Best Loadout

Titanfall 2 lets you customize your loadout extensively. The best loadout is as follows, roughly (expect some disagreement).

- **Tactical**: Grapple
- **Primary**: CAR
- **Secondary**: RE-45
- **Anti-Titan**: Archer or Thunderbolt
- **Grenade**: Firestar
- **Kits**: Fast Regen and Titan Hunter
- **Titan**: Tone

Now, stop. *You can use this loadout*. That doesn't mean you should, though. Use this loadout, or one similar, when you're first getting started with the game, but once you start getting top-of-the-leaderboard with it, branch out and try other (worse) loadouts; you'll find they're just as much fun, if not more.

This leads into something I want to drive home about this game: you should play this game to have fun, not to be competitive. Titanfall 2 is the most fun when you're not trying to playing it optimally, but instead experimenting and trying out different weapons, strategies, titans, and tacticals. Case in point, even though CAR and Tone are the best weapon and titans respectively, you won't see many people using them. There are few things as fun as duping someone with the holo pilot (worst tactical), annihilating someone with an SMR (subpar primary weapon), or trapping a titan with Scorch's flame shield & chewing through their health bar (worst titan), and you won't experience that joy by always using the best loadouts.

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