[tCS]

Chasing Manual v. 1.2

This manual describes the ways to pursue ships running away, as well as tells how to evade the incoming fire effectively while venturing towards the rescue point. We'll be taking a look at a set of videos, dedicated to both of those disciplines. We'll also take a look at the basic principles a group fighter should consider for successful raiding.

My apologies for the videos being of decent quality, it is as far as my laptop is able to record.

1) Evasion

Having proper skills to run away effectively as an evader, along with ability to cheat your pursuers with sudden moves is one of the most important things a group fighter should learn.

- The priorities
  - Number one thing to keep in mind: don't play as Rambo and conserve your Nanobots at all costs. Some might call it unfair, but an experienced group fighter just accepts it as something natural. That is exactly why all the fighters during WW2 were operating in groups. While one of them was a acting as bait, rest would raise high and strike the first one's pursuers from above shortly, hopefully, before he gets shot down.
  - In other words, shield-run as hell. Don't be shy to drop several unexpected mines, as even single one of them might turn the fight upside-down in your favor. Make sure mines are only used while your shield is up.
  - Use your ship shape's strong sides. For instance, if you're driving Raven's Talon or Sutinga, prioritizing vertical strafes over horizontal ones would make it better due to their flat body shapes. That applies to dueling as well, obviously.
  - Know how your CD works (of course we're speaking of Mosquito CDs, as they have 90 ammo and are good almost at everything). Every ship has it's own CD hard-point along with it's special firing arcs. Some have CD above the cockpit, some below. Some are able to fire it almost 180 degrees behind, some not. Some would fire while the

cursor is at upper corners of the screen, some would not. Make sure you remember how your ship of choice behaves with CD, that might change a lot.

- Don't go alone. While facing multiple opponents, being alone means nothing but a constant depletion of Nanobots, which will lead to an unevitable defeat in most cases. At least 2 snubs are preferred. As long as there's no more less risky one-shot loadouts on Discovery such as Sunslayer combined with a rocket (as they were cut out), and the MR with high DPH Codes being too specific to use in most situations, chances are you'll find yourself raiding with some basic loadouts such as CD + typical fighter outfit with several shieldbusters and rest hullscratchers.
- Often perform HUD checks to be aware of the surroundings. Try avoiding getting close to any hostile capitals.
- Using Reverse Spam is a really important tool to avoid capital ship fire. Vanilla Freelancer teaches you well to get used with that technique: try surviving for long in any Nomad system without vertical strafing on a slow ship like Sabre, and the lesson would be learned for the rest of your life. I might add a video on that in the future updates of this manual.

- ## [The first example of evasion](#)

  To make it more comfortable for reader, I've pasted all the needed noticements in the video's description section.

- ## [Another example of evasion](#)

  Shows some mistakes and unlucky turns, which have to be avoided while fleeing.
  Same applies to his one, make sure to check the description.

2) Pursuing

As a pursuer your priority would be of course dealing as much damage as possible, while avoiding being hit by an occasinal mine or even gunfire, as you can still afford keeping at target while evading any hostile snubs or capitals, once you're assured it's safe enough.

- Efficient damaging

- Make sure your ship and controls are properly configured, as you will be needing every bit of your potential to excel.
- Make sure you have a separated Deshielder-only weapon group you could activate at any given time.
- Keep in mind that the bigger the ship's core is, the more potential damage can be dished out.
- Faster speed weapons are preferred. Yes, lower speeds would always have better damage on paper, but that requires more efforts, while what we need here is stability and easiness of use. 50 m/s difference may be barely noticeable, while 100 or 150 m/s is noticed easily. However, it may not concern the experienced ones who have clear feeling of their weapons' projectiles, in right hands even 750's mixed with 600's would act not any way less effective than perfectly matched loadouts could dream of.
- Still be aware of the surroundings, often check the left HUD panel. In case your opponents have any capital ship babysitting them, chances are they will use it as cover by luring you close to it.

- [The video material on effective pursuing](#)

  Hints in the description as usual.

