Titan Tips

Ion

Section Unfinished

Scorch

Section Unfinished

Northstar

Tips For Playing

> A sniper type titan with one of the lowest health pools and one of the highest damage dealing weapons, Northstar has the ability to rip a titan's health apart with only a few shots. However this power comes at the cost of a health pool akin to a wet paper bag and a high skill ceiling.
>
> Northstar's best damage dealer is her primary weapon the plasma railgun. At full charge it is capable of taking nearly a full bar of titan health and it can be just as effective when fired at partial charge. Best of all, if you can hit them, a shot at any charge level instantly vaporizes a pilot. Northstar also has a cluster missile as a secondary damage dealer but is best used to kill any pilots hiding in buildings or to block areas off so you can run. One of the best things you can do to pesky tones or legions giving you trouble with shields is to fire the cluster missile onto the shield and since it spawns projectiles everywhere it can still damage the shielded titan.
>
> The singular most important rule of playing Northstar is be a sniveling coward. All the time. Are you being attacked? Run. Is a titan trying to get close? Run. Is a pilot attacking you with an anti-titan weapon? Kill the bugger or run. Northstar's health pool is too small for you to engage in direct fights with anyone. That being said, don't just run aimlessly, run with intention. Northstar has tether traps which can slow a titan down for a very long time. Plant tether traps around your

> escape route and at least one will catch a pursuer.
>
> Unfortunately Northstar's kits aren't all that powerful. Technically Viper thrusters are the best kit but in my nearly 12 hours (as of time of writing) of playtime in Northstar I've used the Vtol abilities maybe 3 times because when you do you're hanging yourself out to dry. I've found threat optics to be the best simply because you can shoot through smoke and see targets better.

Anubis

Tips for Fighting

> “ If the Northstar is good will be one of the most annoying and difficult things a titanfall player will ever do. The most important thing to do is get close the Northstar so she can't use her railgun. Do not engage Northstar from range unless you are a legion or a tone.

Anubis

Ronin

Section Unfinished

Tone

Tips For Playing

> “ Tone is typically considered either the strongest titan or second strongest titan (nothing is more terrifying than an upgraded Monarch). It is especially attrocious due to the relatively low skill floor; you can be an utter menace simply by firing 3 rifle shots then your rockets, rinse and repeat. Even worse, your core is the most powerful; able to obliterate titans from across the map, even ones who are out of sight.
>
> Your shoulder rockets are your main source of damage. After acquiring 3 partial-locks, aim the rockets upward before firing; they'll track toward the locked target, and it's much harder for enemies to dodge rockets coming from the sky. If not upward, fire them to the side of a target (so they'll arc around cover) or

> backwards (so they arc upward), but never fire them directly at the target, as they then become very easy to dodge or shield-block.
>
> Similarly, always fire your core *upward*, not to toward your target. The core's rockets will follow your crosshair, so use that to arc them toward your target from above. You can also use this to make trick shots to hit enemy titans you can't directly see. If, after firing your core, the target you had planned to hit with it is eliminated, you can keep your rockets in the air for quite a few seconds by moving your crosshair so they never settle on a target, allowing you to find an alternate victim.
>
> Reinforced Particle Shield is stupid effective, and easily the best class-specific Kit. The others are fun though and you should try them out.

Craftidore

Legion

> “
> *You shoot your gun. That’s it.*
>
> *…*
>
> *just kidding! There is a lot more to legion than just shooting your gun. Your main weapon IS the predator cannon, and it is a large gun. BUT, all of your ability are reliant on your ammo. This includes the gun shield, power shot, and mode switch. The cannon holds a total of 100 shots (+40 if you have the ammo up chassis equipped) and uses twice the ammo in long range mode. It takes 1.3 seconds to wind the cannon up which can also be reduced to .7 seconds with a perk. Mode switch swaps the cannon from a wide spread, short range cannon to a scoped in, precision machine gun. The short ranged cannon has a wide crosshair that can hit anything in it, with the downside that the farther the enemy is, the less shots that hit them. The long ranged mode has a precise hit-scan that can fire all the way to the other side of the map. The gun shield is sad. It doesn’t cover your whole body, you act like it is still equipped when it is destroyed before its runs out, and it forces you to be wound up the entire time. This doesn’t mean it doesn’t complete its job. Just be careful when you use it. The power shot is a single shot that does great damage in both modes. In melee*

> *rang it is a wide shotgun style attack that does full damage to anything in the crosshair. Vaporizes pilots instantly. In long range, it fires a single shot that can deal a good chunk of damage, and has two perks; it has a single titan pierce, and does splash damage. So you can hit the ground next to the Titan and deal full damage. There is a perk that gives you a 2 shots, with a 35% damage reduction. Use it. The damage reduction doesn't compare to the ability to carry two power shots.*

-Stuey_Ryfter

Monarch

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