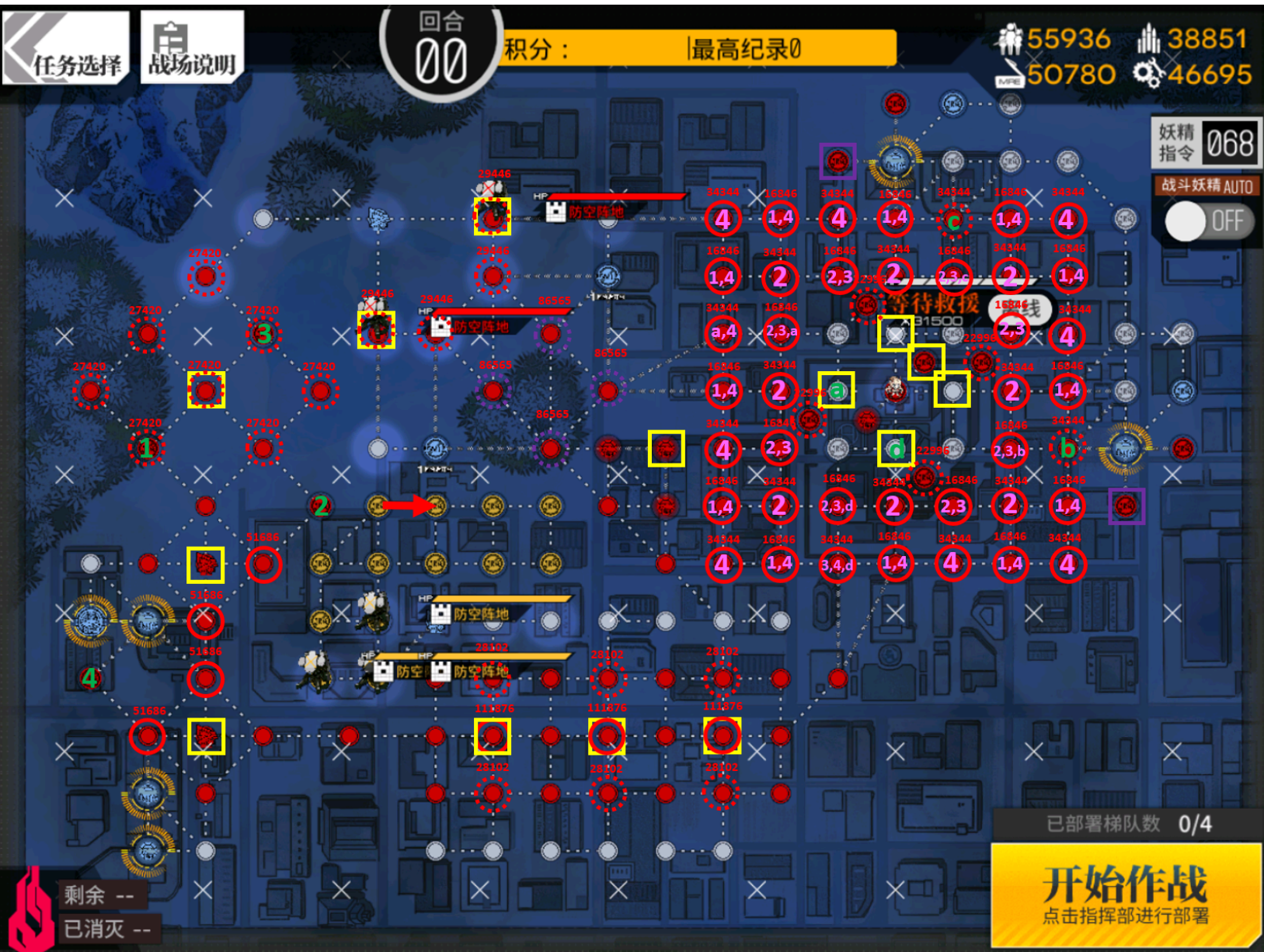


Continuum Turbulence EX

*This info is from the CN server. Some parts may not apply to EN.



