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Rf online spec ammo guide

RF Online > General Discussion > Discussion in General Discussion started with ilophonlin, 22 April 2016 Page 2 of 4 < Prev 1 2 3 4 Next > RF Online > General Discussion > lvl 30 lvl 40 The class is the specialist class has a unique ability to craft weapons, armor, shields and ammunition. The specialist class has low growth of SP, HP and FP. Level 30 Promotions ENGINEER CLASS engineer specialists are professional manufacturers and at the same time they can fight in the fight. They're a diverse class. CLASS BONUS Crafts: 500 Points per Weapon/Shield Crafting: 500 Points to Armor Crafts: 400 Points for Ammunition Items: 3x Light Guard Tower, 6x Ruby, 6x Occupant SKILL GAINS Set Guard Tower - Can create Guard Towers using gemstones and Guard Tower parts (capability, FP=0, Reload = 0, Duration = several hours) Level 30 Promotions scientists scientists specialists are the main supplier of Accrean Empire. They can repair wounded soldiers in battle and restore their defensive capabilities. Class BONUS Crafts: 600 Points Weapon/Shield Crafting: 600 points for armored crafts: 10,000 points for Amo protection: 180,290 points items: choice of amulet (HP/FP increase, non-trahic) or 10 high-end gems. SKILL GAINS Recovery gauge - restores defense gauge (ally/self, FP=90, Reload = N/A) Immediate repair - Resurrect ally (ally, HP = 240 + FP = 240 + SP = 480, reload = 60s, DURATION = N/A) Battle rank rangers in battle class are the most powerful starter class. They are most capable of using the starter to their maximum capabilities. Their fear is invincible. CLASS BONUS Melee: 165,257 points Ranger: 165,257 points Launcher: 165,514 points Shield: 90,140 points Defense: 90,140 points Crafting: 300 points Weapon/Shield Crafting: 300 points to Armor Crafting: 5,000 points to Ammo Items: Encourage amulet (12% HP/FP increase, Non-Tradable), 4x magazines(100 round clip) of special debuff grenades SKILL GAINS Turbo Boost – doubles speed (ally/self, FP=90, Recharge=20s, Duration=300s) Solid Mode – turns you invincible but restricts movement(self, FP=90, Recharge=60s, Duration=30s) Gauge Break – decreases target's defense gauge (enemy, FP=90 + SP=120, Recharge=60s, Duration=N/A) Forums > RFO > Technical Discussions > Archive > Hey, I'm thinking of playing accretia spec but not playing one before. What are the best grenade launchers in the ATM of the game and how to get them? for this, waiting for players answers better to die for something than to live for nothing.:shablon_04: Holy Alliance Cora NARC you can buy in rare tools near ORE npc. I used 7 ammunition when I played spec acc 1) Holding web = 2) Injection 3) Mind Control 4) Shock wave = removal of force buffs 5) Impact blast = removal of skills buffs 6) mental interruption = = Force users use force 7) stun grenade = for damages lalala who said to log in and PM him = grandfather of features : 3 Icon Sales name NPC Effect Training arrow X Supplied training arrow. You need to put it on the equipment box to use it. It can't be traded to other players. Bow arrow Ice Arrow O 100 unit arrow used for bow fire-resistant arrow 100 unit used for bow Ice Arrow O element 100 unit arrow used for bow Poisonous arrow 100 unit arrow used for bow Mineral Arrow O Wind element 100 unit arrow used for bow blasting arrow O Blast area, damage 100 unit arrow used for bow Giga arrow X Non-element normal arrow Used for bow Giga Fire Arrow X Fire element 500 unit arrow used for bow Giga Ice Arrow X water element 500 unit arrow, used for bow Giga Poison Arrow X Terra-element 500 unit arrow used for bow Giga Mineral Arrow X Wind Element 500 unit arrow used for bow Giga exploding arrow X blast area, harmful 500 unit arrow used for bow Terra arrow expensive element NPC NPC non-element normal 30000 unit arrow Used for bow Terra Fire Arrow expensive Element NPC fire element 30000 unit arrow used for bow Terra Ice Arrow expensive element NPC water element 30000 unit arrow used for nose Terra Poison Arrow Expensive element NPC Terra-element 30000 unit arrow used for bow Terra Mineral arrow Expensive TK Wind element 30000 unit arrow used for bow Terra exploding arrow Expensive TK area blast blast space, damage 30000 unit arrow, Used for bow First full moon Day's Event No-element 3000 unit arrow used for the bow during full moon event First full moon Day fire arrow Fire element 3000 unit arrow used for bow during full moon event Ice Arrow Ice Arrow Arrow 100 unit used for bow during full moon event First full moon Day Poison Arrow Event Terra-element 100 unit arrow Used for the bow during the full moon event Full Moon Day Mineral Arrow Wind element 100 unit arrow, used for the bow during full moon event first full moon Day exploding impact