

## New Additions

New SDE, new waves of questions in the help thread about SDE choices, now before the floodgate gets released, here's a new guide to help with the chaos

This guide will be more of a follow up to the [older one](#), but with changes to fit the current meta and current team choices, accounting for any easy to get free units

The latest change has us removing the water zone section completely due to the reveal of a new, upcoming, and powerful F2P unit

Also as newer units become more complex in their mechanics, there needs to be a more detailed summary of their abilities, hence the lengthening of this guide

Remember that everything depends on the player and what units they have to determine what is best fit for who

**I always go by the principle of Zones = universal support > DPS > others**

**Also remember to wait till the last few days of your SDE to pick your unit in the small chance that you get randomly spooked by them from an off pull on some other banner**

Another tip for players is to look out for any of your current units that might have the same roles. For example, say you are looking at Flammelapis for water magic DPS, but you already have Eva. Will she bring something to your team? Yes, but unless you need to really run a short burst Water magic Team for some reason or heavy water AOE, what she brings might not be worth the SDE, since Eva does a lot of the same thing as her, especially if you lack units with other roles like a zone unit or some specials support

**What if you are new and you want to pick a zone but are lacking too many zones and don't know what to pick?**

**Best advice is to pick a zone that your current units can synergies with and you can use as fast as possible. Like if Amy is your only blunt zone unit, its probably best to not pick blunt zone until you get some more blunt units to fill the roster because a zone doesn't do much if you have no units to take advantage of the zone**

IF you lack nothing, then you do you

List of new units added and their categories, **despite some of them being in the lesser prioritized categories, all of these new units have a lot to offer and are worth at least checking out. Being a more specialized new unit can mean that those units are more specialized in their niche than the more universal units, for example Noble Blossom Tsukiha, whose kit is dedicated to supporting fire teams can bring a lot more to fire zone than a more universal support unit like Red Clad Flamancer**

As Radas (Universal Support)

Jet Tac Shion (Special)

Es Claude (Zone)

As Yipha (Zone)

As Soira (Universal Support)

As Lele (Water/magic)

As Cynthia (wind/slash)

As Biaka (wind/blunt)

As Yukino (pierce)

Alma (Zone)

As Necoco( special)

Noble Blossom Tsukiha (fire)

Moonlight Flower Hismena (Universal Support)

# 1) Any unit you really like

The #1 priority to the SDE is any unit that you like. If there is a unit that you like a lot or is very invested into, then disregard everything and just get the unit in question. We are here in this game to have fun anyways, so there's no reason not to.

## 2) Special mechanics

This section is for units that have special mechanics that provide something game breaking and outside the normal mechanics of the game

### Flash zone

if you don't have flash zone, you really want to consider getting it, this is taking into account all of the powerful free units we all get, the ability to either brainlessly af down the boss on turn 1 or set up all buffs/debuffs/ and stacks to prepare for longer battles on turn 1 before the boss can do anything, while also allowing synergy of units that normally can't fit into a zone together, makes this one of the most broken mechanics in the game

The 2 options are Melissa and As Hardy, both with pros and cons

**Melissa** has better support skills for boss battles like crit damage buff, debuffs, and break, so she is better on a general team, but she will lack in DPS

**As Hardy** is more of a DPS, his support skills is more limited to blunt teams only, but he brings DPS in place of support, he will work very well with a certain future blunt zone unit, who buffs multi-hitting skills since he is fire and has 7 hit skills, His other ability is his 0 mp aoe, so he is like a compromise between picking a flash zone unit and someone who can do 0 mp aoe **He is also one of the few units who have a skill that can break zones** (can make a few certain fights a lot easier). This is especially true with the rise of bosses who use another zones. Zone breakers are currently the only way one can break a zone that has been awakened.

## Jet Tactician Shion

probably one of the most hyped and game changing new units in the game. Jet Shion can enter the game along a wave of memes and he lives up to the hype and the memes. So what does he do and why does he deserve a place as what I considered "highly rated units" that everyone should get?

**Shion's main gimmick is his ability to reverse weakness and resistance.** So if a boss is resistant to fire, you can use Shion to make him weak to fire instead. Shion is an answer to those superbosses that resist everything with his ability. He also makes manifest weapons a lot easier since manifest weapons resist all but 2 elements and are weak to nothing.

