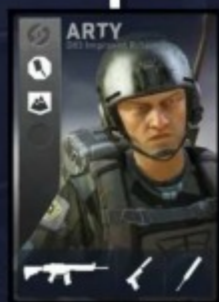


Beta Fighter (D83)

D72



D83



D43



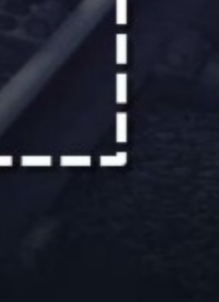
S41



S72



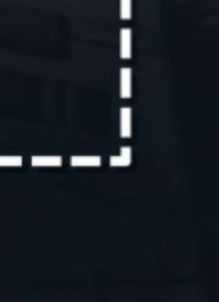
S82



B81



B42



Dreiss AR

Stark AR

BR-16 AR



R81

R42

H72

H83

H42

BL81

BL72

BL41



Remburg 7 SG

Hollunds 880 SG

Blishlok SMG



C41

C82

BL73

BL81

BL71

SM82

SM41

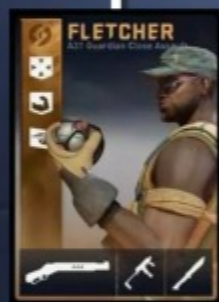
SM43



KEK-10 SMG

Blishlok SMG

SMG-9 SMG



Ahnuhld-12 SG

Hollunds 880 SG

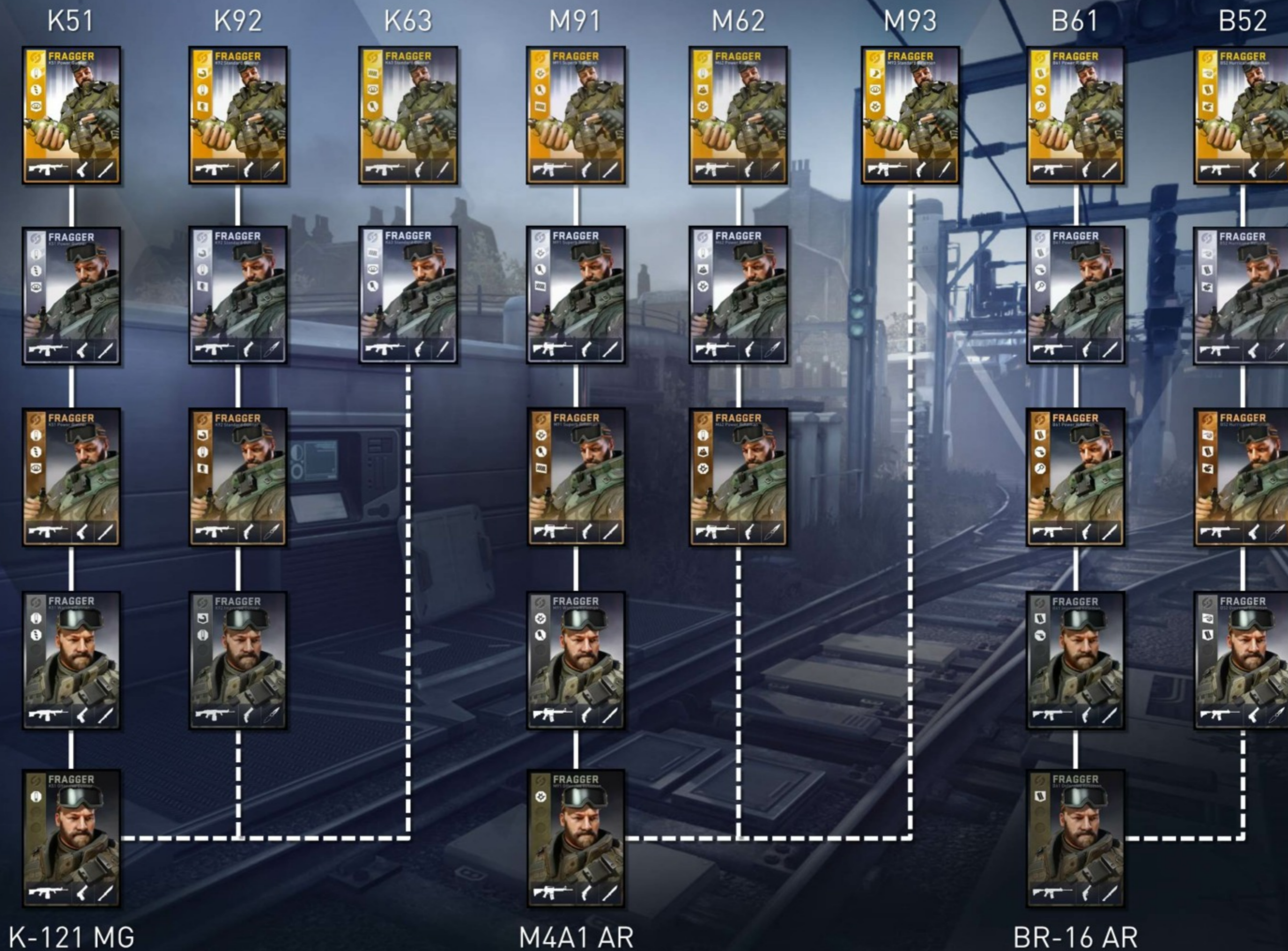
Blishlok SMG



Founders (K92)



