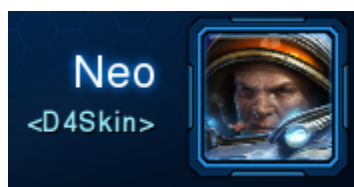


# Neo's Eye of the Storm & Specter Guide



## Preface:

I am <D4Skin> Neo, formerly of 707SMG. I decided to write this guide because Specter is an often misunderstood class by newer players, but one of the best solo carries when played properly. Since I believe Eye of the Storm is why many new players pick up Specter, I will be going over mechanics of both to an extent. While I do not believe myself to be a very strong Specter player by any margin, I have got a few votes of confidence from some veterans of the community. I hope to share my knowledge in this guide. If you ever have any questions, you can message me in-game if you see me in UAC chat. Since there are a couple “Neo”s floating around, this is me below.



[LINK TO MY GUIDES](#)

**Huge disclaimer:** The main playstyle I will be going over will be a divided one, taught to me by former player <707SMG> Liod. I still hold utmost confidence that he is the best Specter player to ever touch this game. Since he has left, I have been following his playstyle. Some would not consider this playstyle optimal, yet this is the build I've been given from someone who can almost solo Hellfire. (THIS GUIDE ONLY PERTAINS TO ZOMBIES GAME MODES, NOTHING PMC IS COVERED)

**YOU CAN SKIP TO THE EYE OF THE STORM GUIDE IF YOU DON'T CARE ABOUT THE NUTS AND BOLTS OF HOW SPECTER WORKS. I WILL BE TEACHING SPECTER WITHOUT GOING OVER DETAILS OF "WHY" THERE.**

## Abilities:

### Specialized Rounds



Specter does bad damage without first choosing a type of round to use, these rounds cause Specter's SMG to do extra damage to specific enemies, and are always better than not choosing rounds. **Starting a game, the first thing you should do is choose rounds.** This takes a couple seconds, so keep that in mind when switching.



**Hollow Point Rounds:** This one does extra damage to light enemies, which will consist of many small T3 undead. Useful when there are no T1's around, otherwise you should rarely use this round.



**Armor Penetrator Rounds: VERY USEFUL:** This one does extra damage to armored enemies, which will consist of almost all big T1 undead. **Most of the game you will be in this round** because of the strong snipe it offers. It does make your SMG weaker against small light zombies, which you may consider **holding fire** to conserve ammo.



Feedback Rounds: Absolutely useless for the simple reason that you will never have sabotage 3 to use these (Except for **WE**). Drains the energy of zombies on hit, can be used with **WE** to stop some energy casters.



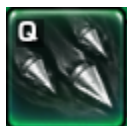
Incendiary Rounds: This one doesn't make you do extra damage, but slows all enemies it comes in contact with. You can use this round in your SMG to slow enemies, particularly big bosses.

## Fire Modular Snipe



The bread and butter of a specter player, you should be using this to **kill [T1 undead](#)**. Much like an AT rocket, the snipe **has to be aimed**, and has a **travel time**. You should be shooting directly **in front** of a monster, rather than on top of it. The snipe has an AOE where it hits as well as bullet penetration, which are different on different rounds. There are really no tricks for learning timing, and the best way to hit your snipes is to practice in the sandbox first. Note that it will have to be manually reloaded with "R".

The previously mentioned specialized rounds also affect your snipe, and again default snipe is absolutely useless.



This snipe is fairly useless in zombies, it does extra damage to **Immussulis** and Wraith Lord, the latter which only spawns in boss mode. The former is the big flying purple T1. Many occasions it's not worth it to switch to light rounds to snipe Immus because it takes time. It makes an arc bullet penetration.



The previously mentioned round that **you should stay on for most of the game**. It is because this round deals with almost all T1 undead. It's AOE and bullet penetration gets bigger as you level up "Munitions." The bullet penetration is a straight line away from you, much like the bullet pen of normal guns.



Again, Feedback snipe is useless because you will never level sabotage 3 for this round (WE will give you this round instantly, which makes it good). It drains the energy of the target zombie, and makes it unable to cast abilities.



