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Dead frontier 2 leveling guide

Share Edit Once you've opened deadfrontier 2, you'll find a way to access www.df2haven.com if you don't have 2 monitors or any other device to access, try running deadfrontier 2 in windowed mode, and then press windows key on your keyboard to jump side by side between the game and df2haven, should work just fine. STEP 2[edit | edit source] Once you see the website you will be greeted with 2 options mission guides and boss guides. For this tutorial we will show you missions, so click on that option Here you have a huge list of missions and information that can look messy without a basic understanding of how to sort and navigate. STEP 3[edit | edit source] In this image is the red circle where you hide all the information you wouldn't want to see, it can look a lot cleaner without unnecessary details. - STEP 4[edit | edit source] In the area outlined in red is where information can be sorted. When doing missions for quick leveling it is of your best interest to sort the missions by exp rewarded. Then you can level faster :) - STEP 5[edit | edit source] Once you've dropped your eye on the mission(s) you want to do click on it/them to highlight it, making it easier to see. The DeadFrontier 2 Community does their best to provide information about Quest Walkthroughs and Giver Locations. If information is missing, do your part to help the community by completing the task and filling out instructions for others. More information on how to understand instructions will be provided later. After sorting through and choosing a high experience rewarding mission, the next thing I'm looking at is the mission type. Mission types such as Blood Samples, Find Item, Bring Item, and Find Person (Dead) can be completed with or without accepting the quest giver's mission. However, missions such as Exterminate and Find person (Alive) must first be accepted from the quest giver before completing the task. STEP 6[edit | edit source] Based on the mission type, decide whether to go to the quest giver or start the task. In this example we will start with the task, if going to the quest giver first is unnecessary. At DF2Haven it says that the mission city is in South Moorhurst and in the Building Atlashead Warehouse LLC, we will go into the game, open the map with M and hover our mouse over South Moorhurst until we find the building. systematic viewing (e.g. from top to bottom) always helps. - STEP 7[edit | edit source] Run to and around the general area until you see the building, go inside then look at DF2Haven and on the tab that says Quest Walkthrough you can hover your mouse over each instruction and it will tell you what the afviations mean. each line is a step and they all start from the lobby. So our example states that the first blood sample location will be from the lobby you go to the right double door, then kill zombies in the hallway, then next blood blood we start back in the lobby and enter the right double door again and enter the double door ahead. Etc. A good way to stay organized after completing a mission is to click the check box to the left of it, and then on the check box next to the giver's name, indicate once that it still needs to be selected. Eradication missions don't need a quest walkthrough, just kill how many zombies is needed STEP 8[edit | edit source] Once you're ready to enable the mission, look at DF2Haven and you'll see the Giver City, Giver Building, Giver Name, and Giver Location. - STEP 9[edit | edit source] In our example is the location in Lerwillbury, and the name of the building is Nielsen Residence. As we did with completing the task, go to deadfrontier 2 and press M to open the map and find the location. - STEP 10[edit | edit source] Once you get to and find the building in the general area, follow the instructions to find and talk to the quest giver. In our case it would be from the lobby to the right double door and talk to Jasmine Harris Here you make sure that the check box next to the name of the giver is checked to indicate that it is completed, you also right-click on the area that the mission is presented and hide to save space Remember to give each user a like for there hard work! :) TIP[edit | edit source] Now that you've completed the walkthrough, a good tip to use Control + F to search for keywords in DF2Haven to learn more about a single piece of information you may have community content is available under CC-BY-SA, unless otherwise stated. Don't you want to grind? Here's the secret. Quests are terribly exp unless they are for lvl 25+ areas. If you're just starting out, you may be forced to do quests until you're more established. But, I assure you, once you are established and kill normal zombies easily, there are much faster ways to level. If I go to a low level area for a 1,500 exp quest, I get a minimum of 7 exp per kill. By the time I'm done, I might have made 2,200 exp in total. That's if I killed 100 zombies along the way. Let's compare that to a high level quest.3,000 exp quest, I get a minimum of 40 exp per