

Client v3.08 and Silent Sandbox / Quantum Fluctuation

Client v3.08

<https://gfverse.info/gf11/guides/client-v3-08-changes>

https://docs.google.com/document/d/e/2PACX-1vTS_lbs2-vP0x6FzVWW2VYt688QXpkNjqkcPSGQ-4DiekHlsT_yfXy2Isefnqn2igxi-FxfmDfVz0mD/pub

New SPEQs, Dolls, Fairies:

- Notes:
 - For doll stats:  GFL - G&K Doll Stat Calculator
- AUG PARA Login SPEQ:
 - +10 FP, +15 Acc, +15 Eva
 - AUG Para gains 50 points of damage, evasion, and accuracy at the start of the battle, lasting until the end of the battle
 - (装备"精品挂饰"后,开场增加自身50点伤害,回避和命中,持续至战斗结束。)
- CZ75 Gray Zone SPEQ:
 - +25 FP, -10 Acc, +50 AP
 - Skill is enhanced to throw spinning axes at the three farthest targets.
 - 观测者直击强化为对最远的三个目标投掷回旋飞斧
 - Details:
 - The extra 2 axes have a 3x multiplier instead of 10x.
- F1 Gray Zone SPEQ
 - +4 FP, +20 Eva
 - Buff effects are doubled, and smoke grenade debuff durations are extended by 2 seconds.
 - 大闹一场!增益效果翻倍并且烟雾弹!减益效果时间延长2秒
- Carcano M1891 Ranking SPEQ:
 - +10 MSpd for RFs in Echelon; +195 AP
 - Upon activating her skill, enemy elite units lose their elite tag for 5 seconds, but this cannot trigger any effects that would allow a Boss to take lethal damage
 - 装备"M91新型弹"后,技能发动时敌方精英单位失去精英标签,持续5秒,但无法触发能使Boss受到致死伤害的相关技能
 - Details:

- FO12 now has an explicit condition to not work on bosses.
- The self-destruct skill that is used by Gepard MOD and some enemies now has an explicit condition to not work on bosses.
- Grape can 45x the formerly elite enemies, as you'd expect.

- Unica 6 (5* HG)

- Tiles: All dolls

			30% FP
			50% Acc

- After battle begins, 20 support dolls will successively enter as reinforcements, moving in front of our echelons to attack. They each have 15 HP, cannot trigger critical hits, and are unaffected by status effects, but otherwise retain the same stats and attack patterns as at the start of battle.

Each time they participate in defeating an enemy group, their Damage increases by 30 until the end of battle.

When a support doll is destroyed, all our units gain +3% Damage and +3% Rate of Fire for 5 seconds.

- 战斗开始后会陆续增援入场20队支援人形,移动至我方梯队前侧开始攻击。拥有15点生命值但无法触发暴击并且不受状态效果影响,其余属性及攻击模式与开场时自身属性保持一致。每参与击杀一组敌人增加自身伤害30点,持续至战斗结束。支援人形死亡时会提升我方全体伤害和射速3%,持续5秒。

- Details:

- Support dolls have 100% of Unica 6's stats (FP, Acc, Eva, AP, Armor, RoF), 0% Crit Rate, 3 Range, 50 MSpd, standard HG autoattacks (random targeting).
- She summons 5 dolls at a time, positioned in a vertical column. They do not have a hitbox until they reach their destination, which is fixed and does not change based on Unica's position.
- The +30 Damage for support dolls can stack up to 99x.
- The 3% Damage and RoF for allies stacks multiplicatively up to 20x.
- The summons will not trigger skills like TPS or Hecate II.

- M&P9 (4* HG)

- Tiles: All dolls

			20% FP
			50% Acc

- Passive: At the start of battle, scans and analyzes enemies. If the "battle level" comes out to "high-threat", self skill cooldown is reduced by 40% and skill

activations grant 20 HP shields.

Active: Increases all allies' Rate of Fire by 25 and Movement Speed by 5 for 8 seconds.

