

update: still updating the format of the rest of the guide. Please bear with me in the meantime

Greetings everyone! I go by the name AzureWolf with an ID number of #8930 here at Atlas Reactor. I've been playing the game since alpha, and wanted to make a guide to help new players that might have trouble against a particular freelancer. I decided to make this guide since most guides seem to be centered on how to play as a particular freelancer. This guide ended up being a lot longer than I expected it be, so I do hope that this will be able to help you guys out. Please pardon the lack of any fancy formatting and catchy title. Feedback and suggestions are welcomed and encouraged. God bless, and happy freelancing now!

I've attempted to post this guide on Prepphase, but it was unfortunately way too long and broke the page. I was able to post it on reddit, but I had to segment the guide into separate posts in order to make it fit. In the end, I decided to simply upload this to Google Docs for easier edits and to make it so that it could be easily accessed by everyone. I will periodically update this as the game is updated with more freelancers and balance changes. You're also free to download this guide if ever you wish to do so.

## **Firepowers**

Firepower freelancers boast the highest possible damage potential of the three classes in Atlas Reactor. As the name would suggest, their main role is to deal damage to the enemy. Their basic attacks deal the most damage out of all three classes and are capable of hitting an enemy from a safe distance, save for PuP's as it's melee-ranged. One of their drawbacks is that they also have the lowest average health pool of the three classes. Each of the firepower freelancers has a dash ability to increase their survival rate, however. Nix and Juno are an exception to this. Nix instead has a free action ability that grants himself invisibility while Juno has a free action that grants herself 40 shields for the turn. Due to their low health pools, they can die quite easily if they're caught in a vulnerable position with their dash ability on cooldown. To deal with enemy firepower freelancers, try to remain behind cover or out of range of their abilities as they can deal quite a bit of damage to you. Attempt to bait out their dash and then focus them afterwards. You may also get your team to focus on an enemy firepower if you believe that the enemy thinks that they aren't in enough danger to dash away. Please keep in mind that they might be using an AoE (area of effect) ability when in such a position while your team is clumped together, however. An enemy near death might also choose to deal as much damage as possible instead of dashing away if they think that such would be more beneficial. Try to avoid overkilling as an attack hitting an already-dead foe could have been used to hit another enemy instead; however, you should also take into account possible incoming heals and shields as well as catalysts use and plan accordingly.

## **Blackburn**

Blackburn is a fairly versatile firepower freelancer with an adjustable basic attack.

**Equalizer:** His basic attack that can be used to fire a shot in a straight line that deals 34 damage to one enemy or be changed to fire an AoE attack in a cone which can deal 20 damage to several enemies.

**Modifications:**

Capacitor Clip - gain 3 extra energy for a single target hit and 1 extra energy per cone hit

Breach - deal 2 extra damage if you're besides cover

Close Quarters - deal 6 extra damage to enemies within 2 squares away from you

Elite Commando - using the single-target mode increases the damage of the next cone damage by 4 and vice versa

**Proteus Grenade:** a grenade which can be thrown over walls which deals 28 cover-ignoring damage to all enemies in a 3x3 square.

**Modifications:**

Phospho Canister - enemies hit are also revealed until the end of next turn

Nova Nade - deal 5 extra damage to the target in the center of the explosion

Field Medic - heals allies that are within in the explosion by 10

Frage Out - reduce the cooldown of Proteus Grenade by 1

**Adrenal Stim:** a free action that grants Blackburn might and haste for the turn. This can be modified to also grant various extra effects for Blackburn's other abilities.

**Modifications:**

Launcher Module - increases the range of Proteus Grenade by 2 for the turn

Crack Shot - enemies hit by Blitz are slowed for the turn

Ocular Augment - Equalizer ignores cover for the turn

Finish the Fight - heal Blackburn by 10

Emergency Stim - reset the cooldown of Adrenal Stim once Blackburn's health drops below 40%. This can only occur once per life.

**Blitz:** Blackburn's dash which allows him to travel a distance of up to squares to a tile with cover and fire the AoE version of his Equalizer during blast phase. Modifications on Equalizer does not affect this ability.

**Modifications:**

Engagement Range - increase the dash range by 1

Entrench - gain 15 shields and unstoppable for the turn

Peerless Leader - allies near your ending location gain 15 shields for the turn

Close and Personal - Enemies within two space of your ending location are dealt an additional 6 damage

**Scorched Earth:** Blackburn's ult which allows him to call in an airstrike, allowing him to select a 2x2 square up to five squares away from him and choose the direction of the airstrike. The airstrike has a range that can reach the entire map and will deal 40 damage to all enemies caught within the blast. Depending on the direction, enemies hit by the airstrike might receive cover protection, halving the damage done to them.

**Modifications:**

Penetrating Blast - Scorched Earth now ignores cover

Death from Above - strike the same location again next turn for half as much indirect damage

Massive Payload - increase the width of the airstrike by 1

Aerial Bombardment - call in a second airship, allowing you to strike both vertically and horizontally; Scorched Earth's damage is decreased by 5.

Blackburn is a fairly straightforward freelancer. His basic being adjustable gives him a bit of versatility. His grenade allows him to ignore cover and damage you through walls. He can also mod his abilities to provide a small amount of healing and shield. Try to avoid his attacks if you think that he'll use Adrenal Stim, since that might hurt and can even be modded to allow Equalizer to ignore cover. His ult can hit through the whole map in a line with a width of two, but the location of the airstrike is also limited by his current position. Be careful as his ult is rather customizable, however. Focus him if he's within range and without a dash or if you think that he won't dash away. His own dash can be limited as the range is fairly short and is limited to squares with cover. You may attempt to trap him if you predict an incoming dash. His dash can be modded to give himself some shields and unstoppable for the turn or give nearby ally shields though. Unlike other freelancer dashes, his dash allows him to fire in the blast phase instead of the dash phase. This allows him to damage enemies that dash to his target area. Knockback can also be used to push him out of cover and into the open as he tends to be behind cover most of the time and has a mod for equalizer that gives him a minor damage buff when behind cover.

## **Celeste**

Celeste is a firepower freelancer that is able to snatch power-ups from a range with her grapplers.

**Strong Arm:** Celeste's primary which fires two grapplers that can be adjusted the same way as Grey's Double Dart mod. A grappler will deal 22 damage if an enemy is hit with only one and 34 damage if an enemy is hit with both. A grappler that hits a power-up will instead grab it for Celeste.

**Modifications:**

For the Rush - gain 1 additional energy per enemy hit

Long Arm - allows Celeste to aim her grapplers for up to 180 degrees difference apart

Five Finger Discount - allows a grappler to pierce through the first power-up hit

Smash and Grab - hitting a power-up with one grappler increased the damage of the other grappler by 6 damage

**Proximo Charge:** A free action that places a 3x3 trap that can trigger starting the next turn if at least one enemy is on the trap during blast phase, dealing 25 damage to all enemies standing on it. The trap lasts for 4 turns.

**Modifications:**

Amplification Chip - damage is increased by 2 per turn the trap isn't triggered.

Intrusion Protocol - the placement of the trap no longer requires line of sight and the range is increased by one.

Ensare - roots all enemies hit by the trap; the damage of Proximo Charge is reduced by 10.

Contingency Plan - gain 6 energy on use but only grants 6 energy upon triggering.

**Smoke Bomb:** throw two smoke bombs that will deal 22 cover ignoring damage in a 2x2 area in two locations. The smokescreen will last until the end of next turn. Enemies outside of the smokescreen have their line of sight blocked by the smoke while enemies within the smokescreen have their vision reduced to the area inside of the smokescreen they are in.

**Modifications:**

Mending Mist - heal Celeste by 10 if she's inside the smokescreen

High Impact Canisters - Smoke Bomb deals an additional 3 damage

Smoke Machine - the smokescreens lasts an additional turn

Fog Cover - throw three smoke bombs instead of two; Smoke Bomb does 5 less damage.

**On the Run:** dash to two locations. Enemies hit by the dash receive 20 damage.

**Modifications:**

Kickbacks - enemies hit by both dashes receive an additional 8 damage

Cover of Darkness - dashing through a smoke cloud will grant Celeste invisibility until the end of next turn

Extra Kicks - gain 5 energy on use

Pickpocket - enemies hit drop minor might power-ups

**Safe Cracker:** Celeste's ult which is a powered-up version of Strong Arm. Unlike Strong Arm, Safe Cracker has a wider range and damages all enemies within range. Celeste will also copy the might, haste and energized effects of any enemy hit instead of picking up power-ups on the ground

**Modifications:**

Break the Bank - enemies hit drop minor energized power-ups

Heist - grab all the power-ups hit

Assault and Battery - Safe Cracker now ignores Cover

Second Story Job - increased the Range of Safe Cracker by 1

Celeste can be rather dangerous to face in the early rounds as she'll probably snatch the might power-up in the first turn possible. Dashing to grab the power-up first can deny her of the power-up, but will leave that person vulnerable to the enemy team. Celeste will also have buffs active more often compared to other freelancers due to her ability to grab power-ups with her attacks. You may attempt to limit her effectiveness by grabbing the power-ups before she can. If she didn't take the five-finger discount mod, her grapplers will stop upon hitting a power-up, so you may use power-ups such as the minor-health power-up dropped by your fallen comrade to block her basic. Try to move that turn if you think that Celeste will hit you with a smoke bomb as this will deny your vision the following turn. Most of the time, her dash won't end up concealing her ending location as you can see where she went. Try not buff yourself or allies you think will get hit by her ult with might, haste, or energized as she'll end up copying these effects. Focus her if she's without a dash or if you believe that she isn't in enough danger to dash away.

## **Elle**

Elle is a firepower freelancer who focuses on hitting multiple enemies at a time. With 150 health, she also has the second highest health pool of all firepower freelancers, beaten only by PuP.

**Plasma Volley:** Elle's primary which damages all enemies in a cone for 25 damage. The cone can be adjusted to have a longer range at the cost of a narrower width or adjusted to have a wider but short range.

**Modifications:**

Prey on the Meek - if only one target is hit, they are revealed

Wide Barrel - at maximum range, the width of the arc is increased by 10 degrees

Killing Field - deals up to 4 extra damage as the length becomes shorter

Focused Fury - deal 5 extra damage if only one enemy is hit

**Combat Reflexes:** dash to a square adjacent to you while firing a Plasma Volley in the same phase. This ability has an extra charge to make up for the single-squared dash range. Modifications to Plasma Volley also apply to Combat Reflexes.

**Modifications:**

**Dance of Death** - gain an additional charge for Combat Reflexes

**Follow Through** - gain haste for next turn

**Action Roll** - Elle can now dash for up to two squares, but Combat Reflexes no longer has charges.

**Close Call** - gain 5 shields for the turn

**Overcharge:** Increase the damage of your next attack by 10. This ability does not apply to Lurker Drone. Full movement is still possible after using this move.

**Modifications:**

Double charge - you may now use Overcharge twice in the row for an additional 4 damage.

Block 'n Load - gain 15 shields for the turn

On the Chase - gain haste for the turn

Leg Shot - while overcharge is active, enemies hit by Combat Reflexes are slowed

Brutal Precision - while overcharge is active, enemies hit by Plasma Volley are weakened

**Lurker Drone:** a free action that places a drone in Elle's current location. The drone can be triggered starting the turn after, dealing 20 damage to enemies in the range and direction of the drone's blast in blast phase. The drone automatically triggers after three turns.