On top of his gimmick, Shion has a stack deck, being able to deploy **magic zone from the front** on turn 1 and give break on top of that. **His damage is excellent when hitting enemies that are weak to him, on top of that, he has another zone, mental buff (like a proper magic zone unit), and he applies 1+ to the weakness multiplier for the team** (which means if your team is hitting weakness, they do roughly 50% more damage than before), because why not, not like he wasn't broken already with just his weakness/resist reversal gimmick, might as well add on a ton of other things

Of course this isn't without weakness and is one that requires you to do some research or know the boss mechanics before using since you can accidentally make the boss a dozen times harder by changing their weaknesses to resist. His reverse skill also doesn't work on null or absorb traits of bosses, so no way around leblanc.

Another con is that his DPS skills are too dependent on either weakness, multi enemies, and/or setting zone. So his dps is limited if you aren't able to apply any of those 3 conditions to a boss.

## As Necoco

We have a new unique unit joining the ranks of the greats. Honestly OG Necoco can still be considered one of the best elemental support units in the game, so her As Form that focuses more on support while sacrificing her strongest offensive skills would of course be even better as a support. As Necoco has a ton of support buffs and debuffs like a lot of the current top tier universal supports. The difference is that while most of the other units with all of these buff/debuff have them spread across many skills (Look at Es Claude), As Necoco has most of her buffs and debuffs concentrated on her 2 As Skill. So she doesn't suffer as much from the "too many good skills and too little slot" issue that plagues a lot of the best support units currently in the game. She can still benefit from a 4th slot though. This is especially true since her 2 As skills are none attack skills, so you need to sub in one of her remaining attack skills to be able to have her refill some of the af bar back. This is also another way to differentiate her from her OG form, who has superior healing skills and can heal easier due to being able to have it on an attacking skill.

Sounds good? Now what makes her special"? Buffs and debuffs are all good, but why is she in the special category? The reason why she is in the special category is due to her second mechanic, her **ability to change the elemental type of your whole team**. That's right, did you ever have that DPS unit that you just love (eg. As Iele, Eva, As Azami, As Cynthia, etc), but too bad you aren't able to use them on all of your elemental teams because they are stuck to their element.

Well now problem solved since As Necoco can just change the element of that top DPS as well as any other unit on your team to the element of the elemental zone that is up. Of course this is a **double edge blade** as her elemental change affects not just your team, but also the enemy, so you also have to prepare and expect the boss to hit at least 50% harder from the buff from elemental zone.

**Her other problem is that her weapon type change as well as the mountain of buffs that comes with it is a skill that only lasts for that turn.** So if you want to use the buff outside of AF, you need her to use the buff every turn, which prevents her from doing other things. Basically, outside of af, if you want to maintain the buff every turn, she kind of becomes like a semi-singer unit, though you aren't locked up for 1 turn.

Also her Mystery Rainbow buff gives bonus buff percents to light units, so she is going to be better when paired with light units, though shadow units will still get a massive buff even without the bonus

**Also she sets up an earth zone with a 50% crit damage buff as a VC ability, because why not?**

### 3) The Zones

Zones are the endgame meta and so they should be prioritized when picking a unit, that being said, **you want to focus on building up a few super strong zone teams rather than spreading out a bit too wide**

So if you have nothing, no units to synergize in a zone, then it's probably best not to pick that zone until you get some decent units first, **we all get fire, water, pierce, and slash zones for free pretty easily, so I will exclude those zone units. Any of the units with the 4 zones mentioned above with special or outstanding roles to them will be listed down in their respected positions**

#### Multi-zone units

netting these units essentially net you 2 or more zones in a way

**As Chiyo**, sets **earth and magic zone**, magic support and solid magic/earth DPS (Just remember that 4 star chiyo is a free unit, so you "might" be able to get her with enough farming, will be a lot harder for newer players though)

**As Myunfa**, As sets **blunt zone**, great blunt DPS and support, OG form sets **earth zone**

**Es Claude**, sadly he didn't come with his own bathtub, but Es Claude is a pretty unique unit among zone units, he can set **ALL of the weapon zones**, how it works is that he can apply a unique stack onto 1 of your units and he will change the zone he sets to the weapon zone of that unit, his default zone is slash though. He will also change his own attack type to that of the new zone

Other than that, he is **pretty stacked as a support**, he can apply power/intel/speed, heal, cleanse status, max hp, break, crit buff (both physical and magic), power/intel/speed debuff with physical resist, weapons buff (change with zone), **100% crit damage buff**, type attack buff, and even Es Suzy's multi-hit buff, what buff does he not have?

