

War Robots Gameplay Guide

Made 9/26/2024 by [FAST] .EK.

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Introduction

Why?

The purpose of this guide is to provide a one-stop shop guide on how to not only play War Robots (WR) for beginners, but to provide details on how to maximize your value for those who already have a grasp of the game or veterans who want to win more games. This guide will be broken down into several sections, from movement, positioning, ability usage, in order from the most fundamental skill sets one must master to the more nuanced, micro skill sets for advanced players.

As far as I know, despite there being multiple guides on how to start WR for beginners, how to gain resources, how to play certain robots, and the occasional educational video from content creators, there has not been a large dedicated guide on covering how to play the game at not just the basic level, but min-maxing your value regardless of rank/F2P (Free to Play) status. This document will therefore not cover the viability of certain robots or weapons, but rather focus on the core gameplay aspects that have the most impact in gamesense and decision making. If you are looking for a weapon/bot viability or a resource guide, refer to Predator's F2P resource document [here](#) or a robot value spreadsheet for F2P players made by Mistermath [here](#).

Who are you, what are your credentials?

My name is EK, a WR player for nearly 10 years. Aside from WR, I have played other games competitively, such as Overwatch and osu!. A common achievement I have across all 3 games is that I have reached top 250 in the world for osu! and WR, and top 250 NA on support in Overwatch. Needless to say, I am a very competitive player when it comes to improving my gameplay.

Having played WR for nearly a decade (majority F2P), I have been through several metas, from the *Ancelot* era, the *Spectre Shocktrain* reign, through the nightmare *Khepri* chain-link shenanigans, the full squad *Ochokochi* stampede lobbies, and currently the ongoing mini-*Luchador* on steroids also known as the *Raptor* meta. Throughout these years, I have gained a lot of knowledge about the mechanics and player habits in the game, which I have used towards my advantage to land myself in Champion II this current season and consistently mid-champions with my f2p hangars before.

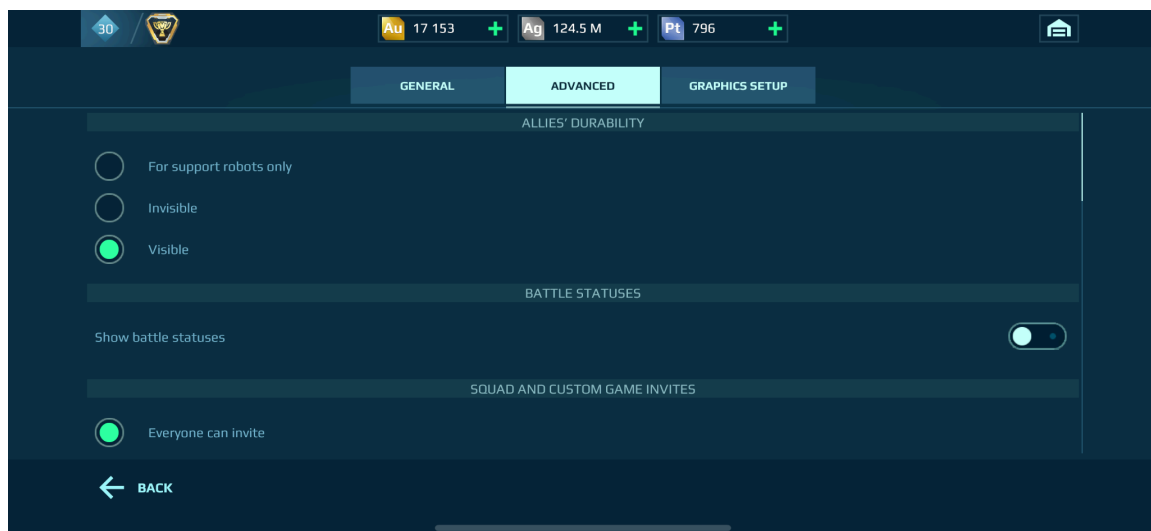
Over time, I have realized that WR (it being a team-based shooter game), has very similar gameplay tactics as Overwatch. At first glance, the two games are very different; Overwatch is a fast-paced FPS (First Person Shooter) with a certain hero pool across 3 distinct roles, while WR is a much slower TPS (Third Person Shooter) with a sandbox-style gameplay for making your hangar without any distinct robot roles. However, at its core, WR is still team based, set on maps with certain advantages/disadvantages, relying teammates to win games, while using bots that each have a unique ability which can be affected by the several different positive/negative effects that exist in the game. Because of this similarity, I was slowly able to apply my Overwatch knowledge of 8 years to WR, which showed a positive correlation with my Overwatch improvement. And now, I wish to share this knowledge with the playerbase, whether you are a brand new player, or a veteran looking to maximize your value in your lobbies.

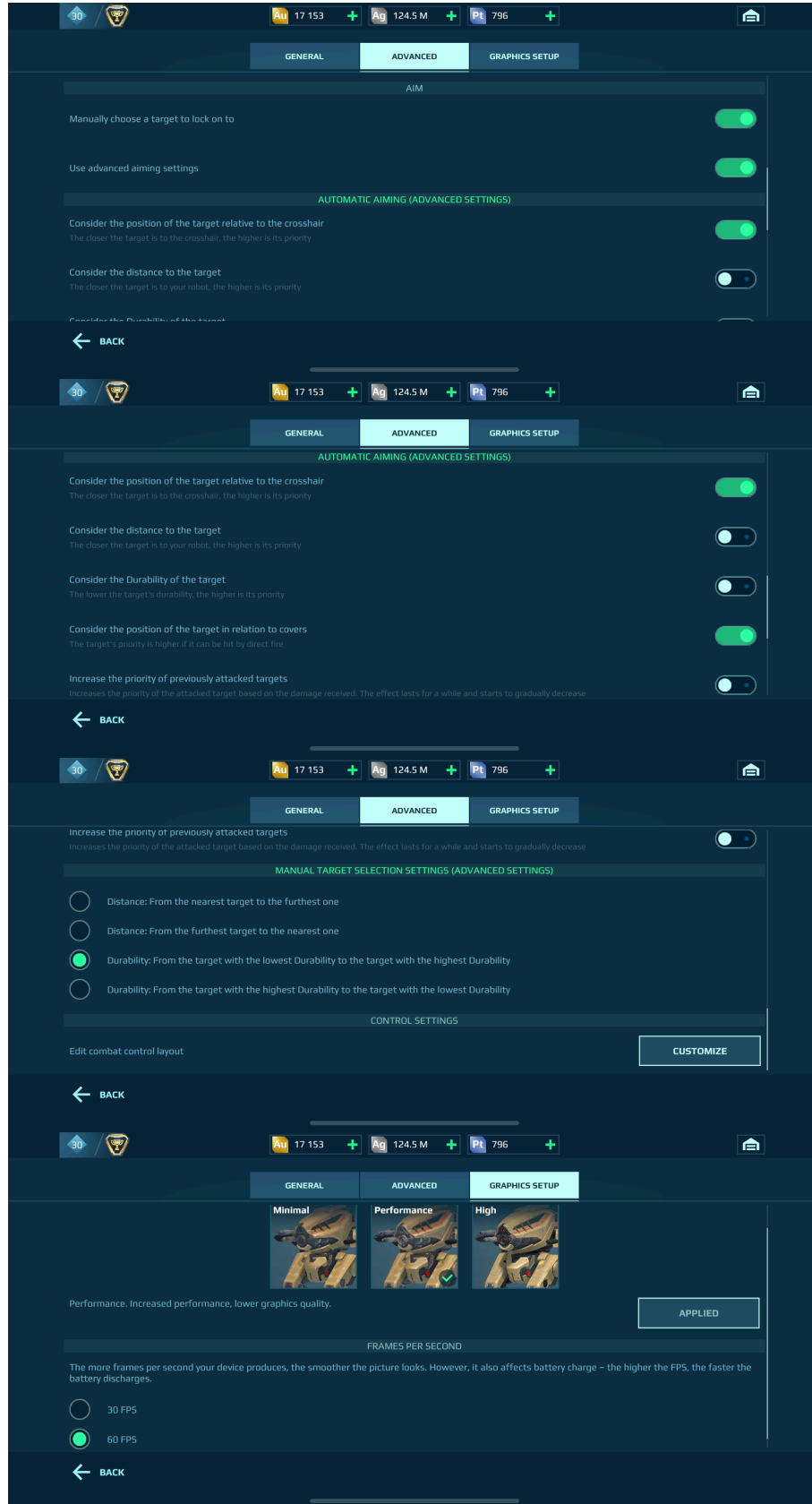
Settings

Your in-game settings can either make or break your gameplay. Although WR has gotten a lot of complaints for its settings (especially its auto-target system), there are some settings you can change to benefit your gameplay and comfortability.