**Modifications:**

Bodyguard - the drone faces Elle after every turn

Rapid Deployment - the cooldown of Lurker Drone is reduced by 1

Bunker Buster - Lurker Drone now ignores cover

Point Blank - targets within two spaces of the drone suffer an additional 8 damage

Large Lurker - the width of the Lurker Drone's attack is increased by 30%

**Oblivion Shell:** Elle's ult which deals 40 damage to all enemies in a large cone while knocking them back. Elle is also knocked back to the opposite direction of her shot.

**Modifications:**

Crowd Control - knockback is increased by 2

Art of Murder - Oblivion Shell now ignores cover

Warpath - gain unstoppable for the turn

Killing Spree - Overcharge becomes a free action the next time you use it after Oblivion Shell

Elle specializes in hitting multiple enemies at a time, so you can limit her effectiveness by making sure that she can't hit multiple targets. She also has mods that grant her haste. Root and knockback can be used to prevent her from getting into a good position. She may instead spend her turn using Overcharge, however. Her dash has a much shorter range compared to other freelancers, but she can dash more often due to her charges. Though it's only a one square difference, this is all she needs to evade most attacks. Try to make sure that your shot also covers the area wherein she might roll into. You may also attempt to fire or trap her ending location if you predict a roll. Dashing would mean that she won't be able to perform regular movement for the turn which you can use to your advantage. Her own ult will also knock her back unless she took the Warpath mod. Because of this, you can trap the opposite direction of her shot if you predict an incoming ult from her.

### **Gremolitions Inc.**

Gremolitions Inc. is a firepower freelancer who are able to plant mines around the battlefield while dealing cover-ignoring damage. They are able to aim their attacks to hit over walls, allowing them to deal damage while being away from the fight. Their kit also allows them to create some combos on their own.

**Boom Boom:** Gremolitions Inc.'s primary attack which allows them to fire at two squares over walls. Enemies hit are dealt 22 cover-ignoring damage while shots that miss will plant a mine on the target square that lasts for two turns. Mines deal 10 damage to the first enemy that triggers it.

#### **Modifications:**

No Downsides - Boom Boom no longer has a minimum range

KABOOM Boom - the first shot deals an additional 4 damage if it hits an enemy

Cannoneer - increases the arc width for the location of the second shot

Mighty Mines - all mines now deal an additional 3 damage

**Splort!:** Drops mines in each square adjacent to Gremolitions Inc. during the blast phase. Mines lasts for two turns and deal 10 damage to the first enemy that triggers it.

#### **Modifications:**

Bomb and Run - gain haste until the end of next turn

Energy Bank - all mines now give an additional 2 energy upon being triggered

Long Fuse - all mines now last for one additional turn longer

Phospo Mines - all mines now cause reveal upon being triggered

**Big Bang:** shoots a bomb that deals 25 damage in a 3x3 square while knocking the affected enemies back.

**Modifications:**

Bigger Bang - The size of the explosion is increased to 4x4. Minimum range is increased by 1

Blast Force - Knockback distance is increased by 2

Party Crasher - deal an additional 5 damage for each enemy hit

Got Yer Name on It - deal an additional 5 damage and increases the knockback distance by 2 if only one enemy is hit

**Bombing Run:** Dash towards two locations. Enemies surrounding the the starting location and dash locations suffer 20 damage.

**Modifications:**

Extra Fuel - the range of each dash is increased by one

Left you a Present - lay a mine at each location

Splortagain - reset the cooldown of splort after using Bombing Run

Explosive Aftermath - reset the cooldown of Big Bang after using Bombing Run

**Maniacal Mayhem:** The ult of Gremolitions Inc., allowing them to launch 4 bombs in different locations, Each bombs will deal 30 damage in the targeted 3x3 squares. Enemies hit with more than one explosion receive an extra 8 damage per extra explosion they've been hit with.

**Modifications:**

Minefield - leave a mine at the location of each bomb that hits no target

Artillery Barrager - increases the width of the arc and increases the range of Maniacal Mayhem by 3

How Many? Six? - Maniacal Mayhem now launches six bombs. Enemies hit by more than one explosion now only take 5 extra damage per additional explosion.

Reloading - gain 5 energy for each bomb that misses

When dealing with Gremolitions Inc., try to avoid hot spots for their mines if they don't have vision on you. They tend to stay behind walls or away from the location of the fray as their basic can shoot over walls. Their basic and knockback abilities also have a minimum range which can be used to your advantage. Frontliners are able to engage them without getting damage due to this. Take caution



against Splort! and Bombing Run, however. The No Downsides mod also allows them to fire their basic with no minimum range. Splort! can also be create combos with The Big Bang and Bombing Run. The damage dealt by being knocked back into splorted mines can be rather devastating while Splort! can be used to deal additional damage after a Bombing Run that could catch you in surprise if you have no vision on them. Focus them while they're defenseless, and try not to stay to clump together with your teammates if they have their ult ready.

## **Grey**

Grey is a firepower freelancer capable of inflicting constant reveal on her target. Reveal coming from her Tracer Bolt and Tranquilizer Dart also tracks the target. Tracked targets suffer extra damage from Hawk Drone and a Tracer Bolt modified by the Hunt Them Down mod.

**Tracer Bolt:** Fire a single shot in a straight line. The first enemy hit is dealt 34 damage while revealing and tracking them until the end of next turn.

### **Modifications:**

High-Powered Bolts - Tracer Bolt now pierces through enemies, but subsequent targets are only tracked and revealed.

Hunt Them Down - tracked targets suffer an additional 3 damage from Tracer Bolt

Barbed Tip - Tracer Bolt now gives an extra 4 energy if a target is hit

Catch the Scent - hitting an enemy with tracer bolt reduces the cooldown of Hawk Drone by 1.

**Hawk Drone:** Send in your hawk drone, Rio, to hover over a 5x5 square area and deal 12 indirect cover-ignoring damage to enemies passed by it or under it. The hawk drone will also grant vision to Grey's team. The drone will stay in place until Grey dies or is moved by one of her abilities, providing vision and damaging enemies under it every blast phase. Tracked targets receive 16 damage instead of 12 damage.

### **Modifications:**

Infrared Enhancement - Hawk Drone can now damage invisible enemies

Composite Materials - Hawk Drone's range is increased by 2

Vicious - tracked targets receive 20 damage instead of 16 damage

Eye in the Sky - Hawk Drone's vision range is increased by 1

**Tranquilizer Dart:** a free action which fires a single shot in a straight line in prep phase which weakens, reveals and tracks the first target hit.

### **Modifications:**

Energy Feed - Tranquilizer Dart now gives 3 extra energy if it hits a target

Double Dart - fire two darts instead of one. Energy gain per dart is reduced by 3. Range is reduced by 1

Overdose - Tranquilizer Dart now also inflicts slow on the target

Adrenal Overload - Tranquilizer Dart can now hit allies, granting them might and unstoppable for the turn

**Slip Away:** Dash to one of the squares in the 3x3 area under your hawk drone. Grey will not pick up any power-ups or trigger any ground-based traps on the way to the landing location.

**Modifications:**

Thrilling Escape - Slip Away now grants an additional 5 energy upon use

Agile Escape - Grey can now land anywhere on the whole 5x5 area under hawk drone

Unseen Huntress - Slip Away now grants invisibility to Grey until the end of next turn

Shelter - Slip Away now grants 20 shields until the end of next turn

**Voltaic Cage:** send your hawk drone, Rio, to a location and create walls surrounding the 3x3 area under it during blast phase. Enemies who pass through the wall have their movements halted by root and are dealt 22 damage. The cage lasts for two turns.

**Modifications:**

Zapper - the walls now deal an additional 3 damage

Prison Roster - enemies inside the cage are now also revealed

Relentless - using Voltaic Cage now resets the cooldown of Hawk Drone

Caught in the Web - increases the range of Voltaic Cage by 1

Grey is capable of inflicting constant reveal with Tracer Bolt and Tranquilizer Dart. Getting hit by her Hawk Drone and Tracer Bolt while tracked and cause some rather significant damage. The Her drone doesn't do much damage per hit, but it can quickly add up if you just ignore it and deals additional damage to tracked enemies. In addition, the drone also grants vision for Grey's team. It's also her only form of AoE damage, however. so it's possible to bait her to change her drone location. This can be a bit dangerous however as you're also opening to the other AoE attacks of the enemy team. Arguably, she has the second most predictable dash next to Oz as her dash location is also limited to the 3x3 area under her drone, unless the Agile Escape mod is taken. Because of this, you may try to trap her landing location with something like Celeste's Proximo Charge or use an attack that covers her landing area if you predict a dash, such as Aurora's Ion Cloud or Blackburn's Proteus Grenade. Be careful of her Tranquilizer Dart when you're about to launch an ult or heavy-damaging attack as the weak will limit your damage. Her ult acts as a trap that only triggers for enemies that walk through the cage. Because of this, try not to move if you believe that she's about to use her ult. You'll still take drone damage if you're targeted and not invisible, but it's not as much damage as you would

have taken had you triggered one of her wall segments and suffered extra damage while having your movement halted by the root. Unstoppable will allow you to move through her cage without being rooted in place, but you'll still suffer damage. Knockback abilities can also be used to knock enemies through her cage. As a result, her ult can be rather devastating in conjunction with something like Dr. Finn's Maelstrom. Her ult also occurs during blast phase, so you may use your dash if you believe that Grey is about to cage you. As with the other firepower freelancers, try to catch her without her dash active then focus her. Her own dash location is rather limited so you may choose to aim under her drone if you predict a dash.

## **Juno**

Juno is a tanky firepower freelancer who focuses on hitting multiple enemies at a time. She's the most durable out of all the current firepowers but is the least mobile out of all of them.

**Laser Barrage:** Juno's primary which damages all enemies in two adjustable cones which functions much like Celeste's Strong Arm, but are less adjustable. Enemies hit by one barrage take 20 damage while enemies who get hit by both barrages take 28 damage.

### **Modifications:**

Minigun Mayhem - enemies which are hit by only one barrage take an additional 4 damage

Concentrated Fire - enemies hit by both barrages suffer an additional 4 damage

Fire at Will - the width of each barrage is increased by 40%

Spinning Up - using Laser Barrage increases the energy gain of Laser Barrage next turn by 4

**Lockdown:** Tethers an enemy at prep phase. If the enemy hit moves more than 2.5 squares away from their original location, they suffer 30 damage.

### **Modifications:**

Maximum Security - Lockdown's cooldown is lowered by 1 if Lockdown isn't triggered

Tighten the Noose - increases the damage dealt by 1 for each square the enemy travels

Floodlights - the target is revealed until the end of next turn

Stockades - Lockdown now has two charges

**Off Limits:** damages all enemies in a short cone by 25 while knocking them back.

### **Modifications:**

Shockwave - increases the damage of Off Limits by 3

Knockout - knockback distance is increased by 2

Seeing Stars - adjacent enemies are slowed next turn

Show Stopper - the arc size of Off Limits is increased by 33%

**Riot Shield:** a free action that grants Juno 40 shields for the turn

**Modifications:**

Reboot - lower the cooldown of Riot Shield by 1 if the shield takes no damage

Shield Battery - Riot Shield now lasts for two turns instead of one

Overcharge - gain 1 energy per 8 damage the shield absorbs

Hold the Line - gain an additional 10 shield while Lay Down the Law is active

**Lay Down the Law:** Juno's ult which roots her to the ground while granting herself unstoppable while active and fires a large beam which deals 35 damage to each enemy hit. Enemies that pass through the beam take 35 indirect damage. This ability consumes only 50 energy instead of 100 and can be used again the following turn for 20 energy to sweep the beam around. Lay Down the Law has a width of 1 upon activation and a width of 1.5 when attempting to sweep afterwards. Juno is unable to move as long as Lay Down the Law is active. Not sweeping after activating Lay Down the Law allows Juno to move again.

