Star Wars: the Old Republic Mercenary

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"Star Wars: The Old Republic" is a role-playing game focusing on the early days of battle between the Republic and the Empire. There are many classes players can choose to play in the game including the amoral and sneaky Bounty Hunter class. This class can be specialized into two advanced classes: Mercenary and Powertech. The Powertech class focuses on defensive tactics and advanced technology . Yet, the Mercenary class is a very different class altogether.

The SWTOR Mercenary class focuses on fighting enemies from a distance. They use heavily modified blasters and heat seeking missiles transforming into a one man army of destruction. Mercenaries stop at nothing to locate their target or kill them (unless the killing is okay otherwise). Mercenaries are mostly known for their dual wielding weapons to which are their expertise. Their wrist is mounted with a mini rocket launcher. Players who play as the Mercenary class will undoubtedly enjoy this explosive feature.

These powerful, devastating attacks make this class a terrifying sight in battle. The last thing many players will see before respawning is a flurry of heat seeking missiles erupting out of nowhere and heading their way. All of these weapons come from the skill "Arsenal" which gives the Mercenary one of the largest arsenals in the game. The "Firebug" skill upgrades their weapons and makes them more powerful. Expect very big bangs when playing this class.

However, this Star Wars: The Old Republic Mercenary class is not an easy to use class even with all their flashy gadgets. Mercenaries possess the "Bodyguard" skill tree. This skill provides them with various healing technologies which allows them to heal allies and restore them from the dead. This Mercenary healing ability makes the Mercenary one of the best offensive and defensive classes in the game.

However, not all is perfect being a Mercenary. Mercenaries have little to no stealth abilities The concept of stealth does not apply to them when they can simply attack their enemies at any given moment. Any Mercenary that attempts to hide will quickly give themselves away by launching rockets and missiles. Clearly, that is not stealth.

Mercenaries are equipped with heavy weapons thus, the class lacks speed in comparison to the agility of a Sith or Jedi warrior. A skilled force wielder can strike down each missile and rocket and take down a Mercenary before they even know what hit them.

The sheer firepower of a Mercenary however still makes them a devastating, formidable and difficult opponent to attack. Even a skilled Jedi or Sith is required to think on their feet in order to avoid the destructive and succession of attacks. Long story short, the Mercenary is the type of class that bluntly states: "Let my guns do the talking" .

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