

Meals on Wheels

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With support from Kai's Commandos

As the Illuminate ravages our outer worlds, we take to the streets, in our Jeeps. Shaving valuable minutes off of each operation with the use of the FAST RECON VEHICLE (FRV), We will utilize our greatest tech since Roman times -- ROADS.

However, an ominous presence plagues our valiant helldivers in the form of the massive and terrible LEVIATHAN. Capable of destroying our buggies in nary a single well placed shot.

Fear not brave helldiver, for a new strategy is emerging... Using these tactics we will BRING THE WHALES DOWN, and complete our objectives in RECORD TIME. Ensuring that the fate of humanity and managed democracy will remain, stronger than ever.

Glossary of Terms

FRV - Fast Recon Vehicle

HMG - The FRV's Heavy Machine Gun

RR - Recoilless Rifle

GL - Grenade Launcher

AMR - Anti-Materiel Rifle

AC - Autocannon

AO - Area of Operation

AV - Armor Value

SOP - Standard Operating Procedures

E-SOP - Emergency SOP

Obj - Objective site

[White Text] - Important info, key comms, and alternative weapons

[Red Text] - Targets for weapons, minimum safe distance, and E-SOP

[Blue Text] - Support Weapons and stun targets for weapons

[Green Text] - MoW roles

[Purple Text] - Objects relating to the Driver and FRV

[Light Blue Text] - Objects relating to the Navigator



What is Meals on Wheels?

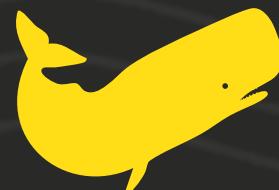


Meals on Wheels (MoW) is designed to be a hit-and-run strategy centered around two main stratagems as pillars -- the RECOILLESS RIFLE (RR) & FAST RECON VEHICLE (FRV).

These pillars are manned by our two teams:

The Whaling Team

This includes our Gunner and Spotter. The RR reloading mechanic has the highest damage output in the game; it is their harpoon gun. With its flexibility, the RR is the perfect candidate to take on the superheavy Illuminate LEVIATHAN. the Whaling Team will determine the threat level of Leviathans and when to engage them. They pave the way for the squad and remove this threat from the skies.



The Sailing Team

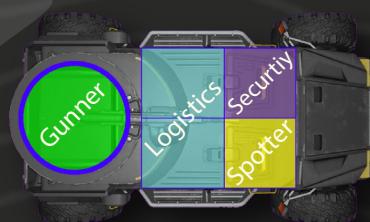
This includes our Logistics and Security. The FRV will propel you through your mission in record time; it will be your ship. It is also a focal point for your squad, making it easy to keep everyone together for a speedy getaway. the Sailing Team gives the RR platform rapid deployment, extra security, and longevity through the use of resupplies.



Meals on Wheels requires that every player fulfill the duty of their role. DO NOT ATTEMPT this strategy if even one player is not fully committed to coordinated teamplay. This guide has been crafted to give you the best information from the front lines, to better onboard new sailors to the strategy.

Your Ship

The FRV keeps you mobile, picking up the squad and moving locations quickly. It allows your team to rapidly deploy on objectives, bases, and Leviathans, while simultaneously disengaging from Illuminate ship reinforcements. In order to best take advantage of this increased mobility, the team needs to transition into and out of the FRV seamlessly. This is why each role in the squad has a designated position:(see right). DO NOT make your squad wait for you to mount up. Stop fighting and get in.



The Supply Chain

The Meals on Wheels strategy is uniquely capable of engaging and destroying multiple consecutive Leviathans. The RR is hungry for ammo, and we're here to feed it. The Logistics resupplies the Spotter, who in turn loads the Gunner, who sends the goods down range. Linked to the right is a video of the Resupply Drill. Every MoW operator is well-versed in it. Learn it, love it.



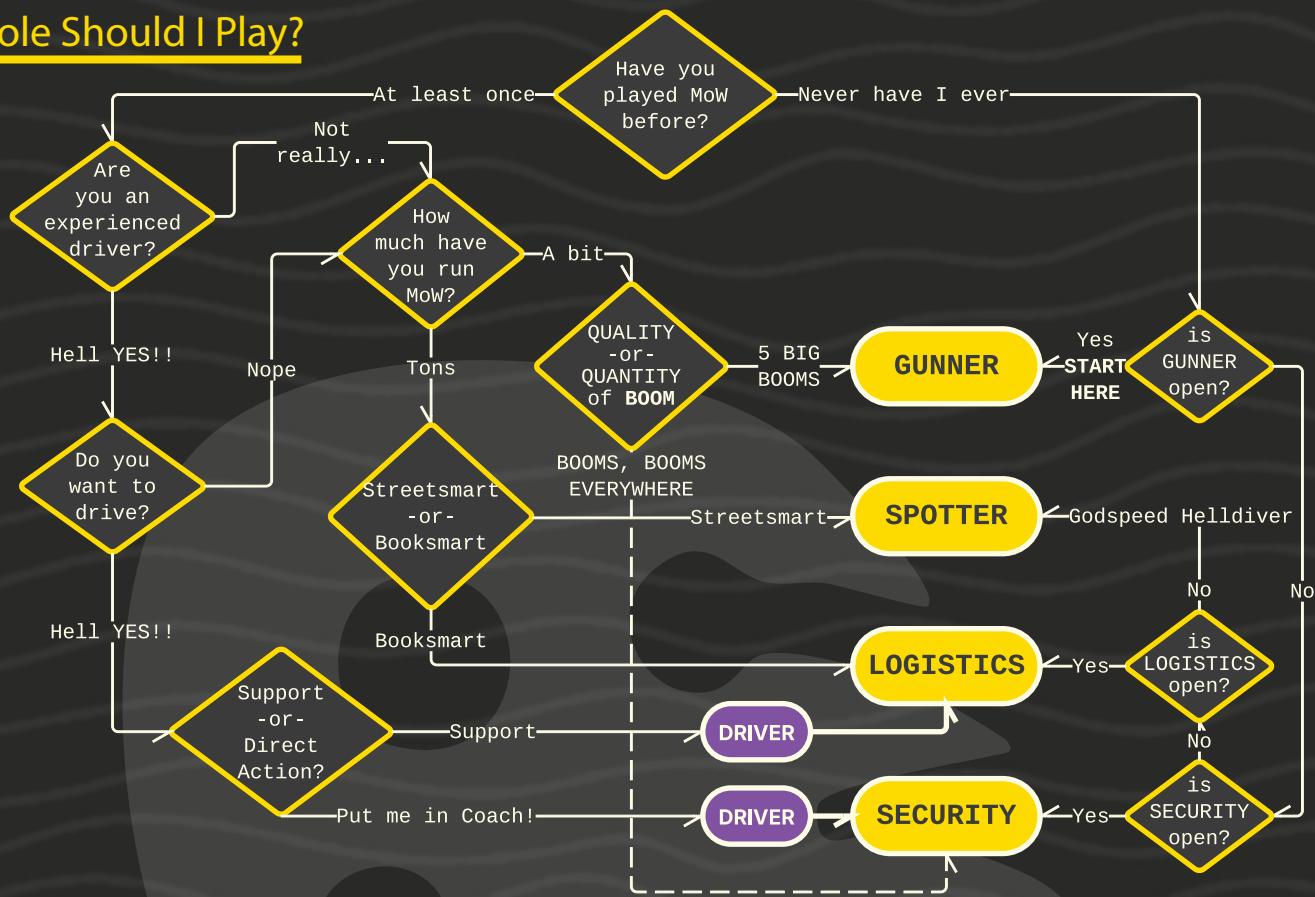
[Click Here for Video](#)



