

# **PhantomArchangel's**

## **Season 2 Ranked Draft Guide**

This list may change over the season as certain Freelancers get changed in patches or new ones are added so I will try to update it along with any patches that happen.

This guide will cover everything from who to ban, why, common modding you'll see on them and how to counter them if need be.

Priority bans are bans that are held as the optimal choice of ban based on the current meta and overall player experience/observation. If it's on this list you need to be aware of it.

## #1 Quark



### **BAN THIS ADORABLE MONSTER!**

Yes. This little guy is lovable and awesome but he is currently one of the strongest supports in the game.

**Reason:** Strong Self-sustain (Health per tether) and overall heals with damage (Tethers go through walls)

**Counter-Pick:** Forced Movement CC (Helio,Rask,Grem, Etc.) or focused damage

**Common Modding:** Full movement on Radiate to to help chase enemies, keep up with allies or position freely.  
“PowerSurge” mod is usually used to give allies might or "Fusion" for the shields per ally healed.

## #2 Celeste



The gorgeous master thief is a strong pick for almost any team so she's very versatile.

**Reasons:** Strong poke (average range and grenades), traps and control of field power ups.

**Counter-Pick:** Traps and Vision (Lockwood, Nix, Grey)

Easy to burst down. A couple good hits and she'll have to seriously start avoiding the fight.

**Common Modding:** "Long Arm" on her primary allows for her to grab power ups and attack at almost any angle. "For the Rush" is also sometimes used but not as much since it's nerf. "Intrusion Protocol" on her trap allows for placement through walls and further. "Mending Mists" on grenades allows for minor healing. "Assault and Battery" on her ult to guarantee max damage.

### #3 Phaedra



A very durable frontliner who's very good at chasing, getting vision and damaging enemies who like cover.

**Reasons:** Strong Self-sustain (Mending Swarm) and chase. Average damage. (Primary and dash goes through walls and ignores cover)

**Counter-Pick:** In-Direct Damage (Traps, Zuki Stickys, Asana Shield, Grey Drone, etc) Wait for mending swarm to end then burst down.

**Common Modding:** "Stagger" or "Tremors" on Primary for weaken or extra dmg. "Hive" for extra turn of bugs.

"Chitinous" on swarm for shields. "Earthen Barrier" grants some slight healing for yourself or allies in the ult and "Ensnare" allows for a little extra range to help squeeze that extra person in.

## #4 Asana



One of the original Freelancers and still a good pick even after her nerf for Season 2.

**Reasons:** Still a solid all around Freelancer and good tank with good damage return (Retribution) and CC (Stand and Fight)

**Counter-Pick:** Indirect damage is effective vs her shield since it doesn't return damage to the attacker.

Will usually shield after dash or vice versa so punish after abilities are on CD.

**Common Modding:** "Swordmaster or "Leech Blade" for bonus dmg or sustain on hits. "Vault" on dash for the bounce dash. "Atomic Edge" for root ups the damage to 30 making it a good ranged attack. "Watchful Defense" on her shield grants vision on all attackers allowing your team to coordinate better the following turn. "Savior" is the standard mod for her ult since she can jump from anywhere to help. Almost always run Brain Juice for fast resets and ability cycling.



## #5 Lockwood



One of the original Freelancers like Asana, Lockwood retains his place as a good all around character able to harass enemies with his bounce shot despite the slight nerf it received.

**Reasons:** Bounce shot allows for poke around cover, at odd angles and at good distances. Tripwire and AoE shot for area control and with 2 dashes (normal and ult) a high amount of mobility.

**Counter Pick:** Lockwood has great range on his primary but will often go to key spots for these shots. This makes his positioning and movement route predictable allowing for traps to wear him down fast. Force his dash (7 turn cooldown on dash) and trap his escape routes. Once he dashes he's screwed for a long time so follow up on him.

**Common Modding:** "Extra Tricky" is the most used mod since it adds extra damage for every bounce. "Quick Fingers" is also commonly used for the reduced cooldown and extra energy however vs stealth team "Phosphorus Rounds" can be used to secure vision. "Insta-trap" is usually since it makes it a free action allowing for more to be done in one turn whether it be fleeing or damaging. "Armor Piercing" is the standard and most keep to secure their max damage potential.

## #6 Kaigin



Kaigin has appeared as one the most damaging Firepowers in recent releases. While he did get a tweak for season he's still a glass cannon who wreak some serious havoc.

**Reasons:** Great ability cycling (attacks are interchangeable) Like Lockwood has 2 dashes which

allow for high mobility (He can move after both of his dashes) and chase plus he has stealth.

**Counter Pick:** Weak to vision like any stealth character (Grey, Lockwood, etc.) or blanket AoE (Aurora Ion cloud). His normal dash requires he lands adjacent to his target so covering next to them will help secure a hit if he dashes.

**Common Modding:** “Focused Assault” on the primary for more damage to the primary target. With his shurikens having their cooldown reduced from 2 turns to 1 they make for great harass and with “Unyielding” are a great source of energy.

“Deathmark” and “Crippling Stab” are used for his dash for extra damage or weaken on the follow up.

“Suffocation” on his smoke makes chasing easier while in stealth. “Phantasmal Fury” is the generic mod taken to allow for higher damage when hitting multiple targets.