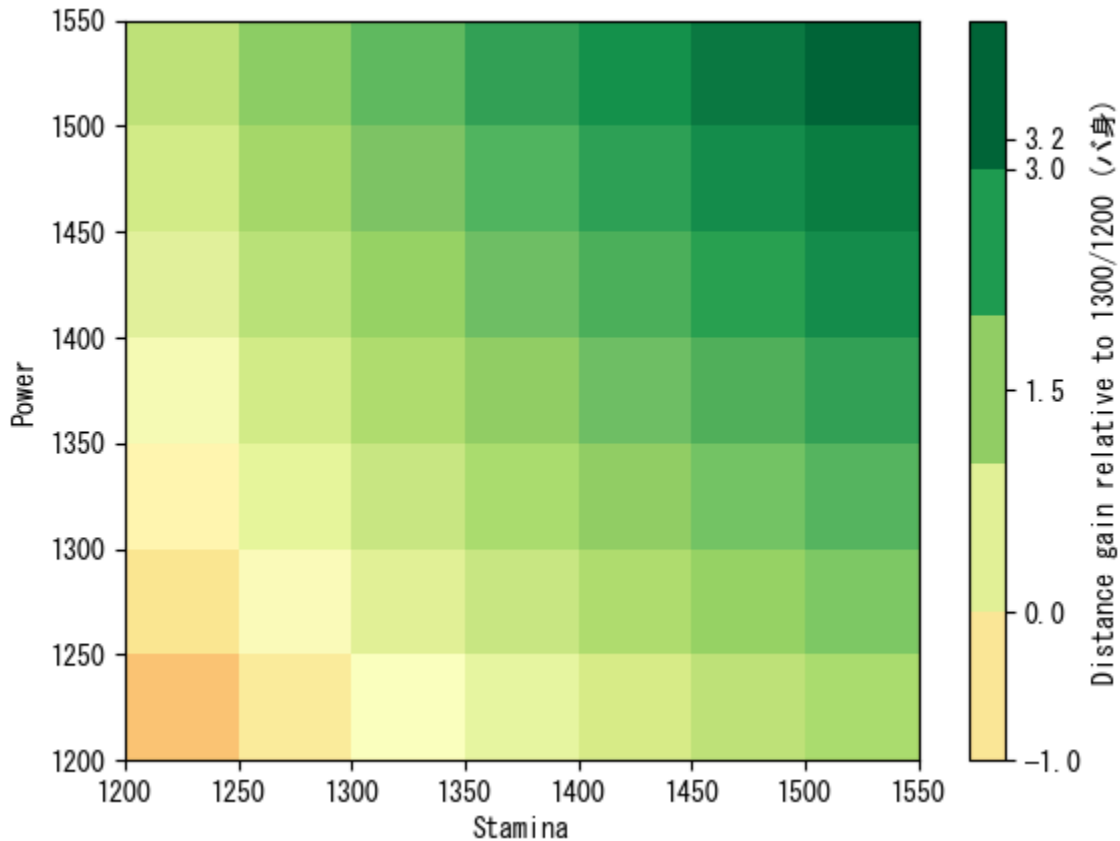
While it might be somewhat hard to see on the chart, it is very mildly more efficient to overcap power, especially past the 1300/1300 point or so. Unfortunately there aren't that many power cards you actually want to use; pretty much only Narita Brian and Mayano Top Gun power SSRs come to mind since they both have skills you want and decent stat gain. If you can use those cards you should consider it; otherwise you're not missing much by overcapping stamina instead.

April 2024 (Hanshin 1600m turf)

Guest writer: Han

Track conditions: Clockwise (右), Spring (春), Sunny (晴), Good ground (良)
Stat thresholds: Power
→ **Bashin chart (skill effectiveness)** 🟩 **Hanshin 1600m** ←
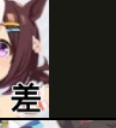
Hanshin 1600 m (Outer)

777 m left

533 m left

[Track details](#)

Suggested umas

SS	追	逃	逃	逃						
S+	先	先	先	先	先	先	先	差		
S	逃	逃	先	先	先	先	差	差		
A	先	先	先	先	先	先	先	差	差	
B	大逃	逃	先	先	差	差	追			

Umas are not ranked within their tier.

You might notice a lot of familiar faces here from the Hanshin 1400m CM in February since the track for this April CM is basically the same but 200m longer. Frontliners are more dominant through the existence of Guts-Gold City giving the best frontline acceleration skill ハイボルテージ (High Voltage) along with some extra good hints while backliners are lagging behind with their acceleration skills on inferior cards.

Strategy

Hanshin 1600m (outer) (clockwise)
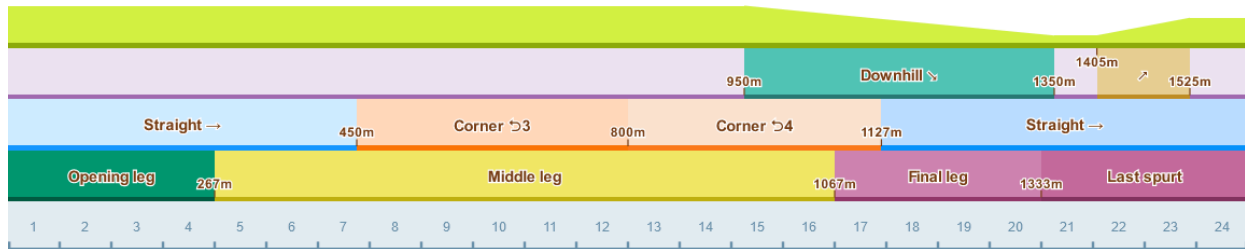
Spurt on this track starts when the final corner is about to end, with a final straight starts 60m after; despite that, Final straight acceleration skills are not desirable as they are SP inefficient. Final leg corner/Final leg final corner acceleration skills work perfectly as usual including:

- アングリング×スキーミング (1st) (Seiun Sky (Original))
- つぼみ、ほころぶ時 (3rd - 4th) (Nishino Flower (Original))
- レッツ・アナボリック！ (6th) (Mejiro Ryan (Original))

Since final corner starts pretty early with 80% of its length (267m) in the middle leg, most Final corner acceleration skills are rendered ineffective due to early activation with some few exceptions still working nicely:

- **NON-INHERITED** ヴィクトリーショット！(3rd - 4th) (Taiki Shuttle (Original))
- 風光る (3rd or below for first half of the race) (Yamanin Zephyr (Original))

This track also has a 400m downhill starts 117m before the final leg enabling some downhiller umas along with the resurgence of Oguri Cap (Christmas) running as Chaser via Chaser-exclusive downhill heal skill 下校の楽しみ. Thanks to the long downhill, it should be quite easy to meet the stamina requirement ranging from 500 to 600 depends on each strategy (add 100 more if you want to avoid 持久力温存 for some extra distance gain through 位置取り調整 mechanic).

"Power and Guts, which is better to cap?". Even though the final straight starts early on this track making Guts more appealing for stronger 追い比べ, Power is probably more favorable for stronger 脚色十分 as the instant acceleration from it on shorter distances like mile race should be better.

As per usual, **all non-Runner umas are required to get ウマ好み**.

Runners
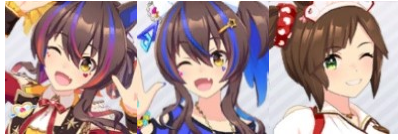
Inherit
Mandatory

Gold skills
More or less all required

As the best acceleration skills for mile distance frontliners ハイボルテージ (High Voltage) is on the menu, Runners are expected to reign this CM unlike Hanshin 1400m CM where they had less access to good acceleration skills. Be cautious that training a Runner still requires a decent deck so don't bother if you cannot afford such deck because a bad Runner can become "food" for Oguri Cap (Christmas).

Both versions of Daitaku Helios (Original and Ballroom) are the strongest Runners with their absurd kits and no caveats in terms of deck building while Mihono Bourbon (Valentine) and Maruzensky (Summer) are held back since they cannot use their respective Runner cards, but that doesn't mean they are completely out of the picture anyway. Ines is only slightly worse than the Helioses.

Oonige is not recommended for this CM although 逃亡者/押し切り準備 work just fine. 二の矢 is also not justified for its cost on Runner since it adds an extra 50 stamina to the stamina requirement and its effective rate is not good either. Given how scarce SP bonus from cards in a Runner deck is, they only really need アングリング×スキーミング and ハイボルテージ as the final leg acceleration sources.

Stat line: 1700/600/1300/1300/1100

Leaders
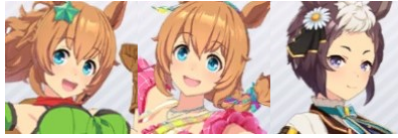
Inherit

Mandatory

 つぼみ、ほころぶ時

Decent speed options

 勝利の鼓動

 『I'm possible』

 夏空ハレーション

 Shadow Break

Gold skills

 ハイボルテージ

 かっとばせ！

Leaders are again the easiest to train this CM for the same reason in the previous CM (most decent stuffs for them are on top-tier cards). However, the inherited version of ヴィクトリーショット！does nothing this time should be enough to make them less oppressive. Not to mention Leader still has a degree of inconsistency preventing them from being as strong as Runner.

Leaders on S and S+ tiers are generally having a fully functionable, well-rounded kit with extra merits/explosive power distinguishing them from the lower tier Leaders. The Leader-exclusive downhill acceleration skill 直滑降 is also decent on this track for how cheap it is, though it's not required to desperately go out of your way for it on Leaders without it built-in.

Overall a solid and comfy strategy to train, nothing much about min-maxing to talk.

Stat line: 1700/550/1300/1300/1100

Betweeners

Inherit

Mandatory

 レッツ・アナボリック！

Cope

 つぼみ、ほころぶ時

Decent

 勝利の鼓動

 『I'm possible』

 Shadow Break

Gold skills

 電光石火

 乗り換え上手

 勇往邁進

Betweeners continue to be in an awkward spot with their acceleration sources coming from 2 scuffed cards Power-Daiichi Ruby (電光石火) and Guts-Winning Ticket (乗り換え上手), but that shouldnt be a major deficit if your deck already has some top-tier cards when the stat line for mile distance is pretty much peaked in UAF anyway. With that being said, Betweener still remains a gamble strategy for this CM.

Daiichi Ruby (Ballroom) is without a doubt the strongest mile Betweener as she has an extremely stacked kit filled with nearly everything you need for a Betweener. The most prominent point of her kit is the evolved version of her innate 電光石火 completely removes the position requirement as well as having the activation conditions similar to 乗り換え上手 as additional activation backup. Considering that along with her heavily focused middle leg speed up kit, getting ハイボルテージ from Guts-Gold City is recommended since she has a high

chance fulfilling said acceleration skill position requirement (1st - 5th) (if she is unable to get into ハイボルテージ range with her kit then she's pretty much going to lose anyway), not to mention Guts-Gold City is a way better card than Guts-Winning Ticket.

Gold City (Original) after her unique skill update in the 3rd Anniversary balance changes has proven herself to be a competitive mile backliner now that she is no longer handicapped by not having a unique skill.

Special Week (Summer) is another powered up target from the balance changes. Despite not technically being a mile distance tailored Betweener, she is a pretty "special" case with her overloaded middle leg speed up kit which allows her to act like a frontliner and get ハイボルテージ from Guts-Gold City as her acceleration method, ignore both Power-Daiichi Ruby and Guts-Winning Ticket (still want the white versions though).

The other Betweeners are less consistent. They hold sufficient explosive power to luck out some wins but the point still stands: it's a gamble strategy.

Stat line: 1700/500/1300/1300/1100

Chasers

Inherit
Mandatory

	レッツ・アナボリック！

Decent

	勝利の鼓動

	『I'm possible』

	Shadow Break

Gold skills

	電光石火
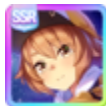
	ネバーギブアップ

Literally only Hishi Amazon (Wedding) is the competent native Chaser here (Oguri Cap (Christmas) has her own section), other options are mega cope. To be honest, the strategy is not entirely at fault here, it's just there is no good native mile Chaser.

Anyway, borrow Power-Daiichi Ruby if you don't want to get steamrolled.

