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Heroes and generals recon guide

When players from the Heroes and Generals wiki reach Player Level 5, they unlock the option to purchase Reconnaissance Soldiers with Credits and Gold. These prices apply to all factions (US, Soviet Union, Germany). Each of these ranks will have its own rank. - Rank 1 Private (208,000 or 2,500) - Rank 12 Lieutenant (592,000 or 5,300) - Rank 15 Major (950,000 or 8,000) Stahist Inn, anti-personnel mines are very expensive to maintain, so it's a good idea to equip your handgun so that you should save your skin when you encounter a fight. If the pistol is not unlocked, the shovel or knife will work. Lying enemies! If you use mechanized reconnaissance vehicles, these armored vehicles will do their best to remain hidden from the enemy's armor as they are quite weak. M8 Greyhounds, Sdkfz 222 and BA-64B have open top turrets! The only closed-top turret is BA-6. Loadout [Edit > Edit Source] Anti-personnel mines are useful, but it's a good idea to carry a handgun instead, so whether you walk to a specific point or not, you've got a mobile way to kill someone. We recommend that you modify your rifle to OHK (1 hit kill). In this way, when you hit someone, they won't know where you are (except Kilcam) and you can't hide behind the cover. But the change will allow your rifle to get OHK at up to about 300 meters. Therefore, if you need greater stability and a simple two-hit kill beyond this distance, it is recommended to avoid, for example, a heavy bolt fix (required for OHK). Mechanized reconnaissance vehicles are a connecting alternative to tanks and are very useful when your team doesn't have tanks. But they can also function as a much more expensive way to press the f11 key if used in direct and exposed combat with almost any real tank. You should get a motorcycle as soon as possible because it provides a fast and semi-modest means of transport. Badge Choices [Edit] Edit Source Edit camouflage badges are almost impossible to remove kilkhams and reduce the time it takes for enemies to remain marked. This will help you to sneak away from people who came to kill you or sneaked up on enemy snipers, or help marathonmen escape from people who are coming to kill you, or help you relocate pointer quickfires faster and easier if you are engaged enemies under your pistol quick drawTurn cone fire (move/turn may be very helpful when engaging enemy infantry near with your pistol hodder), you can bring some more clips for your main weapon, heavy sets that you might be good enough to deal with counter sniper heavy sets, may reduce the damage you take (counter snipers and infantry) drivers will promote a quick switch between your reconnaissance vehicle gunner and driver seat if your solo. Sniper [Edit] Edit Source When you are prone to s crouching or becoming less likely to shake during a sniper, try choosing a spot that is outside the range of most non-sniper rifle weapons. Having a cover at the front is useful, but try to pick a spot in the background that is not so important because only the enemy counter sniper must be able to shoot you at that distance. If you are parked on a hill or rooftop, you will be silhouetted against the skyline and it is very easy to find. Be sure to pick a spot in the middle of the hill so that you don't stand out too much. If this is not possible, use the cover on the front and take a peek around it and show you as little as possible. On the roof, you can do this just by tingle across from the enemy and peeking into your head. Don't forget to lead your goals so don't stay in the same place for too long because the enemy may come looking for you or deploy counter snipers. After a few kills, the enemy will know where you are (unless you have a camouflage badge) and will consider you a problem. So check your surroundings to check out the obvious sniper spots for counter snipers on a regular basis you should always continue to relocate after a few killings at each spot. You may not know, but enemy snipers may be nearby, or even a rare chance they may be just around you. So check out the sound of gunshots. Depending on the faction, where the gunshots are coming from, how close they are, and the type of sniper rifle (Mosin Nagan of the Soviet Union has a unique dull/tapping sound at launch.) The German Kar98K has the U.S. version of the rifle M1903, which has slightly lighter vans, and a bigger bang, whether you need to chase them. Never pick obvious spots (as mentioned above, snipers/counter snipers are looking for those locations). Select a location with different views, but keep it hidden. Look behind you. If you stay in a place that highlights you (like Horizon), they might just make your place look like the perfect place for snipers. Hidden bushes, perfect view to aim at, ah! Or is the grass in your way? All you have to do is bring your own bike or bike.Point the vehicle in the direction you want to aim at, ride on it, ride on top of it, and enter a position that is prone to happening. This will reduce/eliminate your convulsions when aiming and