
NEW PLAYER
COMBAT TIPPS
FOR MO2

A WORK IN PROGRESS GUIDE FOR NEW AND RETURNING PLAYERS

GENERAL COMBAT INFO

MO 2 COMBAT HAS SOME MAJOR UPDATES COMPARED TO MO 1 COMBAT.

THERE ARE NOW 4 ATTACK/BLOCK DIRECTIONS:

LEFT

RIGHT

OVERHEAD (NO LONGER A SKILL)

STAB

360 DEGREE NO SCOPE HITS ARE NO LONGER POSSIBLE, WHILE HITTING YOU ARE SOMEWHAT LOCKED IN THE DIRECTIONS YOU HIT IN.

THINGS LIKE OVERHEAD AND STAB REQUIRE PRE AIMING TO WHERE THE ENEMY IS RUNNING/MOVING. MAKING THEM ALOT HARDER TO UTILISE.

THE COMBAT NOW IS EITHER A) HIT TRADING OR B) COUNTER TRADING. GONE ARE THE HIT'N RUN DAYS OF OVER AGGRESSION.

NOW ITS ALOT EASIER TO PARRY COUNTERS, MAKING COUNTER TRADING A VALID OPTION IN COMBAT.

CURRENTLY THE BLOCKING ARC IS 360 DEGREES, SO ALL AROUND PROTECTION.

THE PARRY TIMER IS SOMEWHERE BETWEEN 2 AND 3 SECONDS.

YOU CAN HOLD COUNTERS.

PING

LETS TALK ABOUT PING REAL QUICK, THE BETTER YOUR PING, THE FASTER YOUR COUNTERS. EU PLAYERS HAVE A SIGNIFICANT ADVANTAGE OVER NON EU PLAYERS AT THE MOMENT.

1 METER LAG

WHEN FOLLOWING SOMEBODY KEEP IN MIND THAT THERE IS A A GOOD CHANCE FOR A MINIMUM OF 1 METER DELAY. THE ENEMY WHEN TURNING WILL MOSTLY BE 1 METER CLOSER TO YOU THEN YOU TO HIM ON YOUR SCREEN WHEN THE ENEMY TURNS. THIS IS PING INDEPENDENT. YOU BOTH MAY RELEASE THE SWING AT THE SAME TIME WHILE THE ENEMY HITS YOU WHILE ON YOUR SCREEN BEEING OUT OF RANGE.

COUNTER TRICKS

OVERHEAD STAB:

LOOK UP WHILE CHARGING A STAB. RELEASE WHILE LOOKING DOWN.

QUICK CIRCLE STAB:

ROTATE THE CAMERA QUICKLY IN A CIRCLE AND CHARGE AND RELEASE STAB, THE BIGGER THE CIRCLE THE BETTER.

QUICK CIRCLE SLASH:

ROTATE THE CAMERA QUICKLY IN A CIRCLE WHILE CLICKING THE SWING BUTTON AT THE SAME TIME. THE FASTER, THE BETTER.

180 DEGREE SLASH:

QUICKLY SPIN 180 DEGREES, CHARGE WEAPON, RELEASE WHILE LOOKING BACK AT TARGET.

QUICK OVERHEAD:

REAAAALY GOOD AGAINST HIGHER PING PLAYERS. LOOK ON THE GROUND WHEN USING THE OVERHEAD STRIKE. ITS INCREDIBLY QUICK AND HARD TO PARRY.

OVERHEAD SLASH:

LOOK UP AND SLIGHTLY TO THE SIDE WHICH YOU ARE CHARGING. WHEN DONE PROPERLY THIS WILL LOOK EXTREMELY SIMILIAR TO AN OVERHEAD STRIKE. HARDEST TO PULL OFF BUT MOST EFFECTIVE.

WRONG DIRECTION SLASHING:

QUICKLY LOOK 45-90 DEGREES IN THE OPPOSITIE DIRECTION OF THE CHARGING DIRECTION, QUICKLY TURN BACK WHILE RELEASING. CHARGE LEFT TURN RIGHT FOR EXAMPLE.