Stat line: 1700/500/1300/1300/1100

Oguri Cap (Christmas)

Inherit
Mandatory

 レッツ・アナボリック！

Decent

 『I'm possible』

 Shadow Break

Gold skills

 電光石火

 ネバーギブアップ

Oguri Cap (Christmas) is extremely powerful on this track thanks to the advantageous position of the downhill which allows her to capitalize on the Chaser-exclusive downhill heal 下校の楽しみ as the main trigger of her unique hybrid skill with guaranteed carryover.

However, **training Oguri requires quite a commitment in terms of parent building** as she needs 7 stars of Chaser pink factor to bring her Chaser aptitude from D to A as well as multiple 下校の楽しみ skill factors since there is no other ways to get it in UAF scenario beside using trash support cards.

"Can I cope with ふり絞り as one of her 3 heals?". **Absolutely NO**, generally you want 2 more heals that trigger before 下校の楽しみ or shortly after it but before the final leg. Given she

already has スリーセブン as one of her built-in heal which triggers before 下校の楽しみ, you only need to take 1 more heal, ideally either 直線回復/コーナー回復 (Straight/Corner Recovery) or アオハル点火・体 (Aoharu Ignition・Stamina).

"Should I learn 神速 from Guts-Orfevre on Oguri? I'm afraid it might mess up the activation timing of her unique" is a common concern for most people now that 神速 is on a strong and convenient card used by the majority of the player base. The answer is that while it does on occasion cause her ult to activate too early it is more than offset by the cases where you fail an int check on one of the three other accels. Taking into account all int checks 神速 on xoguri is worth about 0.7 bashin on average which is not extremely efficient but worth consideration.

Stat line: 1700/500/1300/1300/1100

February 2024 (Hanshin 1400m turf)

Guest writer: Han

Track conditions: Clockwise (右), Winter (冬), Cloudy (曇), Slightly Heavy ground (稍重)
Stat thresholds: None
→ **Bashin chart (skill effectiveness)** 🆔 **Hanshin 1400m** ←

[Track details](#)

Suggested umas

Umas are not ranked within their tier.

It's important to say that any uma with sufficient acceleration skills can win comfortably because Short is still the most volatile distance at the end of the day due to the variance in random acceleration skills timing. Some umas does have a better base kit, but nobody is guaranteed an easy win; therefore, don't be discouraged if the umas you're planning to field are low tier or surprised if your S tier umas get beaten by lower tier umas.

Strategy
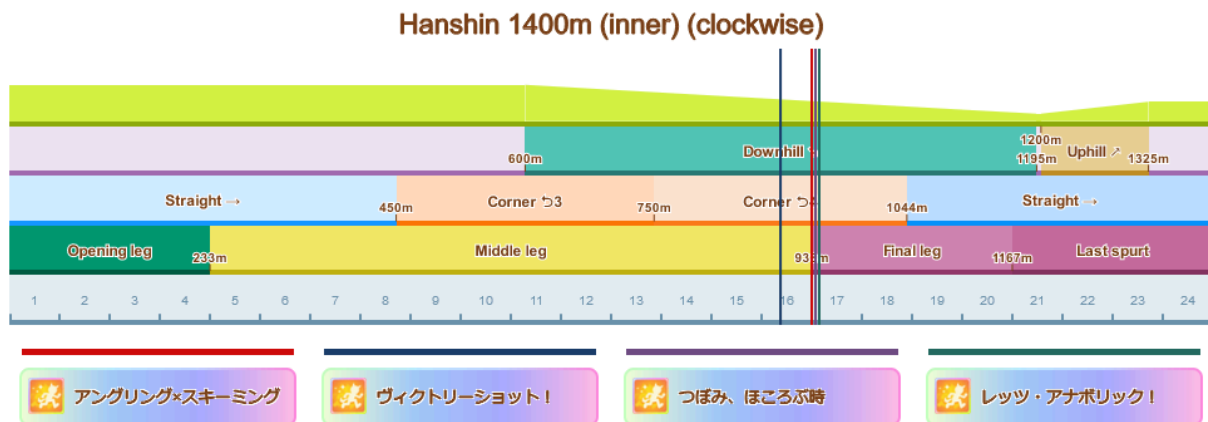
[Details](#)

Our first ever non-G1 track for PvP event after nearly 3 years since the game release and it's a Short distance track. Despite that, there's nothing particularly special that differentiate it from the usual Short tracks. This is also the final PvP event under L'Arc scenario.

Spurt on this track starts halfway through the final corner with the final straight starts 111m after that. This means Final leg straight/Final straight acceleration skills are sub-optimal due to late activation timing while **Final leg corner/Final corner later half acceleration skills work the best here** with instant activation timing, which includes some notable inheritable unique skills but not necessarily limited to:

- アングリング×スキーミング (1st) (Seiun Sky (original) unique)
- ヴィクトリーショット！(3rd - 4th) (Taiki Shuttle (original) unique)
- つぼみ、ほころぶ時 (3rd - 4th) (Nishino Flower (original) unique)
- レッツ・アナボリック！ (6th) (Mejiro Ryan (original) unique)

Stamina requirement for this track is pretty lenient when there is a 595m downhill starting from the later half of middle leg all the way to the final leg, so everyone should automatically meet the requirement anyway just by training in L'Arc scenario normally. The downhill also opens up Valentine Ryan and Camp Dober as the viable umas to field on this track since their uniques carry over to spurt. Concurrently, 直滑降 is available as an extra random acceleration skill for Leader.

Although there are decent inheritable acceleration uniques for everyone, those skills by themselves won't be sufficient so supplemental acceleration skills are required. Majority of the supplemental acceleration skills have random activation timing; however, the track is short enough that some of them work reasonably well (refer to the list at the end of this guide). Leader has better options overall along with easy access to most of them, hence it's the most favorable strategy on this track. Betweener is not too far behind in terms of options so it's the second best strategy.

Runners

Inherit
Mandatory

Gold skills

	盤石の構え

	逃亡者
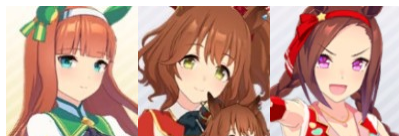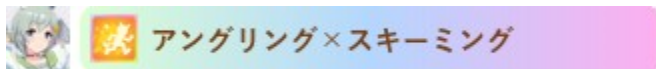
Runner historically has never been a prominent strategy on Short due to various extensive reasons and it's even worse this time as both the good Runners (Machan and Cheer Bakushin) have their unique skills activated 67m late on this track. This is a blow to their viability due the fact that perfect acceleration skills are extremely powerful on Short and now they're down by 1 perfect acceleration skill here. Though they are not completely in the dumpster with that being said, 逃亡者 is a great random acceleration skill for them so it is mandatory to get that alongside アングリング×スキーミング to even think about a chance at winning. 二の矢 is another option for them which can be acquired from Int Bourbon or parents' factors.

Considering how tiresome it is to train a Runner because of their high demand in deck building, Suzuka is the best option as long as you can fulfill the stamina requirement for an Oonige. She has an amazing base kit (noticeably built-in 逃亡者) that works very well on this track and is less reliant on Speed Maruzensky (a staple card in every Runner's deck) compared to Runner since Oonige doesn't use the gold skillトップランナー taken from said card really well and there are substitution for her regular white skills.

Machan is the better Runner out of all the options if you really want to field a Runner, though don't expect her to be good as a solo Runner.

Stat line: 1600/600/1300/1400/1200 (Runner), 1600/1200/1200/1000/1200 + 1 gold recovery (Oonige)

Leaders

Inherit
Mandatory

	ヴィクトリーショット！

	つぼみ、ほころぶ時

Nice to have

 風光る

 勝利の鼓動

Gold skills

 鍔迫り合い

 かっとばせ！

 ネバーギブアップ
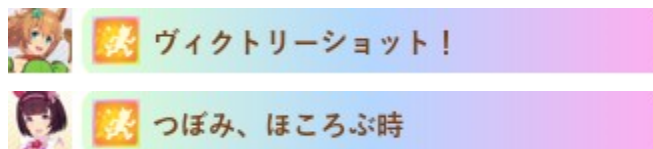
Leader is arguably the easiest strategy to train here due to the fact that most of their best skills are available through the top tier cards (e.g. Guts K.S Miracle, Int Mcqueen) while also being reasonably strong thanks to the wide range of selections for acceleration skills, making them the go-to strategy for this track if you're looking for "low effort, high reward" umas to train (doesn't help that 80% of the Short umas are Leaders either).
K.S Miracle, Seeking The Pearl, Valentine Ryan are the strongest Leaders due to their base kit being noticeably stronger than the others but they are certainly not miles ahead of everyone so there's no true domination here.
Be wary that both ヴィクトリーショット！and つぼみ、ほころぶ時 only work for umas with 3rd/4th position by their respective activation points. Taking ウマ好み is a must to compete for front positions (1st - 5th) early into the race because most skills require them to be in that particular position range, so any Leader falls out of those positions highly won't be able to recover after that. However, you don't want your umas to overshoot the 3rd/4th position either so balancing middle leg speed skills with a few final leg speed skills is crucial.

Stat line: 1600/500/1300/1400/1200

Betweeners

Inherit
Mandatory

 レッツ・アナボリック！

 つぼみ、ほころぶ時

 勝利の鼓動

 Shadow Break

Gold skills

 電光石火

 乗り換え上手

 気骨稜稜

 勇往邁進
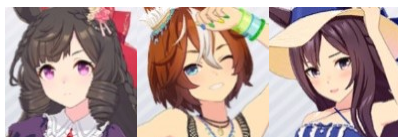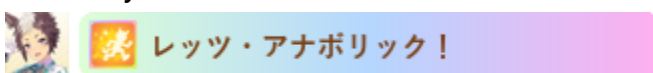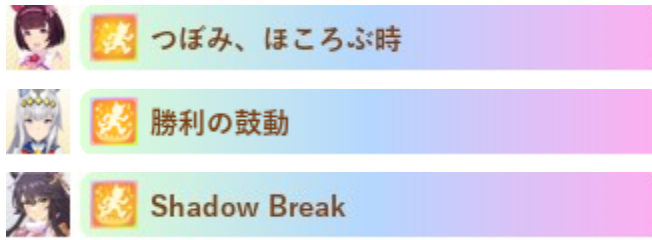
When I say "Betweener is the second best strategy", it's mostly just Summer Bamboo and Ruby. Mainly because backline strategies are more vulnerable to being blocked and unlike Leader, Betweener needs to use much more inferior cards (Int Nature, Guts Ticket, Pow Ruby) for key acceleration skills (乗り換え上手, 電光石火). Summer Bamboo and Ruby bypass the card awkwardness by having one of the aforementioned skills built-in so they are the sole exceptions and their kit being tailor-made for Short is just a cherry on top of the cake. Their inherent weakness (blocking) is still there though so that kind of keeps them in check.

Summer Bamboo is the only backline uma that can get away with just 一足飛び (the white version of 電光石火) as she already has 2 built-in gold acceleration skills, both of which are decent for Short tracks. Her final leg capability is also far greater than most umas in the competition. Overall, her floor and ceiling are so good that she is easily the best uma you can count on when looking for a backliner to field on any Short track, including this one.

Having built-in 電光石火 is a big merit for Ruby, however, the skill is not entirely reliable by itself since it requires a certain degree of proper building to trigger reliably. As serious as it sounds, her base kit at least does contribute to the process of activating 電光石火. Ideally on this track, you want to stack as much corner/final corner/middle leg's later half speed skills as possible to let Ruby enters "overtake mode" (the primary condition to trigger 電光石火) close to the start of spurt. On that note, Guts Halo is a perfect card for Ruby both stats wise and skills wise so it's the mandatory borrow for her if you don't own card or not at MLB.

Camp Dober is probably the 3rd best Betweener. Although not being as stacked as Summer Bamboo/Ruby, her unique is a guaranteed carry over speed skill which synergizes pretty well

with 電光石火; combine with some extra sources of acceleration, she should be very competitive. Any other Betweener outside of the trio above is not worth the effort so you'd better look for Leader umas to train instead.

Similar to Leader, all Betweeners are expected to get ウマ好み (preferably 溢れる情熱 on top) so they don't fall too far behind that can put them at risk of getting blocked or render them unable to close the big gap versus frontliners later in the race.

