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Rust satchel raid guide

---Types of explosives ---There are 9 types of explosives in the game so far, but 3 of them are useless for raids. The ones you will use are:

- Beancan grenadesRandom length safety, can fail. Useful only for very early raids. You should switch to backpack fees as soon as possible, have a lower chance of exploding in your face because you have to throw less of them to break something.
- Satchel chargeonly as unsafe as the bean can grenade, but no more damage, so you need to throw less of them. You need four bean canon grenades, a stash and rope to craft one.
- Explosive ammunitionIf you are a solo player, this is probably the best option for raids. You need a rifle to shoot him and you can use a silencer to raid in silence. Explosive ammunition and beancan grenades are the only explosives (useful) that do not require components. I'm not very good at breaking walls. Causes splash damage.
- Timed explosive charge (C4)Similar to bag loading, except it causes more damage and always takes time to explode at the same time. You need tech trash to craft it, it's pretty loud and as a solo player you're probably won't have.
- RocketDoes large amounts of splash damage. You can break up to 4 walls at once if you shoot missiles in the middle. You need a launcher missile to fire them. Again, as a solo player probably won't have these.
- Incendiary missilesnot very good at anything except removing autoturrets. Creates a bunch of flames after it explodes.

---Wall and door durability---(picture didn't make me, its from rustxd.com)---Raiding tips---> Look for weaknesses around the base in the first place. • Sometimes it's cheaper to break a frame rather than working inside it, for example, a reinforced glass window inside a stone window. • Either set up a stash and sleeping bag or a nearby raif base to have a place to respawn and store explosives, don't bring them all at once! • Be ready for counter-raiders, especially when using top-level explosives. • Use flamethrowers for wooden structures, you don't need explosives to break them. (Please let me know if I missed anything, if you have more tips you can comment below) Written by the Dead Inside / December 17, 2019 This guide shows details about the backpack raid and what is needed for them. Here I will show the raid of the backpack and what is necessary for them. Wooden door - 2 backpacks. (960 sulphur/1440 coal). Iron door - 4 backpacks. (1920 sulphur/2880 coal). Door HQM - 12 backpacks. (5760 sulphur/8640 coal). On double doors, alsoLuke - 4 backpacks. (1920 coal). Garage door - 9 backpacks. (4320 sulphur/6480 coal). Prison cell gate - 1 backpack. (480 sulphur/720 coal). Prison gate - 4 backpacks. (1920 sulphur/2880 coal). Wooden wall - 3 backpacks. (1440 sulphur/2160 coal). Stone wall - 10 backpacks. (4800 sulphur/7200 coal). Iron wall - 23 backpacks. (11040 sulphur/16560 coal). HQM wall - 46 backpacks. (22080 (22080 coal). Chainlink Fence - 2 backpacks. (960 sulphur/1440 coal). Prison Cell Wall - 4 backpacks. (1920 sulphur/2880 coal). Floor Grill - 4 backpacks. (1920 sulphur/2880 coal). Metal Shop Front - 18 backpacks. (8640 sulphur/12960 coal). Wooden window - 3 backpacks. (1,440 sulphur/2,160 coal). Iron window - 12 backpacks. (5760 sulphur/8640 coal). HQM window - 18 satchels. (8640 sulphur/12960 coal). Reinforced glass window - 12 backpacks. (5760 sulphur/8640 coal). Horizontal metal embrace - 13 backpacks. (6240 sulphur/9360 coal). Vertical metal embrace - 13 backpacks. (6240 sulphur/9360 coal). High exterior wooden wall - 6 backpacks. (2880 sulphur/4320 coal). High outer stone wall - 10 backpacks. (4800 sulphur/7200 coal). Wooden gate - 6 backpacks. (2880 sulphur/4320 coal). Stone Gate - 10 backpacks. (4800 sulphur/7200 coal). Wooden spikes - 1 backpack. (480 sulphur/720 coal). Metal spikes - 4 backpacks. (1920 sulphur/2880 coal). Shotgun Trap (guntrap) - 1 backpacks. (480 sulphur/720 coal). Tower with flame - 1 backpack. (480 sulphur/720 coal). Car turret - 2 backpacks. (960 sulphur/1440 coal). Tool cabinet - 1 backpack. (480 sulphur/720 coal). Game: Rust Comments Share - Accurate information as of: build 1263302 Damage and function of Kaboom times No description could be found unsafe raiding tool that can be used to destroy player-made buildings in order to enter other player bases and rob them. The backpack charge becomes armed when placed, has a random time until detonation, and has a small chance to malfunction, which requires the user to pick up and rearm. Crafting A Satchel Charge requires: 4 Beancan Grenade 1 Small Stash 1 Sense It takes 30 seconds to craft a single Satchel Charge, using the raw materials mentioned above. The raw materials required for crafting a satchel charge from scratch are: This does not include the necessary wood used