- **Allies' Durability:** You want to turn this setting to "Visible", as this allows you to gather more information about your surroundings. This way, you can help teammates in need, which will come especially handy when playing robots that don't heal, as this setting is only on for healers such as *Mender* and *Demeter*.
- **Aim:** Turn on "Manually choose a target to lock on to", along with "Use advanced aim settings". This way, you can tap the little icon below the red fire button in-game to switch and lock on to a certain target without relying on the auto-lock system. This will prevent you from switching to different targets mid-magazine. For the advanced settings, I recommend at least turning on "Consider the position of the target relative to the crosshair" setting, and changing the other settings to your liking after.
- **Graphics Setup:** Depending on your device, you want to optimize your game to maximize FPS. Taking iOS for example, if your phone supports it, I recommend prioritizing 60FPS with slightly lower render quality if your phone allows it. For older devices where the FPS is capped at 30, try to find a render setting that allows for comfortable playing, as high graphics can cause your device to heat up, making it difficult to hold.
- **Button Location:** Everyone has different hands with different levels of dexterity/mobility/usability, so it is important to change the layout of your buttons if you are on a mobile device. Many use the default layout, but don't be afraid to shift the UI around to your liking.

Note that these are merely suggestions, so if you would like to change or ignore these suggestions, you are completely free to do so. I will put screenshots of my settings for those who are interested in copying mine:





Gameplay Basics

As the largest section of this document, I will break down the basic gameplay section into 10 parts: **robot value**, **weapon value**, **objectives**, **positioning**, **movement**, **ammo usage/management**, **cooldown usage/management**, **uptime/downtime**, **spatial awareness**, and **target priority**. Although not in any objective order, the list goes from what I consider to be the most fundamental ideas to the most advanced.

Robot Value

You must understand the strengths and weaknesses of your robots. Without this knowledge, players will consistently try to take on roles that their robot is not suited for and ultimately lose their robots in ways they shouldn't have.

- Ex. The *Skyros* is a really good beacon runner with excellent assassin capabilities, but will crumple in drawn-out brawl fights or under lockdown effects.
- Ex. The *Crisis* is an excellent sniper with stealth and damage boost upon ability activation, but it is a very poor brawler with limited speed, hence it only shines on long sightline maps like Yamantau.
- Ex. The *Raptor*, although it seems indestructible, is very susceptible to rust and lockdown. It relies on heavy heals and its ability for mobility, both of which are crucial for its survival. Take one away, and it is crippled. EMP, lockdown, and Rust are effects that can take out a *Raptor* without *Avalon* very easily if the pilot isn't careful.

There are implied roles across the robots in WR. Some notable roles include **brawler**, **sniper**, **assassin**, **beacon capper**, **healer**, and **support**. Below will break down each role, with pros/cons, general playstyle, and examples of each bot (names marked with an asterisk are shown with a visual at the bottom in listed order).

- **Brawler:** Excellent at **close-range combat**, built to be tanky with high survivability in battles of attrition against other brawlers or soaking in heavy amounts of damage with their high Health Points (HP) and Defense Points (DP). They shine in slowly taking space, using abilities to stay alive in the process, and holding down beacons.
 - **Pros:** High HP, high DP, reliable firepower, can survive longer than other bots, good for defending beacons.
 - **Cons:** Slow speed, usually the focus of fire (can lead to permanent Crowd Control (CC) effects such as lockdown, EMP, suppression, etc), poor beacon runner especially in sniper maps.

Brawlers must be conscious of their surroundings at all times not to get either suddenly ambushed or sniped, using cover to avoid chip damage. They should also use their cooldowns to stay alive or take space in order to maximize value (more on **cooldown usage** later). Some notable brawler robots include (but are not limited to): *Fenrir** (both regular and UE), *Invader*, *Phantom* (to a certain extent), *Ochokochi**, *Curie*, *Raptor** and the *Mauler** Titan.



- **Sniper:** Built to **stay far away from direct combat**, snipers tend to stand back and provide firepower from the backline to assist in kills. Lacking in mobility and/or HP, it is made up for with its impressive firepower. They punish any robot out in the open, or fire through narrow sightlines for a surprise kill on an unsuspecting target.
 - **Pros:** Extremely high firepower compared to other robots, usually being able to either kill or severely damage a robot with the right timing
 - **Cons:** Very poor beacon runner, as their slow mobility and/or low HP makes them very easy targets when in close range or without cover. Not very effective on close-range maps such as Dead City.

Snipers, although built for long-range combat, must not be confined to simply idling at their sniper posts reading the news. They must be proactive, taking new angles and always on the lookout for unguarded beacons to capture to bring additional value to your team. Popular snipers include: *Erebus**, *Behemoth*, *Crisis**, *Bagliore**, and the *Bersagliere** Titan.



- **Assassin:** Specializing in **opportunistic kills**, assassin-style bots are somewhere in between snipers and brawlers, with having more HP but less firepower than snipers, while not being as tanky as brawlers are. They hide around the map, looking for swift kills on vulnerable targets while capturing beacons.
 - **Pros:** Boasts versatile abilities, aimed at hindering or surprising the targeted robot. Can be a valuable asset to the team for both beacons and kills.
 - **Cons:** Jack of all trades, master of none. Not as good as either sniper or brawler in their respective roles, so the pilot must play and adapt to each situation much more than other roles.

Many assassins, due to their nature, must avoid challenging full or high HP bots, especially when their abilities are off cooldown. Assassin bots will almost always lose when they don't play carefully, as once their main defenses are depleted, they become sitting ducks for other robots. Notable assassins include: *Typhon**, *Scorpion**, *Skyros*, *Nether*, *Lynx**, and *Shenlou**.



- **Beacon Runner:** Bots that are equipped with a high base speed stat, beacon cappers are bots that **excel in covering lots of ground fast** to capture beacons. Some beacon cappers have passive or active abilities that aid in its mobility, as they are very vulnerable when moving from beacon to beacon. And due to their playstyle, many bots in this category share assassin-like roles as well.
 - **Pros:** Very high mobility, able to capture beacons faster than typical robots and able to charge the mothership quickly.
 - **Cons:** Beacon cappers tend to lack firepower as a tradeoff for their speed, so they aren't able to win a brawl or fight easily in a confrontation.

Although speedy and sometimes equipped with defense measures, beacon runners must be constantly wary of their captured beacons or unattended beacons to seize opportunities. Pilots tunnel visioning on one beacon bring little to no value, as they should look for alternate opportunities to capture far-away or unguarded beacons with their speed advantage. Strong beacon runners include: *Loki*, *Skyros**, *Nether**, *Imugi**, and *Lynx**.