0 Videos

CT 100K+ score pacifist run

https://www.youtube.com/watch?v=rc_j3oMiwUA

CT 200K+ score pacifist run

<https://www.facebook.com/IngmaruV2dayou/videos/286504068840519/>

900K vid

https://www.youtube.com/watch?v=CHyKioGi3_0

1 Map Scoring Mechanics

1.1 Points:

Killing an enemy: + CE/10

Destroying enemy structures: + 10000

Collecting resupply nodes: + 10000 (Initial spawn 2, every 2 kills increases spawn on next turn by 1)

Rescuing hostage: + 10000 per bar of HP

Military defection: See below

*Note: **Enemies do not respawn from helipads.** Initial spawns are the only spawns you will get.

1.2 Map Mechanics:

1. Clearing mobs

Stepping on certain nodes (the green numbered ones in the map) will remove certain enemies on the map (the pink numbered ones).

Each node removes 2-3 enemies from the corresponding numbers/letters.

2. Military Defection

Requirements for military to defect:

1. ≥ 10 kills
2. Kill the enemies spawned by the 2 helipads at the Command Tower.
3. Destroy the Command Tower.
4. An enemy will spawn at the Command Tower on the next turn after destruction. Kill the mob.

1.3 Enemy placements:

Refer to the map.

Squares are structures. Yellow square = enemy structure. Purple square = Invulnerable enemy structure.

Circles are enemies. Dotted circles means that there is a chance that an enemy with the corresponding CE will spawn on that circle in Turn 1.

Red circle = normal enemy. Purple circle = BOSS.

One of the two dotted circles b and c on the right will spawn a 34k heavy armored enemy.

The four 22996 dotted circles around the hostage will randomly spawn two 22k tanks.

The eight dotted circles at the top left will randomly spawn two 27420 tanks.

The six dotted circles at the bottom center will spawn three 28102 heavy armored enemies, one per column, each randomly in the top or bottom.

The four 29k dotted circles near the boss circles will randomly spawn one 29k enemy. Only one boss will be spawned in the boss circles.

- Enemy movements:

111k tanks follow a "left right right left" movement pattern when there are no nearby enemies.

28k enemies do not move unless there is an enemy within 3 spaces.

22k tanks move in a counter-clockwise movement (a small circle around the hostage).

All 34k and 16k enemies move clockwise (both the inner and outer circle).

2 Squad recommendations

***Note:** These squads were designed for CN a long time ago. EN has many more viable T-Dolls that can work too. Do experiment a bit with team comps. **This is just a guideline.**

Biggest threat in the map are gundams.

They basically infest the entire right side of the map so the squad deployed there needs to be able to kill the 34k gundam squads efficiently.

There are four 51k gundam squads down at the bottom left which are much harder, you should probably skip this if you don't have at least a 4* taunt. Same goes for the 111k tanks to the right (tanks, laserbois and gundams galore).

2.1 34k Gundam Kill Squad

To kill gundams, we need to meet 2 conditions:

- 1) Enough dps time
- 2) Echelon prioritizes the gundams

For buying dps time, there are several methods:

- ~~Chloe~~/Taunt (rarity not that important, must have SL10)

- ~~Kiana~~

- ~~Himeko~~

- Shielding against gundam nades (Shield fairy/Sei/any shield HG that might come before CT)

For point 2, there are 2 methods:

- Contender

- Grape

Any combination should suffice. There are other meme setups as well.

Other basic requirements are:

- Must have a main tank: Spec EQ M16/SG
- Enough firepower

Sample squads:

- Groza / 9a91 / Contender / Mk23 / M16 | Taunt
- Grape / Mosin Nagant (MOD) / Stechkin / Calico / M16 | Taunt
- Grape / IWS / Kiana / Calico / SAT | Command (or w/e)
- Grape / Strawberry / Himeko / Clear / SAT | Command

Refer to <https://bbs.ngacn.cc/read.php?tid=14884977> for more examples. Videos too.

P.S. There are 2 types of 34k gundams. Two of the 34k gundam squads will have the gundams slightly closer so your team will target the top one first. Just switch your tank to position 2 if you meet these teams. They're randomly hidden among all the 34k gundams.