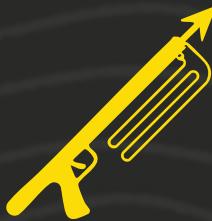
Role Rundown



What Role Should I Play?

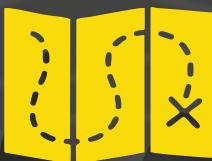


Gunner



If any role is at the center of MoW, it is the Gunner. You direct the power of the RR to take down Leviathans. This frees the team from the oppressive area denial effect of these superheavy units. You are equipped to take hits like a beast, and your shield generator pack is critical to protecting the FRV.

Logistics



This is a role for helldivers who excel at resource management and thinking on their feet. Your job is to keep an eye on stratagem cooldowns and the Spotter's recoilless ammo. On objectives you are working terminals, turning valves etc. This role assists in locating Leviathans, and provides secondary security for the Whaling Team.

Spotter



The **Spotter's** duty is to always be on watch for Leviathans lurking, gauging their threat level to the team. This role is for leaders; you make the call to initiate a Leviathan takedown. It is critical to stay close to your **Gunner**. Direct them, coach them, and link up for the team-assisted reload.

Security



The name of this role says it all. You are the bodyguard of the Whaling Team. Without the buffer that you provide, taking down a Leviathan in a hot zone is significantly more difficult. Your loadout is solely focused on slaying as many hostiles threatening the squad and keeping them safe at all costs.

Driver & Navigator Logistics already knows what resources the team has at their disposal, allowing them to focus on HOW to tackle the next objective. This makes them a natural fit for Navigator. However, this leaves Security as Driver, slowing their ability to engage hostiles. As the team grows in experience with MoW, the mental load of Navigator and resource management is DEMOCRATISED. This allows Security to more easily take on the Navigator role AND enter the fight faster.

The Whaling Team

Since the invasion of Super Earth, the Leviathans have terrorized our citizens and SEAF forces. The lives of countless Helldivers cut short from these nearly impervious enemies.

As a member of the WHALING TEAM, you will bring the fight to THEM. You will understand your quarry, bringing the might of the RECOILLESS RIFLE to harpoon them from our skies.

No longer will they fly unrestricted through our cities.

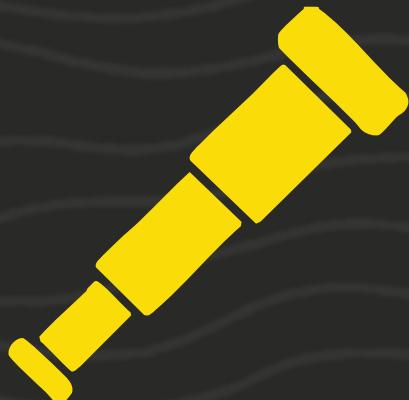
No longer will our allies fear them.

The Illuminate will know of our victory by the carcasses left in our wake.

Gunner



Spotter



Leviathan Bestiary

Know thy enemy...

This guide will help the sailors in this strategy understand the Leviathan threat level and how best to kill it.