kill. Maybe I'll kill 100 zombies to do that, and I'll end up with 7,000 exp. Why the big difference? It's mainly because I killed zombies worth good exp. It's about killing two birds with one stone. If you get good exp of zombies * and * complete a quest, that's a good search to do. If there are no good quests, go to a lvl 25 or lvl 30 area and kill zombies. It's a better use of your time. These areas have a huge exp boost. Horde of events the most efficient way to level, period. An effective hurdle event is worth about 20,000 exp (no boosts). If you win, you'll also get a 40% exp bonus for 2 hours (20% if you arrive late). This is applied to quests/books that you hand in, also.3 times a day, there is a one where an outpost is attacked. It's random, as far as I can tell, but it will be either Dallbow, Haverbrook, or Greywood.The next hurdle event has a timer that shows at the bottom of the car card screen. These are the times; you use Google to customize for your time zone. If you do 12 damage in one attack, then you can kill a hit every zombie in the Dallbow and Haverbrook's horde event. This is vital because it maximizes your murder rate. Spawn speed is determined by killing speed. You get about 20,000 exp in 30 minutes. You don't beat this figure, especially since it can be approached at such a low level. Greywood is difficult, though, so if you don't kill effectively, that one is best skipped. When you kill a zombie in a lvl 30 area, it grants about 6x more exp than if you kill it in a low level area. It is about 40-80 exp per kill, depending on the size of the zombie. 100 zombies is 4000-8000 exp. A lvl 20 character with a sufficiently good weapon and/or ammunition can handle a lvl 30 area. It's dangerous, but to do. You buy decent guns/armor cheaply on the market because there is an oversupply. What's different about a lvl 30 area? Almost all zombies will be specially colored, which means they can inflict status ailments. All these zombies have double horsepower from their normal counterparts. In a lvl 30 area, a final 50% hp bonus is given. They're pretty tanky. Most zombies will flee. Most zombies will puke. Worms are common. Rooms will have a lot more zombies. Always increase the damage when you level. Damage is your main skill, because a one hit kill is fast and efficient. If you use a gun, you get reload speed as fast as you do. Reloading is a death sentence, because every attack will interrupt you. So, the shorter it is and the less you reload, the better you are. Get the best weapon you can without spending more than $1000. There is an oversupply of weapons, and you get some decent things for dirt cheap. Get clothes with good modifiers. Again, dirt cheap, because there are too many clothes around. Wear Burns Kits or stay away from areas with fire zombies. Burns are the worst status condition, causing you to take 50% more damage. The type of zombie that is present is city specific. It changes from day to day. If you melee, invest no more than 2 points in Brute Strength. You push the zombies too far if you go beyond that. It's just a waste of skill points. Do not use a 2-lap clip. It's just horrible in groups. Got a point in Stealth, for safety. Bring at least 1,000 rounds of ammunition. It will be used surprisingly quickly. Bring also healing with it. Locked doors usually have a superior item in them. Occasionally it will be a white or rare item. Other times it could be another key. These may be good to know about because you might find gold behind these doors. Loot is level capped. If you're lvl 15, you can't find anything for lvl 20's or higher. It is also Capped.

I don't think you'll find a lvl 30 item in Dallbow.There are a few things I've learned about Horde Events: Sometimes the door bugs and breaks on its own. If this happens, you need to enter a door and then return. It will reset the bug and save the door from destroying itself. I have lost Dallbow events as a result of this, despite almost nothing hitting the door. Bring a full inventory of ammunition/healing. You don't pick anything up and the zombies can get feisty. Every minute counts, so spending time in the car or account stash for a refill is lost exp. Leaving does not stop the door from breaking. I don't think even logging out does anything. It'll just break. The only way to cheese the door is to get in and leave a door repeatedly. Boss Hunting can also be a good way to level the level. But it requires much more investment, and is more of a high level endeavor. I wouldn't recommend it for newcomers. Bosses are ultimately about loot, which is the only source of Elite items. Lvl 30 bosses are worth about 5k exp each. They have a lot of health, something like 500+, so you have to have high damage. They do about 70 damage a hit, too. You could spend 15 minutes fighting a boss (including room clear time). Don't bother with low-level bosses. Normal low tier bosses such as Fingers of Choir give about 1.3k exp. You could fight for 5 minutes in a lvl 30 area and probably get the same amount of exp. Exp. Exp.

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