- **Healer/Support:** Healer and support bots serve a very similar, if not identical role in the game. They serve to **heal and/or give direct buffs to another robot** during combat. They lack any heavy firepower but are quite tanky in their respective roles. Though not dangerous alone, they can bring immense value if played correctly with the team.
 - **Pros:** Able to dish out high healing, being able to restore even gray HP with some bots while providing important buffs to teammates.
 - **Cons:** Not very strong for brawling, as they lack dedicated defensive abilities and firepower to defend themselves.

Healer and support pilots must be hyper-aware of their role within the team. An *Imugi* pilot using their ability just to capture the home beacon right in front of spawn is actively putting their team at a disadvantage. Supports and healers only truly shine when used correctly, so pilots must not lose their robot during battle to ensure the constant buffs for their team. Notable healers and supports include: *Mender** (both regular and UE), *Demeter*, *Khepri**, *Pathfinder**, and the *Sirius** Titan.



As you will have noticed, there are robots that are listed in more than one category of robot types. This is because not only are different robots suited to take on more than one job, robots are able to be built with different configurations which allows them to excel in areas that the robot normally struggles in. For example, a *Mender* primarily serves to provide healing for damaged robots. But equipped with *Mace* and *Cudgel* weapons, it can serve as a pseudo-brawler in certain situations. Likewise, the *Nether*, with its 5 dash charges, can use them to cover large distances quickly to capture beacons. But since it is equipped with a forcefield along with an EMP strike with its dash, it can quickly swoop in and secure a kill on a vulnerable target before taking a swift exit back into safety, making it a good assassin too. In extreme cases, one can build a *Crisis*, a traditional sniper bot, into a brawler with the correct weapons, modules, and drone setup.

A common mistake many players even in Champions League (CL) make is subconsciously **locking themselves in their role**. Because they are a sniper, they are afraid to move around the map, staying put far back in their spawn and not venturing out. Players are so focused on fighting as a brawler that they ignore beacons or weak targets around them that they can kill instead. Beacon runners are so afraid to engage in combat in fear of getting their robot destroyed that they don't even look for kill opportunities. You will be surprised at what your robot is capable of if piloted correctly, as 99% of the time you are the one limiting your robot's potential, regardless of spending status or rank.

The greatest tip to take is to **push your robot's limits**. Yes, it will be a trial and error type of experience. You will lose many robots at times, or feel utterly useless other times. But through these failures is how you learn how to play your robot, both in and out of their suggested and implied roles. Maybe your brawler needs to be a beacon runner, or your assassin has to brawl to defend a crucial beacon. Don't back up because it's "not your job". If no one else is doing it, you must step up.

Weapon Value

Similar to **robot value**, understanding the strengths and weaknesses of your weapons loadout is important when making decisions on the battlefield. In fact, certain weapon setups can change the original role of your robot entirely.

- Ex. *Reapers* are suited for extremely high, long-range burst damage due to its long reload yet high Damage Per Second (DPS). However, they struggle against close-range targets, as once you misfire, you are stuck with a 15 second reload.
- Ex. *Rime*, *Cryo*, and *Glacier* are very effective close-range weapons that deal high burst damage with projectile rockets that deal Area of Effect (AoE) damage. However, the slow projectile speed paired with the limited 300m range makes them ineffective outside of near point-blank range.
- Ex. While the *Behemoth* is traditionally used as a sniper robot, fitting it with 4x *Brisant* shotguns can turn it into a brawling robot with the ability to 1 or 2 shot many robots on the battlefield.

Likewise, there are implied roles across the weapons in WR. Once again, despite not having an objective category given in-game, the 3 main weapon categories include **close-range**, **mid-range**, and **long-range** weapons. Below will break down each category, with pros/cons, general playstyle, and examples of each weapon (names marked with an asterisk are shown with a visual at the bottom in listed order).

- **Close-Range:** Close-range weapons typically have a 0-350m effective range and are **capable of dealing high amounts of burst damage**, or output a consistent rate of intense damage to the enemy up close. While they are most suitable for brawlers to use, they can be equipped on assassin builds if the playstyle usually involves close-range fights.
 - **Pros:** Very high damage output usually paired with a decent reload, you can deal considerable damage or even destroy an enemy robot before they can react.
 - **Cons:** Extremely ineffective out of 200-300m. You must get close and put yourself at risk to bring out the full potential of the weapons.

Because close-range weapons lose all of their firepower after a short distance, you are left hopeless if a mid-range or far-range build away from your effective range decides that you are its next target, especially if you are out in the open without cover (more on **positioning** later). It is important to keep in mind your range disadvantage when moving around the map. Some popular close-range weapons include: *Scatter*, *Cudgel**, *Orkan** (both regular and UE), *Spike*, *Brisant**, and *Fengbao**.



- **Mid-Range:** Mid-range weapons typically have a 350-600m effective range and **excel in dealing damage from a considerable distance from the target**. Usually having less firepower than close-range weapons, they are made up for with their increased effective distance. These weapons can be used on any build, as they are a very versatile class of weapons.
 - **Pros:** Boasting formidable damage from a respectable distance, they can certainly catch an enemy off-guard if they are not paying attention.
 - **Cons:** Not as hard-hitting as close-range weapons and lacking the range to snipe effectively. Jack of all trades, master of none.

Mid-range weapons hardly have any downsides when played correctly, as they possess good damage potential at a good range. Of course, they will be outperformed by close-range and long-range weapons in their respective environments, but because of the versatility of mid-range weapons, so long as the pilot is cautious of its limitations, they can shine in any situation. Popular mid-range weapons include: *Magnetar**, *Quarker*, *Hazard**, *Razdor*, *Subduer**, and *Jotunn**.



- **Long-Range:** Long-range weapons typically have a 600-1100m effective range and are **perfect for dealing large amounts of damage from across the map**. The intense damage coupled with the cross-map range makes it perfect for snipers to utilize to control open areas of the map.
 - **Pros:** Because of its range, you can play from relative safety away from the main areas of conflict while still providing your team with the additional firepower.
 - **Cons:** The nature of long-range weapons make them very difficult to aim up-close, especially in point-blank encounters. And if you miss your shots, you will most likely end up with a long reload to endure afterwards.

Although not all, most long-range weapons require direct Line of Sight (LoS) of the enemy to hit its shots. Because of this, players in a long-range weapon duel must be very cautious of the other player, as one wrong step can end the standoff. Additionally, these weapons can be easily countered by close-range weapons that can ambush the long-range setup robot, so running these weapons is a gamble. Notable long-range weapons include: *Volt**, *Yeoje**, *Hurricane*, *Prisma**, *Reaper**, and *Dune*.



Good players will not only keep in mind which weapons go well with which robots, but **which weapons go well with certain maps**. A brawl-oriented map such as Dead City has lots of cover with small nooks and crannies for players to weave in and out of. These maps synergize very poorly with long-range weapons, as there is not enough open space for these weapons to utilize or control. On the contrary, open maps such as Yamantau are geared towards these long-range weapons, and make close-range weapons mostly ineffective when compared to mid-range or long-range weapons. That does not mean you can't make short-range weapons work on Yamantau or make long-range weapons work on Dead City, it just means they are at a disadvantage.

A common mistake a lot of players make is **not understanding their weapons' ranges**. If your maximum weapon range is 600m and the opponent you're facing has a range of 350m, you can toy with them within the 250m grace range you are given. Or if your maximum range is 150m and your opponent has 350m, you need to time your engagement right or slowly creep up to look for an ambush play. I see so many players try to shoot their weapons at an enemy outside of their maximum/effective range, which gets them killed as they overextend away from cover to try and get an impossible kill.

