

# Ludwig Phase 1

Generally, Ludwig has to stop his forward momentum when transitioning into an attack. Pay attention to this. The number of attacks that violate this have long enough tells that it does not matter.

## Part 1: 100-95

This is the beginning of the fight. Walking in always triggers the jumping hand slam, so dodge left and in. Now we have the following attacks to worry about.

1. [Quad Swipe](#)
  - a. The second two swipes are a positional follow up that trigger when in front of him.
  - b. Tell: Rear his right hand up behind body
  - c. Response: Roll in after the first two swipes
2. [Headbutt](#)
  - a. Tell: Scream and head is brought down to his left
  - b. Response: Roll backwards or walk away and to the right
3. [Big horizontal](#)
  - a. Tell: Forward momentum stops, drags hand to high right in preparation
  - b. Response: bait ai (see below)
4. [Prancing Pony](#)
  - a. Tell: Head comes down, rocking back and forth while advancing
  - b. Response: walk to a side, then roll
5. [Lunging Swipe](#)
  - a. Tell: left hand comes out to the side, forward lunge begins
  - b. Response: Dodge in any direction but straight ahead
6. [Little Jump](#)
  - a. Tell: Scream stop of forward momentum hands come down to touch ground quickly
  - b. Response: Dodge in
7. [Lunging Hand Slam](#)
  - a. Tell: scream, lunge forward with right hand raised above head.
  - b. Response: Dodge in and to the left
  - c. Note that this is a heal punish attack, only heal when ludwig is recovering from an attack.
8. [Reeing Backswipe](#)
  - a. Tell: scream, both hands come up
  - b. Response: dodge backwards
9. Mule kick (no link because seriously never do this)
  - a. Tell: scream and that he begins to, well kick.
  - b. Response: delay dodge until feet start coming up, the attack has lingering hitboxes

How do we synthesize this into a strategy?

Attacks 4-7 usually come out when standing too far away from Ludwig, so stand closer.

1 and 2 can be dodged easily enough so those can be damage openings.

3 is hard to punish because of consistent but lingering hitboxes.

7 occurs when directly underneath or if you bop him on the head. Do not stand under Ludwig and you are fine.

Do not stand behind Ludwig and 9 will never occur.

Based on the above, we want to stay in front of Ludwig and at middle distance. As such, we want to punish 1-3 as the main target.

So how to punish 3? 3 has follow ups.

If close to Ludwig, 1 or 2.

If far, 1 or 5.

The plan is to fool the AI predictions. Using the tell for 3, space it, then walk in and out. This convinces the AI that it is in a close situation.

As the retreat has already begun, [1](#) and [2](#) whiff. Now comes the stylish part:

1 has a pause between the second and third swipe. Walk under the third swipe and get a damage opportunity.

2, if spaced correctly, can lead to a bonk on the head.

## Part 2: 95-80

New attacks have been added

1. [Multi-stomp, followup swipe](#)
  - a. Tell: Scream and raising of both arms before bringing them down
  - b. Response: walk away, dodge in on follow up swipe
2. [Multi bite attack](#)
  - a. Tell: Must be running forward, pauses forward momentum and still at distance
  - b. Response: Walk to the side, then roll
3. [Short spit](#)
  - a. Tell: short rear up, no motion to his right
  - b. Response: Dodge to either left or right
4. [Long spit](#)
  - a. Tell: long rear up, starting further to his right
  - b. Response: Run to your right, get into the neck of Ludwig
5. [Charge](#)
  - a. Tell: bunching backwards, screaming
  - b. Response: walk to the side, roll late.

1 only occurs if underneath him, so is triggered by the in and out strat but you will be at a safe distance. The guaranteed follow up swipe can be walked under for free damage to the left side of Ludwig.

2 occurs when Ludwig is attempting to close distance. When it starts, walk to the left, then dodge late.

5 can come out after the in and out strat, but there is sufficient space to dodge it comfortably.

## Part 3: 80-50

New attack has been added

### 1. [Super Jump](#)

- a. Tell: long rear back with hands in the air, slamming them down (this has a hitbox)

Super jump can be handled in two ways.

- Wait for first blood drip, then run across arena to other side
- Wait for scream, then roll backwards

And that is Ludwig Phase 1.

## Ludwig Phase 2

The tells we are mostly going to be looking for originate from the sword hand of Ludwig. Different motions of the hand and different angles of the hand are all indicative of different attacks.

**Note that the following is not exhaustive, as, if we dodge away from gap closing attacks, he has further forward momentum follow ups meant to punish that. We do not dodge away from gap closing attacks, so we do not list them.**

## Part 1: 50-25

### 1. [Double beam](#)

- a. Tell: raises sword up behind him, sword angled away from us and sword gets shiny.
- b. Response: dodge through both both beams to arrive at this right side

### 2. [Horizontal Beam](#)

- a. Tell: Sword hand goes across his body and then held in both hand high on his right side, sword is glowing.
- b. Response:
  - i. If, close, simply walk towards the right side of ludwig, there is a deadzone on the hitbox there.
  - ii. If, far, walk forward and roll the beam.

