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The division 2 sniper guide

Division 2 Nemesis is the latest in the growing list of Division 2 Exotics, and this is an Exotic Sniper. Division 2 Nemesis has been added to the game as part of the recent Tital Basin update and the method of acquiring this Division 2 Exotic Sniper is somewhat different from the rest of the rare weapons available in Division 2. If you want to get your hands on the 2nd Division Exotic Sniper Nemesis - also known as an Exotic Marksman rifle - read on for our 2th Division Nemesis guide. Division 2 Chatterbox SMG Exotic Guide | Division 2 Ruthless Rifle Exotic Guide | Division 2 Liberty Pistol Exotic Guide | Division 2 Sweet Dreams Shotgun Exotic Guide | Division 2 Pestilance LMG Exotic Guide Division 2 Nemesis Exotic Sniper TalentsImage Credit: games-guides.com many players have been calling Nemesis overwhelmed since it finally became available last week, but we consider this to be the way all exotic should be. However, here are the talents of Nemesis: Counter-Sniper: Shot Shots do 0-100% weapon damage based on how long the trigger is held before release. The time to reach the maximum damage of the weapon is reduced whenever a shot does not kill an enemy it hits. Nemesis: Aiming to an enemy marks them as nemesis for 15 seconds, allowing you to see them through the walls. Your photos earn +5% unmesis damage for every second they are marked, at a maximum of 50%. Preparation: While holstered, earn +25% headshot damage when purposeed with your current weapon. Combine the two active talents with already insanely high 100k+ damage, and Nemesis is an absolute monster. But you get it? Division 2 tips | Best Division 2 Skills | Best Divisions 2 Perks | Division 2 Hyena Key Locations | Division 2 Dark Zone Keys | let's level up quickly in Division 2 | Division 2 masks | Division 2 Ivory Keys | Dark Zone Guide Division 2 | to unlock the Dark Zone in Division 2 | Crafting guide of Division 2 | Specialization Division 2 | to unlock specializations in Division 2 | Division 2 dyes | Division 2 mods | Division Map 2 | 2division printer filament | Division Rewards 2 | Division 2 builds | Division 2 Casting Cards | Division 2 Hidden Side Missions | Division 2 Exotic | Division 2 endgame | Division 2 patch notesHow to get Nemesis Exotic Sniper – All Division 2 Nemesis shareImage credit: /u/Hal0ez- (Image credit: Reddit: /u/Hal0ez-)Getting Division 2 Exotic Sniper is a multi-stage process. First, you will have to progress the game to World Tier 4, then take on the bastion Tidal Basin. Play all the way through story mode until you reach the end, and you should progress to World Tier 5.Next, take on the three new invaded missions that unlock the Capitol Building bastion again, and play through it. This will give you access to Tital again, but this time you can select the difficulty that you are playing. Choose your preferred difficulty - we recommend normally, so you can get through it faster - then play up to the section immediately after after Destroy the first set of defenses. Manny Ortega will tell you to patch ISAC into a laptop. Go up to that building and on one of the bunk beds, it should be a key from the black Tusk to raise. Keep playing through the mission until you reach the hovercraft cargo dock. Fight at the back of the hovercraft and when you are instructed to take a right turn and go through a door, go left instead and you will find a door locked with a keyboard. Interact with it and black Tusk Keycard will be consumed. Go inside and you'll find a crate of weapons containing the Adrestia SR-1 luxury shooter rifle. You might feel wrong to dismantle a weapon called, but you need to deconstruct Adrestia SR-1 to get an exotic component: Marksman Rifle: Scope - Tally. If you take a look at the inscription on the component, mention three other names: Klutz, Shory, and Prime.Image credit: / u / Hal0ez- (Image credit: Reddit: / u / Hal0ez-)To get other parts for Nemesis, you need to kill these three people. Each is a chief named Black Tusk at the end of the three invaded fortresses. See where this is going? Head back to the fortress invaded Capitol Building and play through it again. In the end, you'll fight Prime. He should drop marksman Rifle: Barrel - The Flagel. It is unconfirmed whether this is a random drop or not, so if it is, you will have to run through the invaded version of the fortress until it drops. To get the Marksman rifle: Bolt, you must kill Shory at the end of the invaded fortress of Roosevelt Island. For Marksman Rifle: Stock - Bridle, you need to kill Klutz in the invaded District Union Arena bastion. That sounds easy, but the warning is that the fortresses invaded the wheels every week, so you can