The best tip players can implement in their games is **memorizing every weapon's maximum/effective range**. Most weapons fall into >150m, 350m, 500m, 600m, 800m, or 1100m maximum ranges. Memorizing which weapons fall into which maximum range value is key in aiding you in battle. It will help you decide which engagements to take, and which engagements to avoid in certain circumstances so that way you aren't left fighting an already-lost battle.

Objectives

There are 3 main game modes featured in WR, each with different mechanics and strategies to win:

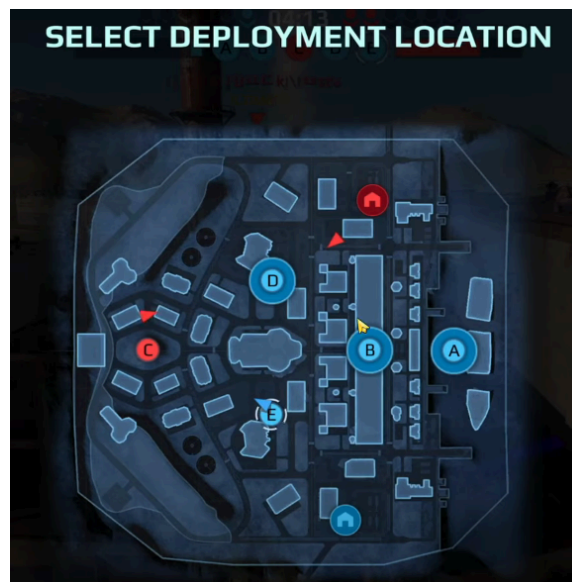
- **Domination (Dom):** The only spawn point is the traditional spawn, and players must capture and hold beacons. Whichever team depletes the enemy beacon bar or kills all enemy bots first wins the match.
- **Beacon Rush (BR):** Similar to domination, players must capture and hold beacons. However, unlike domination, players can spawn on ally-captured beacons as well. Whichever team depletes the enemy beacon bar or kills all enemy bots first wins the match.
- **Team Deathmatch (TDM):** The only beaconless gamemode; 2 teams face off to try and kill as many of the enemy team's bots as possible. The team that kills all the bots first or has the most kills at the end of the 10 minute match wins.

Game Mode Mechanics and Tips:

For the beacon-based game modes, your **priority must be beacons**. You should take on battles that occur from beacon conflicts, but you shouldn't be prioritizing kills over beacons. For example, if you are sitting behind a wall just staring at an enemy across the map, you are holding your team back. There will be many games where an entire team is simply idling in spawn waiting for the enemy to make a move on them while the enemy team is going around the map capturing beacons, ultimately winning the match. They prioritized beacons, while the other team focused too much on getting kills/not getting killed which led them to cower in spawn. Always capture beacons first, then go for necessary kills.

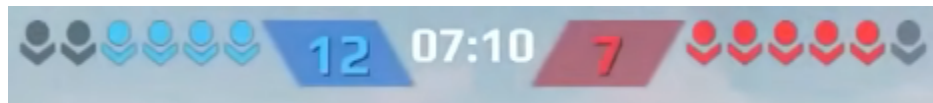
In **domination**, **capture a beacon and try to hold it down**. Because you cannot spawn on a beacon in this gamemode, once a beacon is undefended, it is truly undefended. You must be aware of beacons around you, and which ones you can rotate to if you need to defend it in a hurry. At the same time, you should look at which enemy beacons are left unattended to quickly capture it. It's okay if they recapture it, as it means your team not only stopped their beacon bar progress, but sped up yours as well even if it was for a few seconds.

In **BR**, you're not only able to spawn in at any allied beacon, but also are able to get a bird's eye view of the map with enemy and ally markers once you demech.



Knowing **where to deploy your next robot** is a crucial aspect in BR, as a well-placed and well-timed deployment can swing the tide of the match. If you see an ally fighting a 1v2 on your team's beacon, it's wise to drop in with a brawler or tank to help your teammate out. But if you see that the beacon is turning white with 2 reds on it, it's best not to drop in unless you are confident you can win the engagement, as a miscalculated panic-deployment can lead to you wasting a perfect robot. And because enemies can deploy on their beacons, try your best to never give up your home beacons, as the enemy team can easily snowball the match once they capture your home beacons. And if they do manage to start snowballing, it's best to get your beacon runners out and capture other beacons outside of your home beacons to give your teammates another spawn location to turn the tide, as trying to fight the entire enemy team in your spawn (which is their new spawn now) will be futile in the majority of cases.

TDM is the odd one out, as it is the only beaconless gamemode. This game mode requires heavy reliance on target prioritization and positioning. However, it is also the gamemode that heavily favors the team with the bigger wallets the most, as the only objective is kills. That does not mean it is impossible to turn the match in your favor if you are a F2P/light spender. In TDM as a F2P, it's best to try and **deal as much chip damage as possible before committing to a kill**. Poke at them from a distance, whittle them down, then commit with your abilities and modules. If you take one out and get destroyed, at least it is an even trade. Ideally you would get a 2-for-1 trade, with you taking 2 out before getting taken out yourself. If the game is very even and your team is only up 1-2 kills with only a few minutes left on the clock, do not try to engage in any hard fights. Save your bots and play to live. I see way too many players throwing their bots away and taking engagements in a clearly disadvantaged state when they are up only 1-2 bots in TDM, causing them to die and giving the enemy that last free kill to win the game. Play smart and always pay attention to the scoreboard.



What Mode to Play:

For **F2P** players, your best chances of winning are in domination. Domination is the least snowbally gamemode, as the spawns are in their default areas and players have to walk back every time they de-mech. That way, every engagement has a “soft reset” for each player, allowing for some breathing room between each fight. And because of this very same mechanic, **beacon runners are even stronger** on domination as enemy robots cannot spawn on their beacons, giving you ample time to liberate and capture unattended enemy beacons. Does this mean that P2W players will never win in domination? No. P2W players will always have the edge in game, but a F2P player can use domination best to their advantage compared to other modes, as it **opens up a different win condition** that isn't directly affected by firepower or bot survivability. I recommend avoiding TDM for F2P players as TDM is solely reliant on kills, which is what the majority of P2W players are after anyway.

For **meta** players, TDM or FFA (Free For All) is most efficient to maximize cups and wins. Your advantageous hangar will certainly **have an edge over light spenders and F2P players**, which will give you the higher DPS and survivability, perfect for TDM. You can definitely

play other game modes such as domination and BR, but those gamemodes rely on your teammates more to capture beacons AND get kills, which lowers your direct carry potential as the only/only other meta player in the lobby. It is your job to **match or outplay the enemy meta** player(s) for your team, and having a beacon bar is another aspect you need to worry about when carrying on top of wiping out the enemy team. Hence why TDM is more efficient for meta players.

