

# Member Skill Levels

<b>Level</b>	<b>Average Point Score</b>	<b>Missions <i>with</i> Average Score to Progress</b>
<b>L1 RECRUIT</b>	Less than 1500	At least 2 missions
<b>L2 GUNNER</b>	1501 - 3000	4 missions
<b>L3 TROOPER</b>	3001 – 4500	6 missions
<b>L4 CAPTAIN</b>	4501 - 6500	8 missions
<b>L5 STARLORD</b>	6501 – 8000	10 mission
<b>L6 LASERMASTER</b>	Over 8000	Maintain average over 6500 points

The aim of the skill level system is to protect our newer players from the very good players and to reward players by recognizing their skill. Here's how it works:

L1 - L4's need to zap you twice, L5 & L6's three times for you to be deactivated. L1 players can deactivate any player with a single hit.

L2 – The same abilities as L1 players.

L3 - This is a neutral level. L6 have to zap you twice for you to be deactivated.

L4 - You have to zap L1 & L2's twice to deactivate them and score points.

L5 - You have to zap L1 & L2's three times to deactivate them and score points.

L6 - You have to zap L1 & L2's three times and L3's twice to deactivate them and score points.

# Member Special Abilities

Member Level	Ability	Description
<b>L1 RECRUIT</b>	Rapid Fire	Achieved by tagging 2 people in a row without being tagged. You remain in rapid fire until being tagged. More activations requires tagging 3 people in a row.
<b>L2 GUNNER</b>	Invulnerability	Achieved by tagging 5 people in a row. You are invulnerable for 10 seconds.
<b>L3 TROOPER</b>	Payback	When you've been deactivated, hold down the special abilities button to reactivate instantly.
<b>L4 CAPTAIN</b>	Missiles	Score more points by locking on to a player who is level 4 or higher, wait for the high pitched tone and then pull the trigger.
<b>L5 STARLORD</b>	Reset	You can deactivate players that are down, even if you were the last player to tag them.
<b>L6 LASERMASTER</b>	Nuke	Hold down the special abilities button for 3 seconds to detonate the nuke and deactivate every level 6 player in the arena no matter where they are.

Players unlock a new special ability once they meet the requirements to progress to the next skill level. Special abilities are cumulative, for example a level 3 Trooper can use rapid fire, invulnerability and payback.