While he is **lacking in damage**, he by far makes up for that with all of his buffs and debuffs, but due to how stack his skills are, **he suffers a lot from 3 slot syndrome, too many good skills, too little slots**, especially if you want to use him as a weapon zone settler as he needs one skill (Strate Nike) to deploy the zone from the front, using his vc is possible, but impractical unless you only want to use slash zone. **Also while he has a skill to deploy zone from the start**, unless it's slash zone, he will need more than 1 turn to set up the zone due to him needing to link to the unit in question

He is a very good unit to aim for 80 lights for

**Another con is that he also isn't the best magic zone unit, since he lacks mental focus buff, so you still need some unit to be able to provide that or a traditional magic zone settler**

**As Yipha**, Basically **another broken universal support unit** that is also a **multi-zone unit**, can set either wind or blunt. Her broken gimmick that sets her apart from others? She can apply a **special stack to 1 unit which will directly gain stats points equal to half of As Yipha's spirit points**. Ever want to supercharge your units by giving them an additional 100+ power? Well now you can.

On top of that, she gives physical/type resistance, status immunity, a new buff called **knockback immunity**, crit damage buff, weapon type buff, power, intel, and type attack buffs. Oh, also her buffs double for the unit with her special stack on, which gives you some ridiculous percent for that unit, giving that unit some of the biggest physical/type resist in the game at 70% and basically **maxing out on all of the other buffs as type attack, weapon buff, power/intel, and crit damage (this one doesn't have a limit) are increased to 100%**



## Earth Zone

**Violet Lancer**, **Earth zone** pierce unit, her buffs and debuffs doesn't depend on earth zone, so you can sub her into a pierce team, great buffs and DPS, another zone and another sense ability that base damage on level of enemy, team wide passive 0 mp buff for the first turn makes her the most flexible 0 mp aoe unit because you can sub in any unit to help you with 0 mp mob clearing , overall one of the best earth zone unit

**As Chiyo**, mentioned above in multi-zone

**Myunfa**, just get As Myunfa if you want her since sidegrading from As to OG is easier than OG to As

**As Necoco**, Mention in special category

## Wind Zone

(Note that Sevyn is a wind zone unit who gets a free upgrade, but his upgrade comes very late in the game, where you also need to fight a tough boss who sets up another wind zone, also he can't override other zones, so while not a top priority, you should still consider a wind zone unit)

**As Yipha**, mentioned above

**Cyan Scyther**, **wind zone**, wind DPS/support, can also use another zone, 0 mp aoe, rare ability to set wind zone from the front, making her very very useful in later game bosses who like to override zone

**As Veina** can also be a decent wind zone support/healer

## Magic Zone

Jet Tactician Shion as mentioned in Special mechanics section

As Chiyo as mentioned above in multi-zone

As Rosetta if you want a more support/defensive magic zone settler, comes with Status Shield as well

Eva, she can set magic zone, **but not optimal** since you want her to be in the front, self-sustaining water/crystal DPS, because she is self sustaining, she doesn't need magic zone's support to do crazy amount of damage, so she fits into water and magic/slash zone well, also has **skill that increases in damage if resisted**, making her one of the **most universal DPS in the game**

## Blunt Zone

**As Myunfa** mentioned above

**As Yipha** mentioned above

**ES Suzette**, She bonks people with huge hammers, what's not to like about her, WFS's love child in her Es form now becomes a blunt zone unit. She is far more specialized than her completing blunt zone units though. Es Suzy is a blunt zone settler/DPS who specializes in **buffing multi-hit units**. Her buff can be applied outside of her zone as well, so you can work some gimmick her with her inside like flash, fire, or SoS zone as well.

## Thunder Zone

( reduces shade damage and has a **unique af recharge gimmick**. **Inside af, it can recharge the af bar by 10% per hit, allowing an af to last longer than a normal zone af, but outside of af, it reduces af charge, so longer af for more damage, but also takes longer to recharge af. A normal zone takes 2 turns to recharge from zero if all 4 front row units attack, thunder zone needs 3 turns if you are using all 4 units. )**

**Es Miyu**, the Pure DPS thunder settler, she can do massive damage both inside and outside AF, af damage scales with speed which can produce some crazy outcomes, Damage outside of af depends on her special lunatics like state that increases her damage massively and allows her to ignore barriers, in exchange for exploding after 3 turns.

Bring someone to be able to give her hold ground or revive her if you ever want to use her for longer battles, if you **don't want her to blow up after her special mode**, As Milsha and Orleya are the best units to support her since both give some kind of hold ground status, there are also a few other units and gear that can give team hold ground though not as good as the 2 above, 5 star Bria might also be a viable option now if you use Miyu in pierce zone

**Orleya**, Pure Support thunder zone settler, she has a skill to set thunder zone from the front. Her skills provide massive buffs and debuffs inside thunder zone and is good for beefing up any thunder zone team. She is probably the best support for Es Miyu since she can **prevent Miyu from self destructing as she has a passive that gives 1 hold ground to the team**

## Other Zones

### Sea of Stars

a zone that depends on not using your af bar, SoS zone works with any unit and gives you massive buffs when af bar is filled

**Es Nagi**, while there is a free Sos zone unit, Es Nagi is still a viable unit due to what she can provide. What makes her good is not the zone itself, but is her kit and the amount of value she brings, when af bar is full, she regens mp, gives massive buffs/debuffs, also top tier water crystal/mage DPS.