Stat line: 1600/500/1300/1400/1200

Chasers
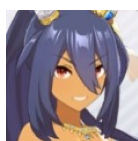
Inherit

Mandatory

	レッツ・アナボリック！

Nice to have

	勝利の鼓動

	Shadow Break

Gold skills

	電光石火

	気骨稜稜

Chaser sadly is the worst strategy on this track. Their signature acceleration skill (迫る影) is awful here as it is activated 111m late, their "best" random acceleration skill (抜群の切れ味) is atrocious (it has some of the worst activation conditions ever and the card to get the skill from is not even good), and they're still subjected to the inherent weakness of backline strategies of course. Ultimately, it is better to ignore this strategy.

Bride Amazon is the only viable Chaser if you really want to field a Chaser for some reason, but she's not even great. DO NOT evolve 抜群の切れ味 since it changes the skill into a Mid distance skill which renders it useless completely (it's obvious that Mid skill does not work on Short). Get ウマ好み too while you're at it.

Stat line: 1600/500/1300/1400/1200

Extra building note

Below is the list of skills including their base SP cost, effective rate (the rate an acceleration skill activates at ideal timings, assuming it passes the int check), as well as the suggested strategies for you to consider which skill to take.

- 逃亡者/押し切り準備 (180 SP/ ~49%)| Oonige/Runner
- 二の矢 (180 SP/ ~30%) | Oonige/Runner
- プランX/善後策: (160 SP/ ~20%) | Oonige/Runner/Leader
- 鍔迫り合い/真っ向勝負 (180 SP/ ~60%) | Leader
- 決意の直滑降/直滑降 (120 SP/ ~25%) | Leader
- 乗り換え上手/差し切り体勢 (180 SP/ ~60%) | Betweener
- 抜群の切れ味/切れ味 (180 SP/ ~60%) | Chaser
- スプリントターボ/スプリントギア (160 SP/ ~30%) | everyone
- 曲線のソムリエ/コーナー加速 (180 SP/ ~25%) | everyone
- 準備万全！/仕掛け準備 (140 SP/ ~15%) | everyone

Do note that **it is absolutely NOT NECESSARY to greed for all the acceleration skills** considering that some of them require the uma to be in certain positions and speed skills are still important to compete for those positions; thereby, spend your SP wisely for acceleration skills. Personally, I would set the budget at around 800 SP or 5 skills at most (including inherited uniques and gold skills).

December 2023 (Nakayama 2500m turf)

Guest writer: shory

Clockwise (右), Winter (冬), Heavy ground (重), Snowy weather (雪)
Stat thresholds: Stamina, Guts
→ **Bashin chart (skill effectiveness)** 🟩 **Nakayama 2500m (Arima Kinen)**←

Nakayama 2500 m (Inner)

833 m left

777 m left
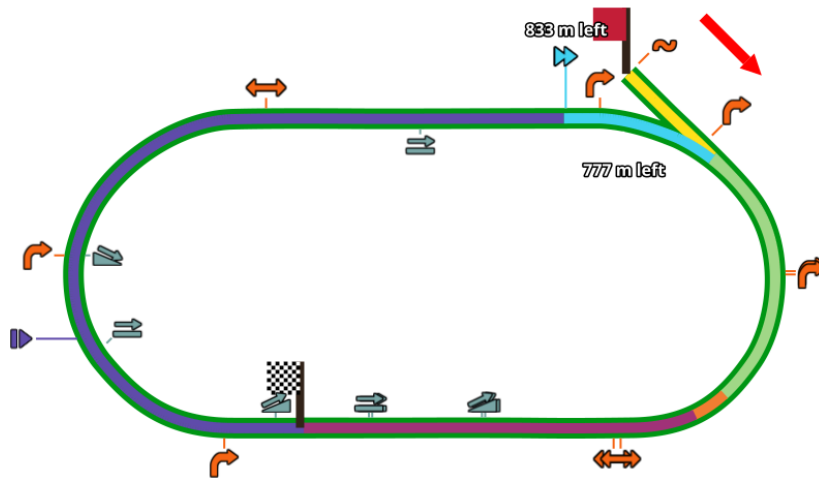
[Track details](#)

Suggested umas

(Umas are not ranked internally within a tier.)

It's hard to say which strategy will be best, so this tierlist is relatively strategy-agnostic, and I believe every strategy can win here. Anecdotal evidence says Betweener wins a lot of rooms, but the last PvP events have shown that the room environment is not very comparable to the actual CM rooms, even in A league.

Stamina debuffers could be decent, but don't do much against Laurel who is the biggest threat, so they're not recommended. Speed debuffers are as always.

Strategy

Nakayama 2500m (inner) (clockwise)

This is the shortest of the Long tracks, and the spurt begins on a straight. However, since the final corner comes right after spurt start, both straight acceleration skills (迫る影、Kita / Ball Seiun ults) and final corner acceleration (Ryan/Dober ult, OG Seiun ult) work here.

Stamina requirement is strategy dependent, but to be safe you probably want something like 1250 with 1000 guts. Recoveries can obviously shore it up. You really want 1200 stamina for the Stamina Battle mechanic anyway, though. Be careful of the stamina drain from 無我夢中 if you are running a Betweener.

Runners

Runners were king in the last arima CM in 2022. There are several factors that make them not nearly as strong as they used to be (Sakura Laurel and 無我夢中 being on a good card) but the track layout still favors them, so it's very unlikely they'll be bad.
The environment being less nige-favored makes certain nige that were worse last Arima better now, mainly those with final leg ults like Kitasan Black and Ballroom Seiun Sky, since they don't have to compete with other nige that have better midleg as much.
Oonige is a wildcard and it's hard to see how it will turn out, but it certainly beats up Leaders pretty well. If you're going to go Oonige on long, this is probably the track to do it.

Inherit
Accel

アングリング×スキーミング

勝ち鬨ワッショイ！

Do Ya Breakin!
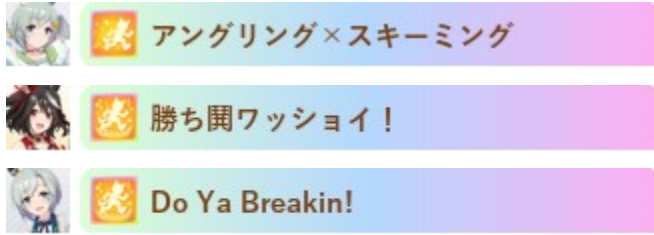
The normal setup is OG Seiun and Kitasan Black. Angling triggers slightly late, but the bashin gain offsets it. You can also try to inherit Ballroom Seiun from a grandparent, but trying to get GP inheritance procs is painful, and the effect is not good enough to justify the extra effort.

Gold skills
Almost required

トップランナー

盤石の構え

OR

先手必勝
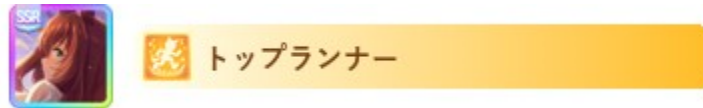
Sente+Jiga or Banjaku+Sakigake

Very good

プチ☆アゲ↑バイブス

Leaders

Blaze Brian is the best one, partially because every other Leader really wants to use two Int cards - which is a suboptimal setup - in Int Opera and Int Mcqueen, and Blaze Brian is the only one that can get away with just McQueen. McQueen is ranked lower because she cannot use her own card, and the track is probably slightly too short for Summer McQueen to shine. Because of her new evolved awakening, 物語を紡ぐ者, Rob Roy is very good here, having both great midleg and great final leg with her ult.

Inherit
Almost required

 夏空ハレーション

Rather than pick up extra accel from something like Kitasan Black, you probably want a midleg speed inherit to make Monster trigger more reliably.

Great
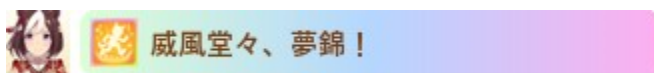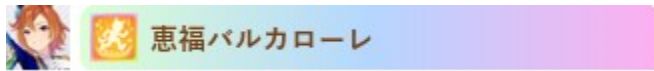
 恵福バルカローレ

 威風堂々、夢錦！

NY Opera makes Commander Special Week trigger at the perfect time, so you really want both - if you can only pick one, NY Opera is preferable.

Gold skills
Required

 怪物

Very good

 かっとばせ！

 アンストッパブル

 猛追

 ブチ☆アゲ↑バイブス
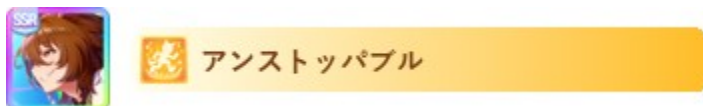
Brian is a power card which is hard to use, but if you have her lying around at MLB for some reason, you can use her. Getting enough stamina might be suffering though, so in that case you should probably inherit some so you hit 1200.

As mentioned earlier, Int Opera is a must pick for everything but Blaze Brian, but Leaders need to have good midleg to even trigger their accel, so you also really want to use Int Mcqueen. As such, the gold skills you pick up will mostly be midleg skills.

Betweeners

Very good here, as they are in every Long track. Laurel has a broken kit, making her the best, and a lot of the meta of this CM will depend on how meta-warping Laurel ends up being. However, there are a bunch of viable options. Since 無我夢中 is now on a good card you want to use anyway, OG Dia beats out NY Dia due to her Right Turns evolution and the new 隠せぬ 輝き. XVodka carries over her ult and OG Tama due to her weird order conditions has some chance of carrying over her ult while having good midleg, so they're ahead of the others.

Inherit
Required (uma-dependent)

 彼方、その先へ…
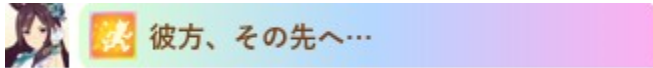
Dober is preferable to Ryan because of laxer opening conditions, and the guaranteed accel from muga makes having both not necessary. Whether you want to pick up Dober ult or not depends on your uma and team. If you run a sashi with great midleg, like Sakura Laurel, you wouldn't pick up Dober ult. If your uma does not have good midleg, or you have multiple backlines, you should probably pick up Dober.

Very good
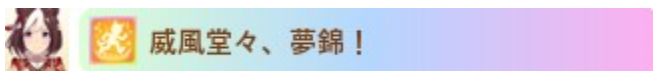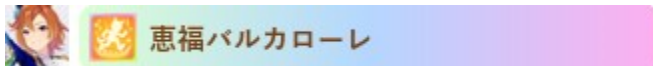
 恵福バルカローレ

 威風堂々、夢錦！

NY Opera makes Commander Special Week trigger at the perfect time, so you really want both - if you can only pick one, NY Opera is preferable. Final leg speed gives you an edge over other Betweeners since everyone will have Muga anyway.

Sometimes

 花開き、世界

 ゲインヒール・スペリアー
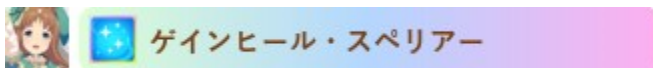
If you need more recoveries.

Gold skills
Required

 無我夢中

On Laurel you can think about not picking it up since her midleg is absurd, but it's probably still better to do it to account for the cases where you don't jump up really far in midleg.

Very good

 猛追

 プチ☆アゲ↑バイブス
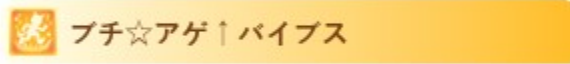
Chasers

They can obviously win since Imminent Shadow is a thing, but they already weren't good last Arima CM, and they got just about no new tools in the time while every other strategy got upgrades - in fact, since their only good card (Mr.CB) got powercrept, they're arguably worse than last year, so they make up the weakest strategy this CM - although this is relative, they are still usable. Everything that has Imminent Shadow innately is going to be best to avoid using a Power card in Hishi Amazon, and the others aren't really worth using, or are better as Betweeners. Wedding Hishiama carries over her ult, but is hampered by not having access to Imminent Shadow at all, so you would probably have to compensate with Non-Stop Girl.

Inherit
Required

 彼方、その先へ…

With chasers, you probably want Dober ult on all of them, since they should have an easier time triggering it than Betweeners and Kage is slightly worse than Mugamuchuu.

Very good
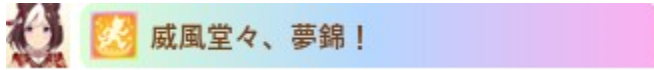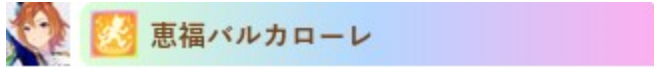
They're just good on everyone.