More sample 34k gundam squads (compiled from NGA)

01. Contender / Lee / WA / SVD / M16——Taunt
 02. M4 (MOD) / Contender / BAR (MOD) / PKP / M16——Taunt
 03. M4 (MOD) / IWS / Calico / 57 / Nagant Rev (MOD)——Taunt
 04. M4 (MOD) / Sop2 (MOD) / PKP / Mk23 / M16——Taunt
 05. M4 (MOD) / Grape / Mk23 / MP446 (MOD) / M16——Taunt
 06. Grape / Calico / Sop2 (MOD) / Welrod / Nagant Rev (MOD)——Taunt
 07. Grape / Contender / FAL / MG5 / M16——Para
 08. Grape / FN49 (MOD) / Welrod / MP446 (MOD) / M16——Command
 - 08(2). Grape / WA / MP446 (MOD) / M1911 (MOD) / M16——Para (2*)
 09. Grape / FAL / MDR / Mk23 / SG——Taunt
 10. Grape / Sop2 (MOD) / PKP / Nagant Rev (MOD) / M16——Command
 11. Contender / FAL / Lee / Mk23 / UMP9——Taunt
 12. Contender / PKP / WA / SVD / SAT8——Fury/Airstrike
 13. Grape / Sop2 (MOD) / Nagant Rev (MOD) / 79 / RO——Shield
- Extra notes:
 - Some of these comps require specific kiting methods. Try looking in the linked nga thread for examples of kiting.
 - Grenade ARs are used in the case where you can kill the gundams with little difficulty and want to reduce damage taken by your tank.
 - Gundams are immune to stun, but strelets aren't. Stunning strelets helps keep your tank healthy.
 - CN didn't have shield HGs at that point in time. Go experiment with Sei.
 - M16 and SGs: M16 is the best tank against strelets (comes with free stun too). For SGs, SAT8 > DPS SGs (Elphelt and co.) > everything else.
 - EN has a different mod schedule than CN due to **d e m o c r a c y**. So, experiment with mods. Some of the mods listed here are mandatory, some aren't. (BAR mod is easily replaced by a strong first volley MG like PKP, while dolls like Sop2 require mod)

2.2 51k Gundam Kill Squad

Put on your dalao gloves. You will need at least a 4 star taunt to quadruple kill these squads.

Sample squads:

- BAR (MOD) / Groza / SR-3MP / Contender / Grizzly | 5* Taunt (Needs 2 HOC support)
- IWS / M4 (MOD) / Colt (MOD) / Mk23 / Calico | 5* Taunt (Rar managed to do it with 4*, with resets for talent proc)

2.3 BOSS Squad

Any squad + high dmg buff fairy should work here. A properly stronk AR squad should be able to kill the 27k banzai tanks, BOSS and take the command tower as well.

Notably, this squad can kill the boss without any HOC support.

- M4 (MOD) / Colt (MOD) / Mk23 / Stechkin / Calico

Refer to <https://www.bilibili.com/video/av29777153>

*Note: Taunt trivializes the boss completely

2.4 111k Tank Kill Squad

Salted-fish-b-gone. This is true dalao mode.

Sample squads:

- Grape / IWS / M1911 (MOD) / Mk23 / Elphelt | 5* Taunt (No HOC req)
- BAR (MOD) / M4 (MOD) / Sop2 (MOD) / Mk23 / Elphelt | 5* Taunt (1 HOC)
- IWS / M4 (MOD) / Colt (MOD) or Grizzly / Mk23 / Calico | 5* Taunt (1-2 HOC) (Possibly can double kill tanks)

Note: If EN gets revamped HOCs upon release, these will become A LOT easier. Don't worry too much about the fairy reqs here.

