



Beta Fighter (D83)



Dreiss AR

Stark AR

BR-16 AR



Remburg 7 SG

Hollunds 880 SG

Blishlok SMG





Ahnuhld-12 SG

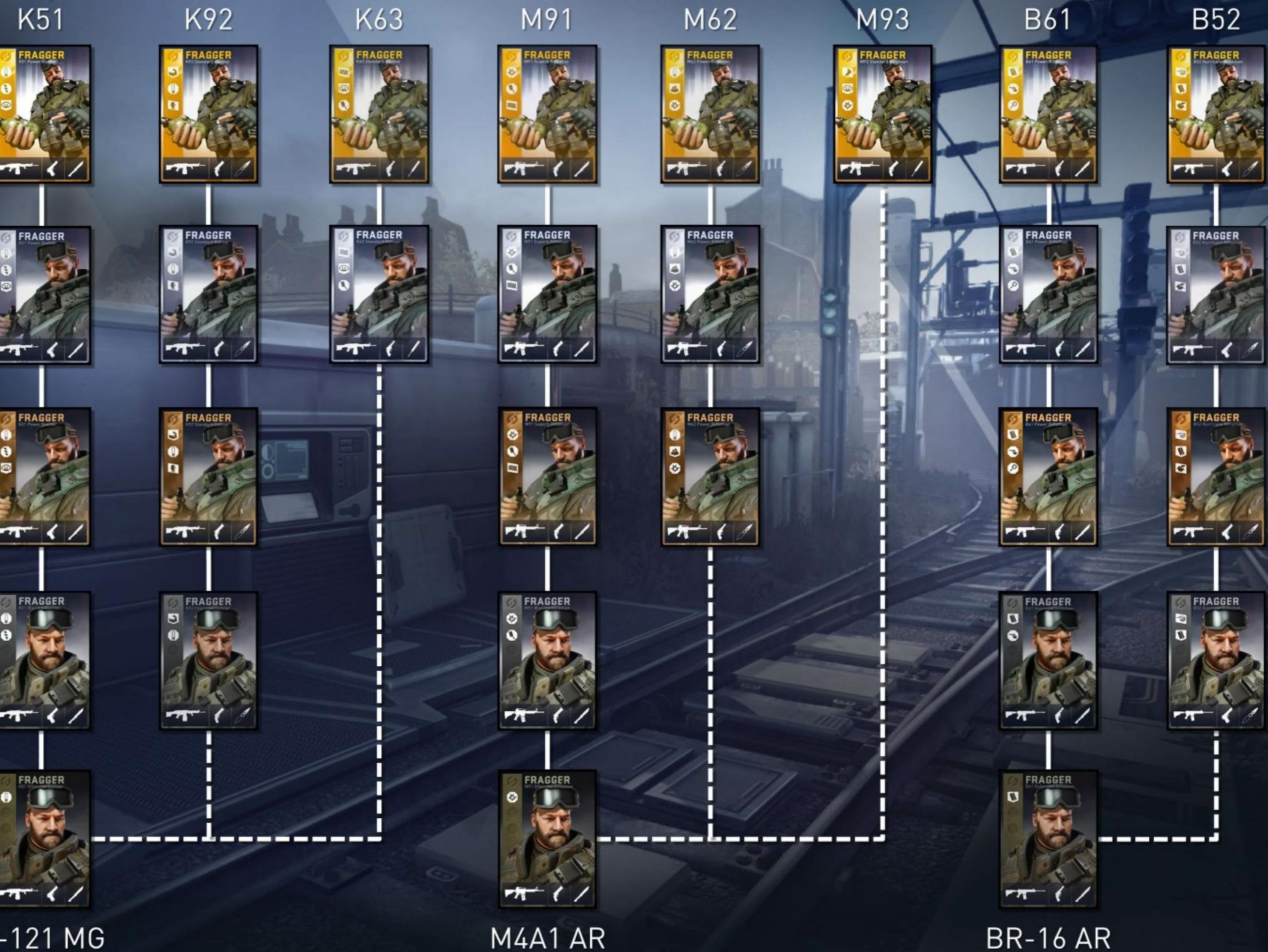
Hollunds 880 SG

Blishlok SMG



**FRAGGER**

Default





CR81



CR72



CR83



KE43



KE81



SM72



SM41



SM43



Crotzni SMG



Hochfir SMG



SMG-9 SMG

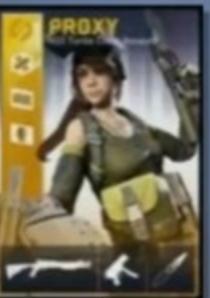




H11



H22



R51



R22



R23



KE21



KE12



KE53



Founders (H22)



Beta Fighter (R22)

Hollunds 880 SG



Remburg 7 SG

Hochfir SMG





SM41



SM72



BL71



BL82



BL43



CR81



CR42



CR73



Founders (SM72)



Beta Fighter (BL72)

SMG-9 SMG



Blishlok SMG



Crotzni SMG





Founders (M92)



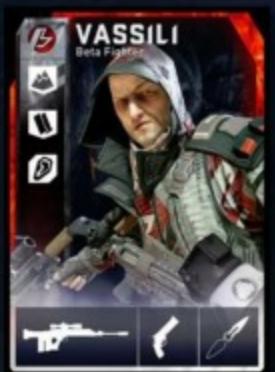
M4A1 AR

BR-16 AR

Timik-47 AR



## Founders (M011)



## Beta Fighter (F92)



MOA SNPR-1 SR

FEL-IX SR

## PDP-70 SR

## Defensive Augments

- FOCUS**  
Reduces flinching when hit while iron sighting or scoped by 50%
- LOCK-ON**  
Turrets, Mines and other automated defenses react 30% more quickly
- SPARES**  
Increases the maximum number of magazines that can be carried by 1.
- STEADY**  
22% increase to deployables health
- TOUGH**  
Reduces the delay until health regen starts by 33%
- UNSHAKEABLE**  
Reduces the damage you take from explosives by 20%

