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The following classes and specialist weapons Prev classes and heavy weapons are very dynamic. However, because of its weapons, this class is suitable for players who like to score shots to the head. Pistols are useful on all ranges because they can be extremely accurate. Great for back-attacking. Strategy for fire: lean off the lid and move while shooting - your accuracy stays the same and you're harder to hit. Describing the OfficerBattle Command class is an important ability because it gives your allies extra health. It is recommended that this unit cooperate with other team members in the script task. Specialty: Support Mobility: Moderate Team Roles: Strengthening Teammates, Strength Control Of the Battlefield: Moderate (150 Health Points) Ability: Flash Grenade: Stunning and Blind Enemies. You can press the grenade button again to blow it up early and make it explode into pieces that when they hit the ground, blind all enemies in their reach. This grenade can also blind you. Enemies blinded by a grenade and killed by allies are considered aides. Flash grenades are damaging. The number that appears on the ability icon tells you how many allies your team will be affected. Combat Command: Give a combat command that inspires all nearby allies by increasing their resistance and speed of movement. The team only works for the players in front of you. The effect doesn't last long, so use it only when your team is in danger. Deployed Cannon Blaster Cannon: Blaster: a portable gun that shoots at enemy soldiers and vehicles. Only one gun can be deployed at the same time, but it can be moved by its owner. It can be repaired by nearby officers. Blow it up by pressing the deployment button. Enemies killed by his shots are added to your stats and give you combat points. Warning: The gun causes a huge explosion when it is destroyed, which can damage both enemies and allies - do not unpack it in places that protect your allies. The related honors and awardsThe families below represent the honors and their requirements, as well as rewards for their performance as an employee. These tasks can only be completed in the multiplayer. MilestoneRequirementsRewardNoteAssume Officer RolePlay as an officer for 10 minutes250 credits-Officer Battle TrainingKill 25 enemies50 craft parts-Officer MedalPlay as an officer for 150 minutesVeteran Officer Crate-Starting Officer TrainingGet 150 hits with Flash GrenadeSquad Shield Cratethrow your grenades. Pressing the grenade button a second time causes an explosion and divides the grenade into fragments, giving you a larger radius. The field commanderStrengthen 100 allies with the combat teamCommand CrateCommands work only on the allies in front of you. Activate it after each respawn on the allies. Good luck TurretDefeat 50 enemies with Officer CratePlace towers your turrets are

far from you - they have great reach. Expand them to corners and corners in front of places where the enemy can be stopped Defenders.50 Officer kills 50 enemiesFly C-5 weapon; 200 Credits-200 Officer Kills 200 EnemiesUnlock Blurr-1120 Weapon; 200 Credits-500 Officer Kills Killed 500 EnemiesUnlock SE-44C Weapons; 200 Credits-S-5 Training SessionKill 50 Enemies with S-5Indodives Recoil S-5 Target PracticeKill 150 Enemies with S-5Dual Boost S-5 SharpshooterKill 200 Enemies with S-5ION ShotWeaker vs. Infantry, Excellent works on vehicles and shieldsBurg-1120 Training SessionKill 50 enemies with Blurr-1120Indusable Recoil-Blurr-1rg-1 1120 Target PracticeKill 150 Enemies with Blurr-1120Mchecked Explosion-Blurr-112 0 SharpshooterKill 200 Enemies with Blurr-1120-SE-2 44C Training SessionKill 50 Enemies with SE-44CImproved CoolingBigger ClipSE-44C Target PracticeKill 150 Enemies with Blurr-1120 Night VisionGreat for fights on maps, which occur during the nightSE-44C SharpshooterKill 200 enemies with Blurr-1120Rapid Fire-Disrupted EnemiesGet 25 helps to defeat enemies with the broken effects500 creditsRequires Violation of the ability of the card. Tips and common mistakesMani players stop using this class because it is not effective. This is because many players make common mistakes: Place Turrets away from you - most players deploy them near the entrances, making them an easy target. Turrets have great reach, but they need some time to fix on the target - place them in open spaces where they can find enemies from afar freely and without attracting too much attention. Dying too fast - when you strengthen a position (usually with a turret), you can scare off a lot of potential targets from attacking a given place. Your tower disappears after you die. You should also remember that when you attack - a nearby officer usually dies faster than you do and they will take their