

## Overview (LS1)

Longitudinal Strain's ranking consists of two ranking maps. The first map, Todesfuge (LS1), ~~has an absolute banger of an OST~~ doesn't count towards leaderboard placement. However, your score and actions will affect the second map, Waterfall (LS2), with a high score of 350k or more needed to deploy up to 4 HOCs in LS2.

LS1 has a primary objective of surviving four turns (objective says five, but automatically ends after Paradeus's turn four). Modified Isomer mechanics are in play, so the only nodes that give points for being captured are the HQ and all heliports. The map can be effectively divided into four different quadrants, each one containing an NPC, console, and two inconvenience-stacks. Each NPC team has a mission that, when completed by the team that accepts it, will give bonus points and cause that NPC to appear in LS2 with a unique special ability. The console near the HQ can be used to instantly capture all four helis in a quadrant, which also kills all prespawns on the heliports (but does not remove the stacks). However, using this console is not recommended if you are trying for a very high score. The consoles on the radar nodes in each quadrant will create additional pathways between zones, as well as reward you with a 20k point bonus.

- Time: Night
- G&K Limit: 8
- SF Limit: 4
- HOC Limit: 2
- Total Team Limit: 8 (only counts G&K and SF)
- Estimated FC Usage: ~40
- Estimated Completion Time: 2 hours (350k), 3-3.5 hours (score cap)

## Missions (LS1)

As mentioned in the overview, LS1 has four NPC echelons which will give a mission to the team that interacts with them. Accepting a mission rewards 20k points, and completing a mission also rewards up to 20k points and lets that NPC team appear in LS2 that grants a special ability to the first team that interacts with them (See LS2 infographic for more info). While there are four NPC teams in the map, only three missions can be accepted (four missions can technically be taken due to a bug, however this will not give you four NPCs in LS2). The missions in question are:

- A545: Kill Tareus.
  - Tareus will appear on a special node that is on the bottom right corner of the SW quadrant which only appears if you accept this mission. Tareus will not move, and is a very simple boss fight.
- PKP: Rescue PKP as a hostage.
  - PKP turns into a hostage with 5 HP, each "shank" of HP is worth 4k points. Rescue her the same way you would any other hostage.
- AR18: Activate the four consoles in the quadrants.

- Ideally, you've already done this prior to interacting with AR18, so accepting this mission is free points and a free AR18 NPC to help you out in LS2.
- PM1910: Interact with any other NPC.
  - Kinda self-explanatory, yeah?

AR18 and PM1910 both have very useful map skills in LS2, as well as convenient positioning to help complete LS2's "blow up the speedtowers" objective, so these two missions should always be done. PKP and A545's map skills are both basically useless in high-end runs, but A545 has more convenient positioning for the speedtower objective. As such, you should complete missions for A545, AR18, and PM1910 for an optimal LS2 experience.

## Enemies

Enemies in LS1 are numbered 65491xx, or IDxx in this guide. Even though this map is entirely Paradeus fights and most of them have force shields (FS), nothing in this map needs a HOC to kill, not even the 95% force shield inconvenience-stacks. While the spawns are all on Expand AI, some prespawns have movement RNG, which needs to be adapted to.

### Tareus (ID05)

As mentioned in A545's mission briefing, Tareus is a very simple boss fight despite the large arsenal of weapons in her mech suit. Tareus's attacks include a three-hit laser as her normal attack, a guided missile (tracks its target, SureHit, no linksplash) and bomb (lands on marked tile, SureHit, linksplash) combo, and a giant laser (Pierces through targets, linksplash) that blinds (massively reduces Acc) whatever gets hit for the remainder of the fight. Any decent ARSMG team with a Mod1+ Suomi or a Mod2+ G36c should complete the fight with no damage taken, though the fight isn't very hard without these dolls anyway.

### "Death"stacks (ID01-04, ID06-09)

LS1 has a number of high CE prespawns which present a greater challenge than most of the other fights in the map. However, LS1's overall difficulty isn't very high, so whether or not they count as real deathstacks is debatable at best. Each quadrant has two of these fights, an 80k CE stack near your starting helis (Standby AI, will never move), and a 50k CE stack on the radar nodes with consoles (Alert AI, will move towards nearest friendly echelon).

80k CE "death"stacks (leader is in **bold**):

ID01: **Nyto Supporter** x1 (80% FS), Cherub x4 (80% FS), Punisher x24 (six groups of 4 Punishers, four of the groups have 95% FS, two have 60% FS)

ID02: **Gladiator** x2, Doppelsoldner x5, Grenadier x2 (Gladis have 40% FS, all other enemies have 50% FS)

ID03: **Murat** x1 (70% FS), Garmr x20 (four groups of five Garmrs, two have 95% FS, two have 80% FS), Gunner x25 (80% FS)

ID04: **Nyto Supporter** x1, Nyto Patroller x20, Nyto Hawkeye x10, Garmr x5, Cherub x1, Hannibal x1 (Supporter and Patrollers have 40% FS, all other enemies have 35% FS)

50k CE “death” stacks (leader is in **bold**):

ID06: **Punisher** x30, Cherub x6, Grenadier x1

ID07: **Sentinel** x20, Metalmax x10, Cherub x5, Grenadier x3,

ID08: **Hannibal** x2, Punisher x15, Grenadier x5, Murat x1

ID09: **Nyto Patroller** x30, Nyto Hawkeye x20, Nyto Hammerer x15, Nyto Supporter x1

## Mobs

The generic mobs here are pretty weak (even that one murat snyto spawn in SW). Yes, they punch a bit harder than their extremely deflated CE values would suggest, but they should not pose a threat to any properly built echelons. ~~This IS NOT an excuse to not actually include the spawns since I don't have any reference as to which quadrants spawn which mobs and you can not prove otherwise.~~

## Echelons

Bring high amounts of single target DPS, armor tanking, and/or HP shields (Suomi). Echelons should be purpose-built with strong defenses in mind as the enemy comps are very typical of what modern Paradeus uses in large quantities.

