

Girls' Frontline Quick Start Guide for your first echelon

Before you start: Commander, I assume you have already finished the tutorial for this game such as echelon formation and dummy linking. This guide will focus on how to get your first lv90 squad started. I recommend that you read through the guide stage by stage and check out the other guides I linked since this guide does not include detailed mechanics but a quick overview on starting the game, aka bare minimum and is only focused on helping commanders who are just started. *If you're in core trouble of needing more cores for link 5 and 4 stars dolls on your first echelon, please ask for help at the links below this guide.*

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Daily Timer:

<https://gftimers.netlify.com/>

Rushing through levels by abusing your friend echelons(howto):

<https://www.bilibili.com/video/av12262728/>

Important:

- Do not retire any of the AR-Team girls (M4A1, SOPMOD II, ST-AR, M16A1, RO635). [Consult this guide when retiring ANY other girls](#)
- DO NOT LEVEL 2 ECHELONS AT THE SAME TIME. It will slow down your progression significantly.

Stage 1: Chapter 1 through 3 - Obtaining your first echelon.

Chapter 1 and 2

- Use the 2 and 3 stars dolls that you have, they're good enough for this stage of the game. Don't touch the 4 and 5 stars doll just yet. Keep clearing the maps.
- Use **Skorpion**[pos.8] and **Sten**[pos.5] when you get them, along with **M14**[pos.1]. If you have **Ingram** you can replace **Sten** with her (before 3x linking, else, don't bother replacing your SMGs with 3 stars), and similarly, **PPS-43** for **Skorpion**. They are both better than their counterparts, but might cost more cores if you can't find dupes, although neglectable if you're spending core responsibly - meaning: Don't use your cores on random dolls.
- Leveling up your dolls doesn't increase their stats, enhancement does. Use 2 star dolls for that.

Quick Echelon Formation:

- For early game, the recommended first echelon is generally composed of [2 SMG, 3AR] or [2 SMG, 2AR, and M14(RF)] in the following formation (aka F-formation):

AR Position 7	(Off Tank) SMG Position 8	Position 9
(Buffer/HG) AR Position 4	(Main Tank) SMG Position 5	Position 6
AR/M14 Position 1	Position 2	Position 3

- Why? SMG and AR buff each other. SMGs are your tank and ARs are your dps, plain and simple. AR/SMG Echelon is recommended early game because they're all-rounder, good at clearing the majority of story maps. Don't use MG, they're gonna kill your resources.
- M14 is a rifle, but she can be used here purely due to her being the best 3 stars rifle, and can out damage even 5 stars rifles. She also helps by killing enemies in the backline, reducing the potential damage done on your tank, while the ARs have to clear out the enemy from front to back. She is also useful in helping your first squad clear night mission, by taking care of the armored enemies.
- Another position for HG to go in is position 8 as an off-tank, it is riskier and should be restricted to uses at night in case of having an AR buffer at 4 and you need a HG to fill in. Primarily, HG go to position 4 as a buffer in arsmg.

- Why F-formation?



- As you can see, in the above picture, the natural curve that the enemy follow suggests a higher degree of aggro at the top compared to the bottom. By using the F-formation, the offtank can help eliminate any threat to your dps up top (position 7)

- Don't use any core to dummy link the 2 stars, you can use spare copies of them. Use cores on 3 stars, but use spare copies if you have extras. Dummy linking is available for a doll at **lv.10/30/70/90** and with link count of **2x/3x/4x/5x** respectively. Dummy linking **increases EXP gains by 1.5/2/2.5/3 times** respectively, so dummy link your dolls in the echelon if possible.
- If a level is too hard, you can try using your friend echelons to help you out (see [Rushing through level guide, link on 1st page](#)) or level your squad using this guide: <http://dmesse.egloos.com/3567918>
- Focus on clearing to mission 2-6 to obtain **M4A1**. Also craft an **AR** early if you don't have 2 **ARs** to fill your echelon atm. See [T-Doll Production](#) below.

Chapter 3

- Now that you have obtained **M4A1** from clearing mission 2-6, place her in your main echelon. You can let her catch up in level by clearing the first EXP Mode in Combat Simulation. Her position in your echelon is the following, aka position 4:

AR Position 7	(PPS-43) Skor Position 8	Position 9
M4A1 Position 4	(UMPs>Ingram) Sten Position 5	Position 6

