

Updated hna tacfps routin for reddit :D sorry for poor formatting because didn't really have time to put a doc together and was lazy (finals are a bitch would not recommend many other people try to do a math/physics double major)

Speed (0.7-1x in game sens) - use similar instructions from routine 1 in original routine, same emphasis on maximizing speed and stopping power

5- TS Static 180 small 2x - emphasis on using arm and minimizing wrist usage

5-180 static TS smaller - emphasis on using arm and minimizing wrist usage

These seem to not be working rn, can just sub TS Static 180 for now until it works, should be more than fine

5-XenTS

10-Voxts mini static

5-devTS static small

5-5 sphere pokeball extra small

Microadjustment

10-Air Angelic 4 (3x)

5--mfsi (2x)

5--Amare FlickerXYZ Headshot Small (1.5x)

5-2 targets smaller denser (1x)

10-VoxTS jumbo static lowttk (10x) - try to be snappy onto targets as in speed routine, this should introduce speed over very short ranges of motion as in game at range

Stability

5-Reflex flick hard NR (2x)

5-Pokeball frenzy auto small wide (2x) - push pace as much as possible without too many misses

10-Pistol gallery small no reload (1.2x) - push pace as much as possible without too many misses, attempt to strafe as one would in game with shots between counter-strafes

5-smoothbot goated invincible (2.5x)

3-Flicker plaza hard(1x) - focus on reacquiring bot as fast as possible when it blinks, your score will likely suffer but helps simulate pressure of low ttk in game when getting swung

The numbers next to the scens in parentheses are in game sens multipliers, the number to the left of each scen name is number of repetitions of scen (these are broad

recommendations and can be adjusted as needed for either longer routine or different emphasis)