Locked behind recon 3, this snipe is sometimes used. Causes your target to take extra damage and be revealed, more useful for your team than you.

## Cloak



Specter's cloak is a bait, it costs energy to use and reduces your SMG's attack speed, which is an underestimated gun. It's application is mainly to help **not pull aggro** during 4 mans, and basically useless during 12 mans. However, it gives movement speed based on your recon skills, so if you have problems outrunning zombies or in a tough spot, you can turn on cloak for up to **1.0 movement**.

## Recon Skills



Another big part of Specter's kit, binoculars and flares are your tools to be able to hit T1's that are out of your vision range. You should always be spamming **binos/flares** where you cannot see, but think there will be dangerous zombies.

## Skill Builds:

### MUNITION BUILD:

This is the **main skill build** I use, as well as what Liod uses. It's a more self-centered build that is very effective in small man runs, and just as effective in 12 mans if your team is providing adequate vision.

**4 Level Weapon Training → 1-2 Recon Skills (Can be delayed until BEFORE maxing Specter skills if you have adequate vision) → 4 Munition Upgrades → 4 Specter Skills → Max Recon**

The point of this build is to maximize Specter's damage on rounds, I like to skip on Recon provided that I will not need binos (e.g. A solo run I am kiting for myself), this will not be the case for most 12 man runs, and many 4 man runs. You should always get at least 1 point in recon before starting Specter skills though. Maxing weapon training ensures maximum damage on snipes, and maxing munitions afterwards makes all your snipes **bigger and longer**.

### VISION BUILD:

This build chooses to skip munitions completely in favor of Recon. I do not play this build ever, so I cannot comment too strongly. However, I will go over it.

**4 Level Weapon Training → 3 Level Recon → 4 Level Specter Skills → Max Recon → Max Munitions**

What this does is provide you and your team with extra vision. I'm a strong believer it should be the other way around, the team should be providing vision for you, because you are one of the most powerful burst DPS in the arsenal. This will make your snipes much smaller, and give you much less flexibility when sniping. However, the earlier Modular Reload is very useful in increasing dps.

*MODULAR RELOAD: Attached to Specter Skills 4, you cannot shoot or have ANY undead within your vision range (teammates/flares/binos don't count), and you will get 1 snipe bullet every 10 seconds.*

## **Skill Identifiers:**

### **BG IP**

The most common Specter SIs, it does everything. Gives you more snipes, gives you more damage on T1. You can never go wrong with BG IP.

### **BG VT**

This one helps one shot some T1 that you would normally take two shots on. Dilophosaurus, Raisulis, Carriers can all be one shot, and VT's bullet penetration can one shot cursed trains. This one is taken if you want to min-max damage and kill bosses, obviously better in Campaign or Boss Mode where you can hold certain bases and have medics on standby.

### **BG WE**

Warden Elite, since ~~Specter can shoot in fog of war on this patch~~, this SI is very strong. It gives you a motion sensor that only detects T1, and gives you all rounds unlocked as well as instant switch utility. The motion sensor gets bigger as you level recon skills as well. Useless in 12 mans where your team will give you vision and a motion sensor that overlaps yours.

### **BG FS**

Finesse gives you a bit of everything, not my favorite SI because the damage doesn't do much, doesn't help you one shot any T1 like VT, and doesn't give as much cooldown reduction as IP. Jack of all trades, master of none in my book.

### **IP TA**

Suboptimal specter option, but this is for newer players who may not have BG. TA helps with survivability as well.

## Itemization:

You will want at least one case of ammo on you at all times, Specter is very ammo hungry and reloading your sniper constantly will drain ammo.

Projectile Accelerator, AP rounds and DU rounds increase snipe damage substantially, and should always be carried, do note that **AP and DU rounds do not stack**.

**Binoculars**, better than any AP round, binos is the best DPS item in the game. Vision is good for the Specter especially.



Sniper Kit: Specter's MOS specific weapon. It enables you to shoot while in cloak, and most importantly makes it so Modular Reload can happen under any condition. This weapon is **very powerful**, as it effectively gives you an extra bullet to fire at all times.