**Modifications:**

Dancing Shoes - gain haste when de-anchoring

Indiscriminate Destruction - increases the arc sweep size by 33%

Efficient Extermination - decreases the initial energy cost by 10

High Intensity - increases the damage of Lay Down the Law by 7. Targets take 1 less damage for each square further away they are from the beam.

Heated Up - deal an additional 5 damage for each turn that Lay Down the Law stays active. The extra damage is capped at 15 extra damage.

Juno is handled a bit differently compared to the other firepower freelancers. She lacks the usual dash and instead has a bit of extra health and a free action that grants herself 40 shields for the turn. Her ult also roots herself in place, preventing her from moving. This makes her less mobile than the other firepowers. When facing against Juno, try to avoid clumping together too much as she has a lot of AoE. If she's expecting a dash, she might attempt to tether the enemy with Lockdown, so be mindful of this if you're within her range and to try and limit your dash range so as not to trigger it. At times it's the better option to trigger her Lockdown if you're able to survive it than to suffer even more damage from the attacks of her other allies, however. She has Off Limits to help her knock back enemy frontliners that may be putting some pressure on her, so a bit of unstoppable can help. Her Riot Shield can extend her survivability, so you may either attempt to overwhelm her despite it or switch to a different target until the shield wears off. Her ult is one of her most interesting features, allowing her to activate it for 50 energy compared to the 100 energy requirement of other freelancers and allow her to

use it the following turn to sweep the beam for 20 energy. This will root her in place and give her unstoppable while dealing damage to enemies who are either hit by the beam or pass through it. If you suspect that Juno is going to sweep next turn, you may attempt to trap the square she is under with something like Zuki's The Big One or Aurora's Ion Cloud. You may also attempt to get behind her if you suspect she's sweeping as her sweeping arc is limited. You may attempt to use slows if you suspect that she's moving in order to make her stop at a vulnerable position. Knockbacks can also be used to throw her out of cover, but keep in mind that she can grant herself unstoppable with her ult if she has at least 50 energy. Her lack of a dash means that she's easier to hit compared to the other firepowers. Simply overwhelm her with sheer damage numbers if you wish to focus her down.

## **Lockwood**

\_\_\_Lockwood is a rather flexible firepower freelancer who can consistently land hits with his primary that can bounce off walls. He also arguably has the most versatile kit out of all the freelancers.

**Trick Shot:** Lockwood's primary which fires a shot in a straight line that can bounce off walls up to two times, dealing 32 damage to the first enemy hit. The first bounce gives a slight range increase.

### **Modifications:**

Pinball - Trick Shot can now bounce up to three times

Extra Tricky - Trick Shot now deals an extra 2 damage per bounce

On the Move - the cooldown of Backup Plan is reduced by 1 if Trick Shot hits an enemy

Impaling Shot - Trick Shot now pierces through the first enemy hit, dealing 14 damage to the second target.

**Light 'Em Up!:** deal 30 damage to all enemies in sight in a 60 degree cone

### **Modifications:**

Phosphorous Rounds - Light 'Em Up! now also reveals enemies hit until the end of next turn

Focused Fire - the damage dealt by Light 'Em Up is increased to 35 but the arc width is lowered to 45 degrees

Spray and Pray - the arc width of Light 'Em Up! is increased to 90 degrees

Quick Fingers - each enemy hit by Light 'Em Up! now gives an additional 3 energy. Light 'Em Up!'s cooldown is decreased by 1

**Trapwire:** throw down a trap that covers the 2x2 line in a 2x2 area during prep phase that can last up to two turns. Enemies that pass through the trap receive 35 damage. The trap dissipates at the end of the turn if it is triggered by the enemy.

### **Modifications:**

Consolation Prize- reset the cooldown of Trapwire if no enemy triggers it

Throwing Arm - Trapwire can now be thrown over walls

Trapwall - Trapwire's size is increased by 1 and now occupies the middle 4x4 line in a 4x4 square area. Trapwire's damage is reduced by 5.

Insta-trap - Trapwire is now a free action. Trapwire's damage is reduced by 15 and has its cooldown increased by 1.

**Backup Plan:** dash up to 5 squares away. Taking damage reduces the cooldown of Backup Plan by 1 at the end of the turn.

**Modifications:**

Kinetic Dash - gain 1 energy per square moved

Slippery - the range of Backup Plan is increased by 1

Souvenir - leaves behind a Trapwire that deals 20 damage at your starting location

Tough Customer - gain 20 shields until the end of next turn

**Run and Gun:** Lockwood's ult which allows him to dash up to 6 squares away, damaging any enemies who are within the 5x5 circle around Lockwood during the dash by 45 damage.

**Modifications:**

Errant Assault - if Run and Gun hits no enemies, gain 50 energy

Armour Piercing - Run and Gun now ignores cover

Gunslinger - gain 10 energy per enemy hit with Run and Gun

Burst of Speed - Run and Gun's range is increased by 3

Lockwood can be a rather tough freelancer to deal with. His basic allows him to shoot while behind walls and ignore cover while being more consistent in hitting enemies compared to the other freelancers due to the bouncing mechanic. He also has an AoE attack, a trap and a dash that has its cooldown lowered if he gets damaged during the turn. His ult can also function as a second dash that can heavily damage enemies within a sizable range of the area he'll travel. All of this can make him rather tricky to deal with. Try to force him into the open where he can't take much advantage of the walls of the map while staying far away enough from each other to prevent his AoE from hitting multiple enemies. His dash gets reduced cooldown if he is hit from the turn, so try to focus him when he burns his dash. You may also place traps if you predict an incoming dash or ult from him. You can also completely evade his ult by doing a dash yourself as damage occurring during the dash phase doesn't affect enemies who also dash. You may also attempt to focus him if you believe that he thinks that he isn't in enough danger to dash away.

## **Nix**

Nix is a stealth-based firepower freelancer who prefers to fight from afar. All of his attacks are capable of hitting an enemy from a long distance away.

**Headshot:** Nix's primary which fires a shot in a straight line that deals 34 damage to the first enemy hit.

### **Modifications:**

Zero in - the range of Headshot is increased by 1

Spotter - enemies at least 6 square away take an extra 4 damage from Headshot

High-energy Rounds - hitting an enemy with Headshot now grants an additional 4 energy

Hard Core - Headshot now pierces through the first target hit, dealing 22 damage to the second target.

**Stalker Suit:** a free action that grants Nix invisibility until the end of next turn

### **Modifications:**

Field Triage - using Stalker Suit now also heals Nix for 10

Electromagnetic Assistance - Stalker Suit now also grants energized for the turn

Disengage - Stalker Suit now also grants haste for the turn

Resilient Suit - the cooldown of Stalker Suit is reset if Nix's health drops below 40%. This can only occur once per life.

**Overwatch Drone:** places a drone which will place a laser encompassing a straight line on the ground that lasts up to two turns. The first enemy that passes through this trap takes 30 damage.

### **Modifications:**

Watchful Eye - the duration of Overwatch Drone is increased by 1

High Velocity Round - the damage dealt by Overwatch Drone is increased by 4

Ammo Replication - Overwatch Drone now damages all enemies that pass through it instead of just the first. Overwatch Drone still fades at the end of the turn if it is triggered.

Drone Network - Overwatch Drone now has two charges

**Vortex Round:** fire a shot in a straight line that deals 30 damage to the enemy hit while inflicting slow for the turn. Enemies surrounding the 5x5 circle where the shot hits take 20 damage.

### **Modifications:**

Nova - the splash damage of Vortex Round is increased by 5.

Riot Round - Vortex Round now weakens all enemies hit the turn after.

Taser Round - Vortex Round now slows all enemies hit for the turn

Crippling Shot - Vortex Round now slows the first target hit for two turns

**Fusion Pulse:** Nix's ult which fires a wide shot that passes through walls, dealing 50 damage to all affected enemies.

**Modifications:**

Phosphoric Residue - enemies hit by Fusion Pulse are now also revealed until the end of next turn

Focused Beam - Fusion Pulse's range is increased by 2

Extraction Plan - Fusion Pulse now grants Nix invisibility until the end of next turn

Reaper Shells - Fusion Pulse now deals 10 more damage to enemies who are below 50% of their maximum health

Nix's lack of dash make him reliant on stealth and staying out of harm's way to be effective. This also makes him vulnerable to reveal, which most freelancers have mods for if their regular abilities can't do so already. He's also vulnerable to knockback, root as this will prevent him from moving, pinning his location for the next turn. Try to inflict him with these debuffs if you predict that he's about to use Stalker Suit so that you can still pinpoint his location despite his invisibility. He's a bit more vulnerable compared to the other firepower freelancers due to this lack of dash of his, so make sure to focus him if you're able to expose his location. Be aware that he still has a single dash per game in the form of his catalyst, however. Also, take caution if you don't have vision on him while he has his ult ready. It can shoot through walls and can catch you off-guard.

**Oz.**

Oz is a firepower freelancer who can leave behind an afterimage in his previous location. This afterimage will perform the same action as him. As with other abilities in the game that fire more than once, subsequent hits deal less damage.

**Phaser Laser:** Oz's primary which fires a shot in a straight line that deals 25 damage to the first target hit. Subsequent hits by the after images on the same turn on the same target will only cause the target to take an additional 10 damage per laser they get hit by.

**Modifications**

Potent Lasers - Phaser Laser now creates a minor might power-up at the enemy's location if the target is hit by at least two lasers that turn.

Laser Focused - Phaser Laser now deals an additional 3 damage if at least two lasers hit the same target



Serial Zapper - hitting a target with Phaser Laser now reduces the cooldown of Zap Trap by 1

Divide and Conquer - Phaser Laser now deals an additional 3 damage to enemies hit by a single laser

**Photon Spray:** damages all enemies hit in a 45 degree cone by 20 damage. Enemies that get hit by more than one spray on the same turn receive an additional 10 damage for each extra spray they get hit by/

#### **Modifications**

Light Painting - Photon Spray now also reveals targets that get hit by more than one spray until the end of next turn.

Tagged - Photon Spray now grants an additional 2 energy per target hit

The Big Picture - the arc width of the sprays is increased to 60 degrees

Lucent Burst - targets hit by additional sprays on the same turn receive 15 damage for each extra spray instead of 10.

**Zap Trap:** Leave a trap that encompasses Oz and his afterimages' locations and the squares adjacent to them during blast phase. Enemies that are within or pass through this area take 24 damage. If the enemy is hit by overlapping Zap Traps, they receive an additional 10 damage for each additional Zap Trap overlapping in their area. The trap lasts for two turns.

#### **Modifications**

Dazzling Luminescence - Zap Trap now also slows affected enemies

Overwhelming Light - Zap Trap now also weakens the affected enemies

Strobe Light - the cooldown of Zap Trap is reduced by 1

Dance Floor - enemies hit by a single Zap Trap receive an additional 4 damage. Additional damage dealt by subsequent Zap Trap hits remain the same.

**Made You Look:** a free action that allows Oz to switch locations with his afterimage during dash phase. Regular movement is allowed at the end of the turn. Moving after using Made You Look will place the afterimage at the location you dashed to and not at your initial square.