She also can easily sidegraded to OG Nagi, who with a true manifest have some strong earth buffs and debuffs and can hit decently harder without too much requirements. She can do 2000% damage with the only requirement is her HP being full.

### Moonlight zone

a new and unique zone, the zone buffs thunder, crystal, and shade damage by 30% and reduce damage of fire, wind, water, and earth by 30%

**As Milsha**, one of the most unique singers out there, singers (see below) are a mechanic that provide massive buffs in exchange for locking the unit for 3 turns. While the other 2 singers, Pizzica and As Mistrare have similar enough roles that having one means not going for the other, As Milsha is different enough to be in consideration. She has the standard offensive and defensive buffs and **debuffs that all of the other singers pack, her healing is behind her passive end of turn**, which makes it a bit harder to use since you need units with the 3 new elements. Offensively she is on par with the others in buffs, her base buff is worse than the other 2, but is made up for with the additional lunatic buff on top, which can give from around 75% to over 100%+. Defensively she is a bit different, one song has the usual 50% damage deduction that the other good healers have, with the addition of nulling any damage under 1k. Her other and more offensive song gives constant hold ground status. This makes her a bit different from the others and you can't use a direct comparison since her songs are also used to counter the negative parts of the lunatic buffs.

But what makes her different is the ability to reapply lunatic. This makes her one of the best lunatic supports by far since with her buffs, lunatic units don't have to be restricted to their normal 3 turn burst style of play and can use their special lunatic skill effects for as long as As Milsha is on the field. For example, Thillillille's [Eclipse Blade](#), which outside of lunatics only has a 400% ish multiplier, but inside lunatic, triples to 1088%.

Moonlight zone also allows her to synergize shade, thunder, and crystal units into a team. The damage deduction is also a bonus if you are tackling some of the older bosses since those bosses usually only use the 4 main elements

## Crystal Zone

a pretty weird zone TBH, all elements gain increase of gain, but only crystal gains the increased damage boost, all other elements have their damage decreased by 30%.

The damage of other elements inside crystal zone is 70%, which is a pretty big hit to your damage, as your damage gets almost cut in half of what it would be if you are using weapon zone (130%) and even more if you are using elemental zone (150%), **so yes while the zone does increase of gain of all elemental skills, the nerf in damage is pretty big and makes it not suitable if you aren't hitting weakness.**

**If you are hitting weakness, then the damage increases to be on par with elemental zone (150)** and if boss is weak to crystal then it's a pretty big 230% increase in damage, but bosses weak to crystal is very limited.

**Alma.** Her kit is a bit weird, she is a bow user, but she has both pierce and magic attacks, her magic attacks are also based on power instead of intel (so not too optimal in magic zone). **Her attacks can pierce barriers like Es Miyu,**

**Her attack changes to match the enemies weakness if they have a weakness** (random if more than 1 weakness). This allows her to fit into fights where the boss has weakness, but if the boss has more than 1 weakness, the element will be randomly picked if the weakness isn't crystal, this makes it a bit hard to give her certain elemental buffs and a bit hard to use the tier 3 elemental grasta enchantment. **She can also recover her own hp, mp, and restore her own lunatic.**

She has a secondary stack that gives her a special state when she stacks 5 of them all. Her damage mostly comes from hitting weakness, having her stacks on the enemy, and going into her special mode since those increase the multipliers of her skills

The con with this is that as a DPS, **she requires a lot more setting up than most other recent DPS in order to be able to do damage** and can't just nuke from the start.