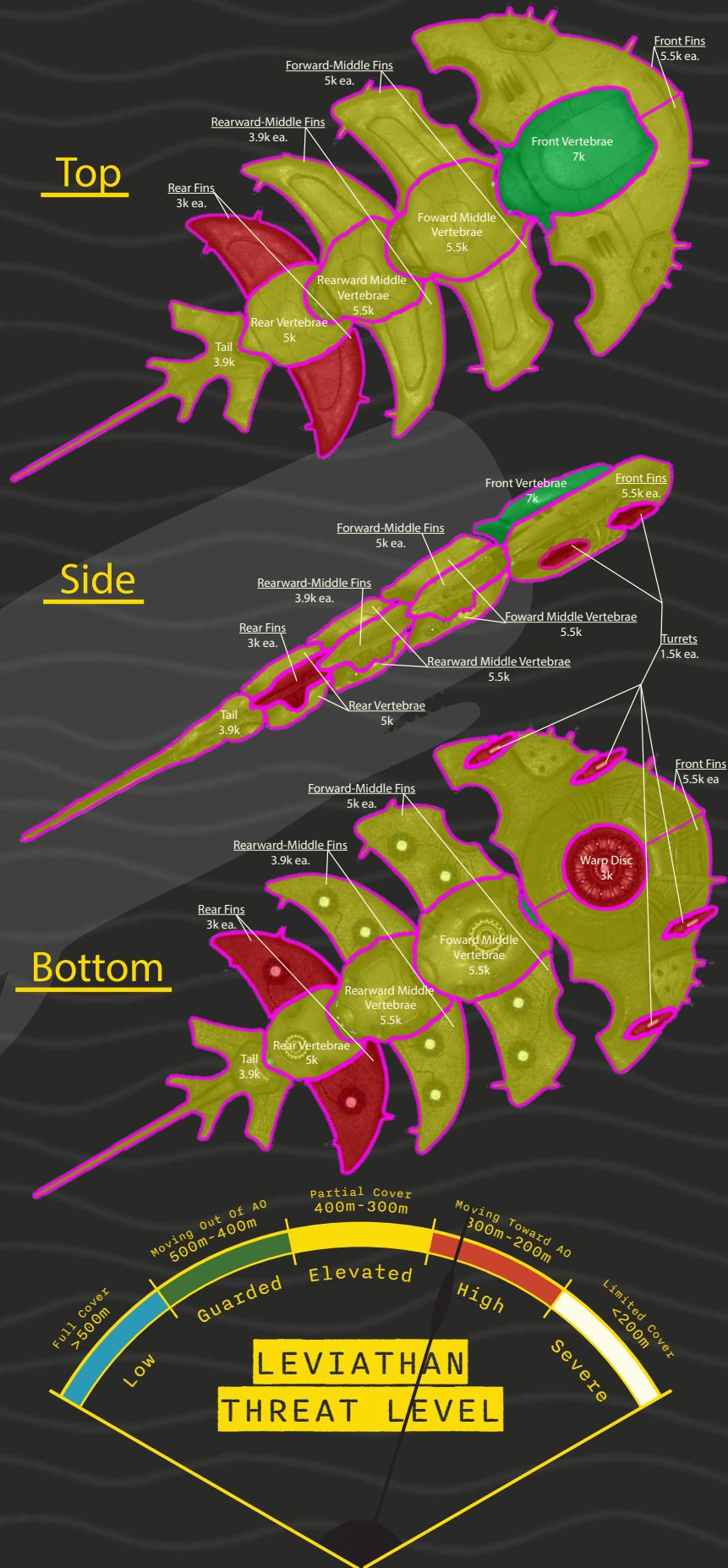
Let's get one thing straight: the only way to kill a Leviathan is to deal 15,000 damage to the main body. The diagrams to the right show that the Leviathan is made up of 18 parts and one main hull.

You can think of each part's hitbox (except for the cannons) as a piece of the Leviathan's armor. Each armor part is armor value (AV)5 and can only be damaged with anti-tank weapons. Once the part has been dealt enough damage, it will break, revealing the softer main body with AV4. Dealing damage to any part carries 100% damage to the main HP pool.

Here's the catch: when a part breaks, it does not carry EXCESS DAMAGE to the main HP pool. This means that the best way to kill a Leviathan with the Recoilless Rifle is to bring it down without breaking any parts. The Recoilless Rifle does 3,200 damage per shot, meaning 5 shots can kill ($3,200 \times 5 = 16,000$), but it will only kill if the user shoots 5 different parts on the Leviathan.

There are multiple parts on the Leviathan that have less HP than the Recoilless Rifle has damage per round. Avoid hitting these parts: WARP DISC, CANNONS, REAR FINS. These areas are highlighted in red (see image right). Any of these parts will break with just one RR shot, meaning you are guaranteed to leave damage on the table.

The RR has 5 rounds in the backpack and one in the launcher. If you kill a Leviathan with 5 shots, the Spotter is able to refill his pack fully from a stratagem resupply. This is more efficient than using the supply pack.





Gunner SOP



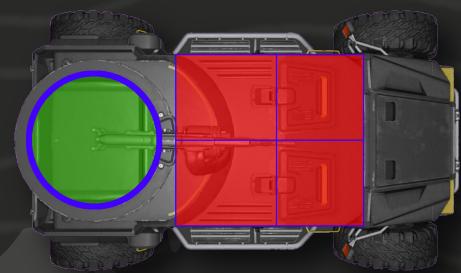
Load-In

Call Shield Generator Pack and Recoilless Rifle (RR) Equip only RR
(leave pack for Spotter).

Seat

Transit

Keep the Heavy Machine Gun (HMG) pointed rear of FRV.
Notify Driver when reloading last magazine.



Objectives

Use HMG for fire support on approach.
Take a central position with Spotter and alternate shield relays.
Be ready to engage Leviathans (see Takedown).

Outpost

Follow specific directions from Driver.
Take out shields on Illuminate ships as directed by Driver.
Hold fire when Spotter leans to destroy the ship or hazards in the outpost.



Click for Video

Takedown

When Spotter calls out Leviathan, confirm that you have visual.
Dismount FRV with Spotter on their command.
Follow Spotter to best line-of-sight to Leviathan (usually near relay beam).
Throw a (Stun) grenade and QUICKLY clear the shield relay area of chaff (if any).
Clearly say: "ENGAGING LEVIATHAN" and take the first shot.
STAND STILL with RR EQUIPPED and await Spotter reload.
Fire upon Leviathan until it is destroyed.



Click for Video

If Leviathan flies behind cover, pursue if possible.
Move to a position where you can engage again. Spotter will follow.
When the Spotter's shield relay goes down, throw down your own.
If Spotter says, "BREAK" Throw a (Stun) grenade and engage nearby hostiles until safe.