#### **Modifications**

Tr-Tr-Tr-Tricky - Made You Look now also grants haste for the following turn after use

Mighty Me - Made You Look now also grants might for the turn

Understudy - Made You Look now also grants Oz 10 shields until the end of next turn

Afterglow - a minor energized power-up is dropped by Oz's after images after they dissipate

**Catch Me If You Can:** Oz's ult which causes him to dash up to 6 squares away and create two other after images which will dash to two other locations of your choosing. Enemies passed through suffer 25 damage and an additional 10 damage for each extra afterimage they are hit with. The second afterimage will fade after the end of next turn.

#### **Modifications**

Follow the Leader - allies passed through gain 15 energy

Faster Than Light - the maximum range of Catch Me If You Can is increased by two

Razzle Dazzle - using Catch Me If You Can now also resets the cooldown of Photon Spray

Welcome to the Show - Catch Me If You Can now also grants Oz energized for the next two turns

Due to the nature of how his afterimage works, Oz will be staying immobile most of the time if he isn't being threatened. Positioning is of great importance to Oz. Because of this, he's rather vulnerable to knockbacks and slow which can make him end in rather vulnerable positions while erasing the location of his well-placed afterimage. His dash is also quite predictable, only able to swap locations with an afterimage. You can easily trap him if you predict a dash. Even when it fails, a trap will still prevent him from swapping the turn after without getting damaged assuming he doesn't move for the turn. You can also just stay away from Oz and his after image's attacking range, forcing him to move into a more vulnerable position if he wishes to continue dealing damage. All of these make him rather vulnerable compared to the other freelancers. Be careful when standing next to him or his afterimage, however. You might get hit by his Zap Trap which is usually modded with extra debuffs. His ult can deal quite a bit of damage when stacked and also creates a second afterimage until the end of next turn, but the dash damage is affected by cover. Traps may be used to damage Oz or at least scare him from using his dash. Focus him if he's without a dash and abuse his weakness of slows and knockbacks constantly.

### **PuP**

PuP is a melee, stealth-based firepower freelancer. With 160 health, a low-cooldown dash and the ability to turn himself invisible, PuP can be a bit tricky to deal with.

**Megabite:** PuP's primary which deal 36 damage to all enemies within a short range. Each target hit heals PuP for 10.

#### **Modifications**

Tasty Target - enemies hit are now also revealed

Bite and Run - if Megabite hits a target, reduce the cooldown of Prowl Protocol by 1

Bloodhound - Megabite restores an additional 2 health for each target damaged

Rabid - using Megabite increases the damage dealt by Megabite the next turn by 6

**Pounce:** dash to a target up to 7 squares away, dealing 35 damage if an enemy is hit. If the target was successfully hit, PuP will automatically chase the target for the turn.

#### **Modifications**

Play Time - increases the range of Pounce by 3

Impact Velocity - Pounce now deals an additional 4 damage

Feast - if the target enemy dies on the same turn Pounce is used, PuP heals for 30 at the beginning of the following turn.

Rush of Blood - successfully hitting an enemy now heals PuP for 10.

**Walkies:** fire a shot in a straight line which deals 30 damage and reveals the first target hit. The target is forced to chase PuP for the turn.

#### **Modifications**

High Strung - Walkies now grants an additional 4 energy if an enemy is hit

Retractable Leash - the range of Walkies is increased by 1

Again?! - Decrease the cooldown of Walkies by 1 turn. Lower the damage by Walkies by 5.

Wear Out - the target is slowed the following turn

**Prowl Protocol:** PuP receives invisibility and might for the next three turns. These effects wear off at the end of the turn if PuP performs an action.

#### **Modifications**

Amped Up - Prowl Protocol now also grants PuP energized for three turns. Energized fades at the end of the turn if PuP performs an action.

Single Minded - Prowl Protocol now also grants PuP unstoppable for the turn

Caught the Scent - the first attack performed after Prowl Protocol becomes active will now also reveal all enemies hit until the end of next turn

Dog Shelter - using Prowl Protocol now also grants 20 shields until the end of next turn

Hunting Dog - PuP now dashes up to two squares horizontally or vertically or a single square diagonally during the blast phase upon using Prowl Protocol.

**Subwoof:** PuP's ult which deals 45 damage and scrambles all enemies within a 7x7 square area around him.

## **Modifications**

Super Sonic - Subwoof now also reveals all enemies hit until the end of next turn

To Eleven - enemies adjacent to PuP receive an extra 11 damage from Subwoof

Resonance Shield - using Subwoof now also grants PuP 20 shields for the turn

Acoustic Distraction - Subwoof now also grants PuP invisibility until the end of next turn

With 160 health, a primary that heals himself for each target hit, a dash with a shortest cooldown in the game and the ability to go invisible, PuP can be a bit tricky to deal with. PuP's primary has rather short range. He has two other abilities that can hit from a range and another ability to buff himself, however. He'll most likely turn invisible during the first turn possible in order to try and ambush the enemy team. Try to stay out of the range of his Megabite as it has the highest base damage out of all the primary attacks of everyone and also heals himself for each target that gets bitten. This means that trading basic attacks in a one-on-one against PuP will end with him getting higher numbers and won't be favorable for you, and even more so if it's modded. He can dash quite often since Pounce has the lowest cooldown out of all the dashes in the game. Try to save your dash and unstoppable-granting abilities if he has Walkies ready as he'll force you to chase him through traps and/or bring you to his teammates. Walkies has a longer cooldown though so it is possible to catch PuP in a position wherein he can't hit anyone. If caught in such a position, he'll most-likely use Prowl Protocol to turn invisible and grant himself might, so try to inflict reveal, slow, root or knockback on him in such a case. Prep phase reveals such as Tranquilizer Dart or a modified Paralyzer can guarantee a reveal. Be aware of that the Hunting Dog mod allows him to dash a short distance which can cost you to miss, however. Try to be wary of PuP if he pulls off a successful Prowl Protocol as this will make his next attack hurt quite a bit. Taking Hunting Dog would mean that PuP forfeits regular movement for the turn so it shouldn't be too hard to guess where he's at. Be careful if Pounce or Walkies isn't in cooldown though. You may attempt to use traps if you predict that a dash from him. Pounce's landing location is limited to the location of freelancers he has vision on, with an extended sight with the Play Time mod. PuP may choose to pounce a teammate instead, but forfeits damage if done so, making this situation highly unlikely unless it's PuP's only way to avoid possible incoming heavy damage. His ult is not only damaging, but also scrambles all enemies hit, preventing them from using non-basic attacks the following turn, so try to avoid it when possible. In summary, try to stay away from PuP to avoid being hit with Megabite. His dash can only be directed at other freelancer's locations so you may attempt to trap him if you believe that he'll use Pounce. Walkies can force you to trigger trap and possibly pull you towards the enemy team, so try to save your dash to avoid this. Attempt to expose his location if you think that he's about to use Prowl Protocol. His ult scrambles while dealing heavy damage, making it one of the most dangerous ults. And finally, focus him if he is unable to dodge.

## **Zuki**

Zuki is a firepower freelancer who focuses on dealing and delayed damage.

**Bombard:** Zuki's primary which fires a missile in a straight line, dealing 32 damage to the first enemy hit. Hitting an enemy or a wall will cause the missile to explode, dealing 22 damage to all other enemies that are in the 3x3 circle created as the missile explodes.

#### **Modifications**

Rocket Fuel - each enemy hit by Bombard now grants an additional 2 energy

Mr Punch - the missile now deals an extra 3 damage

Explosives Everywhere - successfully hitting an enemy with Bombard now also lowers the cooldown of the Big One by 1

Extra Shrapnel - the explosion now deals an additional 4 damage

**Sticky Bomb:** covers all enemies in a cone with a 45 degree arc width with sticky bombs. Affected enemies will receive 26 damage the following turn.

#### **Modifications**

Phosphorus Residue - Sticky Bomb now also reveals affected enemies

Pyrotechnic - for each enemy hit with Sticky Bomb, reduce the cooldown of Sticky Bomb by 1. The cooldown of Sticky Bomb is increased by 1

Stickiest Bomb - enemies are now also slowed when the sticky bombs explode

Shell Shocked - Sticky Bomb now also weakens affected enemies the following turn

**The Big One:** launch a missile which will hit the target 5x5 location the following turn during blast phase. The blast zone has a minimum range of four squares. Enemies in the outermost area will receive 20 damage. Enemies in the area adjacent to the center take 35 damage. The enemy in the center of explosion will suffer 50 damage.

#### **Modifications**

Long Range Ballistics - the range of The Big One is increased by 6

Regenerating Ammo - if no enemies are hit, reset the cooldown of The Big One

The Bigger One - The Big One now deals an additional 10 damage to enemies in the center 3x3 area

Shock and Awe - enemies in the targeted area are slowed on the turn The Big One is launched

Peekaboo - The Big One is now a free action. The cooldown of The Big One is increased by 2.

**Rocket Jump:** jump to a tile which is four to six squares away and deal 20 damage to all enemies in a 5x5 octagon in Zuki's starting location. This dash won't trigger any ground traps passed through.

#### **Modifications**

Extra Big Boom - Rocket Jump now deals an additional 5 damage

Booster Jet - Rocket Jump now grants energized until the end of next turn

Something Extra - Rocket Jump now also grants Zuki might until the end of next turn

Blast Shields - Rocket Jump now also grants Zuki 20 shields until the end of next turn

Eat my Dust - enemies hit by Rocket Jump are now also slowed next turn

**Missile Storm:** locks on to all enemies in a 135 degree cone during prep phase, targeting the all enemies in range. Enemies in the 3x3 targeted areas receive 45 damage during blast phase.

### **Modifications**

Replicating Rockets - Missile Storm now grants 5 energy for each enemy hit

Concentrated Fire - Missile Storm now deals an additional 9 damage. For each additional target beyond the first one, lower the damage dealt by Missile Storm by 3.

Artillery Barrage - increase the maximum range of Missile Storm by 2

Enhanced Targeting - Missile Storm can now lock onto enemies behind walls. Damage dealt by Missile Storm is reduced by 10

Zuki is capable of dealing AoE damage while still dealing consistent heavy damage against single targets unlike Elle. Her primary can also be used to hit walls, allowing the splash damage to hit her targets for more damage compared to the cover-reduced damage if hit with the initial shot. Due to the nature of her primary, it's best not to clump together too much with your teammates. Two of her abilities won't trigger until the next turn. You can use this to your advantage by weakening her the following turn, thereby reducing the damage about to be taken from her Sticky Bomb or The Big One as well as the attack she'll launch this turn. Most of the time, it's best to simply dash away if you're within the middle 3x3 square of The Big One, however. Since her ult will only hit the locations targeted during the prep phase, dashing will allow you evade the blast. Just don't dash right next to a targeted ally's location as the explosion will also damage surrounding enemies for the same amount of damage. Her ult can also be blocked by Rampart's Bulwark as his shield functions as a wall, but she can still target through this if the Enhanced Targeting mod is taken. Focus her if you catch her without a dash or if you think that she believes that she isn't in enough danger to dash away.

