

## “The Finer Points of Grinding” as presented by 3InchesOfBlood proofread and edited by Dr. Awesome

### Grinding the boot camp

Every Monday and Tuesday, the XP Boot Camp is up. This is the time to grind that roadmap into dust! It is very important to get to that coveted level 100 as soon as possible. Not only do you get free goodies with every single level, but also your max dog tag cap (basically the amount of 5\*s you can have on any team), your max roster size, and your max world energy cap increase. By the time you reach level 100 your world energy caps off at 68/68! On a regular day of grinding, you will rarely find yourself without energy. Spending a world energy can is also far less painful if you get 68 energy for it in return!

Once you’ve reached level 100 you’ll never have to deal with the damn Boot Camp again, but until that time stay persistent!

### Getting your gear

Another highly important roadmap is Thursday’s Gear Hunt. If you want to be competitive in fx lvl tournaments you’ll need to have a lot of 2\*s stacked up. But every 2\* you want to train costs you a Wrinkled Shirt and a set of Work Gloves. So you better make sure you have a ton of those! Grinding the Gear Hunt with a med drop lead team will guarantee you can rake in hundreds of them in one day.

Fx lvl tournaments are intense and the scores can skyrocket, so unless there is an Elite Rare or Ultra Rare Gear map up that you have yet to complete, there is no reason to do anything but grind that Gear Hunt all day long. You only have one day out of the week for it, after all.

### Those shiny elite goodies

Speaking of Elite Rare and Ultra Rare Gear maps, it seems to me like a no-brainer that you HAVE to finish each and every one of those if you can. This type of gear doesn’t come easily or cheaply, and events handing them out can be rare and far in between.

When you are grinding these roadmaps, keep the following in mind:

- It is very unlikely, however not entirely impossible, to get additional Flak/Beanie/Schoolbag/Walkie drops from the stages you play. Hiring med drop leads will greatly up those odds, so when such events are up everybody should have their med drop team as their raid def
- Stages 1/3/5 are walker stages. To have the best chance of beating the odds, you should try and make a med drop team with a med drop toon who also gives a crit bonus (Larry/Ezekiel/Annie/fast Rick). Make sure all the toons in your team have crit boosting weapons and have bloody shirts, smelling salts, guts and sharpshooters/nitric oxides as equipped battle items. If you do not have a med drop toon with crit bonus to use as a leader, it might be better just to pick the best possible leader to up the odds for your team, such as 5\* red Rick, green Glenn or Kenny.
- Stage 2/4/6 are human stages. These can be pretty tough, and need some preparation. You will need items to weaken the enemies, like tear gas and nerve gas vials/grenades. Regular grenades and revive items (smelling salts or elegant incense) are no unnecessary luxury either. Unless you have med drop toons that might give you an edge over human enemies (like Richard, red Shane or Ellen), it might be better to just go for your strongest team setup. So far these stages always seem to have only Alert and Tough enemies, so if you bring in a combination of Tough and Fast toons you will have the best chance to smash the opposition.

### Using salvage tokens

Most of us will be getting a daily supply of Bronze, Silver and/or Gold salvage tokens. These tokens allow you to immediately complete any stage on the world map or roadmap, that you have completed before with all your team members *alive at the end of the last wave!* You will know if you have because these stages get awarded three gold stars.

Now what is the actual use of those tokens? Elite Rare and Ultra Rare Gear roadmaps can be long and tedious, and only a very few select players can afford to autogrind it. So if you want a shortcut to another chance at an additional Flak/Beanie/Schoolbag/Walkie, the Silver and Gold tokens might be your best choice. Don't bother using the Bronze tokens on this one. The drop rate chances of those are so horrendously low, there's really no point.

The Bronze tokens are not completely pointless however. If you find yourself stacking world energy but short on time to grind Thursday's Gear Hunt, you can use the Bronze tokens on Hard stage 6 to get a few extra sets of Wrinkled Shirts and Work Gloves out of it. If you are a Bronze token hoarder, you might even get a few hundred extra sets out of there, which will certainly come in handy at the next fx lvl up.

## Stocking up on 4\* weapons

Getting a 4\* weapon drop is a rare and joyous occasion. 4\* weapons provide a number of advantages:

- They have the highest natural bonuses of all tiers of weaponry
- You can mod these weapons three times in the Armory, giving you ample opportunity to create a game changing array of WMDs in your inventory
- Some of the most rare weapon modding items only drop from 4\* weapons. You can not get Duct Tapes, Polishing Kits, Etching Acids or Silver Paints from any 3\* or lower weapons. These items can also not be researched and created in the Armory, so they're very hard to get by

But how do you maximize your chances of a 4\* weapon drop on the world map? While in theory every run you do on any stage has a minor chance of dropping a 4\* weapon, practice has shown that you can take a number of steps to SIGNIFICANTLY increase your odds. Try the following if you have a hard time filling your goodie bag with sharpened katanas:

1. Know which stage to pick! Many players report great results with particular stages on the world map. It's even better if you can autogrind those stages, because manually grinding these all day long can be tedious as hell. Stages known for 4\* weapon drops include: 12-5, 12-6, 13-3, 14-1, 14-3, 15-1, 16-1 and 16-7
2. Use a med drop leader! If you don't have one, use a small drop leader. But just be sure you use one, as the chances at a 4\* weapon drop harder than a Skrillex baseline if you don't. If you looked up the world map stages suggested in the previous point, you might have noticed all of them are walker stages. This is because these are way, way easier to autogrind and to build an effective team for
3. Try and make a walker autogrind team with more than one drop toon! Even though Scopely says that only the leader skill of the lead toon matters for the drop chances of the team, it does seem that putting together a team solely made up of drop toons gets you more 4\* weapon drops. This is especially easy if you have Ezekiel as a med drop toon, as his leader skill grants +24 crit to ALL melee toons
4. Hire those med drop toons! What gives you better odds than a single med drop leader? TWO med drop leaders! And if you can make a relatively successful raid def with a med drop leader, do it, because you'll be giving your faction members a better chance at a 4\* weapon dropping when they hire you (which also gives you extra Supporter tokens for being hired, so it's a win/win)
5. Clean up your weapon inventory! With a maximum of 1,000 weapons stocked, no 4\*s are gonna drop for you if your entire inventory is cluttered with 1\*s and 2\*s. Nobody uses those anyway. Break all of them down if you need parts, or sell if you need resources. Make it a bi-weekly habit to completely clear out your weapon inventory of 1\*s and 2\*s. It will make a difference in your weapon drop rates

6. Be realistic! Some people seem to be getting weapon drops daily, and are usually very happy to share the screenshots of it. These people also grind HARD. Even if you do everything right, follow all the previously mentioned steps to the letter, you will still only be getting a 4\* weapon roughly 1 out of every 10 runs. So don't get all cranky when you don't seem to be getting any, if you're only willing to put in 15 minutes a day for grinding the world map. Hell, if you can autogrind your preferred stages, you only have to restart the stage every five minutes while the rest happens automatically

So that's it. The finer points of grinding explained in grand detail. We hope it will help you get more out of your game experience!