Sometimes
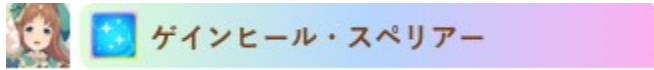
If you need recoveries.

Gold skills
Required

(Unless you are running Wedding Hishiama)

Very good
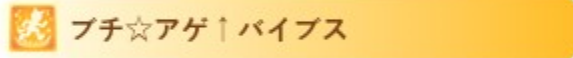
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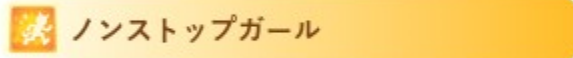
(Mostly if you are running Wedding Hishiama)

November 2023 (Kyoto 1600m turf) (League of Heroes)

Clockwise (右), Autumn (秋), Random weather/ground condition (70% good ground condition)

Stat thresholds: Speed

→ **Bashin chart (skill effectiveness):** 🗓️ **November LOH (Kyoto 1600m turf)** ─

Kyoto 1600 m (Outer)

GAMETORA
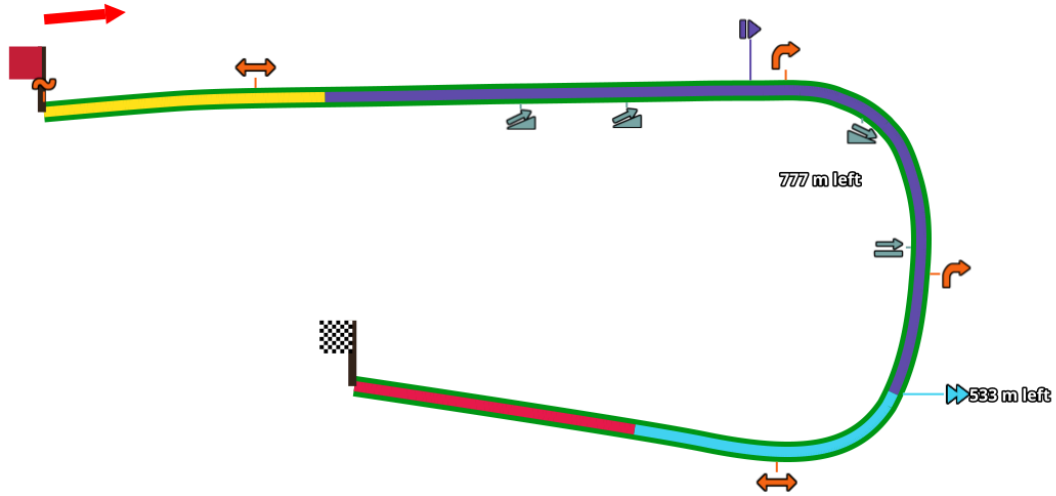
Track details

Suggested umas

It's League of Heroes, so don't use debuffers. Wedding Nishino as a buffer is only worth considering since she's also pretty good on her own (maybe B tier).

Helios can be anything, but oonige and runner are probably a bit better than leader.
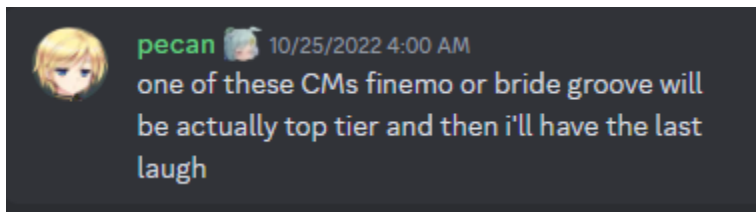
Strategy
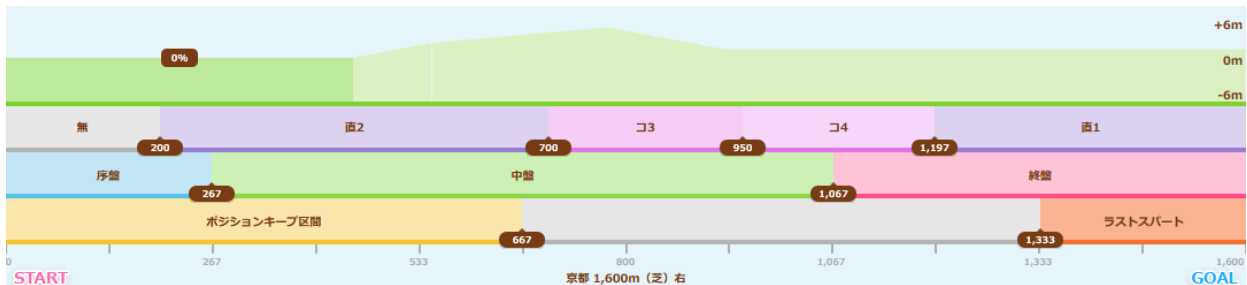
[Details](#)

Pretty standard mile track; only notable feature is that OG Taiki's unique (Victory Shot) is pretty much perfectly timed on this track.

Stamina requirement is about 600 with 1200 guts.

Due to how the LOH format works frontlines are much better than backlines. Meta team is probably like 2 runners 1 leader or 3 runners. Betweeners and chasers are a bit doomed.

High Voltage (Gold City guts gold) is good on everyone, it's 1st-6th in LOH. Get it even if you're using backlines for some reason.

Ruler of Mile (Taiki Shuttle speed gold) is also good on everyone and kind of necessary for getting a good position early. If you can't get it because you have too many other cards to borrow you should at least try to get the white version 積極策 (Positive Planning).

Runners

Pretty much any of the good runners work well. Summer Maruzensky is held back a bit by not being able to get Top Runner from her speed card, but she has pink Ruler of Mile to partially offset it at least.

Oonige is probably mildly preferable for Helios and Suzuka but be aware that you need a lot of stamina to survive oonige compete. Encountering another oonige will probably be reasonably common since Suzuka and especially Helios are extremely strong so if you decide to use the strategy you should probably build specifically for it. See the section below for more details on the stamina numbers required.

Inherit
Accel

 アングリング×スキーミング

Kind of meme

 風光る
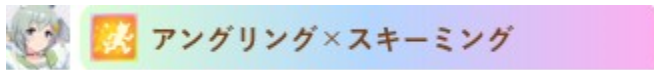
Inheriting Zephyr unique is a bit goofy since it's pretty low value and works best from 2nd, but LOH is more about consistent top 3 than actually winning so if you're using more than one runner it's not actually a bad option. If you're using a normal runner + oonige then getting it on the normal runner can be good.

Gold skills
Required

 ハイボルテージ

Almost required

 トップランナー

 マイルの支配者

Really good

 逃亡者

If you can get it

 コンセントレーション
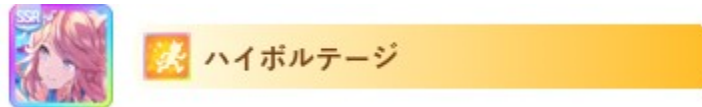
If you wanna cripple your deck to get Concentration it helps a lot. Good luck getting it with a reasonable statline though (don't bother unless you're insane).

Leaders

Why does STP get both of her pinks to work on both short and mile? Why does STP's straight pink give 0.50m/s effective speed when most others only go up to 0.45? Why does STP get a big duration increase on gold 負けん気 which is already one of the best midleg skills for mile? Why does STP get a 0.45 unique that is easier to activate than many 0.35 uniques? Don't even ask questions, I just asked them all for you.

There's a pretty good chunk of solid leaders here. STP, both the Taikis, Bride Groove, and Ramonu are all really solid. A lot of other leaders can work also. Anything without either a midleg unique or good midleg pinks can struggle to get in range for Taiki/Nishino uniques, though.

Unfortunately mile is a bit of a deck check as you ideally want all of Gold City and/or KS Miracle guts, Taiki speed, Ramonu int.

As an aside, Ballroom Fuji's pink version of her awakening 見惚れるトリック (Captivating Trick) is actually pretty good since you can proc it off the mobs kakariïng. Normally in CM it's trash.

pecan 04/25/2023 10:23 PM
i hope another senkou CM comes around so i can spend another month shilling bride groove while nobody listens

Inherit
Accel

ヴィクトリーショット！

つぼみ、ほころぶ時
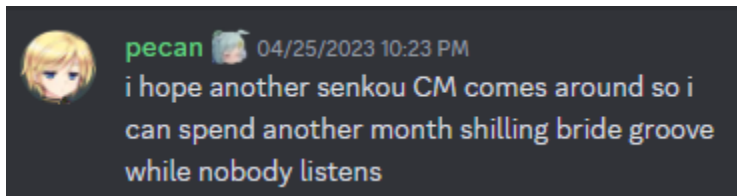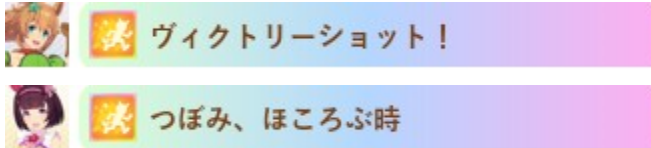
Gold skills
One is required

ハイボルテージ
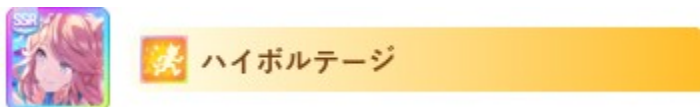
Very good

Copium if you can't get the good accels

Bait

If you have both Taiki and Nishino inherits you don't strictly need both the accel skills, but it's not necessarily inefficient to get both either (at least if you get decent hint levels for them). They're literally the same skill so just get whichever is more convenient I guess.

If you get Curve Sommelier on Bride Groove or Oguri then only get at most one of the accel skills. You can get neither which isn't as good but frees up your borrow slot if you don't have all the whale mile cards. It's like the best curve somm track probably, still not great but Bride Groove's pink version is a lot better.

Probably don't borrow Zephyr guts for 風雲の志 (Winds of Change) in spite of its seductively high value on the bashin chart. With oonige meta it's just really hard to consistently be within 2 bashin of first place. But, well, if you have nuts midleg on one of the strong midleg leaders like Bride Groove, then I'm not going to stop you from the pursuit of big numbers, I guess.

Don't get Straight Down Resolution it doesn't do anything at all.

Betweeners

Backlines are kinda terrible but Bamboo is maybe a viable dark horse option.

Inherit
?

There's not really any standout inherits so you can either try to get to 5th for Taiki/Nishino or just inherit OG Oguri or something. Anabolic is 8th in LOH so don't get that.

Gold skills

 決 ハイボルテージ

 決 電光石火

High Voltage is 1st-6th in LOH so it's probably your best option on betweeners too. 電光石火 (Lightning Speed) is kinda copium tier. You can also get Curve Sommelier from Bijin welfare guts, at least it doesn't have an order condition.

Chasers

I honestly can't think of anyone you would want to use as a chaser. If you do have a chaser that you really want to use then get High Voltage and/or 電光石火 (Lightning Speed) and hope for the best I guess.

Stamina consumption for oonige compete

The opening leg compete mechanic for runners (位置取り争い) uses a ton of stamina for oonige. If you're not prepared it's sort of mutually assured destruction as both will run out of hp and die if they don't specifically build for it.

1200 stamina with 2 gold recoveries is generally enough to live (that is not a typo).