arrow blast space explosive space, harmful 100 unit arrow used for nose during full moon event Slim Fire Arrow Cash Shop Thin 50000 unit projectiles that you can carry in pocket - * Slim Ice Arrow Cash Shop Slim 50000 unit projectiles That you can carry in your pocket -> Slim Poison Arrow Cash Shop Slim 50000 unit projectiles that you can carry in your pocket -> Slim Mineral Arrow Cash Shop Slim 50000 single projectiles that you can carry in your pocket - * Thin Exploding Arrow Cash Shop Slim 50000 unit projectiles that you can carry in your pocket - * Bolt O normal arrow unit used for crossbow Fire bolt O Fire 100 unit arrow used for crossbow Ice Bolt O water-element 100 unit arrow used for crossbow poison bolt O Terra-element 100 unit arrow used for crossbow mineral bolt O Wind element 100 unit arrow unit for crossbow Exploding Bolt O blasting area damage 100 unit arrow, used for crossbow Giga Bolt X No element normal 500 unit arrow used for crossbow Terra mineral bolt expensive element NPC Wind element 30000 unit arrow, used for crossbow Giga Poison Bolt X Terra-element 500 unit arrow used for crossbow Giga Mineral Bolt X Wind element 500 unit arrow used for crossbow Giga exploding bolt X Explosive area damage 500 unit arrow used for crossbow terrain bolt expensive element NPC NPC normal 30000 unit arrow, used for crossbow Terra fire bolt expensive element NPC fire element 30000 unit arrow used for crossbow Terra Ice bolt expensive Element NPC water-element 30000 unit arrow used for poisonous terra bolt expensive element NPC Terra-element 30000 unit arrow used for crossbow terra mineral bolt expensive element NPC Wind element 30000 unit arrow, used for crossbow Terra Exploding Bolt expensive element NPC blast area harmful 30000 unit arrow used for crossbow first full moon Bolt event No-element 3000 unit arrow used for crossbow during full moon event first full moon day's Fire Bolt Event Fire-element 3000 unit arrow Used for crossbow during full moon event First Full Moon Day Ice Bolt Event Water-element 100 unit arrow, used for crossbow during the event full moon moon poison of Full Moon Day Bolt Terra-element 100 unit arrow used for crossbow during full moon event first full moon Day of full moon Mineral bolt event Wind element 100 unit used for crossbow during the event full moon first day of full moon 100 unit unit used for crossbow during the full Moon's T.E. event. Bolt event blast area damage 100 unit arrow used for crossbow during full moon event Thin Fire Bolt Cash Shop Thin 50000 unit projectiles that you can carry in pocket - * Slim Ice Bolt Cash Shop Thin 50000 single projectiles that you can carry in your pocket -> Slim Poison Bolt Cash Shop Slim 50000 unit projectiles, which you can carry in your pocket -> Slim Mineral Bolt Cash Shop Thin 50000 unit projectiles, which you can carry in your pocket -> Slim Exploding Bolt Cash Shop Slim 50,000 single projectiles that you can carry in your pocket -> Telem cell O 100 used for the Advanced Beam Cell O 100 cell weapon used for the beam-type weapon (Attack point 25% magnification) Giga Beam Cell X 500 unit cell used for weapon type beam Giga Advanced Beam Cell X 500 unit cell used for the weapon type beam (attack point 25% increase) Terra Beam expensive element NPC 3000 Unit cell used for the beam used for the beam weapon Terra Advanced Beam Cell Expensive item NPC 30000 unit cell used for weapon type beam (Attack point 25% increase) full moon Day beam beam cell 3000 cell unit used for beam type weapon during full moon event First full moon Day Advanced Beam Cell Event 3000 cell used for beam type weapon during event Slim Advanced Beam Cell Cash Shop Slim 50000 50000 Projectiles that you can carry in your pocket - * Training grenade X Delivered training grenade launchers. Weaken the protective point of the target by spraying the acid liquid to the bumper. Training of Picrine Grenad X Delivers training grenade launchers. Reduce the likelihood of a target attack by spraying tear gas hymns. Training smog Grenade X Delivers training grenade launchers. Reduce the accuracy of the target by spraying the smoke, which stimulates the nerves of the eye. Training Shock Wave X Delivers training grenade launchers. Cancels the most recent hit of the target, generating the shock wave. Acid Grenade O Weaken the goal's defensive point by spraying acid liquid to armor. [Slightly increasing monster attacking desire] Picrin Grenad O Reduce the probability of attacking the target by spraying the hymns on the tear gas. [Slightly increase monster attacking desire] Smog Grenad O Reduce the accuracy of the target by spraying the smoke that stimulates the nerves of the eye. [Slightly increase monster attacking desire] Shock Wave O cancels the most recent hit of the target by generating