

8. Pyro/PlasmaTech



The total duration of this rotation is 30 seconds, it consists of two overlapping segments a 15 seconds (columns 1-4).

In those 2 segments the positions of Incendiary Missile, Searing Wave, Immolate, Flame Sweep, Rail Shot and Shatter Slug are identical, only Scorch and Flaming Fist appear at different spots. There is no reason to use 20 GCDs for mostly the same attacks, overlapping 2 similar sequences allows to shorten the duration of the rotation to only 10 GCDs.

Flaming Fist in column 4 will be on cooldown if it belongs to the „other“ segment, instead of that greyed-out punch you have to pick one alternative attack. Scorch has to be replaced if the target is still affected by this dot and you can't switch to a different enemy. Every 2nd attack marked in yellow has to be substituted.

Pick one attack that fits best to the current situation. Your heat level, the number of nearby enemies and active dots will influence your choice.

Scorch has a very high priority as replacement, use it if you can switch to an enemy that is not already affected by this dot. It causes far more damage than a Flameburst (and most other attacks). Scorch is energy efficient, its use reduces the risk of overheating. Within a short period of time this dot will affect all nearby enemies without delaying other important attacks/game mechanics of this class. In PVP-matches I never have to use Rapid Shots.

In fights against a single enemy Flame Sweep in column 3 can be replaced with a Flame Burst. (-> better damage, setbonus for Immolate)

I do not recommend a fixed position of Searing Wave for fights against several enemies, better use this attack when there is a chance to spread your Incendiary Missile. Replace Searing Wave in column 3 with a Flame Sweep or a Flame Burst (-> or use Flame Sweep in column 3 instead).

The positions of Railshot and Flame Sweep can be switched.

Overheat your Flamethrower before you enter combat. In addition the new perk Pressure Overrides allows to apply Scorch to all enemies in sight. Highly recommended, especially for PVP matches!

The PyroTech is an AOE specialist, there are no really good abilities to fight against single enemies. If you want to maximise your solo-kills better pick a different class.

Switching targets for Scorch (also with Pressure Overrides), dotspread with Flame Sweep and Searing Wave is the key to this class. In situations with many enemies around the PyroTech can play out his strenghts. The results at the single testdummy are not really relevant.

For a close-ranged class the Pyro is extremely squishy, especially after the effects of Kolto Overload and Energy Shield have ended. During a PVP-Match better let a meelee team mate initiate the fight and join in when the enemy is distracted.

The system of overlapping quickbars and substitute attacks allows a high level of flexibility, the rotation can easily be adapted to any situation.