### **Frontliners**

Frontliners boast the highest average health pools of the three classes in Atlas Reactor. Their main role is to put pressure of the enemy and grant vision on their locations while soaking up damage. To counter their high health, their attacks don't hit as hard as firepowers and all of their basic attacks have melee range. Their basic attacks are capable of hitting multiple enemies, however. All of them also have a dash phase ability that further increases their survivability. Rampart is the exception to this case, as he has a shield that blocks attacks instead of a dash. Some also have self-heals and shields to

make them even sturdier. Most of the time, it's better to aim for an enemy firepower or support subjected to the same conditions as the enemy frontliner as frontliners generally deal less damage and healing numbers overall. They do have crowd control abilities to disrupt your team however. All of them are capable of hampering your movement with either slow, roots or knockbacks, and some can even cause weak and reveal. In general, it's best to focus an enemy frontliner if they're without a dash and/or no one else is in range. Though they generally deal smaller numbers compared to the other classes, eliminating them will relieve some pressure on your team and limit the enemy team's vision until their frontliner respawns. That is unless they're willing to send in their more vulnerable members to scout ahead. Also be sure to take possible incoming heals and shields into account. Some frontliners such as Asana and Rask are capable of shielding or healing themselves.

## **Asana**

Asana is a frontliner capable of shielding herself and allies.

**Whirling Blade:** Asana's primary which deals 22 damage to all enemies up to two squares away in a 270 degree arc.

### **Modifications**

Dancing Blade - Whirling Blade now grants an additional 2 energy per enemy hit

Swordmaster - Whirling Blade now deals an extra 3 damage for each enemy that will be hit by Whirling Blade for the turn

Overcharged Blade - hitting an enemy with Whirling Blade now also lowers the cooldown of Stand and Fight by 1

Leech Blade - Whirling Blade now also heals Asana by 4 for each enemy hit

**Rebounding Charge:** dash towards a location and deal 25 damage to the first enemy hit while chasing them for the turn. This dash can bounce off walls. Bouncing at least once increases the range of Rebounding Charge.

### **Modifications**

Charge Capacitor - gain an additional 5 energy if Rebounding Charge hits an enemy

Fleet Footed - the range of each bounce is increased by 1

Nimble Protector - Rebounding Charge now also grants Asana 15 shields for the turn. Allies traveled over also gain 15 shields for the turn.

Vault - Rebounding Charge now allows Asana to bounce off the first enemy hit, dealing 12 damage to a second enemy if hit.

**Stand and Fight:** deal 24 damage and root the first enemy hit in a straight line.

## **Modifications**

Shining Blade - Stand and Fight now grants an additional 5 energy if an enemy is hit

Atomic Edge - Stand and Fight now deals an additional 6 damage

Walk and Fight - the cooldown of Stand and Fight is reduced by 2. Stand and Fight now only slows the enemy hit instead of rooting them

Skewer - Stand and Fight now pierces through the first enemy hit. Damage dealt to the second target is reduced to 12.

**Retribution:** a free action that gives Asana 30 shields for the turn. Enemies that deal direct damage to Asana for the turn receive 12 indirect damage.

## **Modifications**

Watchful Defense - Retribution now also reveals enemies hits

Iron Will - Retribution now grants an additional 5 shields

Safe Guard - Retribution now also grants allies in a 5x5 octagon surrounding Asana 10 shields for the turn

Immolation - Retribution now deals an additional 6 damage to enemies

**Guardian Angel:** Asana's ult which grants her 20 shields and allows her to leap into a location up to 3 squares away from an ally. Allies within the 3x3 octagon of Asana's landing location gain 20 shields for the turn. Enemies within the 3x3 octagon around Asana receive 35 damage during dash phase.

## **Modifications**

Lasting Protection - the duration of the shields is increased by 1 turn

Saviour - Asana can now target any ally from anywhere across the map

Into the Fray - Guardian Angel now also slows affected enemies until the end of next turn

Arch Angel - Guardian Angel now grants an additional 15 shields to Asana and any affected allies

Asana arguably has the greatest supporting capabilities out of all of the front liners. She can be rather versatile with her mods that can be used have her focus more on support or damage. Try not to clump together near her as her whirling blade can be modded to deal extra damage to each extra target or heal herself per enemy hit. Also try to avoid using direct damage on her if you think that she'll shield for the turn. Although the retribution damage isn't much, it can be the difference between life and death in certain situations. Traps such as Aurora's Ion cloud can be used to target the area where you'll think she'll cross instead of the area she'd currently at in order to avoid the retribution damage while still damaging her. Stand and Fight is her only ranged attack, not counting Rebounding Charge which she'll need to escape or pursue a far-away enemy. It isn't all that hard to place her in a position wherein she is unable to hit anyone because of this. Her ult's landing location is limited to the location of her allies, though it also avoids traps. You may also dash to avoid the damage from her ult as her ult



occurs during the dash phase. Her ult could catch you off-guard though as she can use it from quite a distance away if she's far away from her teammates. Be sure to be mindful of her shields when trying to take someone down, and focus her down if she's open while her dash and shield are in cooldown.

## **Garrison**

Garrison is a frontliner with decent crowd-control capabilities and rather high health. He also has a couple of mods that allows him to shield himself and provide a little support for his teammates.

**Piston Punch:** Garrison's basic which deals 26 damage to the closest enemy in a 2x2 square area. Additional enemies in the targeted area receive 15 damage.

### **Modifications**

Power Glove - Piston Punch now grants an additional 5 energy if an enemy was hit

Haymaker - subsequent targets now also receive 26 damage from Piston Punch

One on One - Piston Punch now also deals an extra 4 damage to closest enemy

Force Capacitor - Piston Punch now also grants haste for the turn

**Hand Cannon:** fire a single shot that deals 20 damage and slows down the first enemy hit. Upon hitting an enemy, an explosion that hits all enemies up to two squares from the target in a cone with an arc width of 45 degrees is created. Enemies that get hit by the explosion receive 12 damage.

### **Modifications**

Tracker Rounds - Hand Cannon now also reveals all enemies hit until the end of next turn

Concussion Rounds - Hand Cannon now slows all enemies hit

Single Out - the first target hit now also suffers an additional 4 damage

Big Shot - increase the range of Hand Cannon by one and increase the size of the explosion arc

**Missile Barrage:** a free action which sets up missiles that will launch the following turn. The missiles will then launch on the next blast phase, dealing 10 indirect damage to the closest three enemies within range.

### **Modifications**

Eye in the Sky - Missile Barrage now also reveals all enemies hit until the end of next turn

First One In - Missile Barrage now also grants Garrison 10 shields until the end of next turn

Lock and Loaded - Missile Barrage now deals an additional 10 damage to all enemies hit. Missile Barrage is no longer a free action.

Double Trouble - missiles will now fire two turns in a row. Missile Barrage has its cooldown increased by 1 turn

Focused Fire - Missile Barrage now deals an additional 9 damage. Each target beyond the first one reduces the damage dealt by Missile Barrage by 3.

**Heavy Metal:** jump to a location four to six squares away. Enemies adjacent to the landing location are slowed and take 20 damage. Garrison gains 10 shields until the end of next turn upon use.

#### **Modifications**

In Pursuit - Heavy Metal now grants haste for the following turn

Frontline - Heavy Metal now grants an additional 10 shields until the end of next turn

Heavier Metal - Heavy Metal now deals an extra 5 damage to all enemies hit

Quake Slam -Heavy Metal now roots instead of slows. Heavy Metal has its cooldown increased by 1

**Shockpod:** Garrison's ult which allows him to drop a pod in any location in the map. Enemies in the 4x4 area targeted by Shockpod will receive 35 damage. Allies in the middle 2x2 area are healed by 10. Any square in the middle 2x2 area that didn't heal an ally drop a minor health power-up at the end of the turn.

#### **Modifications**

Flatten - The damage dealt by Shockpod is increased by 5

Bone Shatter - Shockpod now slows all enemies hit

Special Delivery - If Shockpod hits no enemies, gain 50 energy.

Juiced Up - Allies directly hit by the health power-ups are healed by an additional 15.

Garrison's attacks aren't that difficult to evade. His basic has a rather short range and he needs his jump for crowd control or dashing into safety. His Hand Cannon only has a cooldown of one and can be used every other turn, however. His Missile Barrage also has a large range while being a free action, but only deals minor damage. His jump has a minimum range which means that he can't slow or root you with it if you're too close to him, but it has a fairly long range and allows him to avoid any ground traps that he passes through during his dash. This can possibly catch you off-guard and either slow or root you in the process. At this time is used in conjunction with his missiles or a black hole if the enemy team has a helio, dealing a bit of extra damage and crowd control to you and possibly your team mates as well. He doesn't really have any defensive abilities other than his jump, so it shouldn't be too hard to catch him in a situation wherein he has no way of getting out of harm's way, however. Focus him down in such a situation. Be careful if he's out of sight while he has his ult ready since he

can land his ult from anywhere in the map. He can also use his ult to heal allies for a small amount or drop some minor health powers for himself and his allies.

## **Rampart**

Rampart is a frontliner who can blocks incoming attacks for him and his allies with the use of his shield.

**Adamantium Flurry:** Rampart's primary which allows him to stab enemies up to three squares away with a width of one for 26 damage. Enemies adjacent to Rampart that aren't hit by the stab receive 16 damage.

### **Modifications**

Battle Rush - Adamantium Flurry now grants an additional 2 energy for each enemy hit.

Area Suppression - enemies that get hit by the spin receive an additional 6 damage

Danger Zone - enemies that get hit by both the stab and the spin receive an additional 7 damage

Deadly Stab - the width of the stab is increased by 50%

**Bulwark:** plant down your shield during prep phase, placing it in a line with a length of three horizontal to the direction rampart is directly facing. The shield functions as a wall, blocking any non-cover ignoring attack that hit the shield for the turn. All enemies that are within two squares of the shield are slowed and take 20 damage during blast phase

### **Modifications**

Kinetic Absorption - gain an additional 2 energy for each attack blocked

Hunker Down - Bulwark now heals Rampart for 10 for each attack blocked

Defensive Posture - Bulwark now grants 25 shields until the end of next turn

Reflective Shield - attacks blocked now also deal 10 damage to the attacker

Bullrush - Bulwark now roots enemies instead of slowing them

**Fusion Lance:** fire your lance in a straight line, dealing 25 damage to the first enemy hit and pulling them right in front of you, causing knockback to the target for the turn.

### **Modifications**

Plasma Lance - Fusion Lance now deals an additional 5 damage

Rocket Lance - the range of Fusion Lance is increased by 2

Gone Fishing - you can now select the landing tile of the impaled enemy

Radamantium Tipped Blade - Fusion Lance now pierces through the first enemy hit, dealing 12 damage to the second one.

**Unstoppable Force:** a free action that grants Rampart haste and unstoppable for the turn

#### **Modifications**

Special Forces - allies within a 5x5 square surrounding Rampart now also gain unstoppable

Invincible - Unstoppable Force now also grants 15 shields for the turn

Show of Force - Unstoppable Force now also grants might for the turn

Terrifying Presence - enemies within a 5x5 square surrounding rampart are now slowed for the turn

**Aegis Protocol:** Rampart's ultimate ability which allows him to dash to a location up to 7 squares away and plant down your shield at the destination. Enemies within the 3x3 circle around Rampart's dash take 35 damage and are slowed for the turn. This attack ignores cover.