in the oven to smelt ore. Raid chart (values subject to modification) The following table compares the usual explosive devices in terms of the minimum amount required to destroy a particular object: 1 2 4 8 1 2 2 2 2 2 2 2 4 8 15 1 2 3 4 2 3 4 5 16 33 65 2 5 12 16 5 9 15 3 10 23 46 2 4 9 12 4 6 1013 46 112 223 6 18 42 56 18 26 46 125 250 1000 2000 40 50 120 16050 250 250 72 289 358 478 19 88 251 334 35 175 433 Community content is available under CC-BY-SA, unless otherwise stated. From Rust Wiki The Satchel Charge is an explosive craftsman that can be thrown on towers, doors and deployable objects. Once a satchel load has been locked to an object it will automatically arm itself. The time it takes to detonate is unpredictable, like Grenada Beancan, with the same times random safety and the chance to be a mulberry. The resulting explosion will cause structural damage to the target object and serious damage to any player caught in the blast radius. Crafting In the possibility of Crafting Satchel Charge, you need the following ingredients: It is 30 seconds to create a backpack fee. Image Name Sumbean Grenade 4 Small stash 1 Pipe 1 Drop Satchel Charges can be found as rare drops in demolitions motherboards Next table compares commonly used explosive devices, in terms of the minimum amount needed to destroy a certain component Demolition cost 1 2 4 8 1 1 2 2 2 2 2 2 4 8 16 12 3 4 2 3 4 2 7 8 10 1 3 2 7 3 4 7 3 10 23 46 2 4 9 12 4 6 10 13 46 112 223 6 18 42 56 18 26 4 6 125 250 1000 2000 40 50 120 160 50 250 Raids in RUST can be daunting for new players. Many new players spend their first few weeks hoarding supplies, building insecure bases and trying to form relationships with neighbors. These players walk on eggshells because they are very intimidated and still learn the ropes. RUST has a lot of knowledge to be unpacked and Cruxal is here to help cut fat out. Its guide does not provide new players with the basic knowledge needed to effectively start raids in RUST. One of the best ways to learn to ensure a basic RUST design is to spend time raiding other players' bases. Nothing beats the cruel experience. Over time, new players will learn to spot a weak spot in a basic design and learn to take advantage of them. In turn, this knowledge will help them learn to focus their own basic design weaknesses. In addition, they will quickly learn the differences between passive and active raid defenses. With this, you're here to see his video! Hey, guys. I'm Cruxal. Before you start the video, I just want to inform you that you can jump to different parts of the video that interest you using the time stamps in the description. So you think you've come to a basic science of rust? Wondering what skill level is from 0 to hJune, but haven't gone raiding yet? Welcome to the only raid tutorial you'll ever need. Let's get started. There are many different methods of raiding, the first is to figure out which one will be using. You can choose according to what you have or don't have, if you're low on scraps and can't afford to learn certain Blue Prints, then you want to choose according to what's available to you at that time. You can raid with backpacks, explosive ammunition, and missiles or C4. The cheapest route for raid is with backpacks, it's the only way to raid without having a level 3 workbench, I highly recommend getting to level 3, and skipping backpacks to save that precious scrap and better learn raid ing plans. Bags make a lot of noise, are unsafe, and are mating calls letting people know that you use backpacks and probably under-pointing. The only time I can recommend the use of backpacks is if access to them incredibly early and you want to evacuate some neighbors before you build too much. As soon as a few hours pass in a delete, it is most likely already not worth learning them anymore. Note Note this is your personal preference, if you are a slightly larger group you might be comfortable with Raid Satchel, and may welcome the additional challenge of having players culminate in your area. To raid with backpacks, you will need: Tier 1 Workbench250 scrap for Satchel75 scraps for Beancan GrenadeNext we have explosive ammunition. Most of the time explosive ammunition is the cheapest way, not only that, but using a silencer, along with either your semi-automatic rifle or Assault Rifle, will make the raid completely silent, making this an excellent choice for solo raids. Explosive ammunition is excellent for splashing damage, when using it make sure you make the most of it by splashing multiple walls or doors. You'll still need to reload your weapon, so be very careful when solo raids don't get jumped on while reloading. If there are multiple players firing explosive ammunition, don't start shooting all in sync to find yourself all reloading at the same time. The parts down firing