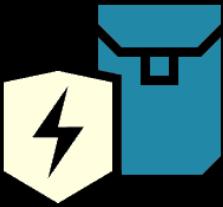
If Security says, "LEAVE", disengage from the hostile forces.
Spotter will determine if the Gunner will mount FRV or COMMIT.

Stratagems



Recoilless Rifle

Never leave port without your HARPOON GUN. MoW uses the RR delivering massive damage on Leviathans to BRING THEM DOWN.



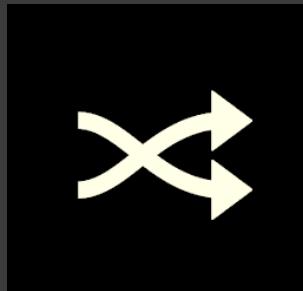
Shield Generator Pack

This is your team's lifeline. It protects [Spotter](#) while they load you and the FRV while you're in it.



Shield Generator Relay

It is essential to run the 2nd Relay. They can be alternated, creating continuous Leviathan protection during takedowns.



Flex Slot

Orbital Laser - For Blitz
Portable Hellbomb - For Monolith
Tesla Tower - For zoning
AT emplacement - For colonies



Gunner Loadout

Primary Options

	Explosive Crossbow Good chaff clear Can flip FRV Targets: Voteless Horde, Overseers, Fleshmobs		Purifier Very large AOE Good ammo economy Targets: Voteless, Watchers, Overseers, Fleshmobs Stun Targets: Harvesters		Liberator/Carbine Good all-arounder, Carbine consumes ammo quickly Targets: Voteless, Overseers, Watchers Alternative(s): Tenderizer Tenderizer is better for Overseers, worse for Voteless
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Grenade Options

	Stun Throw when exiting FRV and initiating takedowns Allows more reaction time at point-blank range Reduces pressure from Voteless during takedowns		Talon High damage, medium pen, Good hipfire Great ammo economy Targets: Voteless, Overseers, Watchers Alternative(s): Senator
	Gas Area denial, is still passable Use in choke-points on objectives or during takedown.		Verdict High damage, medium pen Fast reload, accurate, and controllable Targets: Voteless, Overseers, Watchers Alternative(s): Warrant
	Frag Simple and effective crowd control Accessible Alternative(s): Dynamite or Impacts		Peacemaker High ROF and longevity Accessible Targets: Voteless, Watchers

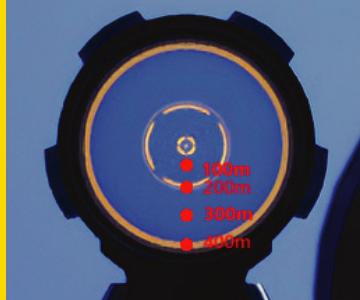
Secondary Options

	Armor Armor for Gunner is chosen solely for survivability. You MUST run HEAVY FORTIFIED. No other option suffices. It will keep the Gunner alive during takedowns, inside Stingray strafes, and on the FRV turret.		Passive Fortified		Weight Heavy
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Backpack



Shield Generator Pack



Tactical Info

RR Targets: Leviathan, Harvester (main body)

RR Emergency Target: Stingray

The RR rounds have drop, see image left for the reticle holdovers.

Shield Generator Relay - See SOP for usage

FLEX STRATEGEMS

Orbital Laser - For destroying outposts efficiently in a blitz.
Portable Hellbomb - For destroying Monoliths on the Free Colony mission. Tell the host to drop in close to the Monolith during mission loadout. Do not call in your Shield Generator Pack or Recoilless until after the Monolith is destroyed. [Spotter](#) will assist in delivering the Hellbomb.

Tesla Tower - Deploy tower 50m from the squad. This is the MoW alternative to a turret. It does not affect the shield relay and if used correctly, will not harm the Whaling Team.

AT Emplacement - The effective range of the RR ends at 400m. On the more open colony maps, AT Emplacement is effective for engaging Leviathans at the 300m-600m range. 12-16 shots will kill a Leviathan. Use all the same SOP for Leviathan takedown.



Spotter SOP



Load-In

Call Supply Pack (for Logistics), call Grenade Launcher (GL), and equip Recoiless Rifle (RR) PACK.

Transit

Keep watch and listen for Leviathans

When a Leviathan is spotted, call out DIRECTION and DISTANCE

Threat assess the Leviathan (see Leviathan Bestiary).

When using GL, keep it pointed forward of the FRV.

Minimum safe distance for GL use is 15m.

Objectives

Dismount first at objective site, clear site with GL.

Take a central position with Gunner and alternate shield relays.

Keep watch for Leviathans and be ready to engage them (see Takedown).

Outpost

Follow specific directions from the Driver.

Use GL to destroy Lightning Spires/explosive barrels on approach.

Do not lean while Gunner is taking out shields, once shields are down, lean out and GL doorway. Use Orbital Laser when directed by Driver.

Takedown

Determine the best place to initiate a takedown.

Do not initiate a takedown in a position that is overrun.

If Leviathan threat level is ELEVATED or greater (see Leviathan Bestiary), say "ENGAGE".

Dismount FRV immediately with Gunner, place FIRST shield relay. Throw grenade in choke-points to keep enemies off the Whaling Team.

Help Gunner clear the shield relay area.

Stay next to the Gunner at all times, and initiate team reload.

Visually confirm that team reload is happening (E-SOP).

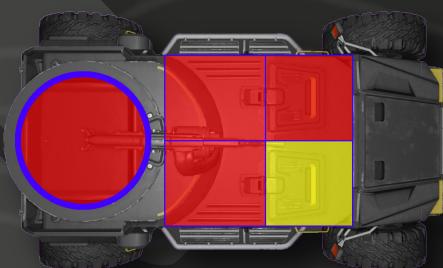
If position is compromised while reloading, say: "BREAK".

When starting a takedown say, "NEED RESUPPLY IN #" and count each shot saying, "FIRE 1, FIRE 2". Call for Logistics when RR pack has 2 or less rounds.