HIT TRADING

HIT TRADING IS WHEN YOU JUST GO HAM ON EACH OTHER, EACH TRYING TO JUST CONTINUOUSLY HIT EACH OTHER. THE ONE DEALING MORE DAMAGE WINS.

COUNTER TRADING

RELYING ON COUNTER ATTACKS AND EXCHANGING THEM IN THE HOPE OF THE ENEMY LETTING ONE THROUGH

COMBAT BASICS

ATTACKING:

LEFT MOUSE CLICK TO CHARGE AN ATTACK, YOU CAN HOLD IT FOR AS LONG AS YOU WANT. THERE IS A SMALL LITTLE CIRCLE ON THE CURSOR WHICH WILL TELL YOU THE STRENGTH OF THE ATTACK.

A FULLY CHARGED CIRCLE DOES MORE THAN AN EMPTY ONE.

BLOCKING:

TO BLOCK AN ATTACK YOU HAVE TO HOLD THE RIGHT MOUSE BUTTON AND BLOCK INTO THE APPROPRIATE DIRECTION FROM WHERE THE ATTACK IS COMING FROM. YOU CAN HOLD A BLOCK FOR AS LONG AS YOU LIKE. BUT!! YOU JUST BLOCKING WILL ONLY MITIGATE SOME DAMAGE, TO FULLY PROTECT YOU FROM A SWING YOU HAVE TO PARRY.

TIPP: USE THE MOUSE-DRAG(EXPERIMENTAL) OPTION IN THE SETTINGS MENU.

PARRY:

WHEN BLOCKING THERE IS A SMALL TIME FRAME (OF 2-3 SECONDS) IN WHICH A BLOCKED ATTACKER CAN GET PARRIED. THIS WILL LEAD TO THE ATTACK'S DAMAGE BEING NULLIFIED AND GIVING YOU THE CHANCE FOR A COUNTER.

COUNTERING:

THE MOST IMPORTANT ATTACK. THIS IS AN ATTACK DOING FULL DAMAGE WITHOUT A BUILD UP. THIS WILL BE YOUR MAIN DAMAGE IN A DUEL

FEINTING

YOU CAN FEINT BY CANCELING YOUR CURRENT ATTACK WITH THE STANDARD KEY ALT

FEINTING IS A LOT HARDER IN MO2, SINCE THE SWING BUILD UP IS QUITE SLOW AND EASY TO REACT TO. TO EFFICIENTLY FEINT IT'S BEST TO..

A) MAKE YOUR ENEMY LOOSE SIGHT ON YOU ...

B) USE ATTACKS FROM THE COUNTER TRICKS PAGE ...

FEINTING EXAMPLE:

CHARGE OVERHEAD STRIKE NORMALLY, LOOK UP CANCEL THE OVERHEAD AND CHARGE A SIDESWING IN APPROPRIATE DIRECTION. IF DONE PROPERLY IT WON'T BE DISTINGUISHABLE.

STICKY BACKING

GUESS WHERE THE ENEMY WILL BE RUNNING, BLOCK THE SWING, QUICKLY TURN AROUND AND SPRINT AFTER THE ENEMY. RELEASE THE SWING ONLY IF YOU ARE CLOSE TO HIM. IF HE'S OUT OF RANGE DONT FOLLOW. IF YOU WANT TO HIGHER YOUR CHANCES FOR A SUCCESSFULL STICKY BACK YOU CAN MOVE SLIGHTLY IN THE DIRECTION OFT HE SWING SO THE ENEMY HAS AN „EASIER“ PATH TO TAKE.

IF YOU HAVE MORE TIPPS AND/OR SUGGESTIONS YOU WOULD LIKE TO SHARE, EITHER WRITE THEM IN THE THREAD AND I ADD THEM TO THE DOCUMENT OR PM ME ON DISCORD/ FORUM.

THANKS ALOT TO PATTWINS FOR TEACHING ME MOST OF THE ABOVE TRICKS AND NYMPH FOR PRACTISING TOGETHER FOR FINDING NEW TRICKS.