- 被动: 开场扫描分析一次场上敌人, 若战斗评级为高危, 则本场战斗自身技能冷却时间缩减40%并且技能增益效果额外增加护盾20点。
主动: 增加我方全体射速25点和移速5点, 持续8秒
- Details:
 - Active has a 6s ICD and 10s CD.
 - "High-threat" battle level means that there is a Boss or there is >60 total threat across all enemies. The buff/marker used to track this only lasts 333s, so she will no longer grant shields or have the self-CDR after that.
 - Her CDR affects all subsequent cooldowns (not her ICD)
 - Her RoF/MSPd buffs and HP shields can stack twice.

- wz.63 (4* SMG)

- Tiles: SMG

			35% FP
			-10% Eva

- In this battle, all allied units permanently suffer -50% Evasion, but gain 25% Damage Reduction. Every 10 seconds, all allied SMG dolls gain +50 Damage (up to 5 times). This buff lasts until the end of battle and cannot be removed
- 本场战斗我方所有单位常驻回避下降50%的减益效果并获得25%减伤效果。
每隔10秒, 增加全队冲锋枪人形伤害50点, 最多进行5次, 持续至战斗结束, 该增益消去不可
- Details:
 - The -50% Evasion and 25% Damage Reduction are practically a one-time application (999999f CD) with 9999f duration.
 - The "every 10 seconds" part of her skill starts at 0s. Each stack of the +50 Damage lasts 9999f and cannot be cleansed.
 - She does not show any indicators for her debuffs or buffs.

- SSG M1 (4* RF)

- Tiles: RF

			18% FP

- Passive: At the start of battle, gain +200 Armor for 20 seconds. This buff is removed early if hit 100 times.

Active: When the skill cooldown ends, begin charging. Gain 1 charge stack every second, up to 30 stacks. Tap the skill to aim for 1.5 seconds, then deal 5-26x

damage to the farthest target based on charge stacks, consuming all stacks. If the target is a Boss unit, deal 10-52x damage instead.

- 被动: 开场获得200点护甲, 持续20秒。若受到攻击100次则会提前失去该增益。
主动: 技能冷却结束后开始蓄力, 蓄力层数每1秒叠加1层, 最多叠加30层。点击技能进行1.5秒的瞄准, 根据蓄力层数对最远目标造成5倍至26倍的伤害并解除蓄力, 若目标为Boss单位则造成10倍至52倍的伤害
- Details:
 - Can equip an LRF
 - Active has a 5s ICD and 11s CD. It can hold 30 charges and gains 1 charge per second after her ICD. At SL10, the scaling is $5x + 0.7x$ per charge.
 - Her passive counts all hits by enemies that land, meaning that a 5-linked enemy will remove it 5 times as fast as an equivalent 1-linked enemy.

- EF88 (5* AR)

- Tiles: All dolls

			30% FP
			-20% RoF

- Passive: Attacks cannot miss while affected by stat debuffs. If affected by a Rate of Fire debuff after the battle begins, the greater the RoF reduction, the higher the damage dealt (up to +1000%).

Active: Removes all Damage Reduction and Vulnerability effects from all enemy units once. Then, each link fires a grenade, each dealing 4x damage to enemies within a 2.5 radius.

- 被动: 自身拥有属性减益效果时攻击必中。若开场后自身受到射速减益效果, 则射速降低越多, 自身造成伤害越多, 最多提升1000%。
主动: 清空一次敌方全体单位的减伤效果和易伤效果。然后按编制发射榴弹, 对半径2.5范围内的敌人造成4倍伤害
- Details:
 - Active has a 6s CD and 16s CD. Removes standard multiplicative Damage Reduction and Vulnerability only.
 - The formula they use doesn't make any sense, but the scaling does work based on actual testing.

$$\$1 * (@rate10?10:(sbuffidtier(9930)/@rate):1)$$

 - Essentially multiply final damage (after armor) by the ratio of her RoF at the start of battle over her current RoF, where her current RoF is likely meant to be floored at 10.

- Chiappa Triple Crown (5* SG)

- Tiles: SG

			20% CR
			25% Arm

- Passive: attacks have a "mangle" effect (enemies that are moving will take 50 pts of linksplash damage per second) for 10 seconds. If there are only SGs in your echelon at the start of battle, self FP is buffed by 100 for the duration of the battle and cannot be cleansed.

Active: attacks the three furthest enemies, dealing 3x linksplash damage and 10 units of knockback.