Observe your surroundings, call for Security if needed.

If Security says, "LEAVE", disengage from the hostile forces.

Spotter will determine if the Gunner will mount FRV or COMMIT



Seat

Notify logistics when Supply Pack is off cooldown, call in at their request.



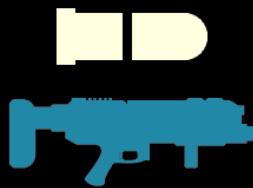
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Tips



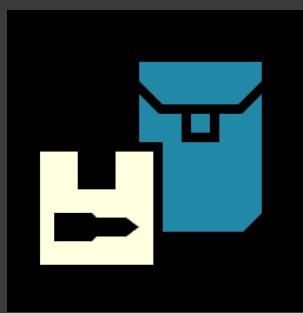
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Stratagems



Grenade Launcher

If the RR is the harpoon, this is your ship's cannons. Destroy enemy ships and clear the wake for your team.



Supply Pack

Always notify **Logistics** when the Supply Pack is off cooldown, that way he can supply someone other than you. Sheesh.



Shield Generator Relay

It's your job to initiate the takedown, and a huge golden bubble communicates that well.



Orbital Laser

You are always riding shotgun, so you are always ready to throw a laser out of a moving vehicle. Do it when **Driver** tells you to.



Spotter Loadout

Primary Options

	Scorcher		Reprimand		Knight
	AoE damage, explosive protection from armor Ammo consumption is offset by resupplies from Leviathan takedowns Targets: Voteless, Overseers, Watchers, Fleshmobs		Very high damage Ammo consumption is offset by resupplies from Leviathan takedowns Targets: Voteless, Overseers, Watchers Alternatives: Adjudicator, Pacifier, Liberator Penetrator		Very high DPS Ammo consumption is offset by resupplies from Leviathan takedowns Targets: Voteless, Overseers, Watchers, Fleshmobs. Alternative: Liberator Carbine

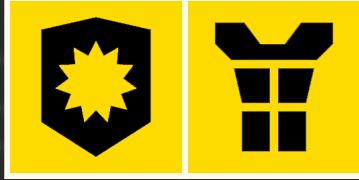
Grenade Options

	Area denial, is still passable Use in choke-points on objectives or during takedown.		High RoF, light pen, good crowd control Ammo Consumption offset by resupplies Targets: Voteless, Overseers
	Throw when exiting FRV and initiating takedowns Allows more reaction time at point-blank range Reduces pressure from voteless during takedowns		High damage, medium pen Fast reload, accurate, and controllable Targets: Voteless, Overseers, Watchers Alternative(s): Warrant, Talon
	Both variants are effective Large Area fire Longer Lasting Than Explosives		High ROF and ammo capacity Accessible and surprisingly good Targets: Voteless, Watchers

Armor

The top choice for **Spotter** is the B24 Enforcer armor. Fortified improves survivability against Leviathans, Stingrays, Overseers, and the Whaling Team's own weapons. Medium or Light is critical for the mobility to always keep up with your **Gunner**. It allows for more mission flexibility.

Passive



Fortified

Extra Padding

Weight



Medium

Light

Backpack



Recoilless Rifle Pack

Tactical Info

GL Targets: Voteless Horde, Fleshmob, Overseers
GL Demolition Targets: explosive barrels, Lightning Spire/Tesla Tower, Cognitive Disruptor PSU, fences, crates, Illuminate barriers.

While using the GL in the FRV, keep it pointed forward. The minimum safe distance is 15m. The grenades will ricochet off of your **Gunner's** Shield Generator Pack. Make sure that you have a clear shot when destroying outpost ships.

Supply Pack - Notify **Logistics** when the Supply Pack is off cooldown. This helps the **Logistics** keep YOU resupplied. Calling your Supply Pack early allows **Logistics** to use the remainder of their current Supply Pack to resupply the rest of the team. The redundancy of this Stratagem allows **Logistics** more flexibility. They can call in their Supply Pack stratagem alternating with yours or keep it in reserve for emergencies.

Shield Generator Relay - See SOP for usage. Always make sure that the spotter is the first to deploy a Shield Generator Relay during a Leviathan Takedown. This gives the **Gunner** more time to acquire their target. Place Stratagem in location with best line-of-sight to the Leviathan.

Orbital Laser - While often a Flex Stratagem, the **Spotter** will always run it. This is because you will always be riding shotgun in the FRV. This allows **Spotter** to lean out and call in the Orbital Laser, quickly dispatching outposts of 2-3 ships.

The Sailing Team

All through the history of Super Earth, we have coveted the fastest ships of our time. From the clipper ships of olde, to the FTL Super Destroyers. In your mission profile, the quickest craft by far is the FAST RECON VEHICLE.

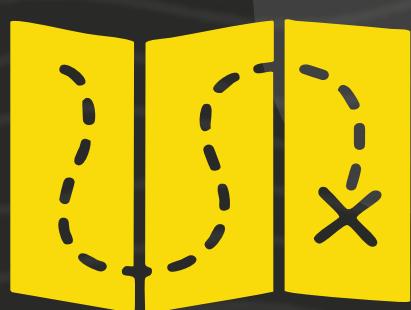
As a member of the SAILING TEAM, you will be in charge of steering clear of hazards and navigating the ship for safe passage. Your cargo will be Supply Packs and one really pissed-off privateer.

Deliverance will be your mission.

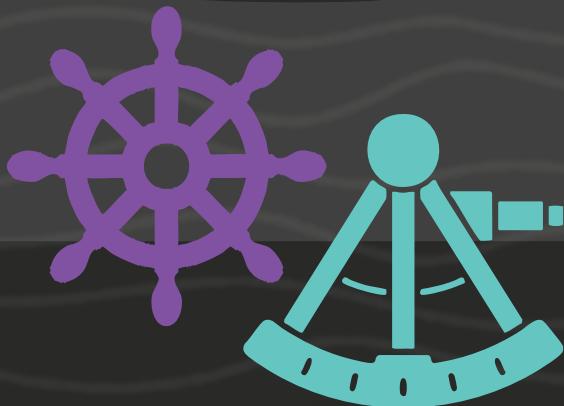
Information is your weapon.