She needs to activate lunatic, change her element to hit weakness in order to fully use her pierce attack (its an aoe skill, but you can only place scope on one enemy at a time and scope is a debuff and needs to be reapplied against new enemy waves),

Or she needs to enter trance mode to use her magic attack which will also need you to somehow have someone provide her mental focus because magic attacks aren't too good without mental focus and trance activate on end of turn, so like Es Tsukiha, you can't get the boost off a 1 turn AF

### 3) Universal Supports

Very flexible units, any player should consider some of these units if you don't have them, they will fit into multiple teams and are the usual go to support units in the current meta. Most of these units lack DPS, but makes up for the difference in terms of buffs and debuffs

**As Yipha**, Mentioned above

**Es Claude**, Mentioned above

**Red Cladded Flamemancer (RCF)**, changes skill based on elemental zone, very strong offensive support for any elemental zone and can also sub in as a DPS, as well as another sense passive which can extend **another zone for 2 more turns, note that thunder zone and any future new zone that focuses on a single element, counts as an "elemental zone" so will work with RCF and Necoco**

**As Necoco**, Mentioned in special, OG is also an amazing universal elemental support unit, but it's a lot easier to sidegrade to OG with As, so OG is excluded

**As RADIUS**, who says that "universal" support units need to mostly have offensive buffs? As RADIUS is a slash zone settler, but her **defensive support skills transcend all zones**.

Her first skill is her pre-emptive guard skill, **Guard** allows her to tank all hits, even AOE and mp drain hits for her teammate and survive for 1 turn. As RADIUS can spam Guard 3 times in a row, so are guaranteed to survive at least 3 turns against any boss.

Her first As skill can stack power debuff to 60%, crippling physical based bosses, this skill also gives a 70% barrier on top and an hp shield similar to Es Isuka.

Her second skill is even more broken, 70% physical resist buff, status immunity, and the **ability to counter any physical or magical attack with a 50% heal, 15% mp restore, and status immunity**

While magic attacks are her main weakness, she does have a 50% type shield for that as well, which is bigger than a majority of type shields in the game

All that allows her to make your team basically unkillable unless you are fighting fixed damage bosses.



**As Soira**, The second broken defensive support, her passive allows her to reduce damage on her based on her luck stats.

Her first skill gives up to **60% intel and power debuff**, broken debuffs that cripple any boss. This skill also gives magic and physical crit to the team.

Her second skill gives her **50% of both resists buffs, cleanse stats, and a hp shield based on max hp**.

She has a unique skill that **allows her to tank aoe attacks for her teammates**, this is similar to Guard, except she can get KO, but it isn't limited unlike Prai or As Radas. This combined with her passive to reduce damage allows her to tank a lot of damage  
She also has a passive to recover Af at the start of the turn when she is in the back row.

## Moonlight Flower Hismena (MFH),

MFH is a very flexible DPS/Offensive support unit

**She can change the weapon attack type that she has, based on the most numerous weapon types in the front line.**

**Her other passive allows her to get a 50% universal weapon buff, so she won't be left out when she is used in weapon zones outside of slash zone.**

Her main DPS skill depends on the amount of buffs that she has on her, she needs 8 buffs in total to get a total of 1600% multiplier. If she is in **another zone (she can set AZ once per battle)**, she basically gets a copy lunatic and copies that skill, doubling her damage to 3200%. This attack will be a guaranteed critical.

On top of being a DPS, she also has some pretty strong offensive support skills that allows her to get a spot on this list. **Dorntanzen** is a preemptive attack that stacks 6X weapon break skills if she is in an elemental or weapon zone. Weapon break doubles the next hit if the weapon type matches and being able to set 6 at a time allows her to be a reliable support to even multi-hitting DPS units.

A 50% water and physical debuff (75% in another zone), makes her an amazing support for a water team, She also has a buff to increase type attacks by 50% for 3 (6 moves in another zone) and give weakness multiplier of 1+, meaning that your units will do around 50% more damage to enemies that are weak to their attacks.

She also has a skill that debuffs power and intel by 20% (30% if in another zone) if that is ever needed.

**Her con** is that some of her support utility is very dependent on another zone. Without another zone, she loses her 50% another sense weapon buffs, and a lot of her buffs get downgraded, but are still usable. Many of her offensive buffs are also move and count based, which might not make it optimal with multi-hitting teams and teams that rely on af for most of its damage

## The singers

Singers are a type of support unit that provides buffs in the form of songs. Songs are different from normal buffs in that it locks the unit and prevents them from doing anything in exchange for the buffs, where normal buffs and debuffs just requires the unit to apply the buff or debuff

Many of the singers have pretty strong buffs in exchange for not being able to move for 3 turns, though they aren't the end all be all of support units, especially since newer support units like Es Claude, Yipha, and several others can seemingly give singers a run for their money with the buffs that they can provide

**Aisha**, a free unit that you can't get from SDE, the reason she is mentioned is because she is a free singer and is used as a comparison to other singers. Aisha is one of the most stacked free units in the game, she sets fire and water zone, a ton of buffs and debuffs and she has a song skill that gives 100% magic/physicals crit as well as change abilities in water and fire zone.

