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M21 ebr vs xpr 50

The XPR-50 (named AS50 in game files) is a sniper rifle featured in Call of Duty: Black Ops II, Call of Duty: Strike Team, Call of Duty: Black Ops III and Call of Duty: Mobile. Call of Duty: Black Ops II[edit | edit source] · Unexpressed: Head: 2, Neck, Chest, Upper Torso, Hands: 1.5· Repressed: Head: 2, Neck, Chest, Upper Torso, Upper Arms: 1.5, Middle Torso: 0.95 8 Rounds (11 w/Extended Clip) Completing Suffer with Me (SP)Level 52 (MP) 234 RPM (SP), 375 RPM (MP) Semiautomatic Sniper Rifle. Lethal from the chest up, with a moderate twitch. — A description from the Campaign to Create a Class[edit |and edit source] XPR-50 is unlocked to create a class after the Suffer With Me level ends. However, it is also located at the Odyssey level, where it can be used to provide sniper overwatch and complete challenges. It is also a secondary choice of weapon in Judgment Day. Multiplayer[edit | edit source] It is the last sniper rifle that is unlocked in multiplayer at level 52. XPR-50 is a moderate damage sniper rifle. It deals with 95 damages at any distance without damaging the multipliers in effect. The XPR-50 deals with one bullet kill on the upper torso and upwards, also scoring one shot to kill in the entire arm. If the Suppressor is equipped, the XPR-50 will lose one shot in the forearm area, while the damage will be reduced to ninety if the player hits the lower torso area. The XPR-50 has high penetration power, allowing the XPR-50 to fire through the cover while maintaining high damage. However, this will greatly hinder the user's chances of getting a single bullet kills with a weapon. The XPR-50 fire rate is above average for the sniper rifle class. It shoots semi automatically, with a fire glass of 375 RPM. Firing faster than a fire cup will further limit the rate of fire. This fire rate is good, especially for the XPR-50, which has damage almost equal to that of Ballista, but while it possesses a much higher fire rate, therefore it greatly increases damage per second. XPR-50 accuracy characteristics are subpar. XpR-50 has a custom reticle scope with standard zoom levels, and the XPR-50's twitch is quite high. This is comparable to that of a sniper in bolt action, but since the XPR-50 shoots semi-automatically, the twitch is much more problematic. XPR-50 also has the second highest amount of idle sway in the sniper rifle class, only surpassing the DSR-50 in this regard. XpR-50s, like all other sniper rifles, receive a large amount of goal assistance on consoles and have a halved swaying speed if they do not use the default scope. The XPR-50 also has a low central speed of 725 when standing. However, the XPR-50 gets the highest central speeds of all sniper rifles when squatting or prone. When squatting, the XPR-50 will have a central speed of 942, and when it is prone, the XPR-50 is centerspeed increasing to best in class 1160. The (song) handling characteristics are quite poor. The target down vision time is slow overall, at 400 milliseconds, while the XPR-50, like all other sniper rifles, have an extremely large hip-fire crosshairs, making it the most mediocre last resort option. The reload speed is generally poor, it takes 3.5 seconds to reload a partially filled magazine or 4.1 seconds to reload a blank magazine. The speed of cancellation of reloading is 2.45 seconds, which is quite unimpressive in a large scheme, but is not much different from other sniper rifles. The XPR-50 has a large magazine capacity, holding eight rounds in each magazine, and since the player spawns with three backup magazines to start with, it gives the player 32 rounds to start, with a maximum of 64 rounds between the gun and the backup ammunition. This supply can only be obtained by SVU-AS, which consumes ammunition much faster. The XPR-50 can make great use of each bullet, allowing the user to get a lot of homicides without additional ammunition. The XPR-50 has the usual attachment range at its disposal. The suppressor prevents the player from appearing on the mini-map from recording the XPR-50, at the cost of not a single forearm crack. Since the XPR-50 is semi-automatic, it is not so dependent on a single kill, but it is quite powerful regardless, which makes suppressor interestingly attached to the consideration. Ballistic CPU reduces the amount of swaying impacts of the XPR-50 by thirty percent, removing a large impact from weapons. In tandem with Dual Band Scope and/or Variable Zoom Scope, the XPR-50's overall wind in life decreased significantly, with a third of the drowned amount of sway gone and the idle swaying speed halved. Variable zoom volume gives XPR-50 two zoom levels, one less zoom than the standard scope, the other with more zoom than the standard scope. This scope can help the user spot targets from further away, or have easier time tracking targets up close. Dual Band Scope creates a thermal layer that will highlight enemies who don't use Cold Bloods as bright orange, while cold-blooded users aren't affected and don't have a changed color. ACOG Scope gives a view of mini-map, peripheral vision, and low zoom levels relative to other XPR-50 vision images. ACOG Scope also does not limit the user's ability to hold their breath, but the query for this will not appear on the screen. Fast Mag reduces the reload time of the XPR-50, reducing the speed to 2.36 seconds for a partially filled magazine, 2.56 seconds for a blank magazine, and a reload cancellation speed of 1.45 seconds. This