**Ranking System**

**MACHINE GUN**

**RANK ONE**

40 Rounds,

1-3 Damage,

5 Rounds/sec,

Low accuracy

**RANK TWO**

80 Rounds,

4-6 Damage,

7 Rounds/sec,

Medium accuracy

**RANK THREE**

120 Rounds,

7-10 Damage,

10 Rounds/sec,

Highest accuracy

**FLAMETHROWER**

**RANK ONE**

3-5 Damage,

20 sec of use,

Low accuracy

**RANK TWO**

6-11 Damage,

40 sec of use,

Mid accuracy

**RANK THREE**

12-16 Damage,

60 sec of use,

High accuracy

**ROCKET LAUNCHER**

**RANK ONE**

10 Rounds,

8-10 Damage,

10 sec cool down,

Very low accuracy,

**RANK TWO**

15 Rounds,

11-18 Damage,

7 sec cool down,

Medium accuracy,

**RANK THREE**

25 Rounds,

19-24 Damage,

3 sec cool down,

Highest accuracy,

**KEVLAR ARMOR**

**RANK ONE**

10% protection

**RANK TWO**

20% protection

**RANK THREE**

40% protection

**INTERIOR ARMOR**

**RANK ONE**

15% protection,

**RANK TWO**

30% protection

**RANK THREE**

45% protection

**EXTERIOR ARMOR**

**RANK ONE**

20% protection,

**RANK TWO**

40% protection

**RANK THREE**

60% protection

**SPEED BOOST**

**RANK ONE**

Speed for 10 seconds

**RANK TWO**

Speed for 20 seconds

**RANK THREE**

Speed for 30 seconds

**CRATE BOOST**

**RANK ONE**

1 round of 1 extra crate

**RANK TWO**

1 round of 2 extra crates

**RANK THREE**

1 round of 3 extra crates

**AMMO BOOST**

**RANK ONE**

Additional 30 rounds of ammo

**RANK TWO**

Additional 60 rounds of ammo

**RANK THREE**

Additional 80 rounds of ammo

**FUEL BOOST**

**RANK ONE**

1-2 extra gallons

**RANK TWO**

3-4 extra gallons

**RANK THREE**

5-6 extra gallons