#### **Modifications**

Protective Wake - allies travelled over gain 20 shields for the turn

Live to Fight - Aegis Protocol now deals an additional 5 damage

Rocket Boosters - the range of Aegis Protocol is increased by 2

Engine of War - Aegis Protocol now roots affected enemies instead of slowing them

Rampart has the highest health pool out of all the freelancers along with Titus. His basic deals moderate damage but has a fairly short range, but also damages enemies surrounding him for less damage compared to the stab. It isn't too hard to stay out range from this. His Fusion Lance is capable of hitting grabbing an enemy from a range and pulling them towards himself for knock back. This is his only ranged attack however, so it isn't too hard to catch him in a position wherein he is unable to reach anyone. His Unstoppable Force is a free action that gives himself both haste and unstoppable along with additional effects from mods, so it can be a bit difficult to stop him from chasing someone as this gives him slow, root and knockback immunity for the turn. Rampart's main feature is his capability to completely block out attacks that don't ignore cover or hit through walls with his Bulwark. The shield also activates during prep phase, which means that it is also capable of blocking other prep phase attacks such as Grey's Tranquilizer Dart and Titus' Thundering Roar and Dirty Fighting. The shield functions as a wall and therefore blocks bouncing attacks such as Lockwood's Trick Shot and Asana's Rebounding Charge while also being capable of stopping Titus' Berserker Charge and limiting the range of Nix's Overwatch Drone . Depending on the mods chosen, his shield can also heal himself or harm enemies for each attack he blocks with it, so try to use cover-ignoring attacks or attacks that can hit over walls. Attacks that hit both Rampart and his shield will still trigger his shield effects so be sure to keep this in mind. The shield also damage enemies up to two squares in front of the shield during blast phase while slowing or rooting them, depending on the mod. This shield of his is also capable of blocking any ult that doesn't shoot through walls or ignore cover, so take caution if he has Bulwark active. His ult occurs during the dash phase wherein he will damage and

slow enemies traveled over and then plant his shield at the targeted location to block hits for his allies. Attacks that go through walls such as Nix's Fusion Pulse and Aurora's Paralyzer and Heart of the Storm ignore his shield and can be used on him with little worry if you believe that he is about to use Bulwark. Focus him when his shield and ult aren't ready, and try not to inflict slow, root or knockback on him if you suspect that he's about to use Unstoppable Force.

## **Rask**

Rask is a durable frontliner who gains energy whenever he takes damage. 30% of the damage he takes, rounded off, is gained as energy. His ultimate ability resets all his cooldowns, making him a bit difficult to kill if left unchecked.

**Maul:** Rask's primary ability which damages all enemies in a 170 degree cone up to 3 squares away, dealing 24 damage to adjacent targets and 20 damage to those farther away.

### **Modifications**

Primal Fury - Hitting adjacent enemies now gives 3 extra energy while enemies give 1 extra energy

Crippling Slash - Maul now slows affected adjacent enemies

Shredding Steel - Maul now ignores cover

Bestial - Adjacent enemies now take an additional 4 damage while enemies farther away take 6 extra damage.

**Upheaval:** Knocks back by 5 squares and deals 20 damage to the first enemy hit in a 5x2 area.

### **Modifications**

Power Ripple - Upheaval now grants an additional 6 energy

Fling - Increase the range and knockback distance of upheaval by 1

Aftershock - Upheaval now affects all enemies in the targeted area

Ravage - Upheaval now deals an additional 10 damage

**Pain Train:** Dash up to 5 squares away, dealing 20 damage to enemies up to a square away from your dash path.

### **Modifications**

Mad Dash - Enemies at the landing location receive 3 extra damage

Pounce - Pain Train now grants an additional 4 energy per enemy hit

Surge - The dash range of Pain Train is increased by 1

Trample Underfoot - Pain Train now slows all affected enemies for the turn.

**Augmented Regeneration:** A free action that heals Rask by 10 per turn for two turns. If used while Rask is below 60 health, Rask is instead healed for 15.

## **Modifications**

Unrelenting - Augmented Regeneration now also grants unstoppable for the turn

.Pain Tolerance - Augmented Regeneration now heals for 15 if Rask is below 85 health instead of 60

Quick Mend - Rask receives all healing from Augmented Regeneration in a single turn instead of over two turns

Shielding Factor - Augmented Regeneration now also grants 15 shields for the turn

**Uncontrollable Fury:** Rask's ultimate ability that will automatically be used if he has full energy at the start of the turn, spreading acid puddles that damages all enemies under it or walk through it by 20. The acid puddles will last until the end of next turn. All of Rask's cooldowns are reset upon activation.

## **Modifications**

Rejuvenating Rage - Uncontrollable Fury now also heals Rask for 10

Controllable Fury - You may now choose when to activate Uncontrollable Fury

Driving Rage - Uncontrollable Fury now also grants unstoppable and haste until the end of next turn

Fueled by Rage - Uncontrollable Fury now also gives Rask might for the next two turns

Rask is arguably the toughest frontliner to take down if left unchecked. He is equipped with a dash, a knockback and self-heal ability. All of these have their cooldowns reset after he ults, allowing him to dash away and heal himself once more if you catch him on low health right after he uses his ultimate. What's more is that he gains energy equal to 30% of the damage he takes, rounded off. Because of this it's important to try and take down Rask as soon as possible so that he doesn't get out of control. If left unchecked, he can simply continue to dash away and heal himself after each ult. His basic has a fairly wide range. He is also capable of knocking enemies out into the open or into traps. This makes it important to try and focus him as soon as he's vulnerable. Also try to eliminate him before he can ult as this will reset all his cool downs, giving him a couple of extra turns before being vulnerable again. You may attempt to use traps if you believe that he's going to dash. Depending on his mods, he can resist slows, roots and knockbacks since a few of the mods give him unstoppable. In short, try to take him down as soon as possible and don't let him ult. Focus all attack at him when he's without a dash as hitting him with one or two attacks at a time will only feed him more energy.

## **Titus**

Titus is a frontliner several crowd control options at his disposal.

**Overhead Slam:** Titus' primary ability which damages all affected enemies in a 3x3 area. Enemies in the middle line of affected square receive 26 damage while the rest take 18 damage.

## **Modifications**

Cascade - Each enemy in the center increases the damage received by enemies in the side by 3

Battlefield Triage - Titus is now healed for 5 for each enemy hit by Overhead Slam in the center and 3 for each enemy in the side

Shield Breaker- Overhead Slam now ignores cover

Power Hitter - Overhead Slam now deals 32 damage and has the width of the central targeted area increase by 50% while removing the side areas

**Berserker Charge:** Dash up to 10 squares away. Titus is stopped upon hitting a wall or enemy. If an enemy is hit, titus deals 25 to all enemies in a 5x5 octagon surrounding him while also slowing the first enemy hit for the turn. The cooldown is reduced by 2 turns if an enemy is hit.

#### **Modifications**

Cleaver - Berserker Charge now ignores cover

Pursuit - Berserker Charge now grants haste until the end of next turn

Harvest- Titus is now healed by 5 for each enemy hit by Berserker Charge

Momentum - Berserker Charge now deals an additional 1 damage for each square traveled

**Thundering Roar:** A free action that inflicts weak on all affected enemies in a 7x7 octagon.

#### **Modifications**

Terrifying Cry - Thundering Roar now also reveals affected enemies until the end of the next decision phase

Echoing Roar - Each affected enemy now grants an additional 3 energy each

Rallying Cry - Titus is now healed by 5 for each affected enemy

Barbarian Rage - Thundering Roar now also grants affected allies might for the turn. Each ally hit gives 3 extra energy. The cooldown of Thundering Roar is increased by 1.

**Dirty Fighting:** Launch a dagger during prep phase, revealing them until the end of the next decision mode and cause them to suffer 25 damage the next time they are hit with direct damage while the dagger is still in effect.

#### **Modifications**

Rapid Follow-Up - Dirty Fighting now also grants haste for the turn

Cheap Shot - Dirty Fighting now also slows the affected enemy until the end of next turn

Flurry of Daggers - If an ally triggers the dagger, the cooldown of Dirty Fighting is reduced by 2

Puncutre - Dirty Fighting now pierces through the first enemy hit, dealing 12 damage to the second target if their dagger is triggered.

**Deathblow:** Titus' ultimate ability which damages all affected enemies in a 155 degree cone up to 6 squares away. This ability is divided into three sections. The affected enemies within two squares away from Titus receive 40 damage and are rooted for the turn. Enemies between three to four squares away take 35 damage and are slowed for the turn. Enemies five to six squares away take 30 damage.

## **Modifications**

Subduction Zone - The width of Deathblow's cone is increased by 25 degrees

Battle Rage - Deathblow now deals an additional 1 damage for every 7% of Titus health that he is missing

Executioner - Enemies below 50% health take an additional 10 damage from Deathblow

World Shatter - The first two arcs have their range increased by 1 while the last arc is removed.

Titus has a lot of crowd control abilities at his disposal. His three non-primary and ultimate abilities are all capable of causing some form of crowd control, whether with slow, weak, or reveal. His basic has the a long range, but enemies who aren't in the center take less damage. Dirty Fighting takes place during the prep phase, and can be used to reveal enemies that are about to dash. Three of his abilities can also be modified to heal himself a bit for each enemy hit. All of this can make him a bit difficult to deal with if left unchecked. His dash will only stop upon hitting an enemy, a wall or if the maximum range is reached. You may use to your advantage by dodging an incoming dash from him, causing him to overshoot. This will not only cause him to waste his dash, but he'll also most likely end up using the next turn to sprint back into battle. Titus' dagger will only trigger if you suffer direct damage until the next turn. If you end up being knifed but otherwise unharmed for the turn, you can attempt to dash away the following turn in order to avoid incoming damage from both the enemy's attack and dagger damage. Also keep in mind that he can weaken you with Thundering Roar, so try to save your heavy attacks if you think that he'll weaken you for the round. His ult has a wide range and can be a bit damaging if you're near him, but it's affected by cover. You may attempt to hide behind cover if you believe that he's about to unleash an ult. Keep in mind that cover is ignored if he's right in front of you, however. You may also attempt to hinder him with slow, root or knockbacks as none of his abilities can give him unstoppable. As with the others, watch out for all of his crowd control capabilities and focus him if you catch him in a vulnerable position.

## **Supports**

Support freelancers are those whose main role is to keep their teammates alive with heals, shields and buffs or to hinder the enemy with debuffs. They have an average health pool compared to frontliners and firepowers. Every one of them are capable of granting shields or heals to their allies, and most are capable of granting buffs or inflicting debuffs. Generally though, they deal less damage than firepowers and aren't as tanky as frontliners. They're also a bit more vulnerable as only Quark has a dash. The rest have to rely on their own shields and healing or have their allies protect them. This makes them vulnerable against slow, root and knockbacks, so feel free to abuse this weakness of theirs. Most of them also have crowd control capabilities to further increase their survivability. When dealing with enemy supports, it's important to take into account possible heals and shields when attempting to target them. They also have a single dash per game in the form of their catalyst. Focus them if you catch them in a vulnerable situation, but always take into account possible heals, shields and weaks that they are capable of inflicting. It's also important to cooperate with your own team's support so that they can support you properly. Your own team's support might have difficulty in providing aid if



you're out of range. Also, try to plan out your move as early as possible so that your own team's support can plan accordingly.

## **Aurora**

Aurora is a support freelancer capable of healing, damaging, buffing and debuffing multiple allies and enemies at a time.

**Shock Therapy:** Aurora's primary which fires a beam with a width of one and a range of 7 in a straight line, dealing 18 damage to each affected enemy while healing each ally hit by 10.