reload speed is one of the fastest in its class. The extended clip will increase reload time by ten percent, but increase the magazine's capacity to eleven rounds, roughly an increase of 38%, with an increase in the initial ammunition load to 44 rounds, and a maximum of 88 rounds between the gun and the reserve Laser Sight will significantly reduce the spread of hip-fire, while giving a protruding laser. This is mainly the latter effect that is most valuable on sniper rifles, because players who tend to rapidscope can find that Laser Sight gives visual help where to aim. FMJ will increase the penetration power of the XPR-50 even further. XpR-50 will be able to tear most pieces of cover without major consequences, if not completely undisturbed by obstacles,because only non-penetrating obstacles will completely stop the user. Given that the XPR-50 already has excellent penetration, however, FMJ is considered an overkill extension that only helps in very specific scenarios. Attachments[edit | source] Gallery[edit | source] For camouflage images, see XPR-50/Camouflage. For attachment images, see XPR-50/Attachments. Call of Duty: Strike Team[edit | edit source] XPR-50 appears in Call of Duty: Strike Team. It was unlocked after purchasing the Stealth Package care package, which contains the Privilege Sniper, which increases damage to the sniper rifle, three Claymores and an XPR-50. In addition, the XPR-50 is standardly given a silencer for silent killings. Call of Duty: Black Ops III[edit | edit source] x2 Head1.5 Neck, Upper & Mid Torso 8 bullets (11 w/ Extended Mag) Obtained through supply drop Semiautomatic sniper rifle caliber .50. 1-shot kill in the middle of the torso and above. Hold Left Stick/L3/Shift while ADS to steady. — Description from Create-a-Class The XPR-50 appears in Call of Duty: Black Ops III, obtained through Supply Drops. It was added on March 6, 2018 and recalls its Black Ops II look. The XPR-50 is a versatile sniper rifle, as it can kill in a single blow to the chest with the ability to perform follow-up shots due to its semi-automatic nature. However, while the blow of the twitch is only moderate, it resets quite slowly, so the patient with subsequent scans is advised. The default scope is quite clear with the T-shaped reticle, which is adequate for long-range engagements, but lower-zoom optics are useful for close and medium ranges. Handling properties are average compared to other sniper rifles. Hipfire accuracy is poor, although rapid fire without targeting can be used as a last resort when caught off guard in close quarters. Idle sway is moderate, so ballistic CPU is useful when using the default scope in making sure the first bullet hits one shot to kill the area. With a magazine size of eight and a fairly slow reload, along with potentially rapid use of bullets, Fast Mages or Extended Mages are recommended. The suppressor is a decent choice, as it bears no punishment for sniper rifles, and masks the very loud firing sound emitted by the XPR-50. Gallery[edit | edit source] Call of Duty: Mobile[edit | edit source] 55-50 (base mag)105-80 (with Stop Power) 2x55 (head)1x55 (everywhere else)1.3x80 (upper body, Power stop) 8 rounds (13 and 18 with ammunition attachments) Semi-automaticAutomatic (with light trigger modes, Battle Royale only) Semiautomatic sniper rifle. Long Range with moderate recoil. — Description The XPR-50 returns in Call of Duty: Mobile. It can be unlocked after reaching level 40. Multiplayer[edit | edit source] It has the second fastest sniper-class firing rate, but does not have its single-shot kill potential from previous games if used without continuing Stop Power. On average, this is a 2-shot murder across all ranges (3 through the wall). With Power Stopping, it gets the ability to single-shot kill, however a single-shot hit box is very small and very glitchy, therefore one bullet kills doesn't always happen on the XPR-50. Battle Royale[edit | editing source] XPR-50 has a high rate of fire and low damage, therefore it often loses fights against other snipers such as the Arctic .50. However, it gains the advantage of being one of two sniper rifles that can use Light Trigger Mods (removed). Unlike the M21 EBR, the XPR-50 gets the ability to fire automatically when equipped with fashion, allowing it to be played as a long-range assault rifle with a high but controlled vertical twitch. It is available as Rare and Legendary Designs (both have been removed). Attachments[te editing source] Muzzle[edit | edit source] Barrel[edit source] Barrel[edit source] RTC Lightweight RTC CQB RTC Long Optic[edit source] Stock[edit source] Edit source] MIP Strike Stock No Stock No Stock YKM Ghost Stock Ammunition[edit | edit source] 13 Round Reload 138 Round Reload OWC Stop Power Reload Underbarrel[edit source] Laser[edit source] Perks[edit source] Blueprints[edit source] Epic[edit source] Editing source] Geometry Sunspot Marquis Arachnophobia Dark Tech Trivia[edit | edit source] Call of Duty: Black Ops II[edit | edit source] The XPR-50 uses .50 BMG rounds, according to ballistics CPU. As you crawl and fire, the fire rate will be cut in half. The XPR-50 tube hits back when fired. Call of Duty: Strike Team[edit | edit source] XPR-50 is automatically given to Xiao in the Multilateral Operation mission to assist the J-SOC team. Call of Duty: Black Ops III[edit | edit source] Like the SVG-100, the shot from the unsuppressed XPR-50 will have a loud echo that can be heard rumbling in the distance for a few seconds. Seconds.