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## Xcom 2 best ranger build guide mods



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Shredder is also generally more effective at removing armour than explosives, and even Grenadiers with the worst eyesight can hit a towering MEC unit fairly reliably. Rather than simply adding further classes to the established roster, XCOM 2 performs an intricate restructuring of Enemy Unknown's archetypes. They can be excellent damage dealers themselves, but because their hit-rate usually hovers between 60 and 75 - they have an annoying tendency to miss their target at important moments. The Ranger is certainly XCOM 2's coolest class, its power and mobility making it the equivalent of the Queen in Chess. The GREMLIN drone makes it far easier to heal squadmates, as it can be done remotely, while unlocking the Field Medic ability provides a single Specialist with up to 4 heals. While the Battle Medic's abilities are important for starting out, the Combat Hacker specialisation is where all the fun toys lie. Until Corporal rank, The Sniper class was unable to shoot or enter Overwatch after moving. Unlocked at Sergeant Rank, Haywire Protocol sends the GREMLIN drone to hack a mechanised enemy, either shutting them down for several turns, or even briefly switching them to your side. Worst Ability: Blast Padding; Gives your Grenadier additional armour protection. This makes them highly effective at long range much earlier in the game, particularly if you can find some high-ground from which you can gain a good overview of the battlefield. In their early ranks, Specialists are a weak class. As the game progresses, however, they evolve into more of a support unit, depriving enemies of cover and stripping armour bonuses in order that other soldiers can deal effective damage. They're devastatingly effective at long range while remaining surprisingly useful in close quarters. The shotgun's inherent accuracy at close range combined with near-guaranteed crits from Talon Rounds and a Laser Sight ensure you won't regret the trade off. It isn't the winning that counts. Move on to our Sharpshooter tips, Grenadier tips, Specialist tips, or back to our general XCOM 2 Guide for more on strategy, performance, mods and more. It's possible to build the class around the Concealment mechanic, enabling them to stay hidden from enemy sight longer than other squadmates, and they can even go back into hiding after being revealed. Move on to our Sharpshooter tips, Specialist tips, Ranger tips, or back to our general XCOM 2 Guide for more on strategy, performance, mods and more. This is undoubtedly how Grenadiers are best used. Has its uses, but it's also not very interesting and to acquire it you need to sacrifice Shredder. Two elements of the class are key to this. Move on to our Sharpshooter tips, Grenadier tips, Ranger tips, or back to our general XCOM 2 Guide for more on strategy, performance, mods and more. Worst Ability: Aid Protocol. Stuffing your Grenadier's pockets with explosives also frees up your other classes to use some of the more interesting items, like the Mimic and the Battle Scanner. The key is mobility and grappling, as both will allow you to reach more enemies for your kill chain. Whether you opt for a Concealment or Assault-based build, Bladestorm is an indispensable defensive ability. What you value more is your call.Ranger build: BlademasterAbilities: Slash, Blademaster, Shadowstep, Conceal, Bladestorm, Untouchable, ReaperGear: Spider or Wrath Suit - Hazmat Vest, Plated Vest, Override SerumAccessories: Speed or Perception or Conditioning, Laser Sight, Repeater (Bonus: Hair Trigger)Melee-focused Rangers don't get the same raw damage as a Shotgunner, instead providing versatility and multiple target capability. Classes that were enormously powerful in Enemy Unknown now only function well with appropriate support, while others that were tactically difficult to use are now a vital component of any team of alien hunters. XCOM 2's best class! XCOM 2 Sharpshooter Tips The best class in XCOM 2 is also the one which has been most fundamentally reworked. Shadowstep with Run and Gun lets you hit anyone, anywhere, anytime with powerful (and accurate) shotgun blasts, while Implacable and Untouchable get you out of the dangerous situation you just charged into.Rapid Fire is the crown jewel—doubling your potential damage every single turn for a paltry -15 aim penalty. Here are the contents: XCOM 2 Sharpshooter Tips XCOM 2 Grenadier Tips XCOM 2 Specialist Tips XCOM 2 Ranger Tips Looking for more on XCOM 2? Runner up! XCOM 2 Grenadier Tips While Sharpshooters are the most tactically rewarding class, Grenadiers are the most immediately