3) Group Fighter's Awareness

> *In order to preserve himself during raiding, one should keep in mind this set of basic rules, dedicated to better overall performance in group fights.*

- Retreat points
  - It can be said that there are 2 types of retreat points: static and situational ones.
  - Even before you've encountered any opposition, make sure you open up your system navmap and set a Waypoint to the nearest friendly/neutral base you could dock onto or to any closest JH/JG which would lead you to a proper dock-point of such kind, that would make your static type retreat point.
  - While situational retreat point would be any friendly capital in your group, capable of providing reasonable defense against any snub pursuers you would have on your tail. Check your distances often

enough, try avoiding getting too far away from your friendly capitals, as they might come really handy in harsh situations.

- Staying alert
  - See what is happening around you. Check if there are any hostile bombers or capitals arriving, as they could be the ones that wouldn't be shy to insta-kill any unattentive snub pilot.
  - Listen to the surrounding sounds. Hear if there's any bomber gun or capital Cerberuses firing. Paying enough attention to the sounds is as important as looking at the battlefield itself.
  - Try avoiding dueling on the battlefield unless you're almost certain you're safe and nobody is going to ruin your day by a couple of unexpected shots right at your back.

- Picking a proper target
    As a fighter pilot your usual targets would be other snubs, sometimes anything bigger from Gunboats to Battleships depending on the size of your swarm and your self-confidence as well. Here we'll try to sort everything by priorities considering that from the fighter's perspective.
  - Snubs should be prioritized by their combat effectiveness. The better any hostile snub performs, the more chances there are it should be targeted first. No matter if that's a bomber or VHF/SHF. You should try collecting any meta on the opponents' fleet members by observing their equipment, checking if they're already known as dangerous. Remember that preservation of your snub wing's Nanobot pool should be cherished, as it is more vulnerable to those who is able to actually harm you and your teammates, and is less likely to be drained by ones considered decent at dealing damage, that is why more experienced pilots are preferred as first targets. Watch your shield closely when there are enemy bombers around, don't take any risks by facing them un-shielded.
  - Gunboats with Razors should be avoided mostly, do not underestimate them. Attempt bringing them down once you're high on numbers and there's nobody else left to shoot. Gunboats with

Solaris/Basic turrets can be easily dealt with, once there are 3 or more snubs around. Keep the distance high, shoot from a far while performing basic boxing. Shield-run backwards once you're out of shield, preserve Nanos at all costs.

- Cruisers and variations are mostly the same, but risks are higher. Keep an eye on their Cerberuses, try predicting their next salvos in order to find a better position for the upcoming series of shots. Beware of the sudden reverse trick, with which experienced Cruiser pilots can instaly take out any pursuing snub.

- Battleships and variations are more safe than smaller capitals as they are huge and the slowest. Taking these out with VHFs purely will take away much time, bomber assistance is strongly adviced.

- Remember that the only thing capitals rely on is cross, which is calculated for them by the game. If you force the game to struggle while calculating it, there will be a little chance you get scratched. Reverse spam ruins it the most for them, make sure you're familiar with that technique.

4) Fighter Role Allocation

Usually most of your fights can not be easily planned and would go in a way that's hard to predict. That leads to a point from which every fighter in the group should be mentally prepared beforehand to perform any of the roles stated below.

- [Fighter role layout visualized](#)
- The Kiter
    - One should always expect to become a Kiter, especially while encountering an experienced opponent which is able to notice any better Pursuer's effectiveness and picking him as the main target to bring him down faster on-the-fly. In other words, the better DPS you outdish, the more chances there are a good opponent would focus you first.

- The Pursuer
    - This one is responsible for providing solid damage over time, while staying aware of the surroundings to preserve self, as simple as it is. Might convert to Roamer in case there's already enough friendly

Pursuers hunting down the enemy Kiter. Usually 2 or 3 solid performers are enough for that. However, that doesn't apply to situations which include shooting capitals: in such case the bigger pile of fighters is acting, the better.

- The Roamer
    - Role that is supposed to be putting lots of pressure on the opposing Pursuers. Should not be taken once the numbers don't allow that. Roamer keeps his targets constantly de-shielded to support his friendly Kiter's regen pool preservation, as well as provide additional opportunities for extra damaging.

Thanks for reading and watching.

Sincerely Yours,

Dominique Armande