


## Risk of rain 2 commando guide

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Author: RobinValentine / April 9, 2019 In-depth guide to the first survivor in the game. Another Risk Of Rain 2 Guides: Commando is the most well rounded, reliable character. Its kit is very simple but powerful. Obviously why he's your first character, since all his skills really teaches you how the game works. Despite its simplicity, it still has a lot of room to grow a player and learn how to use it. Ok... You kinda start with it. Does less harm the further he travels. The longer you hold on to it, the more spread it gets, meaning you become less accurate in the range. The above two means that he likes to be near his targets to accurately attack the long-range targets you want to shoot in bursts. Let go as soon as you see the crosshairs start to erupt. It's great with on-hit effects. Cool for 3 seconds. The main use is your best wave option and inflicts respectable damage on one target. Because of its insanely short cooling you should always use it. However, because this is you the best wave option you should always try to hit as many possible targets as you can. Other Properties Phase Round drops weapons extends to Double-Tap Phase Round Fires at the same rate as Double-Tap makes it so that it changes at attack rate if you have backup logs Phase Round cancels fire suppression 4 second cooling. Because of its bizarrely low cooling, if you know how each enemy works, you can basically never take the damage because you are invulnerable throughout the roll. The speed of movement increases the distance. Can be used when using Suppressive Fire, can not activate the overwhelming fire while rolling. 9-second cool. The general information your high-damage skill does less harm the farther it travels is better used by bigger enemies than crowds. Can make killing imps easier and can stop golems from shooting their laser unconfirmed - the speed of attack reduces how long you shoot Spread This skill resets the spread on Double-Tap and has spread its own. If you use Double-Tap immediately after The Fire Suppression, you keep spreading Suppressive Fire. This can be avoided by a phase round immediately after the fire is suppressed and then used Double Tap. Just be careful not to accidentally undo the fire suppression with the round phase. Tactical firearms tactical dive can be used when using Suppressive Fire, cannot activate the overwhelming fire while rolling. This makes otherwise unsafe skills safe. Using this makes you invulnerable all the time you use Suppressive Fire Commando can do equal each element. Its kit is so well rounded and the item pool just works so well with it that instead of layering each item and talking about what you should pick up, I'm going to move on as the elements interact with it. I won't go to every item as usual, just the ones that stick out. Harder times, Monster Tooth, Personal Shield Generator, Medkit, Medkit, Seed, Scyth Harvester, Infusion, Best Friend Dio, Rejuvenation Rack, Foreign Fruits, Coral Woodsprite: Survival Allows... well... Stay alive. Goat hooves, energy drink, pen Hop, Old War Stealth Kit, quail wax, hop feather : Mobility will help you dodge attacks and roam the map faster, so you can avoid the difficulty of scaling higher than you gear. Len Maker glasses, Tri-Tip Dagger, Sticky Bomb, ATG Rocket MK. 1, Runald's Band, Kjaro's Band, Ukulele, Smart Meat Hook: Hands Down, Comm has the best hit power in the game. Between double-pressing and suppressing fire, there is no reason you should not be grabbing these as the main damage. The Syringe Soldier, Warbanner, Predatory Instincts, and Berserker's Noonron: The speed of attack means more shots, which means more on a hit that - win Bandolier, Alien Heads, Brainstalks, and Hardlight Afterburner: Your cooldowns are already so bizarrely low that they're almost superfluous. However, it makes you more consistent and much stronger. Backup Log: Phase round is a fantastic skill, and because of its low cooling, you can easily reach the point that you use the round phase as often as if it were your M1. Game: Rain Risk 2 Today I'll show you the best way to play Commando in Rain Risk 2. In this Risk of Rain 2 Commando guide, you'll learn how commandos play, which items are best viewed by commandos, and what commando rotation looks like. Before I start though, I want to point out that I think Commando is the worst survivor of Rain 2, something the community agrees with. How to play Commando Commando is the first survivor you will get at risk of rain 2. He's the only survivor unlocked once you first start the game, so he is the most vanilla character of all of them, as the game tries to prepare you for the rest of the game. This leads to the fact that it is somewhat boring and completely unignads. Sprint, shooting, sprint, shooting. That's about it for the commandos. Perhaps that's all you do in Rain Risk 2 in general, but it's very obvious to Commando, which has some of the worst abilities in the game. The main problem with Commando is that it has to scale through the elements to become powerful, which again, is what most survivors in the game do. However, Commando's problem is that it has almost zero priority over any other character. So if you play alone, almost every item in the game has a better home than the Commando inventory. In addition, commandos lack mobility. He has a simple battle roll that barely moves him anywhere, but it is