the shock wave. Heal the grenade O cancels the newest cursed force of the target. Healing Grenade O restores part of HP. Mental Brake O Limiting the use of debuff through psychological shock. [Slightly increasing monster attacking desire] Slim grenade O Temporarily stuns the target with light and shock. [Slightly increase monster attacking desire] Acid Shower O Reduce the effect of the weapon by spraying the strong acids to the target weapon. [Slightly increase monster attacking desire] Braking force O Reduce endurance and limit recovery by disrupting the target's breathing with a nerve chemical bomb. Microm Gas O Reduce the speed of movement of the target with strong bacil gas. [Slightly increase monster attacking desire] Regist Brake O Convert the resistance resistance that reacts to the target with Nano-Machine. [Slightly increase monster attacking desire] Limited force O Reduce strength point and limit recovery by paralyzing the spiritual strength of the target. Blow blast O cancels all impacts with a strong shock wave. Flash wave O Blind target with powerful light. Hold web o Limit target movement by throwing a sticky webpage to the target. [Slightly increase monster attacking desire] Virus inject O Limit endurance recovery by inserting the virus into the target body. Mind Control O Limit all attacking skills and pairing strength by confusing the mind of the target. [Slightly increase monster attacking desire] Journal of Training X Training. You need to put it on the equipment box to use it. It can't be traded to other players. O No-element magazine normal magazine used for mineral magazine O Fire-element 100 unit magazine used for Firearms Venom magazine O Water element 100 unit magazine used for firearms blasting magazine O Terra-element 100 unit magazine used for firearms Ice Magazine O Wind-element 100 unit magazine used for firearms Giga magazine X Not element normal 50 Magazine for unit used for firearm Giga Mineral Magazine X Fire-element 500 unit magazine used for firearm Giga Venom Magazine X Water-element 500 used for firearm Giga Exploding Magazine X Terra-element 500 unit magazine, used for Magazine 5000 Firearms Units, TSA magazine Expensive item NPC no-element used for firearm Terra Mineral Magazine Expensive item NPC Fire element 30000 used for firearms Terra Magazine Expensive item NPC Water-Element 30000 unit magazine used for firearms Terra explodes magazine Expensive Element TK Terra-element 30000 unit magazine used for firearm Terra Ice Magazine expensive commodity NPC Wind-element 30000 magazine unit used for the firearm Terra Mineral Magazine Cash Shop Slim 50000 unit projectiles, which you can carry in the pocket - * Terra Energy Magazine Cash Shop Thin 50000 unit projectiles that you can carry in your pocket - * Terra Magazine Venom Cash Shop Thin 50 Unit projectiles that you can carry in your pocket -> Terra Exploding Magazine Cash Shop Thin 50000 unit projectiles, which you can carry in your pocket -> Terra Ice Magazine Cash Shop Slim 50000 unit projectiles that you can carry in your pocket -> Terra Ice Magazine Cash Shop Slim 50000 unit projectiles, which you can carry in your pocket -> Terra Ice Magazine Cash Shop Slim 50000 unit projectiles, which you can carry in your pocket -> Terra Ice Magazine Cash Shop Slim 50000 unit projectiles, which you can carry in your pocket -> Terra Ice Magazine Cash Shop Slim 50000 unit projectiles, which you can carry in your pocket -> Terra Ice Magazine X Area, which damages 500 unit magazine used for firearms (Attack point 15% increase) Terra Vulcan Magazine Expensive item NPC 30000 unit magazine used for firearms Terra explodes vulcan magazine expensive item NPC Area damaging 30000 unit magazine used for firearms (Attack point 15% increase) Terra exploding Vulcan Magazine Cash Shop 50000, which you can carry in your pocket -> Energy Magazine O 100 unit magazine used for firearms (Attack point 25% increase) Laser O 100 unit magazine used for firearm Giga Energy Magazine X 500 unit magazine used for firearms (point Attack 25%) Giga Laser Magazine X 500 unit magazine used for firearms Magazine Terra Energy Magazine expensive item NPC 30000 unit used for firearms (Attack point 25% increase) Terra Laser Magazine expensive items NPC 30000 unit magazine used for firearm Nuclear Rocket o Fire-element 100 unit rocket that explodes in target and damages surrounding enemies Electric rocket O wind element 100 unit rocket That explodes into the target and harms the surrounding enemies cross rocket o fire-element 100 unit rocket that explodes into the target and harms others surrounding the Nom missile O Terra-element 100 unit rocket, which explodes into the target and harms the surrounding enemies Cyclone rocket o wind element 100 unit rocket that explodes on