The Illuminate will never know what hit them, and you'll be back in time for tea.

Logistics



Driver &
Navigator



Security





Driver's Guide



Threats

Avoid these when driving the FRV



Does damage to passengers while setting them alight



High Damage beam can melt the FRV



Click for Video
Attacks Can Flip the FRV
Acts as a solid barrier



Can heavily damage the FRV in a single strafe



Can Flip the FRV while sending it into the ground causing it to explode

Parking

Avoid Parking near barrels

Avoid Parking in an open area

Alleys often work well

If the FRV is damaged or overrun after parking, it is better to find a safe place and drop a new one

Park in a position where the HMG turret is useful if possible, examples below.



General

The handbrake can be used to turn the FRV quickly.

It is more important to be in control of the FRV than it is to be fast.

Flipping over or ejecting teammates slows you way down.

Try to keep the map visible to be able to orient yourself.

DO NOT try to be your own Navigator.



Solid

Solid, no matter the speed
Pristine car(Will explode)

Sand bags
Trees



Weak

All can be driven through at moderate speeds, but are solid at low speeds
Concreter barrier
Illuminate beacon
Crates



Kill on collision

These will explode, killing passengers
Illuminate batteries only at high speed
Spike bush



Illuminate barriers

Can contain Hidden barrels
Can be driven through w/o blowing barrels
Illuminate can miss and hit a barrel causing, it to explode



Destroyed cars

Acts as a ramp at low speed
Able to be driven through at high speed but, will push away while driving through it, and explode after





Objectives

Park FRV in a central location that is easy to exit from.

Outpost

Determine the layout of the outpost, if there are Lightning Spire/barrels, and the number of ships.

If there are barrels in the way of the FRV, bring the FRV to a safe distance and direct Spotter to shoot the barrel by saying, "SPOTTER SHOOT BARREL FRONT/LEFT/RIGHT".



Click for Video

If there are Lightning Spires, direct Spotter to destroy the Lightning Spire by saying, "SPOTTER SHOOT LIGHTNING SPIRE FRONT/LEFT/RIGHT", while maintaining a safe distance.

If the outpost has 1 ship or navigable with FRV, direct Gunner to shoot a ship saying, "LEFT/RIGHT SIDE STRIP SHIELD", while Gunner is shooting, position FRV for a clear door shot at a distance of at least 5m from the Spotter's Grenade Launcher.

If Security is Navigator, you can direct them to destroy a ship while Gunner and Spotter destroy a ship on the opposing side.

If the outpost has 2-3 ships and is impassable with the FRV or is overrun with hostile forces, direct a team member to throw an Orbital Laser at the outpost without exiting the vehicle.

Circle back later if the laser does not destroy all ships.

Takedown



Click for Video

Allow the team to dismount and park in a location safe from Leviathan nearby, then resume normal role.

Tips

Whenever parking the car make it clear you are stopping by saying, "OUT".

If in a safe location, Security should drop their FRV before Logistics.



Navigator's Guide



Transit

Determine the heading of the squad and direct them from objective to objective.

Pin the map to direct Driver.

Assist Spotter in watching for Leviathans

Tell Driver good entry points for Objectives.

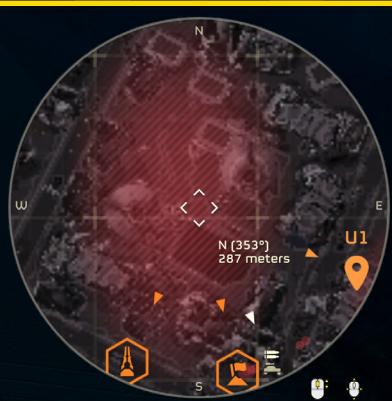
Ask what info Driver needs from you.

To help Driver assess whether a drive-by drill or laser is more effective, you can check the number of ships in an outpost from the map; examples of each are below.

1 Ship



2 Ships



3 Ships



Tips

Steps to call stratagems from car

1. Aim to lean out
2. Hold stratagem key (this will keep you leaning out of FRV)
3. Enter stratagem code
4. Throw stratagem



Logistics SOP



Load-In

Call Anti-Materiel Rifle (AMR) / Machine Gun (MG) and equip Supply Pack (from the Spotter).

Transit

If Driver, See Driver's Guide.

If Navigator, See Navigator's Guide.

Objectives

On approach, find Watchers and eliminate them QUICKLY.

Your job is to work the terminals and objective assets.

Be ready to resupply Spotter if they begin engaging Leviathan.

Outpost

If Driving, see Driver SOP.

If Navigator, use Orbital Laser when directed by Driver.

Takedown

If Driving, see Driver SOP.

Dismount when Spotter chooses a takedown location.

Throw a grenade in choke points to keep enemies from pressuring the Whaling Team.

Help clear the shield relay area.

Stay inside shield relay area.

Act as secondary security for the Whaling Team, keep Voteless off of them, and call for Security if needed.

Listen for the shot count from the Whaling Team.

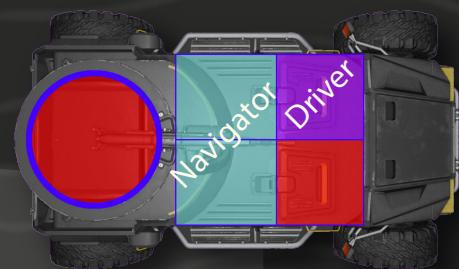
Resupply spotter when shot count hits "4". Pack will appear like this -->

Check the Spotter's RR Pack before leaving the shield relay area, and resupply as needed.