## Intel Augments

- BIG EARS**  
Enemy footsteps and other appropriate noises are 30% louder to you
- BOMB SQUAD**  
Adds a more vivid highlight to enemy Proximity Mines and deployed explosives
- SPOTTER**  
20% increase to the detection radius
- UNTRACKABLE**  
Turrets, Mines and other automated defenses react 30% more slowly to your presence

## Offensive Augments

- BIGGER BLAST**  
10% increase to blast radius to AoE weapons
- CHOPPER**  
20% increase to melee damage
- COOL**  
Increase the time it takes Mounted MGs to overheat by 50%
- DRILLED**  
20% reduction to reload time
- EXPLOODYDENDRON**  
10% increase to blast radius to AoE abilities
- FAIL SAFE**  
Reduces the effect taken from your own explosives by 30%
- QUICK DRAW**  
30% reduction to the time taken to raise and lower weapons

## Scout Augments

- DOUBLE TIME**  
Allows you to reload whilst sprinting
- ENIGMA**  
Reduced duration of being spotted by 50%
- FLYING PIG**  
You take no fall damage when landing
- QUICK EYE**  
35% increased to movement speed when Iron Sighted
- SNEAKY**  
Reduces the amount of sound you generate when running by 25%
- SPRINGY**  
Gives the Merc the ability to keep momentum for 3 jumps instead of two.

## Specialist Augments

- GUARDIAN ANGEL**  
Receive an audio warning whenever enemy artillery or airstrikes are incoming on your position.
- LOOTER**  
Killing an enemy Fire Support Merc will drop a small Ammo Pack, killing an enemy Medic will drop a small Health Pack.
- PINEAPPLE JUGGLER**  
Allows you to quickly pick-up and throw nearby grenades
- QUICK SLASH**  
Increases melee attack speed by 25%
- TRY HARD**  
Gain 10HP for each death you suffer without getting a kill, up to a maximum of 30HP

## Support Augments

- EXTRA AMMO**  
Increase the max number of ammo packs by one
- EXTRA SUPPLIES**  
20% cooldown reduction to support abilities
- GET UP**  
50% increase to health given on revive
- HEALING REACH**  
15% increase to size of healing radius
- MECHANIC**  
Improves any repair tools and disarm rates by 20%
- POTENT PACKS**  
20% increase to health regen rate given by healing abilities

## Primary Weapons - Loadout Prefix (A)Ann

Assault Rifles (Rifleman Loadouts)		Sniper Rifles (Sniper Loadouts)		Machine Guns (Gunner Loadouts)	
Bnn	BR-16	Dnn	DREISS AR	Mnn	M4A1
Damage		Damage		Damage	
Rate of fire		Rate of fire		Rate of fire	
Accuracy		Accuracy		Accuracy	
Stability		Stability		Stability	
Range		Range		Range	
Mobility		Mobility		Mobility	
BLnn	BLISHLOK	Cnn	KEK-10	CRnn	CROTZNI
Damage		Damage		Damage	
Rate of fire		Rate of fire		Rate of fire	
Accuracy		Accuracy		Accuracy	
Stability		Stability		Stability	
Range		Range		Range	
Mobility		Mobility		Mobility	
KEnn	HOCHFIR SMG	SMnn	SMG-9		
Damage		Damage			
Rate of fire		Rate of fire			
Accuracy		Accuracy			
Stability		Stability			
Range		Range			
Mobility		Mobility			
Shotguns (Close Assault Loadouts)					
Ann	AHNUHLD-12	Hnn	HOLLUNDS 880	Rnn	REMBURG 7
Damage		Damage		Damage	
Rate of fire		Rate of fire		Rate of fire	
Accuracy		Accuracy		Accuracy	
Stability		Stability		Stability	
Range		Range		Range	
Mobility		Mobility		Mobility	

## Secondary Weapons - Loadout 1<sup>st</sup> Digit (a)anN

Machine Pistols		Pistols		Revolvers	
(a)a1n	MP400	(a)a2n	TØLEN MP	(a)a3n	EMPIRE-9
Damage		Damage		Damage	
Rate of fire		Rate of fire		Rate of fire	
Accuracy		Accuracy		Accuracy	
Stability		Stability		Stability	
Range		Range		Range	
Mobility		Mobility		Mobility	
(a)a4n	M9	(a)a5n	DE. 50	(a)a7n	CAULDEN
Damage		Damage		Damage	
Rate of fire		Rate of fire		Rate of fire	
Accuracy		Accuracy		Accuracy	
Stability		Stability		Stability	
Range		Range		Range	
Mobility		Mobility		Mobility	
(a)a8n	SELBSTADT .40	(a)a6n	SIMEON .357	(a)a9n	SMJÜTH & WHETSMAN .40
Damage		Damage		Damage	
Rate of fire		Rate of fire		Rate of fire	
Accuracy		Accuracy		Accuracy	
Stability		Stability		Stability	
Range		Range		Range	
Mobility		Mobility		Mobility	

## Melee Weapons - Loadout 2<sup>nd</sup> Digit (a)anN

(a)an1	BECKHILL COMBAT KNIFE	(a)an2	STILNOTTO STILETTO	(a)an3	CRICKET BAT
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