target and harms the surrounding enemies Flash Rocket O Fire-element 100 unit rocket that only defeats the target Point Rocket O Fire-element 100 rocket that only damages the target ceramic rocket O No-element 100 unit that only meets the target Giga Nuclear Rocket X Fire-element 500 unit That explodes into the target and damages the surrounding enemies Giga Electric Rocket X Wind Element 500 unit rocket that explodes into the target and harms the surrounding enemies Giga Cross Rocket X Fire-element 500 unit that explodes into the target and damages the surrounding enemies Giga Venom Rocket X Terra-element 500 unit rocket that explodes into the target and harms the surrounding enemies Giga Cyclone Rocket X Wind-element 500 unit rocket That explodes into the target and harms the surrounding enemies Giga Flash Rocket X Fire-element 500 rocket that only defeats the target Giga Point Rocket X Fire-element 500 unit that only strikes the giga ceramic rocket X No-element 500 unit target, which only damages the target Terra nuclear rocket rocket's expensive element NPC Fire element 30000 unit rocket that explodes into the target and harms the surrounding enemies Terra Electric Rocket Expensive NPC Wind Element 30000 rocket That explodes into the target and harms surrounding enemies Terra Cross rocket's expensive element NPC Fire element 30000 unit rocket that explodes into the target and harms the surrounding enemies Terra Venom Rocket's expensive element NPC Terra-element 30000 unit that explodes into the target and damages the surrounding Terra 30000 unit rocket unit, which exploded into the target and harmed the surrounding Terra Terra Terra 30000 unit unit, which exploded in the target and harmed the surrounding Terra Terra Terra-element 30000 unit rocket that cyclone rocketed an expensive element NPC Wind Element 30000 unit rocket that exploded in target and harmed surrounding enemies Terra Flash Rocket Expensive Element NPC Fire Element 30000 unit, which only harms the target Terra Point expensive element NPC Fire element 30000 unit rocket, which only damages the target terra ceramic rocket Expensive item NPC No-element 30000 unit rocket that damages only the target Slim Nuclear Rocket Cash Shop Slim 50000 unit projectiles that you can carry in your pocket - * Slim Electric Rocket Cash Shop Thin 50000 units projectiles that you can carry in your pocket - * Slim Cross Rocket Cash Shop Slim 50000 Units That you can carry in your pocket - * Slim Venom Rocket Cash Shop Thin 50000 unit projectiles that you can carry in your pocket - * Slim Cyclone Rocket Cash Shop Slim 50000 unit projectiles that you can carry in your pocket - * Slim Flash Rocket Cash Shop Slim 50000 unit projectiles that you can carry in your pocket -> Slim Point Rocket Cash Thin 50,000 unit projectiles that you can carry in your pocket - * Slim Ceramic Rocket Cash Shop Thin 50,000 Unit Projectiles That You Can Carry in Your Pocket - * Mineral Liquid Fuel O No-Element 100 Unit Of Gas Used fire alarms and damages multiple enemies in the direction of firing Fire Liquid Fuel O Fire element 100 unit of gas used for the fire extinguisher and harms multiple enemies in the direction of shooting Ice Liquid Fuel O Water-element 100 unit of gas used for fire extinguisher and damages multiple enemies in the direction of shooting Poisonous Liquid Fuel O Terra-element 100 unit of gas used for the fire extinguisher and damages numerous enemies in the direction of firing Giga Mineral Liquid Fuel X No-element Used for the fire extinguisher and harms multiple enemies in the direction of firing Giga Fire Liquid Fuel X Fire element 500 unit of gas used for the fire extinguisher and damages numerous enemies in the direction of firing Giga Ice Liquid Fuel Expensive element NPC Water element 30000 unit of gas used for the fire extinguisher and damages multiple enemies in the direction of shooting Terra Poison Liquid Fuel Expensive NPC Terra-element 30000 unit gas Used for fire extinguisher and damage to multiple enemies in the direction of firing Thin Fire Liquid Fuel Cash Shop Thin 50000 units projectiles, which you can carry in your pocket -> Thin liquid fuel Cash Shop Thin Thin 50000 units that you can carry in your pocket -> Slim Liquid Fuel Cash Shop Slim Projectiles on the appliance that you can carry in your pocket-> Slim Poison Liquid Fuel Cash Shop Thin 50,000 units projectiles That you can carry in your pocket-> Thin mineral liquid money store Thin 50,000 single projectiles that can be carried in your pocket-> Slim Mineral Liquid Fuel Cash Shop Slim 50,000 unit projectiles that can be carried you can carry in your pocket - * Acid Grenade event on Full Moon Day weakens the target's defensive point by spraying acid liquid to armor. [Slightly increasing monster attacking