

Zombie Army 4: Dead War | Secondary Weapons, Gun Mastery (13 Weapons Total)

Base Game Secondary	Mastery for Platinum - Each base gun requires 12 Upgrade Kits before you can master it.	Platinum Perk
M30 Drilling (shotgun)	Kill 250 zombies by dismembering limbs	Increased damage to Secondary Weapons
MP44 (smg)	Get a kill every 2 seconds for a total of 30 kills	Increased damage to Secondary Weapons
Thompson (smg)	Shoot and dismember the legs of 200 zombies	Increased damage to Secondary Weapons
Trench Gun	Get 200 triple kills or above	Increased damage to Secondary Weapons

Shotgun Mortar (Shotgun)	Level 1	Level 2	Level 3	Mastery for Platinum
	200 Enemy Limbs Dismembered	50 Double Kills	60 Weapon Focus Kills	Get a dismemberment kill every 4 seconds for a total of 50 kills
	15 Grenadier Kills	50 Suicider Kills	10 Flamer Kills	
	50 Zombie Kills	150 Zombie Kills	50 Armored Giant Kills	Platinum Perk Increased damage to Secondary Weapons
			5 Blind Screamer Kills	
			50 Creeper Kills	
			50 Water Grunt Kills	

Sten MK 11 (SMG)	Level 1	Level 2	Level 3	Mastery for Platinum
	100 Kills over 25m Distance	25 Water Grunts over 25m	20 Officers over 25m	100 Kills without changing weapon or using melee
	25 Enraged Kills Using Weapon Focus	25 Creeper Kills using Weapon Focus	10 Elite Kills	
	25 Engineer Headshot Kills	50 Armored Giant Headshot Kills	50 Suicider Kills using Focus	Platinum Perk Increased damage to Secondary Weapons
			50 Headshot Kills using Focus	
			25 Grenadier Headshot Kills	
			5 Blind Screamer Headshots	

M3 Grease Gun (SMG)	Level 1	Level 2	Level 3	Mastery for Platinum
	50 Engineer Limbs Dismembered	50 Ammo Carrier Arms Dismembered	50 Armored Giant Headshot Kills	50 Critical Hit Kills from under 7m without changing weapon or using Melee
	100 Suicider Kills	50 Ricochet Kills	15 Necromancer Hearts	
	20 Grenadier Kills	25 Creeper Critical Hit Kills	50 Double Kills or More	Platinum Perk Increased damage to Secondary Weapons
			15 Suicide Officer Hearts	
			5 Flamer Fuel Tank Kills	
			15 Officer Commander Heart Kills	

Blowtorch	Level 1	Level 2	Level 3	Mastery for Platinum
	75 Creeper Kills	40 Engineer Kills	50 Water Grunts	50 kills without changing weapons or using melee attacks
	100 Zombie Kills	50 Armored Giant Kills	7 Blind Screamers	
	50 Enraged Kills	25 Grenadier Kills	10 Butcher Kills	Platinum Perk Increased damage to Secondary Weapons
			5 Heavy Gunner Kills	
			35 Water Spitters	
			5 Flamer Kills	

FG 42 (SMG)	Level 1	Level 2	Level 3	Mastery for Platinum
	?	?	?	Get 20 kills under 60 seconds
	?	?	?	
	?	?	?	Platinum Perk Increased damage to Secondary Weapons
	?	?	?	

PPSH-41 (SMG)	Level 1	Level 2	Level 3	Mastery for Platinum
	?	?	?	Get a kill every 2 seconds for a total of 40 kills
	?	?	?	
	?	?	?	Platinum Perk Increased damage to Secondary Weapons
	?	?	?	

Eggers Bomb Lance	Level 1	Level 2	Level 3	Mastery for Platinum
	?	100 Double Kills or More	100 Triple Kills	Get 10 multikills without changing weapon or using melee attacks
	100 Enraged Zombie Kills	25 Grenadier Kills	20 Officer Heart Kills	
	50 Engineer Kills	50 Water Grunt Kills	100 Armored Giant Kills	Platinum Perk Increased damage to Secondary Weapons
			10 Elite Kills	
			50 Kills Over 25m	
			50 Headshot Kills	

MP.1940 (SMG)	Level 1	Level 2	Level 3	Mastery for Platinum
	?	?	?	Get 40 headshot kills, scoring a headshot every 3 seconds
	?	?	?	
	?	?	?	Platinum Perk Increased damage to Secondary Weapons
	?	?	?	

Mastery Tips:
https://youtu.be/8lCwKc_Me5A

MAB 38	Level 1	Level 2	Level 3	Mastery for Platinum
	5 Flamer Kills	10 Butcher Kills	20 Heavy Gunner Kills	Get a headshot every 3 seconds for a total of 50 kills
	100 Kills over 15m	30 Water Spitter Headshot Kills	10 Shadow Demon Kills	
	100 Enemy Limbs Dismembered	50 Enraged Headshot Kills using Weapon Focus	50 Armored Giant Headshot Kills	Platinum Perk Increased damage to Secondary Weapons
			15 Blind Screamer Headshot Kills	
			30 Double Kills or More	
			30 Officer Heart Kills	

Mastery Tips:
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