explosive ammunition is that it's slow, arms breaks and you can easily find you're only missing a few bullets to finish a wall because of a miscalculation or a few misfires. Not only that, but crafting a large amount of explosive ammunition takes an absurd amount of time. 10 stacks of explosive ammunition takes 64 minutes of crafting, and that is not counting the time it takes to craft gunpowder. To raid with explosive ammunition, you'll need: Tier 3 workbench250 scraps for Semi Automatic Rifle or 750 for Assault Rifle250 scraps for Explosive Ammunition75 scrapsNow let's talk about C4, You don't see C4 as often simply because it's cost to damage the ratio in terms of gunpowder or sulfur is the longest time longer than other methods and not splashes. A good example of this is a metal wall. Destroying one using C4 would cost 8,800 sulfur in total, where the explosive ammunition is about 10,000 and missiles 11,200. The C4 would only damage one wall if, like the other two could splash multiples, to get a much better cost to report damage on rockets or explosive ammunition. To raid with C4 you will need: Tier 3 Workbench750 scraps for Explosive250 scraps for Rocket750 scraps for Rocket LauncherNote that you are certainly not stuck in the use of a raid material, you are welcome to use a combination of all this if your plans allow this, and I encourage this to get the cheapest or fastest combinations raid a base. Here's a quick example: a tin door can be destroyed using 2 rockets, for 2800 sulfur, a C4 for 2200, 4 backpacks for 1920 sulfur, or 64 explosive ammunition for 1600 sulfur. So ideally, explosive ammunition would be the way to go, but after I explained, it can be slow. So! If you use a single rocket, and another player shoots 8 explosive rounds at the same time, you get a much faster result with the same amount of sulfur used as the explosive ammunition option, which is 1600 sulfur. There are a lot of different combinations and this video could go on for hours, so I really encourage players to visit rusttabs.com, has all the information you can think of when it comes to damage and the cost of different items. Where to find raid materials: You can find everything you need for raids from different crates in the game, anywhere from an elite toolkit and timed crates. The best way to know exactly what drops from what and what drop rates are, head to rusttabs.comOK, maybe you're ready to raid and the trigger finger is the itch hell, so before you head out, here are some tips that you don't want to skip. Study your targetDon't chew anything too big for you, try to attack something smaller for your first raids. If you think you might not have enough, then you most likely don't. Always do more than you need. When the raid is always better to have more than not enough. Raid BaseFace a base raid, there's nothing worse than to go out with a ton of missiles and C4 and just lose everything instantly to another player. Seriously make a raid base. If you're alone, do it 1x2. If you are a group make a 3 story 2x2 with windows to roof unwanted company. Make sure you have metal embraures, so as not to give anyone easy access to the raid base. And don't be silly putting the loot in the boxes next to the window. Players can and will loot them. GearBring sets additional tool, medical syringe food, etc. If you die and you can't come back. Returns. Your body, re-spawn in the raid base, re-tools and head back as fast as you can. If you're not sure if your body is accessible or your prey has been taken, it's wise to take some tools with you anyway. If someone is still robbing your body you will be able to shoot the player and recover what belongs to you.CommunicationComms are so important when it comes to raids. The first few times you might be nervous, so get ready for that. Designate a raid leader if you need it, and have that person make calls. Keep collt's easy to lose your during a raid, so try to keep yourself cool and keep your heart rate low can actually be reminding you to stay calm and breathe. You always play better, don't tremble and sniff out all your shots. I constantly involuntarily hold my breath during intense moments and I will remember to calm down. Nobody's perfect, find your flaws and fix them. This will make you a better player. If someone starts stalking to another teammate, try to disarm the situation and clean up communications. Talk about things could have been better after the raid without necessarily pointing fingers. If you are the player being shouted at, make sure it is known that you have made the situation uncomfortable and we hope that your teammate apologizes. If you made mistakes during the raid and someone points out, don't be salty, learn from your mistake, and bring experience to the next raid. Raid.

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