HP consumption scales pretty steeply with guts:
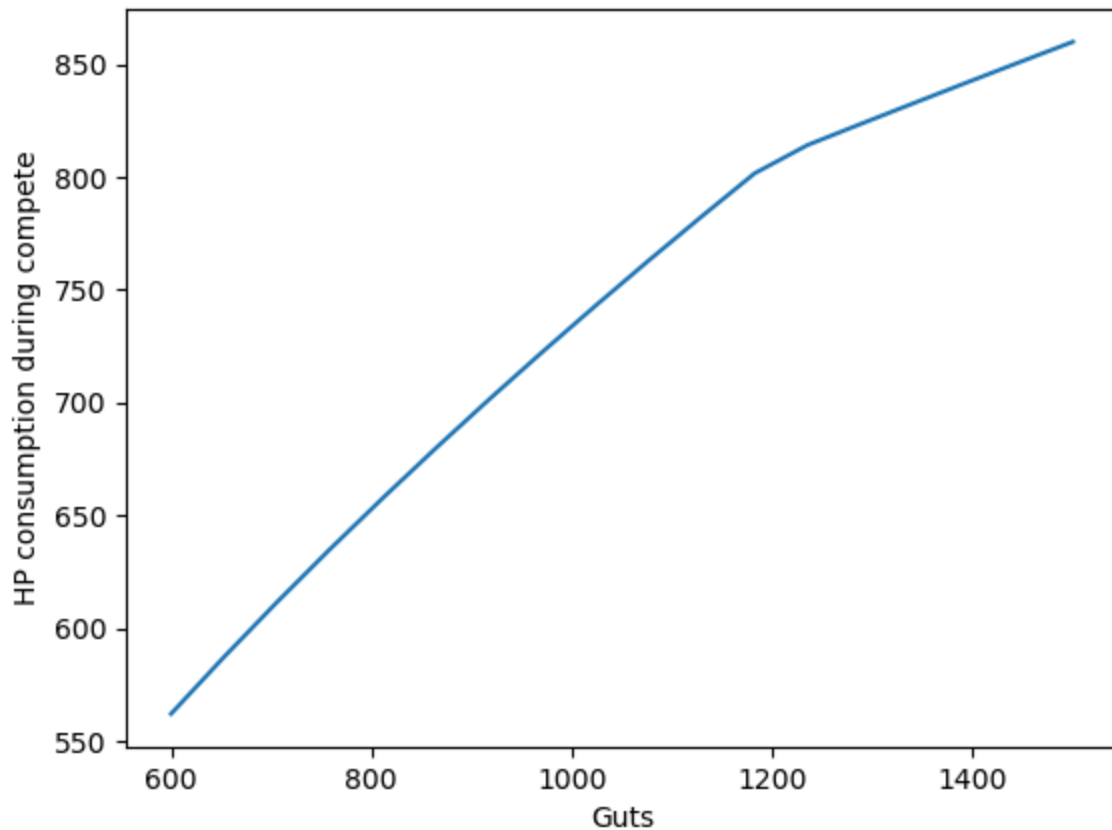
Note that the Y axis is HP and not stamina, so divide by 0.76 to convert to the additional stamina required. A gold recovery is about 140 HP on 1600m. This is where the 1200 + 2 golds figure comes from (equivalent to 732 extra HP on the graph).

More guts also increases your compete modifier and duration, but the stamina requirement becomes rather unmanageable so try to get stamina as high as you can and guts as low as you can.

October 2023 (Longchamp 2400m turf)

Clockwise (右), Autumn (秋), Rainy (雨), Soft ground condition (重, i.e. 道悪○ green)
Stat thresholds: Stamina, Power
Bashin chart (skill effectiveness): 🚩 ロンシャン　芝2400m

ロンシャン 2400 m

GAMETORA

残り777m

残り800m

[Track details](#)

Suggested umas

The only things that really win consistently in rooms are CB and Neo, everything else is a bit of a crapshoot.

Strategy
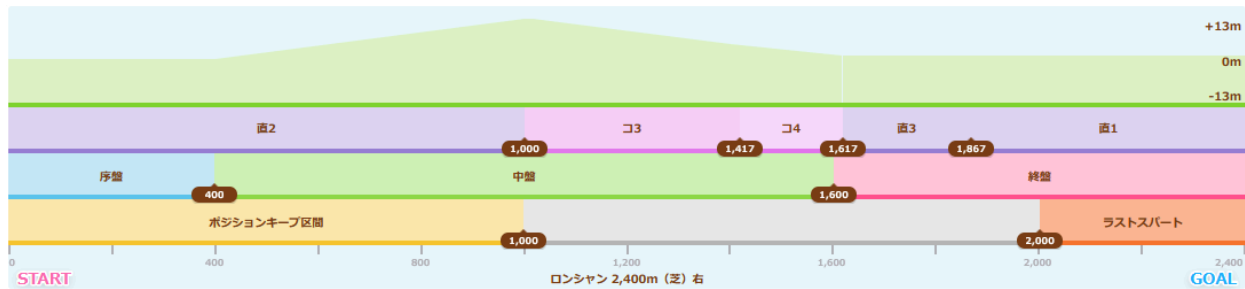
This is a 2400m mid distance track, but in many ways it is very reminiscent of Tokyo 1600m. Spurt starts very late on the final corner, with a straight only 17m later. However, *unlike every other track in the game*, there are actually *two* straights after the final corner, so final straight accels are not useful here and final straight speed skills always get full value..

Stamina requirement is about 800 or so with 1200 guts. Currently most of the favored builds involve overcapping stamina anyway.

This track has stamina and power thresholds. It's slightly beneficial to aim for 900 stamina for the speed boost, but it honestly isn't that big of a difference.

The meta is mostly defined by the skill 王手 from El Condor Pasa speed SSR, which works on leaders and betweeners and provides 0.4m/s² instant accel here. This gives leaders and betweeners much better accel options than the other strategies, although 迫る影 is only slightly later so chasers with 迫る影 have a chance. Runners largely lack access to enough accel to remain ahead of the other strategies, plus final straight is very long so they are easily ran down.

Final corner speed skills are very good. The final corner is quite short (200m) and you can hope for carryover. Essentially any uma with a final corner speed ult can be usable on this track.

Stack corner skills in general, they are very strong here.

Spurt starts on a downhill, so the downhill crowd (Camp Dober, Valentines Ryan, Wedding Hishi Amazon) all get useful ults here. Christmas Vodka is the only one that doesn't, as she requires the hill to end before spurt starts.

As you can see, there is a very long uphill in middle leg. Power is very strong. See below for a discussion of whether you want to build for high power.

ウマ好み is the best skill for fighting for good position early on leaders and betweeners. Since those are the dominant strategies here you should really try to get it somehow (usually inherit). Betweeners also have 溢れる情熱, which is hard to get but strong if you can inherit it. Since there's some time before CM it's probably worth building an ウマ好み parent. It's one of the best skills in general for non-runners, but it's really key here for not getting stuck 9/9.

The Longchamp gold green you get from Mei scenario link is pretty sp-efficient, especially if you have overcapped stamina.

There are arguments for and against taking the scenario gold skill (最高峰の夢). A lot of people in rooms seem to be taking it, but it's pretty expensive for its modifiers. It's worth considering after you've bought all your core skills and any strong midleg skills you may have, especially if you have any hints for the white version (only really possible via inheritance).

Runners

Inherit

アングリング×スキーミング

あっぱれ大盤振る舞い！
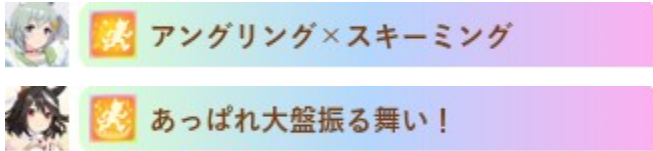
Gold skills
Highly recommended

盤石の構え

逃亡者

Given the long straight and other strategies' better accel options, runners get run down too easily. They're just not very good here. NY Kita can maybe win sometimes with 逃亡者 but she still needs someone else to boost her.

Leaders

Inherit
Accel

 アングリング×スキーミング

 あっぱれ大盤振る舞い！

You try Nishino/Taiki/Sirius if you want but there's almost no runners in rooms so it's surprisingly hard for leaders to be 3-4. If you bring multiple leaders (not recommended) those might be better.

Final corner

 Shadow Break

 貴顕の使命を果たすべく

You can consider one of these, more final corner skills are always good.

Gold skills
Required

 王手

Very good
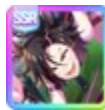
 勝利への執念

 アンストッパブル

 風雲の志

TM Opera O is the standout here. She has a good final corner unique and two really strong pink skills. 4s スピードスター is nuts on this track, the other leaders with that evolution are also worth considering.

Yaeno Muteki is also very strong, also off the strength of her pink skills. 勝利への執念 is one of the best skills on this track and her pink version of it is really good.

Mejiro Ardan (Ballroom) only has last leg skills but to compensate her numbers are really high. If you do build her you'll need good cards and a lot of runs to get every midleg skill, but if you do put in the effort she should be pretty consistent.

Other leaders can struggle somewhat to close against betweeners, but anything with a final corner unique or good final corner skills can be strong. Valentine's Ryan has guaranteed carryover and a good downhill speed skill.

You can also try the generic strong midleg leaders like Tokai Teio (OG), Festival Tamamo Cross, Swimsuit Agnes Tachyon.

Don't get 決意の直滑降 (Straight Down Resolution) on leaders. Spurt starts on a downhill but the downhill is too long for it to be reliable and given all the reliable accel you have access to it's very low value.

Betweeners

Inherit
Accel

 つぼみ、ほころぶ時

 セイリオス

 ヴィクトリーショット！
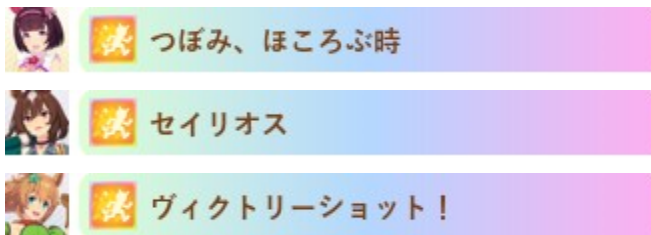
You only need 1-2 of these. See the section on choosing which one to get.

Final corner

 Nemesis

 Shadow Break
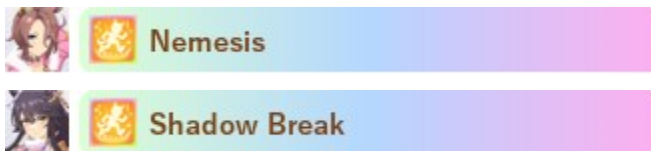
Both pretty reliable final corner skills but maybe not something you want on your direct parents.

Gold skills
Required

 王手

Very good

 昇り龍

Betweeners are probably the best strategy overall here and a lot of them can work pretty well. No real standouts besides Neo Universe, but she's maybe the strongest uma on this track.

Get 王手, get one or two accel inherits, and you're off to the races. You can consider 勝利への執念 but it's probably more reliable on leaders than on betweeners. Rooms are shaping up to be very back-heavy so stack midleg to fight other betweeners to proc Nishino inherit.

Chasers

Inherit
Accel

 つぼみ、ほころぶ時

 セイリオス

 ヴィクトリーショット！
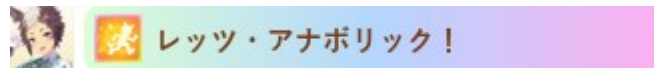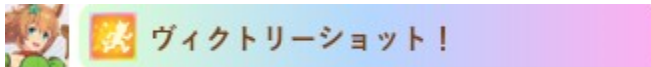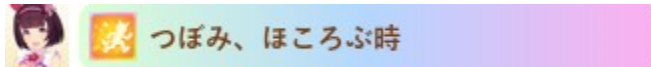
You can also inherit レッツ・アナボリック！ on chasers with weak midleg, but chasers with weak midleg are a bit weak. I wouldn't get it on Gold Ship/CB/Taishin.

Final corner

 Nemesis

 Shadow Break

Gold skills
Required

 迫る影

Very good

 強攻策
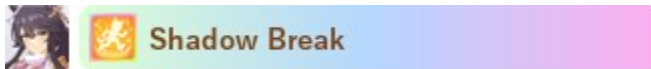
Chasers are not that different from betweeners except that 迫る影 is a bit later than 王手.

You can kind of make any chaser work more or less now that 迫る影 is on a card (Hishi Amazon (Power)), but the three shown above are by far the best and all have it built-in anyway. L'Arc Gold Ship and Taishin have good final corner uniques with potential to carry over. CB's awakening 天衣無縫 is much better on this track than usual. (天衣無縫 activates on corner number 3 and this track has two corners, but corners are numbered from the end starting at 4, so corner 3 is the first corner. This makes it a great midleg skill whereas on most other mid and long tracks corner 3 is late enough for her to potentially whiff the order condition.)

There's also the unfortunate consideration that if you want to use a chaser that doesn't have 迫る影 built-in then your optional build probably looks something like Hishi Amazon (Power) + Admire Vega (Power) + Mejiro Ramonu (Wisdom) + 2 speed cards, which is painful to say the least.