Lastly, a stack of QC can help against broken arms, same with SPCS. in bigger man runs, medics should help with that, and QC should go to kites.

## Positioning:

You are a DPS, so you should always be looking to **snipe threats on your kites**, not pulling aggro helps with that. This allows you to dps more efficiently and snipe more accurately. After you have gotten Specter Skills 4, you can consider moving even further to get Modular Reload going. This can only be done if vision is adequate, as you should always prioritize sniping and keeping kites alive over reloading one round and losing vision.

In small man runs, there are different playstyles. First one is to keep the kiter's kite in vision, this one is what Liod liked using to have faster reactions to threats on kites. Second one is to stay a screen away, and rely on your binoculars and flares for vision so you can keep Modular Reload going, and can be used if you are confident in your kite not dying. The second one is only used once you have modular reload.

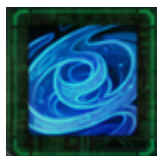
## SUMMARY:

Use modular snipe on T1 undead, this is your main job. Everything in your kit will be to help you with this big job that you are given. Shoot directly in front of the moving undead to hit it properly with travel time. Be wary of the straight line bullet penetration, as you can instantly kill your kiter if they are in that spot, which will be completely your fault and may ruin the game.

# EYE OF THE STORM GUIDE

This section will cover how to get the Eye of the Storm achievement, which is one of the requirements to unlock JTAC. **Specter is the best MOS** to do so, which is why I went over details of the MOS beforehand. If you already have knowledge of Specter, or would like to learn by doing, you can skip that part.

*Eye of the Storm Achievement*



*Survival: T2, Weather, Hyperpulse*



## Mechanics:

A misunderstanding of these core gameplay mechanics is why many players fail even though they have the skills to succeed

### Hyperpulse

The biggest fear of pub players, hyperpulsing. Hypering in a T2/T3 modifier will increase spawns, and replace killed T2/T3 very quickly, and will open up a little counter on the top right of your screen, as shown below.



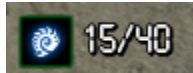
This counter helps you keep track of how many T3/T2 has spawned on the map as of that moment.

Hyperpulse counter ONLY GOES TO ABOUT 300. **Once 300 T2/T3 has spawned on the map, there will be no further spawns.** This means, if you have 300 small zombies in a kite behind you, no T2/T3 will spawn in front. You can use this mechanic to your advantage by **not killing further T2/T3** except big threats like Horrors/Impalers/Lickers that might kill you to make sure nothing spawns in front. This holdfire **should not** be done early in the game, as you will lose out on levels, only do so once you have sufficient levels.

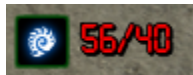


## Infestation Level

More commonly known as IL, this is the second counter you have to pay attention to. It is located right above your inventory slots and looks like this.