only get the part available in the current rotation. You also need to get the Nemesis plan after you've got all three parts, which can be found during the invaded Grand Washington Hotel mission. You have to kill Puck, who's a chief appointed early during the mission and there's a chance to drop the nemesis plan. If he doesn't, you have to try again until you get it. Image Credit: /u/pomekPL (Image Credit: Reddit: /u/pomekPL)Don't forget that you need to deconstruct Adrestia SR-1 before you can get any of the pieces, and you need all the pieces before you can get the plan. When you have Nemesis, enjoy one of the best weapons in the game! Do you need more Division 2 in your life? Check out the latest Division 2 patch notes. Next Conflict - PvP Modes Skiing and Domination Prev Specializations Demolitionist Sharpshooter is the last of three specialties available at the launch of Tom Clancy's Division 2. After one can imagine, this specialization focuses on doing damage from long distances and sacrificing durability (Armour, Health) maximize output damage. In this chapter you will find all the information about this specialization - equipment, features, and unique unique as well as useful suggestions that will allow you to use the specialization to its full potential. EquipmentThe shooter's signature weapon is obviously a sniper rifle - TAC-05 C. This weapon is significantly stronger than the regular shooter rifles in the game, effective at long distances. This weapon deals the most damage with a single target in the game - a head shot is able to take out most enemies with a single shot, even at the highest levels of difficulty. What is important, the bullets fired from this weapon are able to penetrate the target, hitting other enemies standing directly into the line of fire. In addition, hitting the enemy causes the creation of a mini shock wave, dealing small damage to the enemies located right next to the victim. As with any signature weapon, TAC-05 C is also not without defects. The biggest problem with the gun is that - despite the absurdly high damage - it can only hit one target (not counting hit enemies after penetrating another target). What's more, the gun has a pretty low rate of fire, making any missed hit hurt. The biggest flaw of the weapon, however, is the need for x12 sight - the sight allows one to hit enemies over long distances, but in a direct encounter (when the enemy is closer to 10 meters) causes the weapon to become useless, as you will not be able to hit anything. The view cannot be removed or changed to another. Sharpshooter also has access to unique grenades - Flashbang Grenades. They do not cause damage, but cause a blinding effect on all enemies in a large area, preventing them from doing anything for a few seconds. This is probably the best crowd control element in the entire game - a flash grenade thrown into a narrow tunnel or a small room will blind all enemies located there. It is also very effective in defending the position from loading enemies. This makes this tool a must-have. Passive skills and features Sharpshooter has access to a skill tree with 19 unique abilities to unlock. All available skills were presented in the following table. NameCost to unlock + requirementsEffectsOne In Head5 points +5% increased headshot damage. Capacity has 5 levels. Deft Hands3 points, requires the ability one in the head +10% increased reloading speed for weapons. Breath Control3 points, requires one in the head capacity + 10% increased weapon stability, reduced recse and faster repurchase of targets. Capacity has 3 levels. X-Stat Armor Kit-Additional3 points, requires one in the head abilityArmor kits now repair 50% less when used, but eliminate the effects of the condition and increase resistance to bleeding, poison and burn for 20 seconds. Tactician5 pointsUnlocks upgrade unique Drone, Tactician. Drone Scouts and Marks Targets feeding them with the HUD of the agent and other allies. Grafen Battery3 points, requires tactical capacityIncreases the duration of The drone's capability. Carbon fiber Frame3 points, requires the tacticalcapacityDecreases the cooldown time of the drone's ability. Sharpshooter UniformUnlocked by defaultUnlocks unique Sharpshooter suit. Sharpshooter Tactical Link10 pointsAll group members who are closer to enemies than you get +10% headshot damage. My Home Is My Castle5 points, requires Sharpshooter Tactical Link abilityIncrease character armor while in the cover. Vital Protection5 points, requires Sharpshooter Tactical Link abilityDecreases the chance to hit you critically in the conflict of 20%. Round after Round5 points, requires Sharpshooter Tactical Link capabilityAfter 20 seconds in coverage, you will start generating 5 shooter and 5 rifle