ALLIES		ENEMY TEAM	
[FAST] LEADER Meta Player (Me)	6882	16.9 M	4 25
CHAMPION	2180	2 809 001	4 4
COMMANDER	1332	1 343 439	2 3
CONQUEROR	1066	865 798	0 2
COMMANDER	829	2 235 552	1 0
COMMANDER	666	467 989	0 0
Enemy Meta Player	4713	12.3 M	4 19
CONQUEROR	1558	3 800 595	2 4
CONQUEROR	764	1 772 662	0 2
TITAN SLAYER	292	647 519	0 1
CONQUEROR	284	398 272	0 1
CONQUEROR	244	430 096	1 0

Positioning

Positioning is arguably one of the most fundamental yet overlooked aspects of any game, with WR being no different. Although WR is a much simpler game than most FPS games, having a shooter mechanic with maps and cover means positioning is just as important to utilize to minimize mistakes. Positioning can be broken down into 2 main components:

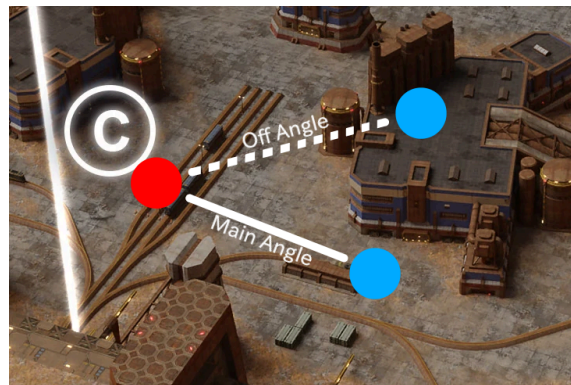
- **Cover Usage:** The ability to **play next to** (not behind) **cover**, and move from one place of safety to another to avoid unnecessary damage without spending abilities or power cells. In lower leagues, many players struggle against *Hurricanes*, which are a very terrible weapon in CL. This is because lower league players are not utilizing cover, moving out in open space and hence getting punished. Always know your surroundings, time your rotations based on the reload of the enemy, and play next to cover to fall back to when taking an engagement.
 - Ex. When a *Curie* is chasing you, back up around a corner, hugging it tightly. This forces the *Curie* to swing wide and commit deeper into the chase, draining its ability and putting you in the advantage.
 - Ex. When you see a *Crisis* staring, the moment it drops its stealth to fire, move behind cover you're next to to avoid taking massive damage.
 - Ex. After using your *Ophion* ability, make sure to land behind cover at a safe distance away from the threat.

Cover is going to be your best friend, as it works as an indestructible Aegis shield in a way, as rockets, lasers, or bullets cannot penetrate natural cover.

- **Distance Management:** Positioning in relation to you and your opponent's weapons. As discussed in the **weapon value** section, certain weapons have certain

effective/maximum distances. Using this knowledge, you can position yourself in places where it **may be difficult for your opponent(s) to target you** with their weapons if you have information on what weapons they are running.

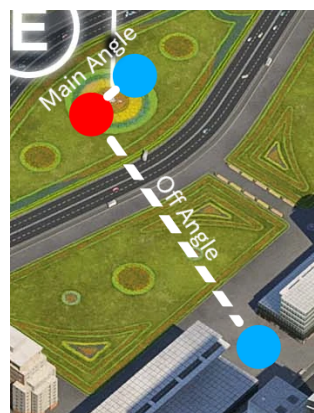
- **Off-Angling:** A strategic position that applies an additional **angle of pressure to the enemy that is not directly in front** of them, forcing them to back out, take damage, de-mech, or take a different position. A common mistake even a lot of CL players make is fighting the enemy head on, like 2 bulls charging at each other. Those fights just become a firepower battle, with no strategy involved. Always be looking for a new angle of attack, even if it's simple.
 - Ex. Your teammate is fighting on beacon C on Factory, and you start shooting from the highground ledge to apply additional pressure to the enemy.



- Ex. Your teammate is sniping from spawn on Yamantau, so you decide to take an off-angle from the side beacon instead to open up another sniping angle.



- Ex. Your team's *Raptor* is fighting another *Raptor* on Shenzhen, so you decide to shoot the enemy *Raptor* with *Subduers* from the side to prevent their healing.



Although off-angling may sound simple on paper, it is a skill to master which off-angles are safe or not. Just because it is an off-angle does not mean it is always a good position, as they can easily put you at risk of being punished yourself.

How do I take cover on sniper maps like Canyon or Yamantau?

Every map is designed with cover in mind, even sniper maps. Although sniper maps are far more sparse than brawl-oriented maps, that does not mean cover does not exist. Be weary of enemy snipers on the map, and move from cover to cover based on their reload and their attention towards you.

Why are off-angles so effective?

It not only applies an additional point of pressure, but it forces the enemy to have to look in 2 different directions. Since they cannot shoot both at the same time, they are always taking uncontested damage from the angle they are not looking at.

How do I find these off-angles?

Any position can be an off-angle, as off-angle simply means any angle not directly in front of the enemy. And as for finding the best ones, it is a trial and error endeavor, just like learning any aspect of the game.

How do I know where to go or shoot from?

You should always move to your next objective, whether that be a beacon, an enemy, or a pressure angle. But once you have a goal in mind, think to yourself, "How can I be of most value while minimizing my risk of dying?". This will naturally lead you to change your mindset while playing, which over time through trial and error will improve your gameplay.

Are there different positions for attack and defense?

Although there aren't any objective positions that are defensive/offensive, there can be a definition for defensive/offensive positioning:

- **Defensive Positioning:** Positions that allow you to either stay in safety or give you the ability to move into safety quickly. Positions that give you the **advantage in defending a beacon or choke** can also be considered a defensive position.
- **Offensive Positioning:** Positions that pressure the enemy or **control important sightlines/areas** to prevent enemies from taking it. It can be useful when advancing toward a beacon or when setting up a crossfire with your teammate.

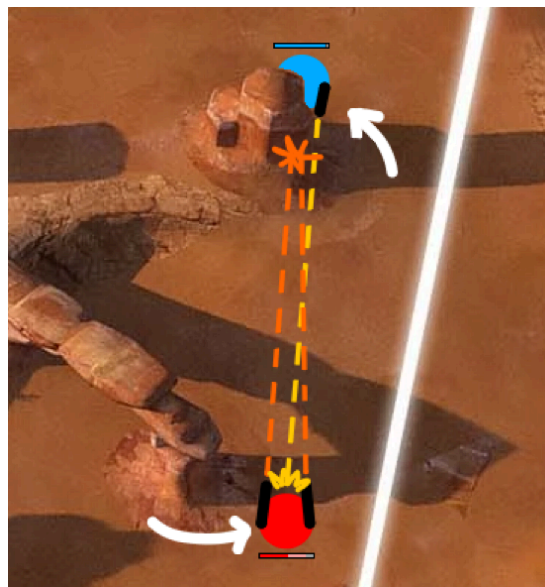
Using these definitions, you can change your playstyle, rotations, and positioning to help defend or attack a beacon/enemies. But keep in mind a defensive position as defined here can also be used as an offensive position depending on the scenario.

Movement

For how basic yet important movement is in WR, I don't really see it getting talked about a lot. Yes, WR aiming mechanics are like soft aimbot when compared to other games such as Overwatch, CS, or Fortnite, but that does not mean movement is any less important than it is in

those games. When it comes to certain weapons, such as those without lock-on, certain titan weapons, and some sniper weapons, **movement plays a major role on your survivability**. Additionally, movement can be used to trick other players into using their abilities or committing to an engagement.

- Ex. Moving around in a **circular motion** against *Reapers* is a very effective way to dodge most of its rockets, as WR mechanics fire projectiles aimed at where the game predicts you will be, not where you actually are. The circular movement throws this feature off, making most of the rockets miss you if at a far-enough distance. This applies to the new *Vendicatore* weapons, the titan flame weapons, and rocket-based weapons such as *Orkans*, *Oxy*, and *Moranas*.
- Ex. When behind cover with a *Crisis* staring at you, you **move towards the edge of the cover and stop** once only the side of your robot shows. The *Crisis* will see through the wall and think that you are moving out of cover, and will open fire. Because you stopped at the last second, the *Crisis* wastes its firepower into the wall shielding you, and if your robot allows it, you can corner shoot while avoiding any damage coming toward you.
- Ex. You are in an *Ochokochi* stuck behind a rock pillar on Canyon with a *Raptor* on the other side camping the beacon. The *Raptor* tries to move sideways to shoot, but you move around the pillar accordingly, shielding the center of your robot but making sure you are keeping the **weapons on the side of your robot exposed to deal damage** while avoiding damage from the enemy, since all weapons in WR target the center of robots.



