

RANK	Insignia	Experience Points Required (# Points)	Jump required to rank up to this rank (# Points)	Filling the thin line 6 times represents** (# Points)	Approx # games required to rank up (# Games)	at 10 games per hour takes this long (# Hours)	Reward Pack
Private 2nd Class		none req.					Private Pack (Everything you get when you start)
Private 1st Class		3,000	3,000	500	8		1 Headgears 1: Tactical Helm, Balaclava
Specialist		8,400	5,400	900	14		1 Rainbow Weapons: MP7A1, SIG552, USP40
Corporal		14,500	6,100	1,017	16		2 Camo 1: Desert, Urban, Russian, Guerrilla, Fall, Desert 2
Sergeant		23,500	9,000	1,500	24		2 Tactical Armor: Raven Recon Armor, Vulture Combat Armor, Falcon Assault Armor
Staff Sergeant		38,500	15,000	2,500	40		4 Headgears 2: 3 Hole Balaclava, Baseball Cap, Breathing Mask
Sergeant First Class		56,500	18,000	3,000	48		5 Camo 2: Flecktarn, Orange, Swedish, War2k5, Alpen, White
Master Sergeant		82,500	26,000	4,333	69		7 Freedom Fighter weapons: AK47, Raging Bull, SV98
First Sergeant		109,500	27,000	4,500	72		7 Headgears 3: Boonie Hat, Beret, Tinted Goggles
Sergeant Major		139,000	29,500	4,917	79		8 Black Market Armor: Typhoon Recon Armor, Cyclone Combat Armor, Hurricane Assault Armor
2nd Lieutenant		172,000	33,000	5,500	88		9 Camo 3: Pink, Blue, Woodland, Wasp, Sand, Crimson
1st Lieutenant		214,000	42,000	7,000	112		11 Headgears 4: Half-Face Mask, Reinforced Helm, Tactical Goggles
Captain		264,000	50,000	8,333	133		13 Merc Weapons: MG36, SPAS12, Desert Eagle
Major		330,000	66,000	11,000	176		18 Military Armor: Vier Recon Armor, Diamondback Combat Armor, Anaconda Assault Armor
Lt. Colonel		425,000	95,000	15,833	253		25 Camo 4: Yellow Urban, Red Urban, Tiger, Rust, Urban 2, Grey
Colonel		535,000	110,000	18,333	293		29 Headgears 5: Ballistic Face Mask, Riot Helm, NVGs
Elite	?	675,000	140,000	23,333	373		37 Camo 5: Custom 1, Custom 2, Custom 3

Total play time to Elite rank

180 Total hours projected

** Ranking is shown as 5 square blocks and one thin line. In order to rank up you must fill the thin line 5 times to fill the 5 boxes and then fill the thin line again. Therefore you have to fill the thin line 6 times...even though there are only 5 square boxes.

Projection Assumptions

My average win=600 pts, average loss 150. Therefore average is 375 points.

Chart assumes average points per game of **375 points**

Chart assumes average # games per hour **10 games per hour**

Approx time required to acquire AK47 and SV98 **22 hours**

Approx time required to acquire officer rank **46 hours**

vegas_points.xls

--hidden text here--

need 3000 ea		need 4333 each	
sgt 1st class		Master Sgt	
last bar		First bar	
159.0	3034	333.0	2418.0
577.0		751.0	
392.0		599.0	
99.0 average		478.0	
180.0	252.8	157.0	403.0
101.0		100.0	
93.0			
118.0			
460.0			
283.0			
239.0			
333.0			