satisfying. Used this way, Rangers can move ahead of your main force safely, reveal enemies on the map without alerting them, and allow you to position your Snipers, Grenadiers, and Specialists effectively. XCOM 2 Specialist Tips I'll be honest, I was sorely tempted to put the Specialist last. The Battle Medic is an essential build for anyone who isn't an XCOM expert. So we've taken a more detailed look at XCOM 2's class system, and ranked them in order of their importance in the field. Best Ability: Bladestorm. A safer tactic is to team them up with a Ranger, so that the Grenadier can whittle down the enemy's armour while the Ranger moves in close for an almost-guaranteed kill. The pistol is great for finishing off enemies injured by other soldiers. Unlocked at Corporal Rank, Shredder upgrades all Grenadier attacks to rend armour, which is vitally important because ADVENT sure loves its armour. Lightning Hands is useful for Gunslingers for obvious reasons, but it's also handy for long-range Sharpshooters who suddenly find themselves on the defensive. XCOM 2 Ranger Tips I imagine a lot of XCOM 2 players will be surprised to see the Ranger at the bottom of the pile. Abilities: Slash, Phantom, Shadowstep, Run and Gun, Implacable, Untouchable, Rapid FireGear: Spider/Wrath Suit, Talon RoundsAccessories: Speed or Perception, Laser Sight, Autoloader (Bonus: Hair Trigger)The Ranger is one of the most powerful units you can command. Worst Ability: Deep Cover; Automatic Hunker Down if you don't attack. Move on to our Grenadier tips, Specialist tips, Ranger tips, or back to our general XCOM 2 Guide for more on strategy, performance, mods and more. Although it feels like a waste of the more entertaining abilities, Rangers are arguably more effective when they avoid combat altogether. If in doubt of what enemies you'll be facing, Acid grenades are a safe bet, as they do both immediate and protracted damage as well as eating armour like Maltesers. Best Ability: The Colonel-rank abilities, Restoration and Capacity Discharge, are both excellent area heals and attacks respectively. Best Ability: Lightning Hands is an early skill that lets Sharpshooters fire their pistol without costing an action, and any free actions offered by XCOM should be taken full advantage of. The Ranger's main function is dealing damage, which all other classes are perfectly capable of provided they're used in the right way. Be warned though, failure to hack a mechanised unit gives them both a defensive and damage boost, so choose wisely between shutting down and assuming control. In addition, because Rangers like to get up-close and personal with the enemy, it's very easy for them to end up isolated and in trouble. Scanning Protocol is also a valuable asset, as it lets you glimpse further into the map without alerting enemy units, handy for avoiding running into a massive cluster of enemies. Even then, you had to sacrifice Squadsight if you wanted any flexibility in the class. The Ranger is also a sturdy defensive unit, able to slush at any enemy that comes within melee range using the brilliant Bladestorm, and at Major rank unlocks the "Untouchable" ability, which guarantees that after scoring a kill, the next attack against the Ranger will miss. Aid Protocol is possibly the dumbest ability in the entire game, and they only have three or four abilities that might be considered "fun." That said, within a couple of ranks Specialists become incredible assets, with both specialisations of the rank sporting some cracking abilities. A respectable third. Hints: Don't forget about Hack! The GREMLIN drone can hack all-important mission terminals from a distance, which gives a little extra leg-room in timed missions, and also lessens the likelihood of running into a big group of enemies unprepared. Enemy Unknown's snipers were, frankly, a bit of a pain to work with. This tactic is especially useful for missions with larger numbers of enemies, as you can set up multiple ambushes, taking out enemies before they have a chance to respond. It remixes the abilities of the original classes, while also adding new skills that radically change how these soldiers are best used. During the early game, their grenade launchers are extremely useful for dealing damage to multiple enemies. Best Ability: Shredder, without a doubt. Largely pointless because your Ranger is only likely to avoid attacking when they are concealed. It's even possible to build the entire class around the pistol, transforming the Sharpshooter into a Wild-West style Gunslinger capable of squeezing off up to six shots in a single turn. By comparison, XCOM 2's Sharpshooter is absolutely essential to any deployed squad. A Laser Sight is still mandatory for your