- 被动: 攻击附带裂伤效果(对移动中的敌人每秒造成50点编制伤害), 持续10秒。若本场战斗只有我方梯队只有霰弹枪人形, 自身伤害增加100点, 持续至战斗结束, 该增益消去不可
主动: 攻击最远的三个敌人造成3倍伤害, 并造成10码的击退效果
- Details:
 - Active has a 5s ICD, 16s CD. The attack cannot miss, ignores Armor, and is a regular knockback that cannot interrupt most attack animations and is subject to a range limit (unlike LTLX's).
 - Mangle damage ignores evasion and armor.

- Sprinter Fairy

- Aura: 80% FP, 16% Eva, 12% Armor
- Combat Fairy, skill costs 1 FC
- In the next battle, this echelon's SMGs/Rifles/ARs/MGs/SGs gain +3/+8/+5/+11/+9 Movement Speed for 30 seconds. Additionally, when this echelon's dolls are moving, they gain 20% Damage Reduction and +30% Evasion.
- 下场战斗中增加本梯队冲锋枪/步枪/突击步枪/机枪/霰弹枪移速3/8/5/11/9点,持续30秒。此外本梯队人形移动时会获得20%减伤效果并且提升回避30%
- Details:
 - The Damage Reduction and Evasion buffs apply to both forced movement from being out of range and regular kiting.

Ranking Map:

- <https://randomqwerty.github.io/gflmaps/#campaign=3077&mission=11946>
- <https://nga.178.com/read.php?tid=45207279>
- In-Game Map Info:
Commander, please read the following carefully. This will help you earn points more efficiently. You can also click the button at the top right to review the mechanics later.

In this campaign, when the Commander defeats enemies, you earn Command Points equal to $X/100$, where X is the enemy's effectiveness. These points are displayed at the top right of the screen in the style of a Griffin emblem.

Commanders can spend points at the workbench in the center of the map to upgrade themselves, learn skills, or craft useful items.

Commanders can use these skills to assist other echelons in combat or provide repair and resupply support.

Commanders can also use crafted items to deploy NPC echelons or guide enemy Bosses onto the battlefield.

Defeating mystery enemies appearing in this map will unlock additional skills and items at the workbench.

Starting from Turn 2, three supply boxes spawn each turn: two in the Commander's area and one in the outer area. Supply boxes will not spawn in positions that have already had crates.

When the Commander picks up a supply box, they restore HP and gain 10,000 points. Non-Commander echelons that pick up supply boxes restore HP and resupply ammo/rations, but will be attacked by ambushing enemies.

Starting from Turn 2, a random automatic teleport point spawns each turn. Teleport points last for one turn and will transport echelons to the diagonally opposite area. Be careful with echelon positioning.

Enemies on the map only spawn at hidden points. From Turn 5 onward, spawned enemies are significantly stronger, so pay attention to echelon positioning.

Finally, regarding point calculation for this campaign: points from occupying regular nodes have been removed.

Point increases come from: 100% of enemy effectiveness for enemies killed by the Commander, 10% for enemies killed by player echelons, and 5% for enemies killed by Commander-deployed allied echelons.

Each helipad grants 5,000 points, each heavy helipad 6,000 points, and picking up a supply box as the Commander grants 10,000 points. Other point deductions are calculated the same as previous ranking maps.

- Raw Text:

指挥官请注意仔细阅读以下介绍, 这有助于你更好的获取积分, 后续也可以点击右上角按钮查看相关机制。

本次战役中, 指挥官消灭敌人后会根据敌人的效能 X , 获得 $X/100$ 点的指挥点数, 以格里芬盾徽的样式显示在界面右上角。

指挥官可以消耗点数在地图中央的工作台上升级强化自身、学习技能或是制作某些有用的道具。

指挥官可使用这些技能辅助其他梯队战斗, 或是为其他梯队提供修理或补给。

指挥官还可以使用制作的道具来部署NPC梯队, 或是引导敌方BOSS进入战场。

在击败关卡中出现的神秘敌人后会在工作台追加额外的技能和道具。

从第2回合起, 每回合会刷出3个补给箱, 其中会有2个刷在指挥官区域, 另1个刷在外部区域, 补给箱不会刷在已经刷出过的位置。

指挥官拾取补给箱后可恢复生命并获得10000积分, 非指挥官梯队拾取补给箱后可恢复生命并补给弹药口粮, 同时受到埋伏敌人的袭击。

从第2回合起, 每回合会刷出1个随机自动传送点, 传送点存在1回合, 会将梯队传送至对角线方向的区域, 请注意梯队调度。

地图上的敌人只会刷新在隐藏点上, 并且第5回合起刷出的敌人会大幅强化, 请注意梯队调度

最后是关于本次战役的积分计算, 本次战役去除了占领普通路径点的积分计算。

积分增加仅有: 指挥官击杀敌人效能的100%、玩家梯队击杀敌人效能的10%、指挥官部署的友方梯队击杀敌人效能的5%。

机场每个5000点, 重型机场每个6000点, 指挥官拾取补给箱可获得10000点, 其余积分扣减计算与往期相同。

New Enemies:

- Gebbennu: note that these are taken from the index
 - Details are in the NGA link above
 - Machine Gun Burst: Deals low shield-ignoring damage to the nearest unit. If the target has low FP, this damage cannot miss and is greatly increased.
对最近的单位造成较低的无视护盾的伤害。若目标伤害面板较低则该伤害必中并

且大幅增强。

- Trial: Gebbennu takes drastically reduced damage. This effect can be removed if any of the following conditions are met:
 - I. Gebbennu is attacked 2,000 times
 - II. At battle start, our echelon has exactly one weapon type
 - III. Our echelon has effects of Guaranteed Hit, Guaranteed Dodge, Hotblooded, Iron Wall, and Unyielding"鸢视虎受到的伤害极大幅降低,满足以下任一条件可解除该效果:
 - I. 对鸢视虎攻击2000次
 - II. 开场我方梯队有且只有一个枪种类型
 - III. 我方梯队拥有必中,必闪,热血,铁壁和不屈的效果
- Judgment: Gebbennu does not take Vulnerable effects applied by anyone else. When our echelon gains a Damage Buff, it is immediately removed by Gebbennu.
本场战斗鸢视虎不会受到自身赋予之外的易伤效果,我方梯队获得伤害增益效果时会被鸢视虎立刻消去。
- Exile: Gebbennu performs a large-area preemptive bombardment. After the bombardment, if Gebbennu has removed the Trial effect, it enters a Vulnerable state
鸢视虎进行大范围预警轰炸,轰炸结束后若鸢视虎解除了试炼则会陷入易伤状态。
- Fantasy Paradise: Gebbennu continuously deals devastating damage to all enemies. After 5 consecutive strikes, it enters a paralyzed state for a period. This effect continuously triggers if any of the following conditions are met:
 - I. Battle duration exceeds 60 seconds
 - II. Gebbennu's HP falls below 30%
 - III. Our units are nearby Gebbennu鸢视虎全体敌人持续造成毁灭性伤害,连续进行5次打击后会陷入瘫痪状态一段时间。满足以下任一条件持续触发:
 - I. 战斗时长超过60秒
 - II. 鸢视虎生命值低于30%
 - III. 鸢视虎附近存在我方单位
- Rodelero (new variant):
 - New stats at level 100: 8000 HP, 50 FP, 20 Eva, 90 Armor, all else the same
 - Typical old stats at level 100: 3500/5600 HP, 25/27 FP, 15/20 Eva, 40 Armor
- Patroller (new variant):
 - New stats at level 100: 90 FP, 80 RoF, all else the same
 - Typical old stats at level 100: 60 FP, 60 RoF

- Will still switch modes and buff Evasion, but no longer does jumping attacks. Since autoattacks are disabled in evasion mode, they will just stand there until they switch back.
 - If these ever come back with 100% FS, you will not be able to UMP45 them.
- Gunner (new variant):
 - New stats at level 100: 70 FP, 60 Armor, all else the same
 - Typical old stats at level 100: 46 FP, 0 Armor
 - No longer has their debuff skill
- Doppelsoldner (new variant):
 - New stats at level 100: 8 range, all else the same
 - Typical old stats at level 100: 6 range
 - Note that these have 15k HP but only 12 FP (instead of 18 FP)