Build considerations
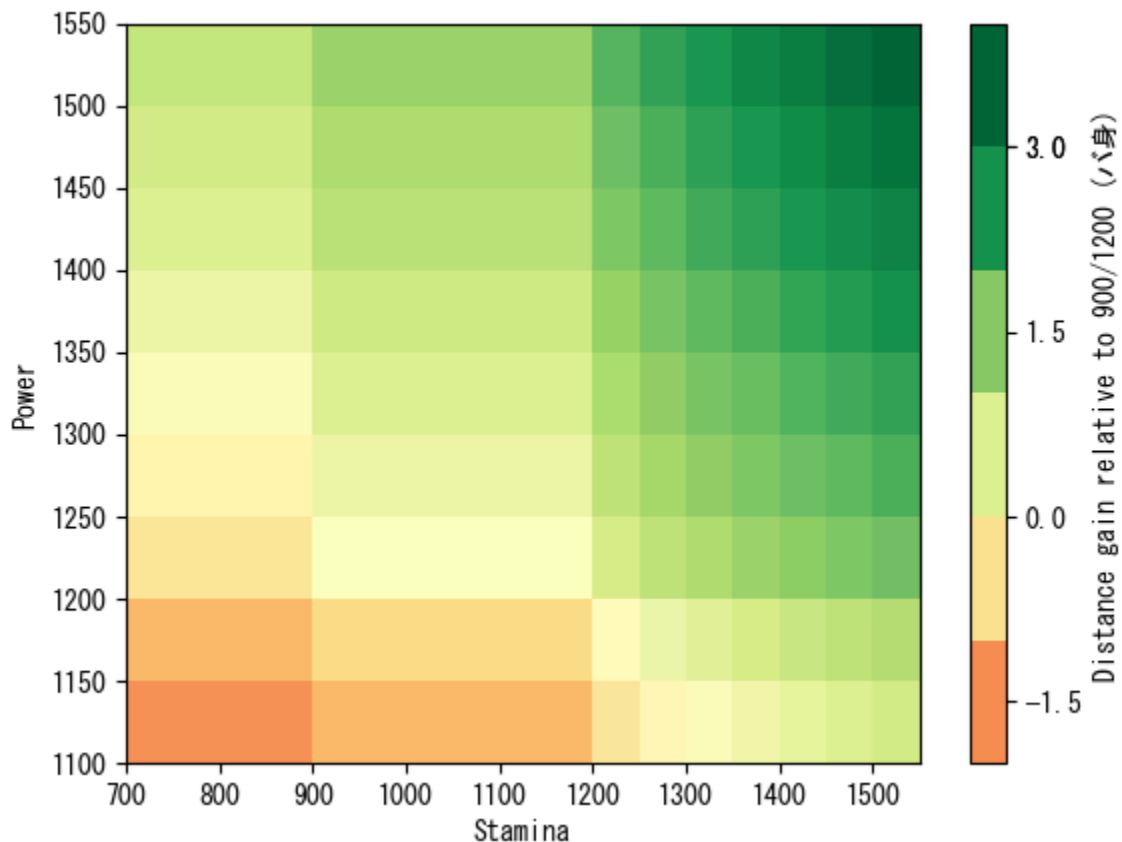
As you can see from this chart, stat-for-stat power is better than overcapping stamina for スタミナ勝負. However, stamina builds are a lot easier to pull off than power builds.

There are essentially 4 possible builds here:
- 3 speed 1 stam (or 2/2 as a variant)

- 2 speed 2 pow
- 3 speed 1 guts
- 1 speed 3 guts

(with the two remaining slots occupied by Mei and an int card i.e. ramonu)

Out of those, the stat lines you get from 3 speed 1 guts are essentially strictly worse than 3 speed 1 stam, since you have to inherit stamina making it harder to significantly overcap power and the guts difference isn't that big.

2 speed 2 power is potentially a viable build on betweeners but requires highly specific cards: Narita Brian (Power) and some other not-awful power card with a useful skill like Tamamo Cross or Bamboo Memory, but nobody has those cards. I'm not aware of anyone actually having done this, but it's interesting to theorycraft. On chasers this might actually be your best option with Admire Vega (Power) + Hishi Amazon (Power), but it's not really fun.

1 speed 3 guts can have some of the best stat lines if you can cap guts and overcap power significantly (requires power bonus guts cards), but you may have to forgo some of the good gold skills you get from speed cards. For betweeners you need to use El Condor Pasa (Speed) and really want to use Jungle Pocket (Speed), so this build is really only a consideration for leaders. On the other hand, if you *do* try it on leaders, you can use Mejiro Ryan (Guts) for the skill 勝利への執念, which is extremely strong on this track.

Thus, stamina builds are by far the least awkward and easiest to execute, explaining their prevalence in rooms even if power is strictly speaking the more valuable stat. The chart below shows how much speed you get from スタミナ勝負 by overcapping stamina at each amount.
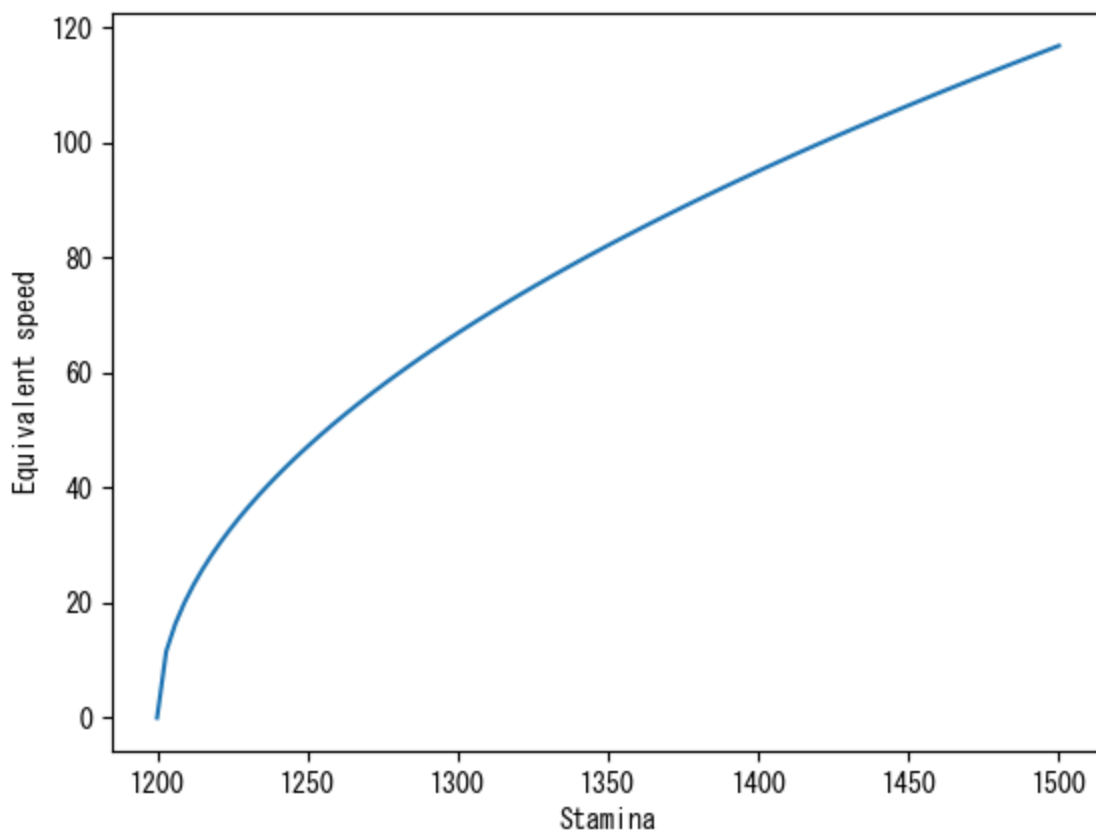
Thus 1300 stamina is about equal to having an extra double-circle speed green. In practice, you have to compromise too much to overcap stamina by enough to hit really high amounts, but it does make stamina greens somewhat efficient. The Longchamp gold green you get from choosing Mei's option for scenario link (ロンシャンの申し子) gives both +60 speed and +60 stamina so it's pretty sp-efficient if you already have 1200 stamina. (スタミナ勝負 has no effect below 1200 stamina.)

Choice of accel inherit

Your inherits don't really differ much for leaders versus betweeners (or even really for chasers). Rooms are fairly back-heavy currently and you want strong midleg/final corner skills anyway so it's not unusual for betweeners to hit 4th going into spurt. This means you have 3 possible inherit options: つぼみ、ほころぶ時 (Nishino Flower), ヴィクトリーショット！ (Taiki Shuttle), and セイリオス (Sirius Symboli).

Nishino and Taiki are both position 3-4 and Sirius is 3-5, *but* the modifier on Sirius inherit is really bad (0.07) if you're not top 3 popularity. If you are, it's 0.3 vs the others' 0.2. Unfortunately popularity is rather complicated and difficult to predict. If you can make UE5 or higher you probably have a good shot at consistent top 3 popularity and Sirius is the best inherit.

Taiki procs slightly early, so you get a bit less value from it than the others. On the other hand, it has the best consistency, with no popularity requirements or blocked side conditions.

Nishino is a strictly better version of Taiki except it has an annoying condition requiring you to be side blocked during a corner. This track has 617m of corner, which is very low for a 2400m track but about average for a 1600m track which is where people mostly use Nishino inherit anyway. If you use it on leaders you should probably bring another leader to try to increase your chances of both of them getting side blocked. Betweeners are popular enough they will probably get side blocked naturally.

August 2023 (Funabashi 1600m dirt)

Counter-clockwise (左), Summer (夏), Sunny (晴れ), Good ground condition (良)
Tight turns (小回り○ green), NAR/JRA exchange track (交流重賞○ green)
Stat thresholds: None
Bashin chart (skill effectiveness): 🔲 船橋 ダート1600m

[Track details](#)

Suggested umas

Strategy

坂：
コーナー： 260m〜440m 440m〜600m 970m〜1140m 1140m〜1292m
直線： 0m〜260m 600m〜970m 1292m〜1600m
中盤入り：267m | 終盤入り：1067m

This is a mile track, but the corner arrangement is the same as a middle distance track. Spurt starts on the penultimate corner. This means the accels that work well here are also basically the same as on mid. Notably, this means that **unlike every other mile G1, Dober inherit works and Nishino does not.**

There are no hills, so your stamina consumption will be a bit higher than usual. It should be about 600 with 1000 guts, but higher if you can't get high guts or if you're expecting stamina debuffers.

Final corner is 73m after spurt start. This makes most final corner skills kind of bad, but red Maruzensky inherit (紅焔ギア/LP1211-M) can be decently valuable if you're otherwise short of accel. Avoid final corner speed skills like スピードスター. Final corner accels that aren't immediate are also likely not worth it. (This means in practice most umas with a final corner ult are not that good here.)

Final straight is quite short (about the same length as Nakayama 2000) which tends to favor runners.

Copano Rickey is the uma to beat. Everything else is a battle for 2nd place. Or 4th place, if there are three Rickeys.

There are quite a lot of accel options. It's mile, so phase_firsthalf_random==2 accels are reasonably good: 鍔迫り合い, 乗り換え上手, 抜群の切れ味, and the new ハイボルテージ from Gold City guts SSR. 電光石火 is good, and unusually for a mile track ノンストップガール is good (because it's basically a mid track disguised as mile). アクセル全開！ has proven to not be worth using the subpar card to get.

Again because of the corner arrangement, U=ma2 works as a trigger for Christmas Oguri unique. The track is too short for 777 which hurts her consistency a lot though.

Good ground condition on dirt means you lose -100 power, but this doesn't affect the activation for 踏み込み上手 / 抜群の踏み込み.

Since it's dirt, you don't really have that many options for umas. Have fun.

Runners

Inherit: アングリング×スキーミング (Seiun Sky unique)

You should also probably get 紅焔ギア/**LP1211-M** (red Maruzensky unique), it's an additional 0.63 bashin on top of angling.

You really want ハイボルテージ from the Gold City guts SSR, but you also need トップランナー from Maruzensky speed and sufficient opening leg accel (i.e., either 盤石の構え or 先手必勝

plus the white for the other one; getting both golds is not really necessary). You need a lot of specific cards to make runners competitive.

Rickey is by far the best option here, and it's not even that hard for her to get 6 green skills on this track for maximum value from her unique. You can get three greens (left turns, good track, runner tricks) from Mihono Bourbon wisdom SSR. Rickey's built-in 交流重賞 skill works on this track, and with her other awakening that's 5 basically for free. You can get summer green from speed Maru or something for the last one.

