

THE LEGEND OF KORRA (2014) - CH. 4 BOSS GUIDE (MEGA TANK) + CONTROLS + COMBOS

Quick Status

- You currently have: Martial Arts (Unarmed) + Waterbending.
- You have NOT unlocked Earthbending yet.
- Beating the Mega Tank unlocks Firebending next.

Default PC Controls (Keyboard + Mouse)

- Move: W / A / S / D
- Camera/Aim: Mouse
- Light Attack: Left Click
- Heavy Attack (hold for charge): Right Click
- Block / Counter (timed): Shift
- Dodge / Evade: Spacebar (use with A/D to side-dodge)
- Jump: Spacebar (tap)
- Spirit Charge (Chi ability): E
- Switch Bending Style: Q (cycles through unlocked elements)
- Pause/Menu: Esc

Boss: Mega Tank - How It Works

- Weak point: the cockpit/eye area (revealed after you stagger it).
- Big tells: engine rev (straight-line charge), wide melee sweeps.
- Safest plan: stay mid-range, bait the charge, punish recovery windows.

Fight Plan (No Earthbending Yet)

- 1) Circle at mid-range (WASD) and bait the charge.
- 2) As it dashes, dodge SIDEWAYS (Spacebar + A/D) at the last moment.
- 3) When it's stuck recovering, unload WATER attacks:
 - Water Whip Chain: Left, Left, Left (safe DPS).
 - Water Burst Finisher: Left, Left, Right (brief stun/extra damage).
 - Charged Torrent: hold Right Click (big water projectile) while it's stationary.
- 4) Block/Counter select melee swings (tap Shift right before impact) to stagger it, then pour in a Charged Torrent or a Left, Left, Right string.
- 5) Build Chi and use Spirit Charge (E) whenever available for huge damage.
- 6) Repeat the cycle: Bait charge → Side dodge → Punish → (Counter) → Spirit Charge

Waterbending Move Reference (KB+Mouse)

- Light Chain (safe): Left, Left, Left
- Light→Heavy Finisher: Left, Left, Right
- Charged Projectile: hold Right Click
- Aerial Poke: Jump (Spacebar) → Left Click in air

Martial Arts (Unarmed) Reference

- Basic Punch String: Left, Left, Left
- Heavy Slam (only if stunned): hold Right Click
- Aerial Punches: Jump → mash Left Click

Common Mistakes (Avoid These)

- Back-dodging the charge (you'll still get hit) - side-dodge instead.
- Standing in front of the cannon too long - strafe to the flanks.
- Using slow heavy punches when it's active - wait for a stun/recovery.

- Forgetting Spirit Charge (E) - it melts boss health; use it on cooldown.

What You Unlock Next

- After defeating this Mega Tank, you unlock FIREBENDING (fast, aggressive).
- Earthbending comes later, so don't worry that you haven't got it yet.

(Preview) Firebending Starter Combos (for when it unlocks next)

- Fire Rush (fast pressure): Left, Left, Left
- Flame Burst Ender: Left, Left, Right
- Charged Fireball: hold Right Click
- Style Weave: Use Q mid-string to rotate elements and extend combos

Micro-Checklist During the Fight

- [] I dodge sideways, not backwards, on charges.
- [] I punish recoveries with Left, Left, Right or a Charged Torrent.
- [] I counter melee swings with Shift when possible.
- [] I press E (Spirit Charge) as soon as it's up.
- [] I keep distance and strafe around the tank's front arc.

You've got this. Win the fight → unlock Firebending → enjoy the power spike!