### **Modifications**

Altruism - Shock Therapy now also grants 2 energy to each ally hit

Vain - Shock Therapy now heals Aurora for 4 upon use

Group Therapy - Allies affected by Shock Therapy are healed for an additional 4

Up the Voltage - Shock Therapy deals 3 extra damage to each affected enemy

**Ion Cloud:** Create a floor hazard in a 3x3 area during blast phase, dealing 20 damage to each enemy on it or walks through it. The ion cloud lasts for two turns

### **Modifications**

Radiant Mist - Ion Cloud now also reveals affected enemies

Stable Ions - Ion Cloud now lasts for an additional turn

Overcast - The cooldown of Ion Cloud is reduced by 1

Invigorating Cloud - Allies that are on or walk through the ion cloud are now healed by 6

**Healing Flare:** Heal an ally up to eight squares away for 30 during prep phase. Enemies adjacent to the healed ally are knocked back during blast phase.

### **Modifications**

Infusion - Healing Flare now also grants the targeted ally 6 energy

Seeking Flare - Healing Flare now no longer needs line of sight from the target

Flare Burst - Enemies hit by the flare now also take 15 damage

Surging Flare - Targets below 50% health are now healed for an additional 8

**Paralazer:** Inflict weak on all affected enemies while shielding Aurora and all allies hit by 10 for the turn in a 3x5 area during prep phase. This ability goes through walls.

### **Modifications**

Laser Designator - Enemies hit are now revealed for the turn

Gravity Well- Paralazer now also slows affected enemies

Rapid Paralysis - Each enemy hit reduces the cooldown of Paralazer by 1, up to a maximum of 3

Surge of Might - Paralazer now also grants might to Aurora and all friendly targets for the turn

Tenacious - Paralazer now also gives Aurora and all affected allies unstoppable for the turn.

**Heart of the Storm:** Aurora's ultimate ability which fires four large beams perpendicular to each other, healing aurora and all affected allies by 22 while damaging all enemies hit by 22. This ability goes through

#### **Modifications**

Focused Radiance - Each beam that only hits a single target heals or damages for an additional 6

Temporal Shift - Heart of the Storm now slows enemies hit for the turn while granting haste to affected allies next turn

Super Nova - Heart of the Storm now fires 8 beams, but each beam now heals and damages for 6 less.

Most of Aurora's abilities are capable of hitting several targets at once and are capable of affecting both her allies and enemies, granting a different effect depending on whether the target is an ally or enemy of hers. Her Healing Flare is the only single-target ability she has. Although it might not heal as much compared to how much other single-target ability deal, it will also knock back any enemy adjacent to the recipient of the healing flare. Aurora relies on being able to hit multiple targets at a time. As such, you may attempt to separate her team members and prevent yourselves from clumping together in order to prevent her from hitting multiple targets. She can't really do much damage to you by herself as even her ult does mediocre damage without the Focused Radiance mod. You are free to engage and focus her because of this. Just watch out for incoming paralazers if you're about to use your ultimate ability or launch strong attack. Healing Flare can also prevent you from chasing a target as you'll get knocked back if you're standing right next to receiver of the flare. Although it only knocks enemies back by a single square, this can also still be used to her enemies into traps. Her lack of dash makes her rather vulnerable, so feel free to focus her if you manage to push her into open. Do remember that her ult can shoot through walls and can possibly catch you in surprise, however.

### **Dr. Finn**

Dr. Finn is a support freelancer capable of dishing out respectable damage while keeping his team alive.

**Water Spout:** Dr. Finn's primary ability which damages all affected enemies in an adjustable cone that can have its width adjusted to be wider but deal less damage or narrower for more damage. The damage dealt by this ability ranges from 12 to 24.

#### **Modifications**

Catch of the day - If only one enemy is hit by Water Spout, gain an additional 6 energy

Firehose - Increase the maximum width of Water Spout's cone by 30 degrees

High Pressure - Water Spout now deals up to 3 extra damage at the minimum width

Spray and Play - Water Spout now increases the amount of healing done to allies by the next Refreshing Spray by 2 per each ally hit by the last Water Spout.

**Refreshing Spray:** Heal all affected allies in a cone by 24. Dr. Finn is healed by 12.

#### **Modifications**

Catch of the day - If only one enemy is hit by Water Spout, gain an additional 6 energy

Firehose - Increase the maximum width of Water Spout's cone by 30 degrees

High Pressure - Water Spout now deals up to 3 extra damage at the minimum width

Spray and Play - Water Spout now increases the amount of healing done to allies by the next Refreshing Spray by 2 per each ally hit by the last Water Spout.

**Electrifying Eel:** Launch an eel that deals 24 damage to the first enemy hit and reveal them until the end of next turn. The eel will jump to the nearest enemy within range and deal 24 damage and reveal them until the end of next turn on the next two blast phases.

#### **Modifications**

Master Angler - The eel will now deal an additional 6 damage upon jumping

That Magic Eeling - The range of the eel is increased by 1

Spout of Sight - The eel can now jump unto invisible targets

That's A Moray - Electrifying Eel can now target allies, granting them energized next turn and allows the eel to jump to allies

**Bubble Trouble:** Shield an ally for 40 for the turn. During blast phase, the bubble pops, dealing 10 damage and slowing all affected enemies for the turn in a 5x5 octagon surrounding the bubble's recipient.

#### **Modifications**

Cast Away - Bubble Trouble no longer requires line of sight

Unstoppable - Bubble Trouble now also grants the target unstoppable for the turn

Bubble Time - Reduce the cooldown of Bubble Trouble by 1 turn. Bubble Trouble now grants 10 less shields

Bubble Trap - Bubble Trouble now roots enemies instead of slowing them.

**Maelstrom:** Dr. Finn's ultimate ability which deals 30 damage to all enemies in a 5x5 area, knocking them into the center.

#### **Modifications**

Cast Off - Maelstrom now knocks enemies away instead of pulling them into the center

Riptide - Maelstrom now also slows all affected enemies until the end of next turn

Grand Finn-ale - Enemies in the tiles adjacent to the center take 5 more damage while the enemy in the center takes 10 more damage

Leech Infestation - Dr. Finn is now healed by 10 for each enemy hit by Maelstrom

Dr. Finn's basic can be a bit damaging if focused, so try not to clump together in a straight line in front of him. You may also stay behind cover to half the damage from this. If you're eeled, you may attempt to dash to a location wherein the eel can't jump to one of your allies. Alternatively, you also dash to block an incoming jumping eel from killing your ally, but this situation is rather rare. Be sure that the benefits outweigh the costs if you attempt to perform something like this, however. All of his attacks, including his ult, requires line of sight, so he won't be able to hit you if you're behind walls or be able to support his allies properly if he's cut-off from them. Because of this, you may use knockbacks, slows and roots if you wish to keep Dr. Finn away from his allies to prevent him from supporting them, though bear in mind that Bubble Trouble can be modified to also grant unstoppable for the turn. Although Dr. Finn is capable of keeping his allies alive, he has a harder time keeping himself alive as his heal heals himself for less than it does for his allies even when the Self Fish mod is taken, leaving his bubble as his only reliable means of defense. Feel free to focus him while his bubble is on cooldown as he lacks a dash. His ult has a fairly large range, so try not to stick too close to each other if Dr. Finn has his ult ready.

## **Helio**

Helio is a support freelancer capable of shielding allies and has decent crowd control capabilities.

**Echo Hammer:** Helio's primary ability which launches a shockwave that can reach up to 5 squares away, dealing 22 damage to the first enemy hit while also damaging the closest enemy within range by 12 damage, being able to chain until the entire enemy team is hit

## **Modifications**

Magnetized - Echo Hammer can now chain to invisible enemies

Sledge - The damage of each hit is increased by 3

Defensive Conduit: Each enemy hit will cause the recipient for the next Black Hole Generator to be shielded by 2, up to a maximum of 10.

**Blast Shield:** A free action which grants an ally within range 30 shields for the turn. This ability has two charges.

## **Modifications**

Nano Rush - Blast Shield now also grants its target haste next turn

Omni Barrier - Blast Shield no longer requires line of sight

Fortress - If an ally is shielded instead of Helio, Helio gains 14 shields for the turn

Power Share - Blast Shield now also gives its recipient might for the turn

**Black Hole Generator:** Give an ally a black hole that will activate during the next blast phase, dealing 10 damage and pulling all affected enemies in a 7x7 octagon.

#### Modifications

Galvanic Core - Black Hole Generator now grants an additional 4 energy on use

Event Horizon - Black Hole Generator now also gives its recipient 10 shields

Supermassive - Black Hole Generator now gives its target unstoppable until the end of next turn

Gravity Warp - Enemies hit by the black hole are slowed until the end of next turn

**Disruption Matrix:** place a wall with a width of 5 that will damage by 25 and weaken all enemies that pass through next turn.

#### Modifications

Completed Circuit - Disruption Matrix now grants an additional 2 energy per enemy hit

Master Craftsman - The range of Disruption Matrix is increased by 1

Enhanced Matrix - The cooldown of Disruption Matrix is reduced by 1

**Battleforged:** Grant an ally 60 shields for the next two turns. During blast phase, enemies within a 5x5 octagon around the recipient receive 26 damage.

#### Modifications

Adaptive Shielding - Battleforged now gives the target 20 additional shields the following turn

Transference - Battleforged no longer requires line of sight

Ironclad - Battleforged now also grants the target unstoppable. The duration of Battleforged is increased by 1 turn

Weapon of War - Battleforged now gives its recipient might for two turns

Helio's basic attack can cause a chain if there is a near enough ally to the next target hit. The chained shockwave can hit up to three additional targets, which is enough to hit everyone on your team if you are all within range of each other. They don't really deal that much damage, but it's still best to avoid standing too close to each other to save yourselves from a bit a damage and limiting Helio's energy gains. His shields are his only non-ult support abilities and aren't as effective as the ones of other support freelancers, but it's a free action with two charges to make up for this. A single direct basic attack from a firepower is enough to destroy the shield and deal a bit of damage to the enemy. These shields also lasts for only a single turn, so you may instead choose to aim for someone different if you predict that Helio is about to shield your target. His kit contains two abilities that can be used to create a combo with each other. He can place a black hole on an ally in the first turn, then place a disruption matrix to force nearby enemies through the wall to damage and weaken them. Although not as strong as it was with its scramble being replaced with weak, this combo can still knock you into an undesirable position along with any other ally you have that was in range with limited damage the following turn due to the wall inflicting weak. Try to dash away or use unstoppable if believe that

Helio will attempt to perform this combo, but try to not to dash through the disruption matrix he'll place. Often times, Helio will attempt to place his black hole on a frontliner can perform a dash to get into a better position for the Black Hole and Disruption Matrix, so try to keep this in mind as well. His ult lasts for two or three turns depending on the mods. If his target is unstoppable, expect the aura to last for three turns. This battle aura will deal above average damage to all nearby enemies while giving the target 60 shields for the entire duration, so try to avoid staying within two squares of the target you believe will be the recipient of Helio's ult. This is of course unless doing so is necessary to land that kill, as the recipient of his ult will most likely be close to death. You may also attempt to target someone else until his ult wears off if you are able to kill someone else by focusing them instead. Helio will tend to stay not too far behind the fray, so feel free to focus him down as he is without a dash. His shields and ult can also only target one person, so he has to choose between shielding himself or an ally. Try to kill him before he can use his ult as this will only let him survive longer.