ammunition, every 10 seconds. Sharpshooter 93R10 pointsSA 3-round firearm for close, hectic encounters. The ideal partner for when the situation requires rapid fire and high mobility. This is my rifle5 points + 5% gun damage rifle. Capacity has 3 levels. Digital Scope5 points, requires This Is My Rifle AbilityUnlocks a digital device with the aim of long top-end. 50 Caliber Ammo AcquisitionUnlocked by defaultEnemy headshot kills can drop the signature weapon ammunition, for TAC-05 C Rifle, unless firing the rifle itself. Group Signature Ammo Supply5 Pointskills with signature weapon grant a chance to get the weapon ammo signature for all members of the group or raid. Signature weapon Damage10 points25% increased signature gun damage. Capacity has 3 levels. Flashbang Grenade3 pointsUnlocks the flashbang grenade that applies blind to all targets in a large area of effect. Skills worth attentionThe following skills are especially noteworthy:One In The Head - the ability increases the damage caused by headshots, which is crucial when playing as a sniper. Deft Hands - a perfect skill for a character using a sniper rifle, which in most cases has a pretty long time to recharge. Breath control - the ability to do wonders when using rifles, allowing the player to shoot one after another without losing accuracy. X-Stat Armor Extra Kit – one of the skills you must have of Sharpshooter. Even if it decreases the amount of armor regained by using Armor Kit, eliminates all the control effects that affect the character, which is crucial when playing as this specialization - enemies will be constantly throwing grenades at you. My Home Is My Castle and Round after Round - both abilities activate once the character hides behind the cover, which will make a sharpshooter all the time. The first allows The Sharpshooter to get some extra armor, the latter regaining ammunition lost to the main weapons. This is my rifle - if you're planning on using rifles, this is a must-have ability, allows you to handle additional damage while using these weapons. Tactician - a useful skill because it allows the player to identify enemy locations, but the Pulse effect is worse than that found in the first installment of Division because does not increase damage against marked targets. You can use it, but there are other more effective skills in the game. Sharpshooter Tactical Link - another must-have ability that will be active most of the time, so should be as far away from enemies as possible. Group Signature Ammo Supply - another skill worth unlocking because it allows your teammates to purchase additional signature ammunition. Signature damage weapons - a very expensive capability, but providing a huge damage boost to the signature weapon. A capability worth your interest, but only after you have unlocked all the other skills in this list. TipsTo summarize, here is a handful of tips on how to play using this specialization: Sharpshooter is effective as a solo choice. Huge damage caused by the signature weapon will allow you to eliminate most of the key enemies with a single blow. You should, however, start meetings with the longest possible distance to enemies to increase the time it takes for enemies to reach your position. During the solo game it is worth using a turret ability to distract enemies from you. Sharpshooter is extremely good in a party, as a character focused on doing damage and eliminating key targets (such as snipers and engineers). The elite shooter can use his full potential when dealing with a team - the player can focus on doing damage, while teammates will distract enemies. While in a party, you should think about using Drone with the Tactician upgrade – it will make meetings easier for you and your colleagues. The elite shooter should focus on removing key targets - enemy snipers, engineers and doctors who make encounters more difficult and who tend to keep a safe distance from battle. While playing as a Sharpshooter, you should always use Flashbang Grenades. These grenades allow the player to blind all enemies over a large radius, making them the most effective crowd control tools throughout the game. In addition, you should find a weapon with Eyeless talent that increases damage against orbiting targets by 20%. Note that TAC-50 C has a permanently installed x12 view. This makes the weapon completely useless against targets closer to 10 meters. You should always have a weapon for close combat ready at your disposal. Sharpshooter can use all weapons, but it's worth focusing on Rifles and/or Marksman Rifles. This specialization has access to skills that increase the damage treated with the types of weapons mentioned. Next Conflict - PvP Modes Scuffle and Domination Prev Demolitionist Specializations