desire] The first day of the full moon Picrin Grenadi reduced the likelihood of attacking the target by spraying hymns of tear gas. [Slightly increasing monster attacking desire] The first event Smog of Grenada on the First Full Moon reduced the accuracy of the target by spraying the smoke that stimulates the nerves of the eye. [Slightly increasing monster attacking desire] The shocking wave at the first Full Moon Day event cancels out the most recent hit of the target, generating the shock wave. First of all, the mental event on the brakes of Full Moon limits the use of debuff, creating a psychological shock. [Slightly increase monster attacking desire] The first day of the full moon Stern Grenadi event temporarily stunned the target with a slight shock. [Slight increase in monster attacking desire] Acid shower for First Full Moon Day Full Moon Reduce the effect of the weapon by spraying the strong acids to the target's weapon. [Slightly increasing monster attacking desire] The braking event to stop Full Moon Day reduces endurance and limits recovery by disrupting the goal's breathing with a nerve chemical bomb. Day Full Moon's first tournament reduced the target's speed of movement with a strong bacillus. [Slightly increase monster attacking desire] The first Regist Brake Event of Full Moon Event Registrant Converts the resistance effect that reacts to the target with Nano-Machine. [Slightly increasing monster attacking desire] The limited event of Full Moon Day reduces the power point and limits recovery by paralyzing the spiritual strength of the target. The explosion event on the first day of a full moon cancels all impacts with a strong shock wave. Flash Wave Event on the first full moon blinds the target with powerful light. The first Full Moon Day holding web event restricts the movement of the goal by throwing a sticky net to the target. [Slightly increase monster attacking desire] Virus Injection Event Virus Limit the recovery of endurance on the first day full moon by placing the virus in the body of the target. The mind-control event of the First Full Moon Day Control limits all attack skills and intercepted force, confusing the mind of the target. [Slightly increase of monster attacking desire] Full Moon magazine day 300000, used for firearms First Full Moon, Mineral Magazine Event Event Wind-element 30000, used for firearms First edition Energy Magazine Energy Event 30000, used for firearms (Attack point 2.5% increase) Magazine for laser magazine Laser magazine Full Moon Day 30000, used as a firearm Magazine Used for firearms (attack point increase by 15%) Venom magazine of Venom Event magazine in the magazine Terra-element 30000, used for firearms, Exploding magazine Full Moon Magazine for a unit used for firearms Ice Magazine Ice Day Full Moon of Ice Magazine Event 30000, used for firearms, the Missile Nuclear Missile of Acretia, used only with the rocket of The Acretia. It explodes into the target and harms the surrounding enemies. An electric rocket for The First Day of a Full Moon is used only with the Acretia missile. It explodes into the target and harms the surrounding enemies. The Croc Rocket on Day One full moon is used only with Akrettia. It explodes into the target and harms the surrounding enemies. Venomi's First Company Venom rocket is only used with Akrettia. It explodes into the target and harms the surrounding enemies. The Cyclone rocket on The First Day Full Moon is used only with accretia. It explodes into the target and harms the surrounding enemies. Flash rocket for the first time on a full moon The missile is used only with Akrettia. We're going to damage the self-help. The Full Moon Day Point Rocket is only used with Akrettia. We're going to damage the self-help. A full moon ceramic rocket is used only with Akrettia. We'll damage the self-purpose without an element. Liquid liquid gas for liquid fuel on the first day of a full moon used for the fire rocket. It'll damage the target in the direction of the shooting. Liquid liquid gas for liquid fuel on the first day with a full moon used for the fire rocket. It'll damage the target in the direction of the shooting. Liquid liquid gas for liquid fuel on the first day with a full moon used for the fire rocket. It'll damage the target in the direction of the shooting. Snow battery 5 event projectile for snowplow. It is possible to shoot with a snow sprayer. 5 photos snow battery 10 Event projectiles for snowplow. It is possible to shoot with a snow sprayer. 10 photos snow battery 15 Event projectiles for snowmobile. It is possible to shoot with a snow sprayer. 15 photos snow battery 20 Event projectiles for snowmobile. It is possible to shoot with a snow sprayer. 20 photos 20photos

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