Racoon 205: Whetstone

<https://www.youtube.com/watch?v=gy63r3oQjoY>

**muster**

drop comm array

daymar/brio's breaker yard

ships: one carrack

gear: full armor, lots of coda pistols and mags, medical gear.

site: hurston or microtech site. reclamation orinth, etc. atmosphere will help with body recovery.

**curriculum**

weapon category familiarization (pistol, smg, shotgun, rifle, dmr, etc.)

aim center of mass? aim head?

keybindings for FPS

don't shoot backpacks, grenades, etc.

weapon behavior

how to choose a weapon

get comfortable in cqb firefights

deliberate fatal shots, not spray-n-pray

understand spray pattern -- look at decals -- more randomized in sc than other games

shift left/right to throw off prediction

step left shoot, step right shoot. fire after releasing the key

good opponent will shoot at your head. best thing you can do is move your head.

forces you to learn how to adjust your aim

laser sight in pvp reveals your position

energy weapon and laser sight reveals

understanding aim bugs with female character model

dealing with FPS bugs (empty mags)

understand cover and concealment

**pvp exercise**

1v1. both streaming. coach feedback after each. loser to front of line, winner to back of line.

**additional valuable lessons *not for this course***

regular star marine practice

understand lag in PU -- framerate and damage calculation? not understood well.