Smart Falcon can sometimes succeed at shutting down Rickeys, but also can't really win against them. There's not a huge difference between the Falcons, pink one ults earlier which is advantageous but yellow has better awakenings. Also, Rickey with ハイボルテージ can win from second anyway, so it's hard to justify running Falcon.

Leaders

Inherit: 紅焔ギア/**LP1211-M** (red Maruzensky unique), かがやけ☆とまこまい (Hokko Tarumae unique)

If you can only get one of the uniques, get Maru's.

You really want one of 鍔迫り合い or ハイボルテージ. Actually, you really want both.

The best option here is… also Rickey. Whether you make her a runner or a leader is dependent on what cards you have and which makes it easier for you to get greens. She's a monster in either strategy.

There are a number of other good options for leader, although they all get severely bullied by Rickey.

Christmas Oguri can trigger her unique with U=ma2. She loses some consistency compared to mid though since 777 is too early to work as a trigger (but you can use it as one of the other heals) and U=ma2 requires being 3rd-4th. For recoveries get U=ma2, 777, 栄養補給. You should also get 神速 (goddess gold), it can throw off ult timing sometimes but it helps as a backup more than it hurts since U=ma2 is not super reliable.

Camp Taiki has good skills as usual. Built-in 鍔迫り合い is great. Her only real problem is that she's not Copano Rickey.

Wonder Acute is similar to Camp Taiki but with even better midleg but no built-in 鍔迫り合い.

Hokko Tarumae struggles against umas with better midleg and closing. Her accel unique is good if it works, enjoy blocked side malding.

Betweeners

Inherit: 彼方、その先へ… (Mejiro Dober unique), レッツ・アナボリック！ (Mejiro Ryan unique)

Try getting at least one of 乗り換え上手, 電光石火, and ノンストップガール. They are probably all roughly similar in value (regardless of what the bashin chart says). If you're poor, just try to get all the whites.

You can get ハイボルテージ on backlines too; there are enough debuffers in rooms that betweeners have a decent chance of being 5th going into spurt. Think of it as insurance for anabolic not proccing.

Agnes Digital is the best of these since the corner arrangement is favorable for getting good value from her unique. You don't need to prioritize the gold version of 前列狙い (狙うは最前列！). It's fine if you have some extra sp, but it only gives 0.1m/s² more accel and the additional lane movement speed is actually a detriment. The evolved version is not really that big either.

The only reason you'd run any other betweener is because it's your oshi or you ran out of dirt umas and have to use OG Oguri.

Chaser

No particular recommendations. Any of the betweener recommendations can also run chaser, but there's no real advantage to doing so.

Inherit: 彼方、その先へ… (Mejiro Dober unique), レッツ・アナボリック！ (Mejiro Ryan unique)

Exactly the same as betweener, except with 抜群の切れ味 in place of 乗り換え上手. Unfortunately the chaser version isn't as good and is harder to get so there's not much reason to run chaser.

As usual you really want 強攻策 from Mr. C.B. wisdom SSR or Admire Vega power SSR.

If your oshi is a chaser then ~~ery~~ just try to get as many accel skills as you can and hope for some rng wins. Short final straight does not do chasers any favors.

Debuffers

Inherit: **Adventure of 564** (Summer Gold Ship unique)

The meta in rooms right now is Copano Rickey + two debuffers. You can either use speed debuffers or you can try to kill people with stamina debuffers. The stamina consumption is a bit high for a mile track since there are no hills, so some people might be borderline on having enough stamina. Prefer 魅惑のささやき on stamina debuffers (activated with 564) over 八方にらみ, the latter isn't going to hit anything useful (especially if you don't have good dirt aptitude).

If you're using runners you can try Festival Gold City with 布陣 to try to kill other runners.

You don't need A dirt aptitude on debuffers.

June 2023 (Tokyo 1600m turf)

Counter-clockwise (左), Spring (春), Rainy (雨), Worst ground condition (不良, i.e. 道悪○ green)
Stat thresholds: Stamina, Guts
Bashin chart (skill effectiveness): 🏇 東京 芝 1600m

[Track details](#)

Suggested umas
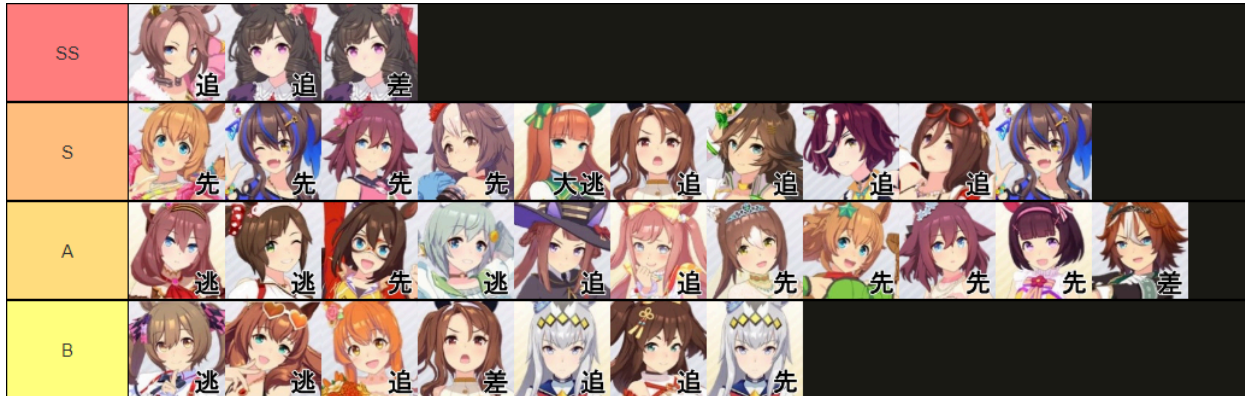
@ Steven about this not me

Helios can be oonige, nige or senkou.

Strategy
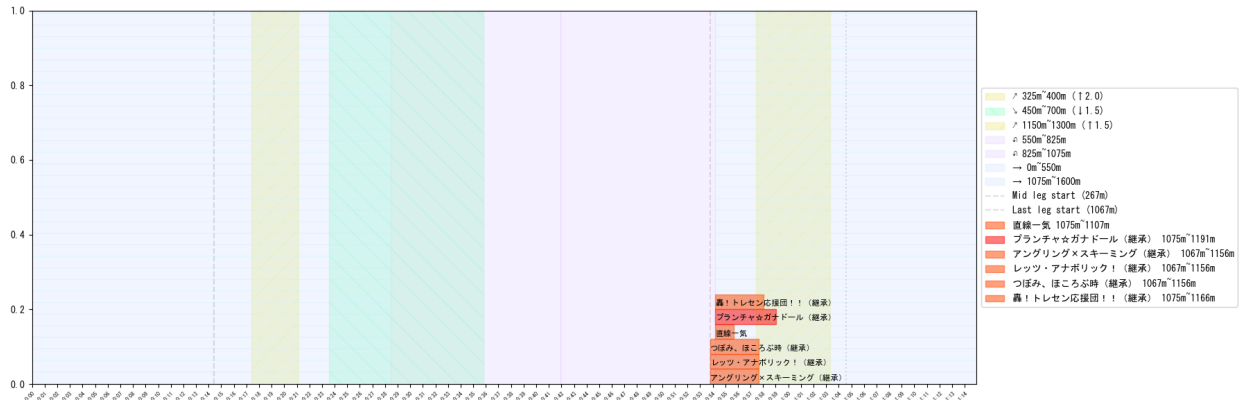
Spurt starts very late on final corner, final straight is only 8 meters later. This makes it one of the few tracks where both corner and straight accels are useful.

Stamina requirement is about 600 stamina with 700 guts. Because there are stat thresholds for stamina and guts, you should try to get 600/900 or 900/900. There is little difference between 600/900 and 900/900 so don't sweat trying to get excessive stamina.

Strategy-wise the track is fairly balanced. Chasers have access to the most accel. Betweeners are similar to chasers but lack 直線一気 so any uma that can run both should generally be run as chaser. Leaders have enough tools to be usable. Runners are (as usual) a bit of a whale strategy, but should be the most consistent if you have the cards for it. Oonige is a bit of a dark horse.

The track is short enough that phase_firsthalf_random accels (e.g. 鍔迫り合い , 乗り換え上手, 抜群の切れ味) are pretty strong.

アクセル全開！ from the Chiyono guts welfare was buffed in the 2nd anniversary update. It basically makes your uma into OG Curren now. It's not great, but it might be a way for f2p players to cheese some wins.

Corner skills are very strong on this track. Spurt starts at the very end of final corner so they will almost never be wasted and they have good potential to carry over. This is especially true of final corner speed skills, so skills that are otherwise usually not great like スピードスター or 破竹の勢い can be very valuable here. Umas with final corner uniques are good, and sometimes good to inherit (such as Narita Brian's unique). This is especially true if you're using accel skills like 電光石火 or アクセル全開！, because corner skills will help you activate those skills.

Tokyo has a long final straight, so 追い比べ is likely to proc and can proc during accel. Guts builds are strong to maximize your benefit from this.

Power greens are for the most part better than speed greens for this CM, which is somewhat rare. Worst ground condition means you take a significant power penalty.

Spurt start is well after the start of final corner, so don't get ノンストップガール/垂れウマ回避.

Use the bashin chart linked [above](#) to help pick skills, but keep in mind it doesn't factor in order conditions. It also overrates ノンストップガール (since it's unlikely to activate at a good time) and underrates 電光石火. It's sorted by median bashin gain, which is generally the most intuitive, but for rng accels you should look at the effectiveness percentages (rightmost three columns) instead.

Runners

Inherit: アングリング×スキーミング (Seiun Sky unique), プランチャ☆ガナドール (El Condor Pasa unique)

Pasa inherit is about 1.32 bashin on top of Angling so you should definitely get both.

Long final straight can be kind of harsh on runners but if they're well-equipped they should be fairly consistent.

Daitaku Helios kit is pretty insane on mile, she is probably the strongest runner. Otherwise it's the usual suspects (Valentine's Bourbon, Valentine's Ines). Memers and dreamers can go for Copano Rickey who is as usual very good if you're crazy enough to build her. Silence Suzuka can win if she gets an ideal 逃亡者 proc. 30% of the time it works every time.

The status of Oonige (大逃げ) on this track is a bit unclear. It's not quite long enough for them to build a substantial lead, but they might still be able to shut normal runners down. Silence Suzuka's pink version of 逃亡者 is pretty strong and she can't really use her unique as a normal runner so she is probably the strongest oonige candidate. Helios can also use oonige, which is probably comparable in strength to normal nige for her.

Double oonige (Suzuka + Helios) is kind of a cheese strat but it can stop anything other than Taishin from winning. Make sure you have enough stamina for them to survive competing with each other (use the [stam calc](#) and make sure 位置取り争い is enabled).

If you expect not to run into too many other runners you can try Seiun to cheese people, since she can win against backlines but not runners with stronger midleg. She dies instantly if you see any oonige though.

Leaders

Inherit: つぼみ、ほころぶ時 (Nishino Flower unique), one or both of プランチャ☆ガナドール and ぐるぐるマミートリック♡ (El Condor Pasa and Halloween Super Creek uniques, respectively)

There are not too many standout leaders, but most of them should be usable. If you're expecting backline-heavy matches you can run Zephyr to farm backlines. Pasa also works for that, but doesn't have good awakenings like Zephyr does. Otherwise either of the Taikis are consistent options.

鍔迫り合い is pretty strong if you can get it. Camp Taiki and Wedding Finemo have it built in, other umas can get it from the KS Miracle guts SSR if you have that. Good card borrow if you don't have to borrow the Goddesses. Don't use Daiwa power SSR for it, it's not worth it.

There are a lot of decent but not especially outstanding leaders here. Chiyono has good awakenings and a unique that's not useless. Anything with a final corner speed unique (e.g. Ballroom Fuji, OG Opera), Bride Finemo, etc are all good "use them if you like them" picks. The leaders with strong midleg like Bride Groove can sometimes get too far ahead to use Nishino ult, but if you expect more front-heavy matches they are among the stronger options. On the other hand if it's too runner-heavy leaders won't win.

