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Undead assault chronicles ranks

in: Game Mechanics, Entered, Warrant Officer, Officer View Source Comments Parts in Undead Attack Chronicles there are 3 ranks that can be selected by players at the beginning of the game: Registered, Warrant Officer and Commissioned Officer. Players can only choose 1 rank set, which would gain experience when the game ends. Experience gain is non-interchangeable and saved experience will only increase the experience for the chosen rank. For new players, they are ranked by default until they reach a total of 5500 experience, which unlocks the other rank after that. New MOS and Skill Identifiers are unlocked, depending on the amount of experienced gain in the selected rank set exception for 2 MOS Rifleman and Combat Medic, which are unlocked by default for all rank sets. *Hidden Bonus: Each rank up gives -4 max horsepower, +0.004 movement speed and +1.5% damage range. Registered Rank There are 15 total promotions in addition to the starting rank for players who must be reached when selecting Enlisted: Private - 0 exp, Unlocks Rifleman and Combat Medic Private Second Class - 400 exp Private First Class - 1000 exp, Unlocks Automatic Rifleman Specialist - 1550 exp Corporal - 2,600 exp. Unlocked Flamethrower Sergeant - 3,800 exp; Unlocks Enforcer Staff Sergeant - 5,500 exp; Turns Cavalry Scout Sergeant First Class - 11,000 exp; Unlocked Squad Designated Shooters Master Sergeant - 17,000 exp; Switches Javelin Gunner First Sergeant - 25,000 exp; Unlocks Combat Engineer and Cyborg Sergeant Major - 65,000 exp; Turns Fire Support Specialist and Heavy Rifle Command Sergeant Major - 95,000 exp (offers bonus to Rifleman and Combat Medic) Army Sergeant Major - 170,000 exp; Turns Energy Weapons Special Command Major of the Army 1 - 260,000 exp Command Major of the Army 2 - 375,000 exp Command Major of the Army 3 - 500,000 exp Warrant Officer There are 10 total actions for players to achieve, if you choose Warrant Officer: Chief Warrant Officer 1 - 0 exp, Switches Shooter, Combat Medic, Automatic Shooter, Flamethrower, Enforcer, Cavalry Scout, Javelin Gunner Chief Warrant Officer 2 - 8,000 exp; Unlocks Combat Engineer and Cyborg Chief Warrant Officer 3 - 25,000 exp; Unlocks Ghost Chief Warrant Officer 4 - 65,000 exp; Unlocks the Chief Warrant Officer of the Heavy Shooter 5 - 120,000 exp; Unlocks Command Master Warrant Officer 1 - 180,000 exp Master Warrant Officer 2 - 245,000 exp; Switches Mech Operator Master Warrant Officer 3 - 315,000 exp Master Warrant Officer 4 - 400,000 exp Master Warrant Officer 5 - 500,000 exp Commissioned Officer There are 11 total actions for players to achieve when they Are Commissioned Officer: Second Lieutenant - 0 exp; Sagittarius, Medic, Automatic Shooter, Flamethrower, Executor, Cavalry Scout First Lieutenant - 3,500 exp; Unlocks Train Driver Captain - 12,000 exp; Unlocks the Fire Support Specialist free, free, Combat Engineer Major - 18,000 exp Lieutenant Colonel - 30,000 exp Colonel - 65,000 exp; Unlocks Heavy Gunner Brigadier General - 100,000 exp; Unlocks the Command General Major - 130,000 exp Lieutenant General - 180,000 exp; Unlocks Specter General - 250,000 exp General of the Army - 500,000 exp Game Mechanics Enlisted Warrant Officer Commissioned Officer Community Content is available under CC-BY-SA, unless otherwise noted. in: Game Mechanics, MOS-Specific SI, Skill Identifiers View source Comments Share Nightmare SI MOS Specific SI(BM) Advanced Warfighter - Complete Boss Mode as Rifleman w/Rifle-Banana-Random Weather Ghost in the Machine - Complete Boss Mode as Combat Engineer Crysis Suit - Complete Galactic challenge (Solo PMC Survival as Ghost) Emergency Response - Complete Boss Mode as Medic w/Rifle-Banana-Random Weather Pywordpress - Complete Hellfire (4man Boss Mode) as Flamethrower Anti-Tank - Complete Boss Mode with the Unstoppable T1 Modifier as Javelin Gunner **Unlisted SI are Beta-SI, who go through a proof-of-concept, Therefore, testing, stress tests or even canceled have no release date. Game Mechanics MOS Specific SI Skill Identifiers Community Content is available under CC-BY-SA unless otherwise noted. Under this theme you will find the different ways to unlock all available achievements in Undead Assault Chronicles! • Name description points reward 1 Dev'n It until playing a game with a member of the Dev team. 5 Gold Camo 2 Speshulist Dying More than 10 Times in a Game 5 3 Straight Outta Boot Camp Recruit Mode Completed 5 4 Perfect Rescue Of Any Soldier [12 Man] Escape In a Survival Game 10 5 Boss Annihilator Boss Mode Completed Without Outbreak Modifier 1 5 6 Mission Complete Every Soldier [12 Man] Escapes In A PMC [Rifle] Survival Game 15 ABU Camo 7 UAC Fan Play 250 Games 10 8 Specialist 15+ MOS Specific SIs Unlocked 20 9 Skilled Fan Win 250 Games 3 0 10 No Life Play 1000 Games 50 11 Malfunction Defeat Smithy In A PMC Survival Game 20 12 Angel 1,000 Career Revives 75 13 Filthy Casual Win 10+ Normal Games 5 14 Still Pretty Casual Win 10 + Hard Games 10 15 Not To Win Shabby 10 + Insane Games 15 16 Veteran Wins 10 + Nightmare Games 20 17 Millionaire 1,000,000 Xp in Each Rank Set 75 18 Top Tier Highest Rank Earned in Each Rank Set 55 19 Pin Collector 30+ Camos Unlocked 40 20 Survivalist 100+ Survival Wins 35 Green Diamond Decal 21 Can't Touch This Don't Take A Single Hit In A Game Of Least Hard Difficulty 45 Blood Camo 22 Gallantry Complete Survival Mode With Less Than 5 Hits & Have Over 2500+ Kills 45 (35[1]) Rain Camo 23 Rock Avalanche 50+ PMC Survival Wins 45 (40[1]) Ranger Decal 24 Randomize Me Full Outbreak With All Players Using Random Mos 45 (25 [1]) Dare To Win Decal 25 Mission Impossible PMC Survival Bonus Mission 45 (20 [1]) Cyber Camo 26 Monsoon Complete Boss Mode With Intense and Ammo Shortage modifiers 45 (40 (40 27 Thunderstorm Complete Hard Mode with Intense Weather Mod (Thunderstorm Event) 45 (10 [1]) 28 Frostbite Complete Hard Mode with Intense Weather Mod (Blizzard Event) 45 (15 [1]) 29 Swept Complete Madness Mode with Intense Weather Mod (Fog Event) 45 (20 [1]) 30 Climate Change Complete All Story Weather CampaignSuccess (Thunderstorm, Thunderstorm, Thunderstorm, Frost bite, whistled) 45 (30 [1]) Lightning Camo 31 Juggervas? Defeat RA Juggernaut 45 (25 [1]) 32 Operation Typhoon Complete WAR Prologue 45 (20 [1]) 33 35 36 37 38 39 40 41 42 43 44 45 46 47 48 Curssui 10,000 Career Revives 95 49 50 Contents[show] New ranks have been added to end every XP-tree on a straight number. That's 500,000. In brackets behind the ranks, the MOS is unlocked with this rank. Registered Ranks -Private: 0 (Rifle man, combat medic) -Private Second Class: 400 -Private First Class: 1,000 (Automatic Rifleman) -Specialist: 1,550 -Corporal: 2,600 (Flamethrower) -Sergeant: 3,800 (Sergeant: 3,800 800 (Enforcer) -Staff Sergeant: 5,500 (Cavalry Scout) -Sergeant First Class: 11,000 (Squad Designated Marksman) -Master Sergeant: 17,000 (Javelin Gunner) -First Sergeant: 25,000 (Combat Engineer, Cyborg) -Sergeant Major: 65,000 (Fire Support Specialist, Heavy Gunner) -Command Sergeant Major: 95,000 -Sergeant Major of the Army: 170,000 (Laser Enforcer) -Command Major of the Army 1: 260,000 -Command Major of the Army 2: 375,000 -Command Major of the Army 3: 500,000 *Warrant and Commissioned Officer are both unlocked at 5500xp in Enlisted. Warrant Officer Ranks -Chief Warrant Officer 1: 0 [[Rifleman]], Combat Medic, Automatic Rifleman, Flamethrower, Enforcer, Cavalry Scout, Spear Shooters] -Chief Warrant Officer 2: 8,000 (Combat Engineer, Cyborg) -Chief Warrant Officer 3: 25,000 (Ghost) -Chief Warrant Officer 4: 65,000 (Heavy Gunner) -Chief Warrant Officer 5: 120,000 (Commando) -Master Warrant Officer 1: 180,000 -Master Warrant Officer 2: 245,000 (Mech Operator) Master Officer -Master Officer 3 : 315,000 -Master Warrant Officer 4: 400,000 -Master Warrant Officer 5: 500,000 Commissioned Officer Ranks -Second Lieutenant: 0 (Rifleman, Combat Medic, Automatic Rifleman, Flamethrower, Enforcer, Cavalry Scout, Svelin Gunner, Combat Engineer) -First Lieutenant: 3,500 (Platoon Leader) -Captain: 12,000 (Fire Support, Specialist, Specialist, Combat Engineer) Cyborg) -Major: 18,000 -Lieutenant Colonel: 30,000 -Colonel: 65,000 (Heavy Sagittarius) -Brigadier General: 100,000 (Commando) -Major General: 130,000 -Lieutenant General: 180,000 (Specter) -General: 250,000 -General of the Army : 500,000 A Rifleman Guide Stats: 44 - 52 Ranged Damage (damage varies by rank and rank.) 15 Range 1 Armor 2.9 Movement Speed (Movement speed varies by rank and rank.) 420 Health (Health varies by rank and rank.) 200 Energy Skills: Soldier Skills Marksmanship MGL Rifleman Skills Soldier Skills: Soldier Skills 1 : : +2 Fitness, skill and mechanics. Can perform self-help and reduces reload/unjam time by 15%. Soldier Skills 2: Grants +2 Fitness, Skill and Mechanics. Can now use Burst-Fire and reduces reload/Unjam time by 30%. Soldier Skills 3: Grants 2 Fitness, Skill and Mechanics. Gain .1 movement speed and reduce reload/Unjam time by 45%. Soldier Skills 4: Grants 2 Fitness, Skill and Mechanics. Get the gas mask that will make you immune to smoke and gas grenades. Can now use Riflebutt, which pushes away enemy light units by 2 blocks and deals 11 damage. Also reduces reload/Unjam time by 60%. Sagittarius: For each level, you get 4 dexterity (8% Ranged damage, 