M14/FNC Position 1	Position 2	Position 3
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- By this point, you should already have received **Sten mkII** and **Skorpion**, or some other dolls ([see Section above Quick Echelon Formation](#)). Place Sten in position 5 and Skorpion is position 8. Replace Sten with any of the following, if you obtained them through production or as drop: **UMP45->UMP9->Ingram (before 3x link)**.
- If you have received the day 3 login reward, you should have also obtained **FNC**. She is the best 3 stars AR, and can be placed in position 1 instead of **M14** if you'd like. **M14** would help more early game however, for when your ARs aren't strong enough to wipe guards, and her accuracy early game is more needed against the evasive scouts. It is not until x4 link (lv70) that FNC can overtake M14 in dps. You can leave position 7 to a 2 stars AR for now, or use FNC there; however, the AR in position 7 may be replaced later by a stronger AR (**AR-15**).
- **FNC** in M4A1/FNC/M14 (pos 7/4/1) formation is also viable if you plan on using FNC instead of AR15 for your first echelon and don't want to get slowed down by/too lazy to level AR15 to an appropriate level when you get her later.
- **T-Doll Production/Equipment Production (please read):**
 1. You should do **4 productions per day** to obtain daily rewards.
 2. I recommend you do the SMG production early on to try and get an upgrade for Sten at position 5. The recommended recipe for SMG is **400/400/100/200** (Manpower/Ammunition/Ration/Parts). **You can find other recommended recipes in Recommended recipes>Recommended recipes***.
 3. **Do not get below 1000 of any resources from crafting, nor letting contracts fall below 3 before the day reset.**
 4. When does the day reset? <https://gftimers.netlify.com/>
 5. **I don't recommend using any 5 stars doll in your first echelon, . In GFL, 5 stars does not necessarily mean better, and they cost more cores to raise. This does not mean you can't use one, but it's a common trap new players often fell to.** Please consult help room on [GFL Discord](#) or [Reddit](#) if you decide to use any 5 stars doll, or see [this Doll analytic](#).
 6. The same **4 productions per day** principle also apply for equipment. I recommend **150/150/150/150** for early game, but there are other recipes depending on your needs. **You should craft more equipment when your rsc are more stable**
 7. **DO NOT TOUCH HEAVY PRODUCTION (yet)**

Stage 2: First echelon to lv70, unlocking 4-3E:

Gems usage (Important):

- If you're Free To Play/Monthly Card: 6 Echelons(or 7 if you want to run auto battles) > 5 Dorms > 8 Echelons
- If you're spending moderately: 8 Echelons > 8 Dorms > 10 Echelons > 10 Dorms
- If you're a Whale: ˘(ツ)˘
- You can earn **300 gems a month** by logging in every day. Each week you can earn an additional 30 gems by sharing your profile to Facebook or Twitter. This means you can get **420 gems a month** for free
- If you want best-value, the monthly card is great (**900 gems a month**). Your first purchase of a gem pack also double in value, resetting every anniversary (~May)

Echelons:

- After clearing Chapter 3, you now have access to **AR-15**¹, one of the best DPS on EN server. She should be placed in position 7.
- **M14** is recommended for position 1, as well as **FNC**. Other **AR**, such as **Sopmod**, can also be used, but they have higher core cost and is lower in priority. See [Doll Analytic](#) for which AR is considered good.
- **My recommended Echelon for you at this point is as follows**^{See footnote 2.}

AR-15 Position 7	(PPS-43 ^{same as 3}) Skorpion Position 8	Position 9
M4A1 Position 4	(UMPs>Ingram ³) Sten mkII Position 5	Position 6
(SOPMOD II/AR) M14/FNC Position 1	Position 2	Position 3

Equipment:

- For a guide on which equipment is good for a T-doll. refer to DMesse's guide: <http://dmesse.egloos.com/3568959>.

¹ There are arguments for using FNC instead of AR15, which mean using M4A1/FNC/M14 (pos 7/4/1). It is viable if you're already invested in FNC and raising AR15 at this point is too slow. [See this section on FNC](#)

² If you're using UMP9 in position 5 and M14 in position 1, swap the positions of M4A1 and AR-15 with each-other to avoid over-capping AR-15's RoF and wasting Skorpion's buff tile.

³ If your Sten is already 3x link+, don't bother with Ingram, or even UMPs if you're close to lv70(65+)

Battle control:

- Girls frontline isn't just an idle game, know how to control your dolls will save lives: <https://www.gflcorner.com/battle-controls/>. It's the basic.