Betweeners

Inherit: 轟！トレセン応援団！！ (Cheerleader King Halo unique), レッツ・アナボリック！ (Mejiro Ryan unique, somewhat optional)

Betweeners don't have a lot going for them compared to chasers, since they lack 直線一気 and Cheer Halo is a little less reliable.

Get 電光石火 from the Ruby power SSR. If you don't have it and have to borrow Goddesses, tough luck. You can try inheriting 一足飛び or coping with アクセル全開！.

Post-buff 乗り換え上手 is surprisingly decent on this track, mainly relevant for Gold City gamblers. Don't go out of your way to get it but if your best int card is Nice Nature then have at it.

You can decide not to inherit Anabolic if you want since it's not very reliable, but if you proc it you probably win and there's not that much else you might want anyway. Narita Brian unique, maybe.

Most umas that can be betweeners you might as well make chasers instead. The only exception is Daiichi Ruby so you can use her awakening 威風堂々, which is pretty good. Cheerleader King Halo is easier to build as betweener and can benefit from her awakening 昇り龍, but it's usually worth the hassle to build her as chaser for the extra consistency and better modifiers.

Bamboo Memory has two final corner skills if you run her as betweener, although neither of them are especially outstanding. You can inherit Narita Brian's unique for even more corner skills and then pray for good skill procs to start your frenzy of overtaking.

Hishi Miracle unique is guaranteed to carry over on this track, giving her an almost guaranteed 電光石火 proc, like a discount version of Ruby. She has G mile aptitude though so only a strat for the real Hishimira diehards.

Chasers

Inherit: 轟！トレセン応援団！！ (Cheerleader King Halo unique), レッツ・アナボリック！ (Mejiro Ryan unique)

Get 直線一気 by whatever means necessary. Get 電光石火 from Ruby power SSR as well.

Anabolic is maybe a bit optional, but if you activate it it's pretty much a guaranteed win, especially on Taishin.

On chasers with strong midleg inheriting つぼみ、ほころぶ時 (Nishino Flower unique) is an interesting option if you think the meta will be relatively back-heavy. This is mainly relevant for Taishin and CB. Take it over Cheer Halo if you're feeling bold.

Lots of strong chasers thanks to the final corner arrangement.

Narita Taishin is the strongest uma on this track. Her ult is midleg with carryover potential and she has 迫る影 (a more powerful version of 直線一気). Thanks to her training event giving a ton of stats you should be able to get 900/900 stam/guts as well for max stat threshold multiplier. By virtue of being the strongest uma there will be a lot of Taishins, so special considerations are due as to whether you should take her awakening 一匹狼 (Lone Wolf). As a reminder, Lone Wolf is a green speed skill that only works if only one uma has it. As a general rule of thumb, if you have it at +3 hint or better (e.g. if you fully hint booked it on her) you should take it with 50% probability, and otherwise you shouldn't take it at all (unless of course you have nothing else you can take). See the appendix for the derivation of this strategy.

You can skip 電光石火 on Taishin pretty effectively. If you have strong midleg she gets too far ahead to activate it anyway, and you don't have to gimp your build with the Ruby card.

Mr. C.B. also has 迫る影 and a midleg ult. Kind of a side-grade to Taishin, but maybe not quite as good.

Daiichi Ruby has 電光石火 built-in (huge help) and a strong unique and should also be one of the best umas. It's up to you whether you want to run her as betweener to use 威風堂々 or chaser for better modifiers and the extra accel from 直線一気. Both are good.

The recently released Tanino Gimlet has a strong unique on this track, even though she doesn't get the maximum modifier since it's not mid distance. Her unique + 直線一気 is about 0.35 bashin better than 迫る影, the downside is she doesn't have as good midleg as Taishin or CB.

Festival Inari One is the other uma with 迫る影 but she doesn't have an ult on this track. Still usable but nothing too special.

Cheerleader King Halo herself is another option to benefit from the full non-inherited value of her unique. The downside is she has D chaser aptitude making her mildly inconvenient to raise. She can also suffer a little bit if it's too back-heavy.

You can use a lot of random umas as chasers with decent success. Oguri Cap and especially Seeking the Pearl are pretty good generically strong options, Agnes Digital is solid as usual, Sweep Tosho, etc. If your oshi isn't meta and you wanna run her do it as chaser if you can.

Power vs guts

Power vs guts, 追込
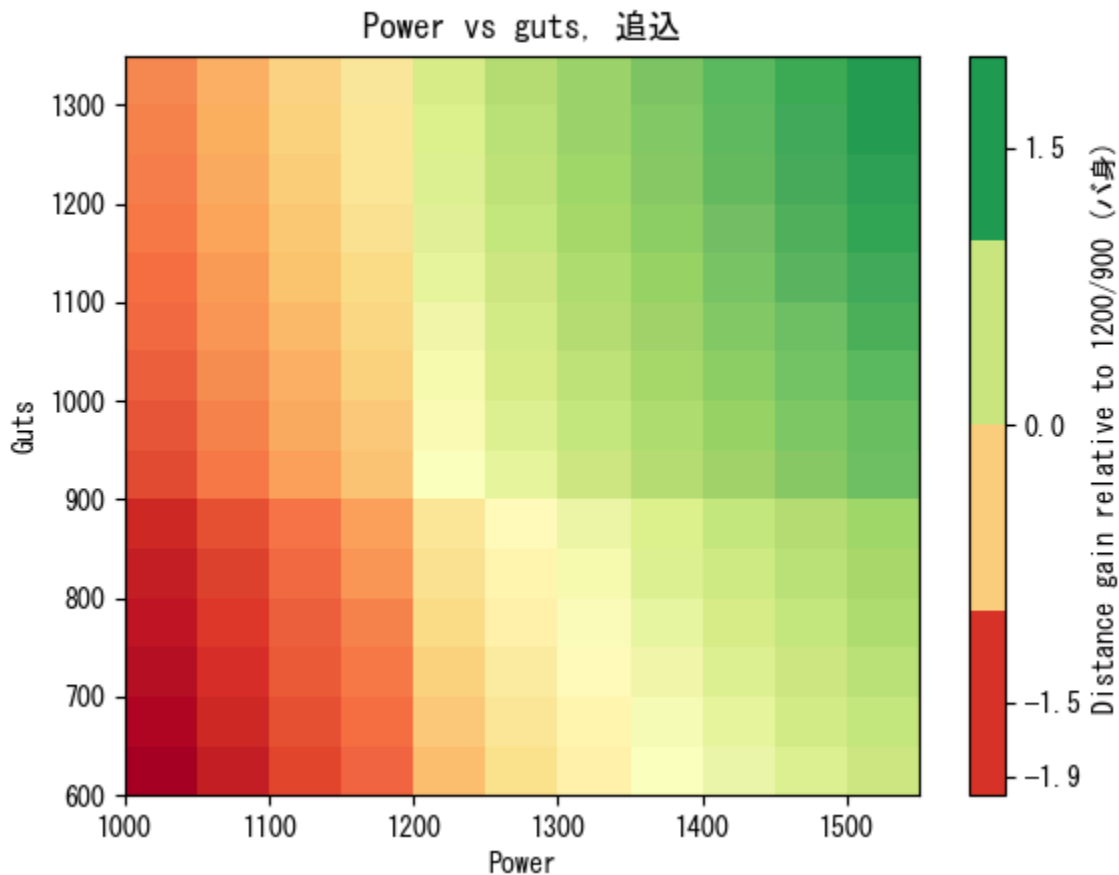
As you can see from this chart, power is slightly stronger than guts on a per-stat basis, but overcapping power from 1200 is much harder than raising guts from 900 to 1100-1200. Loosely, capping power is a higher priority than raising guts, which is a higher priority than overcapping power. If you're forced into using a power card (e.g. Ruby for 電光石火) you should probably inherit guts, and if you're doing guts builds you should probably inherit power (and/or stamina if necessary).

Appendix I. Derivation of Lone Wolf strategy

Lone Wolf is quite cheap relative to its bashin gain, and this efficiency relative to white skills is what drives complications in deciding whether or not to take it. With +3 hint on Lone Wolf (i.e. fully hint booked), Lone Wolf is worth about 0.0051 bashin per sp, and an average white skill at +2 hint (which we take to be roughly typical) is worth about 0.0023 bashin per sp.

Though there are 9 umas per race, and hence theoretically nine umas that could have Lone Wolf, there are only three players and we can assume that a rational agent will not take Lone Wolf on more than one of their own umas, so we can reduce this to only three umas that can have Lone Wolf. We model this as a 3 player game where each player can make the choice to

either take Lone Wolf or instead use the skill points toward some other skill. We assign each choice a reward in terms of bashin gain relative to the other players per sp spent. This gives us the following payoff matrix (payoffs are the difference between player N and the highest bashin per sp player other than player N, in units of bashin per sp times 10^{-4}):

Player 1: Lone Wolf

	Player 3	
Player 2	Lone Wolf	No wolf
Lone Wolf	0, 0, 0	-23, -23, +23
No wolf	-23, +23, -23	+28, -28, -28

Player 1: No wolf

	Player 3	
Player 2	Lone Wolf	No Wolf
Lone Wolf	+23, -23, -23	-28, +28, -28
No wolf	-28, -28, +28	0, 0, 0

We can see there a stable Nash equilibrium where two players take Lone Wolf and one player does not. If the non-wolf player takes Lone Wolf, they obviously lose bashin/sp by taking a skill that does nothing, and if either of the Lone Wolf players choose not to take it, they gain some bashin/sp personally but the third player gains *more*, because their Lone Wolf now works. If *both* Lone Wolf players choose not to take Lone Wolf, they gain some bashin/sp, but one of them could have taken Lone Wolf and gained *more* bashin/sp, so they're disincentivized to change.

It may be difficult to convince yourself that this is the optimal strategy for all players. Specifically, it may be counterintuitive that if two players take Lone Wolf, it actually *loses bashin per sp* for one of them to change their strategy to take a skill that actually does something. This is because speed greens are more sp efficient than white skills, and it gains you more of an advantage per sp spent to cancel the third player's Lone Wolf than to take another skill.

The issue is arriving at the Nash equilibrium. It seems like there is a clear winner—the one person who does not take Lone Wolf has an advantage over the other two. But if two players both try to "win", they both lose, because the third person takes Lone Wolf and beats both of them. Assume one player takes Lone Wolf. We can model the remaining players' choices as a prisoner's dilemma, where taking Lone Wolf is cooperating and not taking it is defecting. Because matches are random and not repeated with the same players, this is a one-shot prisoner's dilemma where no communication is possible. Under standard models of decision theory, both players should rationally choose to defect (not take Lone Wolf), but in that case

they both lose to the third player. In order to avoid this outcome we need to implement a decision theory capable of [acausal trade](#). Umamusume players are sweaty tryhards, so we can assume that they will attempt to optimize their choices and arrive at an argument similar to the above (or they will have read this document). Even if we can't directly communicate with them, we can *acausally trade* with them because we know that their thought process is following the same path as ours, so we can accurately predict what choice they are going to make, and know that they can also accurately predict what choice we will make. In the standard one-shot prisoner's dilemma, we should then both choose to cooperate and come out ahead, but in this case we know that both taking Lone Wolf is not a globally optimal solution, per the payoff matrix above. Because this is not optimal, we can no longer assume that our thought process matches the other player's (who is a sweaty tryhard, trying to make the most optimal decision), making acausal trade now impossible. The optimal solution is for one of us to take Lone Wolf, and one not to. Therefore to arrive at the optimal solution, a superrational agent should flip a fair coin and precommit to taking Lone Wolf if the coin is heads, and not taking it if the coin is tails. This gives us a 50% chance of choosing the Nash equilibrium, 25% chance of both cooperating (= no net loss), and 25% chance of both defecting (= losing to the third person, who took Lone Wolf).

One may wonder if the argument above generalizes to three players, if we don't take as an axiom that one player took Lone Wolf. However, because the optimal strategy is for one of the remaining two players to take Lone Wolf *regardless of whether or not the third player did*, by induction we can have the third player follow the same line of thought, taking the tails player of the other two to be the axiomatic player who takes Lone Wolf.

Remember that this logic only applies if Lone Wolf is fairly cheap and you're comparing it against average white skills with low hint levels. If you have very good white skills or skills with a lot of hints, consult the bashin chart instead.

tldr just dont take it unless its cheap and then maybe take it