Bots with movement or stealth abilities such as the *Raven*, *Lynx*, or teleport abilities such as *Demeter*, *Revenant*, and *Bagliore* open up much more outplay possibilities aside from the traditional WASD movement inputs. Mastering your movement may be just as important as positioning, as it can be used to set up an advantage in your favor or work as a second line of defense if you are caught in a bad position without having to rely on your hard-earned power cells or ability charge.

Ammo Usage/Management

Although a short section, **ammo usage** and **ammo management** is also crucial, especially when going in and out of combat throughout a match. Last thing you want to happen is for you to forget to reload and be left with a 6 second reload after shooting 2 bullets while the enemy takes apart your robot mid-engagement.

- If you have lock-on weapons such as *Scourge*, *Chimera*, or *Zeus*, ensure you **lock on an enemy from safety** and fire out whatever remaining ammo you have before looking for a new target to engage on.
- For weapons with a long reload like *Reapers*, *Punishers*, or even *Havocs*, always have a plan for safety once you deplete your ammo, as you are extremely vulnerable during your long reload. And for weapons that have a fixed reload instead of constantly recharging ammo, try to **minimize aimless/pointless shooting** if you're forced to engage in several fights back to back to conserve as much ammo as possible. And if you are forced to reload, take cover a bit before you run out of ammo to apply pressure as you fall back to prevent the enemy from hunting you down for free.
- For weapons that have a high damage-per-shot with a long reload (such as *Shocktrain*, *Gauss*, and *Vendicatore*), **shoot them in sequence when against a force field robot** (such as the *Lynx* or *Nether*) **or a shield**. This is because when fired simultaneously, the damage from all 4 weapons is considered as 1 instance of damage, so the force field or shield will block any extra damage dealt. Firing in sequence will allow the consequent shot to deal more damage against force fields, while it will prevent shields from soaking up any excess damage after depletion.

Always conserve your ammo whenever possible for longer reload weapons, and try to be efficient with your damage as well. If you are ever caught with your pants down, try to buy as much time as possible to finish your reload, whether that be using your robot ability, using modules, or motherships.

Cooldown Usage/Management

WR is not WR without cooldowns. Cooldowns are one of the core gameplay mechanics in the game that players frequently misuse. Using an *Imugi* ability to travel 2 inches in front of your teammates to get the home beacon faster, *Ophions* landing out in the open at the end of their abilities, *Curies* phase shifting during their Last Stand resistance, or *Raptors* wasting both jump cooldowns out of spawn and not having any for the actual fight. Your cooldowns are valuable, as they are what makes your robot valuable in the battlefield (refer to the **robot value** section for more details). **You need to maximize the impact of your abilities**, whether it be defensive or offensive, to bring as much value as possible. Don't throw away your cooldowns out of panic or confusion, as that is what gets players killed. Calculate when, where, and why you need to use your cooldowns, and don't use them if you don't have to. Common robot cooldowns that are misused or wasted are:

- **Imugi**: Players often fly to the closest beacon possible, completely negating the *Imugi's* strength as a team teleporter robot.

- **Angler:** Angler players will facehug players in their Electric Shift ability in hopes of blinding them, despite seeing the *Avalon* protection icon above, meaning they are immune to Blind.
- **Rook Titan:** A common habit for *Rook* players is that they will Castle towards the first target they see. Castling is a very strong ability that can be used to outplay several robots and Titans, yet many aren't patient or wise with how they use the ability. Thus oftentimes they get punished or killed because of their recklessness.
- **Phase Shift:** One of the most versatile modules in the game, Phase Shift can be used as a "get out of jail free" card. But many players use Phase Shift too late, too early, or just waste it entirely out of panic.

A very good robot that rewards good cooldown management is the *Ravana*, an older yet very viable robot because of its Transcendence ability, which acts as a makeshift Phase Shift. A good *Ravana* pilot is able to utilize the tanky yet elusive nature of the robot to brawl while going in and out of danger, making it very annoying to kill. Although the *Ravana* is shown as an example, it does not mean other robots aren't rewarded for good cooldown usage. **Every robot shines with proper cooldown usage**, so it is important you manage your cooldowns effectively and efficiently.

Uptime/Downtime

Uptime and downtime refers to your activity on the battlefield. To maximize your value, you must have a high uptime, **meaning you must always be doing something** to help your team. The more downtime you have, the more it means you're idling or not bringing value. Something as simple as moving from one beacon to another is considered uptime. But if you're sitting in one position waiting for someone to walk into your sightlines instead of actively taking new angles or engagements, you are having a lot of downtime, making your team effectively fight a 5v6. If you're not capturing beacons, you're shooting at something. If you're not shooting, you're scouting. If you're not scouting, you're rotating. If you're not rotating, you're looking for kills. You must **always be proactive**, passive gameplay gets punished while proactive gameplay is rewarded. The good thing about WR elo system is it rewards the highest fragger, even if that team lost. This means that even if your team is losing, you should do everything in your power to pump in any damage you can, get any kills you can, and cap any beacons you can. Every beacon, kill, and assist is of value towards your team, and you have to constantly keep your uptime high to provide the backup and power your team needs. Below are 2 scenarios of high uptime and high downtime using snipers as an example, as sniper play styles tend to struggle with uptime.

- **High Uptime Gameplay Example:** You are piloting a *Prisma Crisis* setup on Yamantau. You get a few kills from the spawn beacon high ground, but now players know your sniping location and are playing around cover accordingly. Realizing this, instead of staying in the same position, you move down the ramp towards the long bridge to open up a new angle to secure a few extra kills. The center beacon seems to be unguarded, so utilizing your stealth, you rotate to the center beacon and capture it before getting crushed by a *Luchador*.

- **High Downtime Gameplay Example:** Piloting a *Hurricane Typhon* setup, you sit in your spawn without taking any angles. You shoot your *Hurricanes* blindly from one position without knowledge of any of the enemy's positions. There is an uncaptured beacon next to spawn, but you disregard it thinking it is not your job. You never get the chance to use your Blackout ability as you don't put yourself in the position to fire it. A flanking *Lynx* ambushes you and you de-mech without getting any kills or meaningful damage in.

Always have a plan of action **at least 1-2 minutes into the future**, keeping in mind what you need to do to help your team the most where it is needed, such as beacon progress or kills. But you should almost always never be idling for something to happen.

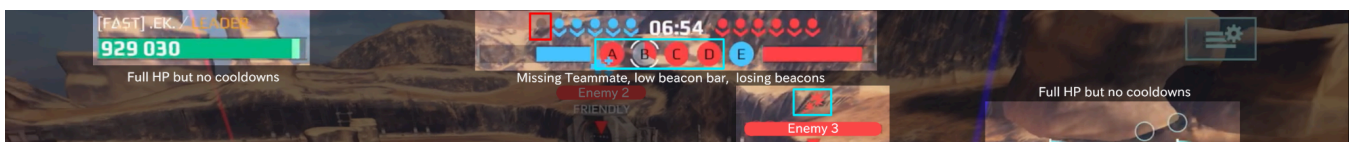
Spatial Awareness

Spatial awareness goes hand-in-hand with everything else mentioned above, as spatial awareness **requires you to be conscious of every aspect** of your robot and the battlefield.