Logistic:

- By this point, you now have access to chapter 4 Logistics. This gives you access to **Logistic Mission 4-1 (No. 17)**, which is a great mission for ammunition and ration, the 2 most important supplies. The remaining missions can be started depending on what you need most at the time.
- You should use the old dolls that you have already leveled from the early game that is no longer used, put them as team captain in slot 1 of each non-main echelon, then fill the rest up with whatever dolls you don't use.
- You should save your gems for **buying 6 Echelons asap**, that way you can have **2 combat ready teams and 4 logistic teams at all times**.
- The faster you're clearing the maps, the more logistic missions you can access, improving your supply income. [See 1st page for map rushing guide.](#)
- Which mission to run? Consult <https://tempkaridc.github.io/gf/>

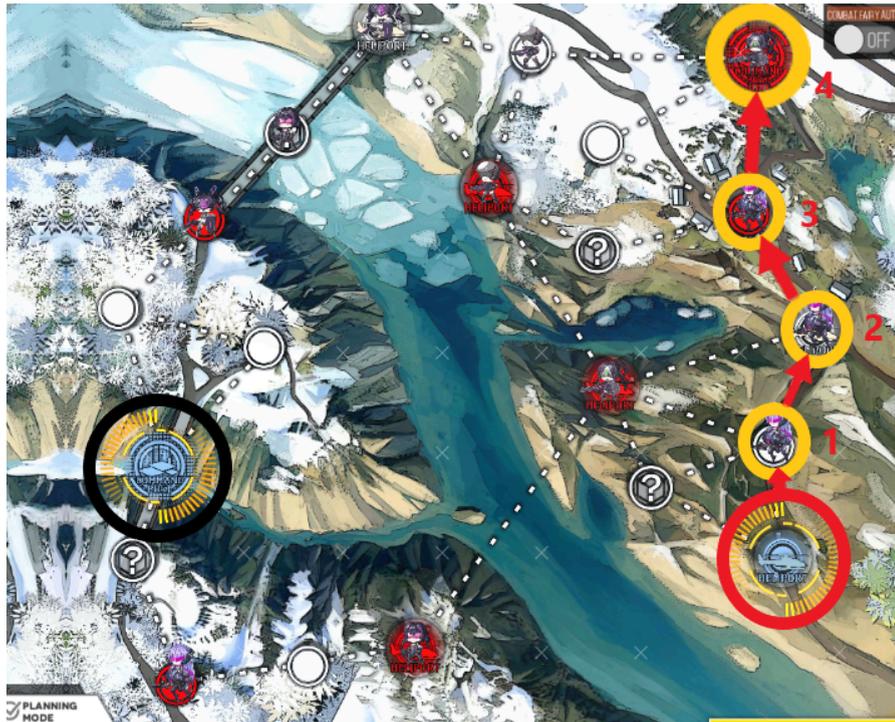
Core management and retiring T-Doll:

- [Please consult this guide, they have a much better explanation on this matter. Always look up this chart when you're about to retire a new doll.](#)
- **Retiring 3/4/5 stars doll gives 1/3/5 cores respectively**
- If you're running low on cores, S-ranking a map for the first time will reward you with some. On how to S-rank a map, see **Gold Medal** section in Combat Summary (Top left of the battle map), or consult a detailed guide: <https://www.gflcorner.com/s-rank-guide-index/>
- If you're running out of space, it's ok to retire the **Not Recommended** dolls (link above), if you don't have plans to use her. You can recover a doll through the index, with the core cost of 2x linking her. It's good inventory management to learn early.

Leveling to lv70:

- Aside from main missions, you should also clear Emergency Missions
- Until **lv70**, your goal is to **clear Mission 4-3E**. This is an important level because this is where you will level your squad to lv70 or even up to lv85.
- As you're leveling, you could try and clear new missions to avoid making the game too stale. Your mental health is more important than the grind.

- Leveling on 4-3E:



- + Deploy **main echelon on red circle**, **dummy echelon on black circle**
- + Control **main echelon** to follow the arrows and capture command post on node [4]
- + Please watch out for the mortar on in battle. This problem and be eliminated entirely by moving the entire echelon 1 tile forward, or move the tank 1 tile forward.
- 4-3E is also a popular corpse dragging map, since the level is too easy compared to its exp reward.
 - + The basic of corpse dragging is having 2 ARs for dps and one tank to tank damage. This method is for saving supplies while leveling.
 - + To corpse drag, turn off auto-resupply option in the battle setting menu.
 - + Set up 2 echelons, one with only one of the 2 dps, one with the whole leveling team with tank. Follow these steps:
 1. Deploy **solo DPS on black**, **main echelon on red**.
 2. Resupply **solo DPS** and clear the map normally with **main echelon**.
 3. After the battle, switch the 2 DPS and repeat step 1.

Video example: <https://www.youtube.com/watch?v=KPSiHrB1rXY>

Note: If your DPS or tank is above level 90, do not place her in the first slot of the echelon because the leader gets extra exp.

Stage 3: To level 90

Clearing the map:

- At this point you should still be clearing the maps as you level up, you can clear every map with 1 main echelon and 1 dummy echelon until the end of chapter 7.