turret with them. Use your tower as bait - the enemy is approaching you? Move the turret and jump back. In the meantime, get around the enemy when they are busy Turret, lean and attack or throw Flash Grenade first. Throw flash grenades up - a critical mistake made by many players. Flash Grenades are a powerful weapon, especially for a fragile character as an officer. Most players throw flash grenades under the enemy's feet. Throw them up and press the pomegranate button again to make them explode into fragments. Thanks to this, their radius can reach even 10-15 meters! Killing towers is considered murder, not assists. Weapon and modificationThis chapter contains descriptions of weapons and modifications available to Officer.Level 1 (np. SE-44 / DC-17) DC-17 Clip: 20 Ammunition Reboot: Fast Use: Short/Medium Distance Precision: The high accuracy of this pistol is high, but its damage is low - the target is on the head. Precision is great even at a greater distance. Unfortunately, the projectiles fly too slowly to be effective.detailsModifications: noneLevel 2 - S-5 S-5 Clip: 10 rounds Fast Use: Short Distance Precision: High is a great weapon for killing enemies from afar, including snipers who can't hit you when move while shooting. Can cause a bit of problems when used at a shorter distance. It takes about 2 shots to the head (snipers - 1 shot). DetailsModifications:Reducing returns. Double zoom - can be problematic when using a third-person camera perspective, as the area of movement is slower. ION Shot - Increased damage to vehicles and shields (including heavy's Combat Shield), infantry damage is reduced. A slight increase in accuracy. Ineffective against heavy vehicles. Level 3 - BLURRG-1120 BLURRG-1120 Clip: 3x10 (explosion) Reboot speed: Fast Best to use: Short/Medium Distance Precision: Medium Pistol Firing Three Shots in One Explosion. This gives the BLURRG-1120 an advantage in a close battle - two bursts is often enough to eliminate the enemy. Ineffective over long distances.detailsUpgrades:Lower recoil Improved explosion - Pistol shoots four shots in a single explosionExplud shotLevel 4 - SE-44C SE-44C Clip: 40 Reboot: Fast Best to use on: Short/medium range Precision: high automatic pistol. Accurate, with average shooting speeds that can be further improved thanks to the third update. You can use it to eliminate opponents at close range, but it will also serve its purpose on longer distances.detailsBoosts:Improved cooling - increases the size of the clipNightvision - the best visibility in dark areas Of Rapid Fire - increases the speed of fireStar CardsHere, you can find a list of all-star maps for the officer. Maps can be created from craft parts or found in boxes. Each has 4 levels of upgrade that can improve abilities or shorten the time they recharge. Boost CardsIconNameEffectNote Employee PresenceNearby Allies start regenerating health earlier than usual.- MarksmanHeadshot reduces weapons overheating and reduces the amount of heat emitted until the next overheating.- Expert Weapons Processing Effective Weapon Cooling lasts longer.- BrawlerGet a little health and replenish their abilities after killing an opponent with a melee attack. Very useful - the replenishment time for the abilities of this class is very high. BodyguardReduces damage from explosions and toxins.- SurvivalistHealth regeneration begins earlier than usual.- Hunter BountyYou get combat points faster.- ResourcefulAll abilities have reduced refill time. Very useful - the replenishment time for the abilities of this class is very high. CardsIconNameReplaced abilityEffectNote Improved Flash GrenadeFlash GrenadeAn improved version of the standard Flash Grenade - a larger radius and blast power.- Self-driving ShotFlash GrenadeShoot homing rocket on enemies to inflict great damage.- DefuserFlash GrenadeDefuss nearby explosive charge / grenade.- Blast teamBattle You make weapons The CommandBattle CommandShortens recharges the time but also recharges the abilities of all nearby allies. - Improved Combat CommandIncreased ability to replenish, greater reach. This team also works for you. This update is particularly useful useful You're not a team player. Improved Blaster TurretBlaster TurretFaster recharges, Turret is more durable.- Squad ShieldBlaster Turrets a very strong energy shield. Very useful. Blaster shots won't get nor can you shoot from inside it. Enemies can also get inside - use with caution. DisruptionBlaster TurretSends a pulse that turns off enemy weapons, turrets and defuses explosives. Useful and effective weapons both during command infiltration and those that are performed alone. The following classes and weapons specialist Prev classes and heavy heavy weapons

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