The more aware you are of your surroundings, the more you can exploit your situation to your advantage. Many players, even in high CL, easily start tunnel visioning on one thing too much, often on kills. This is why sometimes you see a meta player kill the majority of the enemy team, yet because they didn't cap any beacons, the meta player lost the game. Or when a player deploys an *Eiffel* in a sniper map without reading the kill feed, which said an enemy deployed a *Bersagliere* earlier, resulting in the *Eiffel* getting destroyed from the opposite side of the map. When you have any downtime, **it is wise to look around you and mentally take note** of as many details as possible. Some important details might include:

- **Cooldowns:** Which enemies have used their cooldowns? Who is most vulnerable, and who is the most dangerous? Did they already trigger their Depth Survivor pilot skill? Do you have your cooldowns? When and how can you use your next cooldowns?
- **Ally Positions:** Do you have backup for whatever play you are about to pull off? Are your teammates holding angles you can get shot from? Can you set yourself up for a crossfire if your teammate is about to engage in a fight?
- **Enemy Positions:** Where are the enemies located? Can you flank to secure some kills? What positions of cover can you use to avoid taking damage? Which enemies are eyeing you, and where can you fall back to?
- **Beacons:** Which beacons are the most strategic to capture? Which beacons are the enemy trying to capture? Is it worth deploying on a contested beacon to help, or is it a lost cause? Do you need to capture more beacons or just hold them down?
- **Kill Feed:** Which titans have been deployed? How many titans are on the battlefield, and which titan can you reasonably take on and win? Which player is the most dangerous?
- **HP:** Does your teammate need help? Can you finish off the enemy behind the wall with low HP? Can you safely take on an engagement with your current HP? Should you prioritize helping your low HP teammate next to you or kill off 2 low HP enemies right in front of you?

Although it may be overwhelming on paper, **most, if not all of these will come naturally** once you start consciously implementing these aspects into your decision making process, and it will eventually become second nature. Let's analyze a screenshot from a match I played in and I will dissect the thought process I had in that moment:



The areas highlighted are all of the things I am paying attention to. Notice how almost every button, statistic, and text is highlighted. This may seem complicated, but let's break it down component by component.

- **Top UI:** I see that we are missing a teammate, low on the beacon bar, while losing one of our beacons. Since we are down a teammate, we are at a disadvantage in both firepower and beacon capture potential. The last blue beacon remaining is the one in front of me, which is being pushed by 2 players. I note to myself that I must protect this beacon at all costs, but because of the situation, I had to temporarily back off, for reasons explained in the next point.
- **Robots in Front:** In front of me is a full HP and full shielded *Rook*, along with a Fatigued *Revenant* with no physical shields hiding behind the rock. I am not very worried about the *Revenant*, but I do remember it having a full set of the Tesla weapons, which can hurt quite a bit if left ignored. But my main concern was the *Rook*, as not only will my Titan have a difficult time penetrating its physical shields with the *Vendicatore* weapons, but the *Rook* has a *Pyro*, *Inferno*, and *Evora* equipped, which can shred my Titan up close. Additionally, I saw my teammate *Lynx* running towards the enemy red beacon, so I knew I had to buy enough time for the *Lynx* to cap the enemy beacon while I defended our only beacon. So I decided to put some distance with my jump ability for now.
- **Cooldowns and HP:** Taking note of my HP, I am confident that I will win the fight, as the *Rook* just used its Castling ability, meaning if I jump back, the *Rook* has no means of closing the distance again. The *Revenant* is not much of a threat, but I am looking to kill it eventually. In order to effectively kill the *Rook*, I need to use my built-in rockets to bypass and destroy the physical shields while stacking Fatigue effects. But as I have none, I need to stay alive while I replenish the rockets, which I can easily do with full HP.
- **Kill Feed:** I noticed Enemy 1 just got a Triple Kill, and earlier I noticed him in a Magnet *Raptor* setup. He is a very dangerous enemy, and I keep a mental note to focus him with my Titan when I get the chance to distract, disrupt, and destroy. I also notice my teammate, who just got killed by Enemy 1, spawned to my left flank with their *Rook* as well, which will provide me with extra aid if Enemy 2 decides to chase me into our spawn.
- **Side Indicators:** Although I don't pay too much attention to this, I do keep a small mental note of how many enemy markers are on the sides of my screen, just to get a general sense of where everyone is. And by the looks of it, half of the enemy team seems to be in our spawn.

An important thing to note is that, despite how long my thought process may seem, **this is all done nearly instantaneously**. It only looks complicated because I am trying to verbalize non-verbal thought processes. But it does highlight the constant awareness of my environment as I play, down to the smallest of details. The more information you have of your surroundings, the better chances you have of **making informed, calculated, and proactive decisions**. This has proven to be successful time and time again for me, as I often win against multiple meta players on the enemy team, some even having the most lethal of UE or meta robots at their disposal. This to me has proven that, no matter how much someone spends in the game, gamesense trumps everything.

Target Priority

When in battle, you **always want to look for favorable fights** rather than unfavorable ones. Although there are times where you are forced to take on a fight you are bound to lose, this is not always the case. Most of the time you can choose your engagements, and if you are put into an unfavorable fight, you have the option to disengage. Target priority is the ability to dictate who to focus in which order to maximize your damage and kills. Several different factors can dictate target priority, such as:

- **HP:** Enemies with lower HP need to be prioritized over higher HP
- **Cooldowns:** Enemies that don't have their cooldowns up need to be prioritized over enemies that do
- **Cover:** Enemies that are out in the open and away from cover need to be prioritized over enemies that are close to or behind cover
- **Focus:** Enemies that are distracted or preoccupied need to be prioritized over enemies that are looking for engagements
- **Threat Level:** Mostly applies to meta players, but enemies that are more of a threat to your team need to be prioritized over weaker, less impactful enemies.

It is important to remember that **there is no “hierarchy” of which factor is more important** or not when dictating target priority. Target priority changes every second, and you must think and react accordingly. A naked *Curie* out in the open at 20% HP may be a good target to prioritize, but once it activates its ability and moves behind cover, it becomes a very unfavorable target to pursue in a matter of seconds. Once you become better and faster at prioritizing targets, you are even able to **quickly switch between targets mid-fight** to secure quick kills. This way, the total damage you are receiving is lower, as opposed to if you ignored your surroundings and kept shooting at the one target that is difficult to kill. Even if you are a high CL player, you can always optimize your target prioritization.





Gameplay Nuances

Once you have mastered the fundamentals and played hundreds and thousands of games, you will be able to start seeing more nuanced aspects within games. Patterns between **robot interactions**, **space control**, **tempo**, **snowballing**, and **pathing**. Since these are only really seen in the upper echelon of gameplay, I will only briefly explain what each term means and how you can use them to your advantage.