negligible little at best it is best done as a commando to focus on the items. It is not a survivor who can ignore chests and do well, even being one or two items behind can stop the run completely for commando, commando, Make sure you get every item you can. Commando abilities here is a brief ability guide for commandos. What they do, how they work etc. Commando in The Original: Double Tap Commando's first skill is called Double Tap. This is a traditional point and shoot primary attack where you just target and hold the fire button. There are some interesting quirks about it though. The farther it travels, the less damage you do to enemies The longer you hold the fire button, the less accurate the attack has a proc 1 factor in short, making it important to be closer to enemies as a commando. The closer you are the more accurate and the more harm you do, so it is in your best interest to get up close and face with it. In addition, Double Tap has the highest chance of proc items (aka the proc ratio) of any other primary ability. Commando Secondary: Phase Round and Blast Phase So earlier, I thought Commando was direct trash. That was until the Blast phase came out, now it's meh. You see, what Commando lacks (ironically) is the damage. Although he is the easiest survivor with very simple abilities, he just does not harm. With the Blast phase, that changes. The Blast phase is unlocked, killing the overload worm (you can check out the Loadout guide if you want now, where you can learn how to unlock it more easily). Once you have managed to accomplish this, you have access to a ability that does more than 5x damage from its round phase. Here are the main differences! Phase Round runs through enemies and terrain, making it the fur AOE ability and scary single-goal DPS ability. The Blast phase does not pass through enemies, instead, it acts as a shotgun explosion, which is a great single-purpose DPS ability. The Blast Phase is the damage that Commando is missing and makes it much easier to pass stages without dying, even at monsoon difficulties. Well, it's going to be short. Tactical dive just roll in any direction you've encountered, that's all. Tactical slide slide in any direction you encounter. The only real difference between the two is that Tactical Slide allows you to shoot during the slide, boosting THE DPS. Tactical slide is just the best version of tactical immersion, use it. Special Commando: Overwhelming Fire and Frag Grenade So for special commandos it has two options. Suppressing Fire and Frag Grenade. The overwhelming fire fires six bullets for 100% damage that stun every time they strike the enemy. Much like Double Tap, Suppressive Fire damage falls with distance, however, it scales with the speed of attack, shooting more bullets, the higher the attack speed. Frag Grenade, on the other hand, is just as it sounds, a grenade that explodes at 175% damage. This explosion causes 4 damage to the center. You can also up to two Frag Grenade charges with five seconds of cooling Every charge. Overwhelming fire is much better both in terms of damage and in terms of utility. The rotation ability commando's Rotation Commando looks a bit like this: Double Tap a few times The Fake Blast Phase / Round (optional) Overwhelming fire of any enemies you need to stunRepeat is KEY! Phase Blase / Round reset the accuracy of Double Tap! So if you shoot an enemy that is pretty far away and you start to skip some attacks, use the Blast/Round phase and reset accuracy to maximize commandos in the DPS range. Try to use overwhelming fire only when you need to. The reason for this is that some enemies are completely Shrek Commando (Templars, for example), so if you don't have a stun ready to stop them from killing you, then you will die. If you feel safe, you can use Suppressive Fire for DPS as it is pretty strong. The best items for Commando With my other surviving guides in The Risk of Rain 2, I only put the must andmuts for them. However, with Commando, I'm going to have to put a much bigger list for its item to build. Hopo Feather - Mobility is one of the key things Commando lacksWax quail - same reasons as HopooTri-tip dagger - Commando has a high proc chanceSty bomb - Again, High proc chanceSoldier's Syringe - Higher-speed attack buffs Commando's SpecialBackup Magazine - Having more than one phase of Blast/Phase Round incredibly powerfulLeech Seed - Commando needs a life-steal because it has zero survivability Harvester's scythe - same as Leech seedATG rocket - Commando is on the hit GodUkulele - Read above Yes. But hopefully you get the gist of what I'm trying to say here. Commando needs mobility and a life steal for survivability because it has zero and it pretty much benefits from exposure to the punch because its Double Tap can proc most of all other primary. You should be able to piece together what elements can be good from there. P.S.: I refuse to wear Lens Makers glasses on any assemblage of items for survivors. How obvious is that you want to crit? That's all for my Commando guide for Rain Risk 2. I still think Commando is one of the worst characters in Risk Rain 2, but that doesn't mean he's not a strong or even a fun breadwinner, just to mean that he is the least fun/strong of the survivors. The commando's going to hit me. Related Related risk of rain 2 commando guide reddit. risk of rain 2 commando monsoon guide. risk of rain 2 commando item guide

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