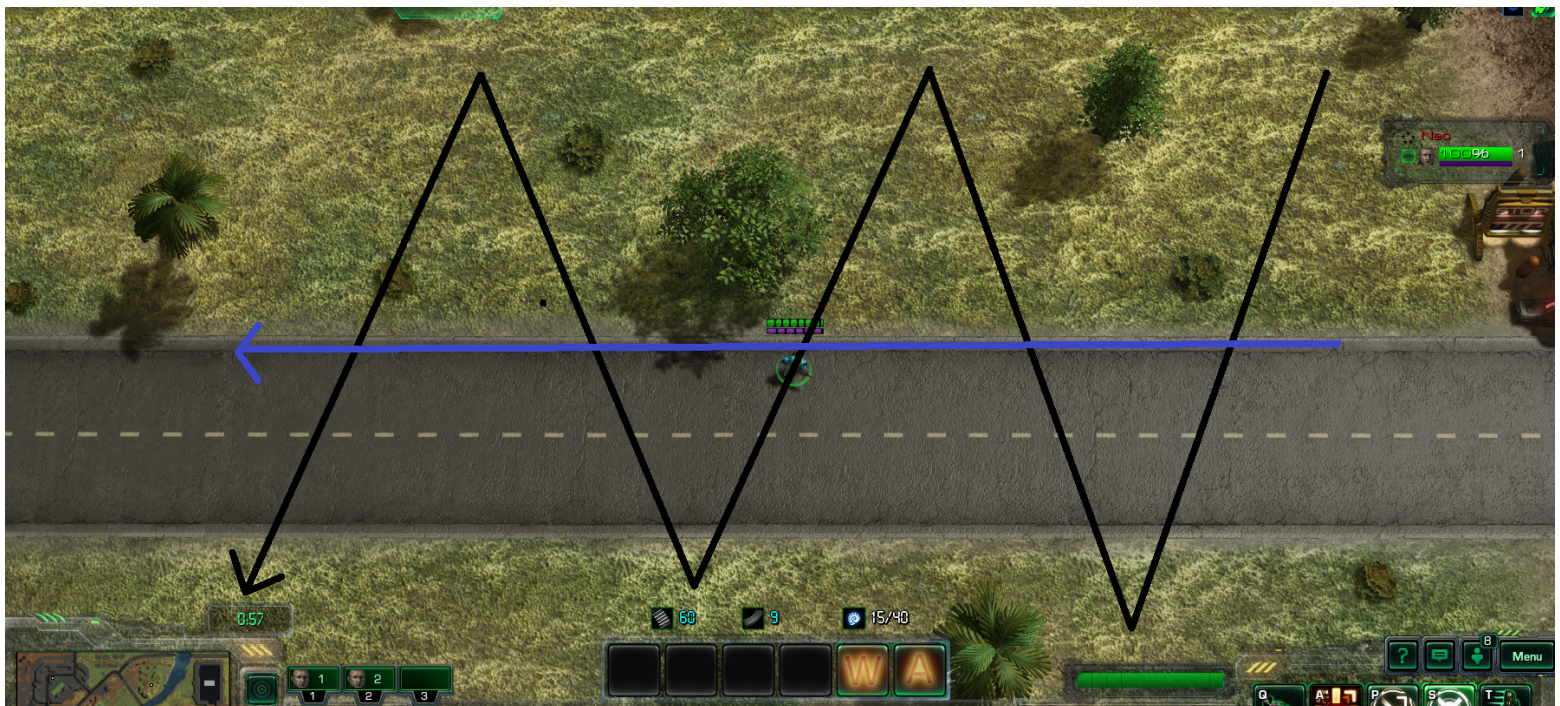
This number shows the amount of T1 currently on the map, it will turn red once 40 has been reached.



The whole purpose of survival is to never reach this red threshold, where you will start hearing your heartbeat and the undead will start **mutating**, running faster at you to kill you. This can be done by dedicating yourself to killing T1, and ignoring T2/T3, T2/T3 is only killed for levels, and they will not cause IL to go up.

## Slow Kiting

This term refers to zig zagging away from your kite, rather than running straight away from it.



In the picture shown, while it is possible for you to take the blue line, slow kiting refers to moving in a manner the black line shows, “slow.” This is because **you are faster than all T1**, moving in a straight line away from them **will not allow you to kill them**. Slow kiting allows all T1 to catch up.

This should only be done when you are not threatened, if you are threatened, you can choose to run ahead and slow kite later. Keeping yourself alive is always the number 1 priority.

## Weather Choosing

Since you are allowed to choose the weather for Eye of the Storm, out of the 3 you can pick your favorite. However, I would recommend Blizzard for most MOS that have self-aid, this is because you can spam it to counteract the effects almost completely. For MOS that does not have self-aid like Specter, you can choose thunderstorms to mitigate the need for healing items. If you are choosing to do Eye of the Storm on a non-energy user like rifleman, you can pick thunderstorms as well.

## Path





The green line indicates the most common path you will be taking, if anything is blocked, like bridges/roads/etc., you can choose to take a detour. This is meant to be a general pathing, not to be followed completely.

## Sprint Toggling

The trick to outrunning literally every T1 and boss in the game with base 2.9 movement speed.