## **Orion**

Orion is a support freelancer capable of taking a large portion of damage to be received by his ally while also gaining energy as he takes damage. He gains 50% of all the regular damage he receives as energy and gains a point of energy for every point of damage he takes from a transference. The effectiveness of his abilities depends on how many shards he has. He gains one shard, up to a maximum of five, for every 20 energy he currently has. Dying makes him lose 75% of his current energy. All of Orion's abilities have no energy gains unless they've been modified to do so.

**Empyrean Ruin:** Orion's primary which fires

### **Modifications**

Nano Rush - Blast Shield now also grants its target haste next turn

Omni Barrier - Blast Shield no longer requires line of sight

Fortress - If an ally is shielded instead of Helio, Helio gains 14 shields for the turn

Power Share - Blast Shield now also gives its recipient might for the turn

His abilities have no default energy gains, but can be modded to do so. He gains a shard for every 20 energy he has which strengthens abilities. He also loses most of his energy upon death, unlike the others who retain their current energy upon dying. Empyrean Ruin, his basic, deals cover-ignoring damage to all enemies in the small targeted circle. Range increases for each shard he has. Mods include giving him energy for each enemy hit, increasing damage dealt per shard he has or increasing the base size of circle. Fate Transfer shields himself while taking 75% of all damage taken by his target. Shards increases the amount of shields he gains. Mods for this ability include decreasing the damage deliverance to 50%, but also giving the target 15 shields, healing 20% of the damage taken next turn, giving additional shields per shard, increasing energy gains for transferred damage and granting unstoppable for the turn to both Orion and his Target. Quantum core places a trap on an ally that will detonate, dealing 15 damage to enemies surrounding the target, if the target is dealt direct damage for the turn. This can be modified to shield the target for 2 per shard you have, deal extra damage per shard or to gain energy for each target hit by the explosion. Astral Fusion allows him to heal a friendly target

within sight over two turns while healing himself for the same amount for the turn if an ally is targeted. The heal amount is enhanced per shard. Mods for this ability can shield the target for 15 if they're below half their maximum health, target allies through walls, heal extra per shard, heal an extra 10 for allies with a Quantum Core or increase the healing by 7 while forfeiting shard bonuses. Cosmic Flare, his ult, will consume all of his shards while damaging all enemies within a large radius and healing himself in the process. Mods for his ult can increase the healing amount per enemy hit, increase healing per extra turn at maximum energy, grant himself one shard on use or reduce all cooldowns by 1 upon use.

Orion shares some similarities with Rask as they both gain energy when damaged. His basic ignores cover and can hit multiple people, so avoid clumping together too much. His Fate Transfer is most dangerous ability, taking 75% of all damage the target will take for the turn while shielding himself to limit the damage he takes, granting him a large amount of energy if he uses it on the target you're focusing. You can also use this to your advantage by ignoring the target you think he'll use Fate Transfer on to make him waste his turn, or use AoE attacks to heavily damage Orion as he'll be taking both the deliverance damage and regular damage he'll suffer. You may also use damaging attacks with debuffs to also affect Orion with these. A badly timed Fate Transfer can result to Orion killing himself with the transferred damage. Aside from all these, the same strategy against Rask can be applied to him. Focus him down when he's vulnerable, and avoid landing only one or two hits on him for the turn as you'll only be feeding him energy and making him stronger. Unlike Rask's Uncontrollable Fury which makes him more dangerous after use by resetting his cooldowns, Orion's Cosmic Flare will only make him weaker after use by consuming his shards. This leaves Orion more vulnerable, so it shouldn't be too hard to take him down afterwards if he is able to use his ult. It is highly advised to quickly attempt to eliminate Orion if his energy bar is near full as to prevent him from ulting and to make him all but one of his shards upon respawning. You may also attempt to limit his energy gains by snatching energized power-ups before he can if you suspect that Orion is running a quick energy gain build to prevent him from gaining bonus energy for the attacks he lands.

## **Quark**

Quark is a support freelancer who deals damage to enemies while healing allies with his tethers. He can be bonded with one ally and one enemy at a time. The tethers have a limited range and will be broken if the maximum range is exceeded. His basic, Gamma Ray, fires a shot in a straight line, tethering the first enemy hit while dealing 22 damage while revealing them per turn the tether is active. This can be modified to increase damage or energy gain per turn the tether is attached, heal Quark by 5 per turn the tether is active or deal an extra 10 damage the first time the enemy is hit by this. Atomic bond attaches a tether to an ally within range, healing the target by 12 per turn the tether is active. Unlike Gamma Ray which prevents you from hitting an enemy being body-blocked by another, you can tether an ally within range that is behind another ally in Quark's sight. This can be further modified to allow sprinting after use, grant 10 shields to the target next turn if they take 40 or more damage for the turn, target allies through walls, increase the healing amount per extra turn the tether is active or heal Quark by 5 per turn the tether is attached. Radiate increases the potency of a tether by 10 for the turn. Mods include healing Quark by 2 per turn for each tether attached, allowing full movement after use, affect both tethers targeting the ally and enemy or inflict weak if you radiate an enemy while granting might while reducing the extra healing by 6 if you radiate an ally. Quantum Collision will

allow Quark to dash towards a freelancer within his sight while attaching a tether to them if successful. Unlike PuP's Pounce, you are able to choose your landing location with this ability, though you don't automatically chase your target. This ability can be modded to chase the target for the turn, energize allies hit or crossed over, increase the range of the landing location by 1 or granting 15 shields to your targeted ally if successful. Positronic Surge is Quark's ult which heals all allies within range while energizing them for the turn. This can be further modified to grant might to Quark and all affected allies, grant an additional 5 healing for the next two turns to all affected allies, extending the energize effect for an additional turn or grant Quark 15 shields for each affected ally, not counting himself.

Quark is able to deal consistent damage and healing with his tethers. As long as he is successful in bonding with someone, the tether will still be active even if the target is behind walls as long as they're still within range. If you get tethered by an enemy Quark, you'll be revealed and be taking damage from him every turn the tether is attached, so try to break free with a dash or sprint if doing so is more advantageous for you than any other action for that turn. You may also inflict slow, root or knock backs to Quark in order to break free from his tethers. His healing tether might trigger during the prep phase, but his damaging tether only activates during the blast phase. If an enemy Quark is tethered to you or an ally while out-of-sight, you may also attempt to pinpoint his location using the direction of the attached tether. Most of Quark's energy gains comes from using Radiate while he's tethered to one or more targets. Repeatedly breaking free from his bonds and making him waste his turn reattaching tethers will hinder his energy gains. Quark is also the only support that has a dash in his kit. This dash will tether the target hit if successful and has a longer range than his Gamma Ray or Atomic Bond, so be sure to account for this. You may attempt to trap him if you predict an incoming dash. While Quark can consistently heal one of his allies per turn, he is not able to heal himself outside of his ult and some mods. Focus him if you catch him without a dash or if you think that he believes that he isn't in enough danger to try and dash away. Try to eliminate Quark before he can ult, as allowing him to ult will extend the survival of his allies and his own survival.

## **Su-Ren**

Su-Ren is a very mobile support freelancer with a fair amount of utility at her disposal. She has 140 health, which is less than the other support freelancers, but makes up for this in terms of mobility.

**Martial Master:** Su-Ren's primary which allows her to either strike in a straight line reaching a range of four for 24 damage or sweep around to deal 20 damage to enemies within two squares of her.

### **Modifications:**

Bo Staff Skills - gain two additional energy per enemy hit

Forceful Strikes - enemies on the edge of Martial Master's range receive an extra 4 damage

Spirit Cycles - Spirit Bend's cooldown is reduced by 1 if two or more enemies are hit by Martial Master

Zen State - heal Su-Ren by 3 for each target hit by Martial Master



**Serenity:** a free action that heals all allies in close proximity to Su-ren during the blast phase by 24 while also healing herself by 18.

**Modifications:**

Surge of Light - if only one ally is healed, they are healed by an additional 4 health

Energized Burst - affected allies now also gain 4 energy

Close to Greatness - allies now get healed for an additional 3. Allies are now healed for 1 less health per square further away they are from Su-Ren

Gaia's Blessing - allies below 50% health are healed for an additional 6 health

**Shifting Winds:** dash to either an ally or enemy within range, healing an ally by 20 or damaging an enemy by 20 if successful and ending your location for up to two squares away from your target. This ability can be used two turns in a row, but an enemy must be targeted if an ally was first hit and vice versa. Allies that dash on the same turn Shifting Winds is used on them will still heal them.

**Modifications:**

Protector - allies below 50% health are healed for an additional 8 health

Strong as the Mountain - Su-Ren also gains 10 shields for the turn

Swift as the Wind - reduce the cooldown of Shifting Winds by 1 if only the first dash is used

Momentum - the effectiveness of the second dash is increased by 50%

**Spirit Bend:** this can be used to grant an ally might or inflict weak on an enemy within range. This will also grant them a buff that causes their next attack to grant the opposite effect to the targets hit. This buff lasts for two turns but fades upon being used.

**Modifications:**

Chi Overflow - grants 5 energy if an ally is targeted or 3 energy to allies hit if an enemy is targeted

Resonant Spirit - line of sight is no longer required for this skill

Spiritual Echoes - the buff now lasts for three turns but still fades upon being used

Spiritual Journey - additionally grants haste to allies and slow to enemies

**Karmic Justice:** Grants an ally of herself 100 shields for the turn. The shield explodes the next turn, dealing 25 indirect damage plus 1 additional damage for every 4 damage the shield has taken to enemies near the target during blast phase.

**Modifications:**

Fleet Foot - target gains haste until the end of next turn

Gaia's Chosen - target is healed by 1 after the explosion for every 4 points of shield that remains

Karmic Aftershocks - a second explosion occurs the turn after, dealing half as much damage of the first explosion

Avatar of Gaia - the target gains might for two turns

Su-Ren can be a rather tough freelancer to deal with. She can use her dash twice in a row, though the second dash has a more limited number of possible targets for her to choose from. Dashing towards an ally means that she can only dash to an enemy the turn after and vice versa. This lowers the number of her possible dash targets which should allow you to trap her with greater success. It's possible for her to forego her second dash in favor of another action, however, so be sure to keep this in mind. Serenity has a three turn cooldown such as with Dr. Finn and Aurora's heal, but is a free action that happens during blast phase. This allows her to chain her heal after using her dash to get into position. Spirit Bend can surprise you with the sudden mights and weaks, so be sure to watch out for it if you're about to launch a large AoE attack or an ult as you might end up dealing reduced damage and buffing the enemy next turn. Likewise, be careful of situations like Su-Ren using Spirit Bend on Grey for her to debuff multiple enemies with her Hawk Drone or Garrison with his Missile Barrage. Her ult can be rather dangerous and annoying due to the 100 shields it gives. Thankfully, this only lasts a turn. If you suspect that Su-Ren is about to use her ult on someone, try to avoid hitting that target for the turn as 100 shields is too large an amount to attempt to wear down in a turn in most cases. The explosion the turn after also becomes more damaging the more of the shield that you deplete. The explosion range is telegraphed, however, so feel free to dash away if you wish to avoid the explosion damage. Just keep in mind that the enemy can also dash to get a better position for the explosion. As with the others, focus her while her dash is down and try not to let her survive with low health as she can easily stay alive once Shifting Winds and Serenity go out of cooldown.

Thank you for reading through this guide of mine. I hope that I was able to help you in some way with this. I will continue to update this as new freelancers are released. I would also appreciate any feedback and suggestions if you have any. Thanks again for reading and God bless!