## Beta Fighter (B61)





CR81



CR72



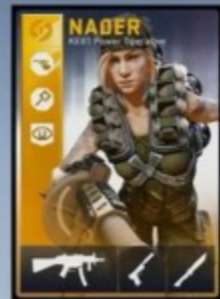
CR83



KE43



KE81



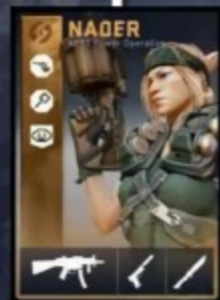
SM72



SM41



SM43



Crotzni SMG

Hochfir SMG

SMG-9 SMG



Founders (H22)

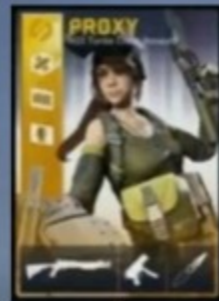


Beta Fighter (R22)

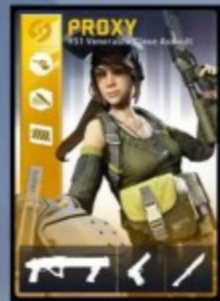
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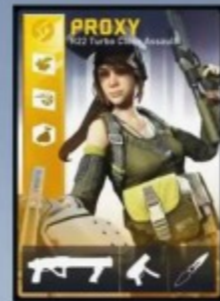
H22



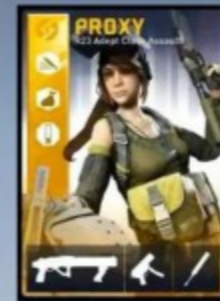
R51



R22



R23



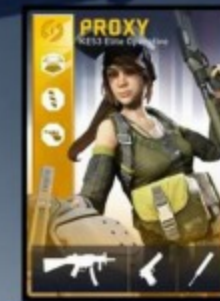
KE21



KE12



KE53



Hollunds 880 SG

Remburg 7 SG

Hochfir SMG

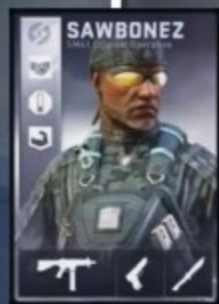


Founders (SM72)

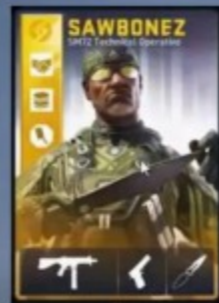


Beta Fighter (BL72)

SM41

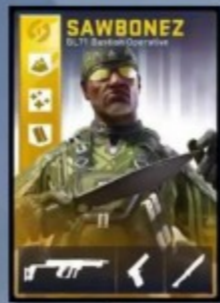


SM72



SMG-9 SMG

BL71

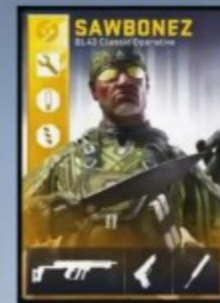


Blishlok SMG

BL82



BL43



Crotzni SMG

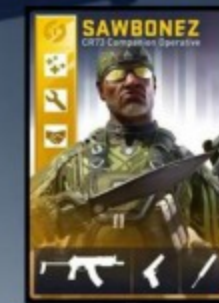
CR81



CR42



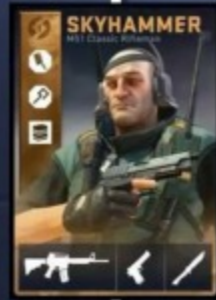
CR73





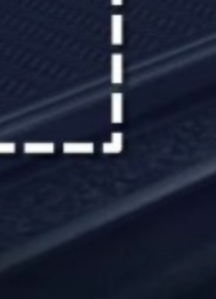
Founders (M92)

M51



M4A1 AR

M92

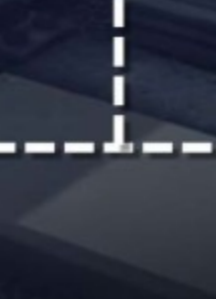


B61



BR-16 AR

B92



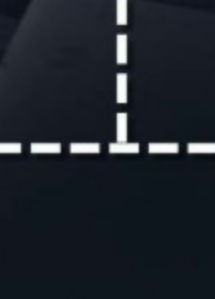
B53



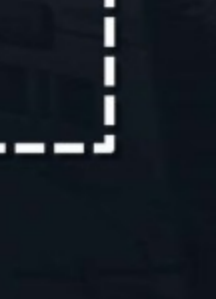
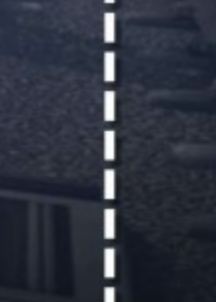
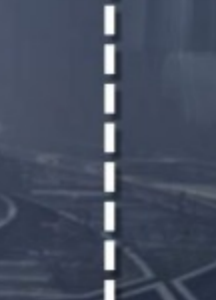
T51