She is stacked in water and fire zone and if those are the only zones you main, you can easily do with just her. Her offensive support in fire zone surpasses all other singers and she can provide very strong defensive buffs inside water zone. Sadly, she is only good inside water or fire zone

**As Milsha** mentioned above

### Pizzica vs As Mistrare

They are different enough that one isn't really better than the other and it kind of depends on the situation

Pizzica is better for super hyper offensive teams since one of her skills has a 60% crit damage buff, she also has a few minor buffs that Mistrare doesn't like status cleanse and break

As Mistrare is better in where her songs basically does it all, songs are not like normal buffs, normal buffs, you apply once and it will stick where your unit can switch to a different buff or to attack, songs require the singer to freeze up for 3 turns after you use it

So while Pizzica has more options spread throughout her 3 songs, you need to pick between being more offensive or more defensive, As Mistrare doesn't need you to do that, her songs will apply both offensive and defensive buffs and debuffs at the same time, her condition is that your unit needs to use the same or switch skills every turn, but that isn't much of a problem since most DPS units only spam 1 skill or switch between 2 skills

Other difference is that Pizzica regens a little of the af bar every turn where Mistrare has an end turn aoe that does massive damage when ramped, but also debuffs the enemy with power and intel down up to a massive 50%, so in a weird way, As Mistrare's do it all songs make her the better damage mitigator, though Pizzica does have mp regen to stall for longer fights, so its a

trade off between better damage mitigation with some of the largest power/intel debuffs in the game or mp regen from a defensive POV

In terms of healing, Mistrare has the higher healing without any equipment, with a straight up 2k heal on both of her songs. This is comparable to a large healing skill.

Pizzica on the other hand has percent healing, her most defensive song gives her a 30% heal. This isn't that much, but can be further boosted by equipment, initially her healing is less than Mistrare, but can eventually surpass Mistrare's 2k healing. Though this is only on her most defensive song, her other skills will have less healing (20%) or no healing at all (Rhapsody Aria, her most offensive song)

## 4) A top tier DPS/other supports

This list is where all of the other good units go, these units might not even be any inferior to the previous units, but they are usually more specialized in their roles, like a raw dedicated fire zone support instead of a general elemental zone support like RCF

Fire

**As Ewan**, fire/blunt DPS, an older unit, the OG weapon flex changer. This **element is fire**, and he can **change his weapon type depending on the weapon zone** that is provided. Still a very strong fire flex DPS with a skill multiplier of 1600% straight out the gate as well as having a decent defensive skill. Fits into any weapon zone and fire zone team, not optimal in magic though.

**As Thilleille**, Top tier Fire/shade slash unit, very self-sustaining as she provides all of her buffs. She does more damage the lower her hp is and stacks shields on herself to make her somewhat tanky.

**Shion**, yes the old meme himself raised back from the dead and started kicking ass with his true manifest weapon. triple hit strong single target fire slash DPS, with the rise of new mechanics, now some bosses have ways to counter AOE skills, because of that, TM! Shion has been able to shine with his top tier fire slash DPS

**As Cetie**, After he got his manifest, As Cetie becomes a pretty strong unit. His playing style is the old stack them and then nuke. You spend a few turns using his setup skill to get his full buffs on and stacking his special stacks. **He does provide a ton of buffs himself, 100%power and speed, 50% crit damage and crit buffs as well as type attack and physical/type shields and restore mp and gives extra hp.** He also has a **buff transfer passive**, so you can switch him with a backrow unit and give all of his buffs to that backrow unit

**Noble Blossom Tsukiha** , Absolutely amazing fire zone unit. Due to fire zone being a free zone and the first free zone, most gacha fire zone units need to up their game if they want to stand out and **Tsukiha** doesn't disappoint.

She is a mix of DPS and support. Her special stacking mechanic can be applied to any of your units or herself. **When applied to your other units, their attack type will permanently change to fire (kind of like As Necoco's type change, single target and only fire element, but her buff is permanent)**. This allows you to bring basically any top tier DPS and make them fit into a fire zone.

She has a ton of powerful buffs to support your team with some buffs and debuffs being completely maxed like her **100% fire buff and debuff, massive 70% power/intel buffs, 60% crit damage, and weapon buffs**, Defensively she has a barrier buff that also heals and regens mp for units with her stack on. Her EoT is pretty amazing as well, inside fire zone, she has a passive **EoT healing that also restores status**. Her another sense passive is also just a better version of red clad, **extending another zone for 3 turns**. And of course with the trend of new zone units, she can also set up **fire zone preemptively from the front, which also debuffs enemy speed by 50%**.