### 80k “Death” stack Killers

#### HIIntruder Tarantula “Swarm”

Used for ID01 and ID03. Due to LS1 having a lower need for parachutes than your typical modern ranking map, you can get away with using an SF echelon to kill some of the stacks, particularly the two 80k CE stacks with 95% force shield enemies. The recommended setup is HIIntruder/Tarantula/Tarantula/Dinergate/SWAP Prowler/SWAP Aegis/Golyat Factory, with the Tarantulas and Dinergate supported by the SWAP Prowler and HIIntruder’s summons to outlast the incredibly durable frontlines of ID01 and ID03. Against the non-deathstack fights, the SWAP Aegis is used to tank instead.

Tips:

- Use the Phantom Step and Node Vision chips on this team for additional map support and ease of AP management
- Against ID01 and ID03, don’t even bother keeping the SWAP Aegis around, just retreat it immediately
- Against ID01, put your Tarantulas in front of your SWAP Prowler and Dinergate, and immediately retreat the Dinergate since it performs poorly against ID01’s punisher wall
- Against ID03, put your SWAP Prowler and Dinergate in front of your Tarantulas to offer extra protection against the Garmrs’ debuffs
- To prevent a bunch of unnecessary deaths, make sure to retreat the melee range machine units (Tarantulas/Dinergate/SWAP Prowler) when fighting anything with a Grenadier in it
- Don’t make this camp in SW on T4 unless you like rolling dice for if your last fight will be pure agony

## Kar/Grape RFSG

Used for ID02 and ID04. Grape returns for a last dance to beat ask-help parrot allegations and launch her patented howitzers at the many non-elite enemies in this map while Kar and LTLX bail her out against everything else. This really is just a strong RFSG you've seen over and over for the past ~~three~~ two rankings since the enemies you're fighting here aren't much different from the ones you've already dealt with.

### Tips:

- Against ID02, start with LTLX on 7 rather than 6 and kite with Mk23 to avoid the Grenadiers' hand grenades
- Against ID04, wait until after the Nyto Supporter gets in range to use Kar's skill for the first time to kill both it and the Garmr
- To target ID04's snytos with Kar's twin shots, don't let her attack any of the SMG Nytos after killing the Garmr and Nyto Supporter

### Other Teams You've Seen in VODs:

Scarecrow Team: Used for Scarecrow team things (read: helping make swap chains and capturing helis on the last turn). Recommended setup is Scarecrow/SWAP Dragoon/SWAP Dragoon/SWAP Aegis/Jaeger/Jaeger. Usually works in the top half of the map. Use Night Vision and Weaken chips for some map support and being able to actually hit things.

ARSMG with Suomi (or G36c?): Good against ID06, ID07, ID08, and Tareus. One of these can use a Shield Fairy or some other combat fairy due to lower AP constraints. Good AR options include AK15, AN94, A545, RFB, and G11. Send these, an M4xodia, and/or a SCARteam or two to camp SE to defend against the Garmr spawn on T4.

M4xodia: Good against ID07. M4xodia in this map works better with Suomi rather than LTLX due to some really close spawning Cherubs, though some fights can present an argument for LTLX I guess.

XM3/QBZ-191 RFARSG: HIGHLY RECOMMENDED AGAINST ID09. The ones you've seen in the VODs for this map use A545 or RFB in addition to QBZ and XM3, but you'll get better results with a strong HG instead of a third DPS. The recommended SG option is LTLX of course, but other SGs such as M26 MASS, Nova, and M870 work as cope options.

SCAR Team: Good against basically everything except maybe ID09. SCARs need no introduction, but apparently do need a full owner's manual due to their incredible ability to shatter EN's sense of teambuilding through the power of being... two different classes? If you have them, use them in place of your ARSMGs and then keep going. To buff your SCARs, HP35's damage amp is the best option here due to damage amp's interaction with SCAR-L's additive FP buff. You won't need many more buffs than that, so for other HGs you can reach for defensive supporters such as Welrod, Makarov, M1895, ZiP .22, and P290. For a tank, just pick your favorite SMG (Suomi), and if you want even more shields to protect your already insanely powerful tank, MPL makes for a great choice.

Generic RFSG: Useful against most of the non-deathstack enemies in the map. Useful RF, SG, and HG options include whatever was at the top of PR and FP's Usage% charts. If you want to defend better against Cherubs, consider Welrod or Makarov.

## Map Strategy

Copy Varz for the first two turns then start winging it

If an enemy moves differently to what you see in a VOD and you start freaking out in ranking-help over it you're getting blocked by everyone who could realistically help you

## Example VODs (EN)

CosmicArcher (368k, 1 Para, Mid-Budget Tier)

<https://youtu.be/7qFm6AqjnwY>

xVarz (478k, 5 Para, SCUFFED RUN)

<https://youtu.be/FDHZWSmqvRs>