### 3. [Quadswipe](#): 2 horizontal, 1 slam, one uppercut

- a. Tell: Raises sword to his left side holding it vertically in both hands.
- b. Response: walk away and dodge backwards

### 4. [Quick retreating double slash](#)

- a. Tell: Raises Sword to his left, but in one hand, and blade is diagonally in front of him. Body begins to move backwards
- b. Response: walk away and dodge backwards

### 5. [Neutral Vertical Slam](#)

- a. Tell: Raises sword to his left, in one hand, blade held above, not in front, no body motion.
- b. Response: dodge in and to the right

### 6. [AOE](#)

- a. Tell: sword is held in both hands pointing down sword goes shiny

- b. Response: walk away
- 7. [Thrust](#)
  - a. Tell: Sword pointed directly forward, begins moving forward
  - b. Response: There is a deadzone directly underneath his arm, so roll in.
- 8. [Slow Super Swing](#)
  - a. Tell: Brings hands up very slowly to his left. Ludwig bends over a bit and sword is held vertically up behind him.
  - b. Response: delay the roll
- 9. [His right to his left downward slash](#)
  - a. Tell: head comes down, arm goes to his right side, sword sweeps begin pointing down.
  - b. Response: roll into the slash
- 10. [His left to his right downward slash](#)
  - a. Tell : Sword comes up and his body rotates towards you before swinging
  - b. Response: Roll into the slash
- 11. [Running Horizontal Slash](#)
  - a. Tell: Sword Arm comes up, sword facing the player, begins to run at the player.
  - b. Response: Walk forward under the attack to his left.
- 12. [Quick Horizontal Slash](#)
  - a. Tell: Right arm comes up in front of ludwig, sword arm goes up and sword is pointing forward
  - b. Response: roll through to his left.
- 13. [Sword Uppercut](#)
  - a. Tell: Sword goes up on left side, head comes down
  - b. Response: roll through it, in or to the side.
- 14. [Lunging right side uppercut](#)
  - a. Tell: Sword arm goes across body and sword is pointing away from the player.
  - b. Response: walk forward and roll through the uppercut to his right side.
- 15. [Gap creation horizontal](#)
  - a. Tell: sword raises in front of him, he begins rotating to face the player and looks at the player.
  - b. Response: Walk away and roll.

Those are all the first attacks in his chains.

- 5 can be comboed into another two vertical slams,
  - Circle counter clockwise and roll them
- 9 can combo into 13 or three vertical slams.
  - You can either roll 13 or walk clockwise around ludwig and it will miss
  - Circle Counterclockwise and roll the vertical slams
- 10 combos into two vertical slams.
  - These are probabilistic follow ups based on staying close, walk counterclockwise to dodge both.
- 4 tends to combo 7.
  - After 4, begin walking towards Ludwig
- 15 tends to combo into 7.

- After 4, begin walking towards Ludwig
- 12 combos into one, possibly two follow ups
  - If we have circled far enough counterclockwise on his body, the second will miss and the third will not occur.

As mentioned before, some of these attacks have even more follow ups, but given the response chain provided, we do not need to explore them.

So what is the strat? We start at a distance from Ludwig. This means we see the sword beams, or the gap closers. Respond appropriately. Now we are close to Ludwig. Make a determination on how to punish each of the recovery animations. If he starts raising the sword up, start walking away from him. At this point we should be looking at his sword arm to determine the tell. Roll the attack properly as mentioned in the responses, then use the above bullets points to determine what, if any, follow ups are coming. If the response places us at distance, begin walking forward towards Ludwig. If the response places us near Ludwig, get in a punish. That is the part1. **Just stare at his sword arm for a couple minutes.**

## Part 2: 25-0

There is one new relevant attack and a modification to two combos.

1. [Super Laser](#)
  - a. Tell: Stops, raised sword two handed above head
  - b. Response: Space the initial AOE, then run to either his left or right side.

9 can combo into 3 vertical slams plus a new follow up uppercut. 5 can combo into 2 vertical slams plus a follow up uppercut.

The two new combos are handled by simply rolling counterclockwise, so no big deal.

## Reference Video:

[https://www.youtube.com/watch?v=W1Qvj9sC\\_GY](https://www.youtube.com/watch?v=W1Qvj9sC_GY)

A 47 minute fist only fight done in max ng. This is to show consistency of strats and give people time to look at every attack and how to chain the strats together.

<https://www.twitch.tv/videos/572535254>

Twitch VoD is a narrated fight.