Shotgun, and a Repeater means when a new pod stumbles into your Blademaster's overwatch, you'll have a chance to instantly kill one of them, which is well worth the slot on a weapon we'll otherwise rarely use.Speed, Perception and Conditioning are all great PCS choices here—charge enemies from further away, ensure you never miss a sword strike, or have extra health to survive a brutal melee brawl.More of our recommended XCOM 2 soldier builds: Sharpshooter / Specialist / Grenadier / Hybrid builds XCOM 2's soldier classes are one of the best examples of how Firaxis have carefully overhauled the systems introduced in Enemy Unknown. The pistol does a comparatively small amount of damage, but Sharpshooters can blast the tongue out of a Viper's mouth with it from fifty yards. Hints: Avoid placing Sharpshooters on rooftops near ADVENT Mechs, as their cluster-missiles can blast a Sharpshooter back to ground level, causing both explosive and falling damage while leaving them horribly exposed. Hints: Don't forget to stock your Grenadier with grenades most appropriate to a mission, as they can fire them further, have a larger explosive range, and get additional ammo. A Sharpshooter placed on high-ground with the Death from Above and Long Watch perks provides a rock-solid foundation for the rest of your squad to move forward from. While the Gunslinger skill tree is surprisingly powerful, with Lightning Hands in particular being a crucial ability for all Sharpshooters, they're still most effective in their long-range build. Head to our XCOM 2 Guide hub page for general advice to strategy, mods, performance and more. It's the most mobile of the classes, able to attack after sprinting either by using its sword or the "Run and Gun" ability. We'll examine how each class functions, what their best and worst abilities are, who looks down on who, the works. When a shot isn't viable, suppressive fire is a useful alternative, although it does eat up ammo. Furthermore, on certain missions you can hack the CCTV arrays to return your squad into Concealment. There's one class we haven't mentioned in this list, because talking about it might be considered a spoiler. Hints: If you can, equip your Rangers with a Mimic, which creates a decoy unit that attracts enemy fire. Bladestorm lets the Ranger control his immediate area and Untouchable keeps you safe after your aggressive charges leave you exposed.Reaper is huge—if your squad can lower the health of enough enemies to within the Blademaster's kill range, you can chain kill all of them in one go. Basically, they're deceptive. Phantom's extended stealth allows constant recon of the enemy, allowing you to position and ambush with perfect intel. Only provides a small defence boost, and gives a bad first impression to what is actually a pretty good class. Like the Queen in Chess, a good XCOM player can manage absolutely fine without one. Secondly, although Sharpshooter's still suffer a movement penalty of sorts - they cannot fire their rifles after moving - they are equipped with a pistol which can be fired after moving. They seem like a vital asset because of their strength and versatility, but they encourage recklessness and can easily lead a squad to disaster. The Spider/Wrath suit's mobility and grapple only enhances this lethal combination of speed and power, and an Autoloader offsets your constant ammo dumping, keeping you ready to kill at all times.A Speed PCS further boosts your mobility for flanking, or Perception will let you Rapid Fire reliably from longer distances. That way, if your Ranger does end up isolated and outnumbered, they can use the Mimic to absorb enemy fire for a turn before moving to a stronger position. Grabbing Blademaster is a given, and Shadowstep lets you charge targets while ignoring enemy overwatch. In any case, our advice for that class would simply be "acquire it", because it is astonishingly powerful. Worst Ability: Aim - provides Sharpshooters with an Aim and Damage boost after using Hunker Down. Conceal provides Phantom's power in an active ability instead of a passive, and with no need for Run and Gun it's an easy pickup. But Haywire Protocol is a similarly mission-changing ability that is unlocked much earlier. To briefly explain, Squadsight lets your Sharpshooter fire at any enemy that can be seen by your squad-mates, providing there is a viable line of sight from the Sharpshooter's position. Turning the gun of a Class II ADVENT MEC on its allies is one of XCOM 2's greatest joys. Seriously, who uses Hunker Down? NB: this article considers only the four starting XCOM classes. Firstly, Squadsight is unlocked for all Sharpshooters at Squaddie rank.

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