4% attack speed, and 1 range) and also get the critical strike system, which has a 12.5% chance to score for each ball. Your critical hit damage is also increased by 2.5 per level. Grenade: After upgrading to level 1, it deals 400 damage within a radius of 8 blocks that reaches up to 30 block radius around your character. Rifleman Skills: Rifleman Skills 1: Learn smoke grenade Rifleman Skills 2: Learn ground flare Rifleman Skills 3: Learn improved smoke grenade Rifleman Skills 4: Learn improved ground flare Play styles: There are about 4 ways you can do with your buildup (picking skills) to become a better shooter. Go the normal DPS Burst-Fire Build is where you would choose 2 Soldier Skills > 4 Rifle > 2 Soldiers Skills > etc. Going for early BR-3 is where you can use 4 Shooting Art > 4 Soldiers Skills > 4 Shooter Skills for The Torches to Abuse Area > etc. Looking for a supporting GR build choose 2 shooting skills > 1 MGL > 2 Rifleman skills because torches are important > 3 MGL > etc. Just like going to the Advanced Warfighter Build is the same build for dpS burst fire construction. These builds can help those who don't know exactly what they're doing or are looking for a specific role. Also picking entered will help a lot if they play as shooters because of the rank you can get, such as CSM. Unlock the Expert Marksman ability and can now deal 15% more damage, 8% more attack speed, and +2 range. Your rank entered in will also give you more damage and movement speed to help you become the 1-man army. Effectively using your build can also help you improve a lot of things, such as B THE BR-3 build. In the beginning you will lack vision and so you need to find ground torches/air flares or rely on teammates to vision you. This is because your entire build depends on vision. They are also the protection that can help anyone due to the massive range. Also at level six you get the Ability to Focus Fire, which will increase your damage by 62%, 12% more attack speed and +1 range. This is incredibly useful as this is basically a VT SI buff, but without Limitations of lowered HP. As an advanced warrior, you have the advantage of using a plasma rifle with burst fire, including more damage than the usual shooter. This is pretty good for early game and mid to late game. The reason for this is that if both shooters need their items or found (SO-FAR, AA, DU, PR42-C and the other plasma element), the shooter continues to surpass what the AW shooter can do. The real advantage of having an AW shooter is its ability to achieve armored targets. Normally, the basic infantry receives reduced damage, depending on how much armor a particular unit has, but for the plasma welding infantry. For each armor a unit shoots at, the damage is reduced by only 0.6 for each armor that has the target. Plasma weapons allow easy penetration through armored targets. Picking SIs: QT HE - For new players VT CL - Solid damage without jamming VT MA - Even more damage VT BL - t3 recommended, but can do much more damage than VT MA BL CL - Solid t3 Killer without Jamming MA BL - It's neat if you don't want VT MA CL - Solid Build without jamming and deal good damage amounts AW VT/MA - DP SolidS with more range than normal, however, is not able to cause more damage than the normal shooter later in the game Depth In-Gameplay: Try your best, just don't die and the 1 man you need. Abuse your burst fire to the fullest by selecting places that are always hit hardest and also have a great position to lie vulnerable and put a hail of bullets by doing your best to move around the places, which are hit hard is also very important, because usually most DPS classes sleep and stay inactive in other areas, so always pay attention to the motion sensor or after what your teammates say In the early game, while you have no DPS items, then grab what you can and also torches on you so if you can't see your kiter then just light it and continue firing when you're low on ammunition , specifically with what you aim for. So just use burst fire on t1s to kill them quickly and use single fire on the rest This is something all DPS should always do... and that should help the kiter. Without the kiter you are nothing. You can't DPS anymore unless someone else grabs the dragon because you now have a responsibility to help the team. Always remember that just because you are given the role of DPS, that does not mean just vulnerable and afk-DPS. Think about your team and think about what you need to do in any situation that is directly on site and what you can do to solve certain problems. That's what really makes the best DPS. Dps. Dps.

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