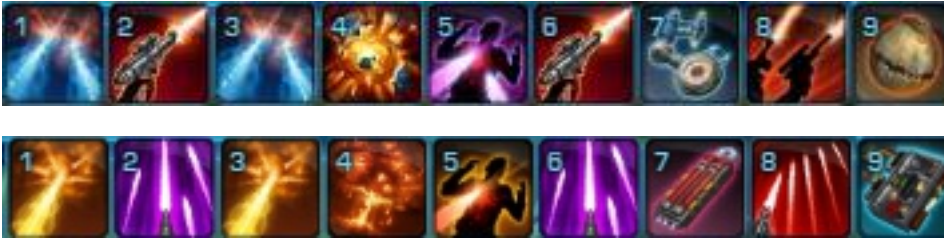


## Rotation for the IO Merc

A Mag Shot can be reset twice within 15 seconds. The rotation consists of only 9 GCDs, latencies will normally fill the gap for procs of the Innovative Particle Accelerator.



Latencies depend on the internet connection and the used hardware, but also on other factors like the distance to your enemy. At the test dummy the reset can fail, in this case repeat the Powershot.

During raids and PVP matches the latencies are much bigger than at the test dummy, in real fights I never have to repeat a Powershot.

Clipping of Unload (or Sweeping Blasters/Death from Above) has to be avoided, otherwise the reset will fail systematically. 10 GCDs have to be filled with attacks only if things went wrong.

With 9 GCDs and the perk Improved Vents the rotation is sustainable, Quick Shots are not needed to reduce the heat level.

Thermal Detonator causes lower damage than an Incendiary Missile or a Serrated Shot (or Electro Net).

**Replace the Thermal Detonator** with an Explosive Dart or a Fusion Missile if there is a chance to spread your dots to several enemies!

Use the sequence [Incendiary Missile -> Serrated Shot -> Fusion Missile -> Supercharged Gas] against several enemies as opener.

Substitute Unload with Sweeping Blasters or Death from Above for AOE damage. This variant will slowly deplete the resources.

Supercharged Gas is 8 seconds active, Incendiary Missile and Serrated Shot 15 seconds. Activate that buff after the 2 dots if only 1 enemy is around or after the Fusion Missile for maximum AOE damage.

In older versions of SWTOR the reset of Mag Shots could fail if points were spent on Alacrity. Fortunately BW changed the game mechanics, Alacrity does not interfere with the proc of the Innovative Particle Accelerator anymore.