- **Robot Interactions:** Different robots have favorable/unfavorable matchups, and every interaction generally has the same outcome (Ex. *Skyros* vs. *Harpy* usually ends with the *Skyros* winning the duel). With enough experience, you will understand what matchups are advantageous for your robots, and you can use that to further squeeze out more value.
- **Space Control:** The ability to identify and deny critical areas of the map. If an enemy is weak on their flank, you can work to take that space and deny it. If you see that you need to control a certain area or angle to prevent the enemy from setting up a play, you must defend it with your own robot. Taking/creating/denying space is an important aspect of the game that you can exploit once you consciously think about it.
- **Tempo:** The pace at which the game is played. Certain setups have different tempos in which they shine in. A *Bagliore* running 4 *Redeemers* is limited to 350m range and moves very slowly, meaning that setup has a very slow tempo. On the contrary, a *Raptor* running the Tesla Weapons has a fast tempo, as it can cover large distances and dish out immense damage at short range within a large area in front of it. You can use this knowledge to set or influence the tempo of the game. If the enemy is running slow robots, you can use your fast robots to force a fast tempo in the match, which overwhelms the enemy's slow tempo-oriented setups. On the other hand, if you know the enemy is running fast tempo robots, you can strategically slow down the tempo by slowing their advancement with tanky robots. Being able to read the tempo and adjust/adapt to it is an important skill to learn.
- **Snowballing:** A term used to describe an exponential shift in gameplay advantage. As an example, a domination game can start out slow, but once one team slowly takes space and eventually locks down the other team's spawn, the attacking team can then snowball by killing the opposing team's robots right at spawn without giving them a chance to fight back, causing an avalanche effect. Titan deployment can also cause a snowball effect as well. **Tempo** is very important in setting up a snowball effect, as you must herd the enemy team into a corner by manipulating their team using yours.
- **Pathing:** Refers to a set rotation a player takes to make space, secure kills, capture beacons, or assist teammates as efficiently as possible. Pathing can also be defined as moving from one position to another. Good pathing is moving from one angle to another angle that opens possibilities to take another position. Poor pathing is moving from one angle to another where you can get cornered easily from the wrong engagement. Once you master basic positioning, you will start to understand which positions are better than others and what positions to avoid, which then slowly forms preset paths you follow for each map for each robot.

Useful Mechanics

Whether it be a bug or intended feature, there are some useful game mechanics you can use under certain situations to benefit your gameplay. Some are well known, while others are lesser known. A bit of a warning though, some of these bugs may or may not be bannable, or may be patched in the future so use them to your discretion!

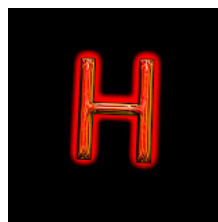
- **Super Dash:** Probably one of the oldest known mechanics in the game, a super dash is performed when you perfectly time a dash off of a ledge, causing your robot to continue its dash momentum until it hits the ground. Robots that can utilize this mechanic are the *Kumiho*, *Haechi*, *Bulgasari* (both normal and UE), *Strider*, and *Nether*.
- **Super Jump:** The brother of the super dash, a super jump is performed by using a jump module at the same time as the robot's built-in jump ability. This will lunge your robot both horizontally and vertically at a high speed, covering massive ground. Any robot with a jump ability can use this mechanic, but the most notable robots include the *Griffin*, *Hover*, *Raven*, and *Raptor*.
- **Jump Dash:** A hybrid between the two, a jump dash is performed by using a jump module on a robot with a dash mechanic. This allows for the same horizontal mobility of the super dash without needing a ledge to initiate the dash. Any bot that can perform the super dash can perform a jump dash, in addition to the *Orochi*.
- **Teleport Cancel:** This can both be useful/useless, depending on the robot. But if you press the "teleport back" button right before the duration ends, you can stay where you are without compromising your position. For example, once you have used 2 teleport charges on your *Shenlou* but don't want to teleport back to where you started, you can time your final teleport charge as your ability duration is ending so your teleport to the enemy overrides the game teleporting you back to your previous location. Robots that can utilize this mechanic are the *Scorpion*, *Phantom*, *Shenlou*, and *Bagliore*.
- **Infinite Condor Flight Altitude:** This is certainly a bug, but as of writing this, the bug has not been patched. If you activate the *Condor's* ability and fly into a ledge slightly below the bottom of the robot, it will climb the ledge to try to fly above it, but the initial altitude increase will be applied forever in a linear fashion until the ability duration ends.
- **Hunter's Mark Infinite Range:** Credit to u/HaloShots06 on reddit for this trick. This mechanic allows you to bypass the *Pathfinder's* 600m range for its deathmark ability. If you cast the ability on any target within range then immediately swap to the desired target out of the 600m range during the 1 second cast time, the mark will be applied to the enemy that is supposed to be out of range.
- **Blackout Infinite Range:** Same way you cast the Hunter's Mark but for the *Erebus's* homing blackout ability. The only difference is that the *Erebus* ability has an 800m range while the *Pathfinder's* has a 600m range.
- **Titan/Mothership Charge:** The *Athos/Porthos/Aramis* weapons are able to charge the mothership/titan meter extremely quickly, as the self-heal you receive from the weapons is also counted as damage. Therefore, for those who have those weapons, they are able to charge the mothership and titan meter extremely quickly, especially when paired with the *Raptor's* ability.

Player Examples

A great way to passively learn these skills is watching a highly skilled player. Instead of just watching for the content, analyze their plays, and think “why are they doing this”. Look for certain actions or plays they make from an analytical perspective, and you will be able to slowly deduce why and how they are making those plays happen. An example of a player who shows amazing gamesense and skill is [Aygir](#). I highly recommend watching his videos and seeing how he implements the points made in this video into his gameplay. What helps more is that he runs a variety of builds, not just P2W meta, meaning even F2P players can definitely learn a lot from his gameplay. For example, in [this video](#) from 6:30 to 7:08, you can see Aygir use **positioning** (hiding behind buildings and natural terrain), **target prioritization** (focusing enemies that are out of stealth or a large threat such as the *Crisis*), **movement** (timing the dash to the *Crisis*'s stealth drop to mess up its aim) and **spatial awareness** (looking around to see if any enemies spawned near or if any enemies can be punished) to get kills. Yes, his weapons are all maxed because of his Press account, but he is also playing in mid to high CL lobbies, where a solid chunk of players are also P2W running not only maxed gear but maxed meta gear.

Another amazing and severely underrated player is [HIGH DAMAGE MAN](#), a Japanese WR player with only around 500 subscribers on YouTube. Although he mainly runs meta setups and only speaks Japanese commentary in his videos, you don't need to understand what he is saying to see his skills shine in his gameplay. You can see the small details in his plays, and how he is conscious of every action he executes. Everything he does has a purpose. A perfect example is in [this video](#) from 5:32 to 5:53, where he is in a 1v1 with an enemy *Bersagliere* Titan. In the span of 30 seconds, he uses **positioning** (going behind cover that shields the center of his Titan so he can still shoot back while not putting himself in danger and constantly moving around to take different angles), **movement** (to get a surprise angle on his opponent while making himself difficult to hit), **spatial awareness** (looking around to see if he is in danger or needs to assist anywhere else), and **target prioritization** alongside **ammo management** (seeing that his initial opponent is low enough HP to be killed with just half of the *Vendicatore* magazine, he decides to fire the first shot into another enemy *Bersagliere* next to them to do some damage and to scare them off, and switches targets immediately to his original opponent to destroy the Titan instead of wasting the full magazine on a single low HP Titan).

There are certainly other amazing players out there such as [Manni](#), [Adrian](#), [Predator](#), and many other players who upload gameplay, and it is important to watch their gameplay as well to understand how they perceive the game. But from what I have seen and noticed, Aygir and HIGH DAMAGE MAN show the most mastery and fluency in understanding the game's mechanics and fundamentals. They make very quick, calculated decisions, position themselves in strategic locations consistently, and show a deep level of understanding of the game altogether.



Closing Statement

I firmly believe that, regardless of your spending status, rank, or time playing the game, there is always something you can learn or do differently to improve your gameplay. I hope this guide circulates throughout the WR community as a means of helping players improve their gameplay and hone their skills. I originally wanted this to become a video, but as a premed college student, time is unfortunately not in my favor. If someone wants to turn this document into an educational video-style format or go over the document in a commentary video, they are welcome to do so, so long as they credit this document.

Special thanks to Hyperion for proofreading and providing feedback, in addition to working alongside RedSteal for getting this guide out into the community. Also a special thanks to the members of the FΔST clan, who encouraged the making of this document from the beginning. And a final thank you to those who are reading this guide!

-EK