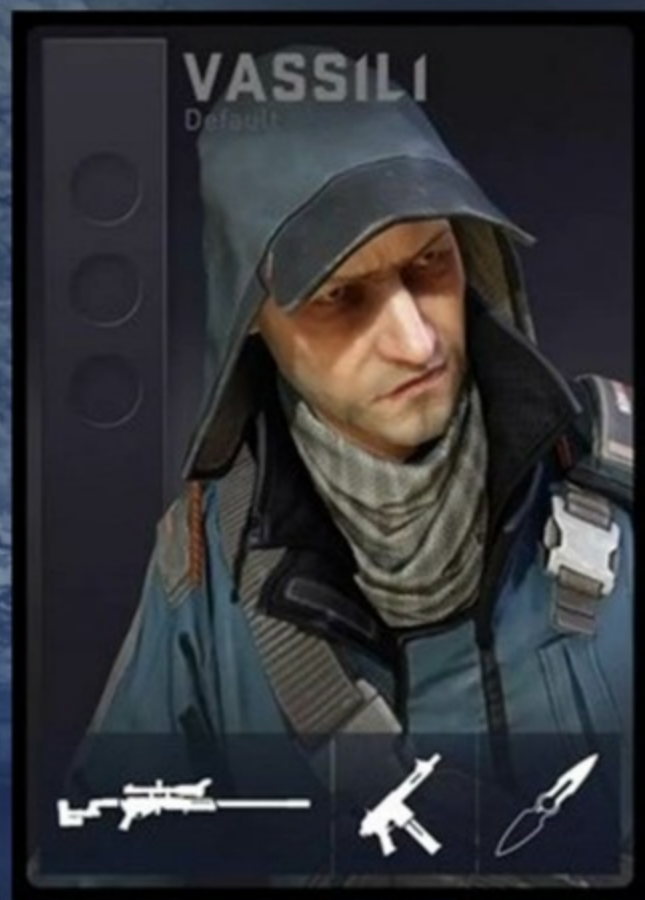
T92



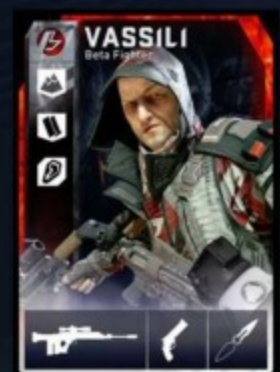
T63



Timik-47 AR



Founders (M011)



Beta Fighter (F92)

M011



M022



F91



F12



F23



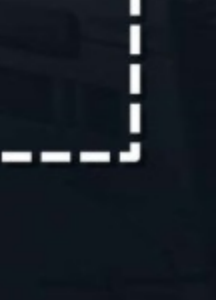
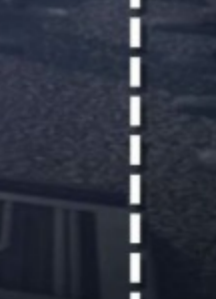
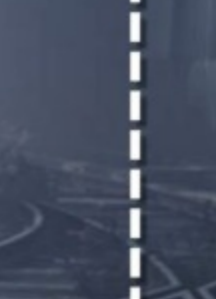
P21



P92



P13



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
- EXPLODYDENDRON**  
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)

Bnn

BR-16

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Dnn

DREISS AR

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Mnn

M4A1

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Shn

STARK AR

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Thn

TIMIK-47

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Sniper Rifles  
(Sniper Loadouts)

Fnn

FEL-IX

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

MOnn

MOA SNPR-1

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Pnn

PDP-70

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Knn

K-121

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Submachine Guns  
(Operative Loadouts)

BLnn

BLISHLOK

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Cnn

KEK-10

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

CRnn

CROTZNI

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

KEnn

HOCHFIR SMG

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

SMnn

SMG-9

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Shotguns  
(Close Assault Loadouts)

Ann

AHNUHLD-12

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Hnn

HOLLUNDS 880

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Rnn

REMBURG 7

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Machine Guns  
(Gunner Loadouts)

Secondary Weapons - Loadout 1st Digit (a)aNn

Machine Pistols

(a)a1n

MP400

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

(a)a2n

TÖLEN MP

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

(a)a3n

EMPIRE-9

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Pistols

(a)a4n

M9

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

(a)a5n

DE. 50

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

(a)a7n

CAULDEN

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

(a)a8n

SELBSTADT .40

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Revolvers

(a)a6n

SIMEON .357

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

(a)a9n

SMJÜTH & WHETSMAN .40

Damage

Rate of fire

Accuracy

Stability

Range

Mobility

Melee Weapons - Loadout 2nd Digit (a)anN

(a)an1

BECKHILL COMBAT KNIFE

(a)an2

STILNOTTO STILETTO

(a)an3

CRICKET BAT