Her only real flaw is that she is very dependent on fire zone for her full potential and she also suffers a bit from too many good skills and too few skill slots.

Water

**As Melina**, with her manifest, top tier water/blunt dps, heals and provides buffs and debuffs for water zone team, one of the best water units

**As Hisumena**, self sustaining water pierce DPS, weird rotation, but very strong single target hitter for water/pierce team.

**As Shigure** decently balanced offensive unit, has a gimmick where his damage relies on the number of water skills used, makes him shine with end of turn units and copy units, as well as being a very very hard hitter the turn after an af since he will have all stacks on

**As Zerviro** water zone, multi-hit offensive unit, specialize in af damage and combo rates, his damage is average outside of af, but really racks up with AF. He the best water zone unit for PURE af damage test bosses

**Flammelapis**, Strong water magic DPS, has 0 mp aoe, but other than that, she is very similar to Eva, she offers a very strong AOE nuke for the first 3 turns, but in exchange, isn't as flexible as Eva. Best for shorter battles since after first 3 turns, a lot of her buffs and effects disappear

**As Philo**, As Philo has by far the highest multiplier in the game at over 10000%. His catch? He needs to be set up and his gimmick makes him better outside of zone. He is a unit specialized for SoS zone as he does more damage outside of AF. His stacks allow him to counterattack with more damage per attack (up to 2400% per counter at 3 stacks) and stacks hold ground on him so he can tank the hits

**As Lele**, probably one of the hardest hitting magic units in the game, **she consumes 10% of AF bar to gain a special mode that GREATLY increases her intel/spirit/ and skill multiplier and gives mental focus**, allowing her to hit for some stupid amount of damage. Her water attack consumes 10% of mp and damage is based off mp consumed, but with her special mode, can deal a ton of damage, also ignores the **magic defense stats of bosses, so it hits even harder than normal.**

Her normal **attack allows her to copy and double the damage of the last hit from any magic attack** used on that turn, limited use in water zone, but very useful in magic zone

## Earth

**As Tsubame**, OG 0 mp unit, also solid earth nuker DPS, crit provider, and debuffer with a 5 hit blunt combo, OG is expecting a true manifest that makes OG a very strong DPS unit as well. Where As Specializes in af damage, OG will specialize in damage outside of AF

**Black Cladded Swordsman**, slash zone settler with another zone, she does massive earth AOE damage and can heal at the same time. She has decent debuffs on her DPS attack and a pretty strong 30% physical and 50% type shield for the team.

**Daisy** Strong earth/blunt nuker and support, gimmicky in that for her to max her damage and team wide buffs, she needs to be very slow and make the whole team slower, will hit like a truck once buffs and debuffs are applied though

**As Nagi**, After the manifest buff, she actually hits pretty hard now. She plays out very similar to Daisy; she does more damage if she is slower than the enemy. But her damage isn't completely dependent on her speed being X times slower than the enemy. So a bit more flexible in terms of damage and gear, but in exchange, not as easy to nuke as Daisy. Also an easy sidegrade to OG Nagi, who with true manifest is an amazing all around earth/slash DPS. OG Nagi with TM comes in as a top earth DPS for her good buffs and debuffs and very strong overall DPS with a 2000% multiplier, with a very easy condition to it, that she only needs to be at max hp to be able to pull it off. This makes her a lot easier to use than her As Form



## Wind

**Suzette**, WFS's love child, will get support for years to come, with true manifest, is a top tier wind/pierce DPS and poison/pain settler, though TBH, if you are looking for Suzy, probably best to go for her Es Form (In blunt zone section)

**As Kikyo**, top tier wind/slash DPS, speed based skills, clone ability to act as situational tank, also has 0 mp aoe for mob clearing

**Es Tsukiha**, Wind/pierce Zone unit, top tier wind/pierce damage with buffs and debuffs, dps needs setting up though, also auto applies pain at beginning of battle

**As Cynthia**: A slash zone settler, Cynthia kit is pretty simple for a newer unit, but non less super effective. She can buff her hp and will consume half of her hp when using her nuke skill. **Her nuking skill depends on how much hp she consumes for that turn and can go up to 35X normal damage** if she has more than 7k hp.

This is probably one of the highest multipliers that don't involve some complex gimmick that's not very easy to use. As Philo can hit far harder than her, but his weird mechanic requires some set up and planning, where Cynthia doesn't. Her demerit is also not that hard to counter, just having someone like Necoco heal her every turn/inside af or give her equipment to absorb damage as hp. She does enough damage that refunding 1% of her damage as hp can fully heal her back up.