That is your sprint bar, you want to keep it **as high as possible**, where you will get the most movement speed out of it, this is done by toggling your sprint on and off to maintain speed. Jumping on cooldown will also help if you have a very fast boss on you, but if no danger is near, you can consider saving jump for emergencies.

**Two bar run:** Using two bars of sprint. The utmost efficiency in speed, but will be slightly desynced with jump. A bit harder to maintain.

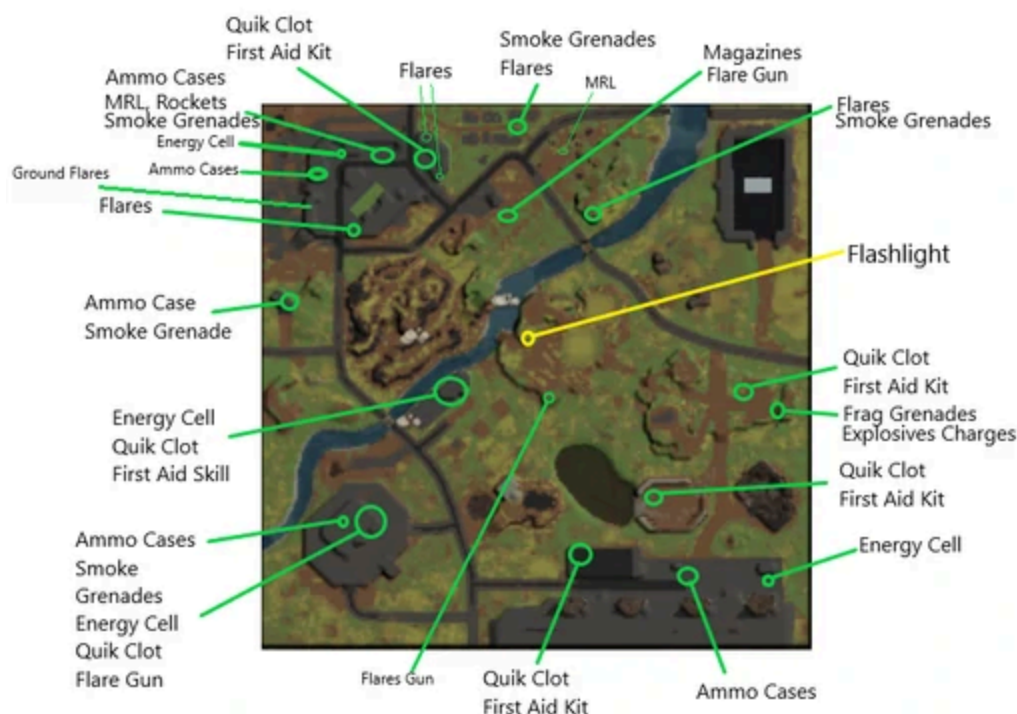
**Three bar run:** Using three bars and jumping as soon as you toggle sprint off. A bit easier, as jumping after you use three bars is easier to maintain.

## Actual Gameplay:

**Start by looking at this map**

Nov 2020

## Supplies Location



\*\*Supplies will always spawn on these locations except for Boss Mode

Keep in mind what supplies spawn where, and be aware that once you have started lapping, these supplies will become very inaccessible. I recommend grabbing whatever you'd want with your **mini**, and putting them **on the kite path**, so you can easily access it later.

Keep your actual character inside Balaad, where you will farm for levels until all bunkers fall. Escape through the back door, and head to Thalim where you will continue farming. IT IS IMPORTANT TO LEAVE BEFORE THE RIGHT SIDE GETS OVERRUN, OR ELSE YOU WILL BE STUCK. Remember to use the MRLs inside Thalim for some easy levels.

By this point some T1 should've already spawned, including a Raisuli or a few, depending on your exp. Fairly simple, kill them as you see them.

Afterwards it's mostly the same, SLOW KITE, kill all T1, and leave non-dangerous T2/T3 alone once you have enough levels. I would recommend around level 13 for Specter, where you would have 4 Weapons, 4 Munitions, 4 Specter Skills, 1 Recon. That is the general point where you can kill absolutely everything, and set for the rest of the game.

