FranXX Combat Manifesto

Welcome to the manifesto. This article will outline how the combat system works and what you need to do to become the best of the best. This is an advanced system that requires skill to master. Those who choose to learn this system will watch the rest fall behind. Therefore, it is in your best interest to learn this system to its fullest.

*Good luck,  
Baro*

Gambit System

The combat system that will be deployed at launch is known as the **Gambit System**. The following is an overview of what the system does and how it replaces more conventional styles of combat. Be advised, the gambit system is *easy to learn* and *hard to master*. With this system in place, those who do not improve their *skill* will not improve their damage. The basics are simple and can be picked up by anyone. But only those who take the time to learn the inner workings of the system and use them to their advantage will become masters of combat. Study this manifesto:

# Important Aspects

**Gambit** A gambit is a special skill that must be unlocked through sequences of attacks. You may think of these as *combo* moves. Once a gambit is performed, your sequence resets and you may build to another again. Therefore, these act as “cash-outs” for major damage or effects. Gambits are built using skills called builders.

**Builder** A builder is a *basic attack*. These attacks will always do the same amount of damage (unless your damage modifier is increased). When chained together in specific orders, builders will unlock a *gambit*. Only one gambit may be ready at a time. Once a gambit is used, the sequence of builders reset. You may only chain together up to five builders, although once you have hit that maximum you will still be able to use the builders for minor damage. There are three builders. The properties of these attacks can be viewed in the spreadsheet provided.

**[1]** The first builder is a *light attack.* This attack is useful for inflicting *damage over time* on enemies. Gambits that are built beginning with this attack will therefore usually impart DOT effects on enemies for a certain duration.

**[2]** The second builder is a *kick.* This attack is useful for *increasing the defense* of your rig. Gambits that are built beginning with this attack will therefore usually impart defense bonuses to yourself for a certain duration. This attack is also the fastest you can perform but also inflicts the least amount of damage.

**[3]** The third and final builder is a *heavy attack.* This attack is useful for inflicting *instant damage* to your enemies. Gambits that are built beginning with this attack will therefore usually inflict the most amount of instant damage on your enemies. However, that does not necessarily mean they inflict the *most* damage as damage of time effects will often cause more damage on enemies. This is one of the many intricacies of the system that only the pros will be aware of (so congrats if you are reading this!). This attack is the slowest basic attack you can perform but also does the most amount of damage out of the three. Be advised, this will also mean that it will generally take you longer to build gambits that involve 3’s.

**Gambit Trees** This is another category that masters of combat should be aware of. If you study the spreadsheet, you will notice that there is a category for increased damage while using gambits in *trees*. Trees are sequences of like-minded attacks that build off of one another. The only way to reap the benefits of gambit trees is to use *every* skill in the tree starting from weakest and leading to strongest. This will drastically increase the damage output of your rig when utilized correctly. If you use a gambit in any other tree or use the gambits in the wrong order, the tree modifiers will immediately be reset. Try to combine these moves to attain the most effective combinations of attacks. In addition, all effects (such as *damage over time*) will also benefit from these modifiers! Please note that as the game expands, we will likely add more and more gambit trees for you to add to your rotation.

**Rotation** A rotation is a sequence of skills that you find to be most effective. This isn’t a feature or a shortcut, more of a *mindset*. It is better to stick to a rotation of gambits rather than performing random attacks. Everyone can decided on which rotation works best for them. Rotations do *not* have any direct impact on the combat system. But once you *design* a rotation of gambits that works for you, it is more than likely that you will become more successful. The masters of the game will have multiple rotations memorized that they will deploy for certain situations – it will become muscle memory. These will be very useful for the most sophisticated and organized squads in the game.

**Cohesion** When in a squad, the most effective combatants will *coordinate* attacks for devastating results. For example, if one team uses a gambit that *lowers the enemies’ defenses* and then another follows up immediately with a *damage over time* effect, the resulting damage will be astronomical. Make sure your squad recognizes and coordinates attack to achieve these results, perhaps even assign soft roles if you deem it necessary. Focusing on one type of gambit tree can help the squad diversify into different roles.

**Double Builder** This feature will take serious skill to master. It involves a series of nine different key bindings with the goal to create a highly efficient gambit building system. Each of these build a different set of numbers in your sequence: 11, 12, 13, 21, 22, 23, 31, 32, and 33. These skills are performed remotely meaning that they have *no animation* and do *no damage* unlike the builders. Therefore, you may use these to quickly build gambits with whatever combination you like. You should note, however, that these skills will have *cool downs* which prevent you from spamming gambits. Think about this when designing these into your rotations. The most masterful of players will use this in conjunction with resets to attain the exact gambit they want extremely quickly by avoiding the combat builder animations and working around cool downs.

**Resets** These skills will be very useful to those inclined to mistakes. There will be two main reset skills with relatively short cool downs. One reset skill will *eliminate the last gambit builder* in your sequence. Masterful players will combine these with double builders for devastating gambits. The other skill will be used to *remove the entire sequence* and start fresh from a completely botched build! Alternatively, if you attempt to use a gambit when no proper gambit is built, that will also reset your gambit builders at the cost of a low-damage attack & combat animation.

**Cool Downs** You should always be aware of which attacks will be subject to a *cool down.* You’ll be glad to know that both the gambits *and* the gambit builders have *no cool downs* attached to them. But don’t worry, this doesn’t mean people can start spamming attacks, they will still have to wait for the combat animation to be complete before they can perform another attack. The double gambits and resets *will* have cool downs attached as they do not actually have any animations that coincide with them. You should note that for the skills that have no cool downs, your speed can and will be increased by improvements to attack speed which will make the animations visibly faster.

# How to Learn

When you begin exploring the combat system, don’t worry too much about the various attacks you are performing. When you start, most of the gambits will not be available to you. As you level up, more and more gambits will start to be unlocked. In addition, your damage will not scale to your level (unless you modify your rig). This means that a level one character and an unmodified level-cap player will do *the same base damage.* This truly means that the only way to defeat your opponents is through skill and practice!

When you are starting off, you will begin with only simple two sequence gambits. Learn about what each does and start to memorize how to build them. As you level up, more gambits in those tree will start to unlock. Gradually add those gambits into your rotation and try to use them in the order of their trees. While it may be tempting to spam the most powerful attacks, you will do *significantly* less damage than someone who is building their gambits in trees from the ground up.

# How to Master

Masters of the gambit system will have most of the trees committed to memory. It will not be necessary for combatants to memorize each and every skill, but it will be important to have an understanding of what each does. Those who randomly build gambits will never be masters. Those who randomly choose gambit trees are no masters either. Learn how to chain the trees together for the best effect. The most powerful will often find that building an entire tree might not actually be worth it in certain situations. This system will generate masterful situational awareness in the right hands. Make sure to always be on top of your game!

Possibly the most effective combatants of all will be those who learn to *coordinate* with their drivers. Movement is an *enormous* part of a combat system like this. Some skills may even be designed to speed up the player movement briefly to make successful dodges or maneuvers. You will want to miss your enemies most powerful attacks, and you will want to make sure that your most powerful attacks land. To a master, *it’s a game of seconds.*