it will certainly get those annoying grasses from your face while keeping hidden! You can aim when you have enemies at very close range and you don't have any pistols or other weapons. Having binoculars can also help you more if you need that extra distance view to see the enemy's position. Dealing with Counter Snipers and Hunters [Edit > Edit Sources] Counter Sniper is an enemy sniper against the goal of killing you and other snipers on your team. Hunters are infantry looking for you to kill you (you probably killed them a few times and they are angry) it's a good idea to wear good headphones so that you can hear someone trying to sneak up on you. Take out your pistol and do one of the two things: first, you hide behind the cover to protect them from the way they are most likely to come, shoot them as they walk, or your second choice Wait until they get close, then jump out and surprise them (with good headphones, you should be able to figure out within a meter where they are) When fighting up close with someone with your pistol, try the side step technique. You walk a little to the right, then a little to the left, then a little to the right, then a little to the left. While doing this, you need to aim your pistol in the opposite way you are walking while firing the pistol (if you are walking to the left, aim to the right to compensate) if you empty the pistol clip but the enemy is not down yet, pull out one rifle and hipfire before reloading the pistol. If your rifle is a one-hit kill, start shooting at you before someone hears, and if they are out of the effective pistol range (about 20m-25m), you may get lucky killing enemies and kill enemies. You don't need to use it with trees, but tree tricks are the easiest and most effective when you're taking a cover behind a tree. To do a tree trick, you need to be behind the cover and know where the enemy is. Then place yourself so that the tree enters exactly between you and the enemy, face almost the same way as the enemy, and run straight. If done properly, it should remain hidden until it reaches a different cover (this is best because the tree is tall and interferes with long-distance visibility). From this new cover peak in the cover you were just, and wait for the enemy to check behind it, then kill them when dealing with counter snipers.It is best to remain hidden after you hear their first shot (they may have OHK rifles). Figure out the general area he's in and ask his teammates to check that area for him. And instead of do a tree trick, you have to meander away until you can escape. Serpentine is when you zigzag while running away from the enemy. If they are uniform too, they are easy to predict and try to make the jigs and zig different lengths so they will probably go to the new cover and try to shoot counter snipers as you'll have seen where you went. If you have hills, be sure to go to the other side of it because it provides a cover where you can walk together to ask your teammates where the snipers who are harassing them are during somewhere safe counter sniping [edit > edit source] counter sniping. If they don't know, check the most used and most obvious places like the church tower on the map of the town and the forward airfield, or the air control tower on the airfield map, and if the sniper is not there, look at the teammates who are sniped and try to figure out the angles at which they might be able to snipe and check those areas. Don't rush back to kill the enemy infantry and take a shot until someone has a better idea of where the sniper is or the sniper is found and has him in your field of sight until he kills. Aim at the right distance (press the space bar and you can aim to the distance you're looking at), and be sure to center the reticle so that you don't miss it, because when they hear the shot, the ducks disappear behind the cover and your chances disappear after killing the sniper, because the sniper you killed will most likely try to shoot you back. Unlike infantry, which should be moved as soon as possible, he has a range to do it. So you are not intended to go to the cover that is quite far away and capture the Edit and Edit Source point, but sometimes reconnaissance is the only thing that will take the capture point at the beginning of the game reconnaissance will gain experience with the reconnaissance ribbon, so you are close to getting a camouflage badge in the middle of the game if you need to capture a point First scout the area, make sure there are no enemies, and when you get into the point, don't stay in one place while capturing points while preparing to put out your pistol. If an enemy enters a point, hunt them down and keep moving through the points so that it will be harder to find you. You must very much try to get jumping on them to increase your chances of survival. This will most likely give you a suitable weapon for capture. Once captured, clickYou can still kill enemies in points, go to nearby sniper positions away from points and snipe at enemies that come to recapture point points

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