TLDR - CT recommended echelons (stolen from Ceia)

- 1) Night Bossing AR-SMG with high damage fairy
- 2 & 3) 2 echelons of 34k Gundam comp
- 4) One echelon of - (Note, for top 100 to maybe 5% to take on 111k tanks)
 - a) Grape / IWS / M1911 (MOD) / Mk23 / Elphelt | 5* Taunt (No HOC req)
 - b) BAR (MOD) / M4 (MOD) / Sop2 (MOD) / Mk23 / Elphelt | 5* Taunt (1 HOC)
 - c) IWS / M4 (MOD) / Colt (MOD) or Grizzly / Mk23 / Calico | 5* Taunt (1-2 HOC)
(Possibly can double kill tanks)

If you're not aiming for top 5%, you can use any echelon here, some people used 1 HG with a parachute, for example

111k tank videos -

<https://www.youtube.com/watch?v=tw02snzbPsw>

<https://www.youtube.com/watch?v=DzhTSfXX664>

<https://www.youtube.com/watch?v=kVbtKDA97rY>

3 Dummies' guide to Military Defection

See part 1.2 for how to trigger Military Defection. Either the inner circle or outer circle of hydras will defect (not sure if it's random or there's some condition).

You can maximise the number of helipads captured (up to 13) and the number of Anti-air nodes destroyed (10k points each!) by the hydras by manipulating their AI.

***This strat is for outer circle defection (the ideal case). I don't know the inner circle strat.**



Step 1: Set the top left 2 hydras to idle. The remaining 5 will move as shown.



Step 2: During the enemy turn, the last enemy hydra (yellow circle) will move in 1 of 4 directions. Whichever of your defected hydra it decides to fight, **retreat (abandon battle) immediately so that your hydra loses.**

Step 3: Depending on which node the enemy hydra moved to, there are 4 possible outcomes.

1. Moved left

Set 1 and 5 to idle. You will gain 11 helipads (2 less than total).

2. Moved right

Set 1 and 5 to idle. You will gain 13 helipads.

3. Moved down

Set 2 and 6 to idle. You will gain 13 helipads.

4. Moved up

Set 3 to idle. You will gain 11 helipads (2 less than total).

4 Alternate Start for EX - only if you have a double Jup squad that can kill all four 51k gundams with low effort



Blue arrows: Turn 1

Red arrows: Turn 2

Turn 0:

Deploy playpen squads at top right helipads. Deploy fodder paradrop squad at HQ, double Jup squad at bottom helipad. Deploy HOCs at both helipads (probably AGS at left one).

Turn 1:

Switch Jup squad and HOC position and retreat HOC immediately. 0 points so no penalty, and you still get +1 AP from initial deployment.

SL the start until at least one resupply appears on the blue arrow path for Jup squad. After Jup squad kills the 3rd 51k, use the HOC to bomb the AA. After the Jup kills the four 51k, stop at the 20k tank area. Spawns here are random so you can stop early if you see a tank might smash onto you. Avoid stepping on the enemy despawn nodes. Move the HOC down 2 nodes to surround capture the helipad.

For the playpen squads, move the top squad down and rescue the hostage. Move the other squad up 2 nodes, then have the fodder paradrop squad paradrop to the helipad above. The fodder squad should move up, this will capture those neutral helipads.

Thus ends Turn 1, current kills should be 9, with 6 resupplies spawning.

Turn 2:

Jup squad steps on the top AA, then down 1 node to light up the heavy helipad. Deploy a HOC there and move 1 node down, then switch places with the Jup squad. Use HOC to blast the other AA. Jup squad destroys boss.

Move Jup squad to command tower after. If there is a spawned enemy at the red circle, use the Jup squad to clear the enemies on the 2 helipads outside the tower and then sit on the left helipad (move HOC to left of it to capture). After multiple tests, the red circle enemy is confirmed to always fight your Jup squad rather than the HOC. At the same time, the tower enemy will always walk downwards. This saves some movement for you and gives you a helipad for redeployment of the Jup squad later. Jup squad can be redeployed to the 111k tank area based on the later situation.

Leftover movement, move the playpen squads as you see fit.

Turn 3:

Force retreat the fodder paradrop squad, redeploy as necessary.

This strat prevents you from picking up any resupplies in the HQ area and 111k tank area for the first 2 turns, so it kinda lowers the score floor, but the additional early helipads allows for a higher score ceiling as well.