Leveling:

- This guide doesn't have much left to say, to level to level 90, please consult this guide:
<https://www.gflcorner.com/efficient-leveling-guide/>

Fairy Crafting:

- Fairy is an important part of an echelon. By the time you reached this point in the guide, you should already have unlocked fairies.
- You will start with Command Fairy, she is a good fairy that primary serve as a buffing support for your echelon. You should use her for now.
- If you're low on core before your echelon is lv90, ignore the crafting, else, craft for fairies twice or thrice a day. After your first echelon hit 5 links, you can craft fairies based on your core income. High core, craft more, low core, craft less. ~200-400 cores in reserve is healthy, since you want enough to full link an echelon.
- Fairy Crafting is in Equipment Heavy Production. Use the **500/500/500/500 with 1 Ticket 2 Cores Recipe (default)** for crafting fairies.
- Don't calibrate fairy skill, you're wasting tickets, just reroll; unless the fairy is already of a high level.
- [Read this for detailed explanations. You'll need it](#)

General tips and tricks that can really help you:

- Every so often there will be an event that requires you to clear all the boss battles from chapter 1 to chapter 6 daily. Try your best to participate since these events will have 5 stars equipments along with furniture, or a T-Doll. These equipment will really help you kick start early game so gun for those first.
- If a level is too hard for you, abuse your friend echelons. On our Reddit and Discord, there are friend ID threads and rooms for you to friend with high-level players and help you out in the early game.
- There is nothing to be ashamed about asking for help. If you're stuck or need some opinions:
 - + Visit GFL Reddit at: [reddit.com/r/GirlsFrontline](https://www.reddit.com/r/GirlsFrontline)

+ Visit GFL Discord at: <https://discord.gg/gfen>

Preparing your 2nd echelon for 0-2 corpse dragging

- You want a **0-2 corpse drag team** early in the game, since it allows you to level other dolls much more effectively compared to other maps. I recommend getting this team running at the very last before your 3rd echelon, but the sooner the better. **It is priority after your first echelon hits 5 links, but while waiting to obtain the necessary dolls and equipments, a RFHG team can/should be raised as your 2nd echelon.**
- Level **M16 and 2 of these dolls to lv90** by corpse dragging **4-3E**, and skill level them according to this: (Fal/G11/K2 > K11 > Sopmod > 416)
 - + Sopmod: SL9 (SL8 with fairies)
 - + G11: SL9
 - + Fal: SL10
 - + K11: SL10
 - + 416: SL8
 - + K2: SL8

These requirements are aimed to be efficient, not a minimum requirement for 0-2. You can go lower or higher, it's up to you to decide how efficient it is gonna be. This efficiency is also affected by formation buffs.
- You want to have **2 sets of gold crit scope (VFL) and high velocity magazines (+7)** for your 2 DPS, **1 gold T-Exo and 1 gold Armor (+7)** for M16. (Need 10 armor)
- This is the **0-2 corpse dragging team**. While waiting for the required ARs and/or equipment to be crafted, you can level this team in **4-3E** and skill level them. Hopefully you will get the whole team running when they hit level 90.
- [Read this guide for extra information on how to corpse drag 0-2](#), but the basic is the same as 4-3E corpse dragging:
 - + Spawn the **leveling team** with the dps and M16 tank at the command post
 - + Start the map
 - + Spawn the **solo dps** at the helipad to the left, then resupply.
 - + Take the following route
 - + Swap the dps in the beginning of next of next the attempt, then repeat steps above



Updated image will be added later

- The linked guide above also contains corpse dragging with 2 ARs. Dragging solo with **AR-15** is also possible; however, it is much less effective and requires full gold equips on her along with SL10.

Recommended guides for you:

- A place for general guides, including 0-2 corpse dragging:
<https://www.gflcorner.com/>
- [Detailed all you need guide by @Yuko1428](#). Read this, seriously.
- [Quick formation guide](#)
- [An analyzed chart for every t-dolls, recommended for building your 2nd team](#)

Post note:

This is a general starting guide, trying to help new players to be efficient with their start in GFL. Obviously, this does not cover outliers, like the case of what if someone already leveled X doll to Y level. For that, help rooms would be a much better place. New players should also refrain from deviating too much from the basics, but also learn to adapt to different situations, that is where Yuko's document is good at. For everyone who read this guide, you should build a solid understanding of the game since it is impossible for any guide to handhold you through the entire game. Thanks for reading.

Any suggestion, please ping me on Discord @Shuvi#1220.

(Legends have it: If you write a guide and credit it as Ceia's, you won't be yelled at. So, I'm gonna credit this guide to Ceia now. Thanks for the guide Ceia)