If Security says, "LEAVE", disengage from the hostile forces and mount the FRV.

If Navigator, determine the next objective and place a pin on the map.

Seat



Click for Video

Tips

Keep an eye on Supply Pack cooldowns for you and Spotter, and call in one every 4 min. If there is still ammo in the pack on call-in, resupply teammates based on need.

Call Super Destroyer Resupply when the team is in a solid position.



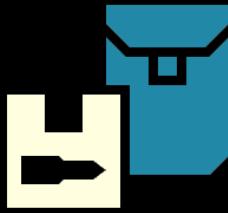
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Stratagems



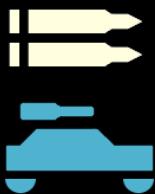
Anti-Materiel Rifle

It will kill anything (with good aim) but focus Watchers and Harvesters. If your aim sucks use the MEDIUM/HEAVY MG.



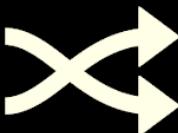
Supply Pack

Spotter will call-in your first pack, try to avoid calling your own. Use Super Destroyer Resupply to refill when practical.



Fast Recon Vehicle

It's the "W" in "MoW". Security will always call his first, yours is the ace in the hole.
Choose your timing wisely.



Flex Slot

Orbital Laser - If Navigator
Gas Strike - For zoning/utility
Tesla Tower - For zoning
Eagle 500 kg - For drops/utility
Eagle Strafe/Cluster - For chaff



Logistics Loadout

Primary Options

Pummeler	Pacifier/Halt	Defender
 Low damage, use a grenade for more lethality Targets: Voteless, Watchers Stun Targets: Watchers, Overseers, Fleshmob	 Halt has AOE, but slow switching ammo, Pacifier is simple and effective Higher Damage stun Targets: Voteless, Overseers, Watchers Stun Targets: Watchers, Fleshmob	 One-handed is useful on package missions Good all-arounder High Damage Option Targets: Voteless, Overseers, Watchers Alternative(s): Light Liberators, Tenderizer

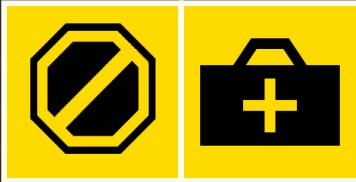
Grenade Options

 Area denial, is still passable Use in choke-points on obj or during takedown. Alternative(s): Stun	 1 charged breaks Cognitive Disruptor PSUs Good AOE but Ineffective at close range Targets: Voteless, Overseers (3x full-charge)
 Good area denial, but less traversable High damage, apply liberally Use stun weapons to hold enemies in AOE. Alternative(s): Impacts	 High damage, medium pen Fast reload, accurate, controllable Targets: Voteless, Overseers, Watchers Alternative(s): Warrant, Talon
 Simple and effective. Alternative(s): Dynamite or Incendiary	 "Support loadout", best with medkit armor Stand still and crouch for better accuracy Shields mitigate usage Targets: Your friends

Armor

Unflinching armor has greater survivability and armor value for weight class. It gives more info while pinging map making it good for Navigator. Medkit bolsters the team, and Engineering helps with gas & MG. Extra Padding and Fortified are noteworthy for general survivability as well.

Passive



Unflinching

Medkit

Weight



Medium

Light

Backpack



Supply Pack

4-5 Rounds Do not resupply unless in excess		Recoilless Rifle Pack States
3 Rounds Do not resupply unless in excess		
2 Rounds Best time to resupply		
1-0 Rounds WILL BE FLASHING Resupply now		

Tactical Info

AMR Targets: Watchers, Overseers, Stingray, Harvesters, Harvester Shield Horns
AMR Emergency Targets: Fleshmob, Tesla Tower Stratagems threatening squad

Supply Pack - Keep an eye on cooldown for both yours and Spotter's Supply Packs. You can decide if you want to alternate with Spotter and call in one every 4 min, or keep yours in reserve. Keeping yours in reserve can be useful for engaging multiple Leviathans simultaneously or other emergency situations. Supply Pack (Leviathan Takedown) - Your Supply Pack will resupply 3 recoilless rounds. The image left shows the Spotter's RR Pack States on your hud, and when to resupply. Don't drop in relay area to avoid popping the bubble.

FRV - Keep an eye on the cooldowns. If you can keep the FRV safe enough that another isn't needed, keep yours in reserve, and tell Security to call in their second. Otherwise use as needed. Always call in your FRV AFTER objectives are completed, as unattended vehicles are at risk of damage.

FLEX STRATEGEMS

Orbital Laser - Great option for outposts from the FRV as Navigator.
Gas Strike - Safer zoning option than Tesla Tower, can destroy a single ship.
Tesla Tower - Deploy tower 50m from the squad. This is the MoW alternative to a turret. It does not affect the shield relay and if used correctly, will not harm the Whaling Team.
Eagle 500kg Bomb - Useful for engaging drops and bases.
Eagle Strafe/Cluster - Useful to shore up lethality/chaff clear.



Security SOP



Load-In

Call in the first FRV in a safe location and call in Autocannon (AC).

Transit

If Driver, See Driver's Guide.

If Navigator, See Navigator's Guide.

Seat

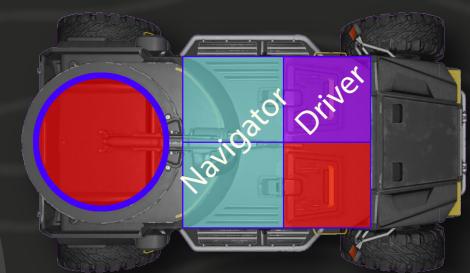
Objectives

On approach, find Watchers and eliminate them QUICKLY.

Clear objective of hostiles and guard the objective area, ask for assistance if required. Kill watchers QUICKLY.

If reinforcements are called, place Tesla Tower in a choke point and request help from Logistics.