Also don't forget that her 4 star board **also gives her a skill with a 100% crit damage buff**, so yeah, she will be a monster DPS, especially if you pair her with like **Es Claude**

**Garambarrel:** wind/pierce, a powerful tank that can also do some serious DPS if set up right. Starts with a 100% 1 hit shield passive which can allow your team some space to set up. A strong defense skill that applies rage, gives 70% physical resistance buff to himself and 35% elemental resistance to the team. With these buffs, he can negate 100% elemental physical attacks as long as he doesn't get debuffed. Also comes with a strong DPS skill that deals more damage if he has higher hp, can reasonably get roughly around 2000%+ multiplier without having a team completely built around him. Not as good as a tank when compared to As Radius or As Soira, but offers more offensive potential

**As Biaka:** After we got As Cynthia, we thought that wind was already strong enough, but WFS says not yet and released As Biaki, As Biaki can be summed up **as the reverse Eva**. While Eva does more damage when the enemy has more than 50% hp, **Biaki does more damage when the boss has less than 50% hp, a LOT more damage**. Her damage mod is normally 800% with pain/poison, but **if the boss has less than 50% hp, 15 X 800% for a total of 12000%**. She nukes so hard that even enemies that resist her will easily get 1 shotted. On top, her wind attack **also debuffs enemy intel/power/speed by 60% because why not?**

On top of being able to nuke down bosses that resist her, she also has something for bosses that can null her attacks as well. One of her gimmicks is that she can increase the damage of pain and poison by 30X. So even if an enemy nullifies her damage, she can still kill off enemies slowly. And if 30X the normal pain and poison damage doesn't sound good enough for you, she also has a special stack that can further increase her pain/poison damage, by up to 20X when fully stacked. **So when set up, she can do 600X the normal pain and poison damage, which when set up correctly and having proper support, can net you tens of millions of damage per turn of basically true damage unless the enemy has a status shield.**

**It might not be the most effective** way to deal with bosses, but it can be useful when you don't have much options and can help with tackling tricky bosses like Leblanc or Mystical Beast

## Thunder

**Silver Striker**, pierce zone unit, specializes in hit counts and insane damage inside af. She has another zone as well as another sense passive to gain more af charge. Her other passives include a power/intel debuff passive based off hit count (good for post af damage mitigation)

**As Victor**, beast of a unit, fairly unique unit who has the strongest end of turn, he is a lightning slash DPS, ability to nuke multiple hp stoppers with his end turn aoe and hit based main DPS skill

**Es Melina**, very universal blunt zone support, heals and gives tons of offensive buffs, also a decent DPS herself, best used on flash zone with units like As Victor because she ramps up af combo, very strong thunder and moonlight zone support now that those 2 are a thing.

Slash

**Es Isuka**, best defensive slash zone unit, acts as a tank, defensively support, and self-sustaining DPS for slash zone, pre-applies poison, similar to Es Tsukiha

**Black Cladded Swordsman**, mentioned above in earth

**As Victor**, see thunder section

**As Thilleille**, mentioned above in fire

**Shion**, mentioned above in fire

**As Kikyo**, mention above in wind

**As Cynthia**, mention above in wind

**As Philo**, mention above in water

## Pierce

**As Yukino**, a weird unit, she is a pretty busted pierce zone support unit, her **con is that she specializes in pierce zone**

Her special gimmick is that she will apply a barrier that **negates all damage that is 5k or less**, this skill can be reused after you use a certain amount of pierce attacks. This goes well with her being able to set a 50% type barrier. The 5k barrier is also pretty useful in allowing the team to survive fixed damage attacks, which have seen a rise with some current superbosses., **She can also deploy pierce zone from the front and debuff enemy speed by 100%** in case you really hate superfast enemies (like a certain boss that is released alongside her),

On terms of offense, she applied up to **50% of both type and pierce debuff, and buffs the team by 100% power and speed** if inside any weapon or elemental zone, so she can be used as a strong buffer outside of pierce zone, but a lot of her power comes from pierce zone

**Garambarrel**, mentioned above in wind

**Es Tsukiha**, mentioned above in wind

**Milsha** similar to As Victor, pierce/shade DPS, as the ability to nuke through hp stoppers, less damage than As Victor, but more consistent , best to just get As Milsha and sidegrade

**Silver Striker**, mentioned above in thunder

**As Cetie**, mentioned above in fire

Blunt

**Es Melina**, mentioned above in thunder section

**Daisy**, mentioned above in earth

**As Tsubame**, mentioned above in earth

**As Biaka**, mentioned in wind

Magic

**As Lele**, mentioned in water section

**Flammelapis**, mentioned above in water