## How to deal with bosses:

### Ares (10 Mins)

Start running when he does, once he stops, you can regen your bar and start sprint toggling to speed ahead of him. Snipe/shoot at him once you have distance. Have a full bar of sprint when he does.

### Minerva (15 Mins)

Jump as soon as she does, this ensures she does not hit you. You can sprint after her jump to build a bit of distance to snipe her down. Repeat until dead, you should always have jump available when she does.

### Metasis (20 Mins)

Turning on Flier Helper in settings will help with sniping Metasis, and all fliers alike.



Lead your shot at the red dot below Metasis to hit him.



### **Arachnathid (25 Mins)**

Arach is very vulnerable while he is charging, as well as when is approaching you after charging. A well placed bino/flare will allow you to quickly melt this squishy boss, keep in mind where he will be after he charges.

### **Thresher Maw (30 Mins)**

For some reason, there is only a 50% chance for this boss to spawn. If you are lucky you will not have to deal with him. For those less lucky, as soon as he turns, you want to run perpendicular from him, make distance and shoot. Running in a straight line ensures death.

### **Metasis #2 (35 Mins)**

Same as above

## Darreus (40 Mins)

Fairly easy boss, slow, but goes over cliffs. Sprint toggle, make distance, shoot.

Between 40-42 mins is the best time to clear IL to a reasonable level, as there aren't that many spawns at 45 mins, and you can choose to run and stop shooting if IL is fine.

## Cacumen (42 Mins)

One of the faster bosses, should still be way slower than you, especially if you are Specter. Cloak, run, make distance, and shoot. You can use incendiary rounds to slow him down and make him a cake walk to kite, but you probably still want to snipe in AP rounds. Only use incendiary SMG to make room. When you see him, if IL is around 20-30, you can choose to completely ignore him and just run. Remember, the more EXP you have in that rankset, the more T1 spawn.

## More Darreuses and Thresher Maws (45 Mins)

Same stuff as before, kill them.

## King Darreus (46 Mins)

A faster Cacumen pretty much, again, if IL looks fine you can ignore him and run. Incendiary SMG him for shits and giggles if you care to, otherwise you can be half a map in front of him cloaked and never be in danger.

## Drop Ship Spawn (50 Mins)

You don't actually have to enter the ship to win, so if you don't care about the extra EXP it gives, you can just keep on lapping as usual if the dropship spawned in an inaccessible location.

## Some Small Tips and Tricks

- **Middle click** to team lead ping any undead you deem worthy of knowing the location of. For example, the slow gourmand train that is clogging up IL.
- Using **default pings** on items you may want to come back to later. Easy to keep track of later using **spacebar**, since you are the only player.
- Lickers can be **jumped**, jump as soon as you hear/see the tongue
- [https://www.youtube.com/watch?v=9jFsYyRJ\\_Yg&t=2297s](https://www.youtube.com/watch?v=9jFsYyRJ_Yg&t=2297s), AL's Spec EoTS
- **Bino or flare high ground** if you are going up ramp, so you don't die to random



## **Good Luck**

If you followed the instructions in this guide, you should be able to finish the Eye of the Storm achievement and obtain JTAC. In which case, congratulations on your win, you are now better than the average pubber, and you can solo some Surv T3 Nana after to flex on em :D. Hopefully this was helpful to everyone who read it, whether it was the Specter part or the Eye of the Storm part.

**Thank You:**

- MasterWee for proofreading the first copy
- Liod for teaching me Specter
- Sharkbait for correcting most errors
- Istalri, Koland, MasterWee, Liod, Onnzai, Freyah, Nova, GosuAce, Regendare, and Brittany for pitching in about Specter here and there

## Changelog

- 2021/04/26: Guide created
- 2021/05/03: Minor typo fixes, page number added, binos added to items
- 2021/05/06: List of guides added
- 2021/05/18: Spec's shoot through fog removed, minor bolding
- 2021/06/09: WE changes, round changes
- 2021/06/13: Minor bolding