If overwhelmed, say, "LEAVE" and direct them to FRV while providing covering fire.



Outpost

If Driving, see Driving guide.

If Navigator, use Orbital Laser or (AC) when directed by Driver.



Click for Video

Takedown

If Driving, see Driver SOP.

Dismount when Spotter chooses a takedown location.

Throw grenades in choke points to keep enemies from pressuring the Whaling Team.

Call in Tesla Tower 50m from the Whaling Team to zone out incoming hostiles.

Help clear the shield relay area, then move to the perimeter to keep enemies from breaching the shield relay area.

Act as Primary security for the Whaling Team, keep hostiles off of them, and call for Logistics if needed.

While the team is engaging the Leviathan, keep watchers from calling reinforcements.

If reinforcements are called or the takedown position is about to be overwhelmed, communicate to the team that it is time to: "LEAVE" Disengage from the hostile forces and mount the vehicle.

If Navigator, determine the next objective and place a pin on the map.



Click for Video

Stratagems



Autocannon

If there was ever a support weapon for Illuminate, this is it. Bullies Harvesters and deletes Fleshmobs with flak.



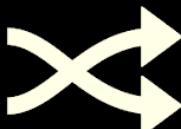
Fast Recon Vehicle

Always call in the first FRV when loading in. This vehicle will help you keep the squad safe when you need a quick getaway.



Tesla Tower

Helps to zone for the Whaling Team and cover your flank. Just don't roast your protectees, MINIMUM safe distance is 50m.



Flex Slot

Orbital Laser - If Navigator
HMG Emplacement - For drops/obj
Eagle 500 kg - For bases/drops
Eagle Strafe/Cluster - For chaff



Security Loadout

Primary Options

Diligence CS	Amendment	Adjudicator
 High damage, med pen, precision Enhanced ergo with peak physique Targets: Overseers, Watchers, Harvester Horns Alternative(s): Dominator	 High damage, light pen precision Enhanced melee with passives Targets: Voteless, Overseers, Watchers, Fleshmobs Alternative(s): Diligence, Tenderizer	 High damage Bad ammo Economy Targets: Voteless, Overseers, Watchers Alternative(s): Liberator Penetrator Liberator Penetrator trades damage for better ammo economy

Grenade Options

Pyrotech	Fire creates good area denial, but is less traversable High damage, apply liberally	Melee	Hatchet, Saber, or Stun Baton Synergizes with armor passives Keeps you in the fight without reloading
Dynamite	Huge radius, high damage, & Visible to team Cook it for better results Alternative(s): Frags	Talon	High damage, medium pen, good hipfire Great ammo economy Targets: Voteless, Overseers, Watchers Alternative(s): Senator
Impact	Instant damage Heavy Pen	Verdict	High damage and med pen Fast reload, accurate, and controllable Targets: Voteless, Overseers, Watchers Alternative(s): Peacemaker, Warrant

Armor

Longevity in the fight and ability to quickly engage is paramount. Peak Physique armor passive allows for rapid acquisition with long guns and AC, better melee keeps you in the fight longer. Reinforced Epaulettes has similar melee damage and faster reloading, and thus gives more uptime on primary.

Passive



Peak Physique



Reinforced Epaulettes

Weight



Heavy



Medium

Backpack



Autocannon Pack

Tactical Info

AC Flak Targets: Fleshmob, Stingray, Voteless Horde, Elevated Overseer, Watcher, Outpost Shields
AC APHET Targets: Harvester (leg joint), Overseer (head), Lightning Spire, Tesla Tower, Outpost Doors

Never let your Autocannon go completely empty. Always try to reload after firing 5 rounds. This will speed up your reloads greatly and keep you in the fight.

FRV - During loadout always call in your FRV first. Never call in your FRV after loadout unless directed specifically by Logistics. Let Logistics know when your cooldown is over. Don't let your FRV be collateral in your bloodthirst for the Illuminate.

Tesla Tower - The Tesla Tower can wipe an ENTIRE TEAM in an instant if misplaced. DO NOT place a Tesla Tower within 50m of squad. It will zone as well, if not better, than a turret if placed properly. The Benefit over a turret is it will not stray fire into the Whaling Team or their Shield Generator Relays.

Orbital Laser - Great option for outposts from the FRV as Navigator.
Gas Strike - Safer zoning option than Tesla Tower, can destroy a single ship.
HMG Emplacement - Very effective at engaging drops because of its ability to kill multiple Harvesters quickly. Also can be used by the Gunner on objectives.
Eagle 500kg Bomb - Useful for engaging drops and bases.
Eagle Strafe/Cluster - Useful to shore up lethality/chaff clear.



Emergency SOP



Improper Tesla Tower placement

Call it out before it lands

Lay down

Shoot the f out of it

Minimum safe distance is 50m GET IT IN YOUR HEAD

Recoilless issues (failure to load/fire)

Spotter drops and picks up the pack, then attempts to team reload again

Gunner switches on and off RR

When the last round in the RR pack is loaded you will automatically detach
so ensure that you are still attached

If all else fails call a new RR from the Super Destroyer

How to recover when a role dies

Gunner Dies

Logistics picks up RR and assumes role

Every three shots split and Logistics resupplies Spotter

Spotter Dies

Logistics picks up RR pack

if need extra shots Gunner picks up supply pack

Every three shots split and gunner resupplies Logistics

Logistics Dies

Gunner picks up supply pack

Every three shots split and Gunner resupplies Spotter

Security Dies

In most cases GTFO

If Security out of positon Logistics picks up the slack

Spotter drops GL, Logistics picks up GL

If 2 people Die

GTFO in the FRV, call in reinforcements and new gear when safe.

What to do when the FRV is flipped

Gunner fires crossbow at surface 2m-4m away from the FRV.

Security can also use AC set